**Character & plot concepts**

**Main character:**

**Possible first names:** Achamon, Achas, Bion, Deiphanos, Iael, Ianos, Ladon, Laikon, Mnason, Palaimon, Yorgos (just tell me which name you think would suit the character best, fellas. Alternatively, if RPGMaker allows it, we could just let the player name their character whatever. And if you have your own suggestion, fire away)

**Possible last names:** Diocleon, Kartoriskis, Lachonadrakon, Macroneidas, Pegonitissos, Thrax (same as above: tell me which you think sounds best)

**Appearance:** Let's go for a 'Mediterranean commoner' look. By that I mean: 5'3-5'5" in height (even nobles rarely exceeded the 5'6-5'9" range due to lack of nutrition in those days), olive/tanned skin (as was the case for basically everyone who had to work for a living, the upper classes prized pale skin since it meant you didn't have to work and thus were probably a noble), dark hair and eyes. This guy would also probably be thin but well-muscled, which was par for the course for experienced common warriors (again unlike nobles, who could afford to get fat). Age: I'd say late twenties to early thirties, with a birthdate in the late 1440s or 1450s (remember that the year the game's set in is 1480).

In terms of dress he'd be wearing a 'fustanella' (tunic with man-skirt, like the Byzantines they're based on the Ellisians will consider pants to be barbaric, link to picture below), leggings and simple shoes or sandals, all plain brown or off-white in color. Maybe throw in a dark blue, brown or gray cloak with a hood for night operations as well, I've read that dark blue is actually better than black as night camo and brown or gray would help you blend in with the buildings. If we need him to be a bit more colorful, maybe he can have a red pillbox cap or something for day wear. (it's obviously a bad idea to wear that at night though, and brightly colored cloaks are right out for anything besides formal occasions)

What a fustanella looks like: https://upload.wikimedia.org/wikipedia/commons/1/13/Souliotis\_in\_Corfu.jpg

What I mean by 'pillbox cap': http://www.medieval-creation.com/pictures/1342542546.jpg

**Personality:** Should this be left to the player, to be determined through their dialogue choices? Ex. some guy walks up to you and says 'Good morning', then you'd be able to respond 'Hello' (the nice guy option), 'This morning's looking pretty bad actually' (the 'snarker' option) or 'Go jump off a cliff' (the asshole option). Each option will increase a character flag representing the character's dominant personality, for example picking almost all 'nice guy' options and a few or none of the snarker/asshole choices will = your character has a lot of 'nice guy' flags = he'll be marked as a nice person. At critical plot points, your character may gain additional choices depending on how many character flags he's got, ex. in a hostage situation a nice guy would have an extra dialogue option to talk the hostage-taker down, a snarker would have the chance to distract the hostage-taker until the city watch arrives, and an asshole would have the option to just shoot through the hostage.

**Backstory:**

* Born to a 'new money' family that's only recently entered the nobility. Say, grandpa did something so awesome on the battlefield that the Emperor of his day promoted him to an officer and awarded him a title (actual noble estates optional).
* While MC (main character) was still a child, his dad got framed for treason (say, a letter noting troop positions along Ellis' walls that was marked for the Umari) by rival nobles. Both parents and maybe an elder sibling all get attainted and executed for treason, family house & fortune gets confiscated, MC is turned out onto the streets or just escapes the imperial army before he can be captured & killed with the rest of his kin.
* MC grows up into a feared enforcer for the 'Blood Eagles' criminal syndicate in the slums and is eventually promoted to lieutenant by his boss, who considers naming him his successor ahead of even senior members of the syndicate. Along the way, he becomes friends with his fellow criminal enforcers.
* Too bad there's no honor among thieves here, so they wind up setting him up to look as though he was plotting on ousting his boss. This results in him getting sent to die on a suicide mission by said boss, after which he's arrested by the city watch. Joke's on your boss though, the leader of the traitors offs him and usurps his organization while you were too busy being carted off to jail to save him.
* As of the start of the story, he will first open his eyes in a dungeon late at night, being literally slapped awake by the captain of the city guard. The captain will bluntly inform him that he's already been tried & found guilty on various criminal charges ranging from petty thievery to armed robbery to mass murder & give him an offer to help him bust the crime ring, or else be executed at dawn. Thus comes the first major choice of the game, which I intend to use to demonstrate that every choice has consequences: agreeing results in the game continuing, refusing results in a game over as MC is promptly actually hanged at dawn - there's no realistic way for him to escape his situation (beaten into a pulp, left starving & dehydrated in a stone dungeon cell with no windows and only one locked door, surrounded by armed guards) without outside help, which obviously isn't coming due to the circumstances leading up to him being here.

**City watch captain Blasios Zervis:**

The captain of the city guard who slaps MC awake at the start of the game, and becomes his 'handler': that's to say, the guy who gives you missions, keeps track of your progress and will kill you if you screw up too much or give him reason to think that you're sabotaging his cause. Can become a party member on missions that directly involve the city guard.

Per his name, he's got a lisp as well. (Blasios = Blaise, which means 'lisp' or 'lisper') He'll also beat you half to death if you make fun of it.

**Appearance:** A squat (say, 5'2-3" but pretty wide) man in his forties or early fifties with a combover + a thick dark mustache & beard. Olive-skinned like most Ellisians (and you know, real Greek people). Outside of formal occasions he'll always dressed in the maroon uniform of the Ellisian army and armored in the brimmed helmet, lamellar cuirass, chainmail shirt, gauntlets & greaves of a high-ranking imperial officer. So, his armor would look like this:

https://georgefitzhume.files.wordpress.com/2012/04/img\_0654.jpg

Maybe give the helmet a wider brim, though.

