

James Ofori

GMD-330-01 Interactive Narrative I

Real World Assignment: Population

- 5 NPCs with backstory, identity and motives
 - **Dhakiya Naisiae**



- 28 year old Puebloan-Kenyan cowgirl
- Has to take care of her sick Kenyan father.
- She hates her Kenyan heritage (and by extension her father) because she thinks it's caused her more harm than good.

- Helps many residents with their problems because she thinks she's generally disliked and needs to improve her reputation.
- Can be found at the ranch while she's working but will often hang out at the saloon.
- Looks after a blind girl named Tehya
- Wants to collect the bounty for Boney and E. A. Pickett.
- Works for Nahiossi
- Is suspicious of Chacon and thinks she's hiding something.
- **Backstory:**
 - As a child, Dhakiya's family was extremely busy. Her father took his work as a cowboy very seriously while her mother would often overwork herself as a journalist. This left Dhakiya to spend much time exploring the town herself. During this she learned how to take care of herself and even made a couple friends, but none of them would last. And of course being the only child of African descent in Liberty wasn't easy. She experienced harassment both from adults and children throughout her lifetime, leading her to hate her skin color and heritage. Having taken her father's place as the cowboy of Nahiossi's ranch, she feels particularly obligated to excel in her job, both because she respects Nahiossi and to prove those who look down on her wrong.
- **How they might relate to the PC**

- Dhakiya is one of the first NPCs the player will meet when they arrive at Liberty's saloon.
- She is generally kind to them and the player can befriend or romance her.
- She won't turn against the player at any point, but the player can make her dislike them.

■ **How the PC might influence them to get information or help**

- The player can help her with her work or just spend time with her to get information or help. She doesn't know as much about Boney and the White Hand as other NPCs but it's easy to get on her good side and she's a valuable ally.

