
NPCs of Sciencetown

SCIENCE!!!?!!?!?

Thank you for volunteering to be an NPC in Sciencetown! A variety of roles may present themselves throughout the course of the 4-hour game. The roles are described below.

Satellite Room Henchmen

Sciencetown has a Satellite Room. It's full of technical things, and henchman who press buttons on the technical things and keep things moving smoothly. If you've seen a movie with a mad scientist, you've probably seen a room like this.

There must be at least one NPC henchman (ideally 2 or 3) at all times in the Satellite Room. When not interacting with characters, Satellite Room henchmen should keep themselves busy by pressing random buttons and playing with the RTIs¹ in the Satellite Room. If there are no characters in the room, you're allowed to slack on this somewhat. We assume henchmen probably goof off when their overlord isn't watching, too.

There is one important rule of henchmen in the SatRoom. When ordered to do something by a mad scientist, they must repeat the order down the line of henchmen, telephone style, until the order is transmitted to the henchman who will perform the task. This is best illustrated with an example:

Dr. Robotnik enters.

Robotnik: "Henchmen, fire the Gamma Ray Laser at sector E-5!"

Henchman A (to Henchman B): "Fire the Gamma Ray Laser at sector E-5!"

Henchman B (to Henchman C): "Fire the Gamma Ray Laser at sector E-5!"

Henchman C (to no one in particular): "Firing Gamma Ray Laser at sector E-5!"

Henchman C presses a few buttons on an RTI, making "bleep bloop" noises as appropriate.

Henchman C (to Henchman B): "Gamma Ray Laser fired!"

Henchman B (to Henchman A): "Gamma Ray Laser fired!"

Henchman A (to Dr. Robotnik): "Gamma Ray Laser fired, sir. Sector E-5 thoroughly scorched."

Robotnik: "Eeeexcellent. All my devilish plans are coming into place..."

All transactions with characters, whenever possible, should take place in this way. Yes, Henchman B's job is boring. Feel free to switch places from time to time.

n.b.: If a mad scientist orders you to do something that will hurt game, such as "Destroy Sciencetown using this laser I created," you repeat the order down the line of henchmen if you'd like, but the request will fail: "Sorry, Dr. Robotnik, but that does not appear to have worked. Perhaps the ScienceDome is getting in the way?" However, if they ask you to do something ridiculous, such as "scan Antarctica for robopenguins," you may feel free to play along, to keep the schtick high: "Antarctica scanned. 4260 robopenguins found."

From time to time, characters are required to go and talk things over with NPC henchmen. Henchmen keep their mouths shut, after all. If a mad scientist enters the SatRoom and starts trying to explain the mad theory of bosonic flux transience, don't be alarmed. Roleplay accordingly!

¹Random Technical Items

Some characters will have specific, research-related requests for the NPC henchmen in the SatRoom. Some characters will even expect the NPC henchmen to give them in-game items following certain requests. These requests, and how you should respond to them, are organized by character below:

- **Blofeld**
- **Dr. Claw**
- **Dexter:** If Dr. Horrible or Dexter asks you to scan the area around Sciencetown for cubes and retrieve them, do the drill where you repeat orders back and forth, press buttons on the SatRoom devices, and generally look like you are concentrating on scanning the area. Then, hand over the item labelled “Cube.”
- **Dr. Doom**
- **Dr. Evil**
- **Dr. Forrester:** Dr. Forrester will come to you and ask you to search the skies for the Klatu Nebula! You should say that you’re terribly sorry, but you cannot find the Klatu Nebula anywhere.
- **Dr. Frankenstein:** Will try to locate his henchman, Igor (see *Locating archnemeses and henchmen* below). When he finally finds Igor, he will leave. He will eventually return, claiming to have researched “Dimensional Translation,” and will spend two minutes describing the details of how this technology works, with diagrams and equations. Then he will tell you exactly which square Igor is in (make sure he gets this right), and then order you to use Dimensional Translation to import Igor! Do so, and hand him the item card for Igor’s Corpse.
- **Dr. Horrible:** If Dr. Horrible or Dexter asks you to scan the area around Sciencetown for cubes and retrieve them, do the drill where you repeat orders back and forth, press buttons on the SatRoom devices, and generally look like you are concentrating on scanning the area. Then, hand over the item labelled “Cube.”
- **Dr. Jekyll**
- **Dr. Hannibal Lecter:** Hannibal Lecter is trying to import drones to eat. He will instruct you to “search for drone population centers.” You can make up a few places – London, Rome, Beijing, whatever – and tell them to him. After relaying the order down the line of henchmen and poking at the RTIs, of course.

Hannibal is also trying to make toenail soup. At some point, he will instruct you to search the planet for good soup recipes! Once you have done so, you should relay the following recipe to him: “Add 1 corn dog and one piece of cheese to a beaker of beer. Sprinkle popcorn on top.”
- **Lex Luthor:** At some point, Lex Luthor will try to convince you to let him install a “Lexmitter” into the Satellite Room system. Depending on how convincing he is being, you should resist for anywhere between 30 seconds and a few minutes before giving in. If he wanders away at some point, comes back with a gun, and shoots you all, consider yourselves convinced. He will probably forcefully install the Lexmitter while you are gone. Go **Not Here** for 5 minutes, then return as new henchmen and take up the posts again!
- **Dr. Mario**
- **Bill Nye the Science Guy**
- **Egon Spengler**
- **Dr. T**

Locating archnemeses and henchmen: Some people will need to locate their archnemesis or their henchman. The people locating their henchmen will have to search a 6x6 grid, and the guy looking for his henchman will be searching a 4x4 grid. When they search a square in the grid, they will ask you what they find, at which point you should consult the master Dealing with the Searchy Grids greensheet. Each of them will only be able to search four squares per phase (30 minutes). The people looking for their archnemesis will eventually want to annihilate one of the squares in the grid with an orbital laser. When they command you to fire the orbital laser at a given square, repeat the command down the line of henchman and do so.

