

# **Protagonist - Guin (Guinevere)**

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

### **Physiology**

- 1.) Sex - Female
- 2.) Age - 19
- 3.) Height and Weight - 5'7", 125lbs
- 4.) Color of hair, eyes, skin - Blonde hair, blue eyes, fair skin
- 5.) Posture - Meek demeanor causes her to frequently hang her head, slump shoulders, and break eye contact.
- 6.) Appearance - Pretty but not obviously so. "Girl next door" type. She lacks the boldness/confidence to flaunt her body but fashions herself in cute, stylish garb and takes pleasure in the attention it brings her.
- 7.) Defects - She was a bystander while her church's priest submitted his congregation to a dangerous magical ritual. Something went wrong and an explosion of energy created the starting scene of our game. During this ritual gone wrong, the ethereal narrator becomes bound to her soul and lives within her as an independent being that only she can hear.
- 8.) Heredity - Since our world isn't strictly tied to Earthly history, I'll just say she's a Nordic type.

### **Sociology**

- 1.) Class - Working class
- 2.) Occupation - She works on the Mana Supply Crew for a spectacle production company. What this means in the context of this world is that she's one of several underlings who have their mana harvested and focused by a Spectacle Director who puts on magic shows to entertain the masses. She works 12 hours a day every day of the week and it leaves her with barely any energy when she gets home. The work does not fulfil her creatively in the way that she hoped it would when she moved from the countryside but she's optimistic that she'll advance if she keeps grinding. She also knows that the money she makes from this job and proceeds to send back home keeps her widowed mother and younger brother from falling into servitude.
- 3.) Education - Uneducated. She moved from a peasant farm life to the city after her father died of illness. Her upbringing gave her knowledge in farming and sewing, and she has a natural aptitude for dance and dance choreography which she hoped to express in her spectacle production job. Instead, her creative mana is just harvested for the director to use as he sees fit.
- 4.) Home Life - She lives alone in the city and sends money back home to her widowed mother. Both of her parents were farmers and her mother still works but she can't harvest enough on her own to sustain herself and Guin's little brother. The other villagers won't buy crops from an unmarried woman so without Guin's financial support, her mother and younger brother would fall into servitude to another family. Guin's father was

not a popular man in the village since he often questioned the unquestionable voice of the local priest, so it is not likely that servitude would end well for the family.

In Guin's personal life, she feels isolated and alone. She longs for a husband to make her life easier but is distrustful of city men and their seemingly immoral souls. Nobody in her home village offered to take her as a wife after her father's death, however, because they knew Guin would have demanded that her mother and brother be brought into the family as part of the union and few families had the resources to sustain such a household. The families that could have were not on friendly terms with Guin's family because of her father's reputation.

- 5.) Religion - She believes in the gods but like her father, is suspicious of the church's monolithic power. She keeps her beliefs to herself and has recently started attending services as a way of staying connected with her family. She secretly treks out of the city to attend services, as her employer and the other Lords of Industry frown upon religion and other forms of devotion which dilute the raw mana that they seek to harvest.
- 6.) Race, nationality - Nordic type. Citizen of whatever kingdom our game takes place in (Arthania?).
- 7.) Place in community - She's an absolute nobody; a cog in the new industrial machine enabled by the discovery of means with which to harvest and focus magical energy.
- 8.) Political affiliations - No open affiliations, though she approves of the King and other institutions when they help the poor.
- 9.) Amusements, hobbies - As a girl she loved to dance. Now she only has time to numb herself with a "soul well," the magical black market equivalent of minor drugs and alcohol. Usually she uses the soul well with co-workers, but sometimes she indulges by herself.

## **Psychology**

- 1.) Sex life, moral standards - She's a virgin. She likes to make out at soul parties but it leaves her feeling empty the next day. Sometimes she considers lowering her sexual inhibitions if only to feel for a night, but the fear that such a transformative act could cause her to develop feelings and that her employer could detect the devotional change in her mana is stronger than the desire for connection.  
Morally speaking, she is a good person who puts the well-being of others before herself. She feels a little guilty about her promiscuity and use of soul wells, but more so because she knows she's just filling a hole than any ethical opposition to the societally shunned behaviors.
- 2.) Personal premise, ambition - Ambition leads to security. She hopes that by working at the spectacle production company in the city that she can save her mother and younger brother from servitude and eventually secure an easier life for them.
- 3.) Frustrations, chief disappointments - She's frustrated with the lack of real community in the city. She's also frustrated with her boss for using her energy with no intentions of letting her advance in the company and express herself creatively. Her biggest disappointment is with her home village's men for ceasing their courting of her after her father died.
- 4.) Temperament - Optimistic but with fits of solitary depression.

- 5.) Attitude toward life - Determined.
- 6.) Complexes - She's afraid of dying alone now that she left her home. She longs for a husband to make her life easier but has inhibitions about city men.
- 7.) Extrovert, introvert, ambivert - Introvert
- 8.) Abilities - After the ritual gone wrong at her church, she gains the ability to draw on others' mana and transform it into magic.
- 9.) Qualities - She's a poor judge of character and has unrefined, country tastes. She's a day-dreamer with a hole in her life. She's poised under pressure and always maintains outward optimism even though she carries hidden grief.
- 10.) I.Q. - Not particularly smart.

## **2.) Combat Barks**

**Successful attack** - "Do you give up yet!?"

**Missed attack** - "I see you've got moves too!"

**Takes damage** - "I won't yield!"

**Incapacitation/death** - "I can't leave them, father!"

## **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 loops 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

As the game progresses, try to keep Guin's dialogue very short and plot-driven for a blank slate where the player can form their own feelings about the themes of the game.