

Bark Sheet for an Tactical RPG (Fire Emblem Rip off)

The following are barks for characters for a fantasy tactical RPG. It would play similar to a Fire Emblem game.

3-4 characters

- Main Character (close weapon/tank)
 - Heart of gold, a bit dumb, wants to protect allies,



Battle Triggers	Line
Unit Selection (Full Health)	I'll give it my all.
	Ready to kick some ass!
Unit Selection (Medium Health)	Nothing but a scratch.
	Could be worse!
Unit Selection (Low Health)	Well, this isn't good...
	I'll never... give up...
Player Miss	I...meant to do that.
	No one saw that, right?
Enemy Miss	Better luck next time.
	Oooh, so close!

Critical Attack	This ends now!
	Prepare yourself!
Critical Damage	I... let my guard down.
	Bet you can't do that again... I hope...
Enemy Defeat (Regular)	Easy-peasy-lemon-squeeze me!
	Is that all you had to offer?
Enemy Defeat (Recrutable)	It didn't have to end like this.
	What could I have done differently?
Healed (by Teammate)	Owe you one.
	Thank you, thank you.
Healed (by Item)	Just like new.
Death	I hope my sacrifice... kept you safe...
	I'm sorry... I let everyone down...

- Alchemist Character (healer/support)
 - Sure of themselves, pompous, calculated



Battle Triggers	Line
Unit Selection (Full Health)	I must plan my attack carefully.
	I can see the path forward.

Unit Selection (Medium Health)	I will survive.
	I will be fine.
Unit Selection (Low Health)	I should re-evaluate my approach.
	This... is not going as planned.
Player Miss	I miscalculated.
	Miss? Me? Impossible.
Enemy Miss	Is that all you can do?
	It's a surprise you've lasted this long.
Critical Attack	My skills are unmatched!
	This is almost too easy.
Critical Damage	Eugh! How could I let this happen!?
	I was too careless.
Enemy Defeat (Regular)	As expected.
	You were a fool to challenge me.
Enemy Defeat (Recruitable)	Remember, <i>you</i> chose this.
	No pity for those who made the wrong choice.
Support/Heal Ally	Don't make this a habit.
	I'll make you better than before.
Healed (by Teammate)	Unnecessary.
	Save your energy for yourself.
Healed (by Item)	It will have to do.
Death	I... was overconfident...
	I've made a... fatal error...

- Technomancer Character (magic)
 - So so sleepy and lazy. Could do more, but prefers not to



Battle Triggers	Line
Unit Selection (Full Health)	*Yawn* I'm awake...
	I'm here... For better or worse...
Unit Selection (Medium Health)	Do I have to fight?
	I need a break...
Unit Selection (Low Health)	I think I should remain on the back lines...
	Am I really the best option?
Player Miss	I must be still half asleep.
	I should pay more attention...
Enemy Miss	I didn't even need to move.
	Is that the best you can do? *Yawn*
Critical Attack	The quicker I deal with you, the better.
	Might as well win...
Critical Damage	Maybe it's time to put in more effort...
	That woke me up.
Enemy Defeat (Regular)	You lost to me? How embarrassing...

	You're already dead? I barely did anything...
Enemy Defeat (Recruitable)	Did we really have to fight?
	Was this necessary?
Healed (Teammate)	I'd rather take a nap...
	It's not over yet?
Healed (Item)	Better than dying.
Death	This is how it ends...?
	I should have done more...