

SERENITY ROLE PLAYING GAME

**THAT
SINKING
FEELING**

**A TALE
IN TWO ACTS**

SERENITY
ROLE PLAYING GAME
THAT SINKING FEELING

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HERE'S HOW IT IS

Fish! Not a topic most people care to talk about, but in the `Verse if you talk fish, you are talking New Melbourne. As fish or fish related products is all New Melbourne is noted for, unless dealing in that commodity, most people give New Melbourne a wide berth. However, since the Crew doesn't have the liberty to be as selective on the types of work they take and when a shipper needs a cargo taken there, the Crew replies with "How Fast?" Once on New Melbourne, like most folk, the Crew just wants to find an outbound cargo as quickly as they can. However, while looking for an outbound job, they are asked to provide some unusual help and since a job is a job, the Crew agrees, the only problem is it's what they don't know that could kill them.

GM'S NOTES

That Sinking Feeling is a beginning adventure designed primarily with Greenhorn level Crews in mind. More experienced Crews can use this scenario, but the GM is going to have to increase task difficulties and the number and quality of NPCs encountered in order to provide a greater challenge to Veteran or higher level Crews. That Sinking Feeling is presented in two acts of three scenes each. The first act starts with *Somethin' Fishy* before proceeding to *Have I got a Deal for You* and *Gear Up*. Act two consists of *Goin' Fishin'*, *Dive, dive, dive!* and concludes with *Discretion is the better part of valor*.

KEEPING UP WITH THE JONESES

By any means of measuring success, Jacob Huffington is an extremely successful business man. One would think being, one of the wealthiest ship owners on New Melbourne,

would be enough, but for Jacob Huffington, enough is never enough. Even though his first home was one of the finest on the largely water world of New Melbourne, Huffington, knew that better existed in the `Verse and that simply was unacceptable to him. He wanted the finest the Core could offer recreated for his new home and the finest wasn't a home on New Melbourne, but above New Melbourne. Huffington hired the best contractors available to build him a glorious floating estate every bit as luxurious as the ones found on Bellerophon. However, when the wealthy gather, it doesn't take long for the less wealthy and less scrupulous to arrive and begin trying to separate the wealthy from their wealth. Unfortunately for Jacob Huffington, hidden among the best available contractors was Danny Nohara, an average con man who managed to hit upon a surprisingly clever scheme. Nohara planted a subroutine in the anti-grav unit of Huffington's estate that allowed him, shortly after the vain Huffington moved in with all his riches, to induce a complete failure of the anti-grav resulting in the entire estate crashing into the sea and sinking a hundred and fifty feet below the endless oceans of New Melbourne. Thus in one lightning swift stroke, the catastrophic failure of the mansion's anti-grav screen completely eliminated the extensive security of Huffington's home and opened a window of opportunity to rob the estate before the businessman can get a salvage crew in place. More than a little shocked that his plan worked, the one thing Nohara failed to plan for was exactly how he would recover anything from the estate before Huffington did...

SWIMMING AND SCUBA DIVING

As "That Sinking Feeling" takes PCs into a whole new realm for the Serenity setting, namely underwater, the following rules are included for GMs to cover swimming and SCUBA diving:

One AVERAGE (7) Strength + *Athletics* / *Swimming* roll is required when the PCs first go in the water, and one every 20 minutes in SCUBA gear or once every five while free swimming. If the swimmer has a professional level skill (i.e., d8 or greater), then the difficulty for standard treading water rolls drops to EASY (3). If a PC fails the roll, they inhale water. The PC suffers d2 points of Stun damage and must try another roll at -1 Skill step the very next turn and every turn thereafter until they drown (i.e., Botches a roll), is rescued, or makes a successful roll. On a Botch, the PC inhales lots of water, takes d4 points of Stun damage, and starts to drown.

Drowning characters can hold their breath by making a Resistance roll (*Vitality* + *Vitality*) every turn. The Difficulty starts out EASY (3), but each turn the Difficulty increases by 4. Once the drowning PC fails, he suffers d2 points of Stun damage every turn. When he runs out of Stun, the PC falls unconscious and additional damage is taken as both Shock Points and Wounds. The PC will die before long unless he is removed from the water and a HARD (11) Alertness + *Medical Expertise* / *First Aid* roll is made.

There is a chance of brain damage if the drowning character is saved after more than two minutes without air. The PC must make an AVERAGE (7) Endurance roll (*Vitality* + *Willpower*) to avoid a permanent -1 step penalty to Intelligence.

Furthermore, if the PC is at a depth greater than 50' while free swimming or 100' while diving, if they Botch an AVERAGE (7) Intelligence + *Athletics* / *Swimming* roll made while resurfacing, they either ascend too quickly or do not carry out decompression stops after the dive, resulting in possible decompression sickness, or the bends, as small bubbles of nitrogen form in the bloodstream. The PC must make an AVERAGE (7) Resistance (*Vitality* + *Vitality*) roll. While a Botch indicates sudden death, a Failure indicates that the PC is completely incapacitated for at least one hour and must make an AVERAGE (7) Endurance (*Vitality* + *Willpower*) roll each hour to revive. Each failed roll inflicts d6 points of Basic damage. Once conscious, the PC suffers a -1 step Attribute penalty to *Agility* and *Intelligence* for at least another hour. An AVERAGE (7) Endurance roll is required each hour to recover; any failure will permanently penalize the PC's *Agility* by -1 step. However, the PC's *Agility* will only be penalized by -1 step, regardless of the number of failures during their recovery. Success means that the PC suffers from severe pain; they will suffer a -1 step Attribute penalty to *Agility* and *Intelligence* for at least one hour, and must make an AVERAGE (7) Endurance roll each hour to recover, but there will be no lasting effects. An Extraordinary Success means no ill effects whatsoever occur. Final note, the specific nature of nitrogen narcosis requires that the PC be treated in a full trauma hospital with a hyperbaric chamber for the above rules to be effective. If such a facility is not available, then the only hope for the PC is a Reviving the Dead roll. This roll starts at FORMIDABLE (15) and increases by +4 for each hour after the first.

