A: Alexia, Aphrodite, Domino, Jade, Karma, Destiny, Lyra, Quinn, Ripley, Trinity, Valkyrie

B: Phoebe, Valentina, Rose, Beatrice, Sophia, Charlotte, Emilia, Hazel, Faith, Iris, Ariel

LI (Love interest): Lacey, Chloe, Delila, Ashe, Lucy, Violet, Autumn, Nova, Elizabeth, Melody, Elise

Bandit leader: Axel, Wulrick, Jason, Tyson

Mercenary leader: Karen, Britt, Candice, Maud

Bodyguard: Garett, Greg, George, Geoff

Magician: Pluto, Mercury, Venus, Mars

Bard: Paganini, Vivaldi, Sarasate, Bach

Thief: Tex, Lucas, Isaac, Noland

Tough Guy: Brom, Diesel, Wulfe, Bruce

Duelist: Maverick, Axel, Ryder, Jax

Medic: Daisy, Arya, Minnie, Sophia

Merchant: Mickey, Mack, Meebley, Mitch

Kingdom: Luxidium, Grandossia, Typhon, Belium

Neighbor: Arsenica, Dulch, Syndio, Kleptorn

World: The Edge Lands, The Forgotten Universe, The Midnight Lands, The Burned Paradise

**Death** is cool, quiet, calm and collected. Death was granted the ability to be the most deadly person in the world who’s combat power is unmatched. He is an expert in all forms of combat whether armed or unarmed and In a straight fight, he is unable to be beaten. He wears all black leathers at all times, which give him a stealthy and rugged look. His waist, chest, and every limb is covered by an assortment of knives, swords, and weaponry. His face is concealed by a hood, and underneath that hood is a veil concealing his features. His motivations are obeying his master the dragon no matter what.

**Famine** is sarcastic, condescending, and cunning. Famine was granted the ability to steal memories, allowing him to manipulate others at will. He wears a red fuzzy wizards robe with sleeves that drape down to the floor, yet somehow never get dirty. On his chest is a huge golden amulet depicting the crest of the Ancient Dragon, popular in churches. He uses no weapon and He wears nothing on his head. His face is 40 when you first meet him but every time he consumes your memories or save it looks like he is a bit younger. He has freckles, light brown hair, and pale skin. His eyebrows are very large and dominate his face with their expressivity. His hair is very short. His motivation is achieving more and more power in the world so that he may better serve the Dragon.

**War** is eager, Aggressive, and insane, often uttering nonsense phrases. War was granted the ability to observe something called “the script”, a mystical document that describes everything that has been, is, and will be. The dragon is the only other one with this power, although War’s version is much more limited. War wears a grey pants and charcoal undershirt with a leather curiass over the top of that. Over his left shoulder is a large bronze pauldron, strapped across his chest by leather belts a burlap cape hangs from the pauldron. War looks to be about mid thirties and has piercing light blue eyes and a chiseled jawline. He is bald but has a black beard. His motivation is to stop the player. Having read the script, he decided he no longer wanted to follow the dragon because he knew of the dragon’s goal to commit suicide through the player (uninstalling the game). Instead he vows to create a dynamic and interesting world filled with conflict that the player would never want to leave, and thus never would want to uninstall. His motivations for fighting the player are to defy the dragon and save himself and even everyone else too. If the player keeps playing, or at the very least stops playing with the intention of eventually coming back, he knows he can survive. But if you beat him you will eventually beat the game and then inevitably uninstall and kill everyone.

--

**A** is a determined yet naïve girl of about 23 that while lacking in some common sense acts very brave and is outspoken. She stands at about 5’4. She wears a pretty yellow dress that ends just above the knee but underneath that dress is some sturdy leather armor, cleverly hidden behind laces and bows. Her brown leather boots don’t quite match the dress either since they go up past her knees and have a multitude of black buckles. On her back is an extremely long and thin blade nicknamed ‘Whisper’ and the sheath is decorated with a small burlap ribbon. Her motivation is that she can use magic, but only conjure a trickle of water out of thin air. She grew up the daughter of a noble responsible for a town that resides on the southwestern border between kingdoms, and knows all too well of the destruction skirmishes between the two nations can bring. As a result she wants to find the Ancient Dragon and have her wish granted to become the most powerful magician in the world, so that she can end the conflict once and for all in favor of her kingdom and bring peace.

How she grows as a character: When we first meet her she is confident but not brave in the face of actual danger. There will be dialogue with the player as well as others where she learns about the value of courage in the face of danger and standing up for what she believes in. She will eventually be able to back up all the talk she talks and fights with great prowess. This gets her killed many times in arc A but she is proud of her growth all the same. She dies cowardly in the fight during arc a until your backstory talk with her, at which point she acts brave but still dies. At least she is proud in death. She is nervous in the face of imminent danger but still pulls through.

