**Character Profile: Camille**

**Camille (Naila)**

* Age: 20
* Gender: Female
* Ethnicity: Middle Eastern
* Altered Status: Yes, heightened strength, reflexes, and sense of instinct
* Description: A young female, barely 20, with short hair black hair, brown skin, a stoic expression, and a strong commitment to their mission, plan PHOENIX.
* Color: Blue
* Skill: (Investigation) – Although she does not normally add to conversations, if a dangerous situation arises, she’ll quickly disarm them, incapacitate the opposition, or defend the player during the investigation stage.
  + (Infiltration) - Will desperately act to ensure the earth’s revival. Whenever a team member is in danger of being harmed during an infiltration mission, she will desperately intervene in order to protect the other members. 3 total acts will result in her death in a play through. This occurs due to the player failing to obtain enough key pieces of information during the investigation phase of the game.

----------------------------------------------------------------------------------------------------------------

**Character Background**

Camille comes from a conservative Muslim background that has instilled in her the belief that as a woman her worth is very limited and her existence is allowed thanks to her religion and the earth. However, it’s due to this background that she prioritizing the mission, the reputation of her people, and saving the earth over herself since she’s never really had any true self-worth that she can appreciate.

Since she lacks the ability to value her life, because of the influence of her religious background, she believes that sacrificing herself for her causes is the most honorable thing she can do to prove her worth. She dislikes the player, because they have a designated purpose, they’re sought after and wanted. Which to her means that you must have some sort of value for others to view you that way and she’s partially envious of that. She was never given any value from others due to her being a girl, her religious background and family, and the fallout of the incident. As a surviving altered, she was cursed as a demon since she didn’t mutate or die instantly, so by dying for a righteous cause she can prove her innocence, give back to the planet, and redeem herself.

* **Dilemma**: A Journey of Finding her Purpose – She’s determined to do what’s necessary, but is blinded as to what may be right. More importantly, what’s right for her due to her past convincing her that she doesn’t matter or have value outside of being a woman or a sacrifice.

**GOOD ENDING**

Because of the player’s influence throughout the game, if done correctly, she begins to see that it’s okay to enjoy life for herself and not for others as well as understanding the value of life if you find your own purpose within it. The player convinces her that she’s worth and appreciated more alive as a person, than dead as a martyr for a cause no one will actually understand her for since she herself doesn’t truly make sense of it. Life is what she makes it if she gives herself the chance to enjoy it and she can do that now despite the circumstances. What good would it do for her to save the planet if she can’t enjoy the fruits of her labor?

“Your greatest sin was surviving and no one should be punished for that. The world has changed and so can you if you give yourself the chance. The fate of your life lies within your hands and your hands alone. Treasure it’s rarity.” (Player line to convince Camille otherwise)

To convince her of this she comes to terms with how she contributes to establishing the parts of Maslow’s Hierarchy for herself and the team proving that she is valued and appreciated by others. She just needs to appreciate herself and accept her potential and calling in life.

**ENDING**: At respect level 5, Camille uses her enhanced altered abilities to prevent Leo from killing anyone, because she comes to the conclusion that Leo is actually a bad person who was manipulating her to believe that sacrificing herself for the mission was the right thing to do. Eh, I know Leo is the bad guy, but I think that’s a leap. How would she know? The idea is that she comes to the conclusion to intervene on her own and she does so in a way where she doesn’t have to die due to the player’s influence. I think whoever the player opposes is who she confronts, because she trusts the player’s judgement out of respect.

**BAD ENDING**

**ENDING**: If the player doesn’t gain 4 levels or higher of respect with Camille, then Camille will sacrifice herself to save whoever the opposition is for the sake of the mission. However, as she’s dying, she will express how she’s scared to die, questions her decision, and wonders if she’ll truly be forgiven by the planet, God, and her people finally. Feels bad, man, because it’s supposed to.

---------------------------------------------------------------------------------------------------------------------

**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:**
  + Character Introductions (-): When ‘Getting to Know Your Team’ and speaking with Camille, the player will have the choice of picking between ‘I understand’ and ‘Leave it to someone else’. If the player selects ‘Leave it to someone else’. They will lose respect with Camille.
  + Koda’s Quest (+): If the player completes Koda’s Quest with Camille as their team member, her respect for the player rises. Level 0 🡪 Level 1 \*This will cause Camille to open up more about her personal life in the transition level.

