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NARRATIVE DESIGNER

P O R T F O L I O

DESIGN AND WRITING SAMPLES

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❖ Mars Exploration - RPG Character Bark Valentina

Valentina (as player) - Bark Sheet

Character bio:

Valentina is a talented astronaut with brunette skin and dyed red hair. She is an Italian-American astronaut of Chilean descent who got lost with an exploration group on Mars. Now she must survive the dangers of an unknown place, and in addition to surviving, she needs strength to deal with her teammates.

Personality traits:

Valentina is a self-confident and curious cosmic expert. Valentina has a dirty tongue, She is sarcastic, selfless and driven by her desire for recognition in the Mars Exploration Corps. Valentina has an Italian/American style as she has lived in the USA for a long time.

Voice acting notes:

Valentina uses a voice modulator to speak to her teammates because she has a chronic problem with her vocal cords. Her artificial voice is supposed to be high-pitched with a southern Italian accent. Valentina is Italian-American with Latin and Quechua ancestry. Technology is essential to her daily life, especially for communication.

LINE ID	TYPE	CHAR ACTE R	ACTION	CONDI TION	LINE VARIAT ION	LINE	WORD COUNT	NOTES
player_Valentina_accept_con versation_prompt_quest_giver_01	play er	Vale ntin a	accept_con versation_p rompt	quest _giver	01	I'd like something good.	4	
player_Valentina_accept_con versation_prompt_quest_giver_02	play er	Vale ntin a	accept_con versation_p rompt	quest _giver	02	Wasting my time? I guess not.	6	Sarcastic
player_Valentina_accept_con versation_prompt_quest_giver_03	play er	Vale ntin a	accept_con versation_p rompt	quest _giver	03	I hope you gimme lucky.	5	
player_Valentina_accept_con versation_prompt_info_giver_01	play er	Vale ntin a	accept_con versation_p rompt	info_g iver	01	What's going on?	3	
player_Valentina_accept_con versation_prompt_info_giver_02	play er	Vale ntin a	accept_con versation_p rompt	info_g iver	02	What are you looking for?	5	Sarcastic
player_Valentina_accept_con versation_prompt_info_giver_03	play er	Vale ntin a	accept_con versation_p rompt	info_g iver	03	Please go away.	3	Not aggressive, just tired.
player_Valentina_refuse_conv ersation_prompt_01	play er	Vale ntin a	refuse_con versation_p rompt		01	Sorry, I can't talk now.	5	
player_Valentina_refuse_conv ersation_prompt_02	play er	Vale ntin a	refuse_con versation_p rompt		02	Arrivederci.	1	

player_Valentina_refuse_conversation_prompt_03	player	Vale ntina	refuse_conversation_prompt		03	Thank you.	2	
player_Valentina_trigger_trap_01	player	Vale ntina	trigger_trap		01	What the fuckin' is that?	5	Not aggressive, just tired.
player_Valentina_trigger_trap_02	player	Vale ntina	trigger_trap		02	No freakin' way	3	
player_Valentina_trigger_trap_03	player	Vale ntina	trigger_trap		03	I won't fall... I think	5	
player_Valentina_generic_hit_reaction_01	player	Vale ntina	generic_hit_reaction		01	Ouch!	1	
player_Valentina_generic_hit_reaction_02	player	Vale ntina	generic_hit_reaction		02	No!	1	
player_Valentina_generic_hit_reaction_03	player	Vale ntina	generic_hit_reaction		03	Uh!	1	
player_Valentina_receive_critical_hit_01	player	Vale ntina	receive_critical_hit		01	Did that hurt?	3	Ironic
player_Valentina_receive_critical_hit_02	player	Vale ntina	receive_critical_hit		02	Bad idea...	2	
player_Valentina_receive_critical_hit_03	player	Vale ntina	receive_critical_hit		03	I'll see you next time...	5	Sarcastic
player_Valentina_inflict_critical_hit_01	player	Vale ntina	inflict_critical_hit		01	Are you trying something else?	5	Cheeky.
player_Valentina_inflict_critical_hit_02	player	Vale ntina	inflict_critical_hit		02	Fuck off.	2	Not aggressive, just tired.
player_Valentina_inflict_critical_hit_03	player	Vale ntina	inflict_critical_hit		03	Your time is up, big boy.	6	Cheeky.
player_Valentina_low_health_out_of_battle_01	player	Vale ntina	low_health	out_of_battle	01	I need to get back now.	6	

