City sandbox.

Relationship with factions, infamy.

Guilds/Noble houses, gangs, fixers.

Time is important. You take one job, you might not have time to take another.

You generally can’t take respites on missions/adventures, and only in your safe house between missions. However, whenever you take a respite, time advances. Your enemies make progress, jobs are completed by rivalling adventure parties.

Underguild of lower class people who use prosthetics of an alien metal that rips your soul away if you use too much (cyberpunk analogue)