

Bark Sheet for an urban fantasy tactics game (inspired by *Fire Emblem: Three Houses*, *The Banner Saga*, and *XCOM*, could be organized into a spreadsheet, but ultimately this seems a little more readable):

Name: August "Church" Bowles

Age: 26

Gender: Non-binary (AMAB)

Ethnicity: Black

Starting Class: Tender

Body type: Soft

Description: An urban legend on campus; if you're in trouble, you go to Church. Biased professors, abusive partners, stubborn curses; they've dealt with 'em all. Church joins the player when they investigate a faction's move on university grounds. Church's story has mostly to do with overextending and self-care; how do you serve others and yourself at the same time?

On the battlefield, Church is an unparalleled support character. With strong Compassion, Finesse, and Determination, they excel at healing others and can be classed into absorbing damage or dealing it from a distance.

Strong Skills: Support, defenses, ranged physical damage.

Weak Skills: Offensive magic, strength.

Melee hit:

"Uhhhh, sorry!"

"Yikes, are you okay?"

"Just run, already!"

Melee miss:

"Oh, *crap*."

"This isn't really for me."

"That'll show me, I guess."

Melee Crit:

"S'about to get messy!"

"Get out of my *face*!"

"Here I go: HUP!"

Ranged hit:

"Didn't aim for anything vital."

"You can still back off."

"Softened 'em up for ya!"

Ranged miss:

"I'll do better next time."

*(little sigh)* "Maybe it's a sign."

“Didn’t really want to hit you anyway.”

Ranged Crit:

“I warned you!”

“Can’t let you get away with this!”

“This is for all of us!”

Defeat an enemy:

“Was hoping it wouldn’t come to this.”

“It didn’t have to be this way.”

“Take a nap and think about your choices.”

Special ability (Defensive):

“Fortified!”

“I’ve got this way covered!”

“My house now!”

Dodge:

“Sure we can’t talk this out?”

“Want to dance with me?”

“This is why you practice!”

Taking Melee damage:

“I won’t hold that against you.”

“Don’t think you’re gonna like what happens next.”

“Don’t worry, I’m okay!”

Taking Ranged damage:

“I can take it!”

“Holding!”

*(less common)* “Ever mentioned how much I *love* having magic shields?”

Aiding another character:

“Remember why we’re doing this!”

“We’re all getting out of here.”

“Feelin’ the love yet?”

Knockdown:

“I’ll be okay, just... go...”

“I’m so sorry, everybody...”

“Can’t take... any more...”

Name: Calliope Quinn

Age: 42

Gender: Woman

Ethnicity: White

Body type: Healthy

Starting Class: Mortal Scion

Description: The proprietor of an independently-owned magic shop, Calliope joins your team when a faction war throws her neighbourhood into chaos. She's also the first person to help coalesce the player's ghostly essence so they can speak more clearly to the rest of the team. Her personal story would involve a decision between a humble shopkeeper's existence and the tumultuous-but-rewarding prospect of attaching herself to a cause.

In combat, Calliope is a powerful offensive unit. Her skills in evocation and psychology make her invaluable at wrecking enemies who are vulnerable to magic, and weakening or exposing those who aren't. She also has decent Strength, which makes her a potential spellsworn candidate.

Strengths: Debuffs and attack magic.

Weaknesses: Defenses, support, ranged physical attacks.

Melee hit:

"Who even *needs* magic?"

"Slices, dices..."

(*high-pitched, clipped*) "Bop!"

Melee miss:

"Gotta adjust the balance on this thing!"

"Someone wanna get me a new sword?"

"Yeah, okay, that was me."

Melee Crit:

"Hey, look at me!"

"City spirits, guide my blade!"

"We're *slashing* prices!"

Ranged hit:

"We can sell you a salve for that."

"I wouldn't want to get hit by me."

"Yikes, shoulda stayed home."

Ranged miss:

"I don't know how, but you're cheating."

"Slow down, will ya?"

"They told me this spell would always hit!"

Ranged Crit:

"Welcome to the *fire sale!*"

"Better get your affairs in order."

"Want me to nuke 'em? Okay!"

Defeat an enemy:

"We provide an excellent post-life-insurance plan."

"Hey teach, grab that essence!"

"Wonder if they had an inheritance..."

Special ability (psychology spell):

"You're about to have a bad trip."

"Got a little present for ya."

"Everyone's afraid of something."

Dodge:

"I'm faster than you thought, huh?"

"Puh-lease."

"Glad I learned that speed-spell."

Taking Melee damage:

"Proud for you!"

(*actually a little terrifying*) "Don't make me *collect your soul.*"

"Good point! Get ready for my rebuttal."

Taking Ranged damage:

"Gonna have to make that an IOU."

"How 'bout you say that to my face?"

"Oh, so that's how it feels."

Aiding another character:

"Smell this, it'll help you feel better."

"Free of charge, just for you."

"Don't worry about getting me back... unless you want to."

Knockdown:

"Whoops, my bad!"

"Just gonna take a quick five..."

"On my ass again."

Name: Nishiime (“Nisha”) Laroque

Age: 20

Gender: Woman

Ethnicity: Indigenous

Body type: Athletic

Starting Class: Mortal Scion

Description: A woman who was raised in Canadian group homes and put herself through several years of college before dropping out due to a supernatural encounter, Nisha is a self-directed, determined individual. She often ends up pushing people away to protect herself emotionally, acting aloof and insensitive. Her story involves learning to trust and open herself up to found family.

On the battlefield, she’s an excellent candidate for an off-tank or DPS striker. She can hold her own with ranged skills, but really shines when she gets to capitalize on a softened enemy; this is reflected in her dialogue, which is boisterous up close and more strategic from far away.

Strengths: High damage, medium speed, medium defenses.

Weaknesses: Magic, support.

Melee hit:

“You mad?”

“Come on, hit me back!”

“What, did I sneak up on you?”

Melee miss:

“Hah-HAH, almost had you!”

“Fine, your turn!”

*(amused)* “Whuh-oh!”

Melee Crit:

“Get pounded!” *(beat)* “Wait... nah, I stand by it.”

“Picked you up a knuckle sandwich!”

“Home-fucking-run!”

Ranged hit:

“Shoulda checked your corners.”

“Hold real still...”

“All right, I’ll shoot if I have to.”

Ranged miss:

“I’m doing my best here!”

“Kicks like a mule.”

“I don’t know what I was expecting...”

Ranged Crit:

"Blammo!" (*beat*) "Modern technology at its finest."  
"Open up!"  
"So sick of you."

Defeat an enemy:

"Go to sleep!"  
"I didn't even get you that bad."  
"Wow, already?"

Special ability (supernatural):

"Been practicing this one."  
"Set 'em up... knock 'em down."  
(*a focused, controlled growl*)

Dodge:

"I'm embarrassed for you."  
"Oh, should I stand still?"  
(*taunting*) "Aw don't feel bad, that was close!"

Taking Melee damage:

"That's it?!"  
"Oof, good one."  
(*slightly desperate*) "Weeeak shit!"

Taking Ranged damage:

"Can someone patch me up?"  
"Hey, no fair!"  
"How 'bout you say that to my face?"

Aiding another character:

"Take that pain and give it right back."  
"You're buying after this."  
"We're not done."

Knockdown:

(*trailing off*) "Somebody promise me... you'll find..."  
"Thought I could handle it..."  
(*lying to herself*) "I can keep... going..."