

**Narrative Bible for
Burn It Down**

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Game World

World:

Set in a world that is technologically and economically similar to the real world, only 5 years into the future.

Conflict

State of the world:

Corporations have the same sway over politics and the economy, allowing fewer restrictions for them. In different areas of America, multiple corporations have begun deforestation efforts, waterway pollution, and other types of environmental destruction to make way for more factories and power plants. Due to propaganda that has been perpetuated by media companies controlled by the same corporations, false ideas about the environment are commonplace within society.

The game is set in an area within the midwest of America. Not only does it have ample land for corporations, but it is also the area that has the most corporate control.

State of the people:

Surprisingly, a majority of citizens worry about corporations having too much control and power. However, they can't do anything about it. Corporations have a lot of political power that dominates the average citizen. Others either don't care, don't realize, or fully support these corporations. Multiple peaceful organizations have risen to protest against building new plants and bills that would give corporations even more power- some had small victories, but most to no avail. The main thing, however, is that they have inspired more *reactive* individuals.

Corporations

Icarus Industries (Energy Company) - It was originally founded by a group of like-minded environmentalists to bring greener energy to America. Installing solar plants and windmills in poorer regions, providing cheaper pay rates. They were genuine role models to environmental groups all across America. However, as the years went by and successors were chosen, the goals of the company changed for more profit-focused ideals. Officially, Icarus Industries strives to bring green energy and still uses sustainable energy. What they won't tell you is that sustainable energy is only 12%

of their total production. They have been establishing more geothermal and coal plants in locations that used to be solar and wind plants because it is more “economic” for their wallet.

Fuchenberg Enterprise (Lead Contractors) - The story goes that Marlon Fuchenberg is a poor immigrant boy who arrived with his family during the prosperous age of migration to America. He found a job and slowly rose to the point where he eventually began his own business. If you ask him about Fuchenberg Enterprise, he will say, “No matter how big you think my company is, it will always be a start-up to me. I built it from below my parent’s basement into the upper echelons of society.” That whole story is a lie. Marlon Fuchenberg descends from the Fuchenberg aristocracy. While he was an immigrant, he arrived by a private yacht and lived more than comfortably. Not only this, but Fuchenberg Enterprise wasn’t even his idea. He joined and then stole it from [REDACTED] (We can’t say his name publicly, or we will be sued for all we have). Fuchenberg has not had an original idea since the conception of his birth and the main reason he is a leader in construction and contracting is because he scabs off workers who have unionized.

~~Lily’s (Mega Retail) — There is no one named Lily that founded the company. No one named Lily even worked there to inspire the name. The founder was an old white man named Bobby Dunwoody who believed people would buy more if the company sounded cute and welcoming. Right now, Lily’s is owned by a faceless board that prioritizes expansion and profit. By building large warehouses and price gouging all the stores in the area, Lily’s is able to rapidly expand by buying out local businesses for more land.~~

Towns

Katrinburg, Idaho - Initially founded by Russian immigrants and named after their home city, Yekaterinburg. As more English-speaking immigrants flocked to the prosperous city, the non-Russian mayor of the time decided to shorten the name as it was deemed “too hard to pronounce.”

Pine, Kansas - The area once had a beautiful pine field— the oldest in the region, in fact. When pioneers found the forest, they cut down most of the trees and settled there. The town is named after Albert Pine, the man who led these pioneers.

Revelations, Missouri - One of the more religious towns in the region (and most towns are religious). There isn’t anything that stands out about the town other than the fact that there is one giant church that everyone goes to. And that church lobbies alongside the corporations in the area for more power, leading to intense disenfranchisement of anyone outside the “norm.”

De Joe, Iowa - A mysterious man only known as Joe saved French pioneers who wanted to settle on the land. Just as mysteriously as he appeared, he vanished— never to be seen again. Rumor has it that Joe only comes in times of need, but it's never been confirmed.

Cherry, South Dakota - There is great debate about whether or not the town is named after the fruit or the color. It sparked a small civil war that resulted in a few deaths.

Characters

MAIN CHARACTERS - The Crew

Angelo de los Santos (Filipino-American, He/him) - Raised in the outskirts of Manila, Angelo has always lived a necessity-driven frugal lifestyle. This only got worse when he immigrated to the U.S. when he was 13. From urban hub to rural wasteland, his family struggled to keep up with the increasingly intense demands of the American economy. Both of his parents worked in factories. Both would later develop fatal tumors and die when Angelo was in his late 20s. He takes care of his younger siblings while working the night shift as a security guard at a 24/7 Lily's location. Angelo doesn't have much time for frills or hobbies but does like to journal.