player_Valentina_low_health_out_of_battle_02	player	Vale ntina	low_health	out_o f_battl e	02	I think I have had enough for now.	8	
player_Valentina_low_health_out_of_battle_03	player	Vale ntina	low_health	out_o f_battl e	03	!Ay... I need my spaceship.	5	
player_Valentina_low_health_in_battle_01	player	Vale ntina	low_health	in_bat tle	01	Rob I need pills!	4	
player_Valentina_low_health_in_battle_02	player	Vale ntina	low_health	in_bat tle	02	I don't feel my voice...	5	
player_Valentina_low_health_in_battle_03	player	Vale ntina	low_health	in_bat tle	03	Rob needs help...	3	
player_Valentina_heal_self_01	player	Vale ntina	heal_self		01	That's enough. I'm fine.	4	
player_Valentina_heal_self_02	player	Vale ntina	heal_self		02	I'm good again.	3	
player_Valentina_heal_self_03	player	Vale ntina	heal_self		03	Isn't enough.	2	Ironie
player_Valentina_heal_partner_01	player	Vale ntina	heal_partn er		01	Thank me later.	3	Ironie
player_Valentina_heal_partner_02	player	Vale ntina	heal_partn er		02	Try to stay close.	4	
player_Valentina_heal_partner_03	player	Vale ntina	heal_partn er		03	You're safe now.	3	Gentle.
player_Valentina_revive_partner_01	player	Vale ntina	revive_part ner		01	Ciao, my friend.	3	Sarcastic
player_Valentina_revive_partner_02	player	Vale ntina	revive_part ner		02	Oh, that's a surprise.	4	Sarcastic
player_Valentina_revive_partner_03	player	Vale ntina	revive_part ner		03	Friendo, back to the ship now.	6	Sarcastic

player_Valentina_revived_01	player	Vale ntina a	revived		01	I'm getting up.	3	
player_Valentina_revived_02	player	Vale ntina a	revived		02	I'm breathing again	3	
player_Valentina_revived_03	player	Vale ntina a	revived		03	Dios mío...	2	
player_Valentina_victory_high_health_01	player	Vale ntina a	victory	high_health	01	You didn't expect it, huh?	5	Sarcastic.
player_Valentina_victory_high_health_02	player	Vale ntina a	victory	high_health	02	I got something for ya.	5	Sarcastic.
player_Valentina_victory_high_health_03	player	Vale ntina a	victory	high_health	03	Don't be a fool, It is your end.	8	Sarcastic.
player_Valentina_victory_low_health_01	player	Vale ntina a	victory	low_health	01	Is time to return to the Mars base.	8	
player_Valentina_victory_low_health_02	player	Vale ntina a	victory	low_health	02	My voice needs repair...	4	
player_Valentina_victory_low_health_03	player	Vale ntina a	victory	low_health	03	It hurt, but I won...	5	
player_Valentina_open_reward_01	player	Vale ntina a	open_reward		01	I obtained some gifts.	4	Surprised, pleased.
player_Valentina_open_reward_02	player	Vale ntina a	open_reward		02	This is really good stuff.	5	Surprised, pleased.
player_Valentina_open_reward_03	player	Vale ntina a	open_reward		03	Ciao! Stored Mars material!	4	Surprised, pleased.