In terms of armament, when he does have to fight (whether as a party member or not): can't go wrong with the sword and shield combo. Swords were used most often by nobles and army officers after all, and a shield's a good idea when your armor isn't as nigh-impenetrable as a late medieval full plate harness. Dude would also carry a short but thick vinewood rod with which to whack insubordinate soldiers (or you) when he's pissed, much like historical centurions.

Sword: http://s1337.photobucket.com/user/AlaeSwords/media/persianandsolingen6\_zpsfe0afe1c.jpg.html

Shield: https://s-media-cache-ak0.pinimg.com/236x/f0/f9/57/f0f95776f7a392f3d261d04a30392eed.jpg (a big kite shield that would cover basically his entire body from the neck down, maybe painted with the Ellisian coat of arms found in the other document)

**Personality:** Kind of a self-righteous douche. Ill-tempered, stubborn as a mule, and absolutely convinced that his extreme methods to clean up crime (which go well beyond hiring crooks like the MC to bust other crooks and into the territory of summary executions, blackmail, reading nobles' mail and taking hostages to ensure criminals' good behavior among other things) is totally warranted by the dire straits Ellis is in. In general, he has a Manichean view of the world: either you're with him 100% and thus a good guy or you're not and thus an evil enemy of Ellis who must die, either quickly at swordpoint or slowly in a jail cell, plus any means are justified in the pursuit of his 'greater good' (defined by him as the continued survival of Ellis as a crime-free & efficient empire). Also a harsh martinet to his men, and absolutely convinced that the MC's former criminal outfit is involved with a plot to sell the city out to the Umari.

All that said, he'll mellow out if the player is nice to him. (alternatively, you could continue to answer his jerkitude with your own, in which case he'll never stop viewing the MC as anything more than a mad dog that may occasionally need to be let off its leash) And even if he continues being a douchebag, that doesn't necessarily make him wrong all the time - sometimes his harsh advice will actually work, and he is actually spot on in regards to that pro-Umari criminal conspiracy mentioned above. In addition, most of his dickishness toward you will be due to the fact that the MC is after all an infamous criminal: he looks out for the men under his command (indeed, he believes in harsh discipline as a form of tough love - the men might hate him for being a martinet but he's certain that it's better for them to go through harsh training/disciplinary regimes than to needlessly die due to lack of discipline) and although he will grimly sacrifice them in the name of his duty if he feels it's necessary, he won't just casually throw their lives away either - and you can expect the same treatment if you get on his good side.

**Backstory:**

* Kinda like the MC's backstory, except everything went right - Zervis was born into a 'new money' family originally from the slums that had been elevated to nobility in his grandpa's time for military feats, and thus was looked down on by the high nobility as a bunch of thuggish upstarts. Unlike MC's family, his never got framed for treason, allowing him to grow up in relative luxury while not being too far removed from the terrible conditions in Ellis' Brown Quarter.
* As the second son in his family, Zervis wasn't going to inherit anything (not that his parents even had that much to pass down), so while still in his mid-teens he decided to join the army to make his own fortune like his grandpa.
* He has served in the Ellisian army for 30-35 years at this point, and performed well on the battlefield. He was noted to only be a competent fighter but a very capable commander.
* Six years ago, he retaliated against a higher-born junior officer's mockery of his lisp by smashing said boy in the face with his stick. The officer's family wanted his head on a platter but Emperor Harudion saw that he'd be more useful to Ellis alive than dead, and so appointed him to lead the city guard: this way he'd be able to do good for Ellis by rooting out crime & corruption at home, while also being denied the more glorious role of a frontline officer.
* Also has a wife and kids. Not that he's ever going to let the MC (who is after all a convicted criminal) anywhere near them.

**Crime lord Aegidios Skleros:**

The head honcho of the largest and most powerful crime syndicate of the game (for which I still have no name), one of the MC's former friends turned worst enemies, and the big bad villain of the game. He's the guy who engineered the MC's frameup and thus got him nearly killed & delivered into the hands of the city guard, and while you were in jail he overthrew your/his former boss and usurped control of the syndicate. The player won't (and probably shouldn't) fight him until the end, until then he'll be busy throwing his goons & lieutenants at you instead.

**Appearance:** An olive-skinned man of average height with short to shoulder-length dark hair and a thin mustache, appears to be in his late twenties to early thirties. Should look fairly similar to the MC, since he is after all meant to be a foil of sorts to you. He'd wear fancier clothes than expected of a commoner, ex. a particularly colorful embroidered fustanella and hat, to set himself apart from the common criminals he rules with an iron fist. When forced to fight, he will make use of a crossbow at range and a simple spear & shield in close quarters: you might recognize all of these as commoners' weapons, a perfect fit for a former street urchin like Aegidios.

**Personality:** In one word: ruthless. In another: ambitious. Aegidios is driven by his ambition to rule Ellis, and according to him the first step towards that goal was to become the master of the crumbling empire's criminal underworld, hence him betraying the MC (and their boss) before the game begins. Since the nobility would never voluntarily accept someone born as a gutter rat as their overlord, he's entered talks with the Umari behind closed doors to betray the city to them when they attack again in exchange for being made governor of Ellis after their victory.

