

Oneshot 1 - Apprentice Bounty Hunters

Prolog 1 - Volitis World Introduction:

Goal: shorten time for future expositions, give context to why the players do their jobs

Everyone of you has worked at some point in your lives, as a headhunter.

For this reason you are all used to dealing with shady people, so it comes as no surprise to you when you are contacted for another job and asked to meet under a bridge early in the morning.

Each informant leads you to a shady establishment to discuss those things in private.

Whatever establishment you would have expected to find behind the door your informant leads you through, you find yourself in a corridor instead and are asked to wait.

The corridor is lined with windows to one side. Behind the glass lies a city built entirely out of towers. It looks nothing like the place you currently live in or even dare to call home.

Wherever you are, your viewpoint is above the city.

You can make out four other towers about the same height as the level you are standing on. All other towers in your view are smaller. They are connected through bridges and you can spot people busily moving along their ways.

After a few minutes your contact comes back and tells you to follow them. Your client wants to see you...

First talk with Mykor (Host Character):

1. players are his **new champions** (the old ones died/went missing)
2. if they succeed, they can **choose their pay** (even services, items, money, employment etc.)
3. explain what a **Renegade** is
4. Stress how ***important*** it is for the **target to be alive**
5. each player receives a **small, bronze gear wheel** with a green see through middle for identification

-> *The Players leave for their mission*

ONESHOT 1 - Overview

PLACE:	Paris, France - Exposition Universelle, Palais des Machines
TIME:	1889
GOAL:	Headhunt for a Renegade in the Palais des Machines
CONFLICT:	Mykor, Ligatan & Endo all want to find the Renegade first.
PLAYER MOTIVATION:	Business as usual, Headhunters
ROLES:	Heros: Champions (Players) Main Opponent: Renegade Second Opponent: Thomas Edison Fake-Ally Opponent: Wilhelm Maybach Ally: Mykor Contact Fake-Opponent Ally: Gottlieb Daimler
MYSTERY:	Who is the Renegade?

WORLD INTRO:

Palais des Machines:

You find yourself in a giant building made of metal and glass. The sun floods the hall with light and reflects on machines, which turn and hiss and click without pause.

A giant banner over the entrance announces that this is the “Palais des Machines”, a part of the World Exhibition in 1889, Paris.

Two additional banners, to either side advertise the two most prominent inventions of this exhibition: the Phonograph developed by Thomas Edison and the Motor Quadricycle by Daimler. Guests are urged to have a look at these innovations and even try them out for themselves on the first floor.

You stand between smaller booths directly at the entrance, between which people gawk and crowd and mumble in awe. Smoke filters through the air near you, but before you have a chance to look around, you are greeted by an Englishman selling Apple-Dumplings.

First talk with Aldéric the Apple-Dumpling Vendor:

1. he is the **contact person**, as is every other **Dumpling Vendor**
2. Reason to believe there are others searching as well, or that the **Renegade is very aggressive**
3. **Event 1:** One of the other vendors was nearly burned in the face by a sudden blow of hot air from a machine
4. **Event 2:** Another vendor was nearly robbed of her money, but attempt failed
5. Renegade is presumably **male, with blond locks**
6. Give the players the **Morphine**

Aldéric Fortier – Contact Person – Mykor

- ROLE: Ally
- WEAKNESS: Apathetic to the search for Renegades, loyal to own
- NEED: Empathy
- DESIRE: Go back home to Volitis
- OCCUPATION: Apple-Dumpling Vendor
- PAST EVENTS:
 - nearly killed vendor
 - early robbed vendor
- BEHAVIOUR: Done with everything, “Not paid enough for this”
- RESSOURCES: Money, Food, everything acquired through exchange
- RELATIONSHIPS: The other Apple-Dumpling Vendors
- LOOKS: Dark brown short hair, moustache, freckles and sunburned skin, gray eyes
- VOICE: deep and grumbly, constantly pissed off face, slightly sulking

Phonograph

The booth is clearly easy to spot. Music and voices echo in every direction from the brass colored cylinders of the machines.

While it is one of the fairs biggest events, there are remarkably little people surrounding the booth. Maybe it is due to the volume.

Behind the counter stands a young man with auburn hair. He presents the workings of the machine with a flourish. Next to him under a table sit two doberman dogs, who don't look happy at all about the commotion.

