

Mother Italia

Story in Video Games

Directed Studies/Thesis Project

Narrative Bible

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Story Brief

Genre

Action-adventure

High Concept

An 18th Century Italian mother and daughter's life changes once the daughter gets kidnapped and has to find her way home and the mother unleashes her killer instinct, doing whatever it takes to bring her child home.

Story (high level)

In the year 1794, Daniella Bartoli Marino and her four year old daughter, Esther, had arrived to Fiesole, Italy, to live with Daniella's childhood best friend, Vittorio, weeks after she had broken off her engagement with Esther's father, Rafael, due to his affair with her best friend, Collette.

Despite the heartbreak and pain, Daniella still remained passive and nearly forgave Rafael when Vittorio intervened, revealing that Rafael's affair with Collette had not ended. Much to Vittorio's frustrations, Daniella continued to remain timid, unable to stand up for her own self respect. Nevertheless, due to Rafael's continuous affair, Daniella's wedding was officially called off.

It wasn't until one faithful day that Daniella discovered a group of strangers trying to push Esther into an unknown black carriage. Vittorio was already fending off some of them, and made desperate attempts to retrieve the poor child. With little hesitation, Daniella chased after the horse carriage, only to be nearly shot down by a hooded figure inside the carriage. Once down, the strangers would beat both Vittorio and Daniella, until she finally passed out.

When she wakes up, she finds Rafael tending to her wounds. When he realized she was awake, he informs her of the situation; Esther had been kidnapped and is being held ransom by his criminal brother, Francisco. Rafael does not have the funds to send Francisco, nor does he know the location of his brother or daughter. All they have is information on one of the men involved in the kidnapping, who resides in France, Collette's home-country. Once they track him, find the bigger societies through him, track down Francisco's right hand man, and finally confront Francisco, they will be able to find and rescue Esther.

Daniella and Vittorio would have no choice but to work alongside Rafael and Collette in order to ensure that Esther would come home, safe and unharmed.

In the meantime, Esther would find herself in a decorated child's bedroom. She does not know where she is, she does not know where her mother is, and she does not know what would happen if she remained in the mansion. She could only wander off, hide from the strangers trying to keep her in, find pieces of a map that tells her where she is, and finally escape the mansion through the garden.

Fluff Text

"She's not strong because she is a woman, she's strong because she is a mother."

Story Integration

The gameplay will have the element of choice, allowing players to make different choices and how the players will be able to see two different perspectives: Daniella's and Esther's.

Daniella's gameplay sequence is more action packed, due to her going on missions for different targets responsible for the kidnapping. She has a lot of moral choices to make, one, for example, is if the player would spare Francisco's right hand man, Siegfried, or kill him, knowing that his son, who is the same age as Esther, is in the house at that very moment. Dilemmas such as the decision to spare Siegfried or not will need a flowchart, following Daniella's decisions at each level she is involved in.

Esther's gameplay sequence has more stealth, due to her trying to escape her kidnappers, she has to make logical decisions on who she could trust and where she should go. She won't have a complex flowchart as her mother, because she's not going to be making difficult choices, but her flowchart would keep track of where she has gone, who she's putting her trust in, how many times had she been captured by her kidnappers, and many other logical decisions.

This game will certainly need cutscenes to tell the players what is going on, and within some of those cutscenes, players will be able to make the choices necessary to progress through the game. Cutscenes will be necessary for moments such as when Daniella and her team needs to interrogate a target, moral decision making to help dramatize different dilemmas, and overall set different moods on each section of the story, reflecting Daniella's desperation to find Esther, or Esther's fear of being caught.

Daniella will need a combat system as she will be fighting throughout the game with different enemies, including henchmen, mini bosses, and the main boss of the level. She will also need a stealth system, eavesdrop system, mission objectives, and a memory journal for her thoughts and concerns, as well as keep track of prior objectives and current missions. Daniella will need different types of weapons from the 18th century, including smoke bombs, flintlock pistols, knives, swords, and poison darts. She must have an upgrading system for all types of weapons. Vittorio and Collette are often the NPCs that will be around her during missions, as they are

considered allies, so they must be given the ability to defend Daniella in the middle of battle and complete remaining mission objectives for her.

Esther also requires a stealth system so she would be able to sneak past her captors. Despite not having the skill set that her mother would obtain through training, Esther will still need a combat system as a way to defend herself, but not to the point of being able to kill her enemies. Esther will also have allies who would attempt to help her return home, so she will also need an ally system similar to her mother's.

Audio has to be realistic, such as sound effects for opening and closing doors, and many other ordinary sounds people are expected to hear during the 18th century. Some scenes require intense sounds such as gunshots, stab impact, or window breaking. When players are reading Daniella's journal, they will have to turn pages, so it is expected that as each page turns, the sound of a page being turned will be expected. Esther will be gathering keys and unlocking doors when she is inside the mansion she's trapped in, so she will need audio for old doors being opened by a key. She opens a bookcase door by taking one of the books from a shelf, so a bookcase being dragged on the creaky, old wooden floor will be necessary.

Besides sound effects, intense music is needed for intense scenes, calm scenes need calm music, suspense, and all types of moods appropriate for each level. Violin effects for suspenseful stealth events will play violently if a player is too close to an enemy, alerting players of the awareness of their enemies. Background music that follows the mood of a level will all need to be played by European instruments that existed during the 18th century.

There will be plenty of seeding leading up to the plot twist of the game. For example, when Esther wakes up after being kidnapped, she will wake up to a bedroom decorated as though it were meant just for her. This scene must keep track of what Esther likes, discovered prior to this moment through previous gameplay. For instance, Esther loves dolls and loved to play with them, but longed for a dollhouse for her dolls to live in. This bedroom will have the dollhouse she had often talked about and wished for. This is meant to tell the player that whoever had kidnapped her has no intentions of harming Esther.

This game is not only meant as a symbol to celebrate motherhood, it is also celebrating different European cultures. For each different country, there must be visual imagery that successfully represents the country in a positive light. Let's say the player has reached Germany, then it is expected that through the environment and audio, players will be able to see the beauty of German culture. Historical landmarks prior to the 18th century will be viewpoints for the players. One of them will be Rafael's nostalgic moment, as he and Daniella have a romantic history together, and so Rafael would make comments based on their memories together.

World Overview

Setting

The game mainly takes place in 18th century Europe, starting with Tuscany, a part of Italy. The year is precisely 1794, two years before Napoleon invaded Italy. Italy during the Settocento period (1700-1799) was affected by the enlightenment movement due to the Renaissance shifting Italian philosophy. Private salons and coffeehouses started to rise in Italy due to followers gathering to discuss and debate in regards to Italian enlightenment.

Technology / Magic

During the 18th century, enlightenment seemed to be universal among European nations. Technology rose due to enlightenment, as the steamboat was invented in 1786, Scotland had invented bicycles in 1791, the first ambulance was formed in 1792, and the current year, cotton gin and ball bearings were invented in 1794.

Transportation in Europe was possible through hot air balloons, rivers (due to the steamboat), and carriages. While carriages were useful for goods, upper- class citizens would be able to travel by stagecoach. The player will be seeing multiple countries during the game, first starting in Italy and then moving to France, Switzerland, Spain, Germany, Austria, and then returning to Italy. Most of the travel would be by stagecoach.

World-Altering Events

Europe's events revolve around the Enlightenment era. This philosophical and intellectual movement changed the ideas of man, to the point where the church started to lose power in Italy. Science started overthrowing religion, the government was being questioned by philosophy, laws were being shifted on the behalf of citizens rather than the monarchs and the rich, and the freedoms modern-day civilians celebrate today were being developed during the 18th century, which included the separation of church and state and even Italy ending the death penalty, as well as reducing censorship.

European culture started to change as well, as people were starting to be able to debate in their social circles, rather than being silenced by the government that would refuse to hear their criticism.

Cultures / Character Classes / Organization / Peoples

The cultures of Europe during the 18th century explored ideas of freedom, separation of state from the church, and overall the change from a medieval, radical religious society into a society developing the notion of free thought. Italy, the first country players will find themselves in, was known for one of its regions, Florence, to be the first to ban the death penalty.

There are two different societies players will face: The D'Aubigne Sisters and Isabel's Sisterhood.

D'Aubigne Sisters

Aurillac, France, is known to be the historical capital of the Haute-Auvergne province. This is where the D'Aubigne Sisters' Estate resides. The Reign of Terror inspires the society of the D'Aubigne Sisters and their violent crew, and would follow the historical event by hosting a party for noble families that wish to party before fleeing the country, unbeknownst to them, they would be served poison.

The D'Aubigne sisters, known as Yvette D'Aubigne and Clara D'Aubigne, were wives of the former leaders of their criminal society. Their father's estate resides in France, in which they inherit and transform into a criminal headquarters right after his death. After the death of their husbands, The D'Aubigne sisters took over, waiting for their sons, Octave and Gustave, to grow, mature and have enough experience to inherit their late fathers' underworld.

The society The D'Aubigne sisters inherit has a violent history in France, and the people fear them. Their novices were often out for hire by greedy nobility who needed them to threaten or taunt a rival family or an enemy of theirs. If the nobleman or woman was willing to give more money, the novices' superiors would take over and go further than threaten or taunt, from death to inhumane torture. However, no one can hire from the D'Aubigne sisters and expect no consequence. If Clara D'Aubigne felt like she wanted more money for a new, fancy Rococo dress, she would send her novices to taunt the same nobleman into sending more money. If he refuses, novices will blackmail them, as the D'Aubigne Sisters always keep evidence with them through records. If they still refused, her son, Octave, would be sent as a final warning. If they do not cooperate, evidence would be released to not only the nobleman's enemies, but also to their loved ones, giving Clara some entertainment as she watches the chaos unfold.

Yvette D'Aubigne, however, is not as merciful as Clara. If anyone owed her money and had not given them on time, she would send her son Gustave and his men to kill them. If she owes anyone money, the same applies

Isabel's Sisterhood

Barcelona, Spain, is the landmark Isabel's church remains. During 1794, Spain and France were at war with each other, as a fortress was built at Montjuic. It could serve as a viewpoint for players.

Isabel's Sisterhood is ruled by a corrupted catholic church in Spain, funded by hardcore catholic citizens, and Isabel's business. Isabel has a business outside of being a nun, in which she and her godly sisters would seek vulnerable children, lure them, and ultimately kidnap them and place them for sale. Sometimes, they would serve as midwives to pregnant, oblivious catholic followers, only to take the baby after its birth and claim it had died shortly after birth. Noble families who would need servants would buy them. Besides nobility, priests also tend to be their main customers. Isabel is as cold and ruthless as Yvette, but as Yvette reveals her true self to intimidate French citizens, Isabel will always wear the mask of an innocent nun to gain the trust of Spaniard citizens. Even after killing sisters that attempted to leave the nunnery and start a new life, Isabel still would be a trusted nun for Spanish society.

