

Killstring's Fight Scene Checklist

High Concept

What is this scene's Elevator Pitch?

Superheroes battle cultists on the rooftops downtown

What is this fight about?

Escalating tensions between the PCs and STEEL - also, fire demon-summoning cultists!

Environment

Where is the fight taking place?

Downtown Central City, in the financial district

How can the players interact with the environment? The antagonists?

There's a parking garage with multiple layers, balconies for snipers, and long surfaces for River to run up and down to build up momentum. Also, that's a long drop for somebody to fall

Participants

Who's participating in this fight?

The Heroes, agents of STEEL who'll be trying to handle it on their own, Cultists, Fire Demons

Is there anyone who isn't, but happens to be there anyway?

Bystanders. So many bystanders.

Goals

What are the players trying to accomplish?

Stop the cultists from completing their ritual and calling a BIG demon. Keep Civilians safe. Keep STEEL from black-bagging anyone at the scene. Keep Pathogen from destroying another parking garage.

What are the antagonists trying to accomplish?

Summon a big fire demon, thereby gaining themselves a place of honor in the cult. STEEL wants demon samples to analyze. Also, some poor goons just want to rob the nearby bank, and have jack-all to do with any of this.

Stakes

What do the players stand to lose?

A greater demon could get loose in the city - that'll be trouble later. Also, they could fail to prevent this disaster - on-camera, even - and get completely shown up by STEEL. Additionally, they could fail to catch STEEL at any underhanded business, which means they'll get farther along on their projects.

What do the antagonists stand to lose?

Well, the cultists are probably going to die to fire demons either way, so not too much? The demons themselves want to get free and burn stuff - that can go off the table. STEEL can get caught with their hands in the cookie jar, or fail to take back any supernatural samples. Either would be suboptimal; both would be bad for them.

Challenge

How difficult is this fight supposed to be?

Moderately! This should be a good workout.

What's going to make it that way?

Lots of cultists and thugs for Pathogen to smack around, lots of civilians in danger for River to rescue, and lots of people trying to get away with stuff for Mona to catch. Also, as many fire demons as Newton can handle.

Feel

What emotion(s) should the fight elicit?

Fun, wonder, suspicion, "not these guys again," "They summoned WHAT?"

What kind of pace should it have?

Brisk! There's a lot to get through, and it shouldn't drag down. Mooks go down quick, don't just keep adding demons until the PCs are sick of them.

Style

What are some key sensory elements?

Sulfur and brimstone from the portals, clear day, blue skies, sounds of traffic

What tone should it have?

Contrasting - dark cultists, surprisingly chipper demons, wide-eyed kids (in danger!), STEEL up to no good. Overall kind of upbeat, with some darker undertones to foreshadow future badness from STEEL.

Of course, if nobody saves the civilians, it could get much darker, real quick. Play that by ear.