

# Galactic Gunslingers

Description: An intergalactic war has broken out between the two opposing forces of Kathrop Faction (Rebel) and the Allied Universes group (Government). The player character, along with his companions, are sent to assassinate the rebel leader as hired mercenaries for the Allied Universes group.

## Roles:

Writer: Alan Roush

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# Setting & Main Story

The game is set on Thapus 83NK, thousands of years in the future, and the game is western themed. This planet is where the war began and also happens to house the headquarters of the Allied Universes.

## Story Summary:

The player character, Beretta Biggins, has lost her job as a miner due to the intergalactic war destroying the mines. She is hired as a mercenary by Allied Universes and is given various missions to help defeat the rebels. On these missions, she meets companions, who join her party. Their final contract is to assassinate the rebel leader, Otto Wesson.

## Plot Diagram:

- Player enters a meeting for the Allied Universe in the headquarters where she's informed in the saloon.
- The player goes to the saloon, and meets the bartender, who gives her contracts.
- Beretta is sent out on a Scouting Mission to Sarvis 0P2L, and meets Rose, a shapeshifting alien, who was hired by the AU as a guide.
- Beretta is sent to rescue government official prisoners from Okkeshan 2-B. The group meets Maverick.
- On the way to rescue Maverick, Beretta crosses paths with Gregor, who thinks her ship is a pirate ship and boards it. He hears about how much she is getting paid, and abandons his current quest and joins the party.
- On players first venture to Cilia OV2 after hearing a rebel leader is there, Beretta meets Aurora who has stolen something and is being chased by rebels. After Beretta takes care of the rebels Aurora sees the opportunity to force herself into this geared up group to help her reach her goals.
- Beretta returns to Thapus 83NK where she encounters the corrupt mayor who runs the town the saloon is in. Jay is met in the saloon after with the request of taking the mayor down. Hints show that the Allied Universe is not as perfect as they seem.
- If brought up to the government officials who gave you your mission they write it off and make excuses.
- Beretta and co gain an exact location and name of the rebel leader. Located on Cilia OV2, they give you the directions of where he is outposted for you to take him out.
- Introduction of Otto and Boss' battle with him occurs.

# Hub Design

Some sort of space station saloon. A place where random NPC traveler characters go and where your character and eventually your companions will go. There will be a landing area where the team of mercenaries can dock their ships and also where NPCs will stop in and land.

Government allows you to stay in this saloon as you work for them. ***The space saloon is where you collect from the missions you do. Bartender gives out requests for missions.*** This allows the player to make it their hub area where they plan their next missions, or just hang out and play different mini-games. There will be a main bar room with card tables for poker and other card games, and another room for shooting competitions, where the player can practice shooting and try out new guns. There will also be a living quarters area where there are several common rooms, as well as bedrooms for the main characters.

## Planet List:

- Thapus 83NK, main planet with Allied Universe based in it as well as the Saloon hub
- Sarvis 0P2L, mission planet where you meet Rose
- Okkeshan 2-B mission planet where you meet Maverick
- Cilia OV2 mission planet where Otto is on and where we meet Aurora the first time you go to the planet.

## Map:



# Boss Fight Design

Party comes across a building they heard Otto, one of the rebel leaders is located in. As they sneak in they see a figure they believe is Otto. One of the companions takes the shot but it's revealed the figure is just a projection. Otto's voice speaks out calling the party out from an unknown location. Stating how they are making the same mistake he was making. Swooping down he reveals himself when the characters won't back down despite some hesitations. Reveals that he's an Octopus. Fight begins, Beretta calls out orders to the companion characters during the fight. Characters have to constantly decide whether to pop out of cover to attack or keep cover from all the guns Otto wields. At the end of the boss fight characters can choose whether to spare or kill Otto.

## **Branch Decisions:**

1: Killing Otto leads to Beretta's mission being completed and she collects her pay, and gets assassinated herself while leaving the saloon. (Bad ending)

2: Letting Otto live leads to him revealing why he left the government after once working undercover for them and how he believes the rebellion will make a better universe. Otto offers you to join. (Good ending)

