

Bad Ways

Raphaël Perret

Guillaume Godet-Bar

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Bad Ways is a scenario set in a generic contemporary world, and is not attached to any particular rule system. It was designed for demonstrating the capabilities of our L^AT_EX classes and style packages for designing classy RPG scenarios. Nevertheless, the scenario is perfectly playable.

Synopsis

This scenario is designed for a two-player group. One player character is a lousy occult romance novel writer freshly out of the asylum. The other player character is a FBI agent initially set out to question the writer on a series of atrocious murders. As the story unfolds, the players are led into the depths of an occult world where angels and demons settle their disputes by betting on *almost* human horses.

Introduction master idea The two characters meet in a conflictual relationship

Acte 1 master idea Characters are immersed in the plot and meet the BRAND FUCKER BROTHERHOOD

Acte 2 master idea Characters understand the role of twin sister and they have their first contact with the demon

Acte 3 master idea Characters have understood the role of all forces and act accordingly

Conclusion master idea Is the end, for better or for worse....

Master idea the first player leaves the psychiatric hospital and meets the second player (FBI). The introduction ends at the beginning of the questioning of the first player by the second.

Summary of this scene

Characters start questioning.
