

Blankmark's Game Writing Portfolio

Dialogue Sample

Cathy: "Mr. Viktor, no!"

Viktor: "What other choice do I have? You saw what happened to Matte when she disobeyed."

Cathy: "This is what they want, don't give into them. There has to be another way, don't let the villains win!"

???1: "30 seconds left, pull the trigger number 33 or we'll have to restart the test with new participates."

Viktor: "I-I."

Cathy: "Mr. Viktor, look at me! Please, don't do this. You're better than this, I know you. You always found a better way, that's what you do."

Viktor: "I-I want to live damn it! And...time is running out. They...were right about me kitten, I'm just a selfish bastard. All those heroics were...just for show."

Cathy: "Mr. Viktor, please. Don't do this, not you."

???1: "20."

Viktor: "...Close your eyes kitten, I don't want my last fan to see me do this."

Cathy: "...If it means you survive then I'll-"

Viktor: "Shhh, no need to say more. I'm sorry it has come to this."

???1: "10."

Cathy: "Viktor, promise you won't forget me."

Viktor: "...I won't, goodbye Cathy."

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Cathy: “Viktor? What happ-”

Cathy: “!!!!”

???2: “Interesting choice number 33, killing yourself instead of the kid. This will make good data. Guess not all heroes are fake glory hogs.”

???1: “Congratulations Cathy, you may proceed to the final area.”

Cathy: “Y-You monsters! W-Why are you doing this to them?! Why...”

???1: “Step through the door number 66, it’s time for the final act. I wonder how the young damsel will fair alone.”

10 by 5 Bark Samples

- Crazy Mage Fighting Game Character Intro:
 - Cool, new materials.
 - How would you like an extra arm?
 - Time to test a new spell.
 - Nice skin.
 - Try not to scream
- Main Character(Archer) TBRPG Damage:
 - I’ll dodge the next one.
 - I’m not used this...
 - Should’ve stayed in cover.
 - No problem, I’ll handle this pain.
 - I’ll return that 2 fold!
- Main Character(Warrior) Open World Idle:
 - Has anyone seen my spare sword?
 - Mages. *Spits*

- Want to know where I got these blades?
- It's been too long since we've seen battle. I'm surprisingly okay with that.
- I'm all for meditating for the battle ahead but...
- Crazy Mage Fighting Game Victory Line:
 - Where was I? Oh yes, you're number 982 now.
 - Don't bite the hand that will feed you.
 - I wonder how you'll taste.
 - I have a tube ready for you.
 - My upgrades have passed the test. As expected.
- Crazy Mage Fighting Game Defeat Lines:
 - *He* won't be happy about this.
 - Did I miscalculate? No, surely not.
 - Fine, no extra arm for you.
 - Just a temporary setback.
 - Why not kill me? Might as well.
- NPC Shopkeeper Lines:
 - Looking for something that can stab?
 - It's dangerous out there, don't forget your armor.
 - Hey, don't be irresponsible with these.
 - Sorry, no credit.
 - Please buy the highest items.
- Depressed Mage Low Health:
 - Wow, who would have thought? Typically.

- Finally.
- It's hurts but I'm okay with it.
- I could heal but...
- Just one more hit and I'll...
- No one would miss me anyway.
- Running against a wall:
 - Can't go any further.
 - This isn't a door.
 - Yep, this is a wall.
 - Maybe if I try hard enough I'll clip out of reality.
 - Back rooms here I come.
- Boss Battle vs an Angel RPG:
 - Surrender to the light.
 - Lay down your soul to rest.
 - Why fight?
 - Look into my eyes and learn why this must happen.
 - The future is not yours to claim.
- Worldbuilding NPC in a Town:
 - We don't serve your kind here. Move on before I call the Blades.
 - Did you go to church today? You should.
 - Sign up for the Blades, 6 months of food guaranteed!
 - Keep moving citizen. Only Blades allowed.
 - Dragons, the Horde, and now mages? The misses can forget about having kids.

