

End game characters/ teamers

- Where they are positioned
- What tasks they can give out
- What tasks they are involved in

Note that in addition to these tasks PCs can invent own tasks that may involve some teamers. In this case, we try to inform the teamers involved about this during the game, but it might not always be possible. The teamers can also come up with new tasks themselves, but they should try to keep them such that they don't involve other teamers (who probably are busy anyway).

Lübeck –Don Caiprinha (in his headquarter, Den Haag)

! Concerned with Main Tasks that have to do with the “Saving the Prisoners” - goal

Tasks he can give out:

15. Pick the lock
16. Copy a key #1
17. Copy a key #2
30. Get a file through to Giulio
32. Get medicine to Romea
60. False ID for Giulio
61. False ID for Romea
62. Chain of bedlinen
63. Sleeping Beauty
64. Camouflage
65. Italian Lockpick
66. Disable the alarm system
67. Sleepyhead

Tasks he is involved in:

20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
48. Fill in Fingerprint archives

Peter –Don Don (in his temporary office, Berlin?)

! Concerned with Main Tasks that have to do with the “Framing FBI” -goal

Tasks he can give out:

1. Get a psychic to witness for you
2. Bribe an expert witness
3. False Footprints
- 4-6, 29. Plant contraband with FBI
7. Force a false witness
8. Place fingerprints on the murder weapon
9. Get rid of the alibi of FBI agent nr. 1
10. Get rid of the alibi of FBI agent nr. 2

- 11. Prove Romea innocent
- 12. Prove that Giulio wasn't physically capable of stabbing someone with a knife
- 20. Find a motive for FBI

Tasks he is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 48. Fill in Fingerprint archives

Jón – hotel owner (Junior), helps Don Don (in Don Don's office)

! Helps Peter, communicates with other teamers concerning tasks that the PCs invent themselves, runs around the castle if needed for communication.

! Can give out tasks (if he has time for that)

Tasks he can give out:

- 34-36. Ruin of the hotel
- 47. Violin Cases

Tasks he is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 59. Return what is mine (Given out by Rieke)
- 48. Fill in Fingerprint archives

Brajda – “Mama” (in Don Caipirinha's Headquarter)

! Helps Lübeck, communicates with other teamers concerning tasks that the PCs invent themselves, runs around the castle if needed for communication.

! Is very much involved in civil rights – matters ;)

! Can give out tasks (if she has time for that)

Tasks she can give out:

- 37-40. Civil rights

Tasks she is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 9. Get rid of the alibi of FBI agent Moulder (Given out by Peter)
- 76. Hire Mama for FBI (Given out by Jostein)
- 48. Fill in Fingerprint archives

Julia –Romea (locked in the locker in the teamer's corridor)

Tasks she can give out:

- 13. Help R & G communicate with each other
- 43. If in prison, then in luxury no. 1
- 44. If in prison, then in luxury no. 4

Tasks she is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 11. Prove Romea innocent (given out by Peter)
- 32. Get medicine to Romea (given out by Lübeck)
- 62. Chain of bedlinen (given by Lübeck)
- 65. Italian lockpick (given by Lübeck)
- 11. Prove Romea innocent (given by Peter)
- 48. Fill in Fingerprint archives

Niko –Giulio (locked in toilet cellar)

Tasks he can give out:

- 13. Help R & G communicate with each other
- 44. If in prison, then in luxury no. 2
- 45. If in prison, then in luxury no. 3

Tasks he is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 30. Get a file through to Giulio (given out by Lübeck)
- 15. Pick open the lock to Giulio's cell
- 48. Fill in Fingerprint archives

Daniel - Police officer (John O'Connor), guarding Giulio

Tasks he can give out:

- 22. Find coffee
- 42-43. Clean streets 1-2
- 51. Cleaning Service

Tasks he is involved in:

- 15. Pick open the lock to Giulio's cell (given out by Lübeck)
- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 30. Get a file through to Giulio (given out by Lübeck)
- 13. Help R & G communicate with each other (given out by Julia & Niko)
- 44. If in prison, then in luxury no. 2 (given out by Niko)
- 45. If in prison, then in luxury no. 3 (given out by Niko)
- 48. Fill in Fingerprint archives

