

ASCENSION™

Character & Weapon Reference Sheet Walkthrough

Character & Weapon Reference Sheet Walkthrough

1. Source a template from the Project: Aescension > Narrative > Templates folder
 - a. Templates
 - i. Reference Templates are what you want to use.
 - ii. Either dark and light versions are fine.

Important things to Note:

1. These character sheets for artists. *What does this mean?*
 - a. Visual references take precedence over written descriptions.
 - b. Try to make the sheets as clear and comprehensible as possible.
 - c. These sheets serve as a reference first and foremost--some aspects may be ignored, replaced, or adjusted by the artists. *That's OK.*
2. You can source reference photos from anywhere.
 - a. If you want to remove backgrounds from photos, a good resource to use is: [this site](#).
3. If you have any questions, feel free to ask in the #1-narrative-writing channel!

Character & Weapon Reference Sheet Walkthrough

What to Do:

1. Make reference images large and interpretable.
2. Don't make the font for reference descriptions smaller than 13 font size.
3. Try to make the sheets clean, clear, and coherent → put associated features together (as much as you can, at least).

What to

Avoid

1. Avoid AI generated assets.
 - a. Within reason. If you're not sure--avoid using. However, if there's no possible way to tell, use your best judgment. This is for copyright avoidance.
2. When sourcing references for faces, avoid using celebrities.
 - a. This is to avoid liabilities.

