

Made by Kasper and my lovely gf [\\_mingxiia](#) <3

# PHIGHTING! Roblox OC Template!!



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## Part 1.1 - Character

### PROFILE!

General:

NAME	
CLASS	
FACTION	

Statistics:

HEALTH	
SHIELD	

Relationships:

[CHARACTER]	[who they are to your oc]
[CHARACTER]	[who they are to your oc]

[CHARACTER]	[who they are to your oc]
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OVERVIEW!!

*[write a quick overview of oc, (class, mobility, where do they work well in, etc.)]*

**EXAMPLE:** Sword is a melee Phighter that plays as jack-of-all-trades in his category. He boasts decent mobility, high melee damage and decent bulk. He performs well in close quarters, but has limited options at ranged combat. Even with this, Sword can still maneuver well with his abilities and can even perform crowd control with his Phinisher. If you are fighting a Sword, always try to get help from teammates. Fighting a good Sword will be more like a boss fight than a normal duel. (from [SWORD](#)'s wiki)

## **Part 1.2 - Combat**

### **Abilities**

ATTACKS:

PASSIVE	
M1 (NORMAL ATTACK/PRIMARY)	
M2 (RIGHT CLICK-/SECONDARY)	
Q ABILITY	
E ABILITY	
PHINISHER	

ABILITY DEMONSTRATION:

- [write about facts about attacks]

**EXAMPLE:**

- The damage from All-Mighty Axle Arc does not generate Phinisher points.
- Sword throws his sword in an arc. Longer distances require the player to point their crosshair higher.

- The sword can stick to an enemy Boombox's Protecting Overtone.
- Sword cannot use his other abilities until his sword returns to him.
- All-Mighty Axle Arc will not continue to cast if Sword dies before throwing the sword.
- If Sword dies before the sword of All-Mighty Axle Arc lands, the Phinisher will be canceled. (from [SWORD's](#) wiki)

## Strategy

PROS :)


CONS :(


*[write a summary about where OC excels in, versatility, targets, etc.]*

**EXAMPLE:**

Sword requires an in-your-face, close-quarters approach to combat. His kit supports this: Spirit of the Sword grants extra survivability, while Dolphin Slash and Lunge act as vertical and horizontal movement and damage tools respectively. Slash does consistently high damage and Blade Beam can be used to finish off or chip away at enemies from a distance. His Phinisher, All-Mighty Axle Arc, is extremely spamable and recharges quickly, while also dealing significant damage. His consistency and simplicity make him a prime choice for beginners to learn the game mechanics off of.

A Sword player's greatest virtue is flexibility and versatility. While at first he may seem limited due to his lack of ranged options, sword is an incredibly splashable character on any given team, and provides value simply by existing. He has no poor matchups; he can easily trounce an unaided Katana in a one-on-one, bully Hyperlaser with his fantastic mobility, make quick work of Boombox with his superior damage output, and in all other cases he can usually come out on top. However, Sword suffers from one major

flaw: longevity. Without the healing support of a Medkit, he is easily whittled down. Thus, it is recommended that you have a Medkit on your team for consistent healing.

Due to his fantastic mobility, Sword has a fairly easy time picking his fights, and due to his superiority in 1v1's, he is a good choice for a flanker. While he provides a significant amount of pressure on your frontline, he can also quite easily pick off an unattended Hyperlaser or Medkit and quickly get back to the front. It is recommended that you switch between flanking and frontlining as needed.

Your primary targets should be Medkit, Hyperlaser, and other Support classes. Otherwise, pick the nearest enemy and start slashing. (from [SWORD's](#) wiki)

#### Ability Usage:

- [Passive]
  - [Tips for using passive.]
- [Primary]
  - [Tips for using primary.]
- [Secondary]
  - [Tips for using secondary.]
- [Q Ability]
  - [Tips for using q ability.]
- [E Ability]
  - [Tips for using e ability.]
- [Phinisher]
  - [Tips for using phinisher.]