Isms: A uses silly words like watchyamakalit and doohicky often, playful spirit. Every so often she will be speaking and randomly turn a couple words into singing. She also has a habit of forgetting the last word in her sentence which the player or more often LI will finish for her and she goes “yep, thanks!”

--

**B** is a badass and extremely sharp woman of 29 who is as clever as she is pretty. She stands at about 5’10. She actually has very plain features and a slightly too large nose but her face is so perfectly symmetrical it is oddly pleasing to the eye. She also has such an air of intelligence its easy to be inspired, or intimidated, by her. She wears a leather Cuirass, bracers, and greaves with black clothing underneath. All over her limbs are large rings of bronze which wrap around the arm or leg, and serve as metal guards against slashing attacks. She wears a large cloak of pure white, with a golden crest of a wolf at the back. The bottom of the cape however is stained with dirt and dried blood. The cloak wraps around in front of her and over her chest, secured by a bronze amulet of a smaller wolf that has three thin ribbons of burlap hanging from it. At her hip is a longsword in a black sheathe. Her motivation is that growing up, she heard tales of a magical fruit that bears excellent health to those that eat it’s skin, the curing of any ailment to those that eat it’s flesh, and an increase of intelligence and love for those that chew on it’s seed. She grew up fighting outlaws and poor people invading her family’s farmlands, and figures that with such a fruit she can achieve three goals at once: Become very wealthy, save thousands of lives, and create a new farming industry that would provide jobs to thousands of poor unemployed people. Furthermore, the poor people farming such a fruit would inevitably sample the goods and grow to escape poverty. She is willing to search the world in order to find either the fruit, or the Ancient Dragon so that she can ask him where the fruit is and achieve her goal. She was a mercenary for neighboring kingdom for a year about 4 years ago and made enough money to afford her gear then.

How she grows as a character: she has spent years as a mercenary and travelling by herself, and trusts no one. She is afraid that if she one day does manage to find the dragon, anyone she befriends to help her would betray her for their own gains just like she saw outlaws betray her family and fight amongst themselves growing up. She learns to trust the player and realizes that being able to share a victory with someone makes it all the sweeter.

Isms: She has a small mole near her chin that she likes to rub at when deep in thought. She also rests her left hand on the pommel of her sword as often as possible.

--

**LI** is a supportive and very good natured soul who helps A on her journey to find the Dragon. She is extremely warm with A but very cold to player. She was originally a maid for A’s noble family but grew up training to fight with A and was personally asked to accompany her. She is 24 and in peak athletic form. She too wears nearly identical apparel as A except the dress is lavender with white bows instead and her sword is the same but nicknamed “Gasp”. She stands at about 5’6. She is extremely beautiful and could easily melt any man’s heart. Over her right eyebrow is a small scar about 2 inches long going straight downwards that she got during a sparring accident with A, which A still feels guilty about. Her motivation is simply to help A on her quest whom she adores, and hopefully figure out what she wants to do with her life. While A acts brave, most of the actual bravery done so far is usually done by LI.

How she grows as a character: for her entire life she has seen A as a role model and idolizes her. She has never even considered following her own path in life and relies on A for all important decisions. While she has an extremely deep friendship for A, she doesn’t think that she is worthy of love because A’s parents were very mean to her and her own parents abandoned her to A’s family when she was little. As a result she is aggressive and defensive around player.

Isms: pushes her hair behind her ear in a dramatic fashion every time she needs to think or take something seriously. Likes finishing A’s sentences and will sometimes do it to the player interrupting them. Tsundere character! <https://vocal.media/geeks/anime-archetypes-how-to-create-the-tsundere>

**The Ancient Dragon** is an all knowing, omniscient being that created this world. He talks with neither judgement nor accent. He is an enormous dragon with huge majestic wings, he stands about 3 stories tall and is covered in golden scales. He has large tendrils floating out of his face similar to Japanese dragon drawings. His voice is extremely deep and ‘golden’. He woke up one day and realized he existed, but there was nothing else whatsoever. Pure inky blackness all around him and no light. So with his fiery breath he created the world and all life on it, so that he would have something to do. For some reason he also was given a book called the script but only decided to read from it fairly recently, and afterwards went into hiding for a hundred years. In the book he read many reality shattering things he needed time to ruminate on. For starters, he didn’t actually exist for the centuries he thought he did. He, and all characters in this world, did not actually exist until the moment the player arrived. They have all these memories of their lifetimes but it’s all fake, inserted by force into their minds. Everything everyone has ever known and loved is fake, manufactured in order to entertain the player. The Dragon’s motivation is to convince the player to uninstall the game so that he and everyone else ceases to exist so that they aren’t a pawn to amuse the player anymore. You’ve been summoned into this world by the Dragon as the fourth horseman of the apocalypse, conquest, in order to enact his will like the other three and destroy everything. He has granted you the power of SAVE, allowing you to redo all your mistakes and continue marching until your mission is accomplished.

