Companion video game scripts

60 practice scripts from VO Journey Academy. Free to record, free to use in your reel. Download the PDF to mark up in the booth, or print it straight from here.

Bark Pack: Ranger Wren in Combat

Combat barks, fantasy · Young adult (18-25) · Any · 30 seconds

[Session note: combat barks. One line per take, leave a gap]

[enemy spotted]

Eyes up! Three of them, by the rocks!

[firing an arrow]

Got you. Stay down.

[low on arrows]

I'm nearly out! Somebody buy me more arrows after this!

[player takes a big hit]

Hey! Are you alright? Fall back, I'll cover you!

[enemy flees]

That's right, run! Tell your friends!

[effort: dodging]

Hah! Too slow!

[after the fight]

Everyone in one piece? Good. Let's not do that again for at least an hour.

You Came Back for Me

Loyalty moment, fantasy · Adult (25-40) · Any · 60 seconds

[A cell door swings open. KESTREL, a battered sellsword, looks up from the floor]

You. What are you doing here?

No. Don't answer that. Help me up first.

[effort: standing]

I told you to leave. I said, clearly, take the map and go. That was a plan. A good plan. You were supposed to be three valleys away by now.

[beat]

You came back.

You know how many times I've been left in a place like this? I stopped counting. Nobody's ever come back. Not once. Not even when they owed me money. The last captain I rode with sold my horse while I was still in the stocks. Then he sent me a letter asking for the saddle.

[quiet]

I don't know what to do with that.

[clears throat, recovers]

Right. Well. Don't get used to it. I'm not hugging anyone.

Give me my sword. And the next time I tell you to leave, ignore me again.

It seems to work.

Ship's Mind Wakes the Captain

AI companion, sci-fi · Any · Any · 45 seconds

[A cryopod hisses open. Soft blue light. The ship's AI, LYRA, speaks from everywhere]

Good morning, Captain. Please don't sit up too quickly. You've been asleep for two hundred and eleven days.

I'm glad you're awake. It's been very quiet.

I have three updates. Two are bad. I'll start with the good one.

The coffee machine survived. I kept it warm for you. I also talked to it, occasionally. It is not a strong conversationalist, but it is a very good listener.

Now. The bad ones. The navigation array is offline, and we are not where we're supposed to be. Also, someone else is on board.

[pause]

I don't know who. I don't know how. My cameras on Deck Two show nothing, but the door logs show someone opening and closing the galley every night at three.

But they've been asking about you.

Campfire Banter: Who Snores

Party banter, fantasy comedy · Adult (25-40) · Any (character choice) · 45 seconds

Cast: BRISK ORIN

Night. A campfire. ORIN, a big gentle warrior, and BRISK, a sharp little rogue

BRISK You snore.

ORIN I do not snore.

BRISK You snore like a cart going downhill. With a goat inside it. Who is also snoring.

ORIN That's not even possible.

BRISK Last night a wolf came up to camp, heard you, and left. It looked frightened, Orin. For you.

ORIN Maybe it was you it was frightened of. You talk in your sleep.

BRISK I do not.

ORIN You said, and I quote, "No, Mother, I didn't steal the pie."

BRISK That's, well, that's a private dream.

ORIN Did you steal the pie?

BRISK It was a long time ago and the pie was asking for it.

ORIN [laughs] There it is.

BRISK Go to sleep, Orin.

ORIN I'll try not to scare the wolves.

BRISK Too late.

Hint Sprite, Third Time Asking

Helper hints, puzzle · Any · Any (character choice) · 30 seconds

[Session note: three hint levels for the same puzzle. Record separately]

[hint 1]

Hmm. Those three statues look like they want to face something. Maybe the sun? Have a look around!

[hint 2]

Psst. See the sun carved on the far wall? I bet the statues would like to look at it. Just saying.

[hint 3]

Okay, okay. Turn all three statues to face the sun on the wall. I believe in you. Mostly. Go on!

Robot Dog Status Report

Robot companion, kids' sci-fi · Any · Any (character choice) · 15 seconds

[BOLT, a small robot dog, wags a metal tail]

Beep! Status report! Battery at twelve percent. Tail at one hundred percent. Snacks at zero percent, which is very sad.

Recommend: charging. Also belly rubs. Mostly belly rubs. Boop!

Loyalty Mission: The Brother I Left

Loyalty quest, emotional story beat · Adult (30-45) · Any · 60 seconds

[A quiet corner of the camp. TOMAS sits with an old letter]

Hey. Got a minute?

I never told you why I joined up. It's not because I believe in the cause. I mean, I do now. But that's not why.

I had a brother. Have. Have a brother. Daniel. When the soldiers came to our village, I ran. He didn't. He stayed to get our mother out, and I just ran.

[beat]

I heard he's alive. Working the mines at Grey Hollow. Prisoner, probably.

I've had this letter for two weeks. It's from someone who's seen him. I keep reading it. I keep not doing anything about it.

I'm not asking you to fight a war for me. I'm asking you to come with me. Because I don't think I can walk in there alone.

And I don't want to run this time.

Don't Pick That Lock

Branching reaction, fantasy · Adult (40-55) · Any (character choice) · 30 seconds

[A locked door in a noble's manor. SIR ALDOUS stands guard behind the player]

[player approaches lock]

You're not going to pick that, are you? That is a private door. In a private house. We were invited for dinner.

[if player picks the lock]

And you've done it. Wonderful. I am now an accomplice. Mother would be so proud. If anyone asks, I was admiring the woodwork.

[if player walks away]

Thank you. Really. That's the most sensible thing you've done all week. I'm going to write it down so I remember.

