game writing sample:

Palmer Col

A N D R E A
B L Y T H E
S V E N D S E N

andreasvendsen5@gmail.com
andreablythe-games.com
linkedin.com/in/andrea-blythe

Character Profile: Palmer Col

Summary: Created for an imagined action RPG game, set in a dark fantasy world. Palmer Col is a mysterious NPC that the player can meet and optionally recruit

In addition to this profile, I have written a branching dialog scene.



SUMMARY: A pilgrim of the Order of Apokalypsis (see appendix), traveling the world in search of revelation.

PHYSIOLOGY/APPEARANCE: Human male in his 40s. He wears a long dark, hooded robe that when pulled up obscures his sharp, grey eyes and carries a staff that serves as part walking stick and part defensive weapon. He seems unassuming at first glance.

Q**UIRKS & FLAWS:** Col is incredibly observant, always paying attention to the world around him in the hopes of obtaining revelations. As a result of witnessing such revelations, he is somewhat inured to violence and tragedy, leaving him seemingly unbothered by the goings on around him — unless they are directed at himself.

More rogue than parishioner, Col is not above a bit of trickery or thievery to maintain a certain level of comfort in his travels. This includes selling religious objects of questionable significance, while waxing poetic about the nature of Apokalypsis.

SOCIAL TIES: Col has no known family and, due to his extensive travels, he rarely stays still long enough to make meaningful connections. He is most accustomed to brief encounters on the road.

BACKSTORY: When Col was a child, a raging fire tore through his hometown, destroying most of the village. His parents and sister died in those fires, and he was left bereft. Among the still sparking ashes, he saw a figure of calm amid the chaos. She spoke with survivors — sometimes offered a helping hand, but mostly she just observed the desperate, panicked villagers and their attempts to recover from the tragedy.

When the woman left a week later, Col followed along behind her. At first, she neither accepted or rejected his company, merely allowing him to share her fire. Eventually, she began to speak of Apokalysis, and Col was captivated by the idea of finding revelations (truth) in devastation — even in the wake of one's own tragedies.

Captivated and comforted by these believe, he became the youngest of the Order to take robes and begin his life-long pilgrimage.

SAMPLE QUOTES:

- "We are spirit housed in flesh. Should we not seek to nourish both?"
- (Upon witnessing a death) "A pity, but there is revelation in death, the great unweaving."

APENDIX: Apokalypsis

The Order of Apokalypsis believes unending change is the true nature of the world. As the world shifts — sometimes slowly over ages, sometimes rapidly through periods of violent upheaval — the Order seeks to witness the ever-changing world in the hope of witnessing revelations, the sudden unveiling of hidden truths.

Followers believe their faith is best practiced in the world, each step a prayer and purpose — and most take part in regular pilgrimages. The most faithful take the title of "Palmer," embarking on a life-long pilgrimage in the hopes that the act of witnessing revelations in the world may also bring about a revelation within the Palmer, achieving a kind of enlightenment.

The Order has no known temples or churches. Followers tend toward more ephemeral methods demonstrating their faith. One may find small altars constructed at crossroads. And on the rare occasions in which they wish to gather as a group, the Order will construct temporary structures of sticks, twine, and mud — designed to fade away before season's end.

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