All of the above said, he isn't exactly a sociopathic cutthroat. He knows all too well that the overwhelming majority of Ellisians are struggling under the corrupt and apathetic rule of the Marethi dynasty & the aristocracy, and although he does partly want the Ellisian throne out of ambition he also honestly believes that he would make a better & more caring ruler than them, having come from the underclass himself. Indeed, he hates anyone who looks down on the commons, and though he's normally a reserved fellow mocking his own station of birth is the fastest way to piss him off. He recognizes his less than savory deeds, from all of his past criminal activity as a common footpad to him screwing you over, as dick moves and accordingly feels kinda bad about it, but believes they were all necessary sacrifices to help him reach his goal and thus tries not to think about it too much.

Like most lower-class people of this time period, Aegidios is illiterate, and though he is capable of working out some pretty clever schemes (like the one that lands the MC in jail and their boss Byennios in a grave) he's blind to the subtler intrigues practiced by the nobility he despises so much. The worst example would be his belief that when the Umari take over Ellis they'll really make him the governor, as opposed to oh I don't know, slitting his throat & tossing him in a sewer to rot while placing one of their own to rule the city. (revealing the Umari treachery, thus proving that basically everything he does over the course of the game was for nothing, could be the diplomatic way of 'defeating' him at the end of the game)

**Background:**

* Born to a prostitute in the Brown Quarter. His mother tried to raise him as best she could before dying of 'the pox' (syphilis) when he was five, after which the brothel owner threw him out onto the streets.
* There he spent his days begging and stealing until at the age of 12 he dared try to pick the pocket of Maurikios Byennios, a half-Thiareike former Excubitor (imperial guardsman) and the leader of the Blood Eagles. Byennios was impressed by Skleros' suicidal bravery in making the attempt and, far from simply killing him, hired him as a thief for the syndicate.
* Skleros became an accomplished thief, and by the end of his career (right before the game begins) he's pilfered millions of nomismae in valuables from all over the city, either directly or through the gangs of lesser thieves given to him by Byennios. He is one of the syndicate agents to have visited the upper districts of Ellis, and in the process he was simultaneously awed & made envious by their wealth. Why should all of the city's wealth be hoarded by these noble fools and fat merchants, he thought? If he were Emperor, he'd distribute that gold to the needy of the Brown Quarter so that all could eat well and have a roof over their heads, and there'd still be enough left for himself…
* Eventually his envy of the upper classes and his ambition to take over the place drove him to betray & frame the MC, thus knocking him out of the running to succeed Byennios, and to poison Byennios' wine minutes after the man named him his successor. He now reigns as the leader of the Blood Eagles, and is working to sell the city out to the Umari in exchange for being made its governor after their victory.

As for other characters: before I get around to writing them, I want to know how many levels you believe this game should have first. It'd suck if (for example) I wrote like 10 additional arc villains to serve as final bosses for 10 different parts of the map but then only 3 can make it to the final cut, after all.

The plot - well, we already talked about this. MC gets hired by the city guard to bust other crooks, and proceeds to spend the rest of the game doing just that. The ending should be a cliffhanger linking Skleros' Umari scheme to traitorous nobles further up the social food chain, giving MC a reason to look into the upper districts of Ellis and get involved in noble politics. I want to know how many levels we should stretch this plot over.

Plot starting point for combat prototype: MC wakes up in dungeon cell, guard captain demands he join the law in stamping out his former allies (who betrayed him). Choice: Go along with him, game continues as normal; refuse, you die and it's a game over right there. Go along with him 🡪 guards let you crash at their barracks for 3 reasons: 1. you can hide there without giving up your identity, 2. you can't be attacked by your former allies turned enemies there, 3. you're always surrounded by other guards so no tomfoolery. Guard agent will also be present to warn you that he's watching you.

First target: Street thieves. Three pronged approach possible: either bribe/talk your way past the 6 lesser gangsters (so you don't have to fight them), sneak your way past them, or attack them head on (then you have to fight them all). If you attack head-on, the city guard will help (some guards will join your party). If you reach the boss, you can spare./kill him, ultimately the consequence is the same though: he's out of your way forever. Then the guard captain either congratulates/yells at you for killing/not killing the boss, tells you to go hit the sheets & that he'll have another mission for you tomorrow, THE END.

So, my concept for that thief leader/level 1 boss:

**Crime lieutenant Aiolos Katsaros**

The game's first boss, and (per Carlito's plan) the only one to show up in the level prototype. A relative newcomer to the Ellisian criminal underworld, and the last & least of MC's betrayers. After helping to stab MC in the back and Skleros to ascend, Aiolos was promoted to lead a gang of pickpockets & burglars operating in the Central Brown Quarter, where he and his boys get to keep a full quarter of each day's 'haul'. As of the start of the game, he is planning to support another criminal lieutenant in a major robbery at the docks - not that he'll ever get a chance to do so thanks to the MC's interference.

**Appearance:** A short, scrawny young man, many years younger than the MC - let's say in his late teens or early twenties. Like most of the other commoner characters he's got 'Mediterranean' physical features - olive skin, dark eyes and dark hair (in his case, messy black curls cut short to reflect his last name, Katsaros is literally Greek for 'curly-haired'). Maybe toss in a ratlike face and a thin wispy mustache, as a sign that he is trying way too hard to fit in with the properly-bearded senior criminals. He'd wear a brown fustanella with hood, makes it easy for him to blend into crowds: at most, maybe give his fustanella some embroidery to make him stand out from his lackeys. This is a good visual reference:

https://upload.wikimedia.org/wikipedia/commons/f/f3/Hood-1100s.png

Aiolos will fight with a mix of throwing knives and two long daggers. I envision him as a speedy but fragile opponent whose individual attacks don't do a whole lot of damage, but makes up for it by having a chance to land multiple hits with every attack.

