

# The Kindred Thief



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# The Kindred Thief

(Single Player Story Game)

- PREMISE

- What would happen if a skilled thief was captured by city authorities and forced to work against her criminal peers?

- GAME TYPE

- Single player story game with stealth gameplay.

- PLOT TYPE

- Coming of Age - Mikil, the game's protagonist, has lived her entire life with a limited perspective, living day to day off of the money she steals. In this story, she will be forced to develop and change the way she sees the world.

- PLOT SUMMARY/BRIEF SYNOPSIS

- When an adept thief whose primary concern is her own well being is taken into custody by the city's police, she is given the option to work against the criminal underworld in order to reduce her sentence. Mikil's self-serving nature causes her to take the deal and betray her former allies. However, operating with an interest on both sides of the law opens the protagonist's eyes to the repercussions of her own actions and the corruption of Kathar, her home. She is thrust into a plot larger than herself and must change to set things right.
- Set in a 'steampunk-ish' city and time period.

- Theme

- *Having a narrow and selfish perspective on the world can blind one to more important problems around them. True change can come from someone learning to see the world differently.*

## CHARACTERS

### MIKIL (PLAYER CHARACTER - PROTAGONIST)



Career Thief. Female. 24.

Aloof. Headstrong. Deft.

Orphaned from a young age, Mikil learned the streets quickly. She has become an expert thief over time. Her limitations stem from her self-absorption. This story will push her to expand her perspective.

## ARNOST



High ranking officer in city watch. Male. 28.

Rigid. Selfless. Dutiful.

Holds great disdain for the criminals who inhabit the city of Kathar.

He becomes Mikil's point of contact for the city watch. He struggles to overcome his stubborn nature to see the corruption that plagues the city.

## COMMISSIONER JEREMOTH



Head of the city watch. Male. 50s.

Stern. Paranoid. Corrupt. Power hungry.

Jeremoth sold out to a high profile criminal, Daeva. The deal they made gives Daeva's gang, The Fangs, near immunity from the law while Daeva works to eliminate rival gangs. Jeremoth expects that the resulting drop in crime rate due to The Fangs' domination will boost his reputation.

## ATLAF



Underworld Fence. Male. 60s.

Kind Hearted. Observant. Logical.

A close friend of Mikil's. Has served as a kind of father figure in her earlier years. He still tries to guide her, but sees less and less of her now that she is older. Mikil brings him stolen items to be sold from time to time.

## DAEVA



Gang leader. Female. 32.

Ruthless. Profit-driven. Manipulative.

Leader of one of the most notorious gangs in Kathar, The Fangs. Deal holder with Commissioner Jeremoth. Mikil's older sister, a fact only Atlaf and Daeva know. Mikil's foil - the two have similar goals, but Daeva is a much harsher reflection.

## 15 Step Beat Outline

### PROLOGUE

OPENING IMAGE: CLOSE UP ON MIKIL/MIKIL'S FACE. (SHE IS THE MAIN FOCUS - SELF-INTERESTED PERSPECTIVE)

### ACT 1

2. THEME STATED: ATLAF ASKS MIKIL IF SHE EVER CONSIDERS WHO SHE STEALS FROM. DOES SHE THINK ABOUT OTHERS?

3. SET UP: MIKIL PROCEEDS WITH A ROBBERY JOB, BUT SHE IS CAUGHT. (THE PLAYER IS SNEAKING AROUND AND STEALING THINGS)

4. CATALYST: CITY WATCH OFFERS MIKIL THE OPTION TO WORK AGAINST HER FELLOW CRIMINALS TO REDUCE HER SENTENCE. (COMMISSIONER JEREMOTH INTENDS TO USE HER TO HELP DAEVA ELIMINATE COMPETITION)

5. DEBATE: MIKIL STRUGGLES TO DECIDE WHETHER SHE WILL BETRAY HER FORMER ALLIES.

6. BREAK INTO TWO: SELF-INTEREST WINS OUT; MIKIL AGREES TO HELP THE POLICE.

### ACT 2

7. B STORY: MIKIL MEETS ARNOST, HER CONTACT IN THE WATCH. THEY ARE OPPOSITES BUT AGREE TO FIGHT THE INJUSTICES PRESENT IN KATHAR.

8. FUN & GAMES: MIKIL MUST CAREFULLY GARNER INFORMATION ABOUT MAJOR GANGS IN THE CITY WITHOUT BLOWING HER COVER. STRUGGLES WITH LOYALTY.

