Character Design Sample List

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Purpose:

The following samples are Character Reference documents made to aid developers to understand the characters to help in any related role they are in (such as character art designers, proofreader, and other writers.) This also shows that I can create characters, their backstory and explain their purpose in the role of the project story.

Each document includes small information list, personality, short & long bio, appearance and out-universe information. Some samples have unique information to fit with the genre.

(NOTE: Highlighted text is the link to the documents.)

Sample 1 – Theme: Superhero Dystopia

Context:

A character sheet of the protagonist for See Only Evil: Rebecca's Origins, this includes visual designs of the characters, a description of her superpower and rules for the freckles on her face to aid character artists.

Sample 2 – Theme: Sci-Fi Adventure

Context:

A character sheet for a Tritagonist in Sci-Fi Adventure, a mechanical engineer who helps the protagonist with tech-based gear, such as weapons, vehicles, and upgrades. The sheet also includes a glossary to explain certain terms that only exist within the Sci-Fi Adventure world.

Sample 3 – Theme: Prison Drama

Context:

A character sheet for an ex-criminal, mentor-like character who helps another prisoner while trying to give up his old ways while trying to survive an ungrateful prison environment with other criminals who want him dead.

Sample 4 – Theme: Psychological thriller

Context:

A sheet of two characters that shares the same story, designed for a game where the player can choose their gender while both gender characters exist in the same story.