**Personality:** In three words: arrogant, overambitious and cowardly. Aiolos is basically a grown-up version of that kid who cheerleads for bullies on the playground: all too happy to harass people weaker than him and to kick folks when they're down but also prone to suck up really hard to people who are clearly stronger than him, to the point where they're likely to find him an annoyance. That is, after all, basically how he survived on the streets as one of many urchins before really getting involved with crime, and to his credit he can be a pretty cunning guy (he wouldn't have gotten involved with the betrayal plot in the first place if he wasn't): it's just that he thinks he's far smarter than he really is, in other words he's also a poster boy for the Dunning-Kruger effect. That arrogance does tend to melt away real fast if he's beaten down by someone stronger than him, though: if he finds himself at MC's mercy, he will have absolutely no problem with begging for his life.

**Background:**

* Born the youngest of 11 siblings in a family of slum dwellers. Aiolos' father 'disappeared' after taking out a loan he couldn't repay when he was 4, and his mother was killed in a robbery three years later. The local landlord promptly evicted him & his siblings from their already dreadful apartment, and from there the Katsaros kids went their separate ways.
* For the next four years Aiolos made a living by begging and pickpocketing on the streets. He was discovered by MC and Skleros after he tried to pick the latter's pocket while they were walking back to a Blood Eagle safehouse after a night of bloody action. Amused at the irony of the situation (this was after all how he himself got involved with the Blood Eagles), Skleros let him tag along.
* Aiolos became a messenger/errand boy for the Blood Eagles, and by age 16 he had impressed/sucked up to enough senior criminals to find himself as part of a thieves' ring under the syndicate's control. MC and Skleros treat him as something of a bratty little brother at first, and as an obnoxious asshole friend that they allow to hang around b/c he's 'OUR asshole friend' later.
* However, Aiolos found that he couldn't advance up the Blood Eagle hierarchy very quickly from there, thanks mostly to his teammates' endless complaints about his abrasive personality and attempts to bully them into doing as he says by threatening to basically run to MC/Skleros & tell on them.
* When Skleros offered to promote him to help take out MC & Byennios, Aiolos accepted his deal. He felt bad about it for maybe 10 minutes, then proceeded to seal the trap for the MC by being the one to rat him out to the authorities. After Skleros completes his takeover of the Blood Eagles, he kept his word & promoted Aiolos to lead a different gang of thieves (knowing full well that his old co-workers would try to shank him at every possible opportunity rather than accept his leadership).
* As per the plot outline above, he will become the first boss you fight. He'll have a minor panic attack upon realizing that the MC not only survived his treachery but also killed/eluded all of his guards on the way to his room, but quickly decides to try his luck against MC anyway: if he can actually kill MC & present his head to Skleros, he's sure to get another promotion.
* Upon defeat, he'll beg MC to let him live & swears that he'll stow away on the first boat out of Ellis if you let him go, without even telling Skleros that you've made your triumphant return. You could be a nice guy and do that…or you know, you could also do what everyone would expect you to & just finish him off on the spot for any reason - making sure he can't rat you out to Skleros, simple vengeance, annoyance at his cowardice, just for the lulz, whatever.

**Proposed diplomacy prototype plotline:**

MC is tasked to infiltrate a party being hosted by a slum-born merchant, ostensibly to celebrate him finally getting the right to live in the Bronze Quarter but which is suspected by the city guard to be a front for Baddie Lt. #2, where said Lieutenant is probably plotting something + a captured informant is being held🡪MC can snag an invitation one of two ways: 1. buying the invite from one of the party-goers or 2. charming another attendee so she'll procure an extra invite for you🡪Once MC gets by the guards thanks to his invite, he must find a way to his two objectives: 1. rescue the informant and 2. find out what the criminals are plotting (ideally, it should be possible to carry these objectives out in any order)

1. Rescuing the informant:

* To get to the dungeon (actually the merchant's house's cellar), MC must create a distraction to get the guards away from the cellar door.
* Two options: either engage one of the guests in a drinking contest & get him both drunk and pissed so that he starts a brawl, or (only if you charmed the lady guest from before AND haven't gotten her to distract the stair guards) get your date to start a scene.
* Once down in the cellar, you'll free the informant from his bindings, but he will need a disguise to escape the merchant's house. You have two choices: either get one of the servants to give you one of their spare outfits for some gold or ambush a guard for his clothes.
* Ambushing a guard requires luring him down to the cellar, then engaging him in a fight. If possible, have the informant join you as a temporary party member just for this one fight.
* Once you've gotten either of those disguises for the informant, he will fool the guards & escape through the front door.

2. Uncovering the criminals' plan:

* To reach the upper floor where the 'VIPs' are talking, MC must create another distraction to get the guards away from the stairs.
* Three options: either procure a mild poison from the cook to sicken the host merchant's brother (who the cook hates), get your date to start a scene (only if you charmed the lady guest AND haven't gotten her to distract the cellar guards), or bribe the stair guards to turn a blind eye to you (only if you haven't spent any money previously).
* Once MC is upstairs, he just has to eavesdrop on a door at the end of the hallway to learn of the lieutenant's plans: he's going to get his lackeys together to fight a smaller gang at the docks tomorrow evening.
* However, just before MC can head downstairs, he's stopped by the host, who is obviously less than pleased to see a non-VIP upstairs and demands an explanation for his presence. Two options here: attempt to bluff him into thinking that you are indeed on the VIP list (failure = instant game over, since the guards will throw you out & the criminals will be alerted to your presence), or get your date to vouch for you (only works if you charmed her into inviting you in the first place, naturally).