Example Name

Example Faction

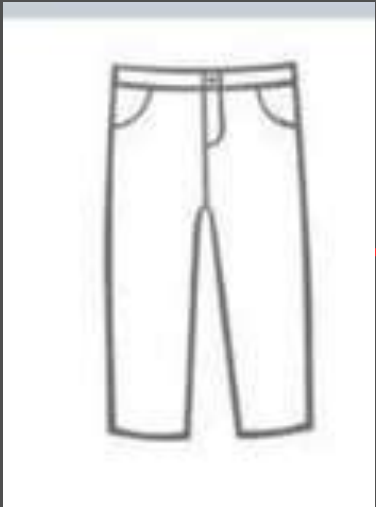


• Example extras / accessories

• Example dialogue explaining hands



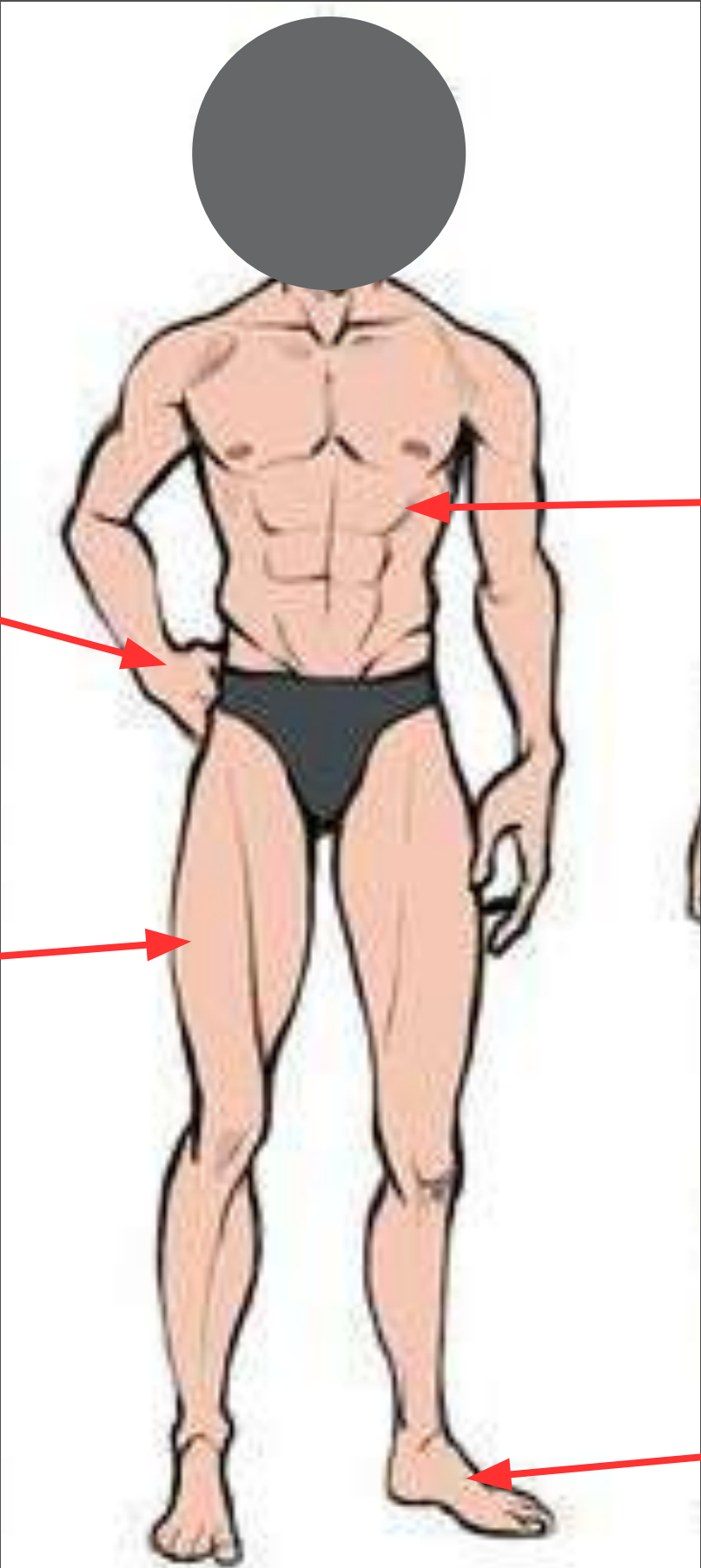
• Example dialogue explaining legs



COLOR PALETTE

MAIN THEMES:

EXAMPLE THEME



• Example dialogue explaining head



• Example hair



• Example makeup



• Example dialogue explaining shirt



• Example dialogue explaining shoes

Example Name

Example Description

Main body reference should always be in the middle. This body reference can be for body type, clothing aesthetic, or general vibe of a character--but should always be in the middle, and a full body.

• Example dialogue explaining hands

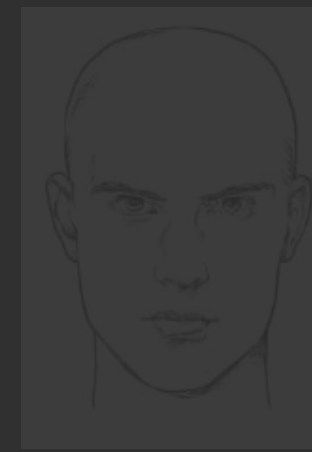
• Example dialogue explaining legs

COLOR PALETTE

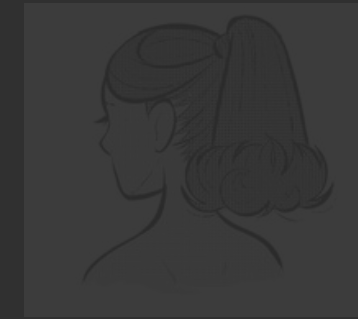


MAIN THEMES:

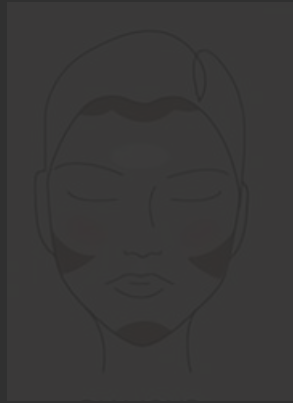
EXAMPLE THEME



• Example dialogue explaining head



• Example hair



• Example makeup



• Example dialogue explaining shirt



• Example dialogue explaining pants

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Ex
Ex

ccessories

Example of a reference photo. This can be a drawing, a photo, or whatever you need to express your idea. The image should always come before the description (ex. arrow should point to the reference image, not the reference dialogue).