The Mercenary Raises Her Price

Companion negotiation, sci-fi · Adult (30-45) · Any (character choice) · 60 seconds

[A cargo bay. Alarms in the distance. VEXA leans against a crate, checking her rifle]

So. Funny thing. When you hired me, you said this was a simple pickup. In and out. Very light gunfire.

[an explosion, offscreen]

That was not light gunfire.

I'm not saying I'm leaving. I'm saying my rate just went up. Double. Plus the ship's coffee. All of it.

Take your time. I'm sure the security droids will wait. They seem patient. Heavily armed, but patient. Though I do notice they're getting closer every time we talk.

[if player agrees]

Pleasure doing business. Stay behind me and try not to touch anything that blinks.

[if player refuses]

That's fine. Really. You go ahead and handle the twenty armed droids by yourself.

[beat]

I'll be here. Counting.

[if player threatens her]

Oh, that's cute. You know I'm the one holding the big gun, right? Let's call it double, and I forget you said that.

The Ghost in Your Sword

Spirit companion, dark fantasy · Mature (55+) · Any (character choice) · 45 seconds

[The player draws an old blade. It hums. A voice speaks from the steel]

Ah. Finally. Do you have any idea how long I've been in that stone?

Three hundred years. Three hundred. And the last person to pull me out used me to cut bread.

You'll do better, I'm sure. You have the look of someone who's about to make a lot of terrible decisions.

Before that it was a farmer who used me to prop open a gate. Before that, a very confused goat.

I am Varrick. I was a king, once. Now I'm cutlery with opinions.

Swing me properly and we'll get along. Lower the elbow. Lower. There.

Now. Somebody nearby wants you dead. Shall we go and disappoint them?

Small Dragon, Big Opinions

Creature companion, cozy fantasy · Any (creature) · Any (character choice) · 30 seconds

[A rainy forest path. PIP, a pocket-sized dragon, peeks out from the player's hood]

No. Absolutely not. I refuse. It's raining.

Do you know what rain does to a dragon? It puts out my fire. My whole personality is fire!

[sneezes: a tiny puff of smoke]

See? That was supposed to be a fireball.

And now my nose is wet. A dragon with a wet nose. If the other dragons saw me now, I would have to move to a different mountain.

Wake me up when there's sun. Or a fireplace. Or a sandwich. A warm one.

Last Words in the Reactor

Companion death scene, sci-fi · Adult (30-45) · Any · 60 seconds

[Radio. A reactor alarm. JUNO, the ship's engineer, speaks through static]

Hey. Hey, can you hear me? Good. Don't come back down. The door's sealed from this side and it's staying that way.

No, listen. Listen to me. Somebody has to hold the coolant valve, and my hands are already here. That's just maths.

[effort: straining]

You'll need to fly the ship. Left engine pulls a bit. Don't trust the fuel gauge. And feed the cat. She likes the salmon ones, not the chicken. She'll pretend she likes chicken. She doesn't. And tell the captain the spare part he wanted is in my locker. I was saving it for his birthday. Wrap it up nice.

[static, beat]

I'm really glad I signed on with you. Best job I ever had. Terrible pay.

[laughs softly]

Go on, now. Get them home.

[beat]

It's alright. I'm not scared.

I'm really not.

Approval Up, Approval Down

Approval reactions, fantasy · Young adult (18-25) · Any · 30 seconds

[Session note: approval reactions for companion SAFFI. One line per take]

[approval up, small]

Huh. Nice. I like that.

[approval up, large]

Now THAT is why I follow you. Don't let it go to your head.

[approval down, small]

Hm. Okay. I would not have done that.

[approval down, large]

No. I'm not okay with this. We'll talk later. Right now I can't look at you.

[approval neutral]

If you say so. You're the one in charge.

[romance approval up]

...You're kind of impossible, you know that? Don't stop.

Navigator Unit KEY-9

AI helper, sci-fi · Any · Any · 30 seconds

[Helmet display flickers. KEY-9 speaks]

Navigation online. Objective is two hundred meters north, through the collapsed tunnel.

Alternate route: east, across the bridge. The bridge is old. Statistically, it is also very likely to fall down.

The tunnel is dark, narrow and full of spiders. But the spiders are small, and the tunnel is unlikely to fall down. I recommend the tunnel.

[if player takes the bridge]

Interesting choice. I will begin composing your memorial message. Do you prefer formal or casual?

Grandpa Bramble Joins the Party

Companion intro, cozy · Mature (55+) · Any (character choice) · 45 seconds

[A farm gate. GRANDPA BRAMBLE shoulders a pitchfork and a picnic basket]

Now hold on a minute. You're not going to the Crooked Woods without me.

I've been walking those woods since before your parents were born. I know which mushrooms are dinner and which ones make you see music.

And don't look at me like that. I may be seventy-four, but I once fought off a goose for an entire afternoon. A big one. With opinions. It took my hat, my lunch and very nearly my dignity, but in the end, who walked home? Me. The goose stayed in the pond and thought about what it had done.

[he taps the basket]

Besides, I packed sandwiches. You didn't pack sandwiches, did you?

Thought not.

Let's go, then. Slow pace. Plenty of breaks. Nobody touches my pickles.

The Rival Who Stayed

Rival to companion, action · Young adult (18-25) · Any · 45 seconds

[After a duel. Rain. RYO lowers her blade and laughs, breathless]

[breathing hard]

That was a lucky hit. You know that, right? Pure luck.

I've been beating you since we were twelve. Twelve! In the training yard, in the tournament, at cards. Every time.