ACT 1

SCENE 1: SOMETHIN' FISHY

"New Melbourne? Well, unless ya'll like fish or fish related products, I can't recommend the place. Not like there's anythin' wrong with the critters, I just like my air with less wiff of 'em is all. Now bein' the place is short on most everythin' else, so getting' a job takin' somethin' to the place is purdy easy. The problem is, the big boys like Blue Sun got a solid lock on the bulk fish exports and the cannin' folk don't cotton much to small fry operations like what most mid-bulk drivers can offer. So, unless you are dropping' somethin' off with a second destination already lined up, I can't recommend New Melbourne as a friendly place to do business."

– Pops McMurty itinerant spacer, long time Rim resident

Where this adventure starts is immaterial to the plot, with the only hard and fast point being that work on the Rim is hard to find and the Crew is looking for a job. As a relatively new Crew, work is even harder to find as most shippers are hesitant to trust someone they don't know or comes without a recommendation. In order to gain the trust of a shipper, they will have to make a HARD (11) Intelligence + Influence / Streetwise or Willpower + Influence / Persuasion rolls to convince a shipper to hire the PCs. If one of the Crew has Friends in Low Places and spends three Plot Points, they will locate an old friend that will put in a good word for the Crew to get them the job.

Regardless of how the cargo is obtained, the Crew finds a job of taking a large load of lumber to the tree strapped world of New

Melbourne. The actual amount of cargo will vary by the size of the PC's ship and will fill 75% of the ship's cargo bay with cut and banded lumber of various sizes up to 300 tons. The amount the Crew will be paid is also tied to the amount of cargo they are carrying with the rate being the standard €1 per ton up to the full load of 300 tons and a maximum payment of €300.

Loading the ship is a long tedious affair that will take the better part of a day. However, the shipper hires the stevedores and the Crew has little to do with the process except stay out of the way. During the time the cargo is being loaded, they can attend to ensuring their ship is fueled and otherwise ready for the trip. In addition, the Crew can use the time to try and take on a few passengers to maximize the value of the run. The Crew can either use Willpower + Influence / Persuasion against an AVERAGE (7) task or Intelligence + Influence versus a HARD (11) task. A Success finds one half of their ship's passenger capacity, an Extraordinary Success will fill three quarters capacity, while a failure will only find a quarter capacity and a Botch resulting in the failure to locate any passengers at all.

As the exact number of passengers will depend on the model of ship the Crew has, the following are the potential passengers looking to travel to New Melbourne. The standard rate for a six day trip is €100. The passengers are listed based on how well the Crew does in looking for fares.

On anything other than a Botch, the Crew will take on as passengers Preston Taylor and Frank Jenkins, better known as The Fabulous Taylor and Jenkins. These two men in their 40s are a pair of traveling entertainers and are a bad combination of comics and magicians. They will attempt an Opposed Roll pitting their Willpower

+ *Influence / Persuasion* against the senior PC's Intelligence + *Influence / Streetwise* or Willpower + *Discipline / Mental Resistance* in an attempt to cut their fare in half as part of a working passage deal.

On a Success or better, Jason and Wilma Tucker will also book passage. They are a pair of newlyweds that have found work in one of the dozens of fish packing plants common to New Melbourne. They are both in their early 20s, devoted to each other, and exactly as they appear, a young couple relocating to a new planet to get a fresh start. Neither is especially happy about living on New Melbourne, but due to the high turnover in the packing plants, this was the best job they could find. Plot Hook: While they are newlyweds, they eloped and ran away from home. Their parents are worried about them and just want to hear from them to know they are okay An AVERAGE (7) Alertness + *Perception* will notice they are less happy than newlyweds should be and an AVERAGE (7) Intelligence + *Influence* will talk them into sending a wave to their parents to bring peace to the family.

If the Crew manages an Extraordinary Success, they will also gain Hu Zedong and Cecilia Adams. Hu is a single experienced fisherman returning from a once in a lifetime trip to a family reunion on Sihnon. He is a first mate on a fishing trawler and has come to a fateful decision during his trip. Hu has finally become fed up with being denied the chance at ship's master and plans to murder his current captain in such a way that it will look like an accident finally giving him his long overdue chance to captain a trawler. Plot Hook: While Hu has made a decision, he is not yet dead set on becoming a murderer. An AVERAGE (7) Alertness + *Perception* will notice he is out of sorts and an AVERAGE Intelligence + *Influence*

will dissuade from murder and talk him into applying for a new job with a different ship owner.

Cecilia Adams is a widowed woman in her 50s traveling to New Melbourne to be a nanny for a wealthy business owner. She is tough and experienced, but is friendly and extremely adept at caring for children. She is a professional and has an impressive list of recommendations. Adams is actually from New Melbourne and is looking forward to returning to her home world. Plot Hook: In actuality, Cecilia is coming home for a reason, she's dying. She has terminal *Dazhong's Blight* and she wants to die on her home world. She plans to commit suicide shortly after returning to New Melbourne. An AVERAGE (7) Alertness + *Perception* will notice she is depressed and an AVERAGE Intelligence + *Influence* will talk her into getting a second opinion and she finds she was misdiagnosed and is not dying at all. Once the cargo and any passengers are aboard, they are free to depart. As this adventure is designed for new Crews, the start point is left open to fit the GM's campaign. The travel time to New Melbourne, again regardless of ship's speed, should be pre-set at six days. En route, the GM can use any of the following sidebar events to liven up the trip as they choose or the GM is free to simply have the ship arrive without incident.

On day two after everything has settled into the typical rhythm of space travel, regardless if they successfully negotiated a working passage or not, Taylor and Jenkins put on a show for the Crew and any other passengers. While not the worst act they ever seen, it is easy to see why the two are traveling to an entertainment nowhere like New Melbourne. Their jokes are stale and their magic is average at best. However, halfway through their routine, which

features a small monkey as a major part of their act, the monkey escapes and the lightning quick little creature disappears into a cooling vent. This of course brings the show to a halt as the two entertainers attempt to coax the agitated monkey out into the open. The creature is intractable and the two are both soon marked with scratches and other less mentionable things with the monkey showing no signs of allowing itself to be captured. The monkey, Mr. Pebbles by name will continue to be a source of frustration for Taylor and Jenkins as well as the rest of the passengers and Crew as it makes repeated forays for food during the remainder of the trip.

