**Characters:**

1 x Warrior

1 x Mage

1 x Healer

1x Bard

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**Briefs:**

*Bard Brief:*

Special Abilities:

Player has a +1 to all stats when fighting against an opponent of opposite sex. -1 to all stats when fighting against opposite sex and 0 change to all stats when fighting beasts.

Player’s abilities go up by 2 in towns/cities, however go down by 1 if he/she encounters people of power (Guards/Royal Family)

Stats:

Strength: 1

Craft: 4

Life: 3

Fate: 3

Found:

In tavern on the town outskirts by choosing him as main character at beginning of game. (Mission/Level 1)

In citadel by finding him on one of your missions while playing as different main.
(Mission/Level 5)

Goal:

If Bard Is Main: Defeat King for he has ruined your reputation.
(Quest can be completed by either slaying the King or using your charms to turn his entire kingdom against him).
If Bard Is NPC: Follow main character in his quest and help to compete it in any way possible.

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*Mage Brief:*

Special Abilities:

If roll =/+15 in Craft, player can resurrect one fallen warrior in battle for a duration of three turns. This does not mean the fallen warrior will be alive also outside the battlefield.
Can carry up to 7 objects in inventory and use them in as well as outside of the battlefield.
(All other characters have a limit of three.)

Stats:

Strength: 3

Craft: 3

Life: 3

Fate: 3

Found:

Isolated forest hut on the outskirts of the great kingdom by choosing him as main character at beginning of game.
(Mission/Level 1)

In tavern inside the citadel, only found on 5th faze of the moon each month if playing as different main.
(Mission/Level 10)

Goal:

If Mage Is Main: Gather all ingredients for a summoning circle to summon the legendary three headed hound of legends.
If Mage Is NPC: Follow main character in his quest and help to compete it in any way possible.

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*Healer Brief:*

Special Abilities:

If roll +5 the player can heal any nearby player, for each additional +1 the healing power increases. Cannot heal fatal wounds.
If roll =/+19 the player can pause time for exactly ten seconds. This gives them time to roll again for heal/movement same round.

Stats:

Strength: 0

Craft: 4

Life: 5

Fate: 2

Found:

Hospital in citadel’s underground by choosing her as main character at beginning of the game.
(Mission/Level 1)

In underground cities, only available in potion shops at night time if playing as a different main.
(Mission/ Level 3)

Goal:

If Healer Is Main: Gather 10000+ Gold through your journey by completing quests and defeating enemies with your team.
If Healer Is NPC: Follow main character in his quest and help to compete it in any way possible.

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*Warrior Brief:*

Special Abilities:

+5 to any damage dealt on non-human units, however -2 to human units who have same/lower attack points.
+100 Gold earned from every task that was given to the player by a person of Royalty/King, however -100 Gold to every task that the player takes from a civilian/peasant.

Stats:

Strength: 5

Craft: 3

Life: 3

Fate: 1

Found:

Royal Guard Training Grounds by choosing her as main character at beginning of the game.
(Mission/Level 1)

Royal Palace during the blue moon which occurs once a game. If not found by then the character is lost if playing as different main.
(Mission/Level 13)

Goal:

If Warrior Is Main: Defeat the Dragon of Argoran, the final and most deadly beast this land has to offer to those brave enough.
If Warrior Is NPC: Follow main character in his quest and help to compete it in any way possible.

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Narrating Story/Quest Info:

Four brave warriors set out on a rather unusual quest. The quest being considered extraordinary even in their magic filled world, taking all four travellers by surprise as they read the brief of the orders they obtained from the old wizard. For his coming of age was coming up soon, the wise sage wished for nothing more than to obtain four rare artefacts.

The letter itself was not quite as unsettling for the group as was the pure chance the wizard happened to not name the four artefacts he had in mind, letting each of his guests to arrive with their own unique spin on the puzzling quest. There was the off chance the young man happened to forget leaving the names out but such a mistake is unheard of when to comes to the dedicated race, which only left one option left; for each invited quest to bring a rare obtaining of their own.

Our heroes all gathered at once as the letters arrived, each with own propositions of what the group as a whole could bring as the letter was addressed to them all rather than separately. None were too happy, other than the bard, about the teenager’s lack of input and rather humourless joke of a quest but there was no time for arguing with the wizard. At last the warrior, mage, healer and bard settled on an agreement; to continue with their already existing main mission of killing the magical elemental beasts and through this journey obtain relics they could bring to the ‘kid’, as they called him.