[beat]

You got better. When did you get better?

No, don't answer. You'll be smug.

[she sheathes her sword]

Fine. Here's the thing. The Iron Court is coming for this town, and you're going to try and stop them, because you're an idiot.

And somebody has to make sure the idiot doesn't die.

So I'm coming. Not for you. For the town.

[beat]

Okay. Maybe a little for you.

Tell anyone I said that and I'll deny it. Loudly.

Medic Under Fire

Combat barks, military sci-fi · Adult (25-40) · Any · 30 seconds

[Session note: medic barks. One line per take]

[healing player]

Hold still. Hold still! You're fine. You're fine. Okay, go!

[squadmate down]

Man down! I need cover, now!

[out of med kits]

I'm dry on med kits! Nobody get shot for a minute!

[player ignores warning]

I said stay behind cover, not go for a stroll!

[revive success]

Welcome back. Don't make that a habit. I only have so many of those left.

[low health warning]

You're bleeding everywhere. Come to me, right now! I can't patch you from over here!

Shopkeeper Turned Sidekick

Comic sidekick, fantasy · Adult (40-55) · Any (character choice) · 30 seconds

[A dungeon entrance. MILLIBERT clutches a ledger to his chest]

I want to be very clear. I sell potions. I do not drink them in combat. I do not throw them at skeletons. I keep them on a shelf, in alphabetical order.

Why is the floor sticky? Why is everything here sticky?

[a distant roar]

Right. Okay. Fine. I'll come. But if I die, I'm charging you for it.

Partner on the Radio

Horror companion, radio · Adult (25-40) · Any · 45 seconds

[Radio static. NIA, the player's partner, speaks from a van outside an old hospital]

Okay, I've got you on the hallway camera. Lights are terrible. Very horror movie. Love it for you.

Keep going. Room twelve should be on your left. The records office.

[pause]

Yep, I see you. You're at the door. Go on in.

[if player hesitates]

Hey. It's just an old building. I'm right here. You've got this.

[pause]

Wait. Hang on.

You're not on the camera anymore. You were right there.

Can you hear me? Say something.

[if player speaks]

Okay. Okay, good. You're okay. Something's wrong with my feed.

[beat]

There's someone else in the hallway on my screen. Standing at the door you just went through.

Don't turn around. Just walk. Slowly. Toward the stairs.

I'm coming in.

Fox Spirit Guide

Spirit guide, mythic · Any · Any (character choice) · 30 seconds

[A misty bamboo forest. A white fox with three tails sits on a stone]

Oh good, you're awake. I was starting to think you'd sleep through the whole trial. Humans do that.

I'm Suki. I'm your guide. Well. Guide is a strong word. I'll mostly watch and make comments.

Three gates ahead. Each one asks a question. Answer honestly and the gate opens. Lie, and you'll walk in circles until spring.

[her ears flatten]

And whatever you do, don't follow the blue lights. They're not mine. They're very hungry.

[brightening]

Right! Off we go. Try to keep up.

Teen Hacker in Your Ear

Tech sidekick, action · Young adult (18-25) · Any · 30 seconds

[Earpiece crackles. DEX, a teenage hacker, chews gum on the line]

Okay, I'm in their system. Wow. Their password is "password one." Adults, honestly.

Cameras on floor three are looping. You've got ninety seconds before the guard comes back from his snack break.

Vault is on your right. Code is four, four, nine, two.

[beat]

Wait. Somebody else just logged in. Like, right now.

Move faster. Please.

A Quiet Confession

Romance companion, emotional beat · Adult (25-40) · Any · 60 seconds

[A rooftop at night. Lanterns below. ELIAS sits next to the player]

Can I say something? It's going to be weird. Sorry in advance.

You know when we were in the caves, and the bridge went, and you grabbed my arm? I keep thinking about that. Not the falling part. The part where you didn't let go.

[laughs nervously]

This is coming out badly.

What I mean is, I look for you. In every room. Even when I don't need anything. I just like knowing where you are.

So. That's it. That's the weird thing.

[if player returns feelings]

Oh. Really? You're not just being nice?

[laughs]

Okay. Okay. Wow. I'm going to stop talking before I ruin it.

[if player says they're just friends]

No, that's, yeah. That's fair. That's completely fair.

[beat]

I'm still glad I said it. And I'm still going to look for you in every room. As a friend.

Betrayal at the Northern Gate

Betrayal reveal, dark fantasy · Adult (30-45) · Any · 60 seconds

[The northern gate of the city. Soldiers behind him. CAEL, a trusted companion, steps forward]

I wish you hadn't come this way. I really did try to send you east.

[if player trusted Cael]

You trusted me. Every step. Every night watch. You gave me the key to the vault and you didn't even count the gold after.

I need you to know that was real. All of it. The jokes. The fire. All of it.

But they have my daughter. And you, I'm sorry, you were never going to be more important than her.

[if player doubted Cael]

You never really trusted me, did you? I saw it. The way you kept your sword hand free when I was behind you.

Smart. Honestly, it made this easier.

[both versions]

Put down your weapon. Please. Nobody else has to get hurt today.

I'll make sure they're quick.

Idle Chatter: You've Been Standing Here a While

Idle barks, comic · Adult (25-40) · Any (character choice) · 30 seconds

[Session note: idle lines, played when the player stops moving. One per take]

[idle 1]

So. We're just standing here. Cool. Love standing.

[idle 2]

I'm going to count the clouds. One. That one looks like you. Bit lumpy.

[idle 3]

If you're thinking, that's fine. If you're asleep, that's also fine. Just let me know which.

