

Character Barks

These characters were created for a game set in a world where humans (now known as primes) left planet Earth and animals evolved to occupy the world we left behind.

No one has seen a real prime in centuries... until one day you arrive.



NPC Type		Scenario: Human player enters village for the first time		
Grizzly Species: Bear Job: Vagrant	Animation	Who NPC is talking to	Personality Trait	Dialogue
	<i>Scrounging for food scraps, sees the player walk by.</i>	<i>Player</i>	<i>Jaded</i>	<i>"Yeah, yeah, keep walking. Not like I could use your help or anything."</i>
				<i>"Nothing to see here."</i>
				<i>"Can't a bear eat in peace?"</i>
				<i>"Take a picture, It lasts longer."</i>
				<i>"Hey, have we met?"</i>
Loona Species: Owl Job: Security	Animation	Who NPC is talking to	Personality Trait	Dialogue
	<i>Sitting on a perch, sees the player walk below.</i>	<i>Player</i>	<i>Distrustful</i>	<i>"Consider this a warning, prime."</i>
				<i>"I'm watching you."</i>
				<i>"I'll remember that face."</i>
				<i>"Isn't it a little late to be wandering the streets?"</i>
				<i>"Surely you must be lost."</i>
Slick Species: Weasel Job: Shopkeep	Animation	Who NPC is talking to	Personality Trait	Dialogue
	<i>Leaning on his kiosk counter as the player walks by.</i>	<i>Player</i>	<i>Manipulative</i>	<i>"Well, well, look what the wind blew in."</i>
				<i>"Psst. Friend... Your secret's safe with me... For a price."</i>
				<i>"Hey prime, how about I help you blend in?"</i>
				<i>"This place isn't safe for your kind, friend."</i>
				<i>"How about we find you something a little more discreet?"</i>

NPC Type	Scenario: A group of outcast Cats and Dogs raid the village for supplies			
<div>Grizzy</div> <div>Species: Bear</div> <div>Job: Vagrant</div>	Animation	Who NPC is talking to	Personality Trait	Dialogue
	<i>Hides behind a few trash barrels as raiders ransack the place.</i>	<i>Self</i>	<i>Cowardly</i>	<i>"I knew I should've stayed away from this place."</i>
				<i>"Just close your eyes and think happy thoughts."</i>
				<i>"How could I possibly help? I'm just one bear."</i>
				<i>"Looks like the neighborhood has gone to the dogs... and cats."</i>
				<i>"Come on, Griz, we've practiced this. Just smile and wave."</i>
<div>Loona</div> <div>Species: Owl</div> <div>Job: Security</div>	Animation	Who NPC is talking to	Personality Trait	Dialogue
	<i>Stands defensively. Frantically rotates head around to observe the attackers.</i>	<i>Raiders</i>	<i>Flustered</i>	<i>"Hey, you, put that back!"</i>
				<i>"I'm reporting you all to the proper authorities!"</i>
				<i>"I'll have you know I have a photographic memory."</i>
				<i>"Excuse me, where are you going?"</i>
				<i>"I got friends in high places, you just wait!"</i>
<div>Slick</div> <div>Species: Weasel</div> <div>Job: Shopkeep</div>	Animation	Who NPC is talking to	Personality Trait	Dialogue
	<i>Pulls down a security and arms self as raiders run by.</i>	<i>Raiders</i>	<i>Angry</i>	<i>"Let's see you lowlifes get in now!"</i>
				<i>"You even look in my direction and you get got, Fido."</i>
				<i>"Don't make me press this red button!"</i>
				<i>"This is the last straw. I'm outta this town."</i>
				<i>"Yeah, keep runnin'! You're lucky I'm not wearin' shoes."</i>

NPC Type	Scenario: The Player has successfully warded off the attackers			
<div>Grizzly</div> <div>Species: Bear</div> <div>Job: Vagrant</div>	Animation	Who NPC is talking to	Personality Trait	Dialogue
	Emerges from hiding. Player approaches.	Player	Bashful	“Hi... I was about to help.”
				“You don’t smell like the others.”
				“I’m thinking about starting a nice gang. You in?”
				“Hey, when you leave, can I go with you?”
				“I can be your bodyguard. If you need the company.”
<div>Loona</div> <div>Species: Owl</div> <div>Job: Security</div>	Animation	Who NPC is talking to	Personality Trait	Dialogue
	Scratches head as and assesses the damage. Player approaches.	Player	Prideful	“I did it. I scared them away... Thanks for your help, I guess.”
				“That’s definitely going in my report.”
				“Hey, you think you can tell the boss I helped?”
				“I guess I can trust you... For now.”
				“You oughta be careful with that thing. Someone could really get hurt.”
<div>Slick</div> <div>Species: Weasel</div> <div>Job: Shopkeep</div>	Animation	Who NPC is talking to	Personality Trait	Dialogue
	Reopens the shop. Player enters.	Player	Opportunistic	“Hey, you’re all right by me, prime. Don’t believe what they say about you.”
				“Hey what’s that thing you used to make the big boom? Got any for sale?”
				“What do you say you and I be friends?”
				“You in the market for a way outta this dump?”
				“My wife’s never gonna believe I saw a real life prime.”