Pervy Rogue Style Guide for A:AToFL

# The main thing to keep in mind when editing AATOFL is to ***not*** change the story.

## Victor: A nobody on the edge of nowhere.

### Tone: Keep it quiet, and short if possible. Monologue in thought, not out loud.

### Attitude: At the beginning of the game, he is very beta, whipped but, recovering. Flustered is okay, subservient is not. Avoid taking a white-knight or appeasing tone. Mid-game his perversions come out and he starts to take control. By end-game, a couple of days, if not more, have passed and while still slightly unsure about his new toys, he is more decisive.