[idle 4]

I've named that rock Gerald. Gerald and I are friends now. You took too long.

[idle 5]

Hello? Is anyone in there? Blink twice if you need a snack.

Kid Sidekick's First Battle

Young sidekick, kids' adventure · Any (child character) · Any · 30 seconds

[A forest clearing. Goblins surround the camp. LIO, ten, grips a wooden sword]

Uh. Okay. There's a lot of them. That's a lot more goblins than you said.

You said maybe two. That's, like, nine. Ten! There's ten!

[breathes in]

Okay. Okay. Grandma said brave isn't not being scared. It's being scared and doing it anyway.

[shouts]

Hey, goblins! You're in our camp! Get out!

[beat]

They're running? They're running! I did that! Did you see?

The Knight Without an Order

Companion backstory, fantasy · Adult (40-55) · Any (character choice) · 60 seconds

[A ruined chapel. DAME HOLLIS polishes a dented shield]

You asked why I still wear this. The sigil. When there's no order left to wear it for.

There were forty of us once. The Order of the Last Light. We swore to guard the road through the mountains, so that anyone could walk it safely. Merchants. Pilgrims. Children.

The road is still there. The forty are not. I was away the night the fortress fell. Delivering a letter. A letter.

[beat]

I could have taken this off. Gone home. No one would have blamed me.

But the road is still there. And people still walk it. And someone still needs to stand on it.

So I say the oath. Every morning. Out loud. For all forty.

[she lifts the shield]

Now. You're walking the road. Which means you're under my protection.

Try not to argue with that.

Pocket Familiar Out of Patience

Familiar companion, comic fantasy · Any (creature) · Any (character choice) · 15 seconds

[GRIBBLE, a newt-sized familiar, sits on the player's shoulder]

You cast the fire spell. In the library. Again.

[sighs]

I'll fetch the bucket. You apologize to the librarian. And this time, mean it. Last time you said sorry to the bookshelf. The bookshelf did not need it.

Ruby and the Dog

Companion intro, post-apocalyptic · Young adult (18-25) · Any · 30 seconds

[A ruined highway. RUBY aims a crossbow. Her dog growls beside her]

That's close enough. Hands where I can see them.

[to the dog]

Easy, Bandit. Easy. Good boy.

[back to the player]

You've got a water filter on your pack. That's either very lucky or very stolen.

[beat]

Bandit doesn't like you. Bandit doesn't like anybody, so don't take it personally.

Here's the deal. You share the water. We know the safe route to the coast. You walk in front.

[to the dog]

Come on, buddy. Let's see if this one lasts.

Goodbye at the Train Platform

Farewell scene, story-driven · Adult (25-40) · Any · 60 seconds

[A small train station at dawn. The train hisses. MARLOW holds the player's bag out]

Here. You forgot this. Again. You'd forget your own head if it wasn't screwed on, and I've seen how loose it is.

I'm not getting on. You knew that. Somebody's got to fix this town up, and I'm the only one here who knows which end of a hammer is which.

[train whistle]

You'll be fine without me. You'll be slower. Much slower. And you'll get lost at least twice before lunch. But you'll be fine.

[beat, quieter]

Thank you. For all of it. For picking me up off that road. I wasn't really alive before that. Not properly.

[clears throat]

Anyway. Go on. Train won't wait, and neither will I if you make me cry.

Write to me. Not every week. Just when something good happens.

So, every week.

Revive Lines

Revive barks, action · Any · Any · 15 seconds

[Session note: revive lines. One per take]

[reviving]

Hey, hey! Stay with me! Come on, open your eyes!

[revive complete]

There you are. Don't scare me like that. Up you get. Slowly.

[revive interrupted]

They're on me! Hang on, I'll be right back! Don't go anywhere!

Clover the Pack Mule Has Concerns

Creature companion, comic fantasy · Any (creature) · Any (character choice) · 30 seconds

[A mountain trail. CLOVER, a talking pack mule, stops dead in the path]

No. I'm stopping. This is me, stopping.

You said a light load. Light. You packed three tents, a cooking pot and what I'm fairly sure is a small anvil.

Who brings an anvil up a mountain? Who does that?

[sniffs]

And don't think I can't smell the apples. Left bag. I can smell them through the canvas.

One apple and I'll walk to the top. Two apples and I'll stop complaining. For an hour. Maybe.

The Healer Changes Your Bandage

Healer companion, quiet story beat · Adult (40-55) · Any · 60 seconds

[Camp, after a hard fight. MAREN, the party healer, kneels beside the player with fresh bandages]

Hold still. This bit stings. Yes, I know it stings. I said it would sting.

[works]

You took that blow for Tam. I saw it. You stepped right in front of him like you were made of stone. You're not made of stone, by the way. You're made of the same stuff as everyone else, and I'm the one who has to sew it back together.

[beat]

Don't do that again.

No, I mean it. I've buried enough brave people. Brave people are terrible patients. They never come to see me until it's too late.

[ties off the bandage]

There. You'll have a scar. A nice one. Thin. People will ask about it in taverns for the rest of your life.

[softer]

And when they do, you tell them a healer named Maren told you off. And then you tell them you listened.

Now sleep. That's not a suggestion.

Quartermaster Bex's Counter Lines

Merchant companion, shop barks · Adult (30-45) · Any (character choice) · 30 seconds

[Session: shop lines for the camp quartermaster, BEX. One line per take]

[GREETING]
1. Back in one piece! Mostly. What do you need?
2. Shop's open. Mind the crates, they bite.

[BUYING]
3. Good choice. I'd have bought that myself.
4. That's the last one. You've got taste.