Major Landmarks / Locations

Fiesole, Italy

The beginning of the game started in Fiesole, Tuscany, as Daniella and Esther entered the region by carriage, after a long journey from Spain. Vittorio Gaetano owns his own villa in the Tuscan town, Fiesole. Villa Gaetano rests on the hills of Fiesole, south west of Villa Medici, where the carriage will pass at the beginning of the game. Fiesole is the father of Florence, a historical region especially for the Renaissance era, so there would be plenty of references regarding the Renaissance.



Vittorio's coffeehouse is located on one of the hills of Fiesole, overlooking the city of Florence, so there would be a good vista view of the historical city as the player would travel from the Villa Gaetano to the coffeehouse. Daniella's only goal is to work at the coffeehouse to repay Vittorio for letting her and her daughter stay at his villa. This is also where

Daniella begins the first half of her training before going to France.

The coffeehouse serves as a tutorial for Daniella, giving her a chance to make a decision on what objective she would do while one of her coworkers would complete another objective for her, as well as interaction with some of the customers, including a rude customer that harasses Daniella, giving the players the choice to either push Daniella out of her timid shell and stand up for herself or to continue letting her be passive.

Esther's tutorial is through playing hide and seek outside of the coffeehouse with her new friends. The mischievous children would hide around the area from their guardian, a grumpy old midwife. Players would learn about the best places to hide, from bushes, to trees, behind market stands, and even inside a vacant carriage.

Veneto is where Esther was after being kidnapped. The manor is a small one, but big enough for Esther to run around and hide. She at first assumes she is in Milan due to pieces of a map she found in one of the offices in the manor. Her goal is to escape the manor. After escaping the manor, she would be traveling around the city, and would try to find her own way back to Tuscany. Because of the enemies going after her, she would force herself into one of the vacant carriages, and eventually end the level by leaving the city.



Milan is where Esther assumed she was taken into after finding a map of Milan. She traveled to Milan by horse after a previous level in Switzerland. She would later travel through the Piazza del Duomo, passing the Milan Cathedral, in an effort to find someone who would help her get back to Tuscany. Milan is also where Esther would, again, be captured, after the final attempt to escape. Of course, this is also where she could completely escape, and

find her own way to Fiesole, and wait for Daniella there, but to reunite in Venice, Esther will have to be kidnapped in Milan.

Venice is where Daniella and Esther would finally reunite. Esther would be taken to her uncle's estate, which is much bigger than Veneto's manor, so she would have a lot of



room to hide and enter different rooms, meaning there would be more people going after her. Esther's goal is to escape the estate. Daniella, however, is meant to go into the estate after sneaking by or taking out guards, and then try to find Esther. Daniella got to Venice on a steamboat.

France

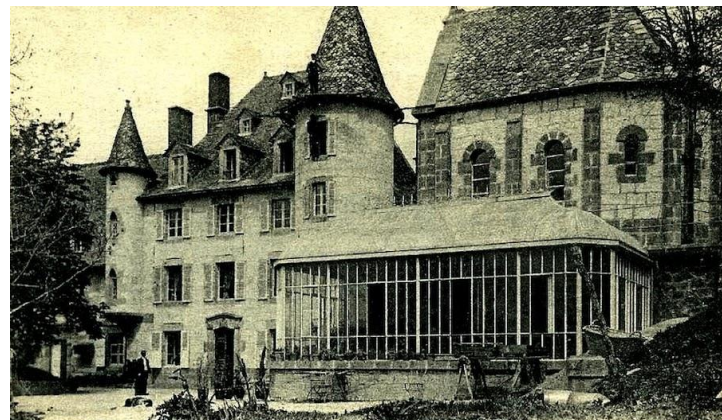


One of the first places in France that players would see is Rafael's small manor in Clermont-Ferrand. Before going through with the mission, Daniella must spend some time training to be able to take down her targets. Since her combat tutorial was revealed in Fiesole, the other half of her training session is shown through a cutscene to prevent extending the tutorial. She trained with Vittorio in Fiesole, but in Rafael's manor, in the middle of training with Vittorio, Rafael would interrupt and train with her. The intense sequence foreshadows

that Rafael isn't to be trusted.

In order to find the first target, Daniella and her team must go to Clermont-Ferrand, one of the oldest cities of France, by carriage. The main viewpoint is the Cathédrale Notre-Dame-de-l'Assomption, the large, black cathedral looking over the city. Daniella would listen in on rumors about her target, Luis, and find that he has a violent reputation, especially with prostitutes, and so she would question the prostitutes near the cathedral, and she would be directed to Luis' favorite brothel. He is the first of the mini bosses she would have to defeat before reaching the main boss in France.

Aurillac is where the D'Aubigne sisters reside in their father's estate, in which, again, the team traveled by a horse-drawn carriage to get to the estate. The mansion itself is large, with 16 hectares of land, 850 m² living space and 25 rooms, in which 11 out of 25 would be bedrooms. There is a library within the estate where the sisters keep their offices as well, in which Rafael would sneak in to gather information necessary to forward the goal. There is a ballroom in which most of the action would take place, as an indoor balcony oversees what would soon become the battle field. The ballroom would transform into the main area of combat, in



which Daniella would battle the lackies, sergeants, Gustave, and finally Yvette. The mansion is surrounded by forest, but even still, has an outdoor garden, where Daniella would face Yvette in France's final boss battle.

Switzerland

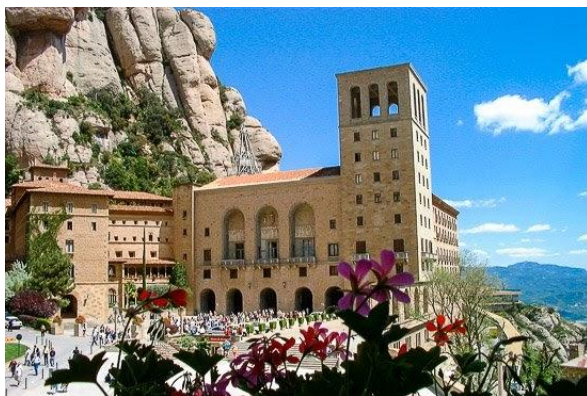


Esther would end up in Andermatt, Switzerland by accident after taking a carriage that took her from Veneto to Switzerland in just a few days. By the time she got there, her captors were already well aware of where she had gone due to some of the witnesses in Veneto, who had seen her enter the carriage before it left the city. Esther, being completely cold and hungry, would try to get help from some of the civilians, only to discover the strong language barrier. Players are to attempt to

find someone who would help her return to Italy, and that someone is Johann, a peasant with plenty of experience in fighting.

Spain

On carriage, once again, the team would first reach Andorra to train, go over what they know so far, and track down their next target, Lucinda. Shortly after learning about Isabel's Sisterhood, they would travel to Barcelona by carriage once again, prepared to take down Isabel and interrogate her.



Daniella would reach the church, defeat several priests and nuns, until she finally faced Isabel, and ultimately defeated her, forced information out of her, and made her way to Germany with her team.

Germany

After a few days on a horse carriage, the team made it to Munich, Germany, to face Siegfried. At this point, the crew already knew what part of Munich Siegfried remains, and so Daniella would not have a hard time during her little hunt for him. She would find him in Marienplatz, the central square of Munich, and she would follow him back to his home. Siegfried owns a small farm near his house, and so he would lead her to the farm, instead, but even still, it gave Daniella time to enter his home in search for his office, in which, according to Isabel, holds whatever information she needs

to get to Francisco. The main objective is to find out where Francisco is through Siegfried.

A dilemma occurs here, giving players to decide to spare Siegfried's life, letting him give the information willingly and at the same time risking the chance of him passing information to Francisco, or kill him, knowing that his only son, who happens to be the same age as Esther, would walk in and see the corpse of his father.



Austria



Salzburg, Austria is one of the last countries Daniella will have to see before returning to Italy. Her travels take her to Salzburg, the fourth largest city in Austria. She already knew where Francisco was, at this point, her only goal was to reach his property in Salzburg, sneak into his estate, and to attack. The main objective was to save Esther. After an intense battle sequence with Francisco, she would discover that Esther hadn't even set foot on Salzburg. Before his last breath,

Francisco reveals that the kidnapping was all part of Rafael's plan to win Daniella back by acting as a hero.

Plan for the World

Each country and their locations within those countries have a purpose symbolically and storywise. In a symbolic, allegory way, all these locations have a purpose to show off how beautiful these European nations and their cultures are. Realism is very important, so every culture shown must be as accurate as it can be.

Music playing in the marketplaces or piazzas, people referencing historical figures and events, beautiful environments, viewpoints, and languages that the civilians in each nation would speak must be appropriate according to each culture. If Daniella is in Germany, all of the npcs around must be speaking German, making it harder for Daniella to eavesdrop and understand about her target, so she would have to look for other ways to find her target using the information given to her. These details are meant to give players the feeling of awe and excitement for these countries.

Switzerland is another example of the usage of language barriers, this type of atmosphere for a child like Esther is meant to worry the players for Esther's safety, but also to push them to think logically on how they would get help for Esther.

Interior areas have different feelings, however. Villa Gaetano will still show Italian pride, as it will be completely traditional to Italy's culture through the architecture, the music and sounds, and the paintings inside the home. Vittorio's Coffeehouse continues to show Italian pride and a friendly atmosphere, presenting Vittorio's personality.

The D'Aubigne Estate is much more dark, and menacing looking, despite the party going on inside of it, meant to keep the players on high alert for any possibility of anything going wrong.

Isabel's church is not as dark as the D'Aubigne Estate, but it's meant to make players uncomfortable, making the church look welcoming but also give players the feeling that something is not right about that church. This church is a way to criticize the corruption in religion due to some very real events that occurred. One inspiration is the discovery of nuns kidnapping infants and selling them. This event created the idea of Isabel's Sisterhood stealing children and selling them to whoever may buy them, without regard to the child's well-being.

Siegfried's home is wholesome, despite Siegfried being an antagonist. His humble lifestyle as a German peasant is meant to make players feel sympathetic towards him, as his involvement is obviously one that he hadn't chosen, but for the well-being of his son, he chooses to follow, protecting the last memory of his late wife.

All of Rafael's properties, including the one in Venice, have a serious atmosphere and have some gloomy environmental story elements, one of them could be empty alcohol bottles to represent Rafael's feelings about losing Daniella. The very last property, in Venice, his feelings about losing Daniella is much more obvious, as his secret room is trashed by unsent love letters all over the floor, the portrait of Daniella on the wall, and the map of Italy showing his thought process.

Francisco's estate in Austria is new in comparison to other buildings, to show off Francisco's greed. The estate would be surrounded by guards, continuing to give off bad vibes. He has many materialistic props inside his estate, including mounted weapons that are unusable because they're there to show off his riches.