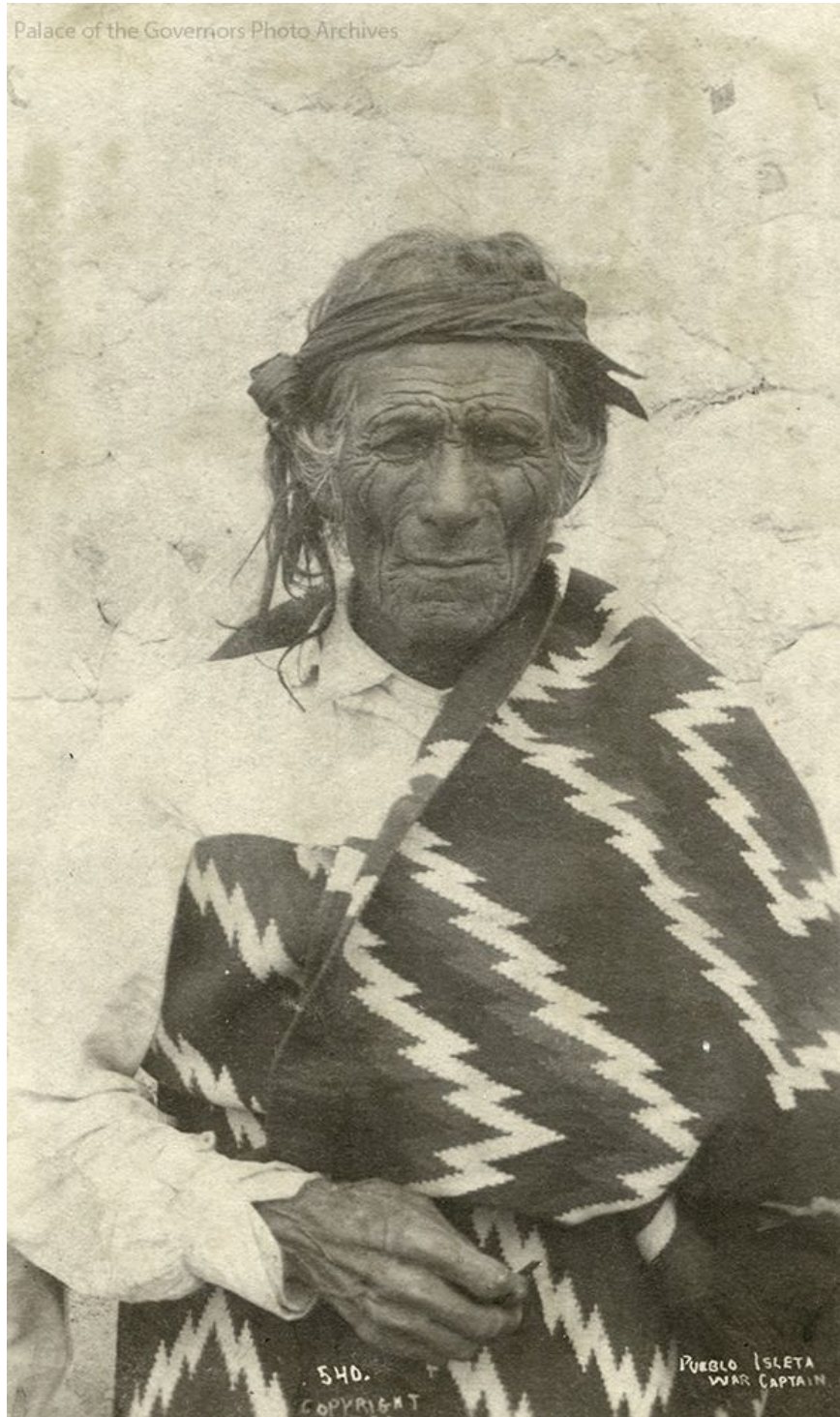
■ **Sample Interaction:**

- Dhakiya: I don't recognize you, you new around here?
- PC: I guess I am new, but I'm not looking to stay.
- Dhakiya: You're looking for the White Hand, I can tell by the look on your face.
- PC: ...
- Dhakiya: The people in this town ain't too kind, trust me, I know... Anyway, I'm a cowgirl down at Nahiossi's ranch, and I'm looking for the White Hand too. If you help me out with my work a little, I'll help you get some info. How about it?
- PC: Sounds good!

■ **Quote:**

- “These townspeople always put on a smile, act all friendly to me because I help them out. But I can feel their gazes. It may not be today or tomorrow, but one day they’ll show me how they truly feel. And I hope that day never comes.”

- **Nahiossi Bailey**



- 85 years old Puebloan man

- Runs the local ranch
- Avoids talking about the White Hand
- Wants to protect his grandson over everything and will do anything, even go against his own morals, to give him a better life.
- Is helping hide Boney and provides The White Hand with horses because Chacon promised to pay him in exchange so he can retire and still be able to support his grandson.
- **Backstory:**
 - While he was working on his ranch with his son and step-daughter, the White Hand suddenly arrived. They insisted that Chacon had said they could take his horses and demanded he hand them over. Nahioosi refused. They attempted to attack his grandson and his parents first, but Nahioosi immediately tried to defend them. However, he was quickly subdued and beaten badly. Afterwards they cut off his index finger and thumb on each hand, leaving him with three fingers on both. They considered this an “inside joke”. They then proceeded to torture and murder his son and step-daughter, leaving his son to watch the whole time.
- **How they might relate to the PC**
 - The player meets Nahioosi soon after meeting Dhakiya.

- The player can befriend Nahiossi or make him their enemy depending on their relationship with Dhakiya and how they treat his son.
- **How the PC might influence them to get information or help**
 - If the player grows close enough with Nahiossi, he will tell them where Boney is hidden, but this would take a really long time and may not be the quickest way to figure this out.
- **Sample Interaction:**
 - Nahiossi: Welcome to my ranch, feel free to make yourself at home. I can never have too many visitors at this place.
 - PC: Thank you, doesn't seem like everyone is as welcoming as you here.
 - Nahiossi: And that's exactly why I welcome everyone.
 - PC: If you don't mind me asking, those are some fresh wounds on your hand, what happened?
 - Nahiossi: Oh the White Hand did this, but it's not a big deal I promise.
 - PC: Sir you're missing two fingers! I think that's a big deal. Do you know where the White Hand went?
 - Nahiossi: I... no, no I don't.
- **Quote:**
 - "You can take anything you want from this ranch, but please, don't hurt my grandson. He's all I have left."