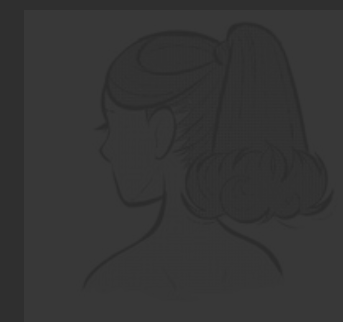
• Example dialogue explaining hands



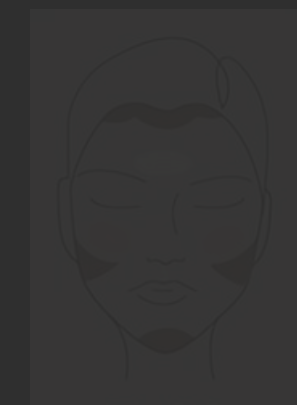
COLOR P/

MAIN THE
EXAMPLI

• Example dialogue explaining head



• Example hair



• Example makeup

• Example dialogue explaining shirt

• Example dialogue explaining pants

ASCENSION™

Example Name

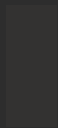
Example Feature

This is a description for the reference photo.
You can specify colors, modifications, or
anything else in particular here thats
important to the reference.

- Example dialogue explaining hands

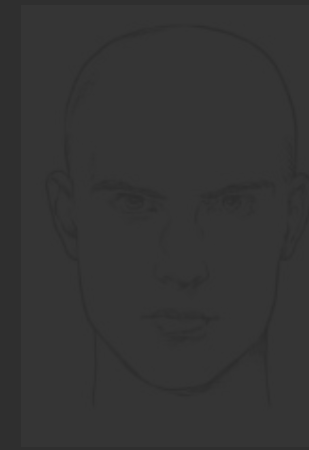
- Example dialogue explaining legs

COLOR PALETTE

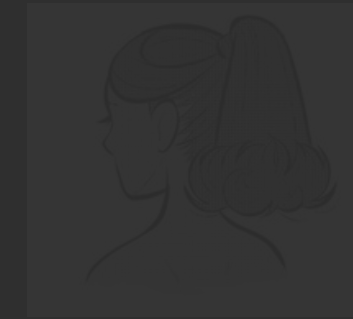


MAIN THEMES:

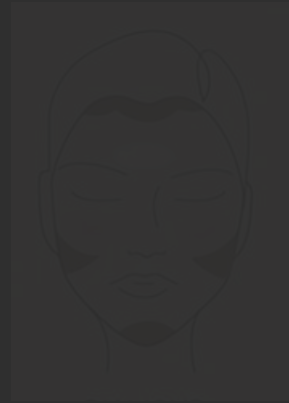
EXAMPLE THEME



- Example dialogue explaining head



- Example hair



- Example makeup



- Example dialogue explaining shirt



- Example dialogue explaining pants

AESCENSION™

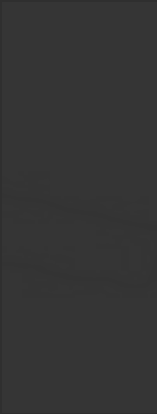
Example Name

Example Faction

This is where you specify the name of the character, and their faction.