**---------------------------------------------------------------------------------------------------------------------**

* **Transition Level I:**
  + Camille’s Background (+/-): Camille will remark on how she appreciates the player doing what they did to help Koda by giving him candy. If the player is supportive of the conversation, it will open Camille up to talking about her background and why she is the way that she is. The player will ultimately have the end choice between ‘That’s crazy/ I don’t care’ and ‘The World is Different’. If the player selects the former, they lose respect with Camille. If the player picks the latter, they will explain how times have changed and she has the chance to find out what she really wants out of life, but she’ll only find that out if she gives herself the chance to (Or something along the lines of this). Camille will be reluctant, but accepting of the players message and her respect for the player rises. Level 1 🡪 Level 2

**---------------------------------------------------------------------------------------------------------------------**

* **Level II – Malice at McGuire** 
  + Tavern Owner, Abraham, Challenge (+/-): When the player enters Bram’s Tavern, they are met with a rowdy bunch of drunk and joyous men, Alistair instigates a fight, but the owner of the Tavern reveals himself being called ‘Big Man Bram’ and challenges the team to an arm-wrestling match. If they win, they get to eat for free. Camille offers to go first and is ridiculed by the other patrons. Alistair suggest that Camille be wasting her time such pitiful humans or something condescending to make her doubt herself. Julian, Leo, and Alistair start to argue amongst each other and position the player to be the one to make the final call. The player will have to choose between ‘Maybe not’ and ‘Run it’. If ‘maybe not’ is selected, Leo will scold you and Camille’s respect will fall. If ‘Run it’ is selected the player and Leo instigate the arm-wrestling match. After a hard-fought battle, Camille wins, Julian overwhelmed with excitement throws a beer in the face of Bram, there’s a brief pause, but Bram laughs and holds Camille up on his large shoulders praising her as the toughest person in town and everyone celebrates. Camille has a wide smile, aggressively cheers herself on in a manner extremely uncharacteristic of her normal self. She makes eye contact with the player who will have the choice of looking at her strangely (lose respect) or give her a thumbs up and continue cheering her on (gain respect). Level 2🡪 Level 3
  + (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. Camille is reluctant/hesitant to help, because she feels as if things have gotten way out of control. Essentially, the player can either reassure her or not (lose respect). When reassuring her if the player can choose between, she’s doing this for Gaia’s Advocates and that’s all that matters (no gain) or she’s proving how capable she is as a person who can do more not just for those around her, but for herself. She had fun and that the player’s never seen her so excited before. It may be scary, but this is part of the throws of life and the craziness that it holds. Leo helps with this segment and the other team members add how she’s been great and that they haven’t gotten this far without her (gain respect) Level 3 🡪 Level 4. \*Leo will say something here of great significance that will come up later at the end of the game.

---------------------------------------------------------------------------------------------------------------------

**Transition Level II**

\*No Respect gain/loss moments

---------------------------------------------------------------------------------------------------------------------

**Level III – Solace at St. Lucie**

* + Ice Skating on the Beach (+/-): When the player initially gets to Jensen Beach, they realize that the coast of the beach and a large part of the ocean is completely frozen from Leo tapping on the ice. He suggests that he could probably skate on the ice. He does and that entices Julian and Camille to join in as well, but Camille admits that she’s never ice skated before. The player goes down to the ice and attempts to teach her discovering that she has an enate talent for skating. Everyone notices and cheers her on as she increases speed, Julian suggest that she does a spin, she successfully does, and everyone exclaims at her success except Alistair who explains it’s her enhanced physical abilities allowing her to do this and she should thank Gaia for its blessing. The player has the choice to look at Alistair with a disappointed look or a shake their head, but notices some people watching off in the distance. Alistair looks over his shoulder, notices them as well, uses his sense ability, and they rush off. He looks back at the player concerned right before Leo yells to look out and Camille screams with her hands out that she doesn’t know how to stop crashing into the player. The player has the choice of getting angry at Camille (lose respect) or tell her it’s okay and that she did great (gain respect). Level 4 🡪 Level 5 MAX.

**---------------------------------------------------------------------------------------------------------------------**

**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 (Camille 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 purpose option, they grant Camille’s wish turning her into a Sovereigntist with extremely heightened abilities. Other hidden members of H.U.N.T.R approach the beach allowing Camille to showcase her new powers and quickly dispatches of them all before returning to her stunned team members. She explains, essentially, what her will was, thanks the player for the gift they’ve bestowed upon her, and chooses to spare Leo in order from him to be arrested and punished by Gaia’s Advocates. The next day comes and Leo is arrested and transported away. Julian asks now what and the player only has the option of “Move forward” explaining that the team continues moving forward and that they have a lot more people to help. Camille nods with approval while adding in her support as well as Alistair. To be continued.