RPG

Setting: New Neo-Philadelphia, Year 22237

The world is in chaos. There are only a few cities left standing. The characters are a ragtag team of novice combatants from the Outlands. They meet and travel to New New Neo Philadelphia, and must fend off an attack from the New Canadian Empire. They meet the President of NNP, Mr. Who. They go off on a journey to defeat Supreme High General Connor and his empire.

Characters:

**Bjor’n** – Space Dwarf – Tank \*100 years old\* (NEEDS EDITED ABILITES)

He is one of the last dwarves, which came from space and made peace about 100 years before the catastrophe. Dwarf anatomy made them more susceptible to radiation. NCE soldiers began hunting dwarves for sport

Ability: Adds a percentage of damage taken to a bar. When full shield bash deals all the damage accumulated.

Attacks: 3-Taunt: All attacks aimed at allies target him for the turn. Has priority.

2-Flamethower: Adds a damage over time effect to an enemy.

1-Shield Bash: Bashes enemy with your shield.

4-Resistance: Heals some health every turn for \_\_\_\_ turns.

**Sarenssen –** Human – Marksman \*unknown\* (NEEDS EDITED ABILITES)

We are not entirely sure what Sarenssen is, but two things we know is that he is not of the world as he is able to wander the Koshmar perfectly fine and that he should be avoid at all cost. Sarenssen is a psychopath from a nation long thought was gone, Lindinsfarne. He was locked away in a Lindinsfarian prison when the world fell into anarchy. His cell was damaged from a bomb during an attack, once he escaped from his prison, his wrath was unleashed upon the crippled nation of Lindinsfarne, they stood no chance against him. Ever since the wars happened he has wander the lands, always on the move as he has no place to call home. One piece of advice… never touch his mask.

Passive: Every 3rd shot deals extra damage but he must reload after the 3rd shot, reload makes it so he can’t basic attack but use abilities for 1-2 turns

Rejuvenate (1): Sarenssen heals himself for \_ amount

Koshmar terror (2): Sarenssen shoots a special bullet that stuns an enemy for \_ turns

Blood Rush (3): Sarenssen gains an extra attack for that turn ( \_turn cool down)

**The Mouse** -Large Muscular Man with giant pink afro – Baguettopath

French, wants to fight things. Enjoys violence

Ability: Can trigger critical hits. Increases with level.

Attacks: 3-Baguette Barrage: Launches four weak attacks with his baguette. If he kills an enemy before the attack is over he moves on to the next enemy.

4-Le Français: Screams “HON HON HON OUI OUI BAGUETTE” and stuns one enemy for two turns. Enemy has a higher chance of being hit with a critical while stunned. Can’t stun the same enemy for 5 turns.

1-Baguette Bash: Swings his baguette at the enemy.

2-

**Sir Rib Marrow** – skeleton cyborg – Necromancer (NEEDS EDITED ABILITES)

Strike Team leader from the Skelekingdom. Given cybernetic augmentations to make him stronger and able to resurrect and control other skeletons. Yells about honor, spookiness, calcium, and the skeleton war.

Ability: If defeated, returns after \_\_\_ turns with low health.

Attacks: 2-Calcium Supplements: Heals an allied unit.

3-Skeleshield: Summons an unarmed skeleton to take one hit for an ally.

4-Spoopy Curse: A target enemy takes increased damage and deals less damage for the turn. Has priority.

1-Skeleswipe: Skeleton arm comes from the ground and attack enemy.

**Isoroku Fleeganschnitzel** – human/demon – Berserker \*around 30-35, ages slower\* (NEEDS EDITED ABILITES)

He was part of an outlands tribe, but then was captured and experimented on. He was combined with a demon, and killing people made him go red. The end goal was immortality. He went on a rampage and killed everyone in the lab except for the head scientist. The scientist used a perfected version of the experiment. He has hunted him for 100 years

Ability: Heals on kill.

Attack: 3-Backbreaker: Deals massive damage but damages self.

4-Black Flammes: Deals some damage to all enemies.

1-Cleaver: Swings his weapon at the target.

2-Berserker Rage: Increases attack but deals damage to self every turn

**Dr. Domo**: Class: Support (NEEDS ONLY ONE EDITED ABILITY)

Passive: Gives allies and himself 5% dmg resistance

Abilities:

**Auto-attack**: Stabs an enemy with an enemy that makes them bleed for 2 turns (DOES NOT STACK)

1. **Performance enhancing drugs (3 turn cool down)** – Gives an ally a 50% chance to deal double dmg and a 50% chance to deal no dmg.
2. **Band-aid (can only be used a certain amount of times during each battle)** - Heals an ally for \_ amount of health. Heals for 25% of the dmg taken (only to allie) last turn overtime.
3. **Shit… I might be high**: Has a 50% chance to make an ally immune to crowd control for 2 turns. Also has 50% chance to stun an ally for 2 turns.