6 Lore Entry Samples (Places, Events & In-Game Journal/Audio Logs)

- **Audio Log:** “It wasn’t my fault! Those soldiers were possessed by the devil! Why are you staring at me?! Don’t judge me, you were there too! ...No...you’re wrong. I’m not just being paranoid, they’re demons here, right? The smoke from the temple couldn’t be just....normal gas! Yes, not normal! It was....demon...gas. Why won’t you say anything?! Why won’t...you wake up? Just tell me...it wasn’t normal gas. Tell me...I wasn’t the crazy one.”
- **Stone Graveyard:** Thousands of stone-skinned humanoids reaching toward the sword from the stars. All seeking its power atop the obsidian pyramid but none could take the last step. Their faces eternally stuck screaming into the void. Turn back all who take the first step less you join the legion of stone.
- **The Tear of 3054:** Back when the word humanity still meant something, we waged a great war across the pacific. Reason? It didn’t matter, we just wanted to kill each other. It was in our nature and that nature doomed us. It was that year that *they* noticed our blood lust. From beyond the veil, our conflict ripped a hole through space and gave our new masters the red carpet.
- **Marks on The Wall:** “The stones tell of a story long past. If only we can dig in deep enough. Continue our legacy, let your blood flow from your fingers to open the gateway to paradise. KEEP. DIGGING.
- **Bloodied Note:** “So I’m looking at the clock and I noticed, I don’t have my money. So I thought why not leave this here for you when you arrive late, again. I’m running out of fingers to cut off your daughter Dave. Take this more seriously and stop playing hero. Send me the money and stop killing my men. Otherwise, I’ll find more...pleasurable ways to spend time with your daughter. Till next time, David.”

- **Blue Spot:** A large never-ending storm on the third planet of this stellar system. From the remaining records, it seems the constant rain and 400mph winds wiped out life on the planet.

6 Item/Ability Description Samples

- **Valor Pack:** Created by mixing phoenix tears, behemoth bones, and ancient dragon claws. Heals any wound save for death. The alchemic process to make is lost to time.
- **Fault Cracker:** An overly bulky hammer that overshadows the wielder but is lighter than a feather.
- **Dragon Claws:** Ripped from one of the last dragons left on the continent. Bloodied and slightly chipped, this proves that not all dragons left us.
- **Broken Vorpall “Bow”?:** A small metal weapon that used to shoot metal instead of an arrow. Found off shore by a guard patrol before the Bow Hero used it to kill the last demon king. The process to make it and the metal comprising it are unknown.
- **Overstep:** Quickly move forward in a blur. Invincible while moving and pushing away any enemies in your path.
- **Sever and Freeze:** Slash the enemy deeply and freeze the exposed internals.

Branching Dialogue Sample:

You’re dashing through the thick forest, dodging gunfire while breathing deep the carnage of battle.

Every 5 breaths, you risk a blind shot to your rear, buying a few precious seconds. Repeating this process for what seemed like days but in reality, this hunt has only lasted 3 minutes.

Realizing this you feel:

[[Despair]]

You have no idea how long this will last or when you'll find rest. Every close call and near trip causes your heart to sink.

Is this it? Is this how you'll die? Another statistic?

[To A]

[[Excitement]]

Every close call and near trip causes your heart to race with adrenaline. This is what you came for, a real battle.

It doesn't matter if this is the end, you're loving every second before the last bullet.

[To A]

[[A]]

You focus, regardless of your feelings you want to take at least one hunter out. They'll have to earn that reward.

You need a plan though and a good view of your attackers. Either keep going and hope for cover or turn back to face your enemies head-on.

[[Keep Going]]

You take another blind rear shot and pick up the pace. It's do or die time!

You duck and weave between the trees, making it harder for them to aim. This bore fruit for a time but there was no new cover in sight.

Your energized run eventually took its toll and the price was a bullet in the leg. You fell and the constant steps slow down to a stroll.

You didn't even have time to turn around and see your killer. The bullet ripped through your skull and just like that, your life was snuffed out.

You died a coward's death. Running only to find a dead-end.

This end is-

[[Okay]]

You played the game as best you can, you can ask for nothing more.

[End]

[[Terrible]]

If only you played better. Why couldn't lady luck kiss your cheek this one time? All because of your debt to that crazy bastard.

[End]

[[Turn back and Fight]]

You bite the bullet and turn around to face your killers. The sight nearly took your breath away, they weren't...human.

Their mangled mechanical faces sent shivers down your spine. But that's not important, you had a battle to win and they were wide open.

You drew your pistol and fired at the two hunters' heads. Surprisingly, they went down from your quick draw. Did that crazy bastard really send cheap models at you?