Character List

Daniella Bartoli Marino

Gender:

Female

Age:

28

Height/build:

5'4, hourglass

Race/Ethnicity/Species:

Italian

Complexion/Skin Color:

light olive

Hair/Hairstyle:

Messy curls

Eye Color:

Dark hazel

Real-life or Fictional Inspiration:

Beatrice Kiddo

Appearance:

Dainty, feminine Italian young woman

Personality:

Sweet, loving, polite, passive, timid, soft-spoken, motherly

Governing Trait:

Motherly, loyal, modest

Conflicting Trait:

Timid, quiet, avoids conflict, naive

Secondary Traits:

hardworking, passionate, forgiving

Breaking Point:

When her daughter, Esther, gets kidnapped

Extroverted or Introverted:

Introverted

Strongest Dream:

Live a normal life with her family, giving Esther a fatherly figure

Strongest Fear:

Losing Esther forever



What makes them laugh:

Esther's antics

What makes them cry:

Thoughts of losing Esther for good

Dark Secret:

Had experience with killing in self defense when she was 24

Religious/Spiritual Beliefs:

inactive Catholic

Attitude toward government:

Believes that they work with the best intentions

Attitude toward law:

Believes in obeying the law without a word

Attitude toward cultural normal:

Adores her Italian heritage, admires other European cultures, including Spain's.

Belongs to Subculture(s) (if applicable):

Friends with single mothers who may or may not understand what she goes through

Education:

Mostly taught by family members such as writing, music, and needlework

Economic status:

Middle Class

Current job/career:

Works at her childhood best friend's coffeehouse, serving coffee and pastries to customers

Love life:

Once was to be married to Rafael, the man who fathered Esther, until he was caught in an affair with her best friend, Collette. In the true ending, she would end up with Vittorio, her childhood best friend.

Family:

In her childhood, she grew up as an only child with her overbearing, widowed mother, her strong, hot-headed uncle, loving and understanding grandmother, and friendly cousins. At this point in the story, she remains with her only daughter, Esther.

Behavior toward strangers:

Daniella would remain polite towards strangers, and would show slight friendliness.

Favorite Food:

Pappa al pomodoro



Favorite Drink:

Red Wine

Favorite Clothing:

Her dress

Bio:

For a short period of time, she grew up with an elderly couple due to her mother's distraught over the death of her father. By the age of six, her grandmother took her back home to live with the family. She grew up with her mother constantly watching over her in fear, and meanwhile, her uncle recklessly putting Daniella in dangerous situations in an attempt to toughen her up, which evidently led to constant fights between the mother and uncle. Being an only child and too small to play with her older cousins (children of her second, dead uncle), she often played alone until a family bought property nearby, and within said family was a little boy named Vittorio. They became close friends for many years. At 17, a merchant came around with his French daughter named Collette. Daniella was able to befriend her immediately. At the age of 21, Daniella met a Spaniard man named Rafael and was soon charmed by him, despite Vittorio's warnings. At 24, she had Rafael's daughter, Esther, and moved to Spain to get married, inviting Collette, Vittorio, and Daniella's family. Unfortunately, Daniella discovered Rafael's affair with Collette and called off the wedding, returning to Italy with Esther, moving in with Vittorio.

Story / Plot Involvement:

Daniella is the main protagonist, doing whatever it takes to rescue Esther from her kidnappers. She, Vittorio, Collette, and Rafael work together to try to save Esther, tracking down each person involved with the kidnapping.

Character development (if applicable):

Daniella was a passive, timid woman that avoids confrontation. Esther's kidnapping woke up the desperate, assertive, and even aggressive woman that would do anything to guarantee Esther's safety.

Character growth (if applicable):

She grows to have more self respect for herself, and instead of excusing Rafael's actions as an unfaithful, unworthy fiancé, she would leave him and instead marry Vittorio, the man who truly loved her and was a better influence on Esther.

Relationship with other characters:

Esther- Daughter.

Vittorio- Childhood best friend.

Rafael - Former Fiance

Collette - Former friend

Esther Bartoli Marino

Gender:

Female

Age:

4

Height/build:

3" petite

Race/Ethnicity/Species:

Italian-Spanish

Complexion/Skin Color:

Tan

Hair/Hairstyle:

Flowy curls

Eye Color:

Dark brown

Real-life or Fictional Inspiration:

Alice from Alice in Wonderland

Appearance:

Small child, black curls

Personality:

Spontaneous, curious, playful

Governing Trait:

Curious

Conflicting Trait:

Impulsive

Secondary Traits:

Sweet, loving

Breaking Point:

Being kidnapped

Extroverted or Introverted:

Extrovert

Strongest Dream:

To have siblings to play with and for mama to be happy

Strongest Fear:

Being alone

What makes them laugh:

Playing with her friends

What makes them cry:

Being lost



Dark Secret:

She accidentally stole an apple from the market place and placed it in a stranger's pocket out of fear.

Religious/Spiritual Beliefs:

inactive Catholic

Attitude toward government:

They should hire nicer looking men for the military so she wouldn't be scared.

Attitude toward law:

It should be perfectly legal for a four year old to accidentally steal apples

Attitude toward cultural normal:

She likes the food mama makes, so the culture that it came from must be good

Belongs to Subculture(s) (if applicable):

Mischievous curious children squad

Education:

Just about as much as her mother was taught, with Vittorio promising to get her to learn how to read.

Economic status:

Middle class (but we just tell her she's a little princess)

Current job/career:

Being a cute child

Love life:

The closest love life she's ever had was when she developed a crush on a boy while playing with her friends

Family:

Daniella is her mother, Rafael is her father, and Vittorio is her adoptive father

Behavior toward strangers:

She would hug them immediately before Daniella would quickly take her away

Favorite Food:

Vermicelli

Favorite Drink:

milk

Favorite Clothing:

Her beige dress

Bio:

Esther was born to a loving mother and a stern father, who both took her to Spain up until the age of four where she was taken to Italy. As Esther adjusted to her new surroundings, she was kidnapped.

Story / Plot Involvement:

This scared child will need to somehow escape her surroundings through stealth and puzzles.

Character development (if applicable):

She goes from a friendly, happy-go lucky child, to a cautious child.

Character growth (if applicable):

She learned the hard way that curiosity killed the cat.

Relationship with other characters:

Daniella- mother.

Vittorio- adoptive father.

Rafael - distant biological father

Francisco - uncle

Collette - godmother

Vittorio Gaetano

Gender:

Male

Age:

29

Height/build:

5'9, mesomorph

Race/Ethnicity/Species:

Italian

Complexion/Skin Color:

Olive complexion

Hair/Hairstyle:

Dark Brown

Eye Color:

Blue

Real-life or Fictional Inspiration:

Valerio (my boyfriend)

Appearance:

Slightly buff man

Personality:

Strong-willed, outspoken, skeptical

Governing Trait:

Protective

Conflicting Trait:

Stubborn

Secondary Traits:

Supportive, Courageous, Sarcastic

Breaking Point:

Esther's kidnapping

Extroverted or Introverted:

Extroverted

Strongest Dream:

His business succeeding at higher levels, giving himself, Daniella, and Esther the best lives. For Daniella to be happy, regardless of whether or not she'd be with him romantically.

Strongest Fear:

Losing Daniella and Esther in a tragedy

What makes them laugh:

Childhood memories



What makes them cry:

The idea of failing the ones he loves

Dark Secret:

He is in love with Daniella and had been just before she met Rafael.

Religious/Spiritual Beliefs:

inactive Catholic

Attitude toward government:

Questions their motives

Attitude toward law:

Questions the control

Attitude toward cultural normal:

Questions the society's functions

Belongs to Subculture(s) (if applicable):

He had experience with battle

Education:

In-home education, can read because of bible study

Economic status:

Middle-class

Current job/career:

Coffeehouse owner

Love life:

He is hopelessly in love with Daniella

Family:

His mother and father, he sees Esther as his own daughter

Behavior toward strangers:

Skeptical, but open enough to be able to speak to them

Favorite Food:

Gnocchi

Favorite Drink:

Coffee

Favorite Clothing:

His uniform

Bio:

He was born out of wedlock to a young couple. By the age of seven, his simple father made enough money to buy property and moved the family into a small town, in which Vittorio met Daniella. They grew up playing together and was there for each other. By age 18, Vittorio started to grow feelings for Daniella, but only ignored it, focusing on becoming a future businessman. It wasn't until, at age 22, Rafael swept Daniella away, leaving Vittorio in regret, especially by age 25, he heard of the engagement and pregnancy. Up to that point, he started working hard, and even harder by the time Daniella, Esther, and Rafael moved to Spain. By the time he was moving

his way up at age 29, Daniella sent him a letter, informing him of Rafael's infidelity. Immediately, Vittorio offered her a place to stay. He happily welcomed both Daniella and Esther with open arms, and despite Esther being Rafael's daughter, he loved her like she was his own due to his own upbringing as a illegitimate child. When Rafael tried to win Daniella back, Vittorio did everything he could to prevent it from happening, fearing that Rafael would hurt Daniella and Esther further. He even went as far as to spy on him to inform Daniella that Rafael was still unfaithful.

Story / Plot Involvement:

Vittorio is the love interest of Daniella and is very skeptical of who could the kidnapper be, especially towards Rafael.

Character development (if applicable):

He's overprotective of Daniella, but as he watches her grow out of her shell, he learns to be easier on her and let her make her own decisions.

Character growth (if applicable):

He becomes less stubborn about his own decisions.

Relationship with other characters:

Daniella- Childhood best friend

Esther- adoptive child

Rafael Velaquez Garcia

Gender:

Male

Age:

34

Height/build:

6'0, athletic build

Race/Ethnicity/Species:

Spaniard

Complexion/Skin Color:

Light Olive skin

Hair/Hairstyle:

Hair tied by a red ribbon to the back

Eye Color:

Hazel-green eyes

Real-life or Fictional Inspiration:

Don Rafael from Mask of Zorro

Appearance:

He is a tall Spaniard with light brown hair

Personality:

Stern, hopeless romantic, impulsive, blunt, matter-of-fact

Governing Trait:

Clever

Conflicting Trait:

Obsessive, Pride

Secondary Traits:

Witty, loving, manipulative

Breaking Point:

When Daniella officially ended their relationship with little chance of going back to him

Extroverted or Introverted:

Extroverted

Strongest Dream:

To be married to Daniella and continue their life together, raising Esther

Strongest Fear:

Losing both Esther and Daniella

What makes them laugh:

Winning against Vittorio at a banter

What makes them cry:

Losing Daniella

Dark Secret:

He constructed the entire kidnapping plot in an effort to win back Daniella by playing the role of



hero

Religious/Spiritual Beliefs:

Catholic

Attitude toward government:

He believes it should be trusted

Attitude toward law:

Loves to corrupt it

Attitude toward cultural normal:

Respects the traditions

Belongs to Subculture(s) (if applicable):

He belongs to the wealthy gentlemen subculture

Education:

Private education

Economic status:

He is very well off

Current job/career:

He gets his money through his criminal, corrupt lifestyle with his brother

Love life:

He is a lady's man, Daniella is his ex fiance and Collette is the woman he had an affair with, but his love had only been for Daniella

Family:

Esther is his only daughter as far as he knows, and Francisco is his brother

Behavior toward strangers:

He is blunt towards them if they seem like commoners, he hides his true nature from those that seem important in an effort to get them to trust him

Favorite Food:

De Emperador en Graelles

Favorite Drink:

He likes alcohol, but his favorite seems to be red wine from France

Favorite Clothing:

Elegant clothing that doesn't flash his status so much, but is intimidating enough for lower classes

Bio:

Rafael was born to a catholic household with rich parents that spoiled him to the core, to the point he believed he could own the world if he wanted to. It wasn't until he was first introduced to a criminal society that managed to be richer than his own family, and so he would join that lifestyle alongside Francisco, his younger brother. Rafael used many methods for corruption, including tricking women into marriage to inherit their riches and leave once he was done with them. That was until he met Daniella, the woman who he ended up truly falling for. However, even after having a child with her, his womanizing ways got the best of him, and he started having an affair with Daniella's best friend, Collette. When he was found out, Daniella immediately broke up the relationship with a broken heart, leaving him in confusion, despair, and anger. The thought of losing the woman he wanted made him drink. After some time, he

composed himself and attempted to win Daniella back with his charm, and for a moment, it seemed to work, until Vittorio intervened and exposed his continuous affair with Collette. When Daniella officially ended the relationship, Rafael came up with a plan that he thought would force Daniella to have a chance at rekindling the relationship. He conspired with Francisco and gathered connections with criminal masterminds in Europe, including his former business partners, the D'Aubigne sisters. Once his allies arrived at Fiesole, the plan came into action.