Once both objectives have been accomplished, leave the house out the front door and the prototype will basically end there. Maybe throw in a cutscene of both gangs getting jumped at their meeting place by the city guard & forced to surrender after some of the more reckless goons on both sides get themselves killed, plus an option for the MC to decide whether Lieutenant #2 lives or dies at the captain's blade.

My proposal for the Big Bad Lieutenant of this round:

**Crime lieutenant Alusian Atanasov**

The 'boss' of the diplomatic stage. A descendant of Perikunian (Southern Antae, equivalent to Serb/Bulgarian) refugees who fled the southern plains when their kingdom was overrun by the Umari a century ago, and who have been stuck in the slums of the Brown Quarter ever since. Atanasov's a brute who used to lead his own gang of cutthroats until they were crushed by the Blood Eagles, and has since become one of the more feared enforcers fielded by the syndicate. He helped betray MC & Byennios after Skleros promised him leadership of several neighborhoods near the docks, and since he received his due reward he's been tasked with expanding the Blood Eagles' power into the eastern docks from his new base.

**Appearance:** A tall (let's say 6'2"), broad and powerfully-built man in his early to mid-thirties. He has messy dark hair, a magnificent chest-length beard & dark beady eyes to match, though he's also paler than most of his peers on account of his Antae(= South Slavic) blood. He'd wear a brown or dark-colored fustanella, but unlike the actual Ellisians (who prefer to go with man-skirts) he'd also wear an undershirt and ankle-length woolen trousers like his Antae ancestors. Unlike the much weaker Katsaros, as former leader of a gang of armed robbers & a major street enforcer for Skleros he'd have both the wealth and the inclination to wear a simple chainmail hauberk between his fustanella & undershirt for protection. This is a good visual reference of what his clothes might look like:

https://www.pinterest.com/pin/129056345544636767/

**Personality:** On the surface, Atanasov seems to be a perfect fit for the Perikinian stereotype - a boorish loudmouth who loves booze, violence and 'loose' women in no particular order. But such a man wouldn't get very far in the Blood Eagles, and in truth Atanasov is a fair bit smarter than he likes to let people know. He had enough sense to notice the most successful merchants in the neighbors given to him, and to NOT extort protection money from them but rather treat them as investments - he'll have his thugs actually protect their shops & ransack those of their competitors who won't collaborate with him, in exchange for them remaining his contacts when/if they move up into the upper districts of Ellis & allowing him to use their homes and shops as hideouts and meeting places, allowing him to hide from his enemies and the law practically in plain sight.

**Background:**

* Born to a family of refugees from Perikun, the kingdom founded by Perich (youngest son of Tvarich, the patriarch of the Antae who came to Eldath in the 6th century) in the plains south of Ellis. His great-great-grandfather fled the country when it was overrun by the Umari, but wound up being stuck in the Brown Quarter of Ellis with no hope of ascending upward for the rest of his life; the same fate befell the next generations of Atanasovs.
* When he was young, Atanasov bullied all the other kids in the 'hood. Around age 13, he formed a gang with the meanest and toughest kids on his street and spread havoc across the neighborhood before getting the bright idea to start shaking random passers-by for their gold & valuables a year later.
* Years later, Atanasov & his thugs made the mistake of mugging a passing Blood Eagle, who resisted violently and was cut down in turn. The Blood Eagles sent a force (including a younger MC & Skleros) into his 'hood in revenge, resulting in the massacre of his gang. However, Atanasov himself put up such a fight that MC & Skleros - the only Blood Eagles to survive the street battle - offered to let him live on the condition that he join them.
* For the next decade of his life, he worked as hired muscle for the Blood Eagles, extorting shopkeepers, intimidating competitors & busting heads or knees as the bosses demanded. He remains on frosty terms with MC & Skleros, on account of the whole 'murdered his gang/childhood friends' thing, though he eventually became slightly less antagonistic towards the two as he comes to terms with the fact that they're staying dead & he has no future outside of the Blood Eagles.
* As mentioned above, he helps betray the MC in exchange for being made boss of several neighborhoods near the eastern docks. In this capacity, he spends his days running protection rackets (excepting only a few especially successful local shops, whose owners he befriends) and smacking down lesser gangs with an eye on expanding into whatever parts of the docks aren't already under Blood Eagle control.
* The diplomacy prototype will revolve around learning his plan while he's hiding in the VIP section of one of his merchant buddies' homes. Since he's too much of a badass to fight head-on, MC wisely decides to just eavesdrop on him when possible & then inform Captain Zervis so he can get the city guard to take him down.
* Atanasov will initially attempt to resist arrest when ambushed by the guards at the end of the diplomacy prototype, but orders his men to stand down after it becomes clear that this is a fight he can't win - he remembers all too well what happened the last time his followers tried to fight to the bitter end against MC & his more powerful/numerous allies.
* Once this level is done, ideally you'd get another choice to determine his fate after he's been arrested by the city guard. You could demand Zervis at least take him in alive, since he has after all thrown down his weapon & surrendered instead of forcing a bloodbath…or alternatively, advise Zervis to summarily execute him since everybody knows he's guilty of a litany of crimes, he himself doesn't deny it, and there's a risk of him breaking out of the city watch's clutches with or without the help of the other Blood Eagles en route to prison. (and of course MC could have private reasons to want him dead, like revenge)

