

Overwatch Character Creator Outline



What's This For?

_____ This is outline is primarily meant for Reddit users to construct a complete and in depth outline for their very own Overwatch Heroes. Though mainly for the use of Reddit, anyone can use this layout to construct a complete draft for an original hero. This outline is however meant to be best viewed by a desktop view, however mobile is just as capable if one chooses.

Why Would I Use This?

A character idea is one thing, but an actual character concept is quite another. To fully layout a character to be brought into the Overwatch, this outline aims to fulfill that. Here's the final result on Reddit of how this outline looks on it's site, with an example by longtime colleague and fan, IWatchOver;

How Does This Work?

Simply put, the entire thing is setup to present the most appealing, fully completed layout of a hero on Reddit for Overwatch. To better understand what one can, and cannot edit, I will underline the selected pieces that should be edited. Its advisable to only either erase these and fill them in with your own idea, or erase them entirely to avoid useless clutter if you don't have anything else to fill them. For the most part, many of the non-labeled-stuff is meant to give the outline the right look upon being posted by whomever. But if a person wants to know what the identification is on Reddit for future reference, allow me to elaborate;

- * = Means it should be slanted
- ** = Means it should be bolded
- ----- = Means whatever the line above it should be increased in size
- _____ = Means it will draw a line between one line and another for separation
- - = Means it should present the piece as a bullet point if it has been properly spaced between lines
- [Name for Link] ([Insert Link Here](#)) = Means you can name a link under a different url to take you to wherever it will go
- = Means it will simply separate pieces without making them into whole new sections

[Input the image url for your thumbnail here](#)

Add a message to give credit to the original artist here!

****Name:**** Character's in-game or vigilante name

****Real Name:**** Character's real name

****Height:**** ## Character's height in feet 'inches

****Age:**** Current estimated age Of Character

****Nationality:**** What nation or ethnicity the character comes from

****Occupation:**** The career, job, or specialty your character employs

****Base of Operations:**** Location where the character is currently or is often stationed at

****Affiliation:****

- Who They Have Sided With In The Past, Present, and Possibly Future

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****Role:**** The character's in-game role of either offense, defense, tank, or support

****Total Health:**** The total health pool of a character

- # of Health

- # of Shields

- # of Armor

****Movement Speed:**** The default movement speed of the character

****Ammo capacity:**** Total ammo capacity of the character

****1st Spawn Quote:**** First line spoken upon being selected and spawning in

****Difficulty:**** ☆ ☆ ☆ Number of stars is the difficult rating of the character in-game

****Bio****

A short summary detailing some of your character's background, motivation, and reasoning for existing in the Overwatch universe.

Some advice I would say is to not focus on anything too personal of the character, such as relationships with other characters, their education or training, or history with certain events in the Overwatch world.

You want to give new people an idea of what the character represents as a new addition to the cast, and a moderate understanding of why and how they exist in this universe.

You should reserve any relationships or knowledge of other character's for the dialogue section. This is, like the game, supposed to have people grow curious and want to delve into the character's own story to know why they have this interaction with other characters.

There is a story section as well that is last, as this is meant to fully flesh out the character's background and history for the Overwatch world. This is where your details and history of character's interaction should go, as it should explain the origin, becoming who they are, how they meet other characters, so forth.

For continuation purposes

For continuation purposes

For continuation purposes

****Abilities****

****Passive:**** *The name of your character's ability goes here*

****[Visual Example] ([Insert Link Here](#))**** This is optional to give readers an idea of what the ability would look like in game

****[Game Icon] (<http://game-icons.net/> For finding an ideal game icon to show what your ability looks like on the Hud, then inserting it here to become an accessible link)****

Add a message to give credit to the original artist here!

You can place the summary of your character's ability here. It should detail all the mechanics in a short, easily understandable paragraph. Remember, you want to try to give a proper idea of what the ability does and how it works. This is where the numbers, cooldown time, the range if any, and any other such stats can be written to give a more meaningful clarification.

- You'll write small, information bits here
- Things like damage, cooldown, and range numbers are easier to see and thus understand
- Never place a sentence here, as that can go in the summary section to go over the ability
- Its best to list these in a pattern you can follow-up with the other abilities, such as numbers first, then range, the advantages / disadvantages, and so on
- For these dashes, they can be underneath one another without worrying about line spacing because on Reddit it treats them as, well, bullet points

****Lines,****

- "Voice line for when the ability activates or is deployed" (Fill with tidbit of the occurrence it would happen, making sure not too long)
- "Voice line for when the ability activates or is deployed" (Fill with tidbit of the occurrence it would happen, making sure not too long)
- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)
- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)

.....

