

EXT: Sci-fi City, Film Studio lots – Midday

QUEST SUMMARY:

JJ, a mercenary in the distant future, is approached to be a stunt double in a new fantasy film. The scene is a "last stand" for one of the movie's major characters, which sparks some reflection in both them and Utah, an AI construct in their head that's slowly killing them.

JJ notices MIKE THE DIRECTOR asking for help filming a scene in his latest movie.

MIKE  
(#HAPPY)

Yeah, yeah! Right build, tough as nails look. You'll do.

JJ  
(#STOIC)

Slow down, bub. Don't "do" anything for free, 'specially not for anyone with that look in their eyes... Gonna regret this, but what's the gig?

MIKE  
(#HAPPY)

Ah, professional too? Perfect! We're shooin' a movie here, fantasy shit: swords, sorcery, all that. Stuntman's... unavailable, so need someone to fill in for a scene. Pay's good, great even.

MIKE  
(#STOIC)

But where are my manners? Name's Mike. Mike Burchard, director. Scene's a big fight, solo badass going against a horde alone til they die.

MIKE  
(#STOIC)

Gotta feel real though, so we procured some old WARtech bots to play the goblins and shit. Fix it up in post, but need someone who's got real combat chops.

CHOICE 1:

WARtech bots?

CHOICE 2:

The Stuntman?

CHOICE 3 [OPTIONAL]:

This a holo film?

CHOICE 1 DIALOGUE:

JJ  
(#NERVOUS)

Back up a sec, mean to say you stole from WARtech? For a movie?

UTAH  
(#STOIC)

Got some balls on this guy. Figured he'd be like the rest of his Hollywood ilk: just a mouthpiece for corpos and politicians. Sleazy, but gotta respect the passion.

MIKE  
(#NERVOUS)

Well, stole might not be the right word. More like we found them in a landfill and paid a hacker to alter their programming. Still lethal, but we can stop 'em when the scene calls for it.

UTAH  
(#HAPPY)

And that's "judging a book by its cover" with the point.

CHOICE 2 DIALOGUE:

JJ  
(#STOIC)

Why's the stuntman unavailable?

MIKE  
(#NERVOUS)

Well he's... he's dead. Didn't have the chops for the scene, so the bots flatlined him. Bot's won't take non-lethal weapons. That's why we need someone who can handle themselves in a fight.

JJ  
(#OFFENDED)

Got a guy killed over a fuckin' movie? Christ...

CHOICE 3 [OPTIONAL] DIALOGUE:

JJ  
(#STOIC)

If you're scrollin' this, why not just fake it with a sim? Seems like a lot of effort to go through.

MIKE  
(#ANGRY)

No, no, bub! This is a FILM! Real cameras, real sets, real people! Well, usually, today it'll just be me, you, and Stephens - our camera man. Won't see him though, real back stage kinda guy.

DIALOGUE:

JJ  
(#STOIC)

Wait, mean to tell me these things are shooting live ammo?

MIKE

(#ANGRY)

No! Not shooting, they've got swords and shit. It's fantasy, haven't you been listening? Well, some of them are shooting, but it's supposed to be magic and shit.

UTAH

(#STOIC)

Guy's clearly a crank. But you want to get us killed playin' pretend I won't stop you. Seen weirder in this city.

MIKE

(#ANGRY)

Look, you wanna play the part or not? Tight schedule, last bit on the scene list, need to know right now.

CHOICE 1:

I'm in. (#ACCEPT)

CHOICE 2:

No thanks. (#DECLINE)

CHOICE 1 DIALOGUE:

JJ

(#STOIC)

Fuck it, I'll do it. (#ACCEPT)

MIKE

(#HAPPY)

Excellent! Scene's simple: you've stayed behind to stop the goblins from chasing your companions. Know you're not gonna make it out alive, but gotta buy them some time.