Story / Plot Involvement:

Rafael is the mask in the story, he portrays himself as the worried father for his kidnapped daughter, when in reality, he was the one that created this scenario just to bring his family back together.

Character development (if applicable):

His last words were describing his regret for making this plan of his into a reality, as it had driven Daniella further away from him rather than bringing her closer.

Character growth (if applicable):

His cruelty and desperation increased towards the end of the game once he realized Daniella was not going to fall for him again, in which his usual nonchalant nature shifts into cruel remarks and cold shoulders.

Relationship with other characters:

Daniella - Former Fiance

Esther - Daughter

Vittorio - Rival

Clara D'Aubigne - former lover

Yvette D'Aubigne - Close ally

Collette - Lover

Francisco - Brother

Isabel - Admired ally

Siegfried - Pitied ally

Collette Halle

Gender:

Female

Age:

29

Height/build:

5'6

Race/Ethnicity/Species:

French

Complexion/Skin Color:

Pale Ivory

Hair/Hairstyle:

Auburn

Eye Color:

Green

Real-life or Fictional Inspiration:

Eponine from Les Miserables, Elle Driver

Appearance:

Intimidating, strong young woman

Personality:

Devious, determined, petty

Governing Trait:

Cunning

Conflicting Trait:

Reserved

Secondary Traits:

Conceited, obedient, practical

Breaking Point:

When Daniella found out the truth and was going to go after Rafael

Extroverted or Introverted:

Extroverted

Strongest Dream:

To be with Rafael and be with him, even if it meant to be Esther's stepmother

Strongest Fear:

Losing Rafael to Daniella

What makes them laugh:

Rafael's charm

What makes them cry:

Seeing Rafael with Daniella romantically

Dark Secret:

She was always jealous of Daniella's relationship with Rafael. At first she was ashamed of herself for it, but now she wants to twist Rafael's plans in order to get Daniella killed so she could have Rafael all to herself.



Religious/Spiritual Beliefs:

Catholic

Attitude toward government:

Only cares when it benefits her

Attitude toward law:

Sees some importance in it

Attitude toward cultural normal:

Doesn't care for culture

Belongs to Subculture(s) (if applicable):

Francisco's crew

Education:

She had a humble beginning, so her education is somewhat limited

Economic status:

Middle class

Current job/career:

Criminal

Love life:

Rafael

Family:

Her father died prior to these events, the rest of her family disowned her after the affair

Behavior toward strangers:

She is very neutral towards strangers, often judging them at first, but not being open with it.

Favorite Food:

Ragoût aux lentilles

Favorite Drink:

Wine

Favorite Clothing:

Any outfit that allows her to wear pants

Bio:

She lived with her grandparents after her mother abandoned her for a wealthy man and a better life. At age 15, Collette's father returned to her and traveled to different countries with her as a traveling merchant. By 18, she met Daniella and quickly became friends. When Daniella met Rafael, Collette didn't think much of it until the day Rafael approached her and seduced her. Since then, she had remained madly in love, even after Daniella found out. When Rafael told Collette about his plan to rekindle his relationship with Daniella, she was devastated, but followed through, planning to kill Daniella so Rafael would fall for Collette once she is able to take advantage of his future grief.

Story / Plot Involvement:

Collette is another person of deceit, who serves as a follower of Rafael while posing as a friend for Daniella. Her only goal is to kill Daniella so she can have Rafael. She was the one in the carriage who had attempted to shoot Daniella while in a dark hood. That shot was her first attempt at murdering Daniella.

Character development (if applicable):

Her guilt began to overcome her, seen through her later interactions with Daniella, as she was nearly close to letting Rafael go through with his plan and rekindle what he had lost, which was why she decided to abandon them towards the end, but her hate proved to be stronger when

Daniella found out the truth, and so she would return to go through with the plan to murder her.

Character growth (if applicable):

She starts off reserved, not really expressing her true feelings about the situation. When she began to reconnect with Daniella and start to remember how close they were before Rafael, she starts to show remorse, but the moment Rafael was about to be in danger, Collette was forced to be much more bold once she attempts to murder Daniella.

Relationship with other characters:

Daniella - Despised former best friend

Esther - Godchild, the key to Rafael

Rafael - lover

Luis Estrange Gosse

Gender:

Male

Age:

27

Height/build:

5'7 Overweight

Race/Ethnicity/Species:

Spaniard

Complexion/Skin Color:

Ivory

Hair/Hairstyle:

Chestnut brown hair

Eye Color:

Hazel-green eyes

Real-life or Fictional Inspiration:

An ex classmate/personal attacker that traumatized me at some point in high school.

Appearance:

Grotesque but well dressed

Personality:

Repulsive, perverted sadist

Governing Trait:

Sadist

Conflicting Trait:

Spiteful

Secondary Traits:

Lustful, violent, narcissist

Breaking Point:

Watching his mother beat his sickly grandfather to death at a young age

Extroverted or Introverted:

Extroverted

Strongest Dream:

To live in a huge estate with all the bedrooms made for every prostitute France has to offer

Strongest Fear:

Losing his current wealth

What makes them laugh:

Watching or beating a woman

What makes them cry:

Remembering his mother's cruelty

Dark Secret:

When his mother grew ill, he took an opportunity to beat her to death, meaning she was the first prostitute he had killed

Religious/Spiritual Beliefs:

He is an extremely inactive Catholic

Attitude toward government:

He spits the government in the face

Attitude toward law:

He mocks it with every kill he commits to

Attitude toward cultural normal:

He despises French culture despite living in France, and often would remark on how superior Spain is

Belongs to Subculture(s) (if applicable):

He is partnered with the D'Aubigne sisters and is their pawn

Education:

He had little education

Economic status:

He is very wealthy

Current job/career:

Hired killer

Love life:

He has a line of his favorite prostitutes on one hand, and a line of dead prostitutes in the other

Family:

His mother was murdered by him, his father is not present in his life, his only father figure was his kind grandfather, who was murdered by his mother

Behavior toward strangers:

He shows his perverted side towards women through harassment, but if he comes across men, he shows off his more violent side, ready to take whatever reason he can find to beat the stranger to a pulp

Favorite Food:

Salsa a Bolets

Favorite Drink:

Beer

Favorite Clothing:

Tight-fitting clothing

Bio:

Luis was born in Spain to a violent home, in which his father and mother would often drink and beat each other. At some point, Luis' father abandoned his mother by the time Luis turned three, and so they moved to his grandfather's house. His grandfather quickly became the main fatherly figure, and due to his kindness, the two became close. His spirit was broken when he watched his mother beat his grandfather to death. Luis was beaten for witnessing, but kept alive to hear his mother's lecture about the importance of his grandfather's money. The money, however, quickly ran out, and by the age of 13, Luis saw his own mother turn to the life of prostitution. Because his mother would spend the money on herself, Luis took to different measures in finding money,

at first doing labor work, until the money wasn't enough, and so he started robbing people with friends. Each time he was caught and brought to his mother, his mother would beat him and ridicule him, often comparing him to his father for being a sad waste. Despite his mother disapproving of his newfound career, Luis continued to rob people until he finally killed someone at the age of 16 due to his increased infatuation in inflicting pain on other people. Luis continued his killings of men, women, and children until his mother became sickly. He then saw his opportunity for vengeance, as she was too weak to defend herself, and so beat her to death. In a cruel irony, he took the money his mother made as a prostitute the same way she took her own father's money after beating him to death, and ran off to France. He continued his lifestyle until he murdered a prostitute that belonged to the D'Aubigne sisters. He had to face the notorious sisters, with one sister that is just as sadistic as Luis, and the other unforgivingly ruthless. His kill, however, impressed them both, and they offered him a way to pay his debt, he would become their hired killer, and would kill whoever they wanted dead. He continued murdering prostitutes, until he started to admire one prostitute for her beauty, and instead of killing her, hired her for her services with the condition that she would allow herself to be abused by him violently. He kept prostitutes that caught his eye alive, but once they started to reject him, he would kill them. One day, the D'Aubigne Sisters dragged him to Tuscany for a mission, but it was not to kill anyone. While Isabel's nuns lured a child they were hired to kidnap, the D'Aubigne's men would beat or kill whoever tried to intervene, except for the child's mother and Vittorio. After the mother was knocked down by one of his coworkers, Luis took his chance to beat her with his other coworkers. Once he completed his job, he returned to France with the D'Aubigne sisters.

Story / Plot Involvement:

He is the first mini boss players will face, as he is the easiest to track down and his face is the most recognizable to Daniella. Once players get to him, they unlock the path that would eventually lead to Francisco. He is also one of the most despicable characters in the game, meant to be the easiest kill in terms of morality. Players won't have a hard time taking him down.

Character development (if applicable):

He remains the sadist pervert he was in the game

Character growth (if applicable):

He dies the man he started as in the beginning of the game

Relationship with other characters:

Yvette D'Aubigne - The only woman he respects

Clara D'Aubigne - Unrequited lust

Collette Halle - Unrequited lust

Rafael Garcia Velaquez - Despised but respected

Francisco Garcia Velaquez - Despised but respected

Isabel Alvarez Sanchez - Despised

Lucinda Fernandez Valdes - Acquaintance

Octave D'Aubigne

Gender:

Male

Age:

19

Height/build:

5'6 athletic

Race/Ethnicity/Species:

French

Complexion/Skin Color:

Ivory

Hair/Hairstyle:

Messy blonde hair tied to the back

Eye Color:

Gray eyes

Real-life or Fictional Inspiration:

Lestat de Lioncourt

Appearance:

Well Dressed, good looking nobleman

Personality:

Carefree, spontaneous, arrogant

Governing Trait:

Egotistical

Conflicting Trait:

Self-Centered

Secondary Traits:

Narcissistic, confident, defiant

Breaking Point:

When Daniella attempted to take him hostage

Extroverted or Introverted:

Extroverted

Strongest Dream:

To take over his father's criminal underworld

Strongest Fear:

Losing the lifestyle he is accustomed to

What makes them laugh:

Confusing the police and getting away with crime

What makes them cry:

Thoughts of going to prison

Dark Secret:

He has an illegitimate child living with her grandmother

Religious/Spiritual Beliefs:

Catholic

Attitude toward government:

He doesn't care for the government

Attitude toward law:

He doesn't take police seriously

Attitude toward cultural normal:

He doesn't care for it

Belongs to Subculture(s) (if applicable):

He is one of the higher superiors, alongside his cousin, Gustave

Education:

Private education

Economic status:

High class

Current job/career:

Killer

Love life:

An unknown woman died giving birth to his illegitimate, distant daughter

Family:

Clara D'Aubigne is his mother while his father, Francois Bastarache, had been dead since he was a child. Yvette is his aunt and Gustave is his cousin.