Events & Information:

- **Event 1:** Two cases with wax rolls have gone missing. They were transported in traditional briefcases
- **Event 2, if *Daimler* became an *enemy*:** some test drivers nearly crash into the booth. No one got hurt, but they toppled some of the machines and destroyed them.
- **Information - easy:** Explains that dogs are there for protection due to Event 1
- **Information - middle:** Montague wears a clasp with **Ligatan's** symbol on his shirt under his coat
- **Information - hard:** the Renegade searches for his Sister (Ligatan took her)

Montague Cornell – Ligatan

- ROLE: First Opponent
- WEAKNESS: Haughty, Flashy
- NEED: modesty
- DESIRE: kill Endo or Mykor Champions to gain better position in Volitis
- OCCUPATION: Ligatan contact, Phonograph presenter
- PAST EVENTS: Renegade interference (Event 1)
- BEHAVIOUR: Cold, professional, reasonably flashy & elegant

- RESSOURCES: knows of the other Renegade friends, has people on their tail
- RELATIONSHIPS:
 - Percival & Minerva (two Dobermann dogs (tracker dogs)),
 - other employees
- LOOKS: Auburn Hair, slightly curly, around 25, thin moustache
- VOICE: *Reference: Howl (Ghibli)*, confident, “presentation”voice”, medium
- SKILLS: Socially skilled, Manipulative, Intelligent

Action: 12	Knowledge: 9	Social: 19
GBP:2	GBP:1	GBP:2
Animal Handling: 72	Technology: 80	Manipulation: 79
Acting: 72	Safety Procedures: 28	Lying: 79
		Insight: 89

Motor-Quadricycle

Gottfried Daimler himself stands amongst a crowd of people, too many to get through to him and explains the workings of his Motor-Quadricycles in a booming voice. There is a man at his side, checking the returning cars before people can go to another test drive.

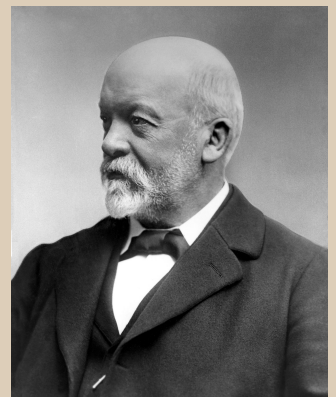
There are five Motor-Quadricycles people can test on a designated ring going around a circle with seats in the middle. A huge number of workers for Daimler are dressed in simple dark blue pants and coats. There are miniature models of other inventions as well as motors at the main booth.

Events and Information:

- **Event 1:** One of the workers was found drunk or something in the toilets, uniform gone
- **Event 2 , if *Montague* became *enemy*:** Brakes on Motor-Quadricycle malfunction, Car crashes
- **Information - easy:** Staff is only on the first floor, never the second
- **Information - middle: Event 1**
- **Information - hard, if positive:** Daimler cooperates with them, Players may now command the employee-network
- Players may try to **steal uniforms**, or **bargain** for them

Gottlieb Daimler - Endo

- **ROLE:** Second Opponent
- **WEAKNESS:** (*Reference: Garrett Hawke*) brash, thick headed
- **NEED:** Focus, empathy, slow down
- **DESIRE:** Find Renegade under all costs
- **OCCUPATION:** Endo contact, Entrepreneur
- **PAST EVENTS:** trained in gunsmithing & mechanical engineering
- **MOTIVATION:**
 - in Search for production sites in France for his “Steel-wheeled car”,



- searches for Renegade with brute force and workers
- BEHAVIOUR: Charming, high charisma,
- RESSOURCES: Daimler-Employee-Network, 5 Motor-Quadricycle-Prototypes, Money
- RELATIONSHIPS: Wilhelm Maybach, the workers in blue
- LOOKS: *see picture*
- VOICE: “Dad” voice, confident, but warm constantly smiling
- SKILLS: VERY proficient with guns

Action: 9	Knowledge: 15	Social: 16
GBP: 1	GBP: 2	GBP: 2
Shooting: 99	Gunsmithing: 95	Persuasion: 96
	Mechanical Engineering: 85	Insight: 96

Renegade

A young man, not boy anymore, but not man yet either. Dirty blond locks hidden under a blue cap. Wide, blue trousers in the same colour, and panicked green eyes. Looks around constantly, jumpy. Faces the floor most of the time.

Gilbert

- ROLE: Main Opponent
- PAST EVENTS:
 - Worked as servant once, got fired and has to steal, is not good at it
 - Only got to steal the briefcases from Ligatan, because he is good with animals
 - Nearly got caught once, denies being a Renegade, Sister went missing after supposed interview with Phonograph company
- MOTIVATION: Search for Sister, who went missing
- BEHAVIOUR: Paranoid, hides on the second floor, observes Montague
- RESSOURCES: False Uniform from Daimler, Briefcase from Montague, switchblade
- RELATIONSHIPS: Other Renegades in other parts of the Exhibition
- LOOKS: Blond locks, Blue Uniform, Medium height, very thin
- VOICE: high, frightened, carefully neutral
- SKILLS: Can use switchblades.

Action: 24	Knowledge: 9	Social: 7
GBP: 3	GBP: 2	GBP: 2
Switchblade: 54	Investigate: 59	Persuasion: 37

Hiding: 94	Gang-Knowledge: 49	Charm: 47
Theft: 64		
Fighting: 64		
Athletics: 84		

Breakdown:

	Mykor	Endo	Ligatan
Search	Description	Network	Bloodhounds
Capture	Morphin	Fake theft > escort him	Blackmail
Event	Attack by Renegade	Attack Ligatan	Attack Endo
Hint	Object, Description	Location on upper floor (Staff is only on the first), Missing Uniform	Circumstances, relationships
Item	Morphine	Uniform	Dogs