

Writing

Original Instructions:

- Write a character description for Tali'Zorah nar Rayya/vas Normandy.
- Must encompass the events of *Mass Effect 1, 2, and 3*. Important details from non-game products welcome but not mandatory.
- Use past tense.

Tali'Zorah nar Rayya/vas Normandy – *Mass Effect*:

Tali'Zorah was a quarian Machinist who, on her Pilgrimage, found evidence that Saren Arterius contributed to the geth attack on Eden Prime. After being saved by Commander Shepard, she put her Pilgrimage on hold to help stop Saren and prove herself. Grounded in her beliefs and deeply loyal to the Migrant Fleet, Tali believed in the willingness to give yourself for the greater good.

Following Saren's defeat, Tali matured and gained renown for her technical and engineering skills. Even when accused of treason and her title changed to vas Normandy, she was respected within the Quarian fleet. Tali also remained a constant ally to Shepard, re-joining Shepard to stop the Collectors and defeat the Reapers.

Original Instructions:

- Write a character description for Halamshiral.
- Must encompass the events of *Dragon Age Origins, Dragon Age II, and Dragon Age: Inquisition*. Important details from non-game products welcome but not mandatory.
- Use present tense.

Halamshiral – *Dragon Age*:

Halamshiral is a city in Orlais and the former capital of the Dales, which was conquered during the Exalted March against the elves. Since then, Orlais has rebuilt Halamshiral into a place of culture and extravagance. However, there is large wealth inequality. While Halamshiral is mostly populated by elves, humans make up its privileged minority.

Halamshiral holds the Winter Palace, a seasonal retreat for Orlais' ruler and the Imperial Court. In the Winter Palace, navigating politics, social interactions, and intrigue is essential. Those who succeed gain influence in the court while those who fail face dire consequences. Rumour and scandal can destroy even the court's most powerful members.

Editing

Original Text:

Varric Tethras is a surface dwarf who finds the Hawke siblings after their first year in Kirkwall and asks for their help in a Deep Roads expedition planned by his brother, Bertrand.

A connected Kirkwall resident at the start of Dragon Age II, he's a rogue, a charmer, a fixer, an occasional con artist, spymaster, and information broker. He doesn't take sides in Kirkwall's politics and doesn't favor mages over templars or vice versa. Varric knows everybody. Chances are, he's got friends on every side of a conflict.

Few people know Hawke better, which is why Cassandra Pentaghast took him in for questioning as to Hawke's whereabouts. He also joins Isabela on King Alistair's quest to find his father, in the graphic novels *The Silent Grove*, *Those Who Speak*, and *Until We Sleep*.¹

Edited Text:

Varric Tethras is a surface dwarf who found the Hawke siblings after their first year in Kirkwall and asked for their help in a Deep Roads expedition planned by his brother, Bartrand. A charming rogue who deals in information and the Dwarven Merchant Guild's spy network, Varric is well connected and likely knows everyone.

Few people know Hawke better, which is why Cassandra Pentaghast took him in for questioning as to Hawke's whereabouts. Varric was brought to Ferelden to testify before Divine Justinia V and witnessed the explosion at the Temple of Sacred Ashes. Unable to leave things be, Varric joined the Inquisition to help close the Breach and restore order.

Original Text:

The Citadel is an ancient deep-space station, presumably constructed by the Protheans. Since the Prothean extinction, numerous species have come to call the Citadel home. It serves as the political, cultural, and financial capital of the galactic community. To represent their interests, most species maintain embassies on the Presidium, the Citadel's inner ring.

The Citadel Tower, in the center of the Presidium, holds the Citadel Council chambers. Council affairs often have far-reaching effects on the rest of the galactic community. Five arms, known as the wards, extend from the Presidium. Their inner surfaces have been built into cities, populated by millions of inhabitants from across the galaxy.

¹ BioWare. "BioWare Online Development Writing Test". *EA Careers Opportunities* (accessed February 17, 2016).

The Citadel is virtually indestructible. If attacked, the station can close its arms to form a solid, impregnable shell. For as long as the station has existed, an enigmatic race called the keepers has maintained it².

Edited Text:

The Citadel is an ancient deep-space station that serves as the political, cultural, and financial capital of the galactic community. The station is home to millions and numerous species maintain embassies on the Presidium, the Citadel's inner ring, to represent their interests. At the center of the Presidium is the Citadel Tower, which houses the Citadel Council. Council affairs often have far-reaching effects on the rest of the galactic community.

The Citadel and the Keepers were presumed Protheon creations but, in actuality, they were constructed by the Reapers to aid the cycle of extinction. Not only is the Citadel a gigantic, inactive mass relay but it also serves as the control center for the entire mass relay network. Due to its design, the station is virtually indestructible.

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² BioWare. "BioWare Online Development Writing Test".