Christopher - FBI-agent Scoulder (in his temporary office, Rittersaal)

Tasks he can give out:

- 21. Organize archives
- 48. Fill in Fingerprint archives

Tasks he is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 3. False Footprints (given out by Peter)
- 4. Plant contraband in FBI (given out by Peter)
- 56. A clean slate (given out by Rieke)
- 8. Place fingerprints on the murder weapon (given out by Peter)
- 60. False ID for Giulio (By Lübeck)
- 61. False ID for Romea (By Lübeck)

Jostein - FBI-agent Mully (in his temporary office, Table soccer room. If needed, Jostein can also leave his office and move around, being the only mobile End Game teamer (Peter stuck in HQ, Julia in prison)

Tasks he can give out:

- 18. Testing emergency communications
- 49. Hire Rieke for FBI
- 76. Hire Mama for FBI

Tasks he is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 5-6, 29 Plant contraband in FBI (given out by Peter)
- 60. False ID for Giulio (By Lübeck)
- 61. False ID for Romea (By Lübeck)
- 48. Fill in Fingerprint archives

Schabi - the nurse/ doctor Fräulein Freudin(laboratory in Tea Kitchen)

Tasks she can give out:

- 68. Hypnotoad?
- 69. Missing cards
- 70. Broken glasses
- 71. Puzzle
- 72. Exhausted

Tasks she is involved in:

- 2. Bribe an expert witness (given out by Peter)
- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 12. Prove that Giulio wasn't physically capable of stabbing someone with a knife (by Peter)
- 77. Illegal Business 77
- 48. Fill in Fingerprint archives

Rieke - Street dealer, wants to gamble Eva the Shark (in Big tower, can also move around)

Tasks she can give out:

- 56. A clean slate...
- 57. Now we Gamble
- 58. I'm hungry!
- 59. Return what is mine

Tasks she is involved in:

- 20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
- 7. Force False Witness (given out by Peter)
- 10. Get rid of the alibi of FBI agent Scoulder(Given out by Peter)
- 49. Hire Rieke for FBI (Given out by Jostein)
- 14. Illegal business 1 (Given out by Steffi)
- 48. Fill in Fingerprint archives

Liene - a Psychic Woman Ghenna (in Adlerhorst)

! Not Liene's own, original character

Tasks she can give out:

- 23. Find Tea
- 52. Build an Oracle-o-matic
- 53. Repair the Astrocrystallic receiver
- 54. Tell me my fortune
- 55. Lucky Bug
- 78. Illegal business 3

Tasks she is involved in:

1. Get a psychic to witness for you (give out by Peter)
20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
48. Fill in Fingerprint archives

Ole - Pizzeria keeper Mario (In his pizzeria (Outdoors OR somewhere else?))

! This is NOT Ole's original character

! While he takes care of his tasks, he also works on baking a pizza

Tasks he can give out:

- 25-28, 80-81. Get Pizza ingredients
73. Hat & Ego
74. Flavourhunt
75. PTS - Pizza Transporting System

Tasks he is involved in:

20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
65. Italian lockpick (given by Lübeck)
11. Prove Romea innocent (given by Peter)
48. Fill in Fingerprint archives

Steffi –The hitwoman, Honey (Guarding Julia at the locker in the teamer's corridor)

Tasks she can give out:

24. Find chocolate
- 14, 77-78. Illegal Business
50. Guard the prisoners

Tasks she is involved in:

20. Find a motive for FBI (all teamers are involved in this, small task given out by Peter)
16. Copy a key #1 (given out by Lübeck)
11. Prove Romea innocent (given out by Peter)
32. Get medicine to Romea (given out by Lübeck)
43. If in prison, then in luxury 1 (given out by Julia)
44. If in prison, then in luxury no. 4 (given out by Julia)
13. Help R & G communicate with each other (given out by Julia & Niko)
62. Chain of bedlinen (given out by Lübeck)
65. Italian lockpick (given by Lübeck)
66. Disable the alarm system (given by Lübeck)
48. Fill in Fingerprint archives