

SHEELA



CHARACTER INGREDIENTS

Race: Vulpera (**FOX**)

Gender: Female

Age Range: Late 20's-Early 30's

Accent: None

Vocal Pitch: **HIGH**

Vocal Texture: **SOME RASP**

The Vulpera (our race of Fox like creatures) are a group of scrappy scavengers who live in the desert. They are adept at navigating desert life, often spending their time unearthing relics within scattered ruins, or scavenging part and pieces from foreign travelers who weren't equipped to deal with the dangers of the desert.

[<Think of them as being scavengers like the SAND PEOPLE in Star Wars....but living communally like the Hobbits in LotR.>](#)

The Vulpera are nomads who can easily adapt to any climate and situation. They are crafty. While they carry the necessities with them on their travels (tents, food, weapons), they have no problem making do with whatever they find a new area. They are practical, inventive and determined.

They speak very matter-of-factly. While not generally liars or cheats, they choose their words carefully, taking advantage of any loopholes that may have been overlooked when striking a bargain.

They are generally suspicious of outsiders, but curiosity (and the potential for trade) usually quells any initial hostility. It is not a desire for wealth that drives them so much as the need to survive another day.

SHEELA – Audition Lines

(Defensive....then proud of their “artistic” accomplishments)

1. Wait, did you guys call me a thief? Did you really just call me a thief?! Okay, you know, that hurts. How could you say that? Well you know what? It’s okay, you can say whatever you want about me because I don’t really think of myself as a thief, I think of myself more as an artist. I take pride in my skills. To me, it’s more of an art. Do I feel bad about what I do for a living? No. So, you can say all you want about me, but I know for a fact that I’m more of an artist than I am a thief.

(Straight forward question when traveler approaches them.)

2. What do you need?

(Said with conviction when discussing the Vulpera way of life.)

3. A day’s work is worth a day’s pay, no matter who you are.

(Sharing their truest scavenger philosophy.)

4. You can find a purpose for anything if you hold onto it long enough.

(Said with slight warning to foreign traveler.)

5. It’s never safe to travel these dunes alone.

(Said with a degree of disbelief after the player rescues them. Most people want a reward. Can’t believe it.)

6. I’m free to go? No deal to be made? You are different than most!

(Very forthright and sincere after being rescued.)

7. I will repay this debt. You have my word.

(Sincere and grateful at the top.....followed by grizzled determination.)

8. I owe you my life. These serpent men will pay for what they’ve done to our home.

(Words of advice and warning given to the player in order to help them stay safe.)

9. Whatever’s going on down there, just take the water and get out. Don’t get involved.

(You can play with this. Can be casual. Can be sincere. Can be light warning.)

10. Don’t die out there.