Behavior toward strangers:

Charming towards women, nonchalant towards men

Favorite Food:

Saumon

Favorite Drink:

Champagne

Favorite Clothing:

Flashy clothes

Bio:

He was born to a wealthy family due to both Francois and Clara being involved in the criminal world. One day, at the age of 13, his father was killed alongside his uncle during a mission, leaving his mother and his aunt, Yvette, widowed. Due to being too young to take over, his mother took over Francois' role in the criminal society.

Story / Plot Involvement:

Octave is one of the mini bosses Daniella would face next, taking him hostage to force Clara and Yvette to reveal themselves.

Character development (if applicable):

He remained careless of his world

Character growth (if applicable):

He doesn't really grow

Relationship with other characters:

Clara D'Aubigne - Mother

Yvette D'Aubigne - Aunt

Gustave D'Aubigne - Cousin

Gustave D'Aubigne

Gender:

Male

Age:

20

Height/build:

5'7" athletic

Race/Ethnicity/Species:

French-Chinese, mostly French

Complexion/Skin Color:

Limestone

Hair/Hairstyle:

Neat dark brown hair combed back

Eye Color:

Gray eyes

Real-life or Fictional Inspiration:

Rotti Largo

Appearance:

Dark brown hair, well dressed

Personality:

Bitter, callous, judgemental

Governing Trait:

Heartless

Conflicting Trait:

Judgemental

Secondary Traits:

Conceited, cynical blunt

Breaking Point:

The death of his father

Extroverted or Introverted:

Introverted

Strongest Dream:

To be as powerful as his father once was

Strongest Fear:

To lose all his family had work for

What makes them laugh:

To see someone in a miserable state makes him smirk

What makes them cry:

His father's grave

Dark Secret:

He had married a woman behind his mother's back

Religious/Spiritual Beliefs:

Catholic

Attitude toward government:

He would like to be a part of it to use it for corruption

Attitude toward law:

He doesn't care for it

Attitude toward cultural normal:

He has respect towards his French heritage

Belongs to Subculture(s) (if applicable):

He is a high superior of his mother's sergeants

Education:

Private education

Economic status:

High class

Current job/career:

Killer, aspiring politician

Love life:

The woman he married and possibly had a child with

Family:

Yvette D'Aubigne is his mother, Clara D'Aubigne is his aunt, Octave D'Aubigne is his cousin, and he has an unknown, dead wife with child. The child resides with his grandparents.

Behavior toward strangers:

He looks down at people around him, regardless of gender.

Favorite Food:

Aulx camelins pour Raye

Favorite Drink:

Red wine

Favorite Clothing:

Well dressed clothing

Bio:

He was born to Yvette and Julien La Cour, and was raised with high expectations. He was close with Julien and spent plenty of time with him before Julien was killed by the time Gustave was 14. His death shaped Gustave from a happy child to a bitter boy, angry at the world. He remained cold towards people that he knew, including his own mother. When he met his wife, his cold heart warmed up, until she was killed shortly after giving birth, making him more cruel than ever before.

Story / Plot Involvement:

Gustave would enter the battlefield to finish off Daniella once Daniella and her team had defeated his mother's men. He serves as a mini boss.

Character development (if applicable):

His childhood provides the most character development, going from a normal, happy child to a bitter, angry man.

Character growth (if applicable):

He becomes more bitter after the death of his wife.

Relationship with other characters:

Yvette D'Aubigne - Mother, despised

Clara D'Aubigne - Aunt

Octave D'Aubigne - Cousin

Clara D'Aubigne

Gender:

Female

Age:

49

Height/build:

5'5, hourglass

Race/Ethnicity/Species:

French

Complexion/Skin Color:

Rose Beige

Hair/Hairstyle:

Blonde, Rococo updo

Eye Color:

Green eyes

Real-life or Fictional Inspiration:

Marie Antoinette, Amber Sweet

Appearance:

Elegant, blonde Noblewoman

Personality:

Flirty, materialistic, self indulgent

Governing Trait:

Materialistic

Conflicting Trait:

Frivolous

Secondary Traits:

Vivacious

Breaking Point:

When Daniella killed Octave in front of her

Extroverted or Introverted:

Extroverted

Strongest Dream:

To own her own estate with her son, big enough for her to live like a queen

Strongest Fear:

To lose her only living son

What makes them laugh:

Memories of her son as a child

What makes them cry:

Thoughts of her son being killed

Dark Secret:

She killed her husband's first wife to be with him



Religious/Spiritual Beliefs:

Catholic

Attitude toward government:

She doesn't take it seriously

Attitude toward law:

She laughs at the law

Attitude toward cultural normal:

She prides herself with her culture

Belongs to Subculture(s) (if applicable):

She is a part of her husband's criminal society, known as the D'Aubigne sister

Education:

Private education

Economic status:

High class

Current job/career:

Leader of her late husband's underground society

Love life:

Her husband had been dead for years, but around the time the kidnapping of Esther was being written down as a plan, she slept with Rafael

Family:

Yvette D'Aubigne is her only sister, Gustave D'Aubigne is her nephew, and Octave D'Aubigne is her only son.

Behavior toward strangers:

She judges women, but flirts with men

Favorite Food:

Crepes

Favorite Drink:

Red wine

Favorite Clothing:

Dresses that make her feel like a queen

Bio:

She was born to a noble family, but her father often would travel outside the country as a merchant. At age ten, her father returned after seven years in China, with a child, revealing his affair to the family. Furious, Clara's mother left, abandoning Clara with her father and her half sister. Since then, she has remained close with her little sister. Her father died by the time the sisters reached their mid-twenties and so, instead of fighting over the estate, they decided to share the estate together. Clara met Francois Bastarache, but he was already married, and so she had an affair with him until she killed the wife to end the affair. They later married and had a baby boy named Octave. Francois later was killed during a mission with Yvette's husband, leaving Clara and Yvette with the criminal society, knowing their sons were too young to inherit such a world.

Story / Plot Involvement:

She is a part of the kidnapping of Esther, beating Daniella with her family. She would be captured by the player at the end of the level, to be interrogated. She has information on Isabel's nunnery.

Character development (if applicable):

The death of her son completely changed her, she would be angry at Rafael for lying about his plans. At first, she would be angry at Daniella for killing her son, and refuse to speak, but if the player chooses the right dialogue, Clara would feel spiteful towards Rafael and sympathize with Daniella, and would make an attempt at telling her the complete truth.

Character growth (if applicable):

The death of her whole family made her completely and utterly bitter.

Relationship with other characters:

Yvette D'Aubigne - Half Sister

Gustave D'Aubigne - Nephew

Octave D'Aubigne - Son

Rafael Garcia Velaquez - Former lover

Francisco Garcia Velaquez - Criminal partner

Collette Halle - Despised

Luis Estrange Gosse - Despised

Isabel Alvarez Sanchez - Despised

Lucinda Fernandez Valdes - Despised

Siegfried Schmidt - Pitied

Daniella Bartoli Marino - Pitied

Yvette D'Aubigne

Gender:

Female

Age:

46

Height/build:

5'6 Hourglass

Race/Ethnicity/Species:

French-Chinese

Complexion/Skin Color:

Ivory

Hair/Hairstyle:

Dark brown hair with some white streaks

Eye Color:

Green eyes

Real-life or Fictional Inspiration:

O'Ren Ishii, Rotti Largo

Appearance:

Strong build, elegant clothing, stern freckled face

Personality:

Merciless, cold, emotionless

Governing Trait:

Ruthless

Conflicting Trait:

Power hungry

Secondary Traits:

Remorseless, judgemental, perfectionist

Breaking Point:

When Daniella had infiltrated her estate

Extroverted or Introverted:

Introverted

Strongest Dream:

To gain political power

Strongest Fear:

Losing the power she already had

What makes them laugh:

Someone else's misery makes her smirk a bit

What makes them cry:

The memories of being discriminated against

Dark Secret:

She ordered her men to kill Gustave's wife the moment she found out he married behind her back, in an effort to force him to be as heartless and cold as she is. Gustave still believes she died



giving birth.

Religious/Spiritual Beliefs:

Catholic

Attitude toward government:

She wants their power

Attitude toward law:

She wants control of it

Attitude toward cultural normal:

She cares nothing for the French culture due to being ostracized as a child for being an illegitimate child

Belongs to Subculture(s) (if applicable):

She is the leader of her late husband's organized crime, referred to as the most ruthless between the D'Aubigne sisters

Education:

Private education

Economic status:

High Class

Current job/career:

Leader of her husband's mob

Love life:

Her only love was Julien, her late husband

Family:

Her mother died at birth, her father died of his drinking habit, so her only family left was her sister, Clara D'Aubigne, nephew, Octave, and her son, Gustave, especially after the death of her husband, Julien La Cour.

Behavior toward strangers:

She has an intimidating aura around her, keeping strangers from approaching in fear

Favorite Food:

Filet d'aloyau braisé à la royale

Favorite Drink:

White wine

Favorite Clothing:

Clothes that are acceptable for society but loose enough to hold weapons

Bio:

Yvette was born an illegitimate child, and her mother died shortly after birth. She was not accepted by her Chinese relatives, so her father, the Frenchman merchant, took her, raised her until the age of seven when he decided to take her to France to be with his family. Her would-be stepmother abandoned the family, leaving behind Yvette's half-sister, Clara, only three years older than her. Yvette was ostracized by other children and her private tutors due to being a child born out of a love affair and being part Chinese. Clara often defended her, making the sisters close to the point that they even shared their father's estate and wealth after his death. Julien La Cour took interest in Yvette once rumors spread about the sisters sharing wealth and quickly losing money, so he offered her a place in his work, introducing her to his syndicate, shaping her

into a cruel criminal. She learned precisely how to kill and feel absolutely nothing about it. They married and had their son, Gustave. Yvette became acquainted with Rafael Velaquez Garcia when he traveled to France to further his criminal career, in which Yvette taught him and his brother, Francisco, everything they needed to know as criminals. One day, Julien and Clara's husband, Francois, were killed during their mission. Yvette immediately took power and built up a tyrannous society, reigning terror on the citizens of Aurillac.

Story / Plot Involvement:

Yvette's society was hired to plan out the escape route for their allies as well as take Esther into the carriage. She and her son, alongside Clara and her son, took part in beating Daniella and Vittorio. Her men took down police and citizens that attempted to interfere with the kidnapping. Yvette has information as well, in which the player can choose to either spare her for the information or kill her and let the information die with him.