And so our heroes fetch quests began!

Important:
THIS QUEST IS PURELY OPTIONAL AND UP TO THE PLAYER WHETHER HE/SHE WOULD LIKE TO COMPLETE IT

Reward:

4 K GOLD (Players must split this equally among themselves.)

1 RANDOM EQUIPEMENT (Each player gains one.)

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Dialogue/Scene:

Part 1:

-Silent Room-
-Character picks up each character card and places them into pile-
-Character picks up dice and rolls them-
-“Evolve” audio plays in background-
-Surprised Character spins in chair to only notice the GameBoy on his desk-

Part 2:

-Silent Room-

-Character shakes head/Moves chair around so instead of table he has a view on desk-
-Character picks up Gameboy which lays on desk and turns it on-
-Camera zooms into monitor-

-GameBoy-

-Scene takes place in underground hospital/outside it-
-Opens Up Menu And See Character Stats/Gold Amount-
-Options Show Battle Screen At Work-
Mc: -looks left then right then at the character, exclamation mark appears over her head-
Mc: I need to save up, really quickly! It’s a matter of life and death, really!
Mc: -looks nervously around yet again-
Mc: My family has been touched by the werewolf curse for centuries.
Mc: It has never affected me until now, just when I reached adulthood.
Mc: Only the mage residing in the royal undergrounds knows how to put a stop to it.
Mc: -Sighs-
Mc: But his services aren’t cheap.
Mc: -Determination-
Mc: I will go and before this month ends and the red moon strikes I will save it up, blood money or not!
Mc: -Picks up a note left on the floor-
-Mc is seen leaving scene/off screen-
-Screen goes black with only white words being written “Evolve”-

Part 3:
-Silent Room-
-Character shakes head/spins in his chair and in place where the Gameboy laid is now a PC-
-Character turns the monitor on-
-Camera zooms into monitor-

-Pc-

-Scene takes place in town outskirts-
-Open Up Menu And See Character Stats/Gold Amount-
Mc: -Walks into screen from up above/Reading the note-
Mc: A bard? Although they’re cunning creatures of habit this might actually work!
Mc: I wish to find him and ask him to join me this instant, that way I have a chance!
-Bard Enters Scene-
Mc: -Notices Bard And Runs Up To Him-
-Notices Bards Gold/Stats, Has Option To Run/Approach/Fight-
-Chooses Approach-
Mc: I am sorry bu-
Bard: Ladies and gentlemen!
-Notice appears; “Seems like he doesn’t notice you”
Mc: -Gets angry and pulls Bard to the side-
Bard: What is wrong with you?! I was just about to-
Mc: Join me in my noble quest!
Bard: Excuse you, fair maiden? Quest? No way, not with a peasant like yourself!
Mc: I’ll give you something to write about!
Bard: I refuse! Only if you defeat me in battle would I ever join the likes of you!
-Notices Bards Gold/Stats, Has Option To Run/Approach/Fight-
-Chooses Fight-
-Battle Screen Appears-
-Screen goes black with only white words being written “Evolve”-

Part 4:

-Silent Room-

-Character shakes head/spins in his chair and in place where the Pc laid is now a Laptop-

-Character turns the monitor on-

-Camera zooms into monitor-

-Laptop-

-Scene takes place on same battle field as was show on PC however with different style-
-Open Up Menu And See Character Stats/Gold Amount-
Mc: There is no way to speak through to him
Mc: Instead I will have to battle my way through
Bard: -Mocking laughter-
Bard: If you wish to taste the blade of fate this badly
Bard: Then let me do unto you this one favour
-Battle Begin Screen-
-Bard uses turn to play a tune that paralyses Healer-
-Healer is unable to move any spaces for 1 turn-
-Healer uses spell to immobilise Bard for 1 tuns-
Bard: What sorcery is this?!
Healer: I could ask you the same!
Bard: Both our moves immobilise our opponents but let them take a turn in which they can use their abilities.
Healer: Meaning you’re unable to fight me just like how I am unable to fight you!
Bard: -sighs-
Bard: Are you telling me you will keep me immobilised until I surrender?
Healer: Let me hear it
Bard: FINE I SURRENDER
-Battle Won screen apprears-
-Screen turns black with only white words being written “Evolve”.