**SUMMARY:**

The narrative is about the player, a gang member among countless thousands in the city streets, who gets pulled from a simple but tough life into a deeper web of intrigue as the gang begins to be influenced by outside forces.

**VIGNETTES:**

1. Introduction – Self-explanatory. Sets up the player character and introduces the player to the world around them.
2. Starting mission – A normal, ordinary task to fulfil for the gang to get the player acquainted with the setting and how things are going to work. The calm before the storm.
3. Second mission – A more difficult task for the gang, this one likely linked to the overall plot and not merely just a way to get situated.
4. Crisis – Something goes wrong. We’ve got the player comfortable with himself and the world through the first two missions, now we’re going to turn things upside down. Introduce the main (visible) antagonist in this arc.
5. The plot thickens – the situation gets worse somehow, ending in a major twist- but also a breakthrough in the story.
6. Increasing pressure – The breakthrough is followed, successfully, giving the player a clear idea of what they’re trying to achieve and what they need to, potentially at a cost. But pressure mounts from outside sources, either their enemy or a third party, keeping tensions rising.
7. Getting the upper hand – In this vignette, the player scores a major victory, giving their struggle against their opponent a clear winner for now, bringing them up to the final confrontation.
8. Final confrontation – One last confrontation, in which the antagonist is defeated- potentially at a cost. The story is effectively, over.
9. Epilogue – A vignette dedicated to the epilogue. Pretty straightforward.

This list of vignettes is very vague and doesn’t mention anything specific because it merely establishes the pacing of the narrative. We’ll go into more detail later.

Now is a good time to bring up cause and effect. Here’s how the structure of the story works: The first three missions up to and including the crisis exist primarily to establish the statistics of the player. The biggest timeskips are here, and this is also where the player has the most resources. There aren’t many alternate routes to go through at this point. The actions they take with the people they are affiliated with will determine the characters attitude later on in the story, and that’s important to note. The final four “missions” are where the big choices get made. That’s where there’ll be a lot of deviation and room for alternate endings. Let’s figure that out after characters.

**DRAMATIS PERSONAE:**

1. Partner in crime
2. Main antagonist (hidden)
3. Main antagonist (public)
4. Support character (Church)
5. Support character (Laity)

**GLOBAL VARIABLES:**