[SELLING]
5. A helmet with a hole in it? Two coppers and a sympathetic look.
6. Oh, that's lovely. Where did you... actually, don't tell me.

[NOT ENOUGH GOLD]
7. Bit short there, friend. I don't do credit. I did once. Never again.

[LEAVING]
8. Come back alive. Dead customers don't pay.

The Bard Tells It Better

Bard companion, tavern performance · Adult (25-40) · Irish · 45 seconds

[A crowded tavern. FINN O'DALY, the party's bard, stands on a table with a fiddle, telling the room about yesterday's fight]

Gather round, gather round! Let me tell you how my friend here slew the Beast of Cragmoor!

Seven feet tall, it was. No, eight! Eyes like burning coals, teeth like a row of swords, and breath, my friends, like a fishmonger's boot.

[the player mutters something]

[aside] Yes, alright, it was a large badger. But it was a very angry badger.

[back to the crowd]

And did our hero flinch? Did our hero run? No! Our hero stood firm, raised a blade, and...

[beat]

...fell in the river. But stood up again! Wet, but undefeated!

[raises a mug]

To the hero! Slayer of badgers! Terror of rivers!

Squad Pings

Squadmate callouts, co-op sci-fi shooter · Adult (25-40) · Any · 30 seconds

[Session: squadmate callouts for a co-op shooter. Character: CORPORAL TESS AMARI. One line per take]

[ENEMY PING]
1. Contact, two o'clock!
2. Sniper on the roof, stay low!
3. Heavy coming through the door!

[ITEM PING]
4. Ammo here. Grab it.
5. Med pack, by the stairs.

[LOCATION PING]
6. Let's push up there.
7. Regroup on me.

[REQUEST]
8. I need ammo, anyone?
9. Covering fire, now!

[ACKNOWLEDGE]
10. Copy that.
11. On my way.

[THANKS]
12. Owe you one.
13. Nice shot. Show-off.

Navigator Kip in the Storm

Airship companion, in-game dialogue · Adult (25-40) · Any · 30 seconds

[The bridge of an airship in a lightning storm. KIP, the ship's navigator, shouts over the wind from the chart table]

Captain! Hard to starboard! There's a cliff in that cloud, I can feel it!

[thunder]

No, I can't see it! Nobody can see it! I'm going by the map, my gut, and a pigeon that won't stop staring north!

[effort, holding the table]

Okay, hold this course. Hold it, hold it...

[beat]

Now down! Take us down fifty feet!

[the ship drops]

[breath]

Ha! Look at that! Under the cliff by a whisker!

[laughs, shaky]

I'd like a raise. And a nap. In that order. And somebody give that pigeon a medal.

Granny Wick's Stew Lesson

Cozy companion, cooking tutorial · Mature (55+) · Any (character choice) · 45 seconds

[A cottage kitchen. GRANNY WICK, the village cook, guides the player at the stove]

Right, dear. Onions first. Chop them small. Smaller. Smaller than that. They're not going to bite you.

Now into the pot. Hear that sizzle? That's the stew saying good morning.

[stirs]

Carrots next. Then the potatoes. Then a pinch of salt. No, a pinch. That's a fistful. Put some back. Salt's for flavour, dear, not for punishing the carrots.

[beat]

My mother taught me this in this very kitchen. Same pot. She used to say, "A stew isn't about the recipe, Wilhelmina. It's about who you're feeding."

[smiles]

So. Who are you feeding tonight?

[if the player names the party]

Then we'll need a bigger pot. Fetch the one under the stairs.

The Ghost Who Lost Her Name

Ghost companion, mystery · Adult (25-40) · Any · 60 seconds

[An old boarding house. A pale young woman sits on the stairs. She has followed the player through three rooms]

You can see me. Oh, thank goodness. Nobody can see me. I've been waving at people for... what year is it?

[the player tells her]

Oh. Oh, that's a lot of years.

[she stands]

I don't remember my name. Isn't that silly? I remember the colour of the wallpaper in Room Seven. I remember the cook burned the porridge every Thursday. I remember someone singing in the garden.

But not my name.

[beat]

I think if you could find it, written down somewhere, a letter, a ledger, anything, I think I might be able to rest.

I'd like that. To rest.

[brightening]

I can help you. I can walk through walls. I know where every key in this house is hidden.

Most of them I hid myself, out of boredom.

So. Shall we look together?

Drop Briefing from Sergeant Okafor

Squad leader companion, military sci-fi briefing · Adult (40-55) · Any · 60 seconds

[Inside a drop ship, red light. SERGEANT DIDI OKAFOR braces against the rail and faces the squad]

Listen up. Ninety seconds to the drop.

The colony on Brannock went quiet four days ago. No distress call. No nothing. Our job is to find out why, and bring home anyone still breathing.

[beat]

You'll hear things down there. Maybe see things. Don't shoot at shadows. I want eyes, not trigger fingers. If it doesn't shoot at you first, you don't shoot at it.

Rookie.

[to the player]

Yes, you. You stay on my wing. When I move, you move. When I stop, you stop. When I tell you to run, you don't ask me where. You just run.

[the ship shudders]

I've done thirty drops. I've brought every rookie home. Every one. I'm not breaking that streak for you, so don't make me.

[the light turns green]

Green light. Helmets on.

Let's go knock on some doors.

Whispered Callouts in the Vault

Stealth companion, whispered callouts · Adult (25-40) · Any · 30 seconds

[Session: whispered callouts for stealth companion SHADE. Close on the mic, voice under the whisper. One line per take]

[GUARD APPROACHING]
1. Guard coming. Hold.
2. Stop. Stop. Don't move.