#### Counterplay Against [OC]

*[Tips to counterplay against your oc, DO NOT MAKE THEM ALL POWERFUL]*

**Example:** Ranged Phighters with any source of mobility can outrun a Boombox. Maintaining distance from Boombox prevents him from gaining charges for Sound Wave and doing damage with Pulse and Jump Smash Move. On smaller maps, the player should be mindful to avoid backing themselves into a corner/dead-end.

A significant weakness to Protecting Overtone is its lack of aerial coverage and semi-cylinder shape. Ranged Phighters such as Rocket or Slingshot can take up a higher elevation and damage Boombox and his teammates without issue. In addition, shield piercing and AoE damage can pass through the forcefield. Without Protecting Overtone, Boombox is frail and can be taken out from the fight with ease.

Raining Tacos is extremely telegraphed and risky to use in the middle of a teamfight. The player should take a moment to kill any Boombox attempting to use it at low health. Ranged Phighters with hitscan projectiles such as Hyperlaser and Slingshot have the opportunity to shoot down the mid-air Boombox. If Boombox is too healthy to kill in this state, the best option is to back out or seek high-ground to avoid the damage. (from [Boombox](#) wiki)

Badge:

[NAME]	[Icon, image of OC]	[Description, how to get]	[Reward, what the title is called]
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## **Part 2.1 - LOREEEEEEE**

### **PROFILE!**

General:

NICKNAME(S)	
PRONOUNS	
SEXUALITY	
HEIGHT	
AGE	
BIRTHDAY	

PERSONAL STATUS:

FACTION	
OCCUPATION(S)	
STATUS	

Relationships:

[CHARACTER]	[who they are to your oc]
[CHARACTER]	[who they are to your oc]
[CHARACTER]	[who they are to your oc]

[put a photo of oc here!]

## PERSONALITY

*[what is their personality like?]*

**EXAMPLE:** Sword is very extroverted. (from [SWORD](#)'s wiki ALSO DON'T MAKE IT THIS BASIC MAYBE??)

## LORE

*[what is their lore like?]*

**EXAMPLE:**

- Sword's "mohawk" is a piece of metal welded to his head. (from [SWORD](#)'s wiki ALSO DON'T MAKE IT THIS BASIC MAYBE??)

## INTERACTIONS

*[what is their past interactions like?]*

**EXAMPLE:**

- Venomshank is Sword's guardian/mentor.
- Sword has watched Venomshank go "feral."
- Sword is best friends with Rocket. The two exchange friendly interactions between each other during matches and even apologize when they defeat each other.
- By extension, Sword is friends with Zuka.
- Sword is friends and affiliated with Medkit by faction. (from [SWORD](#)'s wiki.)

## **Part 3.1 - DIALOGUE**

Basic:


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CROSSROADS:


[Insert map name]:


Ally [CHARACTER 1] - CHAT:


Ally [CHARACTER 2] - CHAT:


Ally [CHARACTER 3] - CHAT:


Ally [CHARACTER 4] - CHAT:


Ally [CHARACTER 5] - CHAT:


Ally [CHARACTER 6] - CHAT:


**KILL**

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BASIC


USING [SECONDARY NAME]


USING [Q ABILITY NAME]


USING [E ABILITY NAME]


[INSERT ENEMY NAME 1]


[INSERT ENEMY NAME 2]


### **Phinisher**

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Default:

- [Phinisher Voiceline]

### **Match outcome**

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Victory:

- [Put voicelines, abt. 4~5]

Defeat:

- [Put voicelines, abt. 3~4]

## **Sources:**

HEAVILY inspired by AzurHeart's "Genshin Impact Character Oc Guide" on Hoyolab, go check it out!

[Guide To Creating a Genshin OC](#)

Phighting Wiki (THIS IS OUR FORMAT INSPIRATION)

[PHIGHTING! Wiki](#)

*Thank you!*