9. MIDPOINT: MIKIL HAS SEEN THE IMMORALITY OF CRIMINAL OPERATIONS AS WELL AS CORRUPTION IN THE CITY GOVERNMENT. SHE IS ACTING AGAINST BOTH FORCES.

10. BAD GUYS CLOSE IN: CORRUPT OFFICERS AND DANGEROUS CRIMINALS ALIKE HAVE AN INTEREST IN STOPPING MIKIL. THEY LAUNCH A CONCERTED EFFORT TO SEE HER DESTROYED. ATLAF REVEALS TO MIKIL THAT DAEVA IS HER SISTER. MIKIL IS FURIOUS HE KEPT IT FROM HER.

11. ALL IS LOST: MIKIL IS INJURED, AND ATLAF IS KILLED.

12. DARK NIGHT OF THE SOUL: MIKIL IS GRIEVING, AND QUESTIONS WHY SHE CHOSE TO FIGHT IN THE FIRST PLACE. HER LAST INTERACTION WITH ATLAF WAS ONE OF BITTER ANGER. SHE BLAMES HERSELF FOR INVOLVING THE OLD MAN AND NOT PROTECTING HIM.

13. BREAK INTO THREE: MIKIL ATTEMPTS TO STEEL HERSELF FOR THE UPCOMING FIGHT. SHE WITNESSES ARNOST BE CAPTURED BY THE COMMISSIONER'S MEN.

### ACT 3...



### ACT 3

14. FINALE: MIKIL DEVISES A PLAN TO STRIKE BACK. SHE PLANS TO **RELEASE THE WATER** HOARDED BY A DISTRICT OF ELITE CITIZENS AND POLITICIANS TO THE POOR PEOPLE OF KATHAR. WINNING OVER THE PEOPLE, SHE THINKS, WILL EFFECT CHANGE. ONCE SHE HAS THEIR ATTENTION, SHE CAN **EXPOSE JEREMOTH**. SHE BREAKS ARNOST OUT OF HIS CELL AND TELLS HIM TO FLEE THE CITY, FEARING THE CITY WILL BE TOO DANGEROUS FOR HIM AS A RESULT OF HER PLAN. MIKIL INFILTRATES DAEVA'S HEADQUARTERS TO RETRIEVE A **"WATER KEY"**. SHE CONFRONTS HER SISTER; THEIR IDEALS CLASH. MIKIL KNOWS DAEVA OR HER GANG HAVE KILLED ATLAF. THE ENSUING FIGHT LEAVES THEM BOTH HURT. MIKIL FLEES, LEAVING THE HEADQUARTERS IN FLAMES, HAVING SWIPED THE KEY FROM DAEVA. SHE COLLAPSES IN THE STREET DUE TO HER INJURIES. ARNOST SHELTERS HER; HE HASN'T LEFT THE CITY. MIKIL AWAKENS, AND THEY RELEASE THE WATER TOGETHER.

15. FINAL IMAGE: A ZOOM OUT FROM MIKIL AND ARNOST, GIVING A BROADER LOOK AT THE CITY. (MIKIL ISN'T THE FOCUS, THE WORLD AROUND HER IS)



## DREAM SEQUENCES

- Placed throughout the game are pieces of gameplay that take place in Mikil's dreams
- The player plays as a young girl who must steal and fight to protect her younger sister
- The sequences end by showing us how this young girl loses her younger sister
- It's intended that the player assumes they are playing as Mikil, but they are actually playing as Daeva
- The player will be given a series of moral choices in these segments
- These choices will affect how Mikil and Daeva's confrontation play out
  - If the player is more merciful (more in line with Mikil's eventual perspective), Mikil helps Daeva escape the burning headquarters.
  - If the player is ruthless and cruel, Mikil leaves Daeva behind
- The choices the player makes informs how Daeva behaves and thinks later in the game
  - Merciful choices emerge as humanity in Daeva later. Mikil thinks she can be redeemed.
  - Harsh, callous choices emerge as anger and vengefulness in Daeva later. Mikil has no choice but to leave her sister.

## RELEVANCE TO THEME

- A reflection for Mikil: she has learned and broadened her perspective, but has Daeva? Can Daeva learn?
- Reflection for player: how did their choices shape Daeva's mindset?