Character development (if applicable):

The death of her whole family completely numbs her, if she wasn't emotional before, she definitely lost the remaining emotions she had left.

Character growth (if applicable):

She never gave anyone a choice before, whether to explain himself about their debts or anything else. But once she realized that Rafael had betrayed her and had planned to have her killed, she gave Daniella a bittersweet choice, listen to her vague information that would slightly hint that Rafael had a part in the kidnapping, or kill her and the information she held.

Relationship with other characters:

Clara D'Aubigne - Half Sister

Octave D'Aubigne - Nephew

Gustave D'Aubigné - Son

Rafael Garcia Velaquez - Criminal Partner

Francisco Garcia Velaquez - Criminal partner

Collette Halle - Despised

Luis Estrange Gosse - Despised

Isabel Alvarez Sanchez - Despised

Lucinda Fernadez Valdes - Despised

Siegfried Schmidt - Pitied

Daniella Bartoli Marino - Pitied

Lucinda Fernandez Valdes

Gender:

Female

Age:

19

Height/build:

5'5 Ectomorph

Race/Ethnicity/Species:

Spaniard

Complexion/Skin Color:

Sand Beige

Hair/Hairstyle:

Short Copper Shimmer

Eye Color:

Green

Real-life or Fictional Inspiration:

Harley Quinn

Appearance:

Tomboy wearing flashy male clothes

Personality:

Sadistic, energetic, playful

Governing Trait:

Sadistic

Conflicting Trait:

Foolish

Secondary Traits:

Obnoxious

Breaking Point:

When Daniella confronts her through battle

Extroverted or Introverted:

Extroverted

Strongest Dream:

To have a high kill count

Strongest Fear:

To be killed before she could kill enough people

What makes them laugh:

The sight of a dead person

What makes them cry:

Memories of her abuse

Dark Secret:

She killed a child for the thrill of it when she was only sixteen

Religious/Spiritual Beliefs:

Anti religious



Attitude toward government:

She hates the government

Attitude toward law:

She doesn't care for the law

Attitude toward cultural normal:

She doesn't care

Belongs to Subculture(s) (if applicable):

She was once a courtesan

Education:

Barely any

Economic status:

Middle class

Current job/career:

She aids the nunnery with their illegal services, including killing for them

Love life:

Nonexistent

Family:

The only family she knew was her aunt, but she had been long dead

Behavior toward strangers:

She is passive aggressive in large crowds, but in smaller crowds, for the fun of it, she goes after lone people

Favorite Food:

Andalusian stuffed eggs

Favorite Drink:

Whiskey

Favorite Clothing:

Flashy clothes

Bio:

Her mother left Lucinda with her sister only a few months after being born. Lucinda's aunt cared little for Lucinda, and had a midwife tend to her necessities, but the moment Lucinda was able to walk and talk was the moment Lucinda was put to work. Lucinda became her aunt's maid, and would be beaten if she missed a spot. The abuse had gotten so bad, during a violent encounter, Lucinda's scalp and knee were damaged severely.

Her knee's damage caused her to have to use a cane permanently. At the age of 16, Lucinda had enough and murdered her aunt, using her cane as her weapon. She sliced all her hair and kept it short since then, a symbol of a change in her life. The murder of her aunt gave her a thrill so great it compelled her to go as far as to murder a child. She became homeless after the death of her aunt, given that her aunt's will never indicated that Lucinda would inherit her home. She survived for two years before she tried to change her own life through any means necessary, tired of eating scraps of food from civilians. Lucinda would find herself in the richer side of her town and discovered some courtesans, and made an attempt at joining them. With success, she continued her lifestyle until she met Isabel, a courtesan making an attempt at leaving the brothel for good. Isabel convinced Lucinda to join her and leave the brothel, and later joined a convent.

Unsatisfied, Lucinda attempted to leave, but Isabel insisted, shaping the small church into corruption. Lucinda did leave the church, but aided Isabel, the nuns, and the priests of the church in their cult, for the sake of the thrill. For months, she had aided the church in assassinations and kidnappings.

Story / Plot Involvement:

Lucinda was the first to strike Daniella with her cane, initiating the beating. She holds the information to the nunnery, and so the player must get that information from her.

Character development (if applicable):

She doesn't develop aside from her infatuation with murder

Character growth (if applicable):

She doesn't grow

Relationship with other characters:

Isabel Alvarez Sanchez - Acquaintance

Luis Estrange Gosse- Acquaintance

Rafael Garcia Velaquez - Respected ally

Francisco Garcia Velaquez - Admired

Isabel Alvarez Sanchez

Gender:

Female

Age:

36

Height/build:

5'6" Pear shape

Race/Ethnicity/Species:

Spaniard

Complexion/Skin Color:

Warm Ivory

Hair/Hairstyle:

Dark brown hair

Eye Color:

Amber

Real-life or Fictional Inspiration:

Evil Queen, Nuns in Spain that kidnapped babies

Appearance:

Typical 18th century nun

Personality:

Cruel, cold, tyrant

Governing Trait:

Vituperative

Conflicting Trait:

Pious

Secondary Traits:

Hypocritical, manipulative, sadist

Breaking Point:

When Daniella infiltrated her convent

Extroverted or Introverted:

Introverted

Strongest Dream:

To further her church's growth and have religious power, taking back the country and to end the notion of countries' states being separated from churches

Strongest Fear:

Her church being completely demolished

What makes them laugh:

Watching a heretic be punished violently



What makes them cry:

Watching her church be destroyed

Dark Secret:

Her church would sell children, both infants and young children, to whoever would take them, whether it be noblemen or priests. She genuinely does not care about what happens to the child after being sold.

Religious/Spiritual Beliefs:

Radical Catholic

Attitude toward government:

Wishes for her church to have just as much power

Attitude toward law:

Believes that the way of the bible is the only way

Attitude toward cultural normal:

She is disgusted by the civilians around her, believing that they are all sinners

Belongs to Subculture(s) (if applicable):

Nuns

Education:

Some Education

Economic status:

Middle Class

Current job/career:

Nun

Love life:

Little to none

Family:

Her father and mother

Behavior toward strangers:

She gives a gentle and kind face

Favorite Food:

Menya D'Angels

Favorite Drink:

Red Wine (Jesus' blood)

Favorite Clothing:

Nun uniform

Bio:

Isabel was raised by extreme religious parents who would beat her if she hadn't memorized bible phrases. She ran away when she was only 16 and had survived by becoming a courtesan. She spent the rest of her life as a courtesan until she started reading the bible again by 35 and realizing her potential for control, the control she was robbed of as a child. She met Lucinda and convinced her to leave the brothel with her. She gained favor with the priests and soon became Mother Superior through corrupted methods, and with the priests, they shaped the church into corruption. Due to not receiving enough money from donations, they started their immoral services, including assassinations, kidnapping children and selling them, and robbing

unsuspecting civilians. Rafael and Francisco became followers of this church at some point, and became inspired by the church to become criminals.

Story / Plot Involvement:

She was the one who lured Esther into the trap, using her manipulative tactics to gain the trust of a child. The player must take down this church in order to retrieve the information of Daniella's next target

Character development (if applicable):

Her childhood in a strict religious household lead her to becoming a courtesan

Character growth (if applicable):

N/A

Relationship with other characters:

Lucinda Fernandes Valdes - Despised Ally

Rafael Garcia Velaquez - Respected Ally

Francisco Garcia Velaquez - Ally

Luis Estrange Gosse - Despised Ally

Yvette D'Aubigne - Despised Ally

Clara D'Aubigne - Despised Ally

Siegfried Schmidt

Gender:

Male

Age:

28

Height/build:

5'8 Athletic

Race/Ethnicity/Species:

German

Complexion/Skin Color:

Sand Beige

Hair/Hairstyle:

Blonde

Eye Color:

Blue

Real-life or Fictional Inspiration:

Nathan Wallace, Till Lindemann

Appearance:

Stern blonde German with nicer clothes than a typical peasant

Personality:

Intelligent, practical, compassionate

Governing Trait:

Righteous

Conflicting Trait:

Paranoid

Secondary Traits:

Diligent, cultured, stubborn

Breaking Point:

The death of his wife

Extroverted or Introverted:

Introverted

Strongest Dream:

To live a good life, free from the D'Aubigne sisters and the other criminals involved, with his beloved son, Ludwig

Strongest Fear:

Losing his son to the criminal society

What makes them laugh:

His son

What makes them cry:

Nightmares about karma taking his son for being involved in the kidnapping of Esther

Dark Secret:

He blacked out from drinking alcohol in hopes that he wouldn't awaken, fearing the D'Aubigne



sisters to that degree. He woke up as his son returned home, and put aside all the bottles, swearing to himself to never drink again once he realized that his son would have seen his corpse if he had drank too much.

Religious/Spiritual Beliefs:

Protestant

Attitude toward government:

He has distrust in it

Attitude toward law:

He fears it

Attitude toward cultural normal:

He adores his German culture

Belongs to Subculture(s) (if applicable):

He is one of the D'Aubigne Sisters many pawns, and despite being in Germany, they still held power over him

Education:

Very little

Economic status:

Middle Class

Current job/career:

Farmer by day, hired killer by night

Love life:

His wife was killed by the D'Aubigne sisters when he attempted to leave the criminal life

Family:

Ludwig Schmidt is his only son

Behavior toward strangers:

He tends to stay away from strangers unless he needs something from them, in fear that they would be one of the Sisters' men watching him

Favorite Food:

Heidnische kuchen

Favorite Drink:

Beer

Favorite Clothing:

Clothes that make him seem normal

Bio:

His childhood seemed to be like the typical, normal childhood of a peasant, he was raised by his mother and father, with limited education. He traveled to France at some point for work when he encountered the D'Aubigne sisters, who would trap him into their web of crime. For a while, he worked in France, and later was sent back to Germany to continue there with several of their men. One day, he meets his wife, and eventually falls in love with her and marries her. When he tried to leave after the birth of his son, Ludwig, Yvette ordered her men to kill his wife. He was devastated, but continued his work to spare his son the same fate. He eventually meets Francisco in Germany. Francisco, by this point, was notorious for his activities in Spain, but when he got the D'Aubigne sisters to stop their hostile behavior towards him, they quickly became friends.

Francisco gave him the role of his right-hand man, protecting him and his son from Yvette, but even still, allowed Yvette to control him if he did not get his way.

Story / Plot Involvement:

Under the control of Yvette and Francisco, he became paranoid for his son's safety that he was very much willing to do whatever they say to protect Ludwig. He felt remorseful having to take Esther from Daniella, and his guilt especially worsened when he had to be involved in the beating of Daniella. He was able to prevent Luis and the others from killing both Daniella and Vittorio, as the guilt ate away at him. He is the target that would finally lead the player to Francisco.

Character development (if applicable):

When his wife was killed, he became paranoid, but when he realized that the D'Aubigne sisters were dead or at least no longer had the power they once had, he became more willing to help Daniella find Esther, but not willing enough to tell her it was Rafael, he only hints the blame towards Rafael.

Character growth (if applicable):

His guilt pushed him to be even more protective of his son, and empathetic for Daniella. He begged her to not kill him, as Ludwig had no other family except him.

