

## Playable Characters

Rental time-machine company that groups people together for tours, Joshua is obsessed w/ lincoln's death, knocks out their tour guide, the others agree

Characters - Fake Names - Chr - str - Detecting - Sneaking - Low vs High - High = +1, Low = -1 (90s/80s aesthetic to 'blend in' with the time - far future)

Chelsea - Librarian - True crime obsessed - Mega short - detective books -

Good Detec and Sneak - garbo str and chr

Megan - Telemarketer - bad person -

Good sneaking Good str - bad detect bad chr

Joshua - Actually knows what he's doing - History Major -

Decent Chr and Detect - Garbo Str and Sneak

Ryan - Mechanic - dirtbikes - adrenaline junkie -

Good Str and Chr - Bad Sneak and Detect

Every round a player can choose to do one line of dialogue with one character / move to a new room / give an item to another player in the same room (in that order)

## NPC's - ACT 1

- Rich old woman - Lounge - Miss. Beatrice
  - Hello my dear, this evening is going wonderfully, though I haven't a pipe to smoke or person to dance with. Say, think you can help me with either of those? /Option to give her a pipe or dance with her /
  - \*Pipe\* Now my evening truly is perfect. -She blows smoke in the air- Although I suppose an exchange is necessary? /You receive a pretty bracelet with a single piece missing from it. -Sneak +Chr/ It's broken and I wouldn't be caught dead wearing it, but you should be fine wearing it.
  - \*Dance\* Oh ho, let's see what you are made of, shall we? -Sneak check to stay light on your feet as she tosses you around the room- Suc However will I thank you hmm? /She kisses you, your lips are now a pretty dark red/, +Chr - Lose You knock over a couple of things while dancing, and you can see the owner don a frown/ Well, I don't think we'll be repeating that, though... good try I suppose. /-to kick out meter/
- Lincoln's wife - Box
  - Ah, hello, is there something I can help you with? /sneak and try to steal a hair clip from her bag/ /compliment her/
  - Steal suc - You find an old hair clip, though it looks brand new right now. Steal fail - What in the world are you doing! Keep your hands to yourself! /- to kick out/
  - Compliment - Thank you, I do try my best. If you are Joshua, she compliments your taste in suit, otherwise she marvels at the colors you are wearing.

- Do you and your husband enjoy the theatre? /Oh yes, though usually we go to the Opera!/
- Owner's Friend - Lounge
  - Guests can go be in the seating areas or the lounge, no need to talk to me. /Need any help?/ /How did you come to work here?/
  - Work - Me and Ford knew each other for a bit before, then I figured I'd help out after the building burnt down a little while back, and here we are. I may just keep the more practical things running, but even I'm proud of how far we've come.
  - Help - I don't really want to bother guests, but I suppose I could use some help. If you could go around and make sure all the glass hoods on the new gas lamps we put up in here are screwed in nice and tight, I feel like the workers we hired for the installation were a bit... lax in their duties. \*Looks toward the bar\* /Str check/
  - Suc you go around and check all the glass hoods, making sure none of them will fall off and shatter. -1 kick out meter Fail - you manage to knock one of the glass shades off, and you can feel the workman's eyes burning into you. Increase kick out meter, gained glass shards +1 str
- Another actor - Seating
  - You would think a production so professional would at least know how to set up some stage lights. /Why do the lights matter?/ /offer to fix the lights/
  - Why - Why? Without the proper lighting I'll either look ghastly or be draped in shadow, the lighting must be perfect if the play is to be any good! /walk away/ /offer to fix the lights/
  - Fix - Detect check to see if the lights are covering the whole stage, suc - /find which lights are out of alignment and fix them/ Ah, that's much better! Thank you! /seeing his brief joy fills you just a little +chr/ fail - That's worse you fool! How in the world will the play go on now! /kick out meter -1/
- Booth - Backstage
  - /Its you!/ /Silence/
  - Silence - You can see he grows uneasy as you stare. /Walk away./ /Punch him/
  - You! - Ah, you've heard of my work before? I'm not surprised. /Butter him up chr check/ /walk away/
  - /Punch/ Str check, success Ah, what the devil is wrong with you! -kick out meter fail Excuse you! -kick out meter
  - /Butter him up/ chr suc - There is no need to flatter me, my work speaks for itself you know. Fail - Have you even seen a single one of my plays? Or any play? Ever? -kick out meter
- Lincoln - Box
  - Hello hello! /shakes hands/ What can I do for you fine folk? /Complement his success over the confederates/ /Ask him how he feels about the play/
  - Play - Well, I've never seen *Our American Cousin*, but I always love a comedy, and the levity is something we all deserve these days. /Suggest he'll have a better view in another box?/

