

WEREWOLF

Real Name	Wolfgang Becker
Age	52
Birthplace	Austria, Earth
Parents	Nora (Mother) and Jakob (Father)
Siblings	Wilhelm (Twin Brother)
Family	Klara (Wife) and Luna (Daughter)

Heirloom Weapon

Smart Steel

A uniquely designed data knife of an IMC titan pilot, used as an offensive weapon.

Personality Type

ENTJ-T

A natural leader. Projects authority and confidence (that can easily become over-confidence). Emotions are publicly pacified but often drive his actions. Loves a good challenge but always expects success. Not slow to act. Elitist attitude.

In-Game Class & Abilities



Legend Class: Recon

Legends with abilities allowing them to gather valuable intel, such as enemy locations or the position of the next ring.



Passive Ability: Data Knife

Allows Werewolf to hack into survey beacons to determine where the circle's next location will be.



Tactical Ability: Double Jump

Using Werewolf's jump kit, he's able to cross large distances or get to higher terrain quickly with a burst of propulsion.



Ultimate Ability: Cloak

His pilot cloaking tech allows him to turn invisible for 30 seconds. Becomes more visible when taking damage or running.

APPEARANCE INFLUENCES

Black Fur Collar



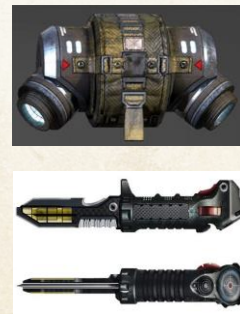
Custom Armour



Wolf Decals



Titan Pilot Equipment and Base Armour



SpecOps Design



Active Camo



PERSONAL TIMELINE

THE BACKSTORY OF WEREWOLF AND HIS KEY MOTIVATORS.

Comes from a long line of IMC soldiers. Service is a big part of his family dynamic.

His twin brother was killed in action by the M-COR. From then, war with the Frontier Militia became personal.

Earned a name for himself as an unrivalled tactician and ferocious fighter.

After the Battle of Demeter, he was stranded in the Frontier with no way back to Earth and the core worlds.

As marooned IMC forces began to defect to the Militia, Werewolf joined the IMC "Remnant Fleet."

He founded "The Werewolves," a SpecOps unit of pilots who undertook high-value, high-risk operations.

After the destruction of Typhon, which resulted in the death of his entire team, Werewolf went AWOL.

Werewolf later reappeared in the Outlands with renewed purpose. The Apex Games were his ticket home.

DUTY AND LOSS

STRANDED

PACK LEADER

THE APEX GAMES



BARKS

Intro Quips

Selectable canned dialogue that plays when the hero is selected pre-game.



Dialogue Line	VO Direction
Are you sure you have enough body bags?	Self assured. Almost smug.
I've been doing this since before you were born.	Matter of fact.
I'm not letting anyone stand in my way.	Determined. Intimidating.
I've got more to lose than you. That makes me dangerous.	Assured but with an edge of sadness.
Once you're in my crosshairs, it's over.	Almost braggy.
One fight closer to home.	Hopeful. An edge of reservedness.
Pray to whatever gods you want. I'm the one who'll answer.	Hostile. Dismissive.
I'm taking charge of this unit.	A direct order. Not up for discussion.
Don't think I'll go easy on you just because we're on the same side.	Know your place. Expect to be pushed.
I've got a full clip with your name on it.	Intimidating.
You won't even see me coming.	Cold. Unnerving.
I'll get to you before fear does.	Dark. Foreboding.
Discipline, strength, and skill. If you haven't got them, you're already dead.	He's got something you haven't.
Losing isn't an option. Not for me.	Determined. Tinge of sadness.
You better rally on me.	This should be obvious.
Pull the trigger on me if you wish. Just don't miss.	Doesn't consider you a threat.
You're in over your head.	Dismissive.
My years of training against your blind luck. I like those odds.	Ready for a fight. Welcoming it.

Kill Quips

Canned dialogue that plays when the hero makes a kill during play.



Dialogue Line	VO Direction
One more to add to my tally.	Air of smugness.
I'm embarrassed for you.	Disappointed.
Confirmed kill.	Matter of fact. Machine-like precision.
Need another body bag.	Show off. Dismissive.
You wouldn't even get through basic training.	Dismissive. Experienced.
Spend time in a real war, then we'll talk.	Honest. Bleak.
You might as well have been missing in action.	Dismissive.
Target eliminated.	No emotions. All business.
One step closer to winning this thing.	Relieved. Hopeful. Tinge of tiredness.
Better luck next time, rookie.	Dismissive, but encouraging.
I'm just the better marksman.	Facts are facts.
This barely counts as target practise.	Frustrated.
Don't blame your equipment, blame yourself.	No excuses. Do better.
Do you actually know how to shoot that thing?	Rhetorical...but also, maybe not.
You made that too easy on me.	Disappointed.
You were just in my way.	You're beneath him.
You wouldn't even make it as a cadet.	You have no skill whatsoever.

Ping Wheel Barks

Specific barks triggered when the player uses the ping system.



Ping Type	Dialogue Line
Someone's Been Here	Seeing signs of enemy activity.
Someone's Been Here	Hostiles have been through here.
Go	Get there, now.
Go	We're going there. Move it.
Enemy	Target acquired.
Enemy	Enemy contact spotted.
Looting this Area	Gearing up for our next fight.
Looting this Area	Checking for supplies.
Attacking Here	Going in hot.
Attacking Here	Taking the fight to the enemy.
Going Here	Scouting ahead, here.
Going Here	Going on recon at this location.
Defending this Area	Locking this spot down.
Defending this Area	Securing this location.
Watching Here	Keeping this area in my sights.
Watching Here	Surveying this position.
Cancel Ping	Forget that last.
Cancel Ping	Cancel that.

Context Barks

Automatic barks that happen during a specific in-game situation.



Context Type	Dialogue Line
Applying Armour	Recharging shield cell. Watch my six.
Applying Armour	Time to armour up.
Applying Health	Patching myself up. Cover me.
Applying Health	I'm fine. Just fixing myself up.
Out of Ammo	Nothing left in the chamber. Out of [insert type] ammo.
Out of Ammo	Fresh out of [insert type] ammo.
Get to the Ring	Ring isn't close. We need to get to the safe zone. Now.
Get to the Ring	Ring isn't far. We're moving out. Now.
Taking Damage	I've been hit. Enemy close.
Taking Damage	Taking fire. Where's my backup?
Knocked Enemy Down	Enemy critically wounded. Finish this.
Knocked Enemy Down	Target down but not out.
Care Package Incoming	Supply drop incoming. That's mine.
Care Package Incoming	We can't let the enemy get that care package.
Picked Up Teammate's Respawn Banner	Banner collected. It's always down to me.
Picked Up Teammate's Respawn Banner	Banner is mine. I'll get them back in the fight.
Enemy Close (When Landing)	We've got enemy contacts in our LZ.
Enemy Close (When Landing)	LZ is compromised. Danger close.

Thanks for Reading!

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