[GUARD PASSES]
3. Okay. He's gone. Go.
4. Clear. Now, quickly.

[PLAYER MAKES NOISE]
5. Shh! Are you wearing bells?
6. Lighter feet. Lighter.

[CAMERA]
7. Camera's turning. Wait for it... now.

[PLAYER TAKES A GUARD DOWN]
8. Nice. Drag him behind the crates.

[ALL CLEAR]
9. Room's empty. Breathe.

[ALARM, full voice]
10. That's the alarm. Run. Run!
11. Forget quiet. Just go!
12. Out the window! Trust me!

Old Fergus's Last Lesson

Mentor companion, training farewell · Mature (55+) · Scottish · 60 seconds

[A windswept training yard at dusk. OLD FERGUS, the player's sword master, sets down his practice staff for the last time]

That's enough for today. That's enough for good, I think.

No, don't look at me like that. You're ready. You were ready last week. I just enjoyed knocking you over.

[sits on a barrel, slowly]

Here's the last lesson, and it's not about swords. Any fool can learn to swing a sword. I've taught hundreds of fools.

The lesson is this. Know when not to draw it.

[beat]

I fought on the border for twenty years. Won every duel I ever fought. And I'd give back every one of them for the day I talked a frightened boy out of a fight on a bridge. He's a baker now. Makes a fine loaf. Sends me one every winter.

That's the only medal I kept.

[stands, hands over his old blade]

Take it. It's heavier than it looks. They all are.

Now go on. And come back sometime and tell me about the fights you didn't have.

Coach Delgado at Halftime

Sports companion, halftime talk · Adult (40-55) · Any · 45 seconds

[Locker room, halftime. Two goals down. COACH ROSA DELGADO kneels in front of the player, the team captain]

Look at me. Not the scoreboard. Me.

Two-nil. So what. I've seen this team come back from three. I was there. I cried in the car park.

[beat]

Here's what's happening out there. They're pushing high. They've left their back line wide open. And every time you get the ball, you look for the safe pass.

Stop looking for the safe pass.

[taps the tactics board]

Go at them. Run straight at the big lad on the left. He's tired. He's been tired since minute twenty.

[stands]

You're the captain. They follow your feet. So make your feet brave, and the rest of them will catch up.

Now get out there. Forty-five minutes. Make them long ones.

Partner at the Crime Scene

Detective companion, investigation · Adult (30–45) · Neutral British · 45 seconds

[A ransacked study. DETECTIVE SERGEANT IMOGEN FARR follows the player in, notebook out]

Window's open. Glass is on the inside. So our burglar came in through here. Very messy. Very obvious.

[beat]

Too obvious. Look at the desk. Drawers pulled out, papers everywhere. But the silver letter opener's still there. Worth a fortune. Nobody takes it.

[crouches]

And there's the dog. Old dog, sleeping right under the window. Not a mark on him.

[stands]

Funny thing about dogs. They bark at strangers.

[looks at the player]

I think whoever did this had a key, a reason and a biscuit for the dog. Shall we go and see who in this house carries biscuits?

Glimmer the Lantern Moth

Guide creature, kids' platformer · Any (creature) · Any (character choice) · 15 seconds

[Barks. GLIMMER, a tiny glowing moth who lights the way through dark levels. One line per take]

1. Follow my light!
2. This way, this way!
3. Ooh, it's dark. Stay close to me!
4. Careful, there's a gap!
5. Up here! Jump!
6. I found the door!
7. Bye-bye, darkness!

Sister on the Other Side of the Glass

Co-op puzzle companion, sibling · Young adult (18-25) · Any · 60 seconds

[A puzzle tower. A glass wall splits two rooms. ODETTE, the player's twin sister, presses her hands to the glass]

Can you hear me? Knock once if you can hear me.

[a knock]

Okay. Good. Hello. I'm stuck. You're stuck. Very on brand for us.

[looks around]

Right. I've got a lever, a big gear and a painting of a very grumpy horse. What have you got?

[beat]

A bucket? That's it? You got a bucket?

Okay, wait. Wait. When I pull my lever, your floor moves. Did your floor move? It moved. Good. So everything on my side does something on your side.

Which means we have to do this together. Like the treehouse. Remember the treehouse? I pulled the rope and you went up.

And then I let go of the rope.

[beat]

I was eight. I've said sorry a hundred times.

Okay. On three, I pull. You put the bucket under the drip. Trust me.

[beat]

I know. But trust me anyway.

Wagon Banter: Left at the Duck

Party banter, fantasy comedy duet · Adult (25-40) · Any (character choice) · 45 seconds

Cast: TOBIN HALLA

A covered wagon on a long road. HALLA, a blunt warrior, has the reins. TOBIN, a nervous scholar, studies a map beside her

TOBIN We should have turned left at the stone.

HALLA Which stone?

TOBIN The big stone. The one shaped like a duck.

HALLA All stones are shaped like ducks if you look at them long enough.

TOBIN That is simply not true.

HALLA You want to drive?

TOBIN I didn't say I wanted to drive.

HALLA Then hold the map the right way up.

TOBIN It is the right... oh.

HALLA Mm-hm.

TOBIN Right. So. Good news. We're not lost.

HALLA And the bad news?

TOBIN We were never going the right way to begin with. Not since the bridge. Possibly not since breakfast.

HALLA [laughs] I'm turning around.

TOBIN Left at the duck.

HALLA Left at the duck.