**Future plot elements:**

Haven't done too much in this area since I have no idea how long you want this game to be, but I've sketched out five more areas & villains to bring the total (including the above two prototypes' plotlines + the central slums ruled by Skleros himself) of plotlines to eight:

* Western docks - main criminal enterprise: smuggling - villain: teetotal hardass sailor, provisional name: **Eber Marinos**
* Northwestern slums - main criminal enterprise: gambling - villain: MC's former girlfriend in the Blood Eagles, PN: **Yeina Xanthos**
* Southeastern slums - main criminal enterprise: prostitution - villain: upjumped pimp & overambitious lackey of Skleros, PN: **Hilarion Metaxas**
* Northeastern slums - main criminal enterprise: extortion & robbery - villain: cutthroat runaway mage who's also Skleros' #2 lieutenant, PN: **Haimon Raptis**
* Eastern docks - main criminal enterprise: none, site of a major turf war between the Eagles & smaller gangs - villain: Skleros' right-hand figure & another mage, PN: **Tisiphone Apion**

**Proposed party members:**

Just spitballing here since I have no idea how many party members you're planning to make available to the player. Basically everything about these characters, from their name to personality to party role, is provisional and can be changed if you or the editors so desire.

* **Blasios Zervis** - Needs no explanation, since his blurb is already up there. Would be a tank with high HP & defenses, but low speed. Wields a 1-handed weapon and shield: as a result, he emphasizes defense & grinding the enemy down slowly over dealing out huge amounts of damage. Maybe give him some status-buffing abilities (ex. a specific command for the party to fight defensively, increasing their chances of dodging attacks/reducing damage at the cost of speed/attacking power), the ability to taunt enemies so they focus on him, and/or the ability to summon a squad of Ellisian soldiers as temporary allies.
* **Corrado Miglione** - The 2-handed specialist who will deal more damage than the other warriors, but has less HP & weaker defensive stats. A knight from the Broken Bowl whose treatment of his peasants was so bad that they revolted, and his overlord wound up confiscating his fief & exiling him to calm them down. He turned to brigandage to survive & later put his training and gear to better use as a *condotta* or professional mercenary. Recently he spent his remaining coin on a ship to Ellis in hopes of landing a gig with the imperial army, but was informed that they couldn't afford more mercenaries by the time he landed. So, he'll work for you for an appropriately high sum of gold. Despite being a knight, he doesn't have a problem with working for commoners like MC so long as the pay's good, you always use the honorific 'Don' (equivalent to Sir, befitting his knightly rank) when addressing him, and of course he gets to satisfy his sadistic bloodthirst in battle. His stats should be balanced between Pachis and Zervis.
* **Badriyah çeksene Hatun lent Dulai** - The balanced warrior who can competently wield both 1 and 2-handed weapons, and whose stats are balanced between the slow defensive 1-H tank & the aggressive but low-HP 2-hander. A young Umari exile who was born to a Pink Priestess & an unknown father in a Bahamutallite brothel in the northern reaches of the empire. Though she was expected to follow in her mother's footsteps, the brothel-goers' tales of adventure and the garrison's sparring sessions interested her far more than the idea of becoming a glorified sacral prostitute, and at age 15 she fled her home to Ellis. Four years later, she's hiding in the Brown Quarter under the false name 'Callidora Kalonimos' and counting on her knowledge of Ellisian to avoid being lynched, while doing odd jobs for employers whose moral conduct she considers 'tolerable' (typically non-violent criminals, such as smugglers) to get by and counting on the swordfighting techniques she learned by observing her hometown's garrison's sparring sessions to defend herself. She'd join the party for free but will turn against you if she witnesses you committing atrocities.
* **Aellō Sanna** - The physical-oriented rogue. A slender, olive-skinned and raven-haired smuggler whose profitable operation became the victim of a hostile takeover by the Blood Eagles under Skleros, who killed her entire crew along the way. She'll join with you for free in the name of revenge, but will get pissed if you spare a boss instead of killing them & will leave if you spare too many bosses. (how high do you think we should set that limit of spared bosses at?) Fast but lightly equipped & uses melee or short-range weapons such as daggers, spears and throwing needles: she might not do as much damage as the warriors, but she'll make up for it by landing multiple hits with every attack.
* **Eros Argyros** - The range-oriented rogue. A very handsome young man from a wealthy merchant family who was born & bred in the Silver Quarter and had a promising career ahead of him as an imperial archer after consistently outshooting all of his fellow recruits in training, but had to flee to the slums after seducing a nobleman's only daughter: his family was also forced to officially disown him to avoid the nobility's fury, though they've been discreetly sending him food & wine to keep him alive in style while he lies low. Joins the party in a recruitment mission that involves saving him from a pack of hitmen hired by that pissed-off noble, who will have tracked his latest food shipment in your first encounter with him. Will hit on basically any dudettes he finds (including other party members), and sufficiently attractive dudes as well. As the party ranger, he can use crossbows & bows, making him respectively a high-damage but slow-firing sniper or a low-damage arrow-spammer.
* **Adelhard Baumkircher** - The firearms specialist. A blond, green-eyed and thickly bearded mercenary born & bred in the Thurin Empire, whose company is presently chilling out in Ellis since they don't have a contract right now. To augment his salary, he'll join the party for a sufficient amount of gold. Like most veteran mercenaries, he's a ruthless cutthroat and will obey even your more atrocious orders without complaint, so long as you're paying him of course. Will be the only party member who can use guns. He can wield handgonnes for sheer killing power at the cost of a long reload time, pistols for firing speed at the cost of damage, or arquebuses for a balance between reload speed & damage.
* **Maion Apokaukos** - The white mage. A fair-skinned, brown-haired, noble-born adept of the Magical Association who was sent to the Brown Quarter to recover texts stolen by Skleros' Blood Eagles. Will join the party if you help her recover the artifacts & seek permission to help you finish the main quest afterwards if she likes you enough, though you should have an option to betray her & keep the magical texts for yourself (MC isn't a mage, but can sell the books for gold) which would cause her to try to kill you on the spot. Specializes in healing magic and telepathy, allowing her to buff your party or debuff the enemy by analyzing & telling you about their next moves, but can also cast barriers & use them offensively (ex. by pushing a solid barrier at someone at high speed, hitting them with the force of a modern speeding car).
* **Baldric Wyllt** - The red mage/battlemage. A redheaded adept of Brel-Meravia's Vermilion Order with a short temper & serious bloodthirst (both of which are often exacerbated by alcohol) who has been assigned to guard duty for a Dual Monarchy trading vessel, but since said vessel is now safely docked at Ellis his supply of combustible enemies has run dry. He'll gladly moonlight as a mercenary for the opportunity to practice his magic on live targets & to supplement his salary with some of your gold, but will betray you on the spot if you go against his home country's interests even by accident - he might be a bloodthirsty cad, but like many other Brelassan who were born after the Sixty Years' War he's a *patriotic* bloodthirsty cad, dammit. Specializes in fire magic like most other Brelassan mages, can't heal but has more HP than the other mages & can equip heavy armor to increase his survivability.
* **Ildeti Abakhez** - The black mage. A pale, dark-haired Dusklander mage of noble origin whose family refused to convert to the Northern Rite of the Church of Errai when their king did, and was outlawed for it. Appropriately paranoid given his background, so the MC would have to run some errands to earn his trust before he'd even consider joining the party: but if you do all of his quests, and don't sell him out to the Dusklander headhunters pursuing him, he'll join you for free. To better defend himself from assassins, he has dabbled in blood magic, and if he were to become cut off from mana sources he's capable of using his own blood to power his spells through a ritual originally crafted by heretics to mock the sacrifices of the Holy Fathers/Mothers during Eldath's two demonic invasions - not that he should perform this in public if he wants to not get lynched or arrested & then officially executed, since blood magic is banned under pain of death across all of Eldath. Specializes in shadow magic and should do the highest damage out of all the mage party members, but is also the squishiest of the bunch: low HP (which he can cut into himself via blood magic to avoid spending mana), poor defenses and completely lacking in healing abilities.

