

## Storytelling and Scriptwriting for Games: *Sample Character Description*

### Character Description: **Max Payne**

Max Payne is a hard-nosed, New York detective obsessed by revenge. His workaday life was destroyed when drug addicts slaughtered his wife and infant in their beds. Although he killed the rag-tag perpetrators, he seeks redemption. With nothing left to lose, he hides undercover to destroy the crime syndicate behind the attacks.



This bloody vendetta draws him to the apex of a power struggle. The police and the organized crime lords center themselves on destroying the man they feel betrayed them. This leaves Max a fugitive from the two most powerful forces in the city.

He is the absolute strong-silent type - full of introspective wisdom but never one to mince words. He'd rather put a bullet to street scum's head, than listen to their inane prattle. But when it becomes difficult to tell the good from the bad, Max might put a few innocent victims to death.

For Max, speaking in dime-store novel clichés is as natural as firing a sawed-off shotgun. This stoic man of action hasn't lost his sense of humor. An ironic situation is still worth a pun or poetic jibe.

#### **Characteristics:**

- Direct
- Street-Smart
- Athletic
- Judgmental

#### **Quirks**

- Likes Poker
- Occasionally poetic