Once per day after the monkey escapes, the Crew can attempt an INCREDIBLE (23) Agility + *Athletics* roll to capture the animal and get it back in its cage. The task drops to HEROIC (19) if the PC can rig up a trap with a FORMIDABLE (15) Intelligence + *Covert* or Intelligence + *Mechanical Engineering* roll. On arrival on New Melbourne, Mr. Pebbles will bolt for freedom as soon as the cargo ramp opens giving the PCs one last chance to capture him before he escapes for good. Due to the creature having a restricted and obvious goal, the attempt is easier than it has ever been with each PC in the cargo bay as well as Taylor and Jenkins getting one last FORMIDABLE (15) Agility + *Athletics* roll to prevent the monkey's escape. If successful, the two entertainers' gratitude will be without limit, with them promising to sign on as a permanent act, which they can only be talked out of with extreme reluctance.

However, should Mr. Pebbles successfully elude capture, the two will despondently leave the ship obviously heart broken.

On day four of the journey, whoever is operating the sensors has to make a AVERAGE (7) Ship's Alertness + *Piloting / Sensors* or

Technical Engineering / Sensors to detect uncharted wreckage drifting into their flight path. If the roll is HARD (11) or better, their sensors pick up enough information to realize that the wreckage is the remains of a ship destroyed during the Unification War.

Regardless of knowing what the debris is or not, the pilot will have to make a Ship's Agility + *Piloting* roll to avoid a collision. The difficulty of the second roll depends on the results of the first roll. If the Sensors roll was a Botch, then the Piloting roll is FORMIDABLE (15), a Failure requires a HARD (11) roll, a Success is an AVERAGE (7) and an Extraordinary Success results in an EASY (3) difficulty. A success or better on the piloting roll avoids the debris field, a failure causes 1d4W damage to the ship and a Botch does 1d6W. If the Crew checks there is nothing salvageable from the wreckage.

On arrival at New Melbourne and even before entering the atmosphere, the Crew quickly detects that Bedford Island where the cargo has to be delivered is being pounded by a powerful storm. Since their contract is specific on delivery date, if they do not land before the storm hits the island, they will be forced to land elsewhere and will suffer a 10% late penalty. While not quite the same as a hurricane from Earth-That-Was, the storm is large enough that the Crew can't fly around it and will have to fly through the storm to reach their destination. Safely landing in the storm is a HARD (55) Complex Action of Ship's Agility + *Piloting* with each roll taking one round. The Crew has only ten rounds to beat the storm or it will become too dangerous to land. If the Crew fails to land in time, they can pull out with an AVERAGE (7) Ship's Agility + *Piloting* and head for the next nearest island to wait out the storm.

Once safely on Bedford Island, the port's stevedores begin to unload the lumber and again, the only thing the Crew needs to do is stay out of the way. They can see to having their ship refueled and serviced as well as assisting the passengers disembark. However, while either Preston (or Wilma Tucker if she is aboard) is departing the ship, each PC in the cargo bay must roll an EASY (3) Alertness + Perception to notice that a cable on a crane load of lumber is shifting and is about to come loose. If the PC can roll an AVERAGE (7) Agility + Athletics, they can pull the passenger to safety before the load crashes to the deck. If the PC fails the roll, the passenger and the PC take 1d4S worth of damage, but if the PC Botches the roll, the damage to both increases to 1d4W. If any injuries occur and the Crew has a medic, they can treat the injured. Both Preston and Wilma know that the loaders were at fault and the Crew will not be sued over any injuries.

When the last of the lumber is offloaded, the Crew will have some cash in their pockets and in addition to any regular services the ship may need, the Crew may be in a spending mood and are free to explore Bedford and look for more work.

ACT 1

SCENE 2: HAVE I GOT A DEAL FOR YOU

"Probably the right slickest way to make coin is one of the oldest in the book of less than legal behavior and known as a con. Bein' a con man or woman requires huang tong de gao wan¹ to look a mark in the eye and get them to actually hand you their money without them realizin' they are bein' played for a fool. Workin' a con is still more art than science and not many folk got the gumption for the job, but iff'n you got a way with words smooth enough to talk a monk outta his only robe and get him pay you for doin' it, then you might have what it takes to take advantage of the nearly limitless number of suckers in the 'Verse just waitin' to hand over their coin."

– Frankie 'Twice Pipe' Whitaker, Information Broker, Persephone

As with most visitors to New Melbourne, the Crew is looking to leave as soon as they can line up a job. The search for work quickly runs into a problem when the PC's discover that the fish and fish related products that are New Melbourne's claim to fame are only sent in bulk and the Crew's ship proves to be too small to obtain any fish cargo. After a couple hours of looking for something else and an IMPOSSIBLE (31) Willpower + Influence / Streetwise, it becomes very obvious that there isn't any other legal cargo to be found. However, all is not lost, with an EASY (3) Willpower + Influence or Covert / Streetwise roll, the crew meet Danny Nohara a young, affable, bespectacled man that has an unusual job opportunity. Read aloud:

¹ brass testicles

"Like most of the people on New Melbourne, I am a fisherman, but unlike most of the folk here, I do not make my living from fishing. I primarily work in construction, when there is work to be had that is. Two days ago while out in my small boat pleasure fishing, I witnessed an event that I believe has the potential to make all of us wealthy. Have you ever seen captures of those majestic floating estates on Bellerophon on the Corvue? Well, there is a local businessman here by the name of Huffington that went and built himself one. Now, since you aren't from my lovely home world, you probably do not know this name, but Jacob Huffington is an obscenely rich man. Being rich itself isn't a bad thing, but how he made his money and what he does with it is what makes his money obscene. "He made his vast wealth by paying the least and treating his employees the worst of all the major canners on New Melbourne. While he claims to be related to some Earth-That-Was royalty, the only thing royal about him I can see, is he is a royal pain in the pi gu². His factory has consistently had the poorest safety record on planet and due to the desperation of those needing work, he fires anyone injured on the job and replaces them with one of the legions of unemployed waiting for the chance to work. He shares none of his wealth with those that need help and I for one am ready to exploit so miserable a soul's misfortune. For you see, this fine floating estate of his sank two days ago. No one was hurt, but the sudden sinking has neatly circumvented the prodigious

security of the place. If we act quickly, we can take advantage of his hardship and perhaps relieve him of some of his wealth. If we stage things right, we can make it look like anything we should happen to find look like it was lost in the accident. All I need is a few extra hands to assist in the recovery which we will split fifty-fifty and a ship that can get us off planet as soon as the job is done. Are you good people interested?"