**Weapons & armor:**

For **melee weapons**, firstly we should stick to the classics: knives, swords, axes, that kind of stuff. Since the MC is set up as a rogue-like character, he'd probably use knives the most, since after all they can be hidden more easily than an arming (one-handed) sword, a two-handed sword or an axe. In any case, swords were mostly used by upper-class warriors, so a lowly criminal isn't likely to have one unless he steals one (could be a side mission in-game). A Byzantine-esque short knife, which would be easier to stab with but obviously isn't as heavy & effective at penetrating heavy armor as a longer knife (maybe represented by higher accuracy and/or being able to hit multiple times but inflicting lower damage in-game), would probably look like this:

http://2.bp.blogspot.com/-QpMZrqpRgnA/UKbXpi2hjhI/AAAAAAAAAgw/bWzukRLuhgI/s1600/image(2).png

Whereas the opposite, a longer and heavier knife (dealing more damage & ignoring enemy armor/defense but also less accurate & unable to land multiple hits) could basically replace the sword for the MC and look something like this:

http://www.worldmuseumofman.org/img1000/20.jpg (as you can see: much longer blade, much shorter handle)

Another possible weapon would be a spear of some kind, spears were after all the easiest weapon to craft (any fool could slap a spike on top of a long stick) and the most frequently used weapon by common soldiers. They were typically meant to be group weapons (one peasant with a spear is no challenge to an experienced soldier, esp. one on horseback, but 100 peasants all pointing their spears at you & advancing as a wall on the other hand…) but a skilled spearman could use his weapon's longer reach to control the flow of a one-on-one battle. Since MC isn't likely to use pikes (which were mostly a Western European thing, or in the game's case a Northern thing) if we're making him a spearman I'd have him stick to using 6-12 foot long spears instead. Some examples of Eastern spears or spearheads:

http://www.worldmuseumofman.org/img1000/25b.jpg

http://www.levantia.com.au/military/pictures/formation.jpg

As for **ranged weapons**…well, we could use the usual crossbow and bow for sure. The Late Byzantine army definitely used crossbows thanks to Italian influence, and considering that Ellis directly borders the Holy See (AKA our Papal States) the Ellisians too should have 'em. The crossbow was a powerful and accurate weapon, hence why it was so useful against knights, but couldn't be reloaded as quickly as a normal bow. In terms of bows, the Byzantines didn't use longbows but preferred composite bows (reflex bows made of multiple materials). So our MC could wield a crossbow (high accuracy and damage, but can't hit more than once), a bow (low damage, high accuracy, can hit multiple times) or ideally both would be made available.

