

Zeno



Brief rundown

- Minor/Supporting Character | Hero
- [Sample Voice 1](#). [Sample Voice 2](#). [Sample Voice 3](#).
- His voice should be a tenor. It should sound anxious and a bit whiny.
- Cowardly member of the Atlantean royal guard and old crewmate of Arkantos
- Appears once in volume I; appears again in volume III, gains more spotlight afterwards
- 8 lines in volume I

In-game unit history entry

- Age – 37
- Homeland – Atlantis
- Occupation – Unknown

Zeno was a member of Arkantos' crew during his campaign against the enemies of Atlantis. Arkantos noticed his great sight and unchallenged skill with a bow when recruiting for his voyage, and had him stationed at the top of the mast where he would scan for enemy ships. During naval battles he would shoot at the enemy ships with arrows tipped with fire, causing their sails to go up in flames.

Despite his skills and success, Zeno is a paranoid and pessimistic man. He is often the first in a battle to begin routing. Many times after a close victory Arkantos and his men would find Zeno waiting at camp. Zeno often wasn't present at the end of the battle to reap the benefits and ended the campaign with the least spoils out of Arkantos' entire crew, despite being one of its most important members. Some say Zeno acts this way due to an accident where he fell off the mast of Arkantos' ship, but the truth is he was always this pessimistic. He redeemed himself in the battle against Theris when he returned to the fight and pierced Theris' heart with an arrow just before he was about to escape.

Since returning from the voyage, Zeno has been promoted and demoted many times, and can't seem to find the right fit for himself in the military. He currently commands a small battalion of elite arci in the royal guard, but he acts with more authority than that, often sitting in at meetings of higher ups in the military. No one protests because nobody remembers what his actual rank is anymore.