A similar mechanic is used in The Witcher 1

## KATHAR

Kathar is a city powered by steam. Snaking brass pipes carrying hot water weave through the city. The elite of Kathar hoard water for luxuries like electricity. The poor people are left to suffer, forced to drink whatever dirty, contaminated water they can find. Gangs run rampant in the poor districts of Kathar. They control nearly every water tap in the slums, charging anyone who wants a drink.

Although Mikil is not part of any of these gangs, she has remained amicable to them. She steals from the wealthy districts of Kathar, then returns to her home in one of the poor districts. She uses the money she makes to buy access to water at a discounted price due to her affiliation with certain gang members.



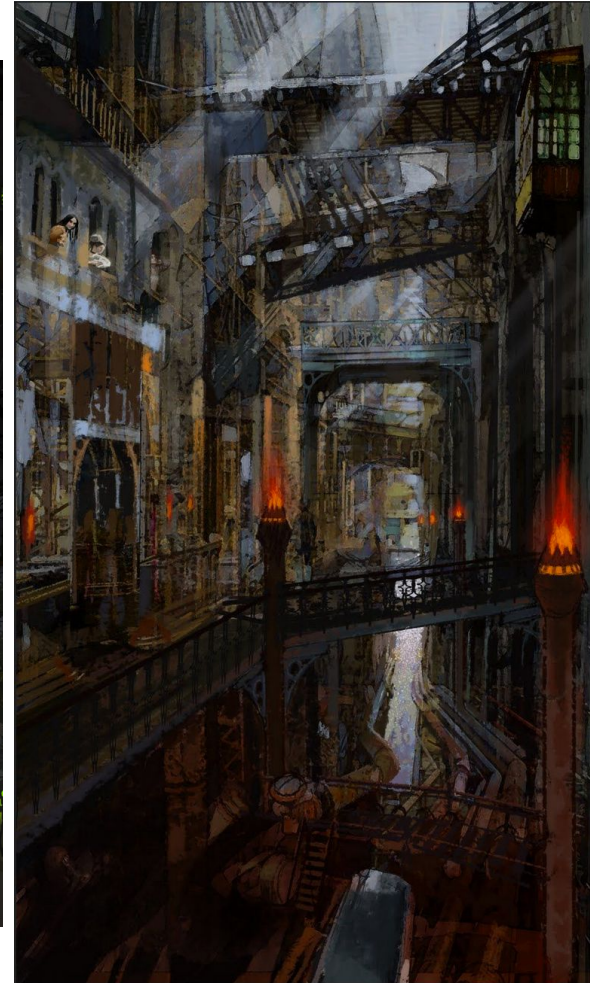
## KATHAR (WEALTHY DISTRICT)

The wealthy parts of Kathar are marked by their pristine pipes and immaculate marble architecture. These well-to-do areas are maintained to a picture perfect standard. All of the city's major educational institutions and political installations are located in these districts.



## KATHAR (POOR DISTRICT)

Low-income zones in Kathar are largely deteriorating slums. The pipes run loudly, houses have taps that haven't seen running water in decades, and infrastructure is neglected. Due to a lack of electricity, these areas are usually very dark save for some lantern light. Mikil prefers the slums because of the loud pipes. She sleeps on top of a large bundle of pipes.



## LARGER CONTEXT

Kathar is the capital city of the province Voltera. Voltera was once an agricultural society, but overzealous use of its fertile land with invasive technologies caused a major drought. Following this drought, many former farmers sought refuge in major cities. One of the most popular cities people fled to was the province's capital. Kathar was woefully unprepared to take in so many refugees. Built around a major water pump, the wealthiest citizens who first settled the city remained near the pump with guaranteed access to clean water. The displaced farmers settled an outer ring around this zone of wealth. A class dispute broke out almost instantly. New denizens of Kathar wanted access to water, but the old guard refused to give up the life they had grown accustomed to. The only solution to rampant violence and discord the government could come up with was a total separation of the two communities. Walls and checkpoints were built to keep the farmer rabble out, and that was that.



REPRESENTATION OF  
KATHAR (NOT TO SCALE)

The water Mikil releases is only from one wealthy district. It only goes to a single poor district as a result. However, nothing like this has ever occurred.

## CONCLUSION

*Having a narrow and selfish perspective on the world can blind one to more important problems around them. True change can come from someone learning to see the world differently.*

Mikil broadens her perspective by choosing to fight for causes other than her own. She even tries to empathize with Daeva. The story pushes Mikil into a more and more uncomfortable position, so we see her change and become who she truly is.