Backstory:

El domo is a 38 years old man born in North Mexico. At the age of 18 he went to medical school in NNNP. After medical he became a surgeon; he was world renowned for having the most deaths on the table. But oddly he is also one of the best experimental surgeons for using his odd methods on the surgeon table, getting rid of his patients many tumors with his odd methods. Over the years, Dr. Domo went slightly crazing over the years but he was still able to perform operations considering that there was a lack of surgeons left in the world.

**Intro**

Things between “ “ voice over?

“The world has fallen in to anarchy. There are only a few cities that still stand. The fascist regime of the New Canadian Empire is threatening to invade your home State of New Neo Philadelphia. You have been tasked with assembling a team to defend New Neo Philadelphia. But you being an arrogant dwarf, you think you can take on the whole Empire by yourself, that was the biggest mistake you have ever made.”

As you reach the border of the NCE you encounter some NCE border guards (level 99) and demand a fight. They laugh and the first one shoots you in the stomach (dealing ¼ - ½ of your health and disabling you for your turn) the second one grabs his knife knowing you are disabled now and slowly cuts off your left arm at the elbow (dealing ¼ of your health) the first one shoots you in the right leg and the second slits your throat, you hear “Why did you do that we should have made him suffer” a gunshot then you black out

(wait a couple seconds, bone clattering sound and an angry roar are heard, black screen fades) you awaken in a strange lab (don’t show body of sprite only the head) you look down at your body (show rest of the sprite now) and notice that from your elbow down is a basic robotic arm with nothing on it, then you notice your right leg is completely gone, and just like your arm there is a basic robotic leg. You hear the bone clattering again and in walks in some sort of cyborg skeleton, “Dammit this stupid dwarf is not dead”, you say “excuse me?” He says “Allow me to introduce myself, I am Sir Rib Marrow, I was scavenging for bodies in the wastelands near the border of the Empire to practice my art on, and that is when I found you, and one other body of a New Canadian soldier, did you kill him?” you think for a moment and ponder the thought of a New Canadian soldier being killed

Bjorn heads out from his cave into the wasteland in order to defeat the NCE. He meets The Mouse, who is fighting an AAAGK. Bjorn saves him and learns to fight in the process. The Mouse follows Bjorn on his journey. They travel towards New Neo Philadelphia. They come across a Skeleton surrounded by NCE forces and the bones of fallen comrades. They help him, and he says he is the last survivor of an assault team from the Skelekingdom. They were going to attack the NCE, but the NCE patrol found him first and shot down his team’s Skelecopter. (He blames the failure on a lack of calcium). He joins the group to finish his job and for vengeance. Isoroku attacks the group, then stops after a second. He has mistaken one of them for someone he has been hunting. He finds out that the person now works for the NCE, and the group is going there to defeat them. He joins them. They journey through the wastes towards NNP. When they get there they find the city under siege from NCE forces. They help free the city by defeating NCE forces and their leader, Paf n Af. They see the power of Mr. Who as he saves the city from a nuke, which are in short supply. Mr. Who praises them for their efforts, and helps prepare them for their journey into NCE territory.

The group travels through more outlands until they reach the guarded NCE Border. They attempt to sneak past, but are found out. They must then defeat \*NCE GUARD\* in order to pass. After they get past the border they enter the section of the outlands controlled by the NCE. They head towards the NCE headquarters, fighting monsters and NCE patrols. They reach the headquarters, but are quickly surrounded. They fight four very powerful NCE units and are about to lose. Then, Mr Who destroys the NCE forces that you were fighting and heals you. One by one, all the forces you have gained throughout your journey appear. You pick a party of four leaders (or less if you have less, the remainder are filled with weak generic NNNP soldiers) to fight four very powerful NCE units.

Ally Forces:

NNP Resistance: Led by Mr. Who. Gained by default.

Ability: Allies take reduced damage.

1-Stops his team from taking damage for the turn. Has priority. Has a cooldown.

2-Heals all teammates. Has a cooldown.

3-Attacks all enemies with energy.

4-

Skelekingdom Army: Led by SkeleGeneral Funnybone. Help Sir Marrow to rebuild the Skelecopter and to avenge his comrades. He will resurrect one of his troops, and they will return the Skelekingdom bearing news.