****Main Attack (Right Trigger):**** *The name of your character's ability goes here*

****[Visual Example] ([Insert Link Here](#))**** This is optional to give readers an idea of what the ability would look like in game

****[Game Icon] (<http://game-icons.net/> For finding an ideal game icon to show what your ability looks like on the Hud, then inserting it here to become an accessible link)****

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- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)
- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)

.....

****Alt. Attack (Left Trigger):**** *The name of your character's ability goes here*

****[Visual Example] ([Insert Link Here](#))**** This is optional to give readers an idea of what the ability would look like in game

****[Game Icon] (<http://game-icons.net/> For finding an ideal game icon to show what your ability looks like on the Hud, then inserting it here to become an accessible link)****

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You can place the summary of your character's ability. It should detail all the mechanics in a short, easily understandable paragraph. Remember, you want to try to give a proper idea of what the ability does and how it works. This is where the numbers, cooldown time, the range if any, and any other such stats can be written to give a more meaningful clarification.

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- Things like damage, cooldown, and range numbers are easier to see and thus understand
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- Its best to list these in a pattern you can follow-up with the other abilities, such as numbers first, then range, the advantages / disadvantages, and so on
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- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)
- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)

.....

****1st Ability (Left Bumper):**** *The name of your character's ability goes here*

****[Visual Example] ([Insert Link Here](#)):**** This is optional to give readers an idea of what the ability would look like in game

****[Game Icon] (<http://game-icons.net/> For finding an ideal game icon to show what your ability looks like on the Hud, then inserting it here to become an accessible link)****

Add a message to give credit to the original artist here!

You can place the summary of your character's ability. It should detail all the mechanics in a short, easily understandable paragraph. Remember, you want to try to give a proper idea of what the ability does and how it works. This is where the numbers, cooldown time, the range if any, and any other such stats can be written to give a more meaningful clarification.

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- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)

.....

****2nd Ability (Right Bumper):**** *The name of your character's ability goes here*

****[Visual Example] ([Insert Link Here](#))**** This is optional to give readers an idea of what the ability would look like in game

****[Game Icon] (<http://game-icons.net/> For finding an ideal game icon to show what your ability looks like on the Hud, then inserting it here to become an accessible link)****

Add a message to give credit to the original artist here!

You can place the summary of your character's ability. It should detail all the mechanics in a short, easily understandable paragraph. Remember, you want to try to give a proper idea of what the ability does and how it works. This is where the numbers, cooldown time, the range if any, and any other such stats can be written to give a more meaningful clarification.

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- "Voice line if the ability defeats someone, is interrupted, or achieves an in-game award such as play-of-the-game" (Fill with tidbit of the occurrence it would happen, making sure not too long)

.....

****Ult. Ability (Y/Triangle Button):**** *The name of your character's ability goes here*

****[Visual Example] ([Insert Link Here](#))**** This is optional to give readers an idea of what the ability would look like in game

****[Game Icon] (<http://game-icons.net/> For finding an ideal game icon to show what your ability looks like on the Hud, then inserting it here to become an accessible link)****

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You can place the summary of your character's ability. It should detail all the mechanics in a short, easily understandable paragraph. Remember, you want to try to give a proper idea of what the ability does and how it works. This is where the numbers, cooldown time, the range if any, and any other such stats can be written to give a more meaningful clarification.

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-

- [illegible]

Synergies

This is where you elaborate on how your character can effectively be played. You can discuss good combos with their abilities, tips on what situations they can and can't get into, and how to generally take full advantage of the character.

Somemore writing room...

Somemore writing room...

Somemore writing room...

Niche

This covers the type of player your character can appeal to, as well as some useful combinations they can do with other types of classes, roles, and players.

Victory Poses

Default: The Default Victory Pose of your character. Nothing too fancy, as that is for the unlockables.

Name of a new pose A description of what your character looks like or is doing in the victory pose. You should try to be as detailed as possible to give others the idea you're thinking of.

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Name of a new pose A description of what your character looks like or is doing in the victory pose. You should try to be as detailed as possible to give others the idea you're thinking of.

Emotes

****Default:**** The Default Emote of your character. Nothing too fancy, as that is for the unlockables.

****Name of a new emote**** A description of what your character looks like or is doing in the emote. You should try to be as detailed as possible to give others the idea you're thinking of.

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Highlight Intros

****Default:**** The Default Highlight Intro of your character. Nothing too fancy, as that is for the unlockables.

****Name of a new Highlight Intro**** A description of what your character looks like or is doing in the highlight intro. You should try to be as detailed as possible to give others the idea you're thinking of.