## **Bossfight Flow:**

- Begin fight
- Beretta can command companions to use their specialties to her advantage.
  - Gregor has super-thick lizard skin, meaning they can't be harmed by bullets.
  - Maverick has a drone that he can remote control and use to distract Otto.
  - Rose's shape shifting abilities are applicable to inanimate objects that they touch.
  - Aurora can spit a temporarily freezing ice.
  - Upon attacking, J has a 50% chance to attack twice. The player can either attack using J or Beretta, but J cannot be used for countering.
- Otto has three different attacks, which can be countered by different companions. Each attack has a distinct counter(s), but if the wrong companion is chosen, that companion will be dazed and not able to be used in battle for one turn.
  - Tentacle Smack: Otto will smack a tentacle down. Aurora or Rose counters this ability
  - Gatling Gun: Otto pulls out a gatling gun and sprays down a character, counterable by Gregor or Aurora.
  - 8 Armed Revolver Fury: Otto takes out his 8 revolvers and lets hell rain upon a character. This can be countered by either Maverick or Gregor.

# Companion Character: Alan

Character Name: Gregor McShanks, AKA “Blindshot” (They/Them)

Salient Feature: Gregor is an interdimensional bounty hunter with green lizard skin and red eyes. They are known for being the best sniper throughout the galaxy, despite being blind and using no scope. Gregor has super-thick lizard skin, meaning he is impervious to bullets.

Flavor Line: “There’s no such thing as too much money”

Motivations:

- Gregor is fueled by their endless hunger for money. Thus, he often abandons current contracts when he finds different contracts that pay more.

Quests:

- Gregor is assigned a mission to recover a treasure chest stolen by intergalactic space pirates.
- Gregor is given a mission to assassinate the leader of Nade S78, but it turns out the contract was bait. Gregor is forced to fight the elite military squad of Nade after successfully killing their leader.
- Gregor must kill a messenger from Cryron 3P-4 and intercept the message before it gets to its destination.

# Companion Character: Nadiyah

Character Name: Rose (They/Them)

Salient Feature: Shapeshifter alien from planet Gorgon. In their original state they have purple skin and green eyes. They are known for their fighting skills. Their shapeshifting abilities are applicable to inanimate objects that they touch

Flavor Line: "You will never know who I truly am."

Motivations (Hopes/Fears):

- Rose likes money and took this job because they are on their own.
- They hope to find their parents one day.
- They have trouble trusting people.

Intro: Rose is a guide that was hired by Allied Universes. They are paired with Beretta Biggins on a scouting mission to the planet Sarvis 0P2L.

Story Arc: Rose used to use their shapeshifting to commit different crimes around the galaxy. They got caught by the Allied Universes and had two options: go to jail or work for them. They chose to work for them and started using their powers for good even though it takes them a lot of time to trust the other characters because of their family abandoning them when they were younger.

Quests:

- Rose helps Beretta find the informant in a town called Dune and retrieve the information she needed.
- Beretta accompanies Rose to Drov 0X6P to search for and confront their parents that abandoned them as a child.
- Rose and Beretta go out searching for a rare weapon that Rose has been wanting on a planet called Grara 0H4H.

# Companion Character: Eric

Character Name: Maverick, (He/Him)

Salient Feature: Maverick is a being from a planet far away. He has become a bounty hunter and will do almost anything he's asked to do, for the right price. He is an ace pilot and becomes the team's main pilot.

Flavor Line: I'm the best pilot in this galaxy

Motivations:

- Maverick is a part of the team because he is at first, only looking for money, however once he starts working for the good side, he enjoys his work and payment sort of becomes less important.

Quests:

- The first quest, you're working with other team members to find and recover a high value item that was left behind in an abandoned base formerly held by the rebels, who you're currently working for. You find the base and it is being guarded by several enemies. You see a ship land and Maverick is the pilot. He exits the ship, along with several of the rebel prisoners. You and your team watch as they get tortured and watch Maverick try to tell them to stop torturing the prisoners. They threaten him and tell him only to worry about his money and that's all. He yells at them again and then they take him as a prisoner too. The group of mercenaries that your character is a part of now decides to intervene. They go down and save the prisoners, including Maverick, and then Maverick decides to join the team. (Quest 1 which includes intro)
- The remaining enemies had fled the rebel base and the planet and took Mavericks ship. He asks you to help him get the ship back so he can be your pilot. You and the team agree, and set out to recover his ship from a nearby planet with an enemy base. The ship is recovered and he becomes your pilot. You return to the saloon.
- At a certain point in the game, a component on the ship breaks during a battle and Maverick asks you to go to a certain planet and find a new one. You go to the planet where there is a junkyard full of old ships and parts. You find the part that he needs, but then a group of locals finds you and tries to stop you so they can eat you. You fight your way out and then return to the saloon and give him the part.

