

Multiplayer  
Character Design  
Document –  
Rainbow 6 Siege

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## Character Writing

### Trip

#### Presentation:

A slender, feminine non-binary individual with short, tied back dark hair, azure-coloured eyes, and a pale complexion. Approximately 5ft 8" tall.

Skin 1: Standard British military uniform with a Welsh flag patch on the left arm, coloured black. Right forearm has the HNDN wrist launcher on (See Item Description for details on launchers look). Sleeves are both rolled up. Standard issue British military combat vest (black) worn over fitted shirt.

Skin 2: Standard British military uniform with a Welsh flag patch on the left arm, coloured taupe grey. Left forearm has the HNDN wrist launcher on (See Item Description for details on launchers look). Sleeves are both rolled up. Standard issue British military Kevlar vest (dark taupe) worn over the shirt.

Side	Defender	
Role	Area Denier, Trap, Roam	
Health: 1	Speed: 3	

#### Loadout:

Primary	Secondary	Gadget
9X19VSM Sub-machine Gun	1911 TACOPS Handgun	Smoke Grenade
M890 Shotgun	PMM Handgun	Bulletproof Camera

#### Biography:

<b>Real Name: Charlie Jones</b>	<b>Date of Birth: May 22<sup>nd</sup> (Age 33)</b>	<b>Place of Birth: Cardiff, Wales</b>
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Born to an accomplished Field Marshall and a paediatric nurse, Charlie wanted for very little in their idealistic country home on the outskirts of Cardiff. From a young age it was made clear the importance of hard work and "graft", principles they carried through their early years in the Royal Air Force and their degree in neurochemistry, where they were top of their class.

Following a routine reconnaissance mission for the RAF, Charlie was picked up by the Special Reconnaissance Regimen, who offered them a position working for them in a deep cover role within a Russian neurochemical research facility. It was during this time that Jay began to use their degree to research neurochemical reactions from a range of drugs, reporting findings back to the SRR, and collecting samples of experimental weaponised neurotoxins. Their skills in infiltration and neurochemistry caught the attention of Nokk during their extraction thus leading them to R6.

## Psychological Report

'Upon first meeting Charlie "Trip" Jones one may find them to be somewhat naïve in nature, however this is nothing more than a guise that seems to be a manner of disarming their opponents. Indeed, when we began our conversation, I did wonder how such a charming and innocent individual had made it through the ranks of the Royal Air Force and Special Reconnaissance Regiment, however as our conversation progressed, I soon learned that this was a carefully constructed visage that they use to hide their deeply analytical and inquisitive mind.

When discussing their upbringing, Trip provided short and concise answers. They made it clear the values instilled in them by their Field Marshall father in reference to hard work and dedication, but also shared the importance of empathy that their mother, a paediatric nurse, had imparted on them. As we continued to discuss their formative years, Trip described their pride in being Welsh, their love of Rugby and how they would often go into Cardiff to watch the Welsh national team play. They also alluded to the struggles of coming to terms with, what they initially described as "being different", their gender identity and being non-binary. However, they were quick to highlight that this process had only made them a stronger and more resilient person.

When broaching the subject of their time in the SRR, they were very concise, in fact I would go as far as saying blunt, in their responses. I assume this is due to the high levels of confidentiality surrounding this branch of the British special forces. However, they did point out that their time in the Russian neurochemical research facility is what gave them the idea to develop the Hallucinogenic Neurotoxin Delivery Net (HNDN) and its launching device.

I would say that Trip tends to seem a tad lackadaisical at times and can often make joke at somewhat inappropriate moments; for instance, when I observed them in training, they seemed to make light of their inadequacies, rather than taking them seriously which seems to contradict the values imparted upon them by their father. Perhaps this is a consequence of their work in the SRR where they would have need to adopt a specific persona to maintain their cover.

Regardless, they seem highly sociable and additional observations have noted a close developing relationship with operators Lesion and Thunderbird. Possibly due to common interests? I cannot say. When I broached the subject, they merely stated that they enjoyed the company of likeminded individuals.

-- Dr. Harishva "Harry" Pandey, Director of Rainbow

## Gameplay and Design

Trip is a roaming, area denying defender with a unique trap ability. Their higher speed to health ratio allows them to move around the map efficiently, whilst their loadout gives them the ability to get out of danger quickly, while being able to appropriately navigate maps to determine where best to deploy their unique ability.

Their unique ability, the HNDN, is designed as a projectable net that will attach itself to the tops of doorframes and narrow corridors and will then create a translucent net visible to them alone. The net is impervious to electric disablement, and when other characters run into it, they will be subject to visual distortions that will create a blurred slow-motion effect with other playable characters and objects having a blurred red and green outline around them, whilst also causing them mild damage. The effect will last for 12 seconds and is designed to work well with other defender classes such as Lesion and Aruni for trap and area deniers along with Doc and Thunderbrid's abilities to give them time to heal teammates.

### Counterplay

In terms of counterplay, Trip's ability is susceptible to being shot down by enemy players. When deployed the HNDN will leave a sticky ball that is visible on the area of impact, meaning that opposing players will be able to destroy the device should they see it. This will require players to consider where they will place the HNDN's for maximum impact on the opposing team.

Trip also has a lower health value, meaning that players should make use of the unique ability and their increased speed to their advantage when planning combat encounters.

