

These categories are in no particular order, we should just fill things in as we go

Characters

Characters to-do in depth:

- ☒ ~~rebellion leaders~~
- ☒ ~~at least 1 rebellion member~~
- ☒ ~~city watch commander~~

Characters to-do with less detail:

- ☒ ~~circus owner~~
- ☒ ~~debt collector~~
- ☐ some rich citizens and some poor citizens
- ☐ city watch officials

- **Name:** Template

- **Summary:** A template meant to show how we can organize characters
- **Personality Traits:**
- **Physical description:** this template is in arial 11 font
- **Backstory:** This template was created by a person on a monday afternoon, and has since lived in this page.
- **Assets:** this template does not own anything
- **Wants:** (these are things characters consciously know) This template wants to be copy/pasted and used for other characters
- **Needs:** (often these are unknown to the character, they grow to realize what they need later on) To be useful to someone, regardless of how that is achieved
- **Proactivity** [1-10]: 1, this template doesn't do much on its own

- **Name:** Nim

- **Summary:** The game's protagonist, Nim is an acrobat at a bankrupt circus
- **Personality Traits:** Outgoing and charismatic, although quite naive. He is quick to trust people and even quicker to try and make friends with them. He is loyal to the circus he's in, and will often go out of his way to help around.
- **Physical description:**
 - Age: 25 years old
 - Lean, athletic build. Nim has long-ish white hair, sun-tanned skin, and golden eyes. He usually wears simple tattered clothes, but for his performances he wears a colorful leather garb, with a feathered cloak and an owl mask.
- **Backstory:** Born into a higher class, Nim's pursuit of the finer arts of acrobatic dancing earned him a disownment from his strict parents. Regardless, he continued his career and joined a circus at age 23, where he assumed the role of a Kipir (mythological owl/bat/person hybrids who are thought to be good omens). He found companionship in the circus folk, even though they do not treat him with much respect.

- **Assets:** A Varoturgic staff (varo = having to do with gravity) provided to him by the circus, it is part of a set of tools
- **Wants:** To save the circus from bankruptcy.
- **Needs:** Real friendship and to feel like he is doing something good.
- **Proactivity [1-10]:**
 - Towards circus-related issues: 8
 - Towards most other things: 3
- **Name:** Mazikeen
 - **Summary:** Rebellion Leader
 - **Personality Traits:** self-confident, fiery, pragmatic, and prominent figure in the rebellion leadership. Runs a tight ship with respect to the rebellion. Secretive and constantly on the move to avoid being caught by the city watch commander.
 - **Physical description:**
 - Age: early 30s
 - Short
 - Blonde
 - **Backstory:** Born and raised in a large, poor family living in the city slums. Parents got sick when she was young, so she had to work to support them. Managed working, school, and maintaining her family from a young age. Despite all her efforts, she was unable to escape poverty and was excluded from the upper class. This class-related oppression fueled her anger at the cronyism and oppressive system in place, leading her to help form a rebel group to combat against the dystopian-like society she lives in to try and give back to those in need.
 - **Assets:** TBD
 - **Wants:** Justice, equal opportunity for those in the lower class, revenge on those who wronged her, and to be free.
 - **Needs:** To reconnect with her family and to pursue her passion for the arts.
 - **Proactivity [1-10]:**
 - Towards rebellion-related issues: 9
 - Towards her family and friends: 6
 - Other: 2
- **Name:** Tamsin
 - **Summary:** Rebellion Leader
 - **Personality Traits:** Introverted engineer using skills to develop tools for the rebellion. Manages rebellion logistics, supply chain, and coordinates deliveries. A calm, soothing, and logical presence in the rebellion leadership committee.
 - **Physical description:**
 - Age: late 50s
 - **Backstory:** Grew up in the middle class, but over time, the elite ruling class took over her family's business, which pushed her family into the lower class. Works in engineering and has clawed her way back to the small middle class in society. Has a husband and two kids, but secretly works in the rebel leadership. Manages her double life as an upstanding citizen and rebel leader.

- **Assets:** TBD
- **Wants:** children to grow up in a more equitable society and to use her skills to help others.
- **Needs:** to stop having to live a double life and to develop more of her own voice.
- **Proactivity [1-10]:**
 - Family: 10
 - Rebellion: 8
 - Other: 5
- **Name:** Mulciber
 - **Summary:** City Watch Commander
 - **Personality Traits:** authoritative, shrewd, sly, and manipulative. Desperate to squash the rebellion and boost his own political career.
 - **Physical description:**
 - Late 50s
 - Short
 - Balding
 - Goatee
 - **Backstory:** Grew up in the elite, attended an elite college, and family was in government. Blames the rebellion for unrest and poverty. Background in law.
 - **Assets:** TBD
 - **Wants:** power, to move up in the political realm, and to increase his wealth.
 - **Needs:**
 - **Proactivity [1-10]:**
 - Rebellion-controlling: 10
 - Politics: 8
 - Family: 3
- **Name:** Ayaz
 - **Summary:** Rebellion Member
 - **Personality Traits:** Ambitious, hard-working, restless. Highly family-oriented. Just and fair individual. Visionary.
 - **Physical description:**
 - Young adult
 - Tall
 - Muscular
 - Athletic
 - Covered in grease/oil because of his job as mechanic.
 - **Backstory:** young mechanic born into the lower class. Works at his family's business and is dedicated to making life better for this family. Nothing particularly tragic or incredible about his upbringing, he just wants a more equitable world for his younger siblings. Became involved in the rebellion for reasons related to social justice, but is dissuaded by the violence involved and is worried he or his family will get hurt.
 - **Assets:** TBD
 - **Wants:** equality and a better world for family.