○ **Jaime Parra**



- Mexican
- Father taking care of his many children while his wife is ill
- Claims that Chacon provides stability to Liberty, however, he doesn't really care much about the town as long as he can live happily with his wife.

- Lets his children run around freely as long as they don't cause anyone trouble
- Has a soft spot for Nahiossi because he feels bad for him
- Despite being in a similar situation of taking care of a relative, he dislikes Dhakiya and suspects that her father made his wife ill.
- Is aware that Boney is being hidden but doesn't know where.
- **Backstory:**
 - Jaime's father, Francisco, was a cowboy. One day he let 20 horses escape from a local ranch. Dhakiya's father took his job and outperformed him, being loved by the entire town despite his skin color. But Jaime's father was ostracized and shamed for this incident. Feeling that he could bring nothing except more shame to his family, he took his own life. Jaime holds a grudge against Dhakiya's family because of this, and his hatred may go deeper than just their actions. He doesn't hold a grudge against Nahiossi, however, as he gave him a month's-worth of his father's salary to help pay for his funeral.
- **How they might relate to the PC**
 - Jaime is met when the player goes to the mine.
 - Jaime can be befriended, but he can also be an enemy if the player romances Dhakiya
- **How the PC might influence them to get information or help**

- If the player gets his children on his side, he will be more inclined to help them and give them information.
- Information will be given at a slower rate if the player only befriends him.

■ **Sample Interaction:**

- Jaime: I've seen you helping out at Nihossi's ranch. Now I'm a fan of the old man and I appreciate you helping him, but that cowgirl he got, Dhakiya, she ain't no good.
- PC: What do you have against Dhakiya?
- Jaime: It's a family thing, but trust me she's no better than the White Hand scum.
- PC: Seems like lots of people side against the White Hand here.
- Jaime: You'd be surprised, even the juiciest steak has a little fat to trim.

■ **Catchphrase/Quote:**

- "You stay out of my business, I'll stay out of yours. But if you're willing to help with my business, I'll be sure to repay you."

○ Alejandro Peligro



■ 27 year old Mexican man

- Spends most of his time making explosives and working in the mine
- Has a love for explosives but is always cautious when using them, as he hurt one of his brothers once.
- One of the smartest people in town.
- Enjoys drinking tea while working on explosives, though he's the only one in Liberty who enjoys it.
- Often keeps his brothers under control, but if he feels either of them are threatened he's the first one to get violent
- Hates Jaime
- Hates the Sheriff and Chacon for setting up the crooked gambling establishment that led to his brother being arrested.
- **Backstory:**
 - Alejandro has always loved explosives. But more than the explosives themselves, he loves the risk. Lighting dynamite and throwing it at the last second was one of his favorite pastimes and he'd often do this while working in the mine. However, one day ten years ago, he forgot he had already lit dynamite in the mine and did not warn anyone, resulting in his brother getting injured. Ever since then, Alejandro avoids as many risks as possible. He has also started reading as many books as he can find so he can be a smarter person and make sure he doesn't do anything that stupid again.
- **How they might relate to the PC**

- The player meets Alejandro in the mine
- Alejandro can be befriended or made an enemy. He will be an enemy specifically if the player befriends Jaime.
- **How the PC might influence them to get information or help**
 - Alejandro will give the player information on what he sees around the mine if the player befriends him and his brothers.
- **Sample Interaction:**
 - PC: Wow, you really seem to know what you're doing with those explosives.
 - Alejandro: Well someone has to I suppose. Do you need anything or are you just grabbing my attention to waste my time? If it's the latter, please step back. I wouldn't forgive myself if I hurt someone here, even a complete stranger.
 - PC: Well I'm trying to gather some information on the White Hand, you know anything?
 - Alejandro: No. Wait did they hurt my brothers? I swear to God if any of them have as much of a scratch I'm blowing that whole gang to bits!
 - PC: Uhhh, no I don't think they did anything to your brothers.
 - Alejandro: Oh, alright. As I said I don't know much more about them than the average guy, but I'd be happy to collect that bounty on their heads. Maybe we could make a deal that'd benefit us both here.