Assuming the Crew expresses interest read the following:

"Shiny! Since it is unlikely that you possess the proper gear for underwater salvage, I can assist you with compiling a list of the gear you will need. However, as I mentioned, I am an unemployed construction worker and I am sorry to say that I am not in a position to provide any of the items I will be suggesting. I do have some knowledge of the workings of Bedford and can put you in touch with the purveyors of the needed equipment."

The reality is that Nohara is out of his league and making stuff up as he goes. He never expected his plan to work and if he gets anything, he'll be happy. He is sincere about an even split on the take and will be extremely helpful when it comes to acting as a go between on acquiring the gear needed for the job. He claims to have a fence already lined up, but is lying. He will play fencing the goods by ear, just as he's playing by ear now, he'll just cross that bridge when he comes to it. Since this story and opportunity are so unusual, if the PCs can roll a HEROIC (19) Alertness + Perception / Empathy or Intuition, with

² behind

Trustworthy Gut and/or Nose for Trouble applying to the roll, they will discern that Nohara is holding something back and if he is confronted, he admits to being fired by Huffington and has an axe to grind against his former employer.

With the stage set, Nohara quickly explains all the specialized equipment the Crew will need to obtain for a clandestine underwater shallow salvage operation. However, there is an additional complication that is unknown even to Nohara, The anti-grav unit he sabotaged has begun to rapidly deteriorate due to being immersed in water and his window of opportunity is closing faster than Nohara thought. The Crew is going to have to work quickly if they are to recover anything before everything is lost when the estate sinks for good.

ACT 1

SCENE 3: GEAR UP

"Since long before humanity left Earth-That-Was behind, untold thousands of ships were lost beneath the seas. Whether by accident or by deliberate action such during war, sometimes those ships sank with something important enough for the owners to want back what the unforgiving seas had taken. Thus the tools and skills for underwater salvage were developed. Starting with the first primitive diving bells in the 5th Century BCE and continuing to the modern equipment available in the 'Verse, if it is valuable enough, someone will find a means to go and get what was once thought lost."

- Cortex Entry, Elementary Reader Edition 2518

Armed with a list of necessary gear and given a set of businesses that sell the needed equipment, Nohara tells the Crew that he's got to make contact with his fences in order to smooth the sale of the goods after the job and will be in touch. In actuality, Nohara is terrified that Huffington's security is looking for him and wants to stay out of sight until the Crew is ready to make the grab for the goods, but Nohara is just being paranoid as he is too insignificant to have drawn any notice and Huffington is too preoccupied with assembling his own recovery team.

The gear needed to salvage the sunken estate consists of:

- SCUBA gear for each member on the dive, the exact number is left open based on the size of the Crew, but no less than two and no more than six are recommended. (€50 each for wet suit, two tanks w/valves, regulator, mask w/communications and a built-in headlight, fins, weights, and underwater multi-band)
- Diving Sled: An underwater hover mule with a 250 pound payload: €200, one needed for the group in order to carry the bulk of the salvage and provide an additional air supply.
- Covert Ops Gear: lockpicks: €14 set, sealed electronic lockpicks: €45 set, mag charge: €27 each, at least one of each carried by the group.
- Engineer's Supplies: cutting torch: €4 each with one recommended for each diver
- Explosives: mining charge: €20 each a last resort tool, but at least one is recommended to be on hand for the group

Since Danny Nohara is cash strapped and unable to outfit the Crew, this leaves the PCs with three options for obtaining the gear: buy, steal, or jury-rig.

Buying the equipment is the easiest route and with the list of businesses provided by Nohara, the Crew avoids tourist prices. The PCs may also haggle with the merchant by making an *Opposed Willpower + Influence / Appropriate Specialty* skill rolls. The merchant almost always agrees to the new price, but a PC has the choice to refuse the deal. To resolve this, the PC rolls his skill against a Difficulty that is equal to the merchant's skill roll. The new price is determined by PC's roll. A Botch increases the price 25%, while a Failure causes 10% price hike. A Success does not change the price, but an Extraordinary Success means that the PCs get a 10% discount.

The average cost for a group of four PCs will cost €522 for:

Four sets of SCUBA gear = €200

One diving sled = €200

Both types of lockpicks = €59

One mag charge = €27

Four cutting torches = €16

Mining charge = €20

Since the average profit for the cargo run to New Melbourne is €700 less docking and refueling costs, this option will wipe out any money the Crew made on the trip to the planet. Still, if the PCs want, this choice is available to them. This option also has the advantage of being the quickest means to obtain what they will need to salvage the estate.

If the Crew decides not to risk the money they have already earned, or only a portion of what they earned, they can try to jury-rig functional gear out of salvaged equipment from the local

junkyard. However, only the SCUBA gear and diving sled can be obtained in this manner, the other more specialized tools will still have to be purchased.

The parts needed for the SCUBA gear and diving sled can be purchased for 25% of the new price, but subject to the same haggling rules as above. However, the Crew will have to also roll a Complex Action of *Alertness + Perception* with each roll taking 15 minutes to locate the equipment they need. The PCs may, however, assist one another indirectly. The difficulty of the task is based on the number of sets of SCUBA gear they need to find. 2-3 = HARD (55), 4-5 = FORMIDABLE (75), 6 or more = HEROIC (95).

Rolling a Botch increases the Difficulty Threshold by one category, while rolling a second Botch results in collapsing pile of junk that the PCs have to avoid with a HARD (11) Get out of Harm's Way roll (*Agility + Alertness*). Failing the roll means that the PC takes damage. The Difficulty is treated as an attack roll while the Get out of Harm's Way roll is treated as a defense roll. Damage is Basic type and a loss of all accumulated time as all items found to this point are lost in the pile. Extremely desperate characters can sneak into the junkyard with an EASY (15) Complex Action of *Agility + Covert / Stealth* with each roll taking one minute of time. One Botch increases the difficulty to AVERAGE (35), while a second Botch will alert the owner who will take the Crew under fire with a poorly aimed shotgun. The owner won't actually harm anyone, but the noise and arrival of the police will preclude being able to search the yard any further. Once the Crew has the parts, they will have to roll a Complex Action for each item they need to refurbish using *Intelligence + Mechanical Engineering / Mechanical Repairs* with the

SCUBA gear is AVERAGE (35) while the dive sled is HARD (55) and each roll taking 30 minutes with Botches having the normal results.