- Confederates - It's only been a few days, but it is nice to know all of this nonsense will be behind us. /Suggest he'll have a better view in another box?/
  - Succ or Fail chr - It's a nice thought, but we'll be fine right here.
- John Fredrick Parker - Backstage
  - Oh, hello friend, are you with the production crew? /shouldn't you be with the president?/ /Yes... I am part of the crew chr/
  - Your job? - He'll be fine as long as I am in the building. In the meantime though, I really wanted to come see Mr Booth, I am a huge fan! /Sigh in despair/ /See anything neat hanging out backstage? chr/
  - Succ - Actually, I found this smoking pipe back here, could you get it to its rightful owner? Fail - Uh, on second thought, I think I see something over there. /he leaves/
- Owner - John T. Ford - Lounge
  - Welcome to the Ford Theatre, you can talk amongst the other patrons here before the play starts, and feel free to look around my fine establishment! /heard the pres is here/
  - Yes, indeed the president is with us tonight, but I must ask that we all give him and his wife some privacy in their box seats. /Where is booth/
  - Chr succ - Oh yes, he's backstage preparing with most of the rest of the crew right now.
  - Chr fail - Oh he'll be on stage when his time comes, until then, please enjoy!
- Repairman - George A. Atzerodt - Lounge (bar)
  - Whadya want?!?!? \*he is plastered\* /look at his face/ /is there anything good to drink here?/
  - Drink - No, there ain't, just the stuff that burns the whole way down.
  - Look - detect succ - Realize he is one of Booth's accomplices. Fail - You tryn' to fight! /walk away/ /fight/
  - Accomplice - /Where is booth's gun/ /Punch him/
  - Where gun chr - succ He blinks a little, looks at you, \*its near the stage Ned\* fail - fucks off
  - Fight str succ - You throw him around a bit, but no one else seems to care, and the owner's friend turns around too. Out of his pocket falls some broken glasses /+1 detect/
- Stagehand - Edman "Ned" Spangler - Seating
  - Nervous, Intro, fun, has a buff item if you **chr** calm him down
  - Um... /ask him what he's up to/ask how he's doing/
  - What's he up to- I'm not... up to anything. /ask how he's doing/walk away/
  - How's he doing-I'm.... excited for the play....? /smile at him reassuringly/
  - Smile- chr succeeds- he loosens up and is chiller "here I don't want this anymore, you can have it..." /gives you a match box/ fail- "you're being... weird. Can you... go away?" /walk away/