- PC: Alright, what're you thinking about?
- Alejandro: If I had to guess, Chacon is hiding the White Hand's leader somewhere in this town since they're cousins. I'll keep an eye out for anything suspicious here at the mine, and you can look everywhere else. Since you were probably doing that anyway, I'd highly advise against turning this down.

■ **Quote:**

- "Every night I pray for Manuel and Luis. But no matter how much I do, Luis' eye won't come back, and I'll never be able to go back in time and stop Manuel from getting himself arrested. There's a voice in the back of my head that always tells me I'm doing too much, but there's an even louder one in the front telling me I'm not doing enough"

○ **Roberto Lobo (David Bravo)**



- Mysterious man who hangs around the saloon but never drinks
- 29 years old
- Later revealed to be the Sheriff in disguise

- Enjoys messing with visitors by giving them false information
- Spends much of his time observing what people do and judging their character based off of that.
- Dislikes all of the townspeople, but doesn't show it so that he can use their admiration to his advantage when he needs to.
- He knows where Boney is hidden
- **Backstory:**
 - David Bravo has always had everything he could want. Money, power, women, friends, but he finds that all of this makes his life too easy. They even made him Sheriff because they felt that any other option would just be a worse David. He's smart, charming, talented at just about anything he does, and a hell of a shot. He can't walk down the street without people begging for his attention... and he despises it. Because of this, he disguises himself as Roberto, the mysterious gunslinger. He hangs out in the corner of the saloon, covering his face with a cowboy hat. He generally stays quiet and makes sure he appears as unapproachable as possible, but he doesn't mind stirring up some trouble when he's feeling a little mischievous.
- **How they might relate to the PC**
 - Roberto can be befriended or romanced, but he is primarily an enemy.

- Roberto's loyalty to the White Hand and Chacon depends on how close the player becomes with him.

■ **How the PC might influence them to get information or help**

- The player gets information on the White Hand from Roberto, and improves their relationship with him, by damaging their relationship with other NPCs and generally causing them trouble.
- If the player doesn't befriend him, he will give them false info and try to impede them and their allies.
- If the player befriends him and doesn't romance him he will eventually betray them.

■ **Sample Interaction:**

- Roberto: Well what do we have here? Some fresh meat?
- PC: You need something?
- Roberto: Noooo of course not. I just love having visitors. Town gets real boring without ya. In fact, I think we just got some visitors two days ago.
- PC: Who!?
- Roberto: Oh it was quite a big group. Came in here reeeeeeeall quiet-like. What was their name? The Night Stand? The Spite Band? The Light Land?
- PC: The White Hand!?

- Roberto: Ding ding ding! Looks like we have a winner! Real interesting group, the White Hand.
- PC: You're not working with them are you? You seem really keen on hiding your face behind that cowboy hat.
- Roberto: Of course not! But I do know a little bit about them. Tell you what, you make a little mischief for some of the people I don't like, and I'll give you some info on the White Hand.

- **Quote:**

- "All these people in town look at me like I'm some sort of messiah. I'd be lying if I said I hate every bit of it, but goddammit these people don't know how to give me one bit of space. Maybe if I started shooting at the crowds that show up at my front door they'd get the memo..."

- **8 NPCs with whom the PC can have brief interactions**

- **Fala Naisiae**

- 54 year old Puebloan woman
- Always full of energy.
- Travels around town constantly looking for a new story to cover for the Liberty Newspaper.
- Cares about her daughter, Dhakiya, but believes that she is, and always has been, independent enough for her to leave her alone.