**Horse**: you can name your horse. Horse is like a faithful dog and saves you a couple times. When you fight death she dies ☹

**Bodyguard** – doesn’t speak much, but reliable. Great fighter but not the brightest. Has a mean streak, ever since his family was killed by a raid when he was young. You put up with him but can really be a dick sometimes. He’s a dick not because he likes tormenting people but hes just a little slow and brutally honest. 40 yrs old. He doesn’t believe in the ancient dragon at all and hates religion. He constantly says words wrong but they sound similar to what he means. So for example, he says defiantly instead of definitely.

If you take the time to get to know him, you learn that he spent years as a guard in a prison at the capital. His secret passion is cooking, and he would make fancy meals for his friends sometimes during slow days. Eventually a new policy was started where prisoners about to be hanged can request their last meal, and so they hired him as the head chef for those meals. His job was extremely important to him because he knows his clientele will remember his cooking for the rest of their lives (literally). As a result he became very good with knifes, and his signature weapon is a massive meat cleaver 1 meter long.

Bodyguard is a well built and tall, solid man. He wears his old prison guard clothing which was a thick gambeson that is mustard yellow and metal shoulder guards. On his head he wears a floppy chefs hat, which he likes to take off and toss between his hands. He has a large mustache and no other facial hair, he shaves using the cleaver.

**Magician** – not real magic, only fun tricks and sleight of hand. Similar to A in that wants to meet dragon one day to get real magic. Acts like dr. cox from scrubs, has a lot of fun sayings “Now there’s five fingers for ya!” and “That’ll be some good ammo for the show” or “days better now thatyer here!” he is 30 years old and constantly tells dad jokes.

Magician grew up an orphan and has been poor most of his life. He has pretty solid magical powers but has never been able to test his limits because he hasn’t been able to get any good power words to use. As someone not well connected socially and not able to buy expensive power words, he has always been hamstringed. One day when he was 12 a card trick magician took him under his wings and taught him some sleight of hand and fun magic, which magician eagerly picked up on. He has spent most of his life doing these tricks to get donations in the capital but his dream is to one day become a powerful magician and use his powers in service of the kingdom. With the money he would make as a noble he could open orphanages across the kingdom and help other kids like him, as well as create a library of power words so that others don’t have to struggle like him. He wears burlap pants and shirt that has been dyed green with yellow belt. He has yellow cufflinks as well. He says he wears this because its so distracting people don’t notice his tricks. Also a yellow top hat. Mid 20’s.

**Bard** – friendly and playful. Wants to meet dragon so that they can wish for greatest singing voice of all time and bring peace between kingdom and neighbor. Bard is 15 and she is very kind but also very naïve. She is lovely but doesn’t really help ever other so doesn’t contribute a whole lot to the group. Bard is so nice however and she plays so well during breaks that no one can bear to tell her to get lost. She grew up with parents that sold lutes for a living, and she learned to play from them. At 15 she ran away because her father would get drunk and beat her and her mom. He would get drunk because he was a political figure and everytime they lost a battle against neighbor he would get furious. She ran away in the end because her father got extremely drunk and was beating her mom to death so she stabbed him in the back. She thought both of them died and didn’t want to get hanged for murder so she ran.

Bard wears woven clothing, black pants and purple sweater. There is a long scarf of burlap that wraps around her waist and hips many times. She carries her guitar with her everywhere she goes.

Bard and bodyguard do not get along and are always causing a ruckus.

Three adventures, and you meet one of these characters in each and the join the gang.

1. Quest for the mysterious Scripture
2. Quest to overthrow the corrupt baron
3. Quest to defeat dragon cult

Corrupt baron

You hear rumors of a dragon cult trying to bring the ancient dragon back, and figure they might have some information you could use. There is a corrupt baron that has been ruling his territory with a cruel streak and was discovered to be connected to the cult. The king cannot send a force to take care of him however because he needed to send forces to take care of an emergency battle on the frontlines. Your group decide to investigate him and see if he could be your “in” so that you can confront the cult. On your way you meet magician, who was just coming from that town and can tell you what the situation is like. He mentions that he was just leaving there because the baron was forcing conscription on the townspeople so that he could stop the king from taking him out, and magician didn’t want to get drafted. SO you as a group head to the territory to confront the baron. He has some well armed guards, but mostly its just random townspeople that were given wooden spears and forced to fight you. You don’t want to fight them but the people are scared that if they don’t fight you they will be killed. SO you have to chose to kill them and progress or don’t kill them and run away. If you run away the baron will have time to put his guards on high alert. You can sneak to his castle later if you did run away but once you get there you will get badly injured by a guard who was put on high alert. Either way your group eventually makes it into the castle and confronts the baron. He explains that he is innocent, never wanted to be helping the cult but they threatened his family if he didn’t. He explains that if you continue your assault it will be attempted murder and he will have no choice but to kill you. His wife and children are huddled in fear and