Crossbow: http://www.swordsandarmor.com/images/CB5F\_Carved\_Crossbow.JPG

Composite bow: http://vignette3.wikia.nocookie.net/deadliestfiction/images/c/c9/Composite\_recurve\_bow.jpg/revision/latest?cb=20121106165333

In terms of **firearms**, well Ellis (like the actual late Byzantine Empire) won't have many, at least not in its official forces - it's pretty far behind the other factions in terms of gunpowder tech. However it'd probably still be possible to purchase a private firearm or two off the black market (you are after all still a criminal, and one the city guard will look the other way for if they trust you enough) or foreign merchants who've set up shop in the city. While it would obviously be silly to haul a cannon around while playing a rogue, but there'd be three varieties of personal firearms in use in this time period: the handgun/'handgonne' (NOT a pistol as you might guess from the name, but rather it was basically a medieval bazooka), the pistol (single-shot, but faster to reload than an arquebus) and the matchlock arquebus (a primitive, shorter version of the smoothbore musket that you had to load with gunpowder & lead balls through the muzzle/front, and which was fired by lighting a slow match & pulling the trigger to lower said match into the gunpowder pan). Do you think it's possible to force a firearm-wielding player to reload (classified as a special action) before attacking again? In that case the handgun could be the most powerful firearm available but take two or three turns to reload, the pistol would be the weakest but take only one turn to reload, and the arquebus would be in-between both in terms of power & reload speed.

PS. Basically no firearm in this day & age was rifled, which made them ridiculously inaccurate, so all of the above should have pretty poor chances of hitting their target: with firearms, you're sacrificing reload speed & accuracy for sheer power.

Handgun: http://i245.photobucket.com/albums/gg51/mike53787/dae2dfc9-0465-4f1c-9400-39baa02df29a\_zps9ffb5ba3.jpg

Pistol: http://www.thefirearms.guide/wp-content/uploads/img\_matchlock.jpg

Arquebus: https://i.warosu.org/data/tg/img/0330/59/1403947325152.jpg

Grenades also existed in this time period, actually they've been around since the 700s historically. The Byzantines found a way to fill clay pots with 'Greek fire' (a substance that's likely some variation of napalm, I guess in this game's universe we'd call it Ellisian fire), which their elite soldiers would then throw either by hand or using a small catapult. In addition, Medieval Europeans started tossing cast-iron grenades filled with gunpowder & crude shrapnel (ex. small nails & sharp metal scraps) at each other in 1467. We could include both in-game with different effects: for example, the conventional cast-iron grenade would deal more damage, while the Ellisian fire grenade does a lesser amount of damage at the start of every turn for like three or four turns.

Greek clay grenade: http://4.bp.blogspot.com/\_wgmuAZYk-ww/TTiRepy\_k2I/AAAAAAAAA9k/9MU-CM-HXDI/s1600/17010254.jpg

Western cast-iron grenade: http://cdn.obsidianportal.com/assets/7617/Medieval\_Grenade\_1.jpg

In terms of armor, I believe I've already supplied you with some images of Byzantine gear, which the Ellisians (being the Byzantines of this world and all) would be dressed in as well. However, for MC specifically, since he's a rogue who wouldn't wear heavy armor I'd recommend only partial armor over his clothes (the fustanella and such recommended above). The first piece of light armor he'd wear is a kidney belt, made of thick leather to protect the lower body (especially, of course, your vulnerable kidneys) in close combat in addition to having even thicker leather liners at its top & bottom so you can attach a hip-quiver (the most common kind of quiver in the Middle Ages, incidentally) to it & not fear said quiver rolling, loosening and falling off when you're running long distances. Here are some examples:

http://www.faireleather.com/images/kidney-belt.jpg

http://www.gottahaverockandroll.com/ItemImages/000010/apr2013-364\_lg.jpeg

http://www.hoppersgiftware.co.uk/roman-gladiator-leather-kidney-belt-2019-p.asp

(you may also recognize the kidney belt as part of Altair's costume from AC)

Far below the belt, MC would also likely wear leather gaiters. Those would offer a degree of protection for his lower legs & upper feet without being uncomfortable or too heavy to move around quickly in. Examples of medieval gaiters:

http://www.medieval-shop.co.uk/13575/gaiters-adjustable-knight.jpg

http://pre00.deviantart.net/194a/th/pre/i/2012/099/f/e/medieval\_style\_gaiter\_by\_cosmicangelsephiroth-d4vmz9i.png

In terms of hand protection, MC could just stick with simple leather gloves. Since he isn't exactly a knight or a heavy infantryman, it's not like he'd wear steel gauntlets & vambraces into battle. If you really want him to have heavier hand protection, he could have demi-gauntlets: steel gauntlets which only protect the wrist & the back of the hand, and which could be used as impromptu knuckle dusters like full gauntlets. (could even count as an in-game special attack, dealing light damage but coming with a chance to stun the target)

Demi-gauntlets, seen here being worn over gloves: http://www.albion-swords.com/images/armor/mercenary/demigauntlet.jpg

Finally, helmets. Being a rogue I'd say MC doesn't even need to wear a helmet, instead going bareheaded or donning a hood & maybe a kerchief 'round his mouth. However, if you want him to have a helmet available (perhaps as a pricy defensive purchase), it'd make sense for him to wear a skullcap or *cervelliere*: a simple metal helmet that you can wear under the aforementioned hood, often worn by peasant soldiers. It's literally just a metal bowl that you strap to your head, but even that's better than no armor at all in a battle, and since it's easily hidden underneath a hat or hood it could help you surprise an enemy who keeps swinging at your head.

Western skullcap: http://images.history-revisited.com/l/alias3/Y35M-medieval-cervelliere,-reenactment,-14th-cent-.jpg

Byzantine skullcap: http://3.bp.blogspot.com/\_bH2LXBIfx6c/TIDRiYpvQzI/AAAAAAAAT8I/qRtTLNWOtdM/s1600/BYZANTINE+CONCENTRIC+HELMET.jpg