**Character Profile: Julian**

**Julian/ Silas**

* Age: 23
* Gender: Male
* Ethnicity: Hispanic
* Altered Status: Yes, split personality and heightened intelligence
* Description: A pensive young man in his mid-20s. Often caught alone speaking to some else named Silas, his quirky personality and fascination with electronics hide a darker aspect of his altered self. His long black hair covers most of his face.
* Color: Orange
  + Skill: (Investigation) - The engineer/ technician of the team. Based on the items in a shop he can tell you what single use tools he can make and how it can help during infiltration. Due to his off-putting personality, he can cause apprehension with villagers if he is with you and could prevent them from focusing on the conversation preventing you from properly progressing in the story. If the player is speaking to a mechanic or some kind of technician having Julian with them will benefit the conversation.
  + (Infiltration) – If he was given the necessary parts to create tools during the investigation stage, then he will use those tools during the mission to make things easier. Julian is necessary for completing the infiltration mission since he is the only one who can install the Radioactive Atmospheric Filtration System, R.A.F systems, at the nuclear power plants in order to complete plan phoenix. When his life is in immediate danger his split personality will intervene to preserve himself, but will attack any nearby enemies and team members.

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**Character Background**

Julian, a quirky and socially inept electric engineer, always suffered from violent impulses, but was good about managing them until the nuclear explosion and being exposed to the Wings of Icarus. What seemed like impulses was actually another personality lying dormant inside of him and now with the chance of taking over his body with the name of Silas.

**Dilemma**: Julian wants to try and stop the violent side of himself, Silas, from taking over, so he joins Gaia’s Advocates since he can’t be accepted anywhere else due to him constantly battling with himself externally. The less respect Julian has for the player the higher chance that Silas will take over since the dialogue from the player will provoke Silas.

**GOOD ENDING**

Julian has his will accepted by the universe and provides Silas with his own body to live in that looks exactly like his, so they both can have peace living independently of each other.

**BAD ENDING**

Julian gets killed or Silas takes over Julian permanently since he can’t handle the situation and joins Leo.

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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:**
  + Character Introductions (+/-): When ‘Getting to Know Your Team’ and speaking with Julian, if the player selects the ‘no one else is here’ option, it aggravates Julian and provokes Silas. If the player encourages Julian by picking the ‘Good for Silas’ option, Julian’s respect will rise for the player. Level 1 🡪 Level 2
  + Purchase parts for Julian’s tool (+): Julian will be satisfied and confident in himself being able to successfully contribute to the team and Gaia’s Advocates. Level 2 🡪 Level 3

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* **Transition Level I:**
  + Silas’s Background (-): Silas will confront the player, make his case as to why he should exist over Julian. Although he makes a compelling argument, the player will have the choice of supporting Silas or not. Supporting Silas will tell the player that Silas’s respect has risen for the player, but inadvertently Julian’s respect meter will go down. If the player opposes, Silas will get angry, claim he won’t forget this.

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* **Level II – Malice at McGuire** 
  + Purchase parts for Julian’s tool (+): Julian will be satisfied and confident in himself being able to successfully contribute to the team and Gaia’s Advocates. Level 3 🡪 Level 4

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* **Transition Level II**
  + Julian confesses his fear (+/-): Julian tries to leave the team, but gets caught by the player and Alistair. Together, they discuss Julian’s fear of being a threat to those around him and doesn’t want to risk anything. If the player tells Julian it would be better for him to leave, Julian loses respect for the player and Leo and Camille step in to convince Julian to stay. If the player tries to convince Julian to stay, his respect rises for the player. Level 4 🡪 Level 5

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* **Level III – Solace at St. Lucie**

\*No Respect gain/loss moments

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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 (Julian 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, Julian, 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 Independence/ Freedom, Julian will painfully grasp his head before floating in the air and glowing white. Eventually, a bright light burst from him blinding everyone and once the light dissipates, he slowly lands on the frozen ocean now a sovereigntist standing next to another sovereigntist who looks exactly like him. Julian will realize this can hesitantly ask if the person is Silas. Silas will touch his chest and look at his arms realizing he now has his own body and complaining about how cold it is. Multiple H.U.N.T.R members begin rushing the frozen ocean and Julian collapses while holding his forehead tired. Silas tells Julian to take it easy for once and that he’ll and Camille will take things from here. Camille blindly tosses Silas a knife completely embarrassed that Silas is naked making him jump out of the way laughing before picking it up and racing towards the H.U.N.T.R members elated. The next day came and a member of Gaia’s Advocates is dropping off a R.A.F with Alistair in the distance. Camille asks Julian if he’s okay and he responds saying that things feel very different, but in the best way possible. The player has the choice to inquire and Julian explains that he finally has peace and quiet. There’s no voice or feelings of violence dwelling inside of him, the apprehension of being around others, he doesn’t feel as if anyone else is inside of him that can hurt those around him. He’s appreciative of finally being free and begins to cry. Alistair approaches asking if Julian will still be able to perform for the sake of Gaia and Julian confidently says he can before looking at Silas and explaining to him that Silas is also free from him and can do whatever he wants with his life. Silas explains that even if he wanted to leave it’s not like he truly has anywhere to go and suggest that Julian wouldn’t be safe or be whole without and vice versa. Julian smiles and says then let’s keep going together. To be continued.