

Fox



The **fox**,^{[1][2]} also known as the **Ruin Seeker**,^{[3][4]} is the playable protagonist of *Tunic*. They seek to explore ruins, or to bring ruin to the world.

Appearance

The fox is a small anthropomorphic orange fox with white patches of fur. Their nose and their paws are brown. They have a hair floof that bounces on their forehead as they move around. They wear a green tunic with a brown belt (yellow in the box art), and a purple-pink neckband.

The fox's colors can be customized in the secret changing room to the right of the Overworld's fountain.

Personality

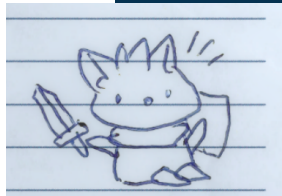
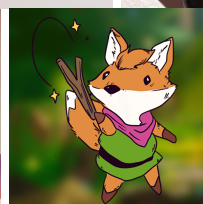
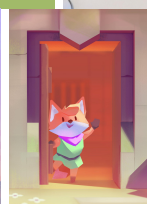
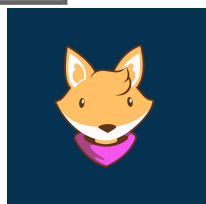
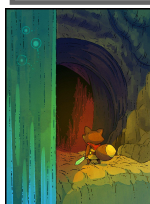
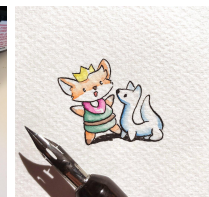
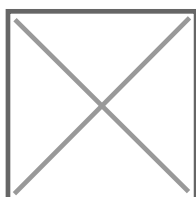
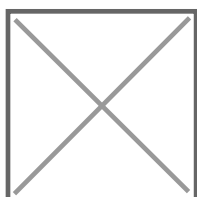
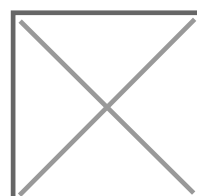
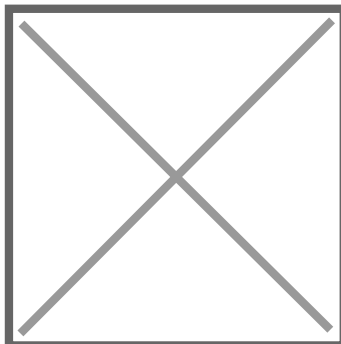
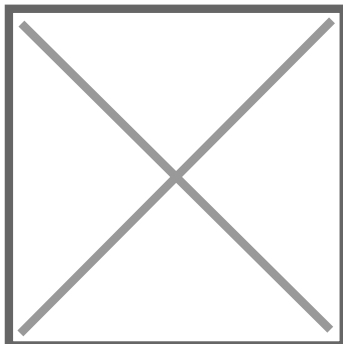
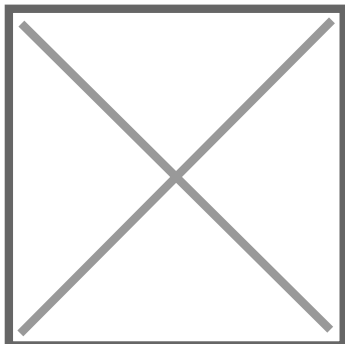
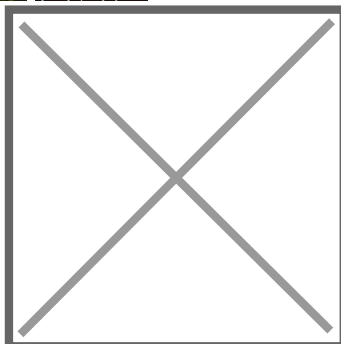
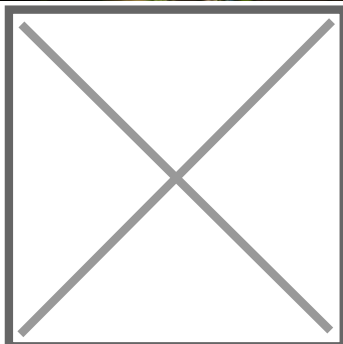
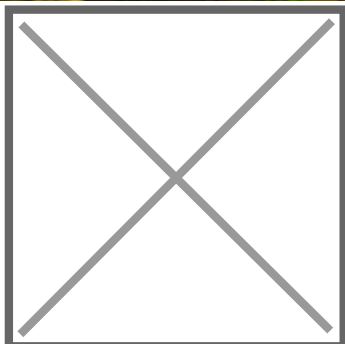
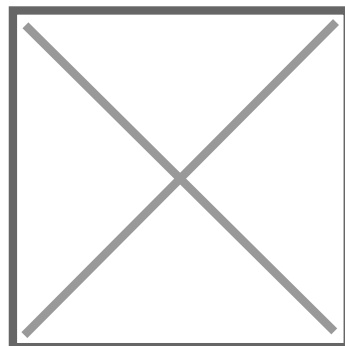
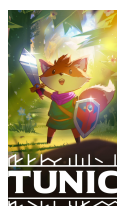
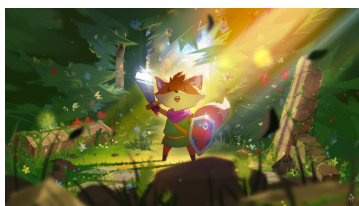
The fox is fascinated with treasure and always locks their head to face any nearby unopened treasure chests, somehow even being able to sense them through solid walls. They also stare at signposts, Check-Points, manual sheets, tombs, fox ghosts, and targetable objects, like enemies.

Trivia

- The colors of the Lures (other than in the inventory), Oblivion Seekers, and The Heir match the customization colors of the player's fox.

Gallery

Artwork



4. <https://twitter.com/FinjiCo/status/1706731156845076972>

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