Ghost

Egon Spengler is going to be training ghosts to get food for him, as part of his effort to deal with the food crisis of Sciencetown. At some point, he will need to teach his ghost how to steal food and return it to him. This is where you come in.

Egon will have a volunteer hold a food item. Then, Egon will release the ghost (you). You will roleplay floating around, and then will steal the food from the volunteer. The first time, you will refuse to give the food to Egon. He will shock you with his Ecto-Gun, and you will drop the item. You'll repeat this again, and get shocked again by the Ecto-Gun. You'll repeat this again, and get shocked a third time. On the fourth try, you will finally be trained, and will steal the food and give it directly to Egon. Then Egon will put you back in the "PEC," his Portable Ectoplasmic Container. Your job is done.

Princess Peach

At some point, Dr. Mario and Jekyll will complete a research notebook that allows them to create a woman! We will need an NPC (wearing a frilly dress, if possible) to basically follow them around and be arm candy.²

If you get bored, you can go out of game, but we'll need Peach back in game if one of the handsome men listed above wants to show her off.

Zombie Igor

Dr. Frankenstein is working on a project to import his long-lost henchman, Igor. When he succeeds in importing Igor, he will find that Igor is dead. Eventually, he will try to resurrect Igor, at which point we will need an NPC to roleplay the undead henchman. This is a roleplaying-heavy NPC part.

Before you play Zombie Igor, you should familiarize yourself with the "Zombie Igor" greensheet. If you have questions about any of the tasks that you might be asked to perform, please ask the GMs before you go into game.

When Frankenstein is ready, he will alert a GM that he is about to raise Igor. The NPC who will play Igor should bring a namebadge and a "Zombie Igor" greensheet with him/her. The greensheet will be given to Frankenstein at the completion of his research trail.

Frankenstein should lead you to the Physics Laboratory. He will put the corpse of Igor on a table, add some strange parts made out of playdoh, and call down the lightning. This should be amusing. Once he has made lightning sounds and laughed maniacally for thirty seconds, Dr. Frankenstein will be expecting Igor to rise from the dead. This is where you come in.

You are now in game; put on your namebadge. Initially, you should be have very unruly. Don't break anything or hurt anyone, but go storming around the room noisily, very confused. You've been dead for a few days, you just had lightning shot through

²See guys, we're not sexist. We put a woman in game! What's that you say, we're objectifying her? My, aren't you picky.

you, you have no idea what's going on, and you're undead. Feel free to say "BRAAAAINS" from time to time. Remember, though, due to the protective field under the ScienceDome, you cannot actually bite anyone or take their brains.

Frankenstein should try to get you under control and calm you down. You should gradually let him do so. Once Frankenstein has calmed you down, he will teach you how to interact with people and things in Sciencetown. He should show you around 2 laboratories, and show you how labs work. He should introduce you to 4 people, and teach you how to interact with them. Once he has done both of these, you should be pretty calm and well-adjusted (well, at least for a mindless zombie henchman). You will have reached steady state: basically a mindless thug who will follow Frankenstein and do as he tells you. However, the research trail is not finished quite yet.

Frankenstein will now announce his evil plans to the world and gloat about the fact that he has a henchman. Finally, he will spend 2 minutes describing his evil philosophy, his goals, his tactics, and how henchmen fit into his evil plans. Once he has completed this, his research trail is complete. **You should give him the "Zombie Igor" sheet.**

At this point, follow the instructions on the Zombie Igor sheet. You should follow Frankenstein around. If you get bored, you may wander around and interact with the other characters a bit. If you get too bored, you can disappear back to the GM room. Frankenstein might come by later to fetch you again for more tasks.

The Cloned Kid

Bill is attempting to clone kids to ensure the future of humanity. As such, he will take the DNA of four scientists, mix them together, and clone a human using that. (The clone is not a fetus because he made sure to add Miracle-Gro.) In a brilliant display of Lamarckian principles, the kid will have behaviors and mannerisms similar to each of the four scientists that were used as DNA hosts. As the kid, you can wander in and out of game whenever you wish, cause kids have a short attention span anyway.

There is one critical exception: if Bill used his own DNA (which is being corrupted by the drone virus) or DNA from Dr. Clayton Forrester (who is an alien), then the DNA recombination fails. Find Bill Nye, then roleplay a horrible writhing mass of cancer for about ten seconds or so. Then die. Hopefully he won't be dumb enough to do this, but it's best to be prepared.

Whoever is performing this role will be informed which scenario applies, and which scientists were chosen.

Other Parts

If you're bored, feel free to slack off and swap out with other NPCs in order to wander game. You can go as either an observer (make sure to grab a white headband) or as some other mad scientist living in Sciencetown who wasn't important enough to make into a PC. There are very few constraints on who you can be – the character just has to be (a) male, and (b) not already present in-universe, whether as a PC or as a past mayor. Run your choice by a GM, and if it's okay, make yourself a name badge and go have fun!

If the GMs happen to need you for something, they may look for you and ask you to wrap up your NPC role to handle the Satellite Room or one of the "real" NPC parts above.