

NPC Barks

Note: The barks below were written to occur in an Fantasy RPG.

NPC Type		Scenario: The player arrives in town for the first time.			
Soldier	Animation	Who the NPC is talking to	Personality Trait	Dialogue	
	Standing guard; watching player walk by	Player	Suspicious	That's right, keep moving.	
				Got my eyes on you.	
				You lost or something?	
				I'd keep to myself if I were you.	
Hmmph.					
Villager	Animation	Who the NPC is talking to	Personality Trait	Dialogue	
	Doing chores, acknowledging the player as they walk by	Player	Friendly enough	Hello.	
				Oh, hello there.	
				Welcome, stranger.	
				Good day to you.	
Don't see many new faces these days.					
NPC Type		Scenario: A dragon attacks the village.			
Soldier	Animation	Who the NPC is talking to	Personality Trait	Dialogue	
	Running into battle, taking a stand	Fellow soldiers	Aggressive	What are you waiting for? Move!	
				Move it!	
				Protect the village at all costs!	
				All of you, on me!	
Get a move on, you cowards!					
Villager	Animation	Who the NPC is talking to	Personality Trait	Dialogue	
	Running away, taking cover	Fellow villagers	Terrified, cowardly, selfish	Out of the way!	
				Move, you idiots!	
				Everyman for themselves!	
				Get down before it sees us!	
Where are the bloody guards?!					
NPC Type		Scenario: The village recovers after the attack.			
Soldier	Animation	Who the NPC is talking to	Personality Trait	Dialogue	
	Walking, catching breath	Fellow soldiers	Exhausted, drained	Think the tavern's still open?	
				I could use a few pints after that.	
				We don't get paid us enough for this.	
				Damned dragons.	
What a shitshow that was.					
Villager	Animation	Who the NPC is talking to	Personality Trait	Dialogue	
	Emerging from hiding	Fellow villagers	Wary, relieved, a bit traumatized	Is it really over?	
				What was that?! ...Sorry. Thought I heard something.	
				What a nightmare that was.	
				Thought I was a goner, for sure.	
Never had to worry about dragons back in old country.					

Note: The barks below were written for a character set in a Fantasy RPG.

NPC	GAMEPLAY CONTEXT	V.O. DIRECTION	BARKS
Character Type: Rogue Personality traits: Playful, Confident, Flirty	NPC Greet The Player	(intrigued)	Now, who do we have here?
			Well, hello.
			You seem interesting.
	Player Exits Conversation	(warm)	Be seeing you.
			Try not to miss me too much.
			Don't do anything I wouldn't.
	Player Initiates Combat	(amused)	If it's trouble you're after -- you found it.
			Someone needs to be taught a lesson.
			You're going to regret this.
	During Combat: NPC Attacks	(confident)	Ha!
			Take this!
			Too slow!
	During Combat: NPC Delivers Killing Blow	(boastful)	This ends now!
			You asked for it!
			Nighty-night time!
	During Combat: NPC Casts A Spell	(cocky)	Got a surprise for ya!
			Here's a neat trick!
			There's no running from this!
	During Combat: NPC Takes Damage	(distressed)	Damn!
			Bastard!
			Urgh!
During Combat: NPC's Health Falls Below 25%	(winded)	This is bad.	
		How is this possible?	
		You haven't beaten me yet.	
During Combat: NPC Heals Themselves	(energized)	Much better.	
		Just the pick-me-up I needed.	
		Ah... Now, where were we?	
During Combat: NPC Uses An Item	(desperate)	Been saving this one!	
		Good a time as any.	
		Let's see what this does.	
During Combat: NPC's Deathrattle	(fading)	*laughs* Guess you got me.	
		This is what I get for taking you lightly.	
		That could have gone better.	
NPC's Post-Combat Boast	(triumphant)	Am I good or what?	
		Easy-peasy.	
		Maybe next time I'll go easy on you.	