Proinsias "Frankie" Reid (Irish-American, He/him) - Raised in New York, Proinsias was in touch with his culture as his family was proud Irish people. His family is filled with revolutionaries and people who fought for what was right, sometimes peacefully and other times with force. He knew he needed to follow in his parent's footsteps and become an activist as well. As a rowdy person, he knew that the best way to get someone's attention was by kicking them in between their legs. He intends to do that to a lot of corporations.

Artemis Thomas (Indian, Any) - Raised in a Catholic home, *** was the ideal child, with perfect grades, perfect sports, perfect at everything. But nothing clicked for them, nothing felt complete until a friend encouraged her to go to a protest. *** finally felt purpose, and found people who resonated with him in a way that allowed her to actually explore who he was. Artemis' family never approved, but she didn't care. With a cause they genuinely care about, Artemis puts her whole heart and soul into making sure it works out.

Gail Carter (African American, She/her) - With parents being environmentalists and as well as top economists, Gail has been pretty informed when it comes to problems in the region and other movements, both peaceful and aggressive. As her parents worked at Icarus Industries, they always talked about the importance of protecting the environment and doing our best to educate others. With all this exposure, it's pretty easy to see why she became an activist herself, especially in an area that actively damages the environment. What radicalized her, however, was when her parents were fired for the simple fact that they spoke against plans made by the higher-ups to reduce green energy within the company. Since then, she's spent a lot of her time figuring out what she can do to Icarus Industries to hurt them to the point where they can't recover.

W.K. Choi (Hong Kong, none) - W.K. and their family left Hong Kong just as the protests died out fearing persecution by the Chinese government. There is a lot W.K. misses from back home, and a lot he wishes he left behind, such as a passive government and immense corporate control. Since then, W.K. has been joining any riots that would hurt any company's bottom line.

SIDE CHARACTERS - Allies

Spike (???, ???) - A... strange person to say the least. It hides its identity and is probably the most animated person you will ever meet. No one knows what their deal is, but they support all revolutionary groups in the area. What matters is we need to keep its attention in order for continued support.

Clover Tsang (Chinese-American, She/her) - she joined Icarus Industries believing it to be the answer to a better future. She was sadly disappointed and offended to see how her hero has fallen greatly from grace. Has been spending most of her energy to reform Icarus from within but since that hasn't been working, she's decided to outsource help to reform the company.

Damian Morgan (American, he/him) - Damian believed that Fuchenberg Enterprises was the future of construction and of industrial progression. These hopes were smashed when he found out how much of a man-child Marlon Fuchenberg is. He only decided to destroy the company from within when he found out that Fuchenberg is a fraud.

~~Viridian Martins: (American, she/they) — when Lily's came to her home, it slowly killed all the local businesses including her family's. Desperate for a job she joined the company and slowly, she rose the ranks to a pretty high position within the company. Despite earning sizable amounts of money, she wants the company dead and forgotten.~~

Character Cheat Sheets

Main Characters				
Name/Pronouns/ Age/Nationality	Look	Personality	Goals	Skills
<p>Angelo De Los Santos, he/him, 34.</p> <p>Filipino-American, raised in the Philippines.</p>	<p>Gaunt. Short, cleanly trimmed hair. Wears simple, cheap, unidentifiable clothing (usually a black t-shirt).</p>	<p>Fueled by rage, but keeps it under wraps. Let down by the government consistently, globally. Always keeps a prayer card with him despite not being very devoted.</p>	<p>The Fist</p> <p>Be heard, at least once.</p> <p>Take back the life his family deserved.</p>	<p>Demolition</p> <p>Can make extremely effective environmental weapons.</p> <p>Loud mouthed.</p>
<p>Proinsias “Frankie” Reid, he/him, 30</p> <p>Irish-American.</p>	<p>Short ginger hair. Plaid shirt with jeans. Leather Jacket with patches.</p>	<p>An excited person that many people can rely on. Despite being able to talk for hours, he will listen when he is asked. Plays the Bass poorly.</p>	<p>The Noise</p> <p>Cause havoc.</p> <p>Makes his family proud by going against Corps.</p>	<p>Crowd Control and Decoy</p> <p>Makes tools that can distract or obstruct enemies</p>
<p>Artemis Thomas, any pronouns, 24, Indian.</p>	<p>Very sporty wear. Short-medium hair that is maintained.</p>	<p>A devout catholic who wishes to see the good in people. While she wishes to hurt no one, she understands that actions speak louder than words. Really into RPGs.</p>	<p>The Idealist</p> <p>To send a message to everyone.</p> <p>Have more people join the cause.</p>	<p>Speed and Strength</p> <p>Is able to move the most and hit the most.</p> <p>Can climb.</p>
<p>Gail Carter, She/They, 29</p> <p>African American.</p>	<p>Long, tied up coily hair. Black cargo pants with lots of pockets. Practical clothing.</p>	<p>An easily distracted person. However, when it counts, you can’t get them to break focus until a task is done.</p>	<p>The Brain</p> <p>Hurt Icarus Industries.</p> <p>To become more technically skilled.</p>	<p>Tech-focused</p> <p>Uses Gadgets and interacts with technology in the environment.</p>