If for some reason the Crew is especially strapped for cash, they can attempt a break into one of the businesses that have the SCUBA gear and diving sleds, the more specialized gear not being available at a store front business. Any specialized gear the Crew needs to purchase will be handled as per the above rules for buying new equipment.

Reaching the dive shop unnoticed is a AVERAGE (35) Complex Action of Agility + *Covert / Stealth* with each roll taking one minute of time.

Bypassing the security will require an AVERAGE (7) Alertness + *Perception* to notice the external surveillance equipment, an Optical Bomb and a Mag Charge to disable the surveillance and a set of electronic lockpicks with a successful HARD (11) Agility + *Covert / Open Locks* roll to actually enter the building. An AVERAGE (7) Intelligence + *Covert* will know that once inside, the PCs only have twenty minutes to get what they need before the local security realize something is wrong. It will take an AVERAGE (7) Alertness + *Perception* to locate each set of SCUBA gear needed, but no roll will be needed to find the diving sled

Escaping with the goods is another Complex Action of Agility + *Covert / Stealth* with each roll taking one minute of time, but due to the equipment they are carrying the task is HARD (55).

If the PCs fail either Complex Action, they will encounter local police and have to make an AVERAGE (7) Intelligence + *Influence / Persuade* roll to come with a plausible enough story to be ordered to leave immediately leave

the area on the way to the store. The difficulty becomes HARD (11) on the way out with their suspicious looking packages. Failing the roll will result in a trip to the local police station to be questioned more thoroughly. Evading this harder questioning is an Opposed Roll of the questioner's Intelligence + *Influence / Persuade* versus Willpower + *Discipline / Mental Resistance* of the PC. Any PC that fails the Opposed Roll spends in a night in the local jail before being released in the morning with a fine of €10 for trespassing if caught on the way to the store or €100 if caught with stolen goods. Regardless of means, the Crew now has the needed equipment and when Nohara check in with them, he will be ecstatic that they are ready. He will then lead them to his small power boat docked at one of the dozens of public piers that are a fixture on every island on New Melbourne. The boat can seat up to four with their gear comfortably and can crowd in up to seven in very uncomfortable conditions. Nohara suggests that they scout the estate's location and thinks that they shouldn't take more than the boat's normal compliment to prevent drawing attention for now. As soon as the boat pulls away from the dock, go to the next scene.

Based on PC actions, the GM should award from 1-3 plot points at this time.

ACT 2

SCENE 1: GOIN' SWIMMIN'

"Ya know I done seen a man what could stay underwater for close to an hour? Wouldn't be believin' if I ain't seen it my own self. Not like the guy was a freak o' nature or anythin'. He just had this equipment he called Scooby or some such thing. Had this tank on his back with

a hose what connected to a mask and let him swim around like nobodies business. See a place like New Melbourne is powerful short on land, so them as what lives there had to learn to make do with what they got and bein' able to breath underwater on a world what gots too much seems like a right smart thing what to know how to do iff'n ya asks me"

– Pops McMurty itinerant spacer, long time Rim resident

Danny Nohara deftly pilots his small boat through the busy marina, as only a native from a water world could do and after thirty minutes, he cuts the motor and drops his anchor. Read aloud:

"Okay, this is as close as we can get without being spotted by Huffington's proxies. This boat is semi-submersible and I'll leave it here, but we'll have to swim if we are going to get any closer. Luckily it's an easy swim"

What Nohara considers an easy swim proves to be anything but as his definition of easy, as a native to New Melbourne, compared to the PCs who are not, clearly establishes that the definitions are not the same. Reaching the site will require a HARD (55) Complex Action of Strength + *Athletics / Swimming* with each roll taking five minutes. A single Botch increases the difficulty to FORMIDABLE (75) while a second Botch will require that PC be rescued by another Crewmember or Nohara if none of the PCs are up to the task, which requires an AVERAGE (7) Strength + *Athletics / Swimming* roll. When they reach a point in the ocean that doesn't seem any different from the others, Nohara comes to a halt, effortlessly treading

water and makes sure all the PCs are accounted for before speaking. Read Aloud:

"Shiny, folks, I told you it was an easy swim. No sign of detection so far, now we can move to phase two. We'll have dive from this point. We need to figure out three main things. First, we've got to get a feel for how vigilant Huff's proxies are going to be. Second, exactly how well the house is holding up, and lastly, what is going to be the best point of entry. We'll have to do this in one pass or despite how stupid the proxies are, they will figure out that we are up to something no good."

Scouting the perimeter of the sunken estate without being detected is a HARD (55) Complex Action of Agility + *Covert / Stealth* with each roll taking one minute. Each member of the Crew must complete the Complex Action to make a full scan of the estate. If the Crew completes the Complex Action in ten minutes or less, they will escape undetected. In addition, the Crew will be underwater long enough and deep enough that they will have to make one AVERAGE (7) Strength + *Athletics / Swimming* roll and one AVERAGE (7) Intelligence + *Athletics / Swimming* roll as per the standard rules for swimming and SCUBA diving. If the PCs take more than ten minutes, a high speed submersible arrives and after a momentary squeal over their SCUBA gear's communication headsets, a voice will cut across the Crew's specific channel with "This is a restricted area, what is your business here?" The PCs will have to make an AVERAGE (7) Intelligence + *Influence / Persuade* roll to come with a plausible enough "just fishing" story to be ordered to leave immediately leave the area. Failing the roll will result in the submersible

ordering them to the surface where a surface boat arrives to question them more thoroughly. Evading this harder questioning is an Opposed Roll of the questioner's Intelligence + *Influence* / *Persuade* versus Willpower + *Discipline* / *Mental Resistance* of the PC. Any PC that fails the Opposed Roll spends in a night in the local jail before being released in the morning with a fine of €10 for trespassing.

If the Crew manages to escape undetected, they face another HARD (55) Complex Action of Strength + *Athletics* / *Swimming* with each roll taking five minutes to return to Nohara's boat with the same consequences for the first Botch, but the second Botch results in an encounter with a reef shark. A PC has to roll a HARD (11) Alertness + *Perception* to spot the predator before it strikes, otherwise, it strikes without warning.