## Random Events - ACT 1

- Other actor huffs and leaves, anyone in the **seating** gets a buff to sneak backstage
  - Pick a player who is in the seating to complete this Random Event!
  - “THIS PLACE SMELLS OF MILDEW, SWEAT, AND EGO! THIS IS AN OUTRAGE! I AM RELEASING MYSELF FROM THIS PRISON!!!” The actor storms out. /Roll to sneak backstage/Stay put in the seating./
  - If no one was in the seating, pick up another Random Event card.
  - Sneak succeed- You just go backstage.
- Janitor knocks something over, you have a **detect** chance to look through people's cards.
  - Choose a player with high detect to complete this Random Event!
  - From the lounge the Janitor calls out, “oh, good heavens! I appear to have dropped my large janitorial broom! And it has crashed into a conveniently placed filing cabinet!” /Roll for detect to look at a card./Do nothing and stay where you are./
  - Detect succeed- /Take a look at one of the character cards. You are allowed to use this information to figure out your next move. Afterwards put the card back, and return to where you were on the board./
  - Detect fail- The janitor turns and glares down at you, “why, what are you doing here, junior? Shoo, shoo! Back to your play. Or else.” /Go back to where you were, and the kick out meter raises by one./
- Lincoln's wife faints, he calls for help, if you go to heal roll **str**, and then you move to there, if you succeed you get a second chance to convince them to move boxes **chr**
  - Choose a player with high strength to complete this Random Event!
  - From within one of the private viewing boxes, you hear the President calling out, “hello hello! Please someone help! My wife has fainted! I can only fan her with my top hat for so long!” /You roll for str/
  - Str succeed- “Oh my, she’s waking! A round of applause for this talented fellow!” /”Mr. and Mrs. President, please move to a different box, there appears to be some hornswoggling going on in this one” roll charisma/leave/
  - Str fail- “What doggery! Give me a *real* doctor, my poor wife might have a few broken ribs now!” /leave, kick out meter raises by one./
  - Chr succeed- the wife: “Right, thank you again for your help, tah tah now!” /Leave, as you think with a frown that Booth can just as easily find what box they are in.../Stay in this box/
  - Chr fail- Lincoln’s wife wheezes in annoyance, “oh, you think we’re just a couple of old coots, eh? Well you can’t have this box! This is our box, there are many like it, but this one is mine!” Leave, and the kick out meter raises by one./

- Owner (fire safety reference) needs help with trash, **str** person can move the garbo and get another way to sneak backstage through the newly revealed door
  - Choose a player with high strength to complete this Random Event!
  - “Trash in front of that there door? This is definitely a fire hazard! My fine establishment..... may not have a clear and accessible escape route! Please will someone else remove this for me?” /Roll str to move the trash./
  - Str succeed- “Why thank you! I must be off, enjoy ‘Our American Cousin, it’s sure to be a treat!” The owner leaves this little area, giving you the chance to sneak backstage if you wish. /Roll to sneak backstage/
  - Str fail- “How are you already tuckered out? Even I could have lifted that. I mean- get out of my sight before I call someone to throw you out.” /kick out meter raises by one, go back to where you were/
  - Sneak succeed- You succeed in sneaking backstage! Now you may snoop around for anything. /Roll to detect any items that could help you/
  - Sneak fail- The owner returns, looking like he had more to talk about with you, but instead his eyes narrowed, “what do you think you are doing...? I am going to ignore this deed, return to the seating area at once.” /You return to the seating area, and the kick out meter raises by one./
  - Detect succeed- You find what seems to be Booth’s pistol! You shouldn’t hold onto it or else you may get kicked out, but you can do something else!
- Conspirators worked together to build some rug-gold-berg wilie-coyte thing and fucked it up, seating guy and bar guy if you can convince him you are on team booth, they give you an identify item **chr**
  - Pick a player who is in the lounge to complete this Random Event!
  - Suddenly, you hear a SLAAAM! Turning, you see a drunk and a nervous wreck attempting to operate a cheap pulley trick, with a rope tied around a grand piano that *should* be hovering over that white X on the floor, but is instead in a thousand pieces beside it. “Ratss! C’mon Ned you were supposed to hold that rope, now it’s rrrruined,” the drunk cries out, punching the nervous one in the shoulder. Weeping softly, the nervous one cries, “our grand piano... shattered.... It took so long to get that thing in here.” /”Maybe I can help?”/don’t help and just watch, suspiciously/
  - If no one was in the lounge, pick up another Random Event card.
  - Help-
    - “Woah, buddy, who do youuu think youuuu are?”
    - Player: “Why, I’m just here because you two seem like ya could use the help!” You roll for str to see if you can hoist up the rope carrying the damaged piano!
    - Str succeed- “Wooooahhh that really worked! You must know why we were setting this up!” “Um, George, you can’t just tell-” /Yep, I do know why! I’m on your side!/

