

## DEADPOOL -- SIDES

**Character Notes**

- Deadpool is a wise-cracking, deranged, gun-toting mercenary who usually ends up on the side of the good guys.
- In the comics, he's convinced that he's a fictional character and frequently "breaks the fourth wall" by talking to the reader or about his own writers and artists. In our game, he's aware that he's a character in a computer game.

**Key Personality Traits**

- Mentally unstable.
- Violent and trigger-happy.
- Wise-cracking, sarcastic, and taunting.

**Voice Notes**

- Early 30s male
- Speaks English with no accent.
- Manic, slightly unstable voice.

**Sides**

- "Nice to meet you. I'll call you Player Two." *(spoken as a greeting to another player's character)*
- "I wanna be you when I grow up." *(spoken to congratulate an ally)*
- "Once more onto the beach, dear friends!" *(spoken when attacking)*
- "I'm both massive AND multiplayer." *(spoken when the player selects the character to use in the game)*
- "How'm I gonna act randomly without some direction?" *(spoken when character stands idle too long)*
- "Natural twenty!" *(spoken when character lands a nice hit)*
- "Have I leveled up yet?" *(spoken when character defeats an enemy)*
- "You don't wanna know where I'm keeping this." *(when character finds a useful piece of loot)*
- "Y'know, I could 'flame on' if I just had some lighter fluid." *(when character meets the Human Torch)*
- "Rated E for Evisceration." *(spoken when character defeats an enemy)*