

For guide, please look [below](#) template:

Character Name (Faction) (Sub-Faction)

Art Progress

Character Reference Sheet: Not Started ▾

[get template here →](#) 📄 1 - Narrative

Weapon Reference Sheet: Not Started ▾

Concept: Not Started ▾

Character Detail: Not Started ▾

Character Turnaround: Not Started ▾

Character Model: Not Started ▾

In-Game Overview

- **Full Name / Alias:** vvv
- **Faction:** vvv
 - **Sub-Faction:** vvv
- **Class:** vvv
 - **Role:** vvv

Playstyle:

Skills:

- **vvv:** vvv
- **vvv:** vvv
- **vvv:** vvv
- **vvv:** vvv

In-Game Description:

In game summary for players to get to understand/know the character

Other Notes:

Writer's Notes

Backstory:

Past of the character that lead up to the Personality section

Personality:

How they are operating in the game/ in the current story. This is informed by the backstory

Important relationships:

Anything from faction relationships to individual characters that are special enough to be considered fundamental to the Personality and/or Backstory

Other notes:

Other things that cannot be categorized in the above that must be understood/ considered by the writers, for example - speech patterns

Art Production Notes

Physical attributes:

- **Species:** vvv
- **Gender:** vvv
- **Age:** vvv
- **Physical Descriptors:** vvv
 - **Height:** vvv
 - **Body Type:** vvv
 - **Race / General Look:** vvv
 - **Other:** vvv

Distinctive attributes:

- Scars / Modifications: vvv
- Unique Physical Descriptors: vvv

Props:

- Weapons: vvv
- Pets: vvv
- Other: vvv

Character & Weapon Design Sheets Walkthrough: [Walkthrough](#) (Click)

Look at Harper & Dante for reference for design / biography.

Character Bio Walkthrough (Real Game References Provided):

Character Name (Faction) (Sub-Faction)

Character Reference Sheet: Not Started ▾

1 - Narrative

Weapon Reference Sheet: Not Started ▾

Concept: Not Started ▾

Character Detail: Not Started ▾

Character Turnaround: Not Started ▾

Character Model: Not Started ▾

Character Bio Walkthrough:

In-Game Overview

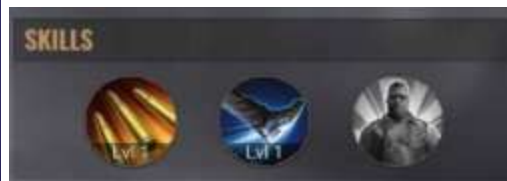
- **Full Name / Alias:** vvv
- **Faction:** vvv
 - **Sub-Faction:** vvv
- **Class:** vvv
 - **Role:** vvv



Playstyle:

Skills:

- **Basic Attack:** vvv
- **Special Attack 1:** vvv
- **Special Attack 2:** vvv
- **Ultimate:** vvv



In-Game Description:

In game summary for players to get to understand/know the character

As the Hand of Heaven, the warrior called Angela embodies unwavering courage and determination. Able to manipulate her weapons into various weapons and unfurl her wings to soar across the battlefield, she is ready to deliver divine judgment upon her foes!

The former Overwatch agent known as Tracer is a time-jumping adventurer and an irrepressible force for good. Toting twin pulse pistols, energy-based time bombs, and rapid-fire banter, Tracer is able to "blink" through space and rewind her personal timeline as she battles to right wrongs the world over.

Other Notes:

Writer's Notes

Backstory:

Past of the character that lead up to the Personality section

Personality:

How they are operating in the game/ in the current story. This is informed by the backstory

Important relationships:

Anything from faction relationships to individual characters that are special enough to be considered fundamental to the Personality and/or Backstory

Other notes:

Other things that cannot be categorized in the above that must be understood/ considered by the writers, for example - speech patterns

Art Production Notes

Physical attributes:

- **Species:** vvv
- **Gender:** vvv
- **Age:** vvv
- **Physical Descriptors:** vvv
 - **Height:** vvv
 - **Body Type:** vvv
 - **Race / General Look:** vvv
 - **Other:** vvv

Distinctive attributes:

- **Scars / Modifications:** vvv
- **Unique Physical Descriptors:** vvv

Props:

- **Weapons:** vvv
- **Pets:** vvv
- **Other:** vvv

OLD Character Template

PROGRESS

Concept

Details

Full turnaround + other (expressions, extra detail)
model

[for players to see in game]

Names/aliases:**Faction:**

- Including subfaction or other relevant data (such as role within the subfaction)

Playstyle:

- Specific class breakdown or other special abilities

Character epigraph/quote/summary:

- What are they about in the simplest terms, super short summary [CAN BE DELETED]

In game description:

- In game summary for players to get to understand/know the character

Other notes:

- Other things that cannot be categorized in the above that must be conveyed to players
- Maybe special moves or plot relevance

[for internal usage by writers]

Backstory:

- Past of the character that lead up to the Personality section

Personality:

- How they are operating in the game/ in the current story. This is informed by the backstory

Important relationships:

- Anything from faction relationships to individual characters that are special enough to be considered fundamental to the Personality and/or Backstory

Other notes:

- Other things that cannot be categorized in the above that must be understood/ considered by the writers
- Speech patterns to consider

[for internal usage by artists]

Physical attributes:

- Species
- Age
- Physical descriptors
 - Height
 - Body type
 - race/ gen look(REFERENCES)

Distinctive attributes

- Scars, modifications, more detailed/special physical descriptor (REFERENCES)

Props

- Weapons, pets, etc. (REFERENCE IMAGES)

Reference image section

- DETAILS (images and notes)
- Clothing, general look/aesthetic to design (fashion, other notes)
- Characters and specific elements we are taking and want to implement

- This provides the “other notes” section.
(Should look like these)

Character Design Template:

Icarus Alpha Character Design Templates

Colors within the template are reserved for certain factions. We'll cross that bridge when we get there....

Character Template OLD

Old Name: ?

Serial Number: No. ? (if applicable)

Alias: ? (if applicable)

Faction: ?

Sub-Faction: ?

Class/Playstyle: ?

Summary: ?

In-Game Character Bio:

Lorem ipsum dolor sit amet. Ea numquam minus qui blanditiis corporis et tempora voluptatem ut nobis veniam! Eum velit voluptatum quo odio asperiores est fugiat necessitatibus. Eos perspiciatis quibusdam ut iusto necessitatibus vel alias praesentium qui ipsa consequuntur eum corporis facere et voluptatem nisi a labore illo. Sed autem rerum sed quasi explicabo qui necessitatibus suscipit et nesciunt enim!

Backstory:

Lorem ipsum dolor sit amet. Ea numquam minus qui blanditiis corporis et tempora voluptatem ut nobis veniam! Eum velit voluptatum quo odio asperiores est fugiat necessitatibus. Eos perspiciatis quibusdam ut iusto necessitatibus vel alias praesentium qui ipsa consequuntur eum corporis facere et voluptatem nisi a labore illo. Sed autem rerum sed quasi explicabo qui necessitatibus suscipit et nesciunt enim!

Personality:

Lorem ipsum dolor sit amet. Ea numquam minus qui blanditiis corporis et tempora voluptatem ut nobis veniam! Eum velit voluptatum quo odio asperiores est fugiat necessitatibus. Eos perspiciatis quibusdam ut iusto necessitatibus vel alias praesentium qui ipsa consequuntur eum corporis facere et voluptatem nisi a labore illo. Sed autem rerum sed quasi explicabo qui necessitatibus suscipit et nesciunt enim!

Physical Description:

Species: ?

Height: ?

Age: ?

Skin/Fur: ?

Body Type: ?

Other Distinctive Attributes:

Design take-aways for physicality:

- ?

Clothing:

Top: ?

Bottoms: ?

Footwear: ?

Design take-aways for clothing:

- ?

Relationships:

Character: ?

[for players to see in game]

Names/aliases:

Faction:

- Including subfaction or other relevant data (such as role within the subfaction)

Playstyle:

- Specific class breakdown or other special abilities

Character epigraph/quote/summary:

- What are they about in the simplest terms, super short summary [CAN BE DELETED]

In game description:

- In game summary for players to get to understand/know the character

Other notes:

- Other things that cannot be categorized in the above that must be conveyed to players
- Maybe special moves or plot relevance

[for internal usage by writers]

Backstory:

- Past of the character that lead up to the Personality section

Personality:

- How they are operating in the game/ in the current story. This is informed by the backstory

Important relationships:

- Anything from faction relationships to individual characters that are special enough to be considered fundamental to the Personality and/or Backstory

Other notes:

- Other things that cannot be categorized in the above that must be understood/ considered by the writers
- Speech patterns to consider

[for internal usage by artists]

Physical attributes:

- Species

- Age
- Physical descriptors
 - Height
 - Body type
 - race/ gen look
 (REFERENCES)

Distinctive attributes

- Scars, modifications, more detailed/special physical descriptor (REFERENCES)

Props

- Weapons, pets, etc. (REFERENCE IMAGES)

Reference image section

- DETAILS (images and notes)
- Clothing, general look/aesthetic to design (fashion, other notes)
- Characters and specific elements we are taking and want to implement
- This provides the “other notes” section.
(Should look like these)

Character Design Template:

Icarus Alpha Character Design Templates

Colors within the template are reserved for certain factions. We'll cross that bridge when we get there....