- Prides herself in making her reports accurate. She asks hard questions and looks for every perspective possible.
- Known for turning every conversation into an interview.
- Always keeps a little bit of information to herself in case her job is ever at risk or if she needs to blackmail somebody.
- **Backstory:**
 - Fala has lived in Liberty her whole life, but she's always been nosey. As a kid she'd eavesdrop on her parents or even people at the saloon. Eventually, as she grew up and gained confidence, she began interviewing people and writing down what they said in her own notebook. After turning 16, she started working for the Liberty Newspaper.
- **Sample Interaction:**
 - Fala: Excuse me! Can I ask you a few questions?
 - PC: Ummm, sure. But it has to be quick, I'm kinda busy.
 - Fala: I hear the White Hand killed your family, care to tell me a bit about how it happened?
 - PC: Why would you- how could you ask anyone a question like that?
 - Fala: It's my job after all. Tell you what, you answer my questions and I'll give you some information on the White Hand. I've got a scoop that you wouldn't believe!
- **Quotes**

- “I really haven’t talked to my daughter in a while, maybe I should head home early and make dinner for her... nah I’m sure she’ll be fine!”
- “Oh you wanna fire me? Then I guess you’ll miss out on the latest scoop, our very own Delilah Chacon’s connection to the White Hand!”

- **Julio Parra**

- Jaime’s son
- Deeply loves his father but wishes he’d be more caring and help others.
- He doesn’t hold himself to the same standard however, rather he believes that at the age of 16, he should get into as much trouble as he can, while he can.
- His father has promised that all of his money will go to him when he dies, as he is the oldest son, but he dislikes the idea as he wants to be self-made and plans on turning his life around when he turns 18.
- Spends most of his time around saloon, gambling and stealing from drunk people.
- **Backstory:**
 - Julio’s grandfather died when he was young. He doesn’t remember him well, but he does remember one thing he told him. “Do what you want”. Taking these words to heart, goes

around town doing as he pleases, mainly pickpocketing and gambling.

■ **Sample Interaction:**

- PC: I saw you take that old man's wallet back there. Give it back.
- Julio: Huh? I thought my mom was sick in bed, but lo and behold she's right here in front of me! Listen, how about you mind your business. I'm just a kid, don't you have adult stuff to be worried about.
- PC: Most people wouldn't watch you do this and say nothing. I don't care if it's not my business, that's not right.
- Julio: Then I guess we've got some differences only a bullet can solve.

■ **Quotes:**

- "Another day, another 100 dollars"
- "I should probably get home soon, gotta make sure mom and dad are doing okay."
- "If I went home just 10 minutes later I could've earned another \$50, too bad."

○ **Tehya Parra**

- Blind young girl
- One of Jaime's children
- Feels that her father doesn't give her enough attention

- Wants to be relied upon and help others like Dhakiya, but nobody pays attention to her.
- Enjoys hanging around the saloon all day to see if anybody has anything for her to do, but is often disappointed.
- Has a dog named Pallaton who helps her get around.

■ **Sample Interaction:**

- PC: Hello young lady, can you give me any information on Boney and the White Hand? I heard they passed through here.
- Tehya: Of course, I saw them come by this saloon just yesterday.
- PC: ...
- Tehya: ...
- PC: But aren't you-
- Tehya: Sheesh learn to take a joke! Anyway, I may not be able to see but I can hear stuff real well. I'll tell you if I overhear anything.

■ **Quotes:**

- "Dhakiya takes real good care of me. I don't hear many pleasant sounds in this town, but the sound of her horse galloping over to the saloon is a sound I'll always recognize, and a sound that will always put a smile on my face."

- “Everyone leaves me alone because I’m blind, even my parents. I can’t work anywhere either, so I’m just kinda stuck here.”

- **Desideria**

- 17 year old Mexican woman
- Regularly steals food from shops but returns half of it because she feels bad.
- Enjoys spending time with her family when she can.
- Spends most of her day pretending to sleep at the saloon, but actually listens in on conversations to see if any opportunities for money, or something else, appear.
- Has a hard time keeping a job for a long time because she’s extremely clumsy.
- **Backstory:**
 - Desideria’s family has been struggling financially for as long as she can remember. But more than anything, they were always lacking food. Desideria decided that she needed to help out in any way she can, so she started stealing food from the local shops, knowing that she wouldn’t be punished as harshly if she got caught since she’s a child.
- **Sample Interaction:**
 - Desideria: Listen, I know it looks bad, but I promise I’m returning half of the food.

