

Lily the merchant.

Game type : Would be in a chill game.

May be a life simulator, but could also work in any type of colorful and wholesome game.

Name : Lily O'Hare

Age : 21 years old.

Gender : Cis woman.

Species : Humanoid bunny.

Personality : A nice and upbeat person. Always active and doing something.

Talks quite a lot. Does everything she can to make her friends and customers feel at ease.

Appearance : Quite tall and thin. Fluffy grey fur, with some white markings.

Wears yellow overalls, over a black and white shirt, along with a flower on her left ear.

Will always smile (or at least try), though she may look exhausted, depending on the moment.

Moves a lot, with a happy pace.

Role : Merchant. She manages the main (single ?) shop of the game/a village.

Can give the player some objectives, with either rumors, or other characters requests, if that makes sense for the game.

Story : A young bunny, that never left her small village.

She always was a nice and caring person, which made her quite popular. She seems to be able to become friend with anybody.

For her 18th birthday, she inherited her parents' shop, as they were becoming too old for it.

Lily took this job very seriously, and works her hardest. Though, despite her success, she's disappointed that the shop stays the same, and that she can't make it « her own thing ».

(May be a plot point ?)

However, she keeps on smiling and avoid showing her insecurities and worries.

She works almost everyday, while still taking the time to chat with her customers, take care of herself, and sometimes see her friends.

Dialogues examples:

-Welcome ! Your favorite apples are on the back shelf.

-(mumbling to herself) I should change the signboard, make it look more festive...
Oh, sorry ! I was lost in my thoughts. Did you need something ?

-... Did you heard ? Mary finally went on holiday ! It even seems that she went with a close friend of hers... That sounds so fun, to have somebody to be with... *blushes* W-Wait, forget what I said !

-Some... Carrots ? That's... Lovely of you ! But, you know, I don't really like them.
So... If you could not give me anymore, that would be better.