The Bodyguard Hates Your Plan

Bodyguard companion, comic reaction · Adult (30-45) · Any · 30 seconds

[A rooftop above a guarded party. IVO RENKO, the player's bodyguard, has just heard the plan]

Let me make sure I've got this.

You want to jump off this roof, swing on a flagpole, crash through the skylight, and land on the buffet table.

[beat]

And my job is to keep you alive.

[rubs his eyes]

Six years I've been your bodyguard. In that time I have caught you twice, pulled you out of a fountain, and taken an arrow that was meant for your hat.

Your hat.

[beat]

Fine. I'm going first. And if we land in the trifle, I'm not cleaning it.

Wingman Callouts over Kessa Ridge

Wingman barks, aerial combat · Adult (25-40) · Any · 30 seconds

[Session: wingman radio callouts. Character: LIEUTENANT JAY PARRISH, callsign SPARROW. In-helmet, one line per take]

[ENGAGING]
1. Sparrow engaging. Stay on my wing.
2. Bandits, low and fast!

[WARNING]
3. You've got one on your six! Break left!
4. Missile lock! Flares, flares!

[KILL CONFIRMED]
5. Splash one! Nice flying!
6. That one's mine. Write it down.

[PLAYER HIT]
7. You're smoking, lead! Can you make it home?

[LOW FUEL]
8. Running on fumes and good luck here.

[MISSION COMPLETE]
9. Sky's clear. Let's go home. First round's on you.

Reading the Wall in the Sunken Temple

Archaeologist companion, exploration · Mature (55+) · Any · 60 seconds

[A half-flooded temple. PROFESSOR AUGUSTA MBEKI wades to a carved wall and holds up her lantern]

Oh, look at this. Look at it. Bring the light closer. Closer. Mind the water, it's deeper than it looks. I found that out the hard way.

[reads, slowly]

"Here sleeps the Keeper of the Tides. Wake her only..." something, something... "only with a song." No. "Only with a sorrow." Ah. That's different. That's quite different.

[traces the carving]

Everyone thinks these old builders were obsessed with treasure. They weren't. They were obsessed with warnings. Every wall in this place says the same thing, in nine different ways. Go home.

[beat]

Thirty years I've been looking for this room. I wrote a book about it. Nobody read it. Not even my sister, and she promised.

[turns to the player, eyes bright]

So naturally, we're going to ignore the warning. Help me with this stone.

Mira Moves Into the Spare Room

Cozy companion, roommate intro · Young adult (18-25) · Any · 45 seconds

[A farmhouse doorway, rain. MIRA, a travelling apprentice witch, stands with a carpet bag and a soggy cat]

Hi! Hello. You must be the farmer. The lady at the post office said you had a spare room. And that you were nice. She said "nice" twice, so I took it as a strong recommendation.

[the cat sneezes]

This is Parsnip. He's not a magical cat. He's just a cat. He's mostly fur and opinions.

[beat]

I can pay rent. Sort of. I can make your crops grow faster. Twice as fast. Well, once it was twice as fast, and once the turnips grew legs and walked off, but I've practised since then.

[smiles hopefully]

I'm very quiet. I'm very tidy. I only explode things on Sundays.

Can we come in? Parsnip's getting soggy.

The Harvest Dance

Romance companion, branching · Adult (25-40) · Any · 60 seconds

[A village square strung with lanterns. A fiddle plays. THEO, the player's companion, walks over, clearly having rehearsed this]

Hi. So. Funny thing. I can't dance. At all. I have the feet of a confused duck.

But I've been watching you all night, and every time the music changes, you look over at the dancers like you want to be out there.

And nobody's asked you.

[beat]

So I'm asking. Badly. Would you like to dance with a duck?

[if the player says yes]

Really? Okay. Okay! Right. Hand here. I think. Other hand. Sorry. Sorry, that was your foot.

[laughs]

This is going terribly. I'm having the best time. Don't look at my feet. Look at the lanterns.

[if the player says no]

No, that's alright. Completely alright. I'll be over there. Holding a cup. Looking very relaxed. Not at all like someone who practised that in a mirror.

[beat]

If you change your mind, I'll still have the duck feet. They're not going anywhere.

Tea at the Fire, Two in the Morning

Veteran companion, quiet night talk · Adult (40-55) · Any · 60 seconds

[Camp, deep night. VOSS, an old soldier in the party, sits by the dying fire. The player has just woken up]

Can't sleep either? Sit. There's tea. It's terrible, but it's hot.

[pours]

I don't sleep much. Haven't for years. Every time I close my eyes, I'm back at the river crossing at Tamsford. The noise, mostly. You never forget the noise.

[beat]

People think the hard part is the fighting. It's not. The hard part is after. When it's quiet. When you're in a warm bed with a roof over you, and your heart still thinks it's at the river.

[looks at the player]

You've got that look too, lately. Since the mine. Don't tell me you haven't.

[pause]

It's alright. You don't have to talk about it. Just don't sit up alone with it, that's all. That's the only advice I've got that's worth anything.

[pokes the fire]

Now drink your tea. Go on. Then we'll both pretend to sleep.

Tilly Rates Your Outfit

Companion reaction barks, comic · Young adult (18-25) · Any (character choice) · 30 seconds

[Session: reactions when the player changes gear. Character: TILLY. One line per take]

[HEAVY ARMOUR]
1. Wow. You look like a walking cooking pot. A brave cooking pot.

[ROBES]
2. Very wizardly. Do you know any spells, or is it just the outfit?

[NO HELMET]
3. No helmet? Bold. I'll keep your teeth in a jar for you.

