

# **Antagonist - Father Arthur**

## **1.) Character Bone Structure**

### **Physiology**

- 1.) Sex - Male
- 2.) Age - 62
- 3.) Height and Weight - 6'3", 190 lbs
- 4.) Color of hair, eyes, skin - Brown, blue, fair
- 5.) Posture - Immaculate and inspiring presence conveyed with a spine that just won't quit.
- 6.) Appearance - Thin but broad shouldered. A large patriarch of a man whose tidy appearance inspires order.
- 7.) Defects - Has a gastro-intestinal illness that is slowly killing him. He manages to keep it a secret for now, but he knows it will kill him.
- 8.) Heredity - Nordic type.

### **Sociology**

- 1.) Class - Clergy
- 2.) Occupation - Priest who isn't paid but can live at the church for free and is entitled by custom to dine for free with any family he visits. His work is his life and when he's not preaching sermons or helping with community efforts he's studying religious texts. He was born into his work and believes it is a holy duty.
- 3.) Education - As the priest of one of the bigger countryside cathedrals, he doesn't carry the same clout as urban priests but still nets favors with the high clergy and has traveled all around his country to study different sacred texts and relics. He studies rigorously in his free time and can quote scripture to suit any argument. He has no formal training in worldly professions but involves himself in the community so much that he has developed a robust understanding of the world.
- 4.) Home Life - He lives alone in his church and has never been married, though in his younger days he did secretly know the touch of a particular woman who broke his heart when she died of an unexpected illness. His parents are long dead but were both farmers who raised him with a rigorous work ethic before sending him to his uncle's for an education in the clergy. His father had an affair while he was away at school and though it was never proven, rumors dogged the young Arthur when he returned to his village as a man of the church. It made the irony of his own sexual escapades that much more poignant to him and when his secret love passed he accepted it as punishment for his sins. He devoted the rest of his life to serving his community and he sees every member of his flock as his own child.
- 5.) Religion - He is a priest who preaches the divine order of Arthania's gods. There are no competing religions in the area, but rumors of foreign gods sometimes take hold in the bigger cities. Arthur detests such disruptive perspectives and warns his congregation of the heresy in false idols.
- 6.) Race, nationality - Nordic type, Arthanian.

- 7.) Place in community - He is a pillar of the community who strives to keep his flock strong and united. He is quick to leverage his social power against dissidents or those who don't pay tithe to the community. He is well respected, even if many citizens are less rigorously devoted than him and enjoy a good sin or two. He is forgiving and genuinely helpful to community members in need, even if he gets frustrated with their ignorance.
- 8.) Political affiliations - He believes in order and has always had a favorable view of the King until the last ten years when the magical revolution transformed the world overnight. In his eyes, the King now values commerce over cultural values. Father Arthur despises the Lords of Industry who have largely improved the quality of citizens' lives by harnessing magical energy to more reliably produce food, power magical lights at night, heal the sick, and entertain the masses, among other things. Father Arthur believes that the Lords of Industry are tearing communities apart in the name of profit and that the gods and country mean nothing to them. As more and more young members of the congregation leave the countryside for better paying work in the city, Father Arthur feels that he is having his own family stolen from him by shallow and sinful men who would slit each others' throats to gain an advantage in the market.
- 9.) Amusements, hobbies - Mostly religious study and community involvement, but he is a sucker for a game of Chess.