• Example extras / accessories

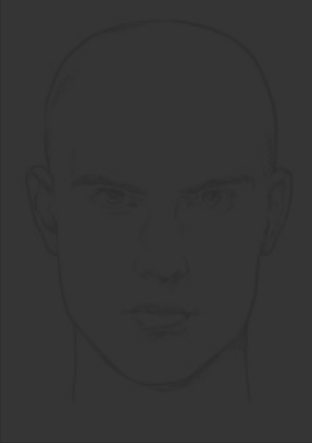


• Example dialogue explaining legs

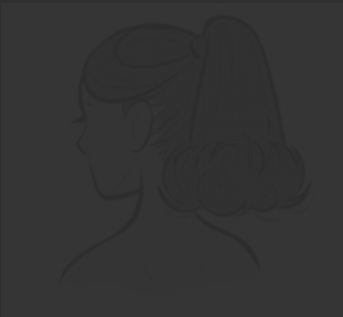
COLOR PALETTE

MAIN THEMES:

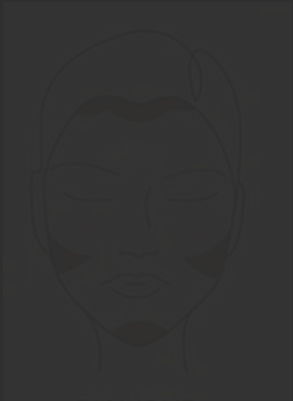
EXAMPLE THEME



• Example dialogue explaining head



• Example hair



• Example makeup



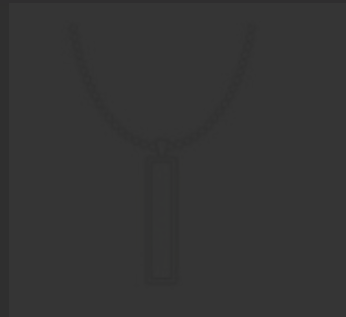
• Example dialogue explaining shirt



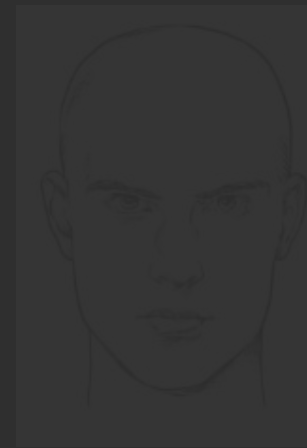
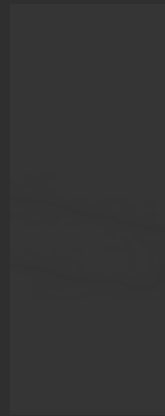
• Example dialogue explaining pants

Example Name

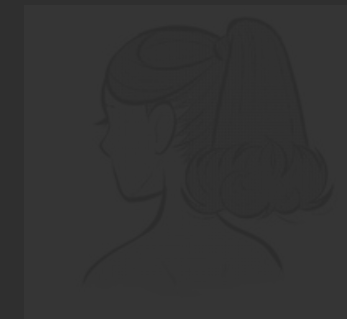
Example Faction



• Example extras / accessories



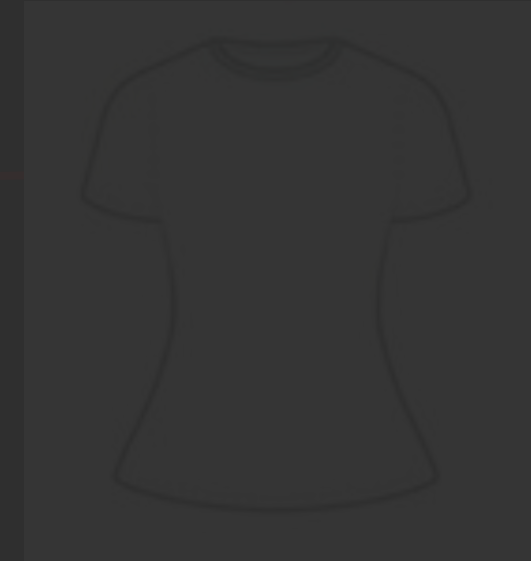
• Example dialogue explaining head



• Example hair



• Example makeup



• Example dialogue explaining shirt



• Example dialogue explaining legs



• Example dialogue explaining pants



This is where you specify the major colors and themes of the character.