# Companion Character: Lauren

Character Name: Aurora of Vanity (she/her)

Salient Feature: A greedy ice space reptilian monster permanently transformed into a small kobold like lizard by the enemy side after they claim the planet she lived on as their outpost.

Flavor Line: All the wealth in the galaxy is rightfully mine once I have the power to take it.

Motivations:

- To take revenge on the enemy side of the war for what they've taken from her.
- To restore herself to her previous form.
- To gain power and riches and be renowned throughout the galaxy.

Intro:

- Found being chased by the inhabitants of the planet after stealing something in a temple. Following her into a crater she darted in leads the inhabitants to question if the player character saw her.
- When the guards leave she is pleased and sees you as acceptable bodyguards that will prove useful in gaining her true form back from the enemy and sticks around with you even if refused.

Story Arc:

- Aurora is confronted with the enemy side of the war that scientifically transformed her into a small lizard creature when once she was a powerful space monster who had claim over this planet.
- She had an army of minions, who she now shared the form of that she bossed around. They turned on her in favor of working for the enemy after Aurora was defeated and transformed.
- Aurora realizes how her actions and attitude have been affecting those around her and pushing them to leave her like her little space lizard army. Begins to fear losing the party whom she will never admit she's grown attached to and begins to slowly open up and change her demanding attitude towards her friends.
- Slowly learns that money and status is not to be all end all of life.

Quests:

1. Intro quest: Player finds Aurora running away from rebel troops shouting at her for stealing. She quickly ducks into a crater behind you. Player engages the rebels after they realize the player is working for the Allied Universe. A fight breaks out that the player wins. Aurora assists after seeing the player is winning. After the battle she declares that she will join the group. She will sneak onto the ship with her small size even if rejected. Player accepts seeing as she can fight and they have a common cause, even if Aurora is using the group for her own agenda.
2. Aurora finds information about a machine on Sarvis OP2L that could help her regain her previous form. She orders the player to take her to her there as with her true powers restored they could easily take out anything in their way. Reaching the planet however reveals that the machine doesn't work and on the way back to the ship Aurora is confronted by her space reptilian army who now work for the rebels which the player and her must defeat
3. Aurora, fearing being thrown out of the group after the previous quest. Ask questions on the players' likes. Depending on response she will then try to steal an object the player describes to try to show she cares.



# Companion Character: Michael

Character Name: Jay Kinro (AKA J) (he/him)

Flavor Line: “It’s the government! It’s a conspiracy!”

Salient Feature: Oldschool Crack-shot gunslinger; Very prone to possible conspiracies; Overly cautious

Motivation:

- J’s wife went missing a year ago. J is fairly certain that she was kidnapped and that the one responsible was the mayor. He is only looking to get her back, he doesn't care about revenge at all.

Intro:

- The player meets J in a dingy mercenary association building. J asks the player to help him find evidence of the town mayor’s crimes. After discovering the mayor has been silencing people who support any kind of low-class assistance program, J is overtaken by a silent rage. The player notices a ring on J’s finger. J asks the player to help him find the people who have vanished. The player and J find the missing people and J reunites with his wife who went missing 1 year ago. J promises to repay the player, but being so low class, he doesn’t have any way to repay him other than joining the player’s crew, so he does.

Questline:

- Jay and Beretta stake out a possible target that the Mayor may make a move on. They follow the kidnappers, after witnessing them capture the target, to a building. There, Beretta and Jay discover that the kidnapped people are thrown down into a hatch inside that house. They decide to investigate.
- Inside the hatch, they discover a facility housing all of the missing people. They are being worked as slaves. There, Jay finds his wife and the two start to plan on how to escape the prison. They decide that causing a riot and escaping in the confusion is the best way. Beretta gathers up a bunch of weapons and hands them out to the prisoners to start a riot.
- The group escapes with all of the prisoners. After escaping, the prisoners are all free, and the group intend for the commotion to force the mayor to come clean, only to discover that the mayor is being backed by the government and that the incident was all covered up. Afterwards, Jay wishes to join the crew to repay his debt to Beretta and also to find an answer to why the government was backing the usage of slaves.

## **Plot Flowchart**

Intro Mission -> Hub -> \*Companion Character Quest\* (Player will have the choice of which character's quest to do and in whatever order they wish) -> Final Mission (Once every single companion character quest is finished) -> Boss Fight (Choice of to kill Otto or not) -> Bad Ending (if player killed Otto) Good Ending (If player spared Otto)