## **Psychology**

- 1.) Sex life, moral standards - Other than an amorous affair with a young widow when he first got out of clergy school, he has never touched a woman. He does not view sex as a sinful thing when practiced between man and wife, but he has devoted his life to the gods rather than family. He is a man of high moral fiber who is pushed to the edge by his impending mortality and the feeling of loss he gets from the changing times.
- 2.) Personal premise, ambition - Plurality leads to chaos. Even among his own gods he sees the divisiveness of plurality and strives to unify his flock in the face of a world that's changing faster than many can cope with. His ambition as our story starts is to act in unison with an inner circle of the high clergy who are resorting to the dark magic they claim to abhor in the name of swiftly restoring cultural order to the land. They aim to use newfound magical techniques in conjunction with forbidden old ways in order to command their devoted flocks as one unit and deliver a fatal blow to their industrial enemies. Something goes wrong with the ritual and a civil war is sparked instead.
- 3.) Frustrations, chief disappointments - He's frustrated with the growing number of youth leaving the simple old ways of the countryside for the higher wages of city life. He believes that the cities have become irredeemably corrupted since the Lords of Industry gained a foothold and he blames the King for welcoming them in. He's disappointed with the lack of action to protect Arthanian values.
- 4.) Temperament - Fiery
- 5.) Attitude toward life - Militant
- 6.) Complexes - He's terrified of anything that threatens the family unit, perhaps because of the dream of love he had which could never be fulfilled. He reveres the concept of community to a fanatical degree.
- 7.) Extrovert, introvert, ambivert - Extrovert

- 8.) Abilities - After performing the dark ritual, he is able to possess devoted believers and command them. He can control fire magic and can temporarily blind enemies with a flash of heavenly light. He also wields a mighty sword and shield.
- 9.) Qualities - He is a good judge of character within his own culture but lets bias cloud his judgment of others. He is a man of simple tastes but knows how to carry himself among royalty. He's too eager to help his brothers and fight his enemies. In recent years, he's grown paranoid and preaches with a sense of doom. He's never faced a true challenger and doesn't have the constitution to withstand such a challenge.
- 10.) I.Q. - He's very bright but unwilling to examine things from more than one perspective.

## **2.) Combat Barks**

**Successful attack** - "Feel the licks of Hell!"

**Missed attack** - "Gods, guide my hand!"

**Takes damage** - "We gain strength in our suffering."

**Incapacitation/death** - "I have no doubt of who will greet me beyond the veil; will you know who to look for?"

## **3.) Character Introduction**

The game starts mid-ritual within the cold belly of a church. Guin stands in rank with the congregation as the priest fiddles with incense and dusty tomes.

PRIEST

My flock, there is an evil growing in our land. This evil wants to sow strife in our community. It wants to turn our devotion from the gods to the lords of vapid spectacle and unearned gluttony. It wants to tear our children from their mothers' breasts and sever the threads that bind us. The Lords of Industry and their blasphemous magic want to turn us into mindless tools for their greed...

The room grows darker as the priest speaks until the light shines only on him. Wind swirls within the cathedral and a palpable energy vibrates through the stone walls.

PRIEST

WE WILL NOT ABIDE THIS! They've brought their foreign hordes into our dear Arthania and they've corrupted our youth for too long. The time has come to fight fire...with fire.

The priest conducts some eldritch gestures and slams his hand down on his sacred text. A wave of light blasts in every direction and the screen fades to black. After a moment, Guin comes to.

GUIN

Ugh...What happened?

Guin looks around and sees the cathedral in ruins. Bodies lie beneath rubble and fire consumes the house of worship. The player takes control and is given one path out, blocked by a crazed member of the congregation.

GUIN

Madame? What's wrong? Are you okay?

Madame gives a growl and advances toward the player with a blunt object and deadly intent. The player is given a melee combat tutorial and they knock the enemy unconscious.

GUIN

Something's not right! I need to get out of here! I need to get to Mother's village and check on her!

The player exits the ruined cathedral and encounters bucolic countryside turned into a warzone. The King's knights are fighting the crazed members of Guin's congregation. Some members, however, seem to be just as confused as Guin. Before the player can get to combat, they encounter two potential party members being run down by the knights. A divine female voice commands Guin from the ether:

MYSTERIOUS NARRATOR

They'll be slaughtered! You must save them!

GUIN

What? Who said that?

MYSTERIOUS NARRATOR

Act now or they'll die, child!