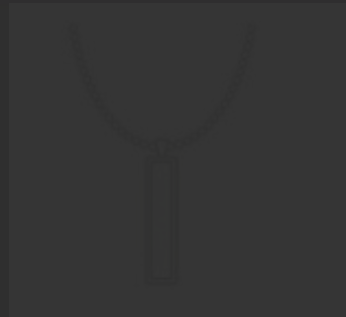
COLOR PALETTE



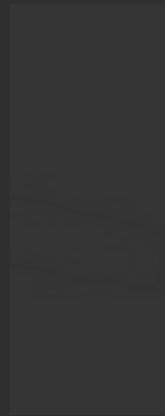
MAIN THEMES:

EXAMPLE THEME

Example Name
Example Faction



• Example extras / accessories



• Example dialogue explaining
legs

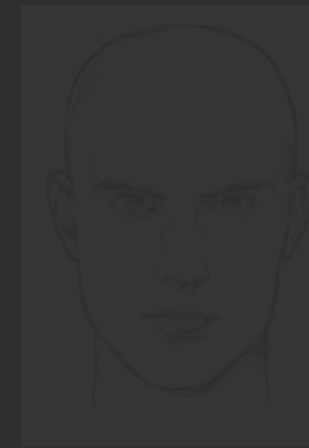
COLOR PALETTE



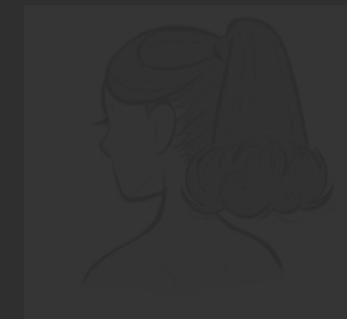
MAIN THEMES:
EXAMPLE THEME

This is where you put your name if you worked
on the design.

Example Designer



• Example dialogue explaining
head



• Example hair



• Example makeup



• Example dialogue explaining
shirt



• Example dialogue explaining
pants

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Example Character Reference Sheet:

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- Black, red, and gold hooded cloak that covers entire body.
- Front is uncovered slightly
- Hood is up, hangs over face

