

Everyone's played a game with That Guy. Ugh. I hate That Guy.
A Savage Worlds Sci-fi Fantasy One Shot By: Kyle Carty

This adventure is designed for Novice characters, though it is easily modified for more experienced streamers.

BACKGROUND

On the LARPing planet of ConGen all is not well. The entire planet is home to a massive live action roleplaying game with a high fantasy theme. In the beginning, players and game masters got along splendidly but as more people arrived things began to sour. Cliques formed and certain players began to dominate the scene. Quests were ruined in the selfish pursuit of individual goals, players were harassed and left the planet, and fun began to diminish. Unpleasant things were swept under the rug so that an inviting and inclusive face can be presented to new visitors.

The largest offender, Blixion, whose in-game name is Chet, now leads the largest remaining faction of powergamers. The capstone quest for the past year of the game is quickly approaching. Many players have gathered together to prepare to slay the Demon Lord Walter, a long standing NPC villain in the LARP. New players are excited because even they will have the ability to help influence the final battle.

ADVENTURER'S GUILD

Arriving at ConGen is quite structured. A small space station orbits the lush planet where visitors are processed. The staff that runs the station inform the streamers about the rules of ConGen. All players wear special collars that track vitals and ensure there is no metagaming. They neglect to mention that if a participant breaks character they are administered a powerful non-lethal shock. The streamers fill out their character sheets, which are also tracked through the collar, and are taken into a room full of rentable equipment for use on ConGen. Rental equipment costs a fourth of its usual cost. It is also worth noting that all weapons deal a controlled level of kinetic damage but the LARP is a full-contact sport. When the streamers are fully prepared they are shuttled down to ConGen.

On the planet itself, there is an electricity in the air. Apparently a massive storyline is going to be wrapping up within the week and everyone is excited to help slay the immortal Demon Lord Walter. The streamers are free to interact with other LARPers and get a feel for the area. ConGen

is about as generic and uninspired as a fantasy setting could get, and that's saying something. It is important to note, however, that all things have names similar to modern Earth. Characters are named Megan, cities are named New Brookstone, and other naming conventions that are completely anachronistic in most fantasy.

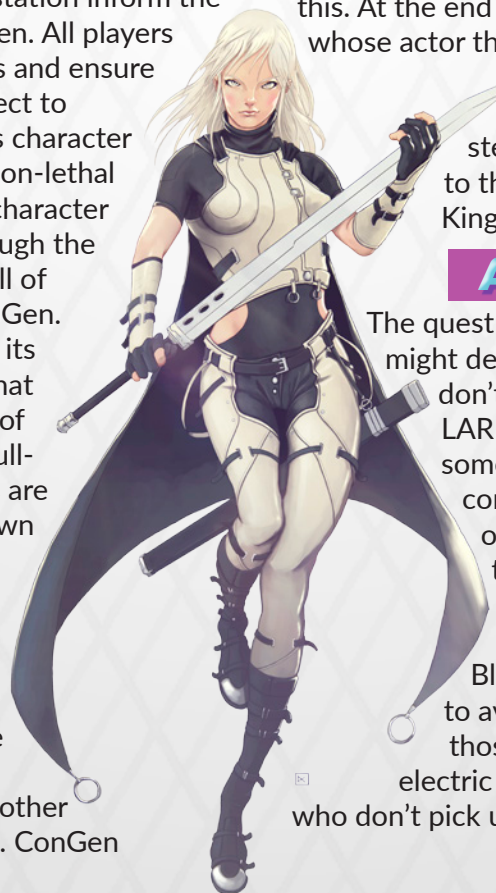
THANKS, CHET...

When night falls a street faire begins. Magical lights and torches burn in a variety of colors, the aroma of delicious foods wafts from carts, and music fills the night air. Everyone is having a great time and talking about how they are to leave to subjugate Demon Lord Walter in the morning. That's when Chet, a name that has been quietly spoken of, strolls in to the town with the head of Demon Lord Walter in tow. He jumps onto the stage and addresses the crowd with his retinue. Worry not, he has slain the monster!