The two potential companions call out to you, one after the other:

COMPANION 1

Grab my sword from the stables! I can help you fight them off!

COMPANION 2

My bow will keep them at a distance! Fetch it from the apple tree!

The two request destinations are far enough apart that the player cannot get to both of them in one move. Whichever weapon the player retrieves will dictate who survives and who is seemingly killed (but really just captured by the knights and taken away in the heat of battle only to return as an enemy later). Once the player returns the weapon to its owner, she speaks:

GUIN

I can't fight! I don't know how! Save me!

MYSTERIOUS NARRATOR

Oh, but you do, child. Feel the spirit within that warrior and draw from it! Connect to the energy around you and focus yourself. Save him. Save him now!

The companion charges ahead into combat and the player is given a tutorial on magic-wielding. After defeating two or three groups of knights, the battlefield grows quiet.

COMPANION

Can't fight? Don't know how? SAVE ME!? I'll give you a tip, girly: don't ask a guy to save you and then show him up! I mean, I've seen magic like that in the capitol, but out here? You're not one of those company bounty hunters, are you?

GUIN (bursting into tears)

I, I, I don't know what happened...

PRIEST (emerging from off screen)

HERETICS! The devout all fell under my control as foretold. They united under the divine word just as godly men in every church across the land are doing right now. But YOU! Your wickedness disrupted the ritual. I saw your sorcery! We could have sacked the capitol and wrestled control from those heathenous tycoons by nightfall had you not summoned the King's guard. You've just thrown this country into civil war, vile witch! And now you'll pay for it.

The priest launches into combat and possesses the surviving congregation members, even as they lay wounded on the field of battle. This gives him numbers, but the possessed abominations are weak and easy to deal with on their own. The priest is the powerful one. An intense battle plays out until the player defeats the priest.

MYSTERIOUS NARRATOR

He had a powerful understanding of the energy which connects us all, child. But he did not understand the unity of true communion. You can still save his soul.

PRIEST (dying)

You might have defeated me, but my messengers will have you marked for death by the clergy before you can reach the city walls. As if those soul-sucking walls offer you any protection! A world of automated men, groveling for bread they haven't sweat for, numbing their hearts with material toys like children, marooning themselves in a waking nightmare where devotion to anything but the Lords of Industry is programmed out of--

Your companion plunges a dagger into the priest mid-sentence.

#### COMPANION

Oh, I'm sorry. Were you listening to him? Truth be told, I'm not much for religion myself. I was just looking for some free lodging for the night and this bloke seemed alright right up until HE TRIED TO KILL EVERYONE! The name's [NAME]. What's your name?

#### MYSTERIOUS NARRATOR

Forgive him, for he knows not what he does. Open your arms and welcome this connection. You have a journey ahead and he may help share the burden of your suffering, and you, his.

#### GUIN

I'm, I'm Guin. I can't believe everyone else is dead. I knew some of these people. I mean, not that well, but I was getting to know them. How could he call himself a man of the gods?

CHOICE A (just presents the illusion of meaningful action  
before looping into CHOICE B afterwards)

We should bury them.

#### CHOICE B

I need to get to my mother's village and check on her and my brother.

#### COMPANION

Well, if you've got an extra haystack to sleep in, I could tag along. I mean, in case you forget how to use your magical powers and need saving.

Transition into companion intro dialogue on the way to a new scene.

#### END INTRODUCTION

Father Arthur definitely dies at the end of our intro sequence, but he is just one man in an army of clergymen. Furthermore, the Lords of Industry will crack down just as hard on dissension with civil war upon them. Of course we must account for the King's guard as well. Depending on scoping possibilities, we can go minimal with a big bad head of the clergy and big bad industrial mogul, or we can expand to fit any number of clergymen, industrial tycoons, and ruling aristocracy we want. Ultimately, we just need to represent that any institution larger or older than a community that is organically forged with the help of the protagonist is going to be oppressive in one way or another.