Reef Shark

Agi d10, Str d8, Vit d8, Ale d8, Int d2, Wil d6; Life Points 14; Initiative d10 + d8.

Traits: Sharp Sense: Smell (Minor Asset), Memorable (Minor Complication).

Skills: Athletics d6 / Swimming d12, Covert d6 / Stealth d10, Perception d6 / Sight d8 / Smell d10, Unarmed Combat d6 / Teeth / d8

Weapons: Teeth d4W

Armor: Hide 1W

Run the combat as normal, but the Shark will only fight until it has sustained 4 wounds before it breaks off. If the PCs are having a bad time with this encounter, Danny Nohara will produce a small high-velocity dart launcher and drive the shark away.

Once back a Nohara's boat, the Crew will be able to return to the dock and the safety of their ship to plan the raid on Huffington's estate.

ACT 2

SCENE 2: DIVE, DIVE, DIVE!

"Humans have always been curious creatures and one of the most frustrating secrets that faced early man was exactly what was below the sea. Not knowing and not having the means to look resulted in many fanciful tales including a wide variety of mythical creatures as varied as fearsome sea monsters and mermaids. It was that deeply engrained curiosity that eventually led humanity to develop the tools to allow the exploration of the many seas and oceans that comprised 75% of Earth-That-Was. Even with the right tools, the sea remained mysterious as every time humans thought they understood the Mother World, they would find something completely new, and this kept humanity looking out of curiosity to see what other mysteries there were to find. Eventually that unquenchable quest for knowledge led humans to reach for the stars and even though the many planets and moons of the 'Verse were only seeded with well known animals from Earth-That-Was, the seas are still able to surprise us with the variations the different worlds produce in these known creatures. It is the chance to discover yet another of these unexpected variations that keeps humanity looking beneath the waves, as what good is the ability to ask questions if no one bothers to try to find the answers?"

– Cortex Entry, Elementary Reader Edition 2518

After some discussion, the best time to make the dive depends on whether the scouting mission was completed or not. If not, the consensus is to go at night, which will increase the difficulty of all tasks by one level. If the scouting mission was completed, then the

decision is to go at dawn, with the initial approach made in Nohara's boat leaving Bedford in the dark, but with the final approach being in the early morning light. The approach will be from the east, which gives the Crew enough light to make the trip to the estate much easier. Inside the mansion however, what little light there is will not help.

Nohara will keep his semi-submersible almost completely underwater, but will be able to reach the same distance as before, the Crew has to take to their SCUBA gear as this time the second part of the swim will be completely underwater. However, Nohara is able to get a little closer, so the swim will only be an AVERAGE (35) Complex Action of Strength + *Athletics / Swimming* with each roll taking five minutes with same consequences for a Botch. However, this time, the GM will be using the full swimming and SCUBA rules presented at the beginning of the adventure. In this case, this amounts to six swimming rolls and two Diving rolls. As the maximum time in their individual tanks is two hours, the Crew will be using the dive sled's "buddy tank" oxygen supply during the trip from Bedford to the drop off point to preserve their own personal supply for the entrance of the estate itself.

Reaching the sunken mansion is a Complex Action of Agility + *Covert / Stealth* with each roll taking one minute. The difficulty of the approach is again based on if the scouting mission was successful. If yes, the task is AVERAGE (35), rising to HARD (55) if not. The only real complication from a Botch is the additional time used to reach the estate. Actually entering the estate will require the use of the mag-charge and a HARD (11) roll of Agility + *Covert / Open Locks* if using the normal lockpicks, while the electronic lockpicks provide a +1 step Skill bonus.

When the sabotaged anti-grav unit finally stabilized and arrested the mansion's decent, it came to a rest is on a steep twenty degree angle with the north facing front of the house lower than the back of the house. The abrupt sinking caused the majority of the contents of the house to end up in a huge jumbled heap. This chaotic pile makes finding anything of value very difficult. Just as the PCs are coming to this unfortunate realization, the entire mansion lurches violently for several long terrifying seconds, though for the Crew it seems as if the shaking lasts much, much longer. The shaking is violent enough to disturb the contents of the mansion again and everyone has to roll against an AVERAGE (7) Agility + *Athletics / Swimming* to avoid falling debris with the difficulty considered an attack doing Basic damage.

Nohara will look panic stricken for a moment before saying:

"The salt water has gotten to the gorram AG unit! I will need one of you to go with me to the lower maintenance deck and help me get the ruttin' thing stabilized before we lose everything! The rest of you, quick, grab as much as you can as fast as you can, 'Cause I don't know how bad the damage is and if we can stop it from failing!"

Nohara will then ask the Crew's mechanic if they are present to help, if not, then the one PC with the highest Technical Engineering, and barring that, the strongest to go with him. Now spurred by a deadline they didn't know they had, the Crew must quickly rummage through the pile now partially obscured by disturbed silt to find something of value.

Finding anything of value is daunting, but not impossible task. To find anything, each PC will have to make a series of Complex Actions using Alertness + Perception with each roll taking a minute against a HARD (55) difficulty to find an item. If the item is located in less than ten minutes, it hasn't had time to settle and is only an EASY (3) Strength + Athletics / Lifting to grab and dump on the dive sled. If the Complex Action takes more than ten minutes, the item has settled into the pile and will need a HARD (11) Burst of Strength (Strength + Strength) to wrestle onto the sled.

As the other PCs are attempting to find valuables, the PC accompanying Nohara finds themselves hard pressed to keep up with nimble New Melbourne native. The PC will have to make a HARD (55) Complex Action of Agility + Athletics / Swimming with each roll taking one minute to reach the lowest level of the mansion and the faltering anti-grav screen. A single Botch will raise the difficulty to FORMIDABLE (75) while a second Botch arrives just in time to hear Nohara wail that the unit is going to fail in fifteen minutes.