Relationship with other characters:

Yvette D'Aubigne - Feared and Hated Ally

Clara D'Aubigne - Hated Ally

Rafael Garcia Velaquez - Hated Ally

Francisco Garcia Velaquez - Friend and foe

Francisco Garcia Velaquez

Gender:

Male

Age:

30

Height/build:

5'8 Average

Race/Ethnicity/Species:

Spaniard

Complexion/Skin Color:

Rose Beige

Hair/Hairstyle:

Messy light brown hair

Eye Color:

Dark Brown

Real-life or Fictional Inspiration:

Luigi Largo, twisted version of Robin Hood

Appearance:

Rugged criminal man

Personality:

Stone-cold, sadist, impulsive

Governing Trait:

Cruel

Conflicting Trait:

Disloyal

Secondary Traits:

Hostile, irrational, pretentious

Breaking Point:

Realizing his brother would have let Daniella kill him

Extroverted or Introverted:

Introverted

Strongest Dream:

To be the most feared in his town

Strongest Fear:

To no longer be intimidating

What makes them laugh:

Moments when his cruelty is displayed

What makes them cry:

When his father disowned him

Dark Secret:

He had killed his infant cousin when he was only 12

Religious/Spiritual Beliefs:

Catholic



Attitude toward government:

He wants bigger government so he would someday be a politician, gaining more control through a big government

Attitude toward law:

He disobeys the law

Attitude toward cultural normal:

He cares nothing for Spain

Belongs to Subculture(s) (if applicable):

He is a leader in his own criminal circle

Education:

Private education

Economic status:

High Class

Current job/career:

Killer

Love life:

He is uninterested in a love life

Family:

Rafael is all Francisco has

Behavior toward strangers:

He sneers at them, and would refuse to speak to a stranger unless he is being introduced or he needs something

Favorite Food:

Casola de Carn

Favorite Drink:

Whiskey

Favorite Clothing:

Loosely fitted clothing

Bio:

Francisco was born to wealthy parents and was the younger brother of Rafael. He seemed to constantly be in his shadow, but was able to be close to his brother. Going to Isabel's church with Rafael was what sparked their criminal lifestyle, and it especially increased with Yvette training them. Francisco became successful, but was disowned by his parents once they found out and were horrified with what he admitted to doing for money. His cruelty increased since then, his victims faced more torture than typical, as Francisco struggled with not being accepted by his own family.

Story / Plot Involvement:

He was the coachman of the carriage Esther was in. And he was the only one who knew Esther's exact location. After an intense battle, Francisco would reveal the truth to Daniella before he died.

Character development (if applicable):

He went from a silent boy to a violent man

Character growth (if applicable):

His hatred for his brother increased after realizing Rafael was going to have him killed off

Relationship with other characters:

Rafael Garcia Velaquez - Hated Brother

Yvette D'Aubigne - Admired Ally

Clara D'Aubigne - Flirty Ally

Hero's Journey

Ordinary World

Daniella and Esther returned from Spain into Friesole, Tuscany to go live with Vittorio after leaving her fiancé, Rafael, and planned to officially call off the wedding. She starts working at Vittorio's coffeehouse to repay him for his kindness. She is a timid young woman, soft spoken, and was willing to accept Rafael back into her life, despite Vittorio's warnings.

Esther was oblivious to the situation that her mother was not going to marry her father, but acknowledged that she was unhappy. Despite the new change, Esther was still able to play with her newfound friends whenever her mother went to work.

Call to Adventure

Daniella witnesses Esther being kidnapped by a strange group, meanwhile, Vittorio is being beaten for interfering. Daniella attempts to stop the carriage from taking Esther but it was too late, and soon, she too, was being beaten until she was knocked out. When she woke up, Rafael informed her that Francisco, his brother, was the only one who kidnapped her daughter, and they would have to search for his allies to get to her, as Francisco is holding her for ransom.

After being kidnapped, Esther would wake up in a child-like bedroom, and she would soon realize that she is not home. She would have to find a way to escape to go back home.

Refusal of the call

Daniella does not trust Rafael, and couldn't believe that Rafael couldn't afford the money to bring her back home. She attempts to go herself, until Vittorio stops her, warning her that the people that took Esther were skilled, and that she must have knowledge of how to fight before confronting any of them.

At first, Esther was too scared to leave the room, but when she heard voices coming from other rooms, sounding very rough and scary for the child, she became motivated to run away and

escape. And so she did, she managed to escape the manor, taking with her a map of Milan, where she believed she was.

Meeting with the Mentor

Daniella agreed to the training and put her trust in Rafael and even Collette when she showed up, offering to help. Vittorio gave her the basic training meant just in the thought of a fight, but Rafael interrupted and trained her with the intent that she would kill someone.

At some point, Esther's escape led her into taking the wrong carriage and leading her into Switzerland, and she faced language barriers in the German-speaking town. A man named Johann was willing to help her get to Milan and find her way home.

Crossing the Threshold

With Rafael's money, the team of four traveled to France to track down the D'Aubigne sisters, but in order to get to them, they would first have to find out where they resided, and the only one who knew was Luis Estrange Gosse.

Esther crossed the threshold at the same time as meeting with Johann, her mentor in this tale. She also crossed the threshold when she left the mansion and escaped on her own.

Tests, Allies, and Enemies

Daniella faced many enemies, starting with Luis. Daniella fought with him and forced him to tell her about the D'Aubigne sisters. To prevent him from speaking to the Sisters about what happened, she killed him off.

The D'Aubigne Family would later face the same fate. Daniella disguised herself and her allies as noblemen and noblewomen so they would enter the party Yvette D'Aubigne hosted. Octave was killed trying to escape Daniella as a hostage, Gustave was killed by Daniella's blade, and his mother, Yvette, also fell to the sword. Clara D'Aubigne was interrogated until she exposed the nunnery in Spain, and gave Daniella and Collette information about Lucinda. As she was explaining that Francisco was not the one Daniella should worry about, she was shot in the head through a window.

Lucinda was hard to track down due to vague information about her, but the team managed once they reached her Spanish town, and learned from former courtesans about her routine. Lucinda also told Daniella the information needed, and was killed off shortly after.

Isabel's church proved to be a challenge to Daniella, as she had to learn a code and disguise

herself as a nun in order to enter. She also needed to learn the exact movement of a nun. A priest outed her team and so they had to fight the priests and nuns off before Daniella found Isabel and chased after her. She caught up to her, forced the information out, and then killed her.

Siegfried was the last target before they would get to Francisco. Daniella had more information from Isabel than she did with Clara, and so tracking Siegfried down was not difficult, especially not in his German town. Knowing that Siegfried was Francisco's right hand man and had codexes in his office, Daniella decided to take a passive approach, waiting for Francisco to tend to his farm before breaking into his home with Vittorio and Collette. The three split in an effort to find his office, but Daniella found it first. Much to her dismay, all codices were written in German, and Siegfried returned and attempted to kill her. The two fought until they heard Siegfried's son, Ludwig, return home. Siegfried begged to not be killed, and offered to tell her whatever she needed to know. Once he told her everything, she spared him from her blade, despite Collette trying to push her to kill him shortly after.

Esther would meet her new allies in Italy, as she and Johann were trapped in a farm, trying to escape the henchmen, when a farmer defended them and would soon give them directions to Milan and offer them a horse. Later, Esther would meet a married couple that attempted to help her out of Milan and back to Fiesole, only for them to be ambushed and Esther to be kidnapped once again.

Approach to the Inmost Cave

Daniella would go to Austria to face Francisco with Vittorio, finding his property and getting into it, passing or killing some of his guards. Once in, Daniella tracked him down and tried to force him to tell her where Esther was, only to find out that Esther had never even set foot in Austria. Esther was still in Italy, Rafael had her kidnapped so he could portray himself as a hero, trying to save his daughter. Francisco was killed, preventing him from warning Rafael.

Esther, now in Venice, attempted to escape once again. Once she found a cellar, she entered and found a secret passage, revealing Rafael's office as well as his secret obsession with Daniella. Rafael entered and trapped her.

Ordeal

Daniella and Vittorio searched through Rafael's office in his Austrian property, finding the true location of Esther, when Collette returned, injured Vittorio, and fought Daniella with the intent to kill. Collette was killed, leaving Daniella to tend to Vittorio's wounds. Daniella would have no choice but to go to Esther's location alone, leaving Vittorio in an Venetian inn.

Daniella snuck onto Rafael's estate, defeated the guards, and found Rafael playing chess with

Esther. Rafael gave her an ultimatum: bring the family back together or die trying to keep Esther. Furious with Rafael for creating the scenario to force a relationship, she denies him, and they fight until Rafael's death, and in his dying words, he expresses regret.

Reward

Daniella and Esther are reunited

The Road Back

Daniella would first bring Esther to Vittorio, to take him back to Fiesole, together, as a new family.

Resurrection

Daniella is a new woman, no longer afraid to defend herself or those she loved. She has self respect, refusing to allow anyone to walk all over her the way Rafael had done to her.

Esther stopped being so trusting towards people, due to her naivete that led her to the nun in the first place.

Return with the Elixir

Daniella, Esther, and Vittorio returned to Fiesole and continued their life there. Eventually, Daniella and Vittorio married and had a son named Ludovico.

Expanded Story Breakout

The Beat Sheet Of Game Design

The Opening

I. The Introduction of Characters

- Daniella and Esther are entering Fiesole by carriage. Daniella is a timid, soft spoken woman while Esther is a happy-go lucky, carefree child. Their interaction in the carriage is awkward, as Esther doesn't know what is going on and Daniella is afraid to tell her child the truth about why they're entering Fiesole.
- Daniella reunites with Vittorio, her childhood best friend, and he immediately accepts the role of father figure to Esther in the meantime. Vittorio and Daniella

interact after they've settled and Esther is fast asleep. Vittorio is concerned with Daniella's tendency to allow others to walk all over her, especially in regards to Rafael, Esther's father and Daniella's former fiance. Daniella had been trying to forgive him for having an affair with her best friend, much to Vittorio's dismay.

- As repayment for his kindness, Daniella insists she must do something, and so Vittorio offers her a job at his coffeehouse. During her work there, she encounters a handsy customer. She fails to handle the situation, so Vittorio intervenes and throws the man out of his coffeehouse, physically. His concern for Daniella has increased since then.
- Rafael would make an attempt at trying to woo Daniella back to him, as well as to go through with the wedding. He does this when he finds Daniella walking home early from work.
- Daniella considers taking Rafael back when Vittorio, skeptical as he is, spies on Rafael and finds that he is still having an affair with Collette.
- Daniella officially made it clear to Rafael that she won't be taking him back after being disrespected.