[FANCY HAT]
4. Now that's a hat. That hat has a story. I want to hear it.

[OUTFIT MATCHES TILLY'S]
5. Are you copying me? It looks better on me.

[SAME OUTFIT FOR TOO LONG]
6. You can change your clothes, you know. I'm asking for the rest of us.

Guide Across the Grey Pass

Mountain guide companion, survival · Adult (40-55) · Scottish · 45 seconds

[A blizzard on a mountain pass. EWAN McCRAE, the party's guide, ropes the player to his belt]

Right. Rope on. Tight. Tighter. If you go over the edge, I want to know about it.

[wind]

Listen to me. Step where I step. Exactly where I step. The snow lies about what's underneath it.

[walks]

Don't talk. Save your breath. You'll want it on the climb.

[beat]

Aye, I know you're cold. I'm cold. The mountain's cold. We're all cold together, it's very friendly.

[stops]

Hear that? Like thunder, but low?

[quietly]

That's not thunder. Down. Get down against the rock. Hold the rope and don't let go.

[the rumble passes]

...Alright. We're alright. Keep moving. Hut's an hour off. There's a stove in it. And soup.

Tinker Oona's Newest Gadget

Inventor companion, comic demo · Adult (30-45) · Any (character choice) · 45 seconds

[A cluttered workshop. OONA, the party's tinkerer, holds up a contraption of springs, wires and a teapot]

Ta-da! Don't touch it. Don't touch it yet. Admire it first.

This is the Grapple-Kettle Mark Two. It fires a hook. It pulls you up a wall. And while you're dangling there, waiting for the guard to walk past, it makes you a cup of tea.

[beat]

Yes, I know the Mark One exploded. That was a design feature. Mostly.

[presses a button. Something whirrs]

See? Hook's loaded. Water's boiling. Safety's on.

[beat]

Safety was on.

[a loud twang]

Okay, so that's the ceiling. Hook's in the ceiling. That's fine. That's a good test, actually. Very strong hook.

[a drip]

Tea's ready, though. Want one?

The Prince Who Can't Fight

Noble companion, comic fantasy · Young adult (18-25) · Neutral British · 30 seconds

[A muddy forest path. PRINCE ALARIC, nineteen, holds a sword as if it might bite him]

I want you to know I've had lessons. Many lessons. From the finest sword masters in the kingdom.

They all quit.

[swings. The blade sticks in a tree]

Is it meant to stick like that?

I'm very good at other things. I can dance. I speak four languages. I know which fork to use for oysters.

[beat]

None of which is useful against wolves. I see that now.

Right. You fight. I'll shout at them in Old Velmarian and confuse them.

Night Watch with the Skipper's Daughter

Sailing companion, quiet story beat · Young adult (18-25) · Irish · 45 seconds

[The deck of a fishing boat at night. MAEVE CARRICK sits on a coil of rope beside the player, watching the water]

You see that? The green light on the water, just there. Da calls them sea lanterns. Says they're the souls of sailors keeping an eye on us.

[laughs]

Rubbish, of course. It's just little creatures that glow. I read it in a book.

[beat]

But I still say goodnight to them. Just in case.

[pulls her coat tighter]

He's not well, you know. Da. He won't say. He just coughs below deck where he thinks I can't hear.

This is his last season. I think he knows it. I think he brought you aboard so I wouldn't be on my own.

[beat]

So. Don't fall in. I'd be very cross.

[looks back at the water]

Goodnight, lanterns.

Companion Down

Companion downed barks, action · Adult (25-40) · Any · 15 seconds

[Session: lines when the companion is knocked down. Character: RIGG. One line per take]

1. [effort] I'm down! I'm down!
2. Little help here?
3. Can't get up. Come get me!
4. [weak] Hey. Don't leave me here.
5. Fading. Hurry.
6. [revived] Thanks. Thought I'd had it.

Ysa the Stormcaller's Spell Calls

Mage companion, spell barks · Adult (25-40) · Any (character choice) · 30 seconds

[Session: spell and mana lines for mage companion YSA. One line per take]

[CASTING LIGHTNING]
1. Stand back! Storm's coming!
2. Bolt! Hold still!

[CASTING SHIELD]
3. Shield up! Get behind me!
4. Ward's holding! For now!

[HEALING]
5. Here. That should close it.

[LOW MANA]
6. I'm running dry. Give me a breather.
7. That's the last spark I've got!

[OUT OF MANA]
8. Nothing left. I'm hitting them with my stick now.

[SPELL BACKFIRES]
9. [cough] Okay. That one went the wrong way.

[BIG SPELL]
10. Everybody down! I'm calling the whole sky!

Sister Agathe and the Warhammer

Companion intro, fantasy · Mature (55+) · Any · 60 seconds

[A burned-out roadside shrine. SISTER AGATHE, a nun in a dented breastplate, leans on an enormous warhammer. The last bandit runs off into the trees]

Peace be with you. Sorry about the shouting. Bandits don't respond well to gentle words. I tried. I always try first.

[she wipes the hammer on the grass]

You look surprised. People always look surprised. They see the habit and think, she'll pray for me. And I will. Every night. But I'll also hit things.

[beat]

I've kept this shrine for twenty-eight years. Lit the candles. Fed the travellers. Mended their boots.

And last night someone burned it, and stole the bell. That bell is older than this whole kingdom.

[lifts the hammer onto her shoulder]

You're heading north. So are they. I'd like to walk with you, if you'll have me.

I can cook. I can stitch a wound. I can sing all forty verses of the Pilgrim's Hymn.

[beat]

Or I can stop at verse three. That's usually the preference.

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