- **Needs:** to open up a new mechanic shop and to get away from the violence associated with the class unrest.
- **Proactivity** [1-10]:
 - Rebellion-related: 5
 - Family: 8
- **Name:** Claude
 - **Summary:** Circus Owner
 - **Personality Traits:** larger than life, entrepreneur, lover of the arts, passionate, and vibrant.
 - **Physical description:**
 - Middle aged man
 - Black hair that is starting to gray
 - Beard
 - Average height
 - Average build
 - **Backstory:** business man that previously worked in the construction industry. Ran a successful business until the government sponsored the Upwards Path Company as opposed to his company. After the sponsorship of the Upwards Path Company, Casper's business began to decline and he has been living off limited funds since then. Has always had a passion for the arts and circuses, which prompted him to start his own. Took Nim under his wing and helped him become a successful acrobat.
 - **Assets:** TBD
 - **Wants:** to pursue his passion of being a ringmaster and to spread the arts to all.
 - **Needs:** to feel fulfilled by his work again.
 - **Proactivity** [1-10]:
 - Circus-related: 7
 - Business-related: 9
 - Nim: 6
- **Name:** Ivan
 - **Summary:** Debt Collector
 - **Personality Traits:** relentless, demanding, cruel, introverted, and fiercely loyal to the establishment.
 - **Physical description:**
 - Middle aged man
 - Red head
 - Goatee
 - Moustache
 - Short
 - Immaculately dressed
 - **Backstory:** grew up in the outer circles of the elite. Has friends in the elite, but has never quite been able to permeate into the elite group. Fostered an internalized sense of resentment towards the lower and middle classes. Offered a job as a debt collector and hopes to move up the chain of command.

- **Assets:** TBD
- **Wants:** to gain more power, to be elite, and to succeed.
- **Needs:** to feel accepted and to find meaning to life besides success.
- **Proactivity [1-10]:**
 - Work: 9
 - Elite-related activities: 10
 - Other: 4
- **Name:** Victor
 - **Summary:** Rich Citizen #1
 - **Personality Traits:** quiet, bold, innovative, elitist, blunt, and intelligent.
 - **Physical description:**
 - Late 40s
 - Tall
 - Dark hair
 - Muscular
 - Typically dressed in business clothes
 - **Backstory:** grew up in a wealthy family. Studied civil engineering. Became a key designer for the vertical format in Velos, which catapulted him into the elite of the elite. Met Florence at work. Married to Florence.
 - **Assets:** TBD
 - **Wants:** power, land, to expand his business.
 - **Needs:** to reconnect with Florence and to expand his family.
 - **Proactivity [1-10]:**
 - Work: 8
 - Designing new buildings: 7
 - Social: 5
 - Florence: 6
- **Name:** Florence
 - **Summary:** Rich Citizen #2
 - **Personality Traits:** intelligent, elitist, lavish, larger than life, luxurious, clever, witty, and social.
 - **Physical description:**
 - Mid 40s
 - Slim
 - Blonde
 - Immaculately dressed
 - Stunning
 - **Backstory:** grew up in the elite, helps run the Upwards Path Company, background in architecture and design, and is the life of the party. Married to Victor.
 - **Assets:** TBD
 - **Wants:** money, fame, fortune, and a lavish lifestyle.
 - **Needs:** to reconnect with her husband and become more generous.
 - **Proactivity [1-10]:**

- Business: 8
 - Social events: 7
 - Victor: 6
- **Name:** Miriam
 - **Summary:** City Watch Official #1
 - **Personality Traits:** strict, adheres to rules, and stern.
 - **Physical description:**
 - Short
 - Muscular
 - Athletic
 - Nimble
 - Acrobatic
 - **Backstory:** grew up in the lower class. Believes that the best way to a good future is to work her way up in the city watch official system and to join the military. Firm believer in the rules, law, and order.
 - **Assets:** TBD
 - **Wants:** stability, clear rules, and to feel safe.
 - **Needs:** an escape from her demanding job via performing in the circus.
 - **Proactivity** [1-10]:
 - City watch: 7
 - Fitness: 7
 - Circus: 4
- **Name:** Jakab
 - **Summary:** City Watch Official #2
 - **Personality Traits:** secretive, lenient, compassionate, and generous.
 - **Physical description:**
 - Average height
 - Strong legs (incredible runner)
 - Lean
 - **Backstory:** grew up in the lower class. Like Miriam, Jakab is trying to work to elevate his social status and provide his family with a better life. Growing up in the lower class has made him more compassionate towards those in need compared to the other city watch officials and military leaders.
 - **Assets:** TBD
 - **Wants:** justice, security, more time to pursue his passion of running, and liberty.
 - **Needs:** pursue a career in athletics.
 - **Proactivity** [1-10]:
 - Work: 4
 - Serving others: 7
 - Running and athletics: 8
- **Name:**
 - **Summary:** Poor Citizen #1
 - **Personality Traits:**
 - **Physical description:**

