

ONE SQUIRREL, THREE GAMES

OPEN WORLD RPG, PVP SHOOTER, & STEALTH GAME

Bark Sheets | Christophe Bettez

SER SQUIRREL ACORNTON – CHARACTER SUMMARY

Paragon of justice, jousting enthusiast, and lover of peanuts, Ser Squirrel Acornton has embarked on an epic quest to vanquish evil and recover the long-lost Acorns of Destiny*.

*He hid those himself. He just can't seem to remember where.

SQUIRREL SOUNDS GLOSSARY

- **Kuk:** A sharp alarm bark used when a squirrel detects a predator.
- **Quaa:** A slightly longer scream used when a predator poses no immediate threat but remains in the area.
- **Moan:** A quiet chirp-like call used when a squirrel believes a predator has left the area but is still unsure.
- **Muk-muk:** A low sound used by babies looking for food or males looking for a mate.

SHEET #1: OPEN WORLD RPG (NPC COMPANION)

Trigger Type	Variation	Bark Text
Initiating Combat	1	For the Acorns of Destiny!
	2	Fall by my paw, scoundrels!
	3	<i>(kuk)</i> Let us joust!
	4	<i>(kuk)</i> Acorn-thieves!
Spotting Reinforcements	1	<i>(kuk)</i> More miscreants arrive!
	2	<i>(kuk)</i> More acorn-thieves!
Receiving Healing	1	Much obliged, ser!
	2	Many thanks!
Dying	1	<i>(weak kuk)</i> My... quest...
	2	<i>(weak kuk)</i> I cannot... fail...
Spotting Loot	1	Riches!
	2	<i>(muk-muk)</i> A treasure!
	3	I smell nearby nuts!
	4	<i>(sniff)</i> A nearby cache!
Spotting Trap	1	<i>(quaa)</i> A trap!
	2	By my nuts, a trap!
Entering Safe Zone	1	<i>(satisfied moan)</i> Evil cannot reach us here.
	2	Blackguards and acorn-thieves have no power here.
	3	Our nuts are safe in this place.
Entering Adventure Zone	1	Jousting and adventures await!
	2	Eyes open, ser, evil never rests!
	3	Onwards, for justice and <i>(sniff)</i> PEANUTS!

SHEET #2: PVP SHOOTER (PLAYABLE CHARACTER)

Trigger Type	Variation	Bark Text
Pick (Lobby)	1	For peace and peanuts!
	2	JUSTICE!
Spotting Enemy	1	<i>(alarmed kuk)</i> Miscreant!
	2	<i>(alarmed kuk)</i> Scoundrel!
	3	<i>(alarmed kuk)</i> Villain!
	4	<i>(alarmed kuk)</i> Acorn-thief!
Downing Enemy	1	<i>(quaa)</i> Justice served!
	2	Fall by my paw!
	3	One scoundrel felled!
Healing Ally	1	<i>(kuk)</i> Go forth!
	2	<i>(kuk)</i> Arise, ser!
Using Ultimate	1	FOR THE ACORNS OF DESTINY!
	2	BY MY NUTS!
Opening Loot Chest	1	Acorns...? <i>(moan of disappointment)</i> Alas, not acorns.
	2	A worthy cache!
Receiving Damage	1	<i>(panicked kuk)</i>
	2	<i>(angered yelp)</i> You mumblecrust!
Dying	1	I am... dishonored...
	2	<i>(choking kuk)</i>
	3	I shall return! I AM DESTINED TO- <i>(chokes)</i>
Receiving Healing	1	<i>(muk-muk)</i> No blackguard shall keep me from my destiny!
	2	<i>(muk-muk)</i> My epic quest continues!
	3	I rise again, for my justice and my nuts beckon me forward!

SHEET #3: STEALTH GAME (BOSS)

Trigger Type	Variation	Bark Text
Searching for Player	1	Where are you, acorn-thief?
	2	Show your paw, scoundrel!
	3	Fight me, you dishonorable mumblecrust!
Finding Player	1	<i>(kuk)</i> I see you, villain!
	2	<i>(kuk)</i> Aha! Thief!
	3	<i>(kuk)</i> Here you are!
Attacking Player	1	For the kingdom!
	2	By my nuts!
Killing Player	1	None shall stand between me and the Acorns of Destiny!
	2	<i>(quaa)</i> A fine joust.
Receiving Damage	1	<i>(panicked kuk)</i>
	2	<i>(angered yelp)</i> You blackguard!
Using A Cool Skill	1	JUSTICE!
	2	FOR THE ACORNS OF DESTINY!
	3	NO MERCY FOR ACORN-THIEVES!