THE PROTAGONIST

The protagonist of this game is an Agent (or Anchor) of the Family. As a minor cousin in the Densen family, he/she has been raised from childhood to serve the Family in any way possible. Thus, the protagonist has an array of skills and tools at their disposal which they may use to accomplish any goal they have.

The protagonist is especially close to Eleanor Densen to the point that they are somewhat inseparable. He/She considers Eleanor to be something of a mother to them, and would gladly defy the rest of the Family to follow her. This is why the protagonist is with Eleanor at the beginning of the story; Eleanor has broken one of the solemn rules of the Family to not investigate her father’s murder, and so she brings the only person in the Family that she can truly trust: the protagonist.

The protagonist’s primary goal is to ensure that Eleanor is tethered. When she is tethered, she retains her humanity and remembers what it feels like to be a human being. When she is in an untethered state she is much more ruthless and efficient and unfeeling. Either state has their advantages and disadvantages.

The protagonist does not have too much of a backstory beyond this. Players can project their own playstyles and personalities on to the protagonist as a result, allowing for more immersive gameplay. Additionally the focus would be shifted more towards the other characters in the game, the overarching story of the game, and the game world in general.