Scene 3: Tradecraft

The PCs may decide to spy on NPCs for information or just cheat by stealing their money. This is pretty freeform. Don’t let this scene go on too long, either. Again, the PCs can complete the adventure without cheating, so let them try a couple things and then urge them to move along.

# Hotel Layout

**Ground Floor**

* Front and Center: Lobby, large doors facing the street; stairs on the North side of the lobby;
  + Also the hotel back office (copier, fax machine, file cabinets, storage closet)
  + Also a small office for the hotel manager, which contains the hotel safe
* Rear and Center: Windsor Bar and Bistro, back patio closed due to cold weather; a small bistro with an 8-stool bar, three bar tables, four two-person café tables, and four large (4-person) café tables. Windows face the back patio.
* Rear, South Side: Kitchen, also the head chef’s tiny little office
* Rear, North Side: Laundry, also the hotel telecom closet, which, if accessed gives +1 to Electronics rolls for hotel-related tradecraft
* Front, South Side: Rooms 11 and 12
  + 11: Terrence MacGregor, Junior Vice Deputy Head of The Circus
  + 12: Unoccupied
* Front, North Side: Stairs, Rooms 14 and 15 (Note, in the old traditional fashion, there is no room thirteen; Edwina took 14 intentionally because it is, actually, room thirteen)
  + 14: Edwina Rowen du Lac, true descendant of Morgan le Fay
  + 15: Unoccupied

**Second Floor**

* Front, South to North: Rooms 21, 22, 23, 24
  + 21: PC
  + 22: PC
  + 23: Mattias von der Recke, member of the Aesir
  + Stairs
  + 24: PC (optional – if there are 5)
* Rear, South to North
  + 26: PC
  + 25: PC
  + 27, suite: Asmir
  + 28, suite: Partridge

**Third Floor**

* Front, South to North
  + 31, royal suite: Mike Xanderberg, Accidental Billionaire
  + Stairs
  + 32, honeymoon suite: Unoccupied
* Rear, South to North
  + 36: Unoccupied
  + 35: Unoccupied
  + 34: Unoccupied
  + 33: Elliott "Elijah" Maddox, Agent of The Host

# Tradecraft Skill Challenge 1: Surveillance

A surveillance scene – electronic spying or live surveillance works like this: The players devise a complex question as the objective of their surveillance. As the GM, determine if this is a question that surveillance or spying can answer – and be generous. If not, ask them to reformulate the question and explain why.

Then they engage in a skill challenge, with a complexity of 6 (per PC). Each roll takes 5 minutes. All the PCs on the scene get to roll.

After 15 minutes have passed (3 turns), if they have met the Complexity, they achieve their objective and leave with no trace.

After 15 minutes have passed (3 turns), if they have **not met** the Complexity, they won’t ever meet it. That is, the NPCs are too careful to leave that information lying around or discuss it openly or in any way that can be decrypted. The PCs may not retry the challenge.

Skill List

* Athletics DC 8 ……… scaling walls, hanging from eaves, climbing in laundry chutes
* Empathy DC 8 ……… interpreting intelligence, guessing at euphamisms or codes
* Nature DC 10 ……….. hiding bugs, camouflage
* Stealth DC 6 …………. eavesdropping, creeping down hallways, placing bugs, shadowing
* Streetwise DC 8 ……. blending in, recognizing goons, bribing people
* Electronics DC 6 …… electronic surveillance, phone taps, etc.
* Mechanics DC 8 ……. MacGuyver stuff

# Tradecraft Skill Challenge 2: Hotel Breaking and Entering

The PCs may want to take things a step further and break into an NPC’s room or suite. They may be able to steal cash, but since everyone brought money in different forms, they will have to launder it in some way.

This skill challenge does not go in turns. All PCs involved in the scene must make checks in turn (but some can sit out if they want), but it goes until the Complexity is met or three checks are failed.

The PCs have to reach Complexity 5 (per PC) before failing three checks. Each time they fail a check, it means they did something badly. But only at the third and fourth failed checks does the GM impose a consequence.

**After the third failed check**, they get the sense that they’ve left a clue that will point back to them as the culprits of the break-in. They don’t know what it is, and can’t remedy it without making things worse. They have to decide to cut and run or keep going.

If they keep going, they can keep moving toward meeting the Complexity, but **if they fail a fourth check**, a conflict begins before they can get away from the scene of their crime. Goons or police arrive and attempt to detain them.

Skill List

* Athletics DC 8 ….…… scaling walls, climbing in laundry chutes, jumping, running
* Relate DC 8 ……..…… fast talking the staff, bluffing past guards
* Stealth DC 6 …………. creeping down hallways, sneaking around, hiding
* Streetwise DC 8 ……. blending in, acting natural, spotting security measures, bribing people
* Electronics DC 6 …… bypassing security systems
* Mechanics DC 8 ……. jimmying windows, picking locks

## Fencing Loot

If the PCs manage to steal money, one or more of them can take the Maybach into town to launder it. Otherwise, they’ll have pretty recognizable goods when it comes time to buy things! Pawn shops, money launderers, gang members, and organized criminals may be able to help. Finding them, and getting a good deal in the middle of the night is the challenge.

Have the lead “fence” make DC 10 Streetwise checks until he fails one and tally the Skillpower accumulated. If the lead fence fails the first check, they don’t find any way to launder the money. The PCs receive 40% of the value of their stolen goods in British pounds, cash; plus 5% per point of Skillpower built up by the PC fencing the loot, up to 90% (10 Skillpower).

Regardless of the success of this endeavor, it takes all night, and the PCs involved in it will be absent for any other tradecraft at night (say if an NPC tries to spy on them), and they’ll be tired the next day.