The Hero

Any of the 13: picked at creation · The party · In game, party member 0

The hero is TLOAA's player character and the leader of the party: a mercenary who takes the mayor's contract to free Stara Luka with Vella and Stalvan. His name and background are not yet decided.



The painted concept sheet



TYPE	Player character (party leader)
NAME	Unconfirmed — awaiting the director
LOCATION	Stara Luka (Chapter 1); Meneferu (the party of five, developer start)
AFFILIATION	The party
ROLE	The player's custom character
CLASS	Any of the 13: picked at creation (Talents); default Unconfirmed — awaiting the director
VOICE	ElevenLabs "Daniel", model eleven_v4
3D MODEL	`chr_hero_d` (rigged on Mixamo by the director, Mixamo animations, 8K painted textures)
STATUS	In game, party member 0

Summary

- The player's custom character, in the party from the first scene of the Prologue to the last.
- Picks any of the 13 classes at character creation.
- Speaks only through the replies the player picks; since 15 October 2026 each picked reply is spoken aloud.

Appearance

- A fit, lean man of about thirty, 1.79 m, with tousled dark-brown wavy hair, a short dark beard, brown eyes and sun-tanned skin, taken from his painted avatar.
- A slim, long-sleeved brick-red linen shirt with narrow cuffs and a short laced neckline, tucked in; a dark-brown leather belt with a small square iron buckle; slim dark-brown trousers; short brown ankle boots with a fold-over top.
- The clothes are simple and smooth, with the detail painted rather than sculpted, so he reads cleanly from above. No armour yet: the model is built to take armour and weapons later.
- He carries a **gladius**, a short sword in the old empire's style (about 0.7 m), bare at his left hip.

Personality

- Silent in the story: his personality comes only from the replies the player picks (prologue plan, Cast).
- The choices in Chapter 1 range from blunt ("We hit things.") to careful ("Liberate it from what?") to mercenary ("The pay's good. That's enough.").

Class and abilities

- **Class:** the hero **picks any of the 13 classes** as his home class at creation: the four companion classes or the nine hero classes (bard, cleric, druid, fighter, monk, ranger, rogue, sorcerer, wizard). Director, 2026-09-30: *"hero can be whatever he picks"*. His base kit and resource follow that choice.
- He can mix classes like everyone else, and can change his home class only with a full respec at an inn's hearth.
- His **default class** is *Unconfirmed — awaiting the director.*
- Plan his build in the talent calculator.
- **In the prologue** he has two abilities:

Slot	Ability	What it does	Damage	Cooldown
Main	**Slash**	A one-handed sweep that hits up to 3 enemies in front	Sword damage + 2	None, uses attack speed
Second	**Whirlwind**	Hits up to 5 enemies around the hero	Sword damage + 4	2 s

- **As a companion (AI):** Whirlwind when 3 or more enemies are in range; otherwise Slash, aimed first at the enemy attacking Vella.
- **Armour:** the player's choice of equipment.

In the game

- **Party member 0, the one the player plays.** Control stays with the hero (the director, 2026-10-08); the companions follow as a loose group and fight on their own.

- **Chapter 1, *The Hollow Lich*:** he arrives with Vella and Stalvan on the evening tide and fights from the pier to the lich. See The Hollow Lich (demo).
- **Meneferu (developer start, 2026-10-23):** he leads the party of five (the hero, Stalvan, Vella, Manfred and Zanze) through the walkable town. See Meneferu.
- **Sword handling:** he draws when enemies close in and sheathes on his own a few seconds after a fight. Attack is instant: about 0.15 s to contact; if the sword was away it appears in his hand. Drawing and sheathing also have their own control (G on desktop, the small sword icon on touch).
- **Hit and death clips:** a 0.3 s flinch, a 1.4 s fall onto his back and a slow-breathing "downed" loop. If he falls, a companion comes to revive him and the camera follows the reviver until he stands; control never moves to another member.