❖ Colors Intrude - Action/Adventure Character Bark Summer

Summer (as player) - Bark Sheet								
Character bio:		Summer is a demisexual Scottish girl in her early 20s with blue hair who immigrated to the United States as a child. She is a budding character designer who started an art course at the best art college in California, her dream is to become an artist. Her life changes after discovering a power that turns everything she touches into watercolors. After discovering her unique abilities, Summer must defeat mysterious monsters, she must destroy these monsters with the help of her friends. Her world with its colorful nature has been taken over by creatures that are attracted to watercolor.						
Personality traits:		She is playful and sweet. Summer is autistic, struggles to fit in socially, has difficulty with metaphors, and takes things literally. Despite this, she is a happy and sweet girl, with a sarcastic side when she gets angry, Summer has a potty mouth. Her best friend Roberta is her faithful companion.						
Voice acting notes:		Her voice is a bit formal, switching to informal, high-pitched when sweet and low-pitched when angry. She has a Scottish accent.						
LINE ID	TYPE	CHARACTER	ACTION	CONDITION	LINE VARIATION	LINE	WORD COUNT	NOTES
player_Summer_accept_conversation_prompt_quest_giver_01	player	Summer	accept_conversation_prompt	quest_giver	01	Can I go destroy monsters today?	6	Playful
player_Summer_accept_conversation_prompt_quest_giver_02	player	Summer	accept_conversation_prompt	quest_giver	02	Could I fill the planet with watercolors?	7	Playful
player_Summer_accept_conversation_prompt_quest_giver_03	player	Summer	accept_conversation_prompt	quest_giver	03	Do you have any mission for me?	7	Playful
player_Summer_accept_conversation_prompt_info_giver_01	player	Summer	accept_conversation_prompt	info_giver	01	I scribble this challenge with my talent.	7	Cheeky
player_Summer_accept_conversation_prompt_info_giver_02	player	Summer	accept_conversation_prompt	info_giver	02	I can sense their movements...	5	
player_Summer_accept_conversation_prompt_info_giver_03	player	Summer	accept_conversation_prompt	info_giver	03	These monsters... They are	7	

						attracted to me.		
player_Summer_refuse_conversation_prompt_01	player	Summer	refuse_conversation_prompt		01	Sorry, I can't talk now.	5	
player_Summer_refuse_conversation_prompt_02	player	Summer	refuse_conversation_prompt		02	I'm catching butterflies now, sorry.	5	Irony
player_Summer_refuse_conversation_prompt_03	player	Summer	refuse_conversation_prompt		03	I'm thinking about art, I can't talk now.	8	Irony
player_Summer_trigger_trap_01	player	Summer	trigger_trap		01	Shite! Almost!	2	Angry
player_Summer_trigger_trap_02	player	Summer	trigger_trap		02	Och! No fuckin' way.	4	Angry
player_Summer_trigger_trap_03	player	Summer	trigger_trap		03	Fuckin' bastards	2	Angry
player_Summer_generic_hit_reaction_01	player	Summer	generic_hit_reaction		01	Uh!	1	
player_Summer_generic_hit_reaction_02	player	Summer	generic_hit_reaction		02	Ah!	1	
player_Summer_generic_hit_reaction_03	player	Summer	generic_hit_reaction		03	Oof!	1	
player_Summer_receive_critical_hit_01	player	Summer	receive_critical_hit		01	I can't die now...	4	
player_Summer_receive_critical_hit_02	player	Summer	receive_critical_hit		02	Well... That's painful.	3	Sarcastic
player_Summer_receive_critical_hit_03	player	Summer	receive_critical_hit		03	Ohhh... I think I lost my Art brush.	8	Sarcastic
player_Summer_inflict_critical_hit_01	player	Summer	inflict_critical_hit		01	The magic of watercolor flew...	5	
player_Summer_inflict_critical_hit_02	player	Summer	inflict_critical_hit		02	Get off my planet!	4	
player_Summer_inflict_critical_hit_03	player	Summer	inflict_critical_hit		03	I'll scratch your life with ink.	6	
player_Summer_low_health_out_of_battle_01	player	Summer	low_health	out_of_battle	01	It fuckin' hurts...	3	
player_Summer_low_health_out_of_battle_02	player	Summer	low_health	out_of_battle	02	I need some colors... please	5	
player_Summer_low_	play	Sum	low_health	out_o	03	My canvas'll	7	

