**Character Profile: Alistair**

**Alistair**

* Age: Unknown
* Gender: Male
* Ethnicity: Unknown
* Altered Status: Yes, heightened perception, sensory and healing abilities
* Description: A prideful young man radiating overconfidence and condescension against humanity. With fair skin, long straight blonde hair, and feminine features due to becoming altered, his constant disgust with humanity gives off the impression he isn’t human, but something greater.
* Color: Purple
  + Skill: (Investigation) – His personality makes it difficult to get information out of villagers, but when conversed with one on one, informing him of the information the player has obtained, they can suggest a plan of infiltration. The more information obtained through the village the better the possible plan. Although he isn’t the best team member to have during conversations with NPCs, he has the ability to sense their intent. Depending on what the senses can hint the player as to what can be done to speak to the NPC or which another team member would better suit the situation.
  + (Infiltration) – He has the ability to sense the number of people within the facility and their approximate locations. This can only be done once per infiltration mission. In the case where a team member is attacked and killed during the infiltration, if he is close by to them and if the mission is successful, then he will use his abilities to provide lifesaving first aid. However, he will not be usable in the next level in any capacity outside of basic conversation in order to heal.

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**Character Background**

Prior to the nuclear explosions, Alistair was an environmental engineer doing research to try and better the planet. After the explosion, he helped find Gaia’s Advocates with other engineers worldwide to try and fix the damages on the earth. Unfortunately, the government wanted their research and Alistair didn’t want to give it up to protect his members and family. Government agents later came to negotiate that Alistair’s faction of Gaia’s Advocates works for them with the undertone that if they didn’t, they would be perceived as a national danger for owning and manufacturing nuclear weapons. On the same day, members of H.U.N.T.R invaded the facility fighting the government agents and Gaia’s Advocates. During the chaos the first instance of the Wings of Icarus occurred transforming many people, including Alistair’s daughter, into The Altered. Alistair attempted to escape with his daughter while being chased by both government agents H.U.N.T.R members when the first Feather of Icarus crashed causing them to have an accident. Barely surviving the accident, Alistair and his daughter pulled themselves from the wreckage to see the Feather of Icarus floating the crater it created. Entranced by its beauty, Alistair’s daughter approached the feather as Alistair pleaded with those chasing him to stop. Shots were fired hitting Alistair and his daughter, fatally wounding her. As she fell, she touched the feather and had her will answered by the cosmos: to live forever and ever with her father in his heart. Alistair was imbued with a bright light and transformed into a Sovereigntist, the next greatest evolution of humanity, while a celestial being explained to Alistair that the universe has chosen him thanks to his daughter and should live earnestly knowing the sacrifice his daughter made for him seeing that a baby like object rested in the center of his chest being his daughter that granted him immortality as long as she remains within him. Returning to earth, the bright light faded with Alistair in his new form completely devastated from realizing what he experienced was true and that his daughter was gone. After eliminating the Government Agents and H.U.N.T.R members from his facility, he exiled himself to protect the other researchers allowing them to continue their work in peace and give himself the opportunity to possibly find another Feather of Icarus to restore his daughter’s natural form.

**Dilemma**: Alistair wants to restore the plant and his daughter’s natural state, but finding a Feather of Icarus is completely by chance and extremely dangerous. In the meantime, he continues to support Gaia’s Advocate’s main mission of restoring the planet.

**GOOD ENDING**

Alistair uses the Feather of Icarus to restore his daughter’s body even if it means he can no longer continue being a Sovereigntist.

**BAD ENDING**

Alistair doesn’t get to use the Feather of Icarus to restore his daughter’s body and still has to continue with his journey of finding another one.

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**Respect Gain/Loss Opportunities**

**\***Key: (-) = Chance to lose, (+) = Chance to gain, (+/-) Chance to gain or lose

\*\* All team members level of respect starts at Level 0. The level progression that is positive will keep count as if the player continued to pick the correct option from previous levels. Any negative selection will not show level progression since it could vary at the time. Respect levels can go into the negatives, but will not influence dialogue.

* **Level I – Revival of Limerick:**

\*No Respect gain/loss moments

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* **Transition Level I:**
  + Player Reaches Common Ground with Alistair (+): Level 0 🡪 Level 1

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* **Level II – Malice at McGuire** 
  + (Both Sides are helped) Camille becomes one of the leaders of the revolt against the military and the H.U.N.T.R (+/-): Before infiltrating the nuclear plant, the two sides of town come together to overthrow the military and H.U.N.T.R in order to regain control of their town and because of the reputation that Camille has built for herself at the Tavern, they want her to help with the resistance attack. If the player picks the appropriate options to gain the respect of Camille, they will gain the respect of Alistair who will be quietly looking on during the conversation when at the end of it will offer his support as well. Level 1🡪 Level 2

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**Transition Level II**

* + Player learns most of the truth of Alistair’s Background (+): Level 2 🡪 Level 3

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**Level III – Solace at St. Lucie**

* + Frozen Water Park (+/-): If the player meets Alistair at the water park, Alistair will lament on how he couldn’t truly bring his daughter to the water park. Giving the chance to show support or not will influence whether respect will be gained or lost. Level 3 🡪 Level 4
  + Supporting Alistair when confronting Leo (+/-): When confronting Leo at the end of the game, if the player supports Alistair, regardless of what kind of ending the player gets, Alistair will gain respect for the player and say something uncharacteristic, but appreciative for the player. If not, Alistair will be furious, insinuate that the player is working for H.U.N.T.R and kill the player. Level 4 🡪 Level 5

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**Endings**

\*More information in PROJECT Celestial Freezing – Game Outline Sheet

The three endings will be distinguished as follows:

Low respect & no investigation

Mid respect & with/without investigation

High respect & investigation

* **Low/Mid/High Respect & No Investigation –** Late at night, Alistair wakes up the team to go and follow Leo who is revealed to be conspiring with H.U.N.T.R members in the hills above the hotel they were staying at and over hears part of a conversation. The player accidentally gets the team noticed forcing them to reveal themselves. The H.U.N.T.R members tell Leo that he has to prove he’s committed to the cause by killing everyone except Alistair since he’s the only one they actually need. The player can beg for their life or beg for Leo not to do this. This makes Leo hesitant and one of the H.U.N.T.R member tries to expedite things by aiming his gun at the player, but Camille swiftly attacks them causing them to accidentally shoot Julian. The other H.U.N.T.R member shoots Camille, who’s distracted by Julian, and kills them forcing their gun to slide over to Leo. Leo and Alistair grab the spare guns and aim at each other. Alistair then forces the player to make a choice as to who really is the bad person. Whoever the player doesn’t choose tries to shoot the player and Camille sacrifices herself to save the player. As she dies, she questions her decisions, expresses her fears in dying like this, and confesses that she wishes she could’ve learned what her true purpose was. Leo, Alistair, and the player watch as she dies before Leo aims his gun at Alistair if the player choose Leo. Leo explains that he never wanted any of this and he only needed Alistair for using Icarus’s feather. Alistair yells that however he thinks it works isn’t how it works and even if it did, he’d never grant Leo’s wish. Leo then shoots Alistair multiple times before asking the player if he still believes in Leo. Regardless of what the player says Leo kills them saying he could never trust them.
* **Mid Respect & Investigation** – Night comes and Alistair, Julian, Camille, and the player have a plan to ambush Leo and the H.U.N.T.R members with a pincer attack. Silas and Camille sneak around as the player pretends to be a secret H.U.N.T.R agent by answering the pass code correctly and offering Alistair to the H.U.N.T.R for their mission suggesting a different way to use Alistair in order to use a feather of Icarus. The H.U.N.T.R members will ask questions doubting the player and based on their responses will guide the conversation and sow doubt with them or convince them the player is on their side. Regardless, after a certain point of the conversation, Camille and Silas will attack killing both of the H.U.N.T.R members. Leo draws a gun, prompting Alistair to draw his gun, explaining that he never wanted any of this to happen and only needed Alistair for the feather of Icarus if it appeared. Alistair explains that not how it works and that Leo’s only being using Gaia’s mission for his own benefit. Camille questions Leo and his authenticity recalling certain instances where he seemed genuine to her. Leo doesn’t answer back and Camille is confused in a slight state of shock. Leo asks to be let go and that he’ll never bother Gaia’s advocates again. The player has the choice in deciding whether or not he should leave or stay to face punishment. If the player opts for leave, then Alistair gets upset saying Leo isn’t going anywhere and that a menace like him shouldn’t be allowed to walk the earth. If the player says stay to face punishment, then Alistair essentially says the same thing in a more supportive fashion. Camille suggests that Leo could possibly have a second chance like they gave the player and maybe things can be fixed. She doesn’t want to see the few friends she has kill each other or this. Alistair and Leo glare at each other and Leo explains that it’s not going to work out like that. They both draw, shoot, and realize that Camille stepped in the way and was shot while Alistair was shot in the shoulder or stomach crippling him. As Camille dies, she questions her decisions, expresses her fears in dying like this, and confesses that she wishes she could’ve learned what her true purpose was alongside people she cared about. Silas reminds the player that he never forgot and throws a smoke grenade in order to make an escape while shooting into the smoke with Leo. The player retreat while recovering Alistair. Leo and Silas escape after the smoke clears up and Alistair vows to find Leo again to make him face Gaia’s judgment for Camille’s sake. To be continued.
* **High Respect & Investigation (Alistair Ending) -** Similar to Mid respect & investigation, the intro plays the same with the pincer attack being successful, but when Leo draws his gun Camille quickly disarms him explaining that she won’t allow anyone to hurt those she cares for. At one point in time, she wanted to believe that Leo was one of those people, but it’s obvious that can’t be the case. Leo quickly tries to make a break for it and while the player and their team chases Leo down the hill towards the beach a feather of Icarus crashes into the frozen ocean not too far from the beach’s shore. They all chase down after the feather. Alistair instructs the team to make sure Leo doesn’t get the feather at all cost. Alistair, Silas, and Camille take measures to try and stop Leo giving the player the chance to get the feather. Seeing the opportunity, the player hesitates, but is encouraged by the everyone except Leo to get the feather. The player grabs the feather and is transported to an astral plane/ space to speak with a celestial being who while accept the will of the player. If the player selects the rebirth option, they grant Alistair’s wish imbuing him with a bright light blinding everyone before the light dissipates revealing Alistair’s daughter reborn in her original body as a sovereigntist. Alistair is elated, let’s go of Leo, and embraces his daughter. Taking advantage of the confusion, Leo breaks free and runs away. Alistair overwhelmed with emotions cries as he hugs his daughter who is slightly confused asking why he’s crying and happily hugs him telling him that she’ll always be with him, so he doesn’t have to keep crying. The next day comes as Alistair holds his daughter’s hand while receiving the R.A.Fs they need for their mission. The player will have options essentially asking Alistair now that he’s accomplished his goal will he continue with plan Phoenix for Gaia. Alistair explains that although he’s happy that he’s been able to reunite with his daughter thanks to the player it may erase the debt and hatred he had with the player, he can’t say the same about the rest of the world, but he’ll give the player the choice very similar to the beginning of the game: stay with Gaia’s Advocates or Leave to find their own peace with life. If the player chooses to stay, the game will say to be continued. If the player leaves, the narrator will say something along the line of the player departed and was never seen or heard of again, The end?