Story

- **Chapter 1, *The Hollow Lich*:** the party sails into Stara Luka on the mayor's contract to "liberate the town", follows the missing mayor's trail through Mare, Luka and Nana, kills the hollow lich in the mausoleum, and comes home by sea on a broken door (Chapter 1 script).
- **Chapter 2:** the party's boat is found sunk at the dock; he leads the search for a way off the island.
- **Chapter 3:** he earns the captain's ship at Ragosa and Montevigna.
- **Chapter 4:** in Meneferu he meets Manfred.
- **Chapter 5:** he stands on the rear deck of Manfred's car at its improvised gun for the drive to Papyria, where Zanze joins.
- **In the game (2026-10-30):** the drive out of Meneferu and its car fight close Chapter 4 (the card reads "Chapter 4 complete"); the player aims the rear gun with the move stick and fires with the main button. In Meneferu the hero speaks the replies the player picks (with the hero voice on), his bargain and lie rolls, and a few lines at Hetsa ("Too late. Backs together!", "There it is.") (Chapter 4 script).
- **Chapter 6–7:** after Stalvan is taken, he goes north with Vella, Manfred and Zanze; the prologue ends with the party stranded in Kaldvik.
- **Name and backstory:** *Unconfirmed — awaiting the director.*

Quotes

Spoken lines from the game's data (the sound-manager, active lines):

> *"We hit things."*
> — *(the first reply, on the boat)*

> *"Liberate it from what?"*

> *"Then somewhere down here, there's water."*

> *"That's how they got in. And how the boat got out."*

> *"Jure was with the crew. We brought you his knife."*

> *"Gently. Both of you."*

Voice

- **ElevenLabs "Daniel"** (premade, steady): a natural mid baritone, calm and plain-spoken, the voice of a fit man of about thirty.
- The director, 2026-10-15: the reply the player picks is spoken by the hero, and his talking portrait plays. Each reply carries the emotion of the choice (determined, serious, worried, neutral).
- Model **eleven_v4**, the project's voice model since 2026-10-15. He has 31 active lines.

Design and model

- **Hero D, the hero since 2026-10-07.** On 6 October the director found the old hero's shoulders and arms unnatural and asked for a new character from his avatar, then for a slim shirt instead of a bulky jacket, and finally for a **symmetric** model with smooth, simple clothes. The painting was made from the avatar as a clean, mirror-symmetric A-pose, turned into a 3D model with forced symmetry, and given 8K painted textures.
- **The director rigged it himself on Mixamo**, and every animation (movement, idles, sword set, talking, cheering, drinking, hits and deaths) comes from Mixamo's motion-capture library. Director, 2026-10-07: *"we will just use hero D, discard all other hero models since mixamo has the best animations."*
- **Earlier models (retired 2026-10-07, archived, not deleted):** `chr_hero` v1 from the first `new-design` Meshy model (its shoulders were the problem), and two test variants, hero B (olive jacket and scarf) and hero C (slim shirt). An earlier realistic hero (MetaHuman route) was dropped with the pivot of 2026-09-28.
- **Earlier swords (HERO-SWORD-1, 2026-09-30):** a two-handed greatsword (1.40 m) and a one-handed arming sword (0.95 m) were built for the first hero; the gladius replaced them with hero D.

Gallery



Hero D painting



Hero D model (8K textures)





Concept scenes: the dock fight in Chapter 1; the drive to Papyria in Chapter 5.

Sources: new-design/ (sheet, avatar, model); "plan - future for prologue.md" (Cast, Party abilities, Companion ability AI, chapters 1–7); sound-manager DB (characters, lines; read-only); docs/design/talents.md; docs/decisions.md (2026-09-28 pivot, 2026-09-30 classes, 2026-10-07 hero D, 2026-10-15 hero speaks and eleven_v4, 2026-10-23 party of five)

Last updated: 2026-10-31 (MEN-WIKI-SCRIPT-1; Meneferu lines only)