Running blind actually put you at disadvantage. You'll remember to shoot first before running. But this outcome was-

[[Sad]]

You expected a better challenge from that debt collector's hunters. But at least you're alive and ready for the next battle.

[To B]

[[Great]]

You breath a sigh of relief. It's over and now you can continue on your adventures. Your...very profitable adventures.

[To B]

B:

You'll remember this day and the lesson it taught you. Tackle your problems and shot them in the head.

You put your gun away in your signature style and walk back to civilization.

Character Profile Sample:

Name: Alina Binder

Age: 24

Bio: A young woman who loves the bow and peace. She has unparalleled potential but she doesn't do it to get stronger. She practices to relax and escape her responsibilities. Because of that, she halves her potential to the disappointment of her family of mercenary warriors.

She doesn't see the point, there's no way a new war will happen again after so long. Well it does and her family is called into action once again. She still doesn't believe the war will last long but listens to her family and goes into battle.

The experience slowly changes her as she's forced to shed her fear and laid-back attitude. This comes to a head when she runs away when her siblings meet a powerful rival mercenary family.

Despite everything, she couldn't get rid of her fear of death. So when it came time to put everything into a battle, she ran. When she got home, her family kicked her out for being a coward.

She tried to argue her case but it was no use. She left into the cold world but life had one more surprise. The mercenaries followed her home and began slaughtering the rest of her family. While this happened, she was already gone but could still see her home burning.

Her fear prevented her from doing anything else. But this was the turning point of her arc.

Abilities and Stats:

- Genius Archer, can shoot up to 3 arrows at once when trying.
- Faster than the eye can see. Can catch arrows when focusing.
- Relatively weak physically but strong enough to pull her bow.
- Learns how to use daggers proficiently post-arc. Refuses to use the bow or fight at a distance during this point of the story.

Motivation, Goals and Beliefs:

- **Pre Arc:**

- **Want/Internal Motivation:** Relax, practice the bow and have fun. Basically, peace and avoid conflict.
- **External Goal:** Complete her missions so she go back to her peaceful home.
- **Need:** To grow up, improve as a person and accept change.
- **Beliefs:** Peace is inevitable and the good guys always win
- **Post Arc:**
 - **External Goal:** Complete mercenary contracts and find the people who killed her family.
 - **Want/Internal Motivation:** To die in atonement after killing the ones who butchered her family.
 - **Need:** To properly grieve and forgive herself. Change one more time into a better person and finally rest.
 - **Beliefs:** Peace is an illusion and evil always wins in the end

Character Strengths:

- **Pre Arc:**
 - Genuine Kindnesses
 - Good Teacher when motivated
 - Optimistic
 - Agreeable and Social
 - Ability to defuse conflict with ease

- Laid back
- Merciful
- **Post Arc:**
 - Strong Willed
 - Competent Killer
 - Constantly Improves herself
 - Competent Survivalist
 - Good Teacher when motivated

Flaws:

- **Pre Arc:**
 - Scared of Spiders
 - Fear of Blood
 - Doesn't like to fight
 - Fears being alone and hated
 - Tries to avoid negative emotions and pain
 - Fears death beyond anything
 - Too laid back, doesn't like change and lives life on autopilot. So much so that when she starts to get better at fighting, she hates it at first.
 - Low Battle Experience
- **Post Arc:**

- Scared of Spiders
- Scared of standing still and resting. Doesn't feel like she deserves to rest.
- Suicidal and sometimes leaves herself open to potentially fatal attacks. Even starts to like pain to get used to it.
- Self Hatred
- Drowns herself in negative emotions
- Accepted change before but there's still some fear there. Scared to change any further, positively or negatively. The fear of the unknown future still haunts her.
- Slow to trust
- Paranoid

Arc:

Negative(Disillusionment): Starts with becoming better at fighting, her first kill, and experiencing war's effect on peace and good people. She learns that the decades of peace she and the world enjoyed weren't real. Reaches the lowest point when she leaves her siblings to die, gets kicked out of her home, and sees the rest of her family die.

To survive and make up for her mistakes, she accepts change and pain to the extreme. She forces herself to turn into a cold killer over the course of years. Now she aims for revenge and then a quick death despite fear of it. Once her enemies are dead, there's no peace outside of death.

Road to redemption is left open for consideration.

Arc Theme: Accepting change, pain, and improvement before life forces you to.

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