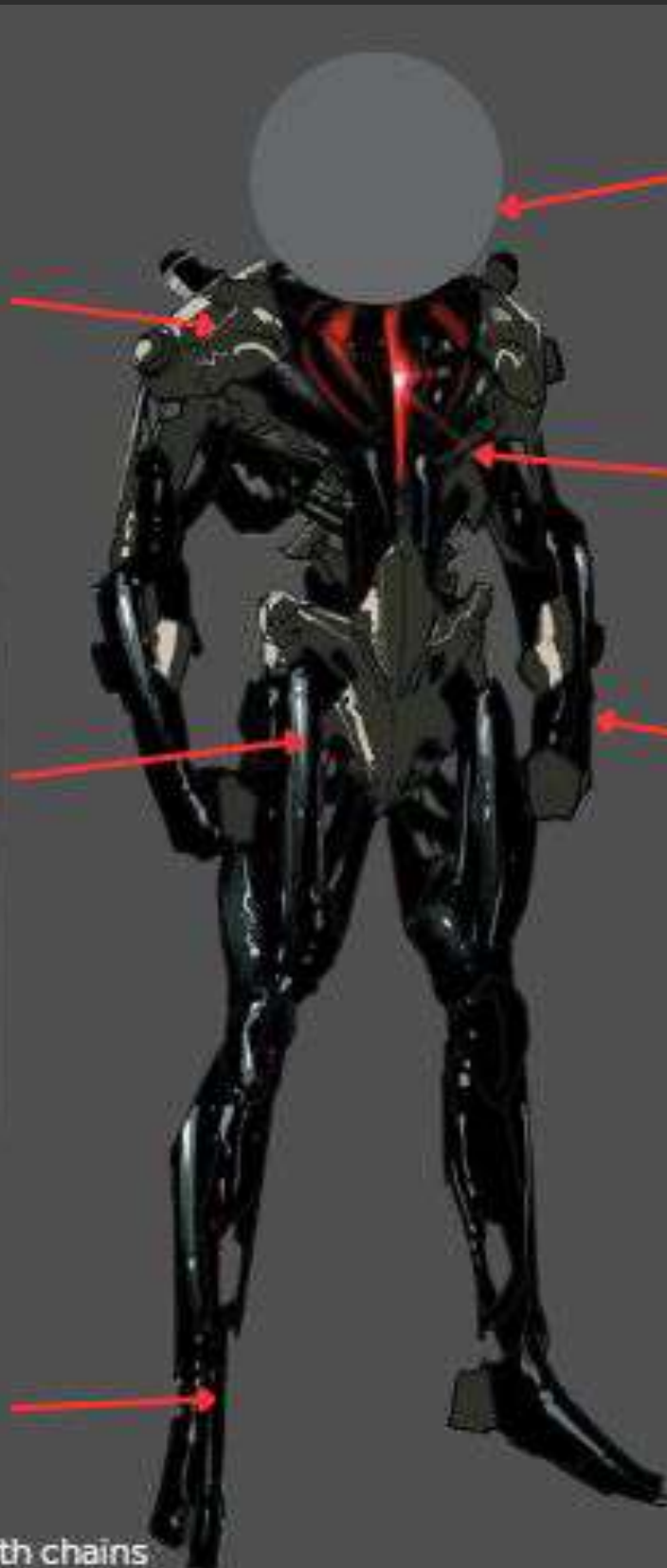


- Gold shoulder plates that give illusion of wide shoulders
- Lays on top of cloak

- Black and gold loincloth
- Inscribed with gold cyber designs



- Gold anklets with chains



- Machine face is humanoid, but incredibly uncanny
- Red, glowing eyes

- No shirt, instead mechanical core is showing from beneath cloak



- Gold rings, bracelets, arm bands, and so on throughout entire body.
- Can be either interwoven with machine body or not



- Hood is up, casts a shadow over face
- Emphasizes glow of red eyes



- Golden cyber designs, scripture motif throughout clothing

COLOR PALETTE



MAIN THEMES:
CYBER SCRIPTURE

SAGE MORRISON

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Example of Character Reference to Concept Art:

HARPER
DEAD END CREW



- Overall clothing designs should have cybergoth-ic features and symbolism



- Neon pink TRIPP pants.
- Can have various chains and straps for accessories



- She has bright, neon pink braids for hair. Can be in any hairstyle.
- Large, black mask covering her face in cyber goth style
- Dramatic goth makeup



- Fishnets over a hot pink bralette.
- No jacket over top.
- Various chains and straps can be accessories over the top.



- Black boots with neon pink accents.
- Boots will be under the pants.
- Boots can have stickers over it as accessories.

COLOR PALETTE



MAIN THEMES:
CYBERGOTH, HOT PINK

BRITTANY I AMONT

ASCENSION

Harper
Dead End Crew





1



2



3



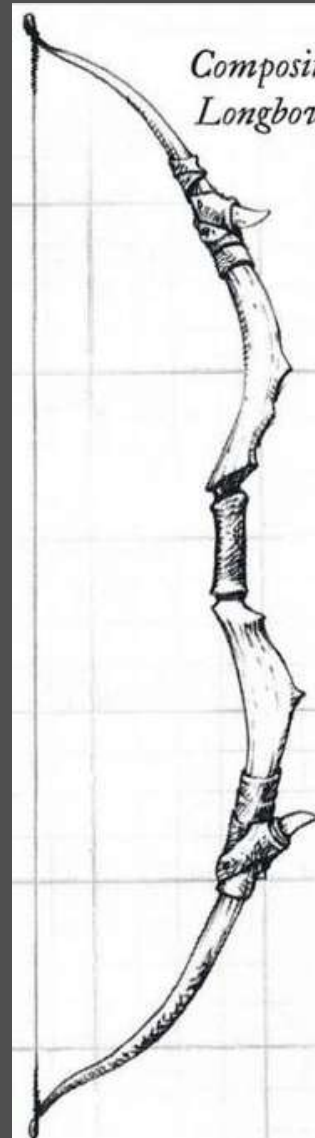
4

5

ASCENSION

Name - Weapons

Example Faction



Weapon 1: Bow

Detailed Description:

- Description
- Description
- Description



Accessory 1: Quiver

Detailed Description:

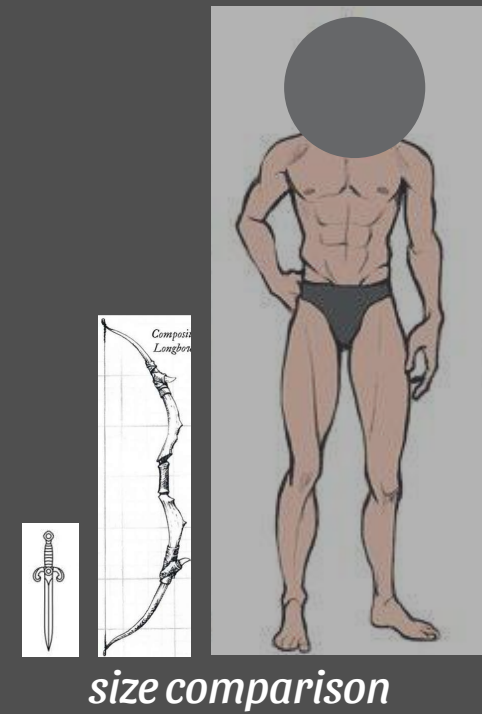
- Description
- Description
- Description

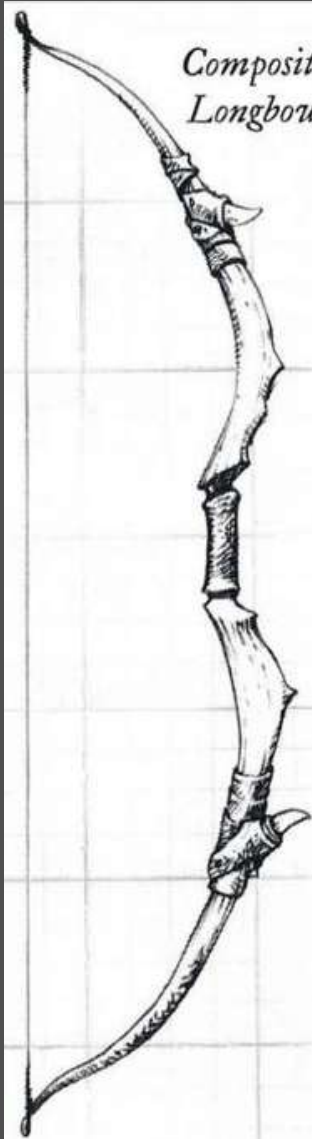


Weapon 2: Dagger

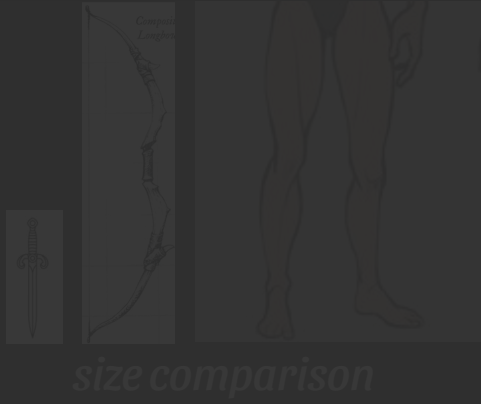
Detailed Description:

- Description
- Description
- Description





Weapon reference photo.



Weapon 1: Bow

Accessory 1: Quiver

Detailed Description:

- Description
- Description
- Description

Weapon 2: Dagger

Weapon 1: Bow

Detailed Description:

• Description

• Description

• Description

Weapon reference description. The weapon number should be specified to highlight whether this weapon is a “main” weapon or a “side” weapon. A main weapon would most likely be “weapon 1”. Bullet points are to go more in-depth on weapon designs or any alterations / specifications needed.