### Balancing

To ensure that Trip's skill is appropriately balanced with other skills available to defender players, the effect of the neurotoxin has a 12 second timer in which effected players will experience the visual disorientation. Effected players will also take a minimal amount of damage for 7 seconds upon being affected, whilst this may appear to be unbalanced, the damage received by effected players will be very low, but noticeable to the effected player. Trip also has a limited number of uses for the HNDN (2) meaning that players will have to be tactical in how and where they deploy the ability in gameplay.

## Item Description

### HNDN

The Hallucinogenic Neurotoxin Delivery Net, or HNDN, was a gadget designed by Trip to effectively deliver a strong neurotoxin they developed and acquired during their deep cover mission in a Russian research facility. Coating thin translucent metallic fibres in an adapted neurochemical hallucinogen which are balled up and loaded into a wrist mounted launcher, the HNDG causes any poor soul that walks through it to experience severe visual disturbances. Many test-subject reports state that the world appears to move in slow motion with significant blurring of objects, others have also commented on a strange red-green outline to objects. Many test subjects also experience extreme pain and muscular weakening slowing reaction times.

### Physical Description – for artists and asset designers

The HNDN Launcher is a 5-inch-long wrist bracer with a trapezoidal prism on the upper side close to the wrist joint made from a titanium alloy. The on the upper most face of the prism are 2 LED's that indicate the number of net balls still in the launcher.

The net balls themselves are approximately the size of a tennis ball when fired, however upon sticking to a doorframe or similar width area, the bottom half breaks away, allowing the translucent net to drop down. The net, visually, will be barely noticeable to other players, however Trip and their teammates will see an outline of it in terms of UI design.

## Character Barks

Trigger/Stimuli	Bark
Setting HNDN	<p>“Net is Set”                      “Net is good to go”                      “Time to trip out!”                      “Enjoy the trip”                      “Trap’s up”                      “Net’s ready”                      “Be careful not to trip!”</p>
Spawning	<p>“Let’s get ready to defend this”                      “Here’s almost as beautiful as the valleys”                      “Time to win this!”                      “Let’s get trippy”                      “I’m excited to get this win”                      “Well, isn’t this lovely”                      “Alright team, let’s win this”</p>
Reinforcing	<p>“Reinforcing the wall!”                      “Securing floors!”                      “Sorting the floor”                      “Fixing the wall”                      “Plugging the breach”</p>
Barricading	<p>“Barricade is up!”                      “Window sorted”                      “Doorway secured”                      “Door’s sorted”</p>
Reloading	<p>“Switching ammo”                      “Changing clips!”                      “Swapping bullets”                      “Reloading”                      “Swapping ammo”</p>
Out of Ammunition	<p>“Damn, running on empty”                      “Ammo’s out”                      “Clip’s empty”                      “Last mag!”                      “Need ammo!”</p>
Reviving	<p>“Up ya get”                      “Providing aid”                      “Helping friendly”                      “Lending a hand!”</p>
Friendly fire	<p>“Friendly fire! Hold!”                      “We’re on the same side!”                      “Teammate fire!”</p>

## Cinematic

Trip is not only an expert in deep cover, but also has a deep understanding of neurochemistry. The cinematic, as outlined below, introduces players to Trip, their Welsh heritage, and more light-hearted nature. The focus of the cinematic is designed to show the HNDN in use, along with demonstrating to players that Trip is not just a great operative in field, but an intelligent and light-hearted soul. Setting the cinematic in a lab also demonstrates the extraction mentioned in the biography for Trip giving players a feel for not just their gameplay, but the events that led them to joining Rainbow. Most of Trip's lines are done as a voice over, layered with the humming of Hen Wlad Fy Nhadau underneath, the exception is the last dialogue line. Its length should be approximately 30-45 seconds.

*Fade from black - Camera is zoomed and focused on a series of test tubes with a computer monitor behind them, out of focus progress bar is visible.*

*Trip [hums the start of Hen Wlad Fy Nhadau - the Welsh national anthem]*

*Screen static animation then camera switches to a doorway with a translucent fibre out of focus. Camera zooms back slowly bringing a net structure of fibres into focus.*

*Trip: I've often found it interesting how some achieve well without grafting*

*Camera switch to over the shoulder shot of Trip, lens focus on computer monitor, progress bar is increasing from 70 to 80%. Obscured shouting heard in distance - muffled through a wall.*

*Trip: Then again, I've also found hard work and challenge to be a good motivator*

*Camera switch to door, lighting refracts off translucent net. Slow panning shot from door to opposite end of lab. High levels of lighting, appropriate to a chemical lab, along with many clear workstations are seen, along with a range of testing equipment. Camera show out of focus Trip working at the computer.*

*Camera switch to a vial on next to a black gloved hand.*

*Trip: And that motivator leads to some very exciting discoveries about yourself and the world*

*Hand moves to grasp the vial and comes into focus, showing a large metallic wrist bracer. Muffled voices become louder.*

*Trip: So why not take what you've learnt*

*Camera switches to a panning upward shot of Trip in focus, stopping on their azure eyes staring at the door. Trip turns to face away from the camera. Sound of footsteps running grow louder along with some shouting in Russian (off camera).*



Trip: And have a little fun along the way.

*Camera focuses on the door as 2 soldiers burst through the door and collide with the net in the doorway. Both soldiers begin to cry out in pain.*

Trip: [stops humming *Hen Wlad Fy Nhadau*] Be careful not to trip out too hard!

*Camera switch to a full shot of Trip who pulls out a gun and spins to face the soldiers. Trip fires 4 rounds towards the soldiers as a fade to black happens.*

*Rainbow 6 Siege Logo, Season Name and Trip show as a card over a black screen.*