

Bioshock 1/2 Splicer Creation – Backstory

One page(ish) bio of a character that could exist in the universe of Bioshock: Rising Tide mod.

Abigail Sanchez was born on August 3, 1931 in Los Angeles, California. Her mother was a newly immigrated Mexican, her father an American who served on the city council. Her father disavowed Sanchez and her mother before her birth, fearing they would harm his political career.

For several years, Sanchez struggled to manage the anxiety of her mother moving them around, her random odd jobs vanishing as easy as they came. Drained from working all day, sometimes through double shifts, Sanchez's mother lacked the energy to clean and maintain their ever-changing residences. Their living conditions, combined with her mother's insistence they should waste nothing, contributed to Sanchez developing obsessive compulsive disorder surrounding the organization and upkeep of their home. Her desire to create order and cleanliness allowed her a modicum of control over her chaotic life as they bounced from apartment to apartment, job to job.

When Sanchez was sixteen, her mother took a job working as a clerk on the Warners studio lot. It was there Sanchez fell in love with the magic escapism of cinema while visiting her mother at work. Sanchez began sneaking around the other sound stages and warehouses on the lot, where she eventually bumped into Gabe Dinerman, a renown set designer and prop maker in the studio system regarded as the best at his craft. The two struck up a friendship, which evolved into a mentorship. Sanchez flourished in her new calling, now in charge of a world where she could place and arrange things exactly where she wanted them.

Dinerman was eventually approached by Andrew Ryan, who wished to recruit him to the team tasked with designing an entertainment complex of the future. Dinerman revealed to Ryan he was dying, so he would not be able to accept. He propped up Sanchez for the job in his place. Sanchez accepted, only to find out she would leave the surface world immediately, losing her mother without a goodbye and her father figure to cancer in one traumatic swoop.

Once in Rapture, Sanchez worked alongside Carlson Fiddle, Sander Cohen, and Dr. Sofia Lamb in Ryan Amusements. She threw herself into her work designing the park, most of her time spent on the Journey to the Surface ride. She came to detest the arrogance of Ryan, Fiddle, and Coehn but found a surrogate mother figure in Lamb. As Lamb consolidated power, she manipulated Sanchez to undergo splicing as part of her experiments with ADAM. Sanchez was told it would make her genetic paragon of order and purity, erasing any blemishes on her being. The splicing drove her mad, as it did many of Rapture's other citizens. Sanchez eventually found her way back to Ryan Amusements, where she shambled through its halls growing more deranged, her OCD further crippling her mental state as she took in the damaged conditions of the post-riots park.

Bioshock 1/2 Splicer Creation – Character Bark Samples

These barks are based on the character bio I wrote above for Abigail Sanchez. The main thrust of her character is that she came to Rapture to design an unparalleled amusement park set pieces free of her previous job's budgetary constraints, in hopes of managing her challenging OCD in the process.

- Patrolling (self-talk)
 - Everything in its place. Everything!
 - Check the set. Check the set. Once more, before the clapper.
 - Don't let them strike the set. Don't let them.
 - Backstage! They'll try to sneak backstage, won't they?
 - Two people to a car! Only two!
- Idling (self-talk)
 - So filthy! So dirty! This stain.... Not in the right place... won't come out... Why won't it come out?
 - Madre de Dios! My sets.... my designs.... All my work... destroyed.
 - Find Miss Lamb... that's what I'll do. She always helps. She's so organized. So organized.

- No no no! The atmosphere! The tone! It's all wrong now!
- I can make this work! Make it work! I'll just move this body here, stack a few bodies there...
- Player spotted
 - There you are! So unclean!
 - Don't you dare touch anything!
 - Get off my set matón!
 - Muere bastardo!
 - Disorder! You've brought disorder to my home!
- Is covered in bees
 - Pequeños demonios!
 - Stop! Stop! Por favor!
 - So many! So many! Noooooo!
 - My skin! My clean skin!
 - Needles in my flesh! Needles!
- Splicer hurts player
 - Did you feel that señor?
 - Don't bleed on my work!
 - Pain is cleansing, stop squirming!
 - Moved your filthy flesh a bit, much better there!
 - For an orderly world!
- Splicer ally killed
 - Stop. Killing. My. Crew!
 - Idiota! You failed the family!
 - That's nothing! Our family is legion!
 - No! No! No! No more death!
 - You will pay for that!
- Player killed
 - Shhhhh. Look... the end credits are rolling.

- At last, order... sweet order.
- Finally. Everything in its place.
- The filth is now cleansed.
- You were a fool to strike at the family.