health_out_of_battle_03	er	mer		f_battle		not be painted with death.		
player_Summer_low_health_in_battle_01	player	Summer	low_health	in_battle	01	I feel.. something weird...	4	
player_Summer_low_health_in_battle_02	player	Summer	low_health	in_battle	02	My color won't fade.	4	
player_Summer_low_health_in_battle_03	player	Summer	low_health	in_battle	03	I need to get back to the battle...	8	
player_Summer_heal_self_01	player	Summer	heal_self		01	I can feel my colors now!	6	
player_Summer_heal_self_02	player	Summer	heal_self		02	It's not that hurt now.	5	
player_Summer_heal_self_03	player	Summer	heal_self		03	Now I can breathe...	4	Quiet
player_Summer_heal_partner_01	player	Summer	heal_partner		01	I can do it now.	5	Gentle
player_Summer_heal_partner_02	player	Summer	heal_partner		02	Am I speaking German? Be careful.	6	Ironical
player_Summer_heal_partner_03	player	Summer	heal_partner		03	Now you can breathe in the world's colors.	8	Cheeky
player_Summer_revive_partner_01	player	Summer	revive_partner		01	You owe me that.	4	Cheeky
player_Summer_revive_partner_02	player	Summer	revive_partner		02	I would paint a picture of a rebirth.	8	
player_Summer_revive_partner_03	player	Summer	revive_partner		03	If you owe anything, you're welcome.	6	Ironical
player_Summer_revived_01	player	Summer	revived		01	Now I can protect the color of the world.	9	
player_Summer_revived_02	player	Summer	revived		02	Need more than that to destroy me?	7	Sarcastic
player_Summer_revived_03	player	Summer	revived		03	I won't fall now... I guess.	6	
player_Summer_victory_high_health_01	player	Summer	victory	high_health	01	Uh! I made a painting of	7	

						Death..		
player_Summer_victory_high_health_02	player	Summer	victory	high_health	02	Can I paint the world again?	6	Gentle
player_Summer_victory_high_health_03	player	Summer	victory	high_health	03	I painted some words on the world's canvas.	8	Gentle
player_Summer_victory_low_health_01	player	Summer	victory	low_health	01	Guess my weird life hasn't been erased yet.	8	Sarcastic
player_Summer_victory_low_health_02	player	Summer	victory	low_health	02	Ooof, it was close.	4	
player_Summer_victory_low_health_03	player	Summer	victory	low_health	03	Wow! I almost painted my life.	6	Surprised
player_Summer_open_reward_01	player	Summer	open_reward		01	Feeling like Michelangelo! I got you!	6	Pleased
player_Summer_open_reward_02	player	Summer	open_reward		02	Following in Monet's footsteps.	4	Pleased
player_Summer_open_reward_03	player	Summer	open_reward		03	I got something good.	4	Surprised

❖ Character Design Brief

(Alert: I did not work on Rainbow Six Siege, this material is for presentation purposes only)

Universe: The Goussainville-Vieux Pays region in Rainbow Six Siege is a ruined village, devastated by enemy operations. The gray tones of the worn plaster of the destroyed houses contrast with the blinding light of Paris, which seems to ignore the existence of this forgotten place. However, the community resists, keeping alive the tradition of archery training and athletics for the young. The melancholic soundtrack that accompanies the scene mixes with action beats, reflecting the constant fight for survival.

New Playable Character: Stephanie Doomstein, Known as a Lieutenant Doom, She is a championship lieutenant that makes her an formidable opponent. Her mastery with rifles and unique medical skills, made her stand out in the war.

Specific Characteristics: Agility is the main key of Stephanie's gameplay. During combat, She uses her speed and precision with bows to attack enemies, while her healing ability can turn the tide in critical situations.

Personal Story: Born in Goussainville-Vieux Pays, France, Stephanie grew up in chaos but found solace in archery and athletics. During a training incident, she demonstrated her medical skills by stopping the bleeding of a wounded comrade. After five years in the military, Stephanie joined the elite counter-terrorism force as a cadet in the GIGN, quickly rising through the ranks to reach the Assault and Rescue Battalion.

Distinguishing Features: Stephanie moves cautiously across the battlefield, attacking with her bow and arrow. Her look is composed of casual military clothing and a French cap with a cloth strap tied at the waist, highlighting her style and determination.