Ability: Gains a Skeleshield every 3 turns.

1-Skelesoldier: Summons a skeleton that attacks an enemy every turn for 5 turns. Only one at a time.

2-Increase Calcium: Gives him reduced damage and healing over time for 5 turns

3-Air Support: After 3 turns an enemy takes massive damage. Can’t use again until finished.

4-Skeleslash: Attacks the enemy.

Cage Clan: led by Nic Cage the Science Mage. Assist them in defeating their rival clan of Christopher Walkens.

Ability:

1-

2-

3-

4-

Florida Man: leading a group of animals. Gain access to Florida after hearing stories from a paperboy. Find Florida Man there and complete accompanying quests.

Ability:

1-All The Drugs: Gains a random series of effects.

2-DUI Squirrel: Squirrel distracts enemy and makes them attack one of their allies instead.

3-Fish Assault: Beats enemy with a fish. Hits 2-5 times.

4-Ticket To Heaven: Revives a fallen ally.

Mafia: Led by Ninja Pimp. They are smuggling things back and forth across the NCE border, as well as ambushing NCE patrols and convoys. Spring his men from NCE jail to gain his support.

Ability:

1-Stealth: Won’t be attacked by enemies for three turns. Has cooldown.

2-Backstab: Regular attack. If stealth is active deals massive damage.

3-Counter:Attacks an enemy instead of them attacking you.

4-

Psychos: Led by Lord Barrington. Return to the area, listen to his speech again without skipping to gain his support:

Ability: When psychotic meter is filled health is resorted, gain health every turn, take reduced damage, and no reload is required. Meter gains points when someone dies (enemy or ally)

1-Skull Shot: Fires his shotgun for massive damage. Requires reload after.

2-Reload: Reloads shotgun.

3-Inner Madman: Says a quote and adds to his psychotic meter.

4-State Titles: Bores two enemies by stating titles, they fall asleep for 2 turns.

Bosses:

Outlands: Lord Barrington-Fancy Psycho that gives a long speech before you fight him. Wears a suit, top hat, and rib cages. Wields a double barrel shotguns that uses skulls as ammo.

NNP: Paf and Af – mercenaries for the NCE

NCE Border: Pierre Hante- Made of stone, was rocks that bonded to a corpse in the ocean after being exposed to radiation and force of the explosion. Makes himself giant out of surrounding rock, and nearly kill the party. Mr. Who attacks him and reduces his size to something manageable for the party while healing the party.

NCE Territory: Ty Lopez – like a centaur but with a Lamborghini, fights with books and knowledge. He was an NCE scientist that was obsessed with knowledge, so he combined his DNA with that of Ty Lopez, and augmented his body with his Lamborghini.

NCE Headquarters: Supreme High General Khannor

Outlands Locations:

-Camp Cage: Home of the tribe of Nicolas Cages, led by Nic Cage the Science Mage

-The Cemetery: Has graves with the names of the developers and friends along with how they died. Ex: Clayton Executed for too many bad jokes

-Junkyard: Area inhabited and ruled by living trash.

Other Characters:

Notes:

-Philadelphia Chipotle Cream Cheese grenades

-Cult that worships Indiana Jones: the only thing that survived after the catastrophe in India was a single copy of Indiana Jones and the Temple of Doom. They now worship it as there holy script and make sacrifices.

-Skelekingdom: area ruled by the Skeleking (Morgan Freeman?) in present day Argentina. Inhabited by skeletons

-Europe is inhabited entirely by bandits, thugs, and looters

-Many islands were wiped completely off the map such as Japan

-Clan of Nicolas Cages fighting a clan of Christopher Walkens

-Florida is controlled by “Florida Man”, the only human in the area

NPC Dialogue:

I am a nameless peon on a HUGE quest.

O shit waddup.

\*insert generic NPC dialogue\*

Get away from me you freaks.

Don’t believe in yourself. Believe in the me that believes in you.

Don’t let your dreams be dreams.

I wish I was a meme.

Pants are an illusion and so is death.

I wish I was in Ozzyland, it is peaceful there.

W-whats with those b-big weapons you got there?

There is no mafia in Cuba…because it doesn’t exist.

I love the delicious taste of Shaqfish.

Save me from this meme hell.

Look! It’s a Charmeleon!

Illuminati Confirmed!

There is a Chinaman under the truck.

It’s dangerous to go alone, or together! There is only death!

NCE Dialogue:

I am the hammer of the glorious empire!

No mercy for infidels!

FOR GLORY!!

How dare you defy the empire!