W.K. Choi, No Pronouns, 25, Hong Konger.	Hoodie and embroidered leather jacket. Sometimes wears a gas mask. Black cargo pants. Has improvised body armor.	Quiet and stays alone, but W.K. is nice company. Loyal and mad as hell. Pretty cynical and doesn't believe everyone's effort will matter. Loves Sentai Warriors more than W.K. will ever admit.	The Ghost Wants to disrupt any corporation as much as possible. To be blunt, bring justice.	Strength Hits hard and throws hard
Allies				
Name/Pronouns/ Age/Nationality	Look	Personality	Goals	What do they provide
Spike, ???, ???, ???	Wears a box mask. Wears a black and red duster jacket with studs.	To put it lightly, Chaotic and Zany. They are a character who intends to stay as an enigma to everyone.	No one really knows...	One-off cards that can be used in missions.
Clover Tsang, She/Her, 34, Chinese-American.	Casual formal - smart casual clothes.	Kind but to the point, doesn't like beating around the bush. Very friendly and it's clear she really wants to improve the world.	She hasn't forgiven Icarus Industries for going back on their word and wants them to suffer for it.	Icarus Industries informant.
Damian Morgan, He/him, 33, American.	Casual formal - smart casual clothes.	Very business-oriented and pragmatic. But he cares about honesty, loyalty, and the idea of truly "pulling yourself up by the bootstraps."	It isn't clear whether or not he cares about the environment or just hates Fuchenberg that much.	Fuchenberg Enterprise informant.
Viridian Martins, 53, She/They, American.	Very Formal, wears a suit	Overly Cheerful and friendly but is secretly more bitter than she lets off.	Wants Lily's to be gone from the Midwest if not completely	Lily's informant

			bankrupt	
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Interactable locations

Main Hub:

The main hub is set in the team's RV. In here the player is able to do multiple things.

- By selecting the workshop table, the player is able to review the decks as well as additional cards you've earned
- Selecting the map on the table allows you to choose which level you wish to play or go to Spike's "lair" to purchase cards
- Every member of the team is present. Clicking on them allows you to have a conversation with them to learn more about them and their past

Informants, Briefings and Debriefings:

Briefings and debriefs are done by the informant, this is the only interaction you have with the informants as they wish to keep any interactions to a minimum for safety reasons. When you're about to select a level, you are giving a briefing on the level (where it is, what is there, and what the goal is). After completing the mission, you are given a debrief, explaining the results of the mission and what the next course of action might be

Spike's "lair":

In here, you are able to talk to Spike as well as purchase one time use items to have for missions.

In-game missions:

During missions, Dialogue may appear when completing objectives and doing certain actions, allowing you to hear the thoughts of the characters.

Narrative Timeline

Tutorial Phase

1-2 missions that introduce their group and what they wish to do. Explains the mechanics and the synergy of the group.

Ends with an introduction to Spike.

Act 1

Spike introduces the group to the informants who all explain what they want to do: Target specific corporations to hurt the overall expansions of these companies. Hopefully inspiring other efforts around the country. Some character-specific missions occur.

More medium-scale operations such as disrupting supply chains, vandalism, and stealing equipment/information.

Possibly new members that aren't part of the strike team join the group.

Act 2

Group is more publicized, and depending on how they have been handling missions, it could be positive or negative. Group morale and connection are affected by this.

More larger-scale operations occur such as destroying construction equipment, stopping fracking and deforestation efforts, and negatively impacting power plants.

Final Act

The popularity of the group is solidified as heroes or villains of America.

Major scale operations such as completely disabling power plants, construction sites.