❖ **Item Description**

IIIBows



Item name	Item description
Celestial moonbow	An epic battle bow imbued with the mysterious energy of the blue moon forged by the Lunar God himself. This legendary longbow unleashes arrows infused with Celestial power. Effects: <i>Deals 20 magic damage by Celestial power once per turn.</i>

Item name	Item description
Legendary Tametomo bow	<p>A great hunting bow infused with the spirit of an epic archer, this mythical bow channels their legendary precision, unleashing piercing shots imbued with otherworldly skill.</p> <p>Effects: <i>Deals 20 physical and magic damage with Tametomo might twice per turn.</i></p>
Darkness bow	<p>A heavy battle bow empowered by the void, this shadow bow unleashes arrows imbued with a dark energy, delivering piercing attacks saturated with mysterious power.</p> <p>Effects: <i>Deals 20 physical and magic damage with Darkness force twice per turn.</i></p>
Poisoned rose Bow	<p>A poisoned hunting bow charged with the blessing of Aphrodite, its arrows channel the essence of roses with thorns, delivering venomous shots imbued with the Goddess's essence.</p> <p>Effects: <i>Deals 20 poison damage three times per turn.</i></p>

Daggers



Item name	Item description
Legendary golden Dagger	<p>A legendary hunting dagger, saturated with the aura of an infamous assassin. This golden blade channels the power of a deadly killer, delivering outrageous strikes filled with the wicked energy.</p> <p>Effects: <i>Deals 25 physical damage twice per turn.</i></p>

Void's Dagger	<p>A large battle dagger enveloped in the power of the cosmos, this dark blade channels the essence of darkness, releasing piercing attacks steeped with void energy.</p> <p>Effects: <i>Inflicts 25 magic damage once per turn.</i></p>
Blessed Dagger	<p>An epic hunting dagger enlightened by Holy power, this light blade delivers divine might, unleashing strikes infused with the blessed energy.</p> <p>Effects: <i>Deals 25 magic damage twice per turn.</i></p>
Divinity Dagger	<p>A great battle dagger empowered by Olympia might, this blessed blade channels the power of the Prosperity Goddess casting piercing strikes imbued with Olympia's energy.</p> <p>Effects: <i>Deals 25 magic damage per turn.</i></p>
Spectral Dagger	<p>A heavy battle dagger awakened by the spirit of an ancient warrior, its spectral blade unleashes deadly strikes imbued with etheric energy.</p> <p>Effects: <i>Deals 25 magic damage once per turn.</i></p>
Chaotic Dagger	<p>An empowered battle dagger imbued with temporal magic, this chaotic blade channels destruction energy, unveiling space-time warps with lethal attacks permeated with chaotic energy.</p> <p>Effects: <i>Inflicts 25 magic damage once per turn.</i></p>

Spears



Item name	Item description
Draconic Spear	<p>A legendary battle spear charged with the dragon's breath, its spearhead infused with draconic energy, unleashes lethal strikes driven by the primal instinct of an ancient beast.</p> <p>Effects: <i>Deals 30 magic damage per turn.</i></p>
Aquatic Spear	<p>A graceful battle spear imbued with the power of a sea beast, its spearhead charged with oceanic energy, unleashes waves of water driven by aquatic instincts.</p> <p>Effects: <i>Inflicts 26 magic damage with aquatic power twice per turn.</i></p>
Light Spear	<p>An enlightened battle spear enveloped in the swift force of lightning, its spearhead fueled by the power of light, unleashes fatal attacks imbued with storm energy.</p> <p>Effects: <i>Inflicting 30 magic damage with light power once per turn.</i></p>
Windstorm Spear	<p>A majestic battle spear imbued with the power of the wind, its spearhead filled with air energy, unveiling lethal waves infused with elemental fury.</p> <p>Effects: <i>Deals 30 magic damage by the wind might once per turn.</i></p>
Earthshaker Spear	<p>A primal spear imbued with the raw power of the earth, its spearhead charged with seismic force, unleashes lethal blows infused with earthshaking energy.</p> <p>Effects: <i>Inflicts 26 physical damage by earthly force twice per turn.</i></p>