- **Backstory:**
- **Assets:** TBD
- **Wants:**
- **Needs:**
- **Proactivity** [1-10]:
- **Name:**
 - **Summary:** Poor Citizen #2
 - **Personality Traits:**
 - **Physical description:**
 - **Backstory:**
 - **Assets:** TBD
 - **Wants:**
 - **Needs:**
 - **Proactivity** [1-10]:

Setting

Owl's Omen takes place in the desert city Velos, an arabian-nights style city, which is on a planet that--against all odds--orbits a black hole. This proximity to a gravitational wave has permeated the surface of the planet with gravitational anomalies, many of which manifest as shimmering silver sand near lakes.

Velos is built on a high bridge crossing one of these lakes, as the concentration of silver sands around it grants the area above the lake a lower gravitational pull, so structural support wasn't as needed.

Given the limited space above the lake, **Velos has become a very vertical city**, with perilous gaps across every tall building and tight gaps between interconnecting bridges. Amongst the sectors of the city is the **Woodbox**, an old, run-down, dusty cluster of rickety wood houses stacked atop each other, all interconnected with fragile wooden planks. The Woodbox is famously difficult to travel, and houses some of the poorest inhabitants of the city, many of which pay to the **Upward Paths Company** for deliveries to their houses, as carrying goods up the stacks makes the journey excessively difficult.

The **Upward Paths Company** started out as a construction company, and has since become the main industry of Velos, as they have built the bulk of the city and have tools to navigate the trickier parts, they employ the poorer citizens, many from the **Woodbox**. They also keep a tight hold over delivery services, as much of what they pay to **Woodbox** workers is fed back into them through delivery charges. The Company has strong ties to the government and keeps the city watch in its pocket, often taking down other delivery companies under frivolous charges.

Plot

- Starting point
 - Nim is working at a bankrupt circus, it's all he's ever known and he wants to do something with his acrobatic talents to get money for the circus. It is, however,

shown that the circus doesn't care that much for him besides the money he can bring, his "friends" and boss are dismissive until he brings up money. What Nim really wants isn't to support the circus, he just wants to do something good and have friends (establishes lots of sympathy)

- Call to action
 - Nim is approached by wealthy siblings who are using their parents' money to smuggle resources to the poorer areas; they do this out of sympathy, but appear sketchy at first. They want Nim to be a smuggler for them, as their last one recently died after being captured by the city watch (they are reluctant to tell him this). Reasoning is that they saw his performance and thought it was inspiring, and his acrobatic talents are perfect for navigating the vertical twisty paths of the poor area (they can't just bring them there because the poor areas are tightly controlled such that nobody from there can leave by the companies, external aid would go against that)
- Growth
 - The missions with Nim keep getting riskier and riskier as everyone on the team is biting off more and more than they could chew, soon it feels like they'll mess up
 - They all care about Nim unlike his circus friends, making Nim be less interested in the money compensation he's been promised.
- Turning point
 - The royals run out of money for the supply runs but Nim goes for it anyways after being only slightly disillusioned. Scene for it is Nim happily returning to the troupe with money and they take it but go right back to being dismissive after a few thank yous. He just quits the troupe on the spot, thanks them for helping him at the beginning, and leaves with *his* staff.
- Climax
 - Nim, having taken a highly risky mission for free, he goes and gets trapped by the guards, has to escape and get to the base before it gets raided
- Closing
 - Nim and the group come together and flee their base, they discuss next ambitions and it is implied that they'll be kickstarting a movement with the Nim's owl mask as their symbol.

Scenes/Dialogue

This is the first time I've written dialogue for anything (and i'm writing it at 10pm) so sorry if it's shitty, here goes nothing:

Opening:

- **Trainer:** "Doesn't it annoy you? How they make you do these training bits before every show?"
- **Nim:** "I don't really mind, it's good fun to try and do it faster every time, like a...a.."
- **Trainer:** "A personal challenge?"
- **Nim:** "Yes, exactly! See, *that's* why I need you here"

- **Trainer:** “Ha! right. They got me here in case you trip and break a few bones.”
- **Nim:** “Pff... I wouldn’t break any bones, ‘always have a landing strategy’, that’s what ol’ Carl used to say.”
- **Trainer:** “Didn’t you replace him *because* he shattered his spine?”
- **Nim:** “...He must’ve forgotten his saying?”
- **Trainer:** “Sure, let’s go with that--now, let’s get this over with already.”

Tutorial starts