- PC: Why would you do that? Just steal half as much at least.
- Desideria: But if I stole half as much then the risk wouldn't be worth it, I'm almost 18, if I get caught they won't go as easy on me. But have you ever seen anyone get arrested for donating food? My family needs this stuff real bad, please just look the other way.
- PC: What am I getting out of this?
- Desideria: I can listen in at the mines and tell you if I hear anything you'd be interested in.
- PC: Alright, then tell me if you hear anything you hear about the White Hand over there.

■ **Quotes:**

- "Man, I wish I had the guts to steal money instead of food. Who knows, maybe I'll wake up one day and muster up the courage to rob Chacon for everything she has."

○ **Daniel**

- Desideria's twin brother
- Often covers up her mistakes but wishes she'd get a job instead of stealing.
- Occasionally helps out at Nahiossi's ranch but he doesn't get paid much.
- Believes that Liberty is a fine place to live in, but he wants to join the White Hand to support his family.

- His parents don't approve of this and he often argues with them about it, believing that the end of supporting his family justifies the crimes he'd have to commit.

■ **Backstory:**

- Daniel has always believed in the value of hard work, no matter what it costs. Unfortunately, he gets sick very easily, similar to his parents, and was never able to work at the mine. He works part time at the local ranch when he isn't in school, but he's always on the lookout for better opportunities.

■ **Sample Interaction:**

- Daniel: You're the visitor aren't you? How long do you plan on staying?
- PC: Not long, I'm only passing through to find the White Hand. Do you have any information about them?
- Daniel: Well maybe I do, maybe I don't, how much do you think it's worth?

■ **Quotes**

- "Desideria, you should work at the ranch with me. You can't keep stealing from the food stores, these people work for their families, you don't."

- “Fala, instead of asking me about how I’m trying to support your family, maybe you should ask your son about how he’s undermining regular townsfolks’ hard work”

- **Victor Bailey**

- 13 years old
- Puebloan-Mexican
- Young boy who’s enthusiastic about participating in the conflict
- Wants to join the White Hand, but keeps it a secret.
- Nahioosi’s grandson
- Has a potty mouth
- **Backstory:**
 - Victor’s parents were murdered in front of him when they attacked his grandfather’s ranch. Many children would be traumatized, but not Victor. Victor cared less that his parents were murdered, and more about how cool the White Hand appeared. They got to carry all sorts of weapons, they could do whatever they wanted, they could narrowly escape authority and laugh as they moved onto the next town. Everything about them was fascinating to him. There was truly nothing for him to look forward to while living on the ranch, but a life with the White Hand was just the thrill he desired.
- **Sample Interaction:**

- PC: Your grandpa told me you guys got attacked by the White Hand, do you have any idea where they went afterwards.
- Victor: Maybe, but I'm not telling you a goddamn thing.
- PC: Well then what would make you tell me?
- Victor: Nothing. And I won't tell you where Chacon is hiding Boney either.
- PC: Thanks for the help.
- Victor: Wait, forget what I said!

■ **Quotes:**

- "Jorge you're being a real pain in the ass. If you can't keep a damn secret then fuck off."
- "My grandpa is pretty cool for standing up to the White Hand, but they still kicked the shit out of him, so I think that makes them cooler."

○ **Peligro Twins**

■ Alejandro Peligro's twin younger brothers

■ ***Luis Peligro***

- Best fist fighter in town
- Only fights when he can gain something from it, whether that be money or status.
- Looks out for his twin Manuel and tries to keep him out of trouble.

- Works in the mine with his brothers.
- **Backstory:**
 - Luis has always been a good fighter, but he was never a troublemaker. However, one day while working in the mine he got in an argument with Jaime. Alejandro was lighting dynamite at the time, as soon as he saw Jaime trying to punch Luis, he got up and ran over to stop him. Unfortunately, right as he pushed them both away from each other, the dynamite exploded near Luis and caused him to lose his right eye along with part of the right side of his face.
- **Sample Interaction:**
 - PC: Seems like you're one of the only people not carrying a gun here. What's up with that?
 - Luis: A gun? Now name one thing I'd want a gun for? Killing? I got two lethal weapons right here, puño number uno and puño numero dos and anyone who tangles with em ends up with their ass in the sky.
 - PC: Well I'll be sure not to mess with you then.
- **Quotes:**

- “Alejandro really can’t let go of the accident. I mean c’mon, look how cool I look now! And all it cost me was an ojo!”
- “Chill out Alejandro, he didn’t mean anything by it. Let’s not get into any pointless trouble here.”
- “Damn Manuel, you really took his head off just like that! My fists could’ve done that too though.”