MIKE

(#STOIC)

All you gotta do is put up a good fight, then when I say the word and stop the bots, act like you're gonna die. We'll replace you with the actor in the edit, but again, gotta feel real.

MIKE

(#STOIC)

Got tons of cameras on you, but don't wander off set. Mostly a wide shot, but can't get any equipment on camera. Had to reshoot some things because Stephens held the boom too low.

MIKE

(#STOIC)

Grab one of those swords on the table, get into position, and we can get started right away. Doesn't matter which, use your own too if you like.

CHOICE 2 DIALOGUE:

JJ  
(#STOIC)

Nah, get someone else to die for your art. (#DECLINE)

MIKE  
(#STOIC)

Fine, fine, we'll find someone else. Mercs like you are hard to come by though, so let me know if you change your mind. Now, get off my set.

GAMEPLAY: Do not start quest, return to open world exploration.

DIALOGUE:

MIKE  
(#STOIC)

Millisec to set up the shots, so get your head straight, yeah? Only got one take at this, so grab a sword and sort yourself out before we start.

GAMEPLAY: Start quest, grab a sword and speak with Utah.

DIALOGUE:

UTAH  
(#HAPPY)

Forsooth, JJ! Take up thy blade and steel thine soul, for it will soon meet with its maker...

JJ  
(#STOIC)

Oh, so you're a medieval peasant now? Taking up method acting or something?

UTAH  
(#HAPPY)

I know not of what ye speak, my liege. I am but a humble bard, serving at thine pleasure. A jester at court!

CHOICE 1):  
To battle!

CHOICE 2):  
Knock it off.

CHOICE 1 DIALOGUE:

JJ

(#HAPPY)

Ah, my loyal squire! We go now to die with honor. This is a day that shall be remembered by all in the land.

UTAH

(#HAPPY)

Verily! To die fighting by your side will be my greatest pleasure.

JJ

(#HAPPY)

Nay, the pleasure tis mine.

CHOICE 2 DIALOGUE:

JJ

(#ANGRY)

Fuck off, Utah Don't wanna deal with your shit right now. Here for the creds, nothin' else.

UTAH

(#HAPPY)

It seems my lord is in a foul, foul mood this day. But destiny waits for none, man nor engram.

JJ

(#STOIC)

Wish I could turn you off sometimes.

DIALOGUE:

MIKE

(#STOIC)

OK, ready for you when you're ready! Just head over to your mark then we can get started.

GAMEPLAY: Head to quest marker and begin the scene.

DIALOGUE:

MIKE

(#STOIC)

Alright! Make sure to stay where the cameras can see you, and don't forget your cue to "die". Oh, and try not to actually die, yeah? Action!

GAMEPLAY: Fight WARtech robots using a sword. As the battle progresses JJ's AI implant starts acting up, and when Mike says to die JJ collapses.

DIALOGUE:

MIKE

(#STOIC)

And... die!

JJ  
(#ANGRY)

Fuck! Not now.

UTAH  
(#ANGRY)

God dammit, JJ, if this is the big one I'm gonna...

CHOICE 1:  
Play along. (#PLAY\_ALONG)

CHOICE 2:  
Cut! (#CUT)

CHOICE 1 DIALOGUE:

JJ  
(#HAPPY)

Heh. 'twas a pleasure to fight alongside you, my friend.

UTAH  
(#NERVOUS)

Ah, shit, this one break your brain? Stay with me, JJ!

JJ  
(#STOIC)

I go now to the side of god. Mine was a life of little note, but in death I hope to serve a greater cause...  
(#PLAY\_ALONG)

CHOICE 2 DIALOGUE:

JJ  
(#ANGRY)

Shit, stop! Can't... breathe... Call a cyberdoc!

MIKE  
(#ANGRY)

No, no! It's medieval, not contemporary. No cyberdocs in ancient times.

MIKE  
(#STOIC)

And we're looking for heroic, not pathetic. (#CUT)

DIALOGUE:

MIKE  
(#STOIC)

Cut! That. Was...

