

Writing Sample - Elle Sillitoe

Casting bio and sample barks from hypothetical FPS hero shooter

Character: Harper Wagner aka 'Whiplash', Grand Prix racer.

Character Role: Flexible flank. Her kit primarily revolves around driving at high-speed to do fast and direct damage to the enemy backline as well as giving the team small speed boosts.

Character Profile: 20, female, Austrian. Headstrong, playful, and bold with a dash of arrogance. Slender but scrappy frame which might be easily overlooked at first glance. Fast, upbeat, and slightly jittery tone with a strong austrian accent.

Character Biography: Harper was born and raised in the impoverished outskirts of Spielberg, Austria. Growing up neurodiverse, Harper spent much of her childhood struggling to navigate the alienating, labyrinthine world around her. Frustrated with the cold rigidity of school, Harper ended up skipping most of her classes and instead would spend her time perched atop the fence surrounding the Silver Speedway, an enormous racetrack where the world's top drivers competed in the ultimate Grand Prix. The burning smell of exhaust fumes, the sound of rubber screeching against concrete, the feeling of air rushing past like a bullet — it was an exhilarating experience which lit a fire deep inside Harper.

Over time, Harper's fascination with the Grand Prix grew into an intense obsession, and she would spend every second observing the race from afar, always desperate for more. One day, Harper decided to break into the Silver Speedway staffroom and steal a uniform from one of the lockers. All those years of sneaking past teachers and bunking off school finally proved useful as she sleuthed around the building, posing as a pit crew member to steal broken and discarded car parts from the large pile of scraps.

It took years of waiting and plotting and stealing, but on Harper's 16th birthday she had finally collected enough parts to complete her very own car, aptly named H16. It was completely broken of course, but she was determined to make it run. After searching around online, Harper came into contact with Gadgie, a brilliant engineer who had spent the last few years running from authorities due to his association with the criminal organisation Blackout. Gadgie agreed to fix up H16 and get Harper invited to the Grand Prix in exchange for Harper winning the extortionate prize money. Either she would win or be forever indebted to Blackout... which was not a favourable fate.

The day finally came, and Harper made her way to the track, heart pounding in her ears. A fresh-faced 16 year old girl called Harper entered the race, and Whiplash, the Grand Prix winner crossed the finish line. Impressed by her extraordinary skill and talent, Blackout would attempt to recruit her into their ranks, only to be met with polite rejection. Whiplash isn't interested in matters of politics and war — she only wants one thing. To be the very best racer who ever lived.

Sample bark: Whiplash using speed ability.

1. Go! Go! Go!
2. Stepping on the gas!
3. Racing ahead!
4. Buckle up!
5. Pedal to the metal!

Whiplash using taunt.

1. Aw, you almost caught me... Sike!
2. C'mon... at least try to keep up.
3. On your mark, get set... die!
4. Eat my exhaust!
5. Slow and steady gets left behind.

Whiplash being revived.

1. Refuelled and revving to go!
2. Back on track!
3. Ready to roll!
4. Minor setback!
5. Quick pit stop!

Whiplash tagging an enemy.

1. Quick, over there!
2. I'm on your tail!
3. Can't shake me off!
4. Caught in my rearview!
5. They're speeding off!

Whiplash killing an enemy.

1. Boo! Get off the track!
2. You're out of gas!
3. Chequered flag!
4. Lights out.
5. Should have worn a helmet!

Whiplash apologising.

1. Shoulda hit the brakes on that one.
2. Apologies, I shoulda paced myself.
3. C'mon H16, we can do better than that.
4. Sorry, team. Misjudged that turn.
5. Entschuldige... got caught up in the speed.

END OF WRITING SAMPLE