■ ***Manuel Peligro***

- Ex-convict. Is ashamed that he was arrested and thinks his brothers look down on him for making that mistake.
- The best sharpshooter in town
- Messes with Alejandro by pretending to tinker with his explosives when he isn’t looking.
- Occasionally gets information on the White Hand (such as who they’re working with) so that he can work with them if they need him. However, he doesn’t know where Boney or E. A. Pickett are.
- Works with his brothers in the mine.
- **Backstory:**
 - Manuel was arrested for stealing from a gambling establishment after he suspected his opponent cheated in a poker match. After he was in jail for a

year, Chacon released him, but made him promise to assist the White Hand if they ever needed him.

- **Sample Interaction:**

- PC: I hear you've got some sort of deal with Chacon, what can you tell me about her?
- Manuel: I can tell you a lot, but you gotta be on good terms with my brothers first.
- PC: Alright, and what about the White Hand?
- Manuel: You sure you should be asking someone who's basically a member of the White Hand about them?
- PC: I've met members of the White Hand, I don't get the same vibe from you as I did them.
- Manuel: Does it matter? I'm a criminal, just like them.

- **Quotes:**

- "Ever since I got out of jail, nothing's been the same. Everyone looks at me like I'm less of a person than they are. They used to step aside when I walked into the saloon, they used to be afraid to even look my way. Those were the days."
- "If I woke up one day and suddenly couldn't shoot straight, I think my brothers would finally ditch me."

- **10 miscellaneous NPCs**

- **Gabriel**

- A young man of Mexican and Chinese descent.
- Works as a journalist in Boston. Plans on staying in Liberty briefly to do a report on the culture of the wild west.
- Often seen trying to interview people, but they are usually annoyed by him because Fala got to them first and they're sick of answering questions.

- **Carlos**

- 17 year old Mexican boy
- Considered the strongest man in town (can lift a horse over his head)
- Generally pretty quiet and shy. He'll usually stutter when he talks.
- Can often be found on the ranch helping move heavy objects around (or animals in some cases).

- **Abey**

- 32 year old woman
- Works at the mine
- Scowls at people passing by and is usually working alone.
- Always shows her gun in her pocket if she isn't holding it
- Nobody has ever really approached her

- **Ciri**

- 23 year old woman

- Hangs around Nahiossi's ranch to help him with his work
- Suspects that Nahiossi is hiding something
- Nervous around strangers.
- **Coco**
 - 25 year old woman
 - Ciri's best friend
 - Either hanging out with Ciri or slacking off
- **Elena**
 - 48 year old woman
 - Victor's babysitter
 - Often scolds Victor for his language
 - Tries to be a mother-figure for Victor but he often ignores her
 - Was a friend of Victor's parents and worries that he hasn't properly grieved for them
- **Jorge**
 - 13 year old boy
 - Jaime's second youngest son
 - Hangs out with Victor, but usually just follows his lead
 - Is rather shy but looks up to Victor and wishes he could be as brave as him.
- **Wapeka**
 - 30 year old woman
 - Claims to be a skilled locksmith

- Often seen trying to break into building around town, but never makes any real progress

- **Andrés**

- 20 year old man
- Says he works at the mine but never seems to actually do any work
- Has been shot 8 times and survived.
- Yells at the player and encourages the player to shoot them (they'll take the shot and get back up)
- Nobody knows how he can survive getting shot so many times.

- **Enrique**

- 100 year old man
- Often seen around the mine
- Vaguely mumbles about "the good old days" (nobody knows what he's talking about).
- Is followed around by a cat that seems just as grumpy as he is.
- Occasionally fakes having a heart attack so people will listen to him.