VARIABLE 1: (#PLAY\_ALONG)

VARIABLE 2: (#CUT)

VARIABLE 1 DIALOGUE:

MIKE  
(#HAPPY)

Amazing! The way you fight, and that death! Perfection, cinematic perfection! Almost wish you could play the whole part, but we got a star attached to this. Can't replace 'em.(#PLAY\_ALONG)

MIKE  
(#HAPPY)

Still, great fuckin' job. Ever consider a career change?

VARIABLE 2 DIALOGUE:

MIKE  
(#ANGRY)

Awful! Fighting was decent, but where's the passion? The feeling?(#CUT)

MIKE  
(#ANGRY)

Eh, beggars can't be choosers. Don't quit your day job.

DIALOGUE:

MIKE  
(#STOIC)

I'll get your creds transferred. 'Preciate you filling in.

GAMEPLAY: Speak with Utah

DIALOGUE:

UTAH  
(#NERVOUS)

Christ, JJ. Felt that one, surprised we didn't flatline. Don't wanna die serving up corpo approved slop do you? Figured you'd have grander ambitions in death than that.

CHOICE 1:

Never thought about it.

CHOICE 2 [#STREET\_RAT]:

Figured I'd go like everyone else.

CHOICE 3:

I'll live forever.

CHOICE 1 DIALOGUE:

JJ  
(#STOIC)

Tried to not give it much thought, 'specially now. Live in the moment, or you won't see that bullet coming for you.

CHOICE 2 DIALOGUE:

JJ  
(#STOIC)

Always thought it would be random. Some gonk on the street with bad aim, then lights out.  
[#STREET\_RAT]

CHOICE 3 DIALOGUE:

JJ  
(#ANGRY)

Nah, healthy as a horse, see? Never gonna die, don't plan on it. Gonna retire on an island somewhere with the boatloads of cash I just made. I'm a star.

UTAH  
(#STOIC)

I'm serious, JJ. Try to deny it, but even if we find that cure the reaper's always at your back. Especially in this line of work.

DIALOGUE

JJ  
(#STOIC)

How about you? Ever thought about how you'd die? While you were still livin', mean.

UTAH  
(#STOIC)

Always thought I'd go out on stage: mic in one hand, ax in the other. Screamin' about the corpo bastards til' someone put a bullet in my skull.

UTAH  
(#STOIC)

Crowd roaring, cheering my name, when Bang! An WARtech sniper or something. Maybe Jess. Didn't think that far ahead. Point is: go out with a bang. An exclamation point. An audience.

CHOICE 1:

Went out with a bang.

CHOICE 2:

Got a whimper.

CHOICE 1 DIALOGUE:

JJ  
(#STOIC)

Got what you wanted, in a way. People who remember you think you're a legend. A martyr.

JUTAH  
(#STOIC)

Suppose. They think I went out on that roof, instead of in a chair soaked in my own piss.

JJ  
(#STOIC)

How they remember it that counts, right?

CHOICE 2 DIALOGUE:

JJ  
(#ANGRY)

Instead, went dark in a chair, drooling and getting your brains sucked out.

UTAH  
(#STOIC)

Like to think I had more dignity than that, but yeah.

JJ  
(#ANGRY)

Ain't any dignity in dying, full stop. No good way to go out.

DIALOGUE:

JJ  
(#STOIC)

What's your point here, Utah?

UTAH  
(#STOIC)

Point is, not often you get a choice in how it ends. Spend too long ignoring it, and a death's gonna choose you, not the other way around.

UTAH  
(#STOIC)

Every other gonk on Earth only gets one chance at death, most of 'em never get a choice neither. They go quiet, alone; no one watching, means nothing.

UTAH  
(#STOIC)

Got a second chance at life, JJ. Means I got a second chance at death, too. Only this time, just one person with a ticket. Gonna make it count.

GAMEPLAY: Quest complete, resume open world exploration.