The streamers can feel the fun immediately bleed out of the LARPers. The only ones who enjoy the rest of the night are Chet and his posse. Everyone else the streamers interact with have attitudes that range from utter devastation to the tempered expectations of veterans who expected Chet to do something like this. At the end of the night, the King of ConGen, whose actor the streamers met on the space station as the Game Master, arrives with his vassals and announces that he is stepping down and forfeiting his castle to the great and powerful Chet. Even the King seems to be kind of annoyed.

A NEW QUEST

The quest is ruined. However, the streamers might desire to create a new quest. If they don't, they are approached by other LARPers who want their help with something. Quiet talk fills the darkened corners of taverns and alleyways. Talk of regicide. The other players want to kill Chet. Not his player, Blixion, just Chet. They speak in ways that allude that it might be enough to get Blixion to leave while doing their best to avoid metagaming. However, there are those who are willing enough to suffer an electric shock to explain the plan to streamers who don't pick up on what they're hinting at.



There are a handful of things that are required to permanently kill Chet. He has stockpiled a massive horde of revival magic components. His greed was so great that he's actually cornered the market on the materials and gathering more would take long enough that Chet would become ineligible for revival. The materials are stored in a massive storehouse with several guards. The streamers will need to devise a way to destroy the stockpiles, which might bring them into conflict with the guards.

- **Mage (1)** *Soldier* with Arcane Background (Magic), Spellcasting d8, and Resilient, Wild Card
- **Guards (2 per streamer)** *Soldier* with chain armor and spears

The streamers are free to approach this in whatever way they see fit. There are plenty of individuals with explosive magic or "alchemy" that could level the storehouse, a mob can be whipped into a torch-bearing frenzy, or a stealth mission with just the streamers are all perfectly viable approaches.

LONG LIVE THE KING

With the stockpile destroyed it is time to bring the coup to Chet. The castle itself is quite fortified and well-guarded by Chet's lackeys. Mobs might simply siege the castle while stealthy streamers might attempt an assassination. Chet sits upon his throne, savoring the heights to which he has climbed. The throne room is large and lined with columns. Chet is accompanied by his favored party members and is ready for battle.

- **Chet (1)**
- **Guards (3 per streamer)**

If Chet is "killed" Blixion immediately throws a tantrum. He rants about how this isn't fair and how it's bull. He then promptly activates a remote that he was carrying in his pocket which summons a pod from the sky. It smashes through the castle's ceiling and opens in front of Blixion, who promptly enters the power armor that it carried.

A NEW ERA

With Blixion's flagrant disregard for the rules of ConGen it is decided amongst the Game Masters that he will be permanently and irrevocably banned. He sulks onto his spaceship before departing the planet in a huff. The LARPer's are overjoyed at this turn of events and begin to discuss the future of ConGen. Many Game Masters allowed him to get away with this and there is still an entire faction that supported him. What comes next for the game planet is uncertain.

CHET/BLIXION

A navy skinned alien with an utterly unassuming physique and face, Blixion is a jackass and Chet is an extension of that. Chet cannot go Berserk since ConGen's weapons do not cause real Wounds, but Blixion immediately enters his rage. Chet is a bog-standard swordfighter while Blixion makes one phaseblade attack and one laser pistol attack each round. The first number in Pace and Toughness are Chet's while the number after the slash is Blixion's.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6, Persuasion d10, Taunt d8

Pace: 6/8; **Parry:** 6; **Toughness:** 10 (4)/12 (6)

Hindrances: Mean, Overconfident

Edges: Berserk, Charismatic, Iron Jaw, Lucky, No Mercy, Two Fisted, Two Gun Kid

Gear (Chet): plate armor (+4 Armor), safety great sword (Str+d10)

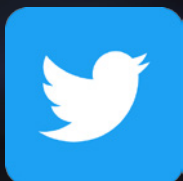
Gear (Blixion): phaseblade (Spirit+d6, ignores Parry from weapons and shields, ignores non-magical Armor), light power armor (+6 Armor, +2 Pace), laser pistol (2d6, Range 15/30/60, AP 2)

Special Abilities:

- **Immunity (Electricity):** Blixion is immune to electricity-based effects.

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