**Character Profile: Leo**

**Leo (Caelan)**

* Age: 27
* Gender: Male
* Ethnicity: Scottish
* Altered Status: No enhanced abilities
* Description: A laid back and altruistic young man, with long brown hair and pale skin, who’s inviting personality attracts people from all over.
* Color: Green
  + Skill: (Investigation) – He’s personality carries conversations allowing the player to get more information from people than they normally would with other team members. At the end of some conversations, he will give supportive non-aggressive hints/ suggestions when interacting with people. Although his suggestions maybe passive taking a more aggressive stance will be necessary to obtain information. He will push the dialogue or suggest dialogue options to be more sympathetic in hopes to gain the trust of others.
  + (Infiltration) – He has a sniper rifle that starts with three rounds and has a capacity of five. He can use his rifle to target enemies from long distance, but once he’s fired it will alert other enemies. If enemies exist and he no longer has ammo, they will target him in order to eliminate the biggest threat.

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**Character Background**

Leo is a double agent for both Gaia’s Advocates and H.U.N.T.R with the mission of capturing a Sovereigntist to use a feather of Icarus without risking the lives of its members. In order to accomplish his mission, he joins Alistair’s team who he learns is a Sovereigntist, tries to convince him and the team of his honest intentions, will updating H.U.N.T.R of his progress. He purposely fosters a sense of community and kindness to earn the trust and respect of those around him lessening any possible suspicious the team may have on him.

At the end of the game, it’s apparent that Leo has formed a bond with the team and is conflicted with betraying his team.

* **Dilemma**: Betrayal for Selfishness – His goal requires him to betray his team in order to grant the H.U.N.T.R their ultimate goal of overtaking the nation for the ‘human race’.

**BAD ENDING**

Because Leo betrays the team any ending where he is successful with his mission is considered the bad ending for the player. More details in ‘Endings’ section.

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**Respect Gain/Loss Opportunities**

\*Leo has no respect or trust for any members of Gaia’s Advocates, so the player can not gain or loss respect with Leo.

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**Endings**

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

Because Leo betrays the player and Gaia’s Advocates, any endings with him being successful is considered the bad or common ending. The following are the respective endings:

\*There is no High Respect &With Investigation ending, because Leo loses in that timeline

Low respect & no investigation

Mid respect & with/without 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 gets enraged and rushes Leo who dodges his knife attacks, kicks Silas to the side, and throws a smoke grenade in order to make an escape while shooting into the smoke. Silas and the player retreat while recovering Alistair. Leo escapes 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.