**Project P - Cavamensis**

Pirates - No nation have sovereignty over waters -> Pirate activity technically legal -> Looked down upon in society

F Pirate - Ayvery - Determined, understanding; Parentless, adopted by Captain

M Thief - Flirtatious, serious when needed; Went to get a job to support parents and brother, failed, turned to thievery

F Ninja - Serious, self-righteous;

M Engineer - Hard-working, genius; Parentless

F Archer - Lily - Bubbly

M Spearman - Fisher, harpoon-wielder;

F Bard -

F Summoner - Sassy, brooding, determined; Parentless, adopted mother dies shortly after, adopted father depressed/uncaring; Foretold as harbinger of Cavamensis: Destruction/return of demons, marked by symbols at age 10, initially refuses to accept, eventually accepts to gain acceptance from demons

Opening: Veterna

Open on Pirate’s ship

Pirate is low ranking crew member, but is adopted by Captain and cared for like a daughter

Captain cares for whole crew like family

Introduce Pirate, Spearman (fisher), and Captain for tutorials:

Movement, equips, items, skills, battle

Ship is caught in storm

Pirate wakes up in Veterna, separated from crew

Pirate goes to pub to get a drink and get info on whereabouts

Thief tries to pickpocket Pirate, but is caught -> Battle

Thief lowkey crushing on Pirate, apologetic; Pirate lets slip that she needs money to find crew -> Thief appeals/convinces to lost siblings to join party

Veterna has no available ships -> Party sets out from Veterna to Divus to get a ship to Pirate Hideout