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Visuals:

This is optional, but you can give a brief summary of who your character is visually inspired by. Best not to dig too deep into it, and just say what about your character's visual design was inspired by the original.

[Insert Your Image Reference Link Here](#)

Add a message to give credit to the original artist here!

You should then go into what from the images your character draws inspiration from for their design. It's best to start off from what from the images does your character have that's different and what they have similar. You should discuss whatever your character has that makes them stand out compared to the original images.

When the above is done, you can then go into the actual detail of what they would look like in the game. Everything from the shades of color, the style of their clothing, even the little things that make your character be unique from other existing characters.;

****Rares****

1) *Name of first rare unlockable outfit*: Description should focus on colors changed from the default outfit, as that is what the rares tend to differ from the original

2) *Name of first rare unlockable outfit*: Description should focus on colors changed from the default outfit, as that is what the rares tend to differ from the original

3) *Name of first rare unlockable outfit*: Description should focus on colors changed from the default outfit, as that is what the rares tend to differ from the original

4) *Name of first rare unlockable outfit*: Description should focus on colors changed from the default outfit, as that is what the rares tend to differ from the original

****Epics****

1) *Name of first epic unlockable outfit*: Description should focus on add ons or changes to the base outfit, whither they be new styles, a new or removed piece of clothing, or colors that changes something different from the base outfit

2) *Name of second epic unlockable outfit*: Description should focus on add ons or changes to the base outfit, whither they be new styles, a new or removed piece of clothing, or colors that changes something different from the base outfit

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****Legendaries****

[Insert Your Image Reference Link Here](#)

Add a message to give credit to the original artist here!

1) *Name of first legendary unlockable outfit*: Description should focus on the inspiration from the original image and what changes to it that make your character's legendary skin. These skins completely change the look of the character, so they should be focused on what changes they make and how they fit into your character's role, or just character type.

2) *Name of second legendary unlockable outfit*: Description should focus on the inspiration from the original image and what changes to it that make your character's legendary skin. These skins completely change the look of the character, so they should be focused on what changes they make and how they fit into your character's role, or just character type.

[Insert Your Image Reference Link Here](#)

Add a message to give credit to the original artist here!

3) *Name of third legendary unlockable outfit*: Description should focus on the inspiration from the original image and what changes to it that make your character's legendary skin. These skins completely change the look of the character, so they should be focused on what changes they make and how they fit into your character's role, or just character type.

4) *Name of fourth legendary unlockable outfit*: Description should focus on the inspiration from the original image and what changes to it that make your character's legendary skin. These skins completely change the look of the character, so they should be focused on what changes they make and how they fit into your character's role, or just character type.

Personality

This is where you'd add details about your character's personality and characteristics. Things such as their morals, goals in life, and other virtues the character sticks to are to be inserted here. Don't go into too deep as to why they act they way they do, but definitely give a reason as to why they decide to act in these ways.

Some more writing room...

Some more writing room...

Some more writing room...

Voice Lines

- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
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- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"
- "Voice Line sentence"

.....

- "Voice Line sentence" (While waiting in spawn)
- "Voice Line sentence" (While waiting in spawn)
- "Voice Line sentence" (When respawning)
- "Voice Line sentence" (When respawning)
- "Voice Line sentence" (Upon being character swapped and spawning in)
- "Voice Line sentence" (Upon being character swapped and spawning in)
- "Voice Line sentence" (For commenting on the map or environment)
- "Voice Line sentence" (For commenting on the map or environment)

Dialogue

Genji,

1) Your Character - "Conversation starter sentence."

Genji - "Conversation end sentence."

2) Genji - "Conversation starter sentence.."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Genji)

Genji - "Response upon defeating character."

4) Genji - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Mcrec:****

1) Your Character - "Conversation starter sentence."

Mcrec - "Conversation end sentence."

2) Mcrec - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Mcrec)

Mcrec - "Response upon defeating character."

4) Mcrec - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Phara:****

1) Your Character - "Conversation starter sentence."

Phara - "Conversation end sentence."

2) Phara- "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Phara)

Phara - "Response upon defeating character."

4) Phara - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Reaper;****

1) Your Character - "Conversation starter sentence."

Reaper - "Conversation end sentence."

2) Reaper - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Reaper)

Reaper - "Response upon defeating character."

4) Reaper - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Soldier 76;****

1) Your Character - "Conversation starter sentence."

Soldier 76 - "Conversation end sentence."

2) Soldier 76 - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Soldier 76)

Soldier 76 - "Response upon defeating character."