Weapon 2: Dagger

Detailed Description:

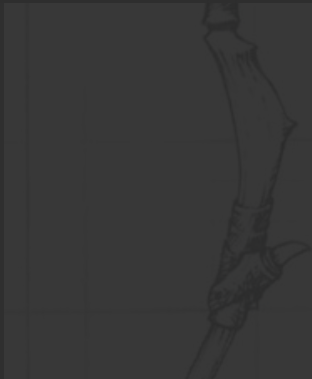
• Description

• Description

• Description



Weapon accessories can be specified too, in a similar fashion. This can include utility belts, quivers, weapon scopes, etc. Anything weapon-related that couldn't or wasn't specified in the character design reference.



Accessory 1: Quiver

Detailed Description:

- Description
- Description
- Description



Weapon 2: Dagger

Detailed Description:

- Description
- Description
- Description



Accessory 1:

Detailed Description:

- Description
- Description
- Description

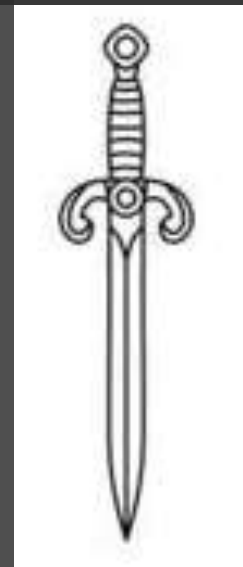
The second weapon. A second weapon isn't needed, but if there is one, specify that it isn't the "main" weapon by stating that it's weapon 2. Beyond that, same format follows Weapon 1.



Weapon 1: Bow

Detailed Description:

- Description
- Description
- Description

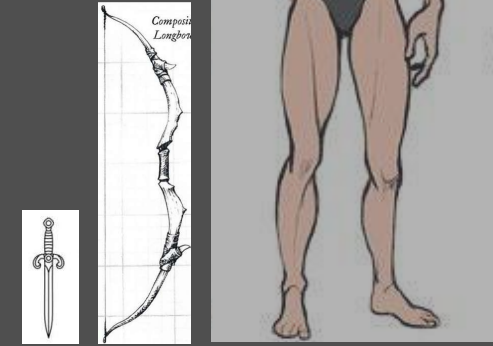


Weapon 2: Dagger

Detailed Description:

- Description
- Description
- Description

Name - Weapons
Example Faction



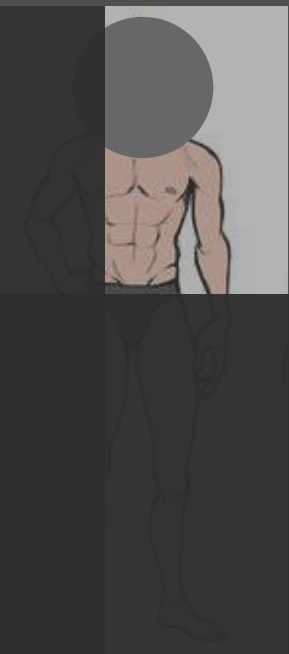
A size comparison of the body to the weapons. Not needed, but can be helpful for the artists.

Name - Weapons

Example Faction



Same thing as the character reference, just specify that this is for weapons.



ison

Weapon 1: Bow

Detailed Description:

- Description
- Description
- Description

Example Weapon Reference Sheet:

DANTE - WEAPONS DEAD END CREW



Weapon 1: Grenade Launcher

Detailed Description:

- Black and silver grenade launcher
- Grenades and the launcher itself are decorated in cyber-goth designs



Entire grenade should be black or silver, but cylindrical in shape



Weapon 2: Sticky Bomb

Detailed Description:

- Black and silver, futuristic in design and shape
- Holstered on belt
- Throwing bomb that sticks to enemies and objects



size comparison when equipped