II. The Introduction of Conflict

- One day, in the middle of service, Daniella hears screaming coming from outside the coffeehouse.
- She finds Vittorio defending himself from hostile men and women, desperately trying to save Esther.
- Daniella tried to intervene when Esther was pulled into a black carriage. Daniella tries to follow said black carriage, only to be nearly shot; the loud gunshot startled her, making her fall back. When she tries to continue the chase, she is struck by Lucinda's cane, and soon is beaten until she passes out.
- She wakes up to Rafael tending to her wounds. He explained to her that she was saved by Collette and he helped her and Vittorio in. Vittorio was recovering, and Rafael had received a letter from his brother, Francisco, declaring that he was holding Esther ransom. Rafael intends to help Daniella save Esther.
- Daniella has a hard time trusting Rafael, and intends to go on her own to get to Esther, but as she leaves the room, Vittorio follows behind and stops her, bringing her to reality: They have no money and the people she's after are skilled criminals. She needs Rafael's help if she ever wants to see Esther again. Daniela accepts this fact and returns, accepting Rafael's help.

III. First Combat/Mechanical Trial

- Vittorio began Daniella's training, giving the players a tutorial. Daniella would have to be successful in her moves in order to progress. She will deal with hand to hand combat, smoke bombs, and sword fighting.

- Vittorio teaches Daniella to defend herself without the intent to kill
 - Hand-to-hand combat was meant to apprehend whoever she needed to do so, useful for holding someone hostage or captured.
 - Smoke bombs were used to get away from multiple enemies. The sword moves Vittorio taught Daniella were mostly with the intent of self defense, not necessarily murder.
- Rafael interrupts the session to teach her how to kill
 - She will be using guns, bombs, swords and knives in aggressive methods instead of passive.
 - Daniella's sword fight with Rafael will foreshadow their future.

IV. The Disbelief Point

- The travel to France will commence once they feel that Daniella is prepared. They travel to get to their first target, Luis Estrange Gosse.
- Daniella tracks him down with the help of Vittorio and Collette, speaking with prostitutes once his reputation was established through rumors in his own town. This is Daniella's first combat after the tutorials the players completed prior to this event.
- Luis tells Daniella where the D'Aubigne Estate is, the party being hosted, and how to get in before Daniella kills him.

V. Launch Into Mid-Game/Session

- Daniella and her team get to the D'Aubigne Estate, fully disguised as noblemen and noblewomen
- Daniella gets in with her team and interacts with her team. The D'Aubigne Sisters don't seem to be anywhere in the party, despite hosting the party to begin with. This gives players a chance to think logically and give their input to Rafael on what they think they should do next. Assuming they've chosen to take Octave hostage, that plan would come into action soon.
- Rafael insists on a dance, informing her that the dance would prevent suspicion. This was seeding for the player to grow suspicious towards Rafael. Vittorio would intervene, offering a dance instead. This dance is useful for combat later in the game, as it regards balance. Dancing with Rafael gives the player an achievement: "Dancing with the Enemy," almost as a hint towards his intent, but also knowing that, at the beginning of the game, Daniella is shown having distaste for him due to the cheating.
- Octave was seen walking into one of the rooms, and Collette quickly alarmed the group. Rafael leaves to go search for the D'Aubigne office, Daniella goes after Octave with Vittorio.

- The players either successfully hold Octave hostage through stealth or they end up in combat with him. Daniella takes Octave out of the room, with a gun to his head, as she calls out for the D'Aubigne sisters, declaring that she has Octave. Clara would immediately run out, hysterical.
- Octave would try to escape. The player could either shoot him if he did escape or allow him to escape. Assume the player shot him.
- After killing Octave, Clara lets out a sorrowful cry as the sergeants and novices of their organized crime immediately enter the scene, ready to fight. Yvette appears from one of the balconies, watching them.
- Daniella, Vittorio, and Collette fight off the huge group until Gustave enters the scene, aiming to hit Daniella with his blade. Daniella would engage in combat with him, using balanced skills to defend herself until she eventually had him killed. Yvette only watched, with a blank look on her face, until she entered the gardens, waiting for Daniella to join her.
- The player would pursue Yvette as Vittorio and Collette fend off the henchmen.
- Yvette gives Daniella an option to either spare her in exchange for the information she wanted. Assume the player chose not to spare her.
- Yvette would be killed in the fight, and once the henchmen realized Yvette was dead, they all ran off in different directions as Clara would be captured by Collette.
- Later, Collette and Daniella interrogate Clara in one of the rooms, as Vittorio searches for Rafael. The player would have to choose what to say carefully to get Clara to speak.
- Assuming the player was successful, Clara starts to open up. The next target is in Spain, she does not know where Isabel is, but she does know where Lucinda may be. To find the nunnery, the player must find it through Lucinda.
- The scene ends when Clara starts to explain the truth to Daniella. She claims that it's not Francisco that Daniella should worry about. Just before she could tell her the truth, Clara was shot in the head, the bullet coming through one of the windows, and was killed instantly.

The Mid-Game/Session

- Daniella and her allies went to Spain in search of Lucinda. Clara's information was slightly vague, but it was enough to be able to have some hints.
- They interact with courtesans, who gave them Lucinda's routine after small favors were given, such as getting new clothes for one of them, making a female stalker leave alone another one, and other small events.
- Daniella finds Lucinda, gets into combat, and learns where Isabel's nunnery is located. Lucinda gets killed to prevent her from speaking.

VI. Setback/Obstacle, Smaller

- Daniella goes to the nunnery with Vittorio and Collette, with Rafael leaving them behind once again to search for Francisco's property, in case he missed valuable hints.
- Vittorio discovered that the area is restricted when services are not offered to the public. The only ones going in and out of the church are priests and nuns. They don't have access to those uniforms that easily.
- Daniella followed a nun out and knocked her out, and then changed into her uniform. She showed her party what she had done, in which they took opportunities to do the same.
- While approaching, they see a nun use a secret knock in order to enter a secret door in the church. The player would have to listen carefully to replicate the same knock.
- The team entered the church.

VII. Setback/Obstacle, Larger

- While searching for Isabel, a priest starts following the party.
- Realizing who they are, the priest reveals them to the whole church, in which the rest of the priests and nuns prepare to fight.
- During combat, Isabel makes her appearance, watching the battle.
- The player pursues Isabel, going into a chase sequence as Isabel runs through, calling over extra priests and nuns to go after Daniella, trying to prevent her from catching up.
- Isabel tries to lock a door, entering one of the rooms, so the player would have to get to the door before she could close it. Assuming the door closed because the player failed to stop her from closing, they will have to find another way into the room. They start by trying to find a way to force the door open, looking for either a key or by using an ax to knock down the wooden door. They will see Isabel escaping through the balcony.
- The player follows Isabel until they reach a dead end, in which Isabel makes her first attempt in self defense, starting combat.
- When defeated, Isabel would tell Daniella where to search for her next target, Francisco's right hand man, Siegfried. Daniella shoves Isabel off the roof shortly after she gives her the information.

VIII. Things In Danger

- Daniella confronts Rafael after their team arrives in Germany, starting to feel impatient with the extent they're making in trying to get to Esther, urging him that there must be a quicker way to get to Esther. Rafael insists they are getting closer to Esther, she just needs to be more patient.

- He presents to her a letter from Francisco. He is urging them to send money, otherwise he would harm Esther. Rafael confirms that they need to go through with confronting Siegfried, who is the last target they will face before Francisco. The letter doesn't have an address that would trace back to Francisco, but even with that said, Rafael would still leave Vittorio and Collette on their own, going through documents and trying to decipher where Esther could be.
- Daniella goes with Vittorio and Collette, but before they leave, Collette would offer an apology, in which the player would assume it was for the affair.
- Isabel's information proved to be useful, as they tracked down Siegfried and followed him to his home. Knowing the information needed was in Siegfried's office, the player may decide to break into the home with Daniella's allies. Daniella finds the office while the two are searching. However, the codices were in German, so it was hard to translate.
- Siegfried confronts her and initiates a fight until they hear Ludwig, Siegfried's son, enter from downstairs. Ludwig announces that he finished his playing and was ready to eat food.
- The player can choose to spare Siegfried and allow him to give her the information or kill him as soon as he finishes telling her what she needs to know.
- Being spared, Siegfried lets Daniella go as Ludwig watches from the doorway, and Daniella realizes he's the same age as Esther. Ludwig stared at Daniella in fear. Siegfried held Ludwig close, comforting him.

IX. Reconfirmation

- The group must head to Austria to get Francisco once and for all. Collette had abandoned them in the middle of the night due to her guilt. Rafael leaves the group behind yet again, telling them he was going to bring Esther back while Vittorio and Daniella defeat Francisco.
- Vittorio restates his suspicions towards Rafael, but is willing to continue forward with trying to save Esther.

End Game

X. The Big Huge Setup and Execution

- The duo arrive at Francisco's estate, but there are guards everywhere.
- They either sneak by them or produce sneak kills.
- They entered the building and began their search for Francisco.
- Francisco alarms the guards, ambushing them before he runs off.
- Daniella goes after him after helping Vittorio take down the huge mob of guards.
- Daniella confronts Francisco, ready to kill him when Francisco stops her by revealing that the whole plan was Rafael's plan all along.

- Daniella kills Francisco to prevent him from warning Rafael.

XI. The Loss is a Gain

- Daniella and Vittorio returned to Rafael's Austrian property and began their search for answers.
- They found his office and once they searched the office, they found Esther's true location through blueprints and documentation.
- Collette returns, this time, full intent on killing Daniella.
- To protest Daniella, Vittorio shoved her out of the way, taking the bullet for her.
- Although he survived the shot, he is injured. Daniella and Collette engage in combat.
- Collette reveals that her plan was to have Daniella killed so she could have Rafael to herself.
- After Collette was killed, Daniella returned to Vittorio, who was injured.
- Due to Vittorio's injury, the player no longer has an ally that would have Daniella's back in the middle of battle, meaning they would have to think about how they would approach the final boss:

XII. The Big Huge Battle (Climax!)

- Daniella and Vittorio get to Veneto, in which Daniella would leave him at an inn before going to Venice.
- Once she gets to Venice, she will have to find Rafael's estate.
- The estate is filled with guards, guard dogs, and novices. The player will have to think about how they would approach this now that they no longer have any back up.
- Using stealth, they make it inside the building, and go onwards with the search.
- Some guards are alarmed by her presence, but with the skills the player obtained through the earlier missions, especially with the ability to face multiple enemies, Daniella defeats her enemies.
- One of them tells her where Rafael is.
- Daniella gets to the cellar and finds Rafael's secret passage and enters to find him playing chess with Esther.
- Rafael takes Daniella to a private room to present her an ultimatum:
- Take him back and rebuild their family through marriage
- Die trying to take Esther home.
- Assume the player chooses to fight. Daniella and Rafael's intense fight tests the skills the player has obtained at this point.
- Rafael is fatally injured, and he dies with his last words describing his regret.

XIV. Consequences!

- Daniella reunites with Esther, but now has to explain that Rafael won't be visiting too much anymore.
- The moment they leave is the moment Daniella would have to protect Esther, as Rafael's men realized that their leader had been killed, and would seek revenge.
- Daniella must fight them off to protect Esther as they escape together.
- The bloody battle would give Esther nightmares for months after this.
- They escape safely after catching a steamboat out of Venice.
- After protecting Esther, Daniella would return home to meet with Vittorio again
- The two marry a year later, revealed in the after credits
- It is also revealed that although Esther is still haunted by the memories of her situation, she still was a happy child
- Vittorio and Daniella have a child together