4) Soldier 76 - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Sombra,****

1) Your Character - "Conversation starter sentence."

Sombra - "Conversation end sentence."

2) Sombra - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Sombra)

Sombra - "Response upon defeating character."

4) Sombra- (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Tracer,****

1) Your Character - "Conversation starter sentence."

Tracer - "Conversation end sentence."

2) Tracer - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Tracer)

Tracer - "Response upon defeating character."

4) Tracer - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Bastion;****

1) Your Character - "Conversation starter sentence."

Bastion - "Conversation end sentence."

2) Bastion - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Bastion)

Bastion - "Response upon defeating character."

4) Bastion - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Hanzo;****

1) Your Character - "Conversation starter sentence."

Hanzo - "Conversation end sentence."

2) Hanzo - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Hanzo)

Hanzo - "Response upon defeating character."

4) Hanzo - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Junkrat:****

1) Your Character - "Conversation starter sentence."

Junkrat - "Conversation end sentence."

2) Junkrat - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Junkrat)

Junkrat - "Response upon defeating character."

4) Junkrat- (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Mei:****

1) Your Character - "Conversation starter sentence."

Mei - "Conversation end sentence."

2) Mei - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Mei)

Mei - "Response upon defeating character."

4) Mei - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Torbjorn:****

1) Your Character - "Conversation starter sentence."

Torbjorn - "Conversation end sentence."

2) Torbjorn - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Torbjorn)

Torbjorn - "Response upon defeating character."

4) Torbjorn - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Widowmaker,****

1) Your Character - "Conversation starter sentence."

Widowmaker - "Conversation end sentence."

2) Widowmaker - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Widowmaker)

Widowmaker - "Response upon defeating character."

4) Widowmaker - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****D.Va,****

1) Your Character - "Conversation starter sentence."

D.Va - "Conversation end sentence."

2) D.Va - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by D.Va)

D.Va - "Response upon defeating character."

4) D.Va - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Orisa,****

1) Your Character - "Conversation starter sentence."

Orisa - "Conversation end sentence."

2) Orisa - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by D.Va)

Orisa - "Response upon defeating character."

4) Orisa - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Reinhardt,****

1) Your Character - "Conversation starter sentence."

Reinhardt - "Conversation end sentence."

2) Reinhardt - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Reinhardt)

Reinhardt - "Response upon defeating character."

4) Reinhardt - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Roadhog,****

1) Your Character - "Conversation starter sentence."

Roadhog - "Conversation end sentence."

2) Roadhog - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Roadhog)

Roadhog - "Response upon defeating character."

4) Roadhog - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Winston,****

1) Your Character - "Conversation starter sentence."

Winston - "Conversation end sentence."

2) Winston - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Winston)

Winston - "Response upon defeating character."

4) Winston - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Zarya,****

1) Your Character - "Conversation starter sentence."

Zarya - "Conversation end sentence."

2) Zarya - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Zarya)

Zarya - "Response upon defeating character."

4) Zarya - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Ana,****

1) Your Character - "Conversation starter sentence."

Ana - "Conversation end sentence."

2) Ana - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Ana)

Ana - "Response upon defeating character."

4) Ana - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Lucio;****

1) Your Character - "Conversation starter sentence."

Lucio - "Conversation end sentence."

2) Lucio - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Lucio)

Lucio - "Response upon defeating character."

4) Lucio - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Mercy;****

1) Your Character - "Conversation starter sentence."

Mercy - "Conversation end sentence."

2) Mercy - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Mercy)

Mercy - "Response upon defeating character."

4) Mercy - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

.....

****Symmetra;****

1) Your Character - "Conversation starter sentence."

Symmetra - "Conversation end sentence."

2) Symmetra - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Symmetra)

Symmetra - "Response upon defeating character."

4) Symmetra - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

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****Zenyatta;****

1) Your Character - "Conversation starter sentence."

Zenyatta - "Conversation end sentence."

2) Zenyatta - "Conversation starter sentence."

Your Character - "Conversation end sentence."

3) Your Character - (Is defeated by Zenyatta)

Zenyatta - "Response upon defeating character."

4) Zenyatta - (Is defeated by Your Character)

Your Character - "Response upon defeating character."

Story

Title for event in the character's life

This is where you would tell the long and hopefully interesting backstory of your character. All those details about their past would be fleshed out here, which can be anything from before they were even born, to the end of their life, to whatever you'd like.

Some more writing room...

Some more writing room...

Some more writing room...

Title for event in the character's life

Some more writing room...

Some more writing room...

Some more writing room...

Title for event in the character's life

Some more writing room...

Some more writing room...

Some more writing room...