If you stop attacking, you leave the castle and that is that. You explain that you are tired of all the bloodshed and while your friends disapprove of the decision, they agree that not everything is black and white. If you keep attacking then your group kills the baron and his guards. The townspeople thank you and his family goes into hiding. A group of townspeople are mad however saying that the baron was misunderstood and you can’t solve everything with violence.

Your group isn’t completely sure they did the right thing but they all congratulate you anyways.

Mysterious scripture

The scripture is an ancient artifact that is rumored to tell the reader their past, present, and even future. It is also rumored to be imbued with the dragons power so that anyone who reads it can understand the entirety of their world and become quasi omniscient. Sounds great right? The only problem is that every single person who reads it immediate kills themselves afterwards; whatever is in the scripture is so terrible and beyond comprehension that readers can’t handle it. It is rumored the only person to have ever read it and lived is WAR.

At some point have $liName go out of her way to save you. You are surprised that she would do that for you but she reveals she cares about you more than you know.

The story begins by hearing from a local that the scripture was found in this creepy temple nearby. Bard hears that your group is looking for the scripture and figures she can write a song based on your adventure that will become so popular she can bring peace to the land. So she asks to tag along and in exchange will guide you to the temple. So your group arrives and it is creepy and you have to dodge traps Indiana jones style. You soon learn that some church cultists are trying to get the script for themselves at the same time, and you will have to fight them and race them to get to the script first. Finally you make it, grab the script and escape! At the end you can choose if you want to read it or not. If you do, it opens up an explorer window which is simply the game directory, and of course means nothing to you. When you close it they ask what it was like and you are just confused.

In the end you give the script to the royal museum in the capital and get a reward.

Dragon Cult

Li doesn’t start warming up to you until this chapter

The dragon cult was fighting you in the last adventure and while in the capital you learn that their base of operations is right here as well. They have a massive cult church as their base of operations and they pay the local administrators a lot of money to turn a blind eye to their misdeeds. You come across bodyguard in a tavern, who is drinking heavily after getting fired from his job as a guard. He overheard you talking about the cult and wants to help, because he hates the cult and also because he doesn’t really know what he wants to do with himself anymore. Rumor has it that the cult has started a habit of abducting poor people and sacrificing them to the dragon in order to bring him out of hiding. You need to put a stop to this!

First you four patrol the poor areas and ambush a group trying to abduct some people. When you interrogate one of them, they tell you there is a secret entrance into the church they use when they abduct people, so your group sneaks in through there. Once in, you sneak your way up through the church until finally arriving at the ArchBishops Hall. There, the top officials of the cult and the archbishop himself and holding a ritual where a dozen naked prisoners are being pranced around and sacrificed. It should be a very surreal and disturbing scene.

SO you barge in to stop them and start cutting down these officials, and it turns out the archbishop has the control word to raise the sacrificed people from the dead and attack you like zombies. SO you cut these people down too and finally defeat him and slice him in two. Guard is invaluable in this fight but is annoying to be around most of the time.

Once you finally defeat him, you learn that over the next week the cult was investigated after all the deaths were discovered and the cult gets dismantled. Furthermore, all the officials they were bribing get discovered and fired as well. The King himself takes a brief moment to thank you for your bravery before shooing you away.

Don’t forget to have a small section about how the great haven(warehouse of potatoes) is here. Also horse should be particularly lovable this chapter. Bard needs a little more depth so have her stand out a bit.

If you do both playthrough both A and B leave you a letter in your “my documents” folder saying how thankful they are to have met you and that they hope you are doing well. If you talk to WAR in town with both of these present then he tells you how to enter the forbidden door. You go through the door and see Brennan Giles working on this book, the date is July 3rd, 2020. You stab him and rewrite a section of the book so that you get ultimate powers. You return to worldname and with your ultra powers take out Axel, and steal the cursed blade. You then reforge it to become the strongest warrior in the world, and easily destroy all four horsemen. You then slice through reality splitting it into a parallel world, and you kill the dragon. You teleport everyone into the alternate reality which allows the dragon to finally be at peace and everyone else to live comfortable lives. You spend the rest of your days cheerfully adventuring with A, B, and everyone else you like. The end.