- “Here, Ned, can you hand thiiiis lovely person our card?” And Ned begrudgingly does, handing over a card labeled “We are on team Assassin Abraham Lincoln.”, which raises your chr by one. /
- Str fail- The rope SLIPS from your hand, and the grand piano plummets down onto Ned. “WHAT THE FU-” /You run before you can cause any more issues, and the kick out meter raises by one. Choose any area *besides* the lounge to run to./
- Watch- “Psst, that person over there is um, watching us...” “Heeyyy you got a freakin’ issue?” /You run before any issues arise, and the kick out meter raises by one. Choose any area *besides* the lounge to run to./

## Locations - ACT 1

The Box

Sneak to get here

**Detect** a loose board on the way up, find some nails

Back Stage

High **sneak** to get here

high **sneak** and then high **detect** to sabotage the gun

Seating

High **sneak** to get here

Detect a thing -

Lounge

Detect a thing -

## Locations - ACT 2

The Box

Back stage

Seating

Lounge

## ACT 2

- Round one starts with players getting to roll detect to notice booth is missing- Round 1/4, do you detect or fail? Roll a 5 or 6 to succeed in detecting.
  - Detect succeed- Booth is not where he should be, it must be *time*. /Tell another player and move on to round 2/4/Don't tell another player and move on to round 2/4/

- Detect fail- You notice nothing is out of the ordinary, might as well sit and enjoy the play. Unless another player alerts you, you can not participate in the next round
- Round 2/4- Roll your dice, roll until you get a 6 (no buffs allowed for this), if you roll a 6 on your first turn, go to the "First turn" labeled below to see what to do, if you get it on your second turn go to the "Second turn" below, and so on for the rest.
  - First turn: You get to the box on your first turn which grants you the ability to sneak into the box before Booth. You hear footsteps approaching the box, and hide yourself among the frilly drapes.
  - Second Turn: You get to the box on your second turn, for the next round you have an advantage for dealing with Booth using your charisma.
  - Third turn: If you get to the box on the third turn, you will get to the box right after Booth, and you get a strength buff.
  - Fourth turn or above: If you go to the box on the fourth turn or higher, you get no buffs and move on to the next round.
- Round 3/4- Choose one of the four skills
  - High detect = Using your detecting skills you can see the Booth's balance is poor!
  - High str = Using your strength skills you realize you can push him off the ledge!
  - High chr = Using your charisma skills you decide that you're able to talk him down from this!
  - High sneak = Using your sneaking skills you find that you could definitely sneak behind Booth and use that to your advantage!
  - You fail any of these = You freeze up.
- Round 4/4- Booth attempts to fire the gun! If you freeze up last round, you freeze this round. Roll for the skill you just rolled for again. If you fail, Booth succeeds in assassinating the 16th President of the United States.
  - 5 detect =
    - Succeed: Due to the poor balance, you rush him and snatch the gun out of his hand right as he pulls the trigger. The bullet fires into the box's carpet.
  - High str =
    - Succeed: You rush booth and shove him over the ledge, as he plummets his gun falls into the box.
  - High chr =
    - Succeed: "BOOTH! STOP! LINCOLN IS NOT THE TYRANT YOU THINK HE IS!" This not only gets Booth's attention, but also the President's.
  - High sneak =
    - Succeed: You sneak behind Booth and tackle him from behind, causing him to accidentally fire a bullet into his foot. Booth screams in pain, as you kick the gun out of his hand, the guard appears and takes it from there.
  - Freeze?

- BLAMO- the bullet travels right through the President's head, you turn away, you can't watch, as the sound of Mary Lincoln's screams drowns out to nothing.

## List of items

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## List of endings

### Phases

ACT 1 - 4 rounds - Scoping the joint

ACT 2 - 4 rounds - Stopping booth

### Kicked out meter

Every challenge / dialogue has the chance to increase your 'disruption' meter, which if it gets too high you lose

Character cards for other npcs, each with cards in response to questions with challenge/quests

Stack of locations like box xyz, under the stage, backstage, the bar, etc, each with a list of npcs items that can be found

Only One player can do each challenge one time, you should pick who does what carefully