If the PC arrives within ten minutes, is just behind Nohara, they will have to make an EASY (3) Intelligence + Technical Engineering roll to make a quick assessment. If the roll succeeds, the PC will realize there is still time to prevent the unit from failing. If the assessment roll fails, like Nohara, the PC is convinced there is no hope and escape is the only option as without immediate action, the unit will fail in fifteen minutes. If the assessment roll succeeds, the PC will have only one attempt to stabilize the unit. This is a FORMIDABLE (15) roll of Intelligence + Technical Engineering. If the roll succeeds, the Crew will gain 45 minutes before the house sinks beyond recovery. If the roll fails, the anti-grav unit fails in fifteen

minutes leaving Nohara and the PC those fifteen minutes to complete a HARD (55) Complex Action using Agility + Athletics / Swimming with each roll taking one minute. Escape for the Crew still on the upper levels of the house need complete the same Complex Action, but only at an AVERAGE (35) difficulty. Exactly what a PC has located is found on the following table:

d12 Roll	Item	Weight	Value
1	Intricately worked gold and ruby bracelet	1 lb	€200
2	String of black pearls	1 lb	€250
3	Large coat of arms inlaid in gold and silver*	20 lbs	€300
4	Very large gold and enamel picture frame (painting ruined)	25 lbs	€400
5	Elaborate jewelled basket hilted bastard sword	3 lbs	€500
6	Solid gold and jewel encrusted crucifix	12 lbs	€750
7	Multi-band equivalent to Rolex	1 lb	€1,000
8	Matched set of gold trimmed, engraved duelling pistols	10 lbs	€1,500
9	Modern art sculpture of burnished steel	100 lbs	€5,000
10	Antique early 'Verse porcelain Vase	5 lbs	€5,000
11	Holographic mural of Serenity Valley by Jasper Price	10 lbs	€7,500
12	Marble statue replica of the Venus de Milo	150 lbs	€8,000

* A HARD (11) Intelligence + Knowledge / History will recognize this as belonging to the House of Windsor.

As each item is found, the PC that locates the item can roll an AVERAGE (7) Intelligence + Knowledge / Art to have an idea (±25%) of the value of the item with an Extraordinary Success knowing the full value of an item.

Based on whether the attempt to stabilize the anti-grav unit is successful or not, the two hour time limit of their air supply means the rest of the Crew will either only have their one initial attempt to grab something of value if the unit fails or a total of three if the unit is stabilized.

The time breakdown is as followed:

Action	Average Time
Outbound swim underwater	35 minutes
Dive to estate	10 minutes
Initial valuable search/check on anti-grav unit	10 minutes
Escape if unit fails	10 minutes
Proper resurfacing	10 minutes
Return trip underwater	35 minutes
<i>Total</i>	<i>120 minutes</i>
Outbound swim underwater	35 minutes
Dive to estate	10 minutes
Initial valuable search/check on anti-grav unit	10 minutes
Additional searches after unit stabilized	20 minutes
Proper resurfacing	10 minutes
Return trip underwater	35 minutes
<i>Total</i>	<i>120 minutes</i>

If things go especially bad for the Crew and they have reached a critical oxygen shortage, it is recommended that the GM allow the PCs to surface for the trip back to Nohara's boat.

Once back to Nohara's boat, the Crew can tap back into the buddy tank for the trip back to Bedford. The loss of the Huffington estate has caused such a massive distraction that the return trip will be uneventful, allowing the Crew to safely reach the Bedford docks.

ACT 2

SCENE 3: DISCRETION IS THE BETTER PART OF VALOR

"Now what most folk that choose to obtain items from other than what ya call legitimate sources overlook is how to make profit on those goods after they have them. Most goods are tagged in someway and the ownership of non-cash goods has to be transferred carefully unless ya'll like havin' a passel of Feds droppin' in for a visit. Now there exists in the 'Verse and, has probably always existed, a class of business folk that makes a livin' off of takin' those perfectly fine goods and getting' those goods to them as what needs them. Now these folk like to wrap themselves in all sorts of fancy titles, but the one that most folk in the 'Verse throw around what can be used in mixed company is 'fence'. A good fence is worth more than their weight in platinum, and while you hear that exaggeration said about a lot of things, but when it comes to someone what can take goods of all kinds and turn them into hard coin when them goods are hot enough that you need to have thermal gloves to hold them, then ya'll might not want to consider it an exaggeration."

– Frankie 'Twice Pipe' Whitaker, Information Broker, Persephone

Nohara and the Crew are either in high spirits if the job went well, or are subdued if they came away with minimal profit. Regardless of circumstances, Nohara again negotiates the busy Bedford harbor with long practiced skill and turns onto row of piers where he usually moors his boat. The Crew must now make an AVERAGE (7) Alertness + Perception / Sight roll to spot guards waiting at the slip. If none of the

PC's make the roll, Nohara will and his strangled gasp is clear for everyone to hear. "*Shen sheng de gos se!*"³ *It's Huffy's proxies, they're on to me!*" He wails and before anyone in the Crew can react, Nohara panics, spins the boat about, and guns the engine. Whether Huffington's guards were aware of him before, his actions immediately draws attention and the Crew can hear shouts in the distance. The PCs duck in reaction to a few fruitless shots, but it is clear to see the guards calling for assistance. Escaping New Melbourne will be based on if the Crew's pilot is aboard their ship or not. If the pilot is aboard their ship, the PCs can call for help via their communication gear. It will take an AVERAGE (7) Willpower + *Influence / Persuasion* roll to calm Nohara down enough to take directions. If the PCs fail this roll with Nohara, they can attempt to knock him out and pilot the boat themselves. Run the combat as normal and use *Agility + Planetary Vehicles / Powerboat* to operate the small craft. Once someone is in control of the boat, the pick up will require both the boat and ship pilot to succeed in an AVERAGE (7) *Agility + Piloting / Planetary Vehicles* roll in the same Combat Turn to either scoop up the small boat if the Crew's ship has a forward facing loading ramp as featured on the Firefly-class or for the boat to drive onto a rear facing loading ramp. If either pilot fails the pickup roll, the pilot that made their roll can attempt to compensate with a second piloting roll with the standard one step penalty for multiple actions against a HARD (11) difficulty if the other pilot rolled a normal failure FORMIDABLE (15) if the other pilot rolled a Botch. If this second roll fails, the two craft will have to line up again for the pickup. If this second attempt also fails, the pursuing ship

will take the PCs under fire and all Piloting rolls incur a one-step penalty. Assuming the Crew is picked up, but before they can breathe a sigh of relief, the pilot screams that there is a customs cutter closing rapidly on them and it has ordered them to return to the Bedford docks. If PC's ship is unmanned, the escape is more complicated. It will again require an AVERAGE (7) Willpower + *Influence / Persuasion* roll to calm Nohara down enough to take directions. If the PCs fail this roll with Nohara, they can attempt to knock him out and pilot the boat themselves. Run the combat as normal and use *Agility + Piloting / Powerboat* to operate the small craft. After the boat is under control, an AVERAGE (7) Intelligence + *Knowledge* or Intelligence + *Discipline / Tactics* roll for the PCs to figure that diving the boat is the best tactic to avoid pursuit with Nohara doing so automatically. Whoever is piloting the boat will notice that their boat is under pursuit by a surface boat and that the pursuer is closing fast. It will take an EASY (3) Recall roll (*Intelligence + Willpower*) for the PCs to remember the mining charge they still have with them and that they can disrupt their pursuer's sonar. An AVERAGE (7) Intelligence + *Knowledge* or Intelligence + *Discipline / Tactics* roll will drop the charge correctly and allow the Crew to double back and reach their ship. As soon as their ship lifts off, but before ship can gain altitude, they are intercepted as above and ordered to land by the customs cutter. By now Nohara is useless with fear and will not be able to assist in the escape and when the pilot detects a targeting array attempting to lock onto their ship, the rest of the Crew probably isn't too far from the same level of panic. Escaping a faster armed ship in their unarmed ship seems to be an almost

³ Holy crap!

impossible task. The PCs are free to think up any plausible plan they can come up with, in an attempt to escape, but if they are unable to devise a plan of their own, the GM can offer the following solution:

As the customs cutter closes all seems lost. However, the ancient Earth-That-Was saying of necessity being the mother of invention applies now like it never has before and will require an Intelligence + *Knowledge* or Intelligence + *Discipline / Tactics* roll to come up with an escape plan. The difficulty of the task will depend on if their ship came to them or they had to go to their ship. If their ship came to them, the task is HARD (11), if they went to their ship, then the task is AVERAGE (7) as the idea is similar to how they escaped the pursuing boat.

The customs cutter will give the PCs three warnings before opening fire with 50 pound missiles. Run this part of the combat as normal. During the process, the mechanic will have to make an AVERAGE (7) Intelligence + *Mechanical Engineering* roll to temporarily boost the ship's anti-grav to assist with the nearly insane maneuver they are about to perform. The mechanic will have to make a second AVERAGE (7) Intelligence + *Mechanical Engineering* to cause the engines to spew smoke to fake damage from a (hopefully) near miss. If the ship is hit during the evasion rolls, then this task can be skipped.

When the mechanic is ready with their modifications, the pilot will have to make a HARD (11) Ship's Agility + *Piloting* roll to convincingly make the ship appear to spiral out of control. The pilot will then have to make a second HARD (11) Ship's Agility + *Piloting* roll to successfully execute a pancake landing and rapid sinking. If the first roll fails, the loss of control doesn't look believable enough to keep

the cutter from firing and raises the difficulty of the second roll to FORMIDABLE (15). Failing the second roll is more costly as the target number becomes an attack roll versus Basic damage to the ship and to each member of the Crew.

However, the boosted anti-grav gives the PCs a plus one-step bonus to their Vitality for the Endurance (*Vitality* + *Willpower*) roll they will use to resist the crash damage.

After the ship sinks, the pilot will have to make one final HARD (11) Intelligence + *Piloting* roll to execute micro-burst of pulse drive to fake an explosion and to throw the ship several hundred miles away in the process and remaining underwater. To the pursuer's point of view, the Crew's ship will appear to crash into the water, sink and violently explode. By the time the shockwave settles, PC's ship will be so far out of range of the pursuer's sensors, that when they realize there isn't any wreckage, the Crew will have already made their escape from New Melbourne.

The trip to Beaumonde is an AVERAGE (7) Intelligence + *Piloting* roll to plot a course at Hard Burn, which will reduce the travel time to 288 hours for a Speed Class 1 ship or 72 hours for a Speed Class 4 ship. The trip will be without incident unless the GM decides there is a need to complicate things for the Crew.

On touch down, Nohara is anxious to fence the items they have recovered, but when the Crew presses him about his contacts, Nohara folds like a house of cards. He looks stricken for several moments before he responds.

"Okay, you've got me figured out. I'm a fraud. I'm not an experienced thief as I have pretended to be. In fact, I never thought rigging Huffington's estate to sink would work and I've been making stuff up as I go ever since the damn thing sank. I

don't know any fences on Beaumonde, hell I don't know any fences at all. If we are going to unload any of the things we have taken, I'm going to have to hope that you have some idea of how to proceed from here."

The Crew's reaction to Nohara's revelations will depend on the GM's players, but outright murder is not recommended. If attacked, Nohara will attempt to fight back, but if a weapon is drawn, he will drop into a fetal position and actually begin to cry.

Regardless of how the Crew deals with Nohara, the PCs still have items they need to fence. If any of the PCs have Friends in High or Low places, they can spend 5 Plot Points to know a fence if Low, or a 'Gallery' if High that will deal with them automatically. Spending 3 Plot Points will get them a lead on someone that might help that will take a HARD (11) Intelligence + *Influence / Streetwise* to locate and set up a meeting. If no one has either Friends asset, they will have to go out and pound the pavement cold. This will require a FORMIDABLE (15) Intelligence + *Influence / Streetwise* roll, but the PCs will be able to indirectly Assist one another.

Once in contact with someone that will deal in the goods they have acquired, they will have to haggle for the final price for the items. This is an Opposed Roll pitting the PC's Intelligence + *Influence / Appropriate Specialty* versus the contact's Intelligence + *Influence / Negotiations* for each item they try to fence. If the PC wins the roll, the contact will pay 10% of its value, but an Extraordinary Success will get the contact to pay 15%. If the PC fails the roll, their contact will only pay 5% of the item's value, while on a Botch, the contact will refuse to buy the item at all.

Note to GM: as the value of the items found by the PCs is random, if the total value of their entire take is less than €5,000, then the amounts paid for the items will be 25% on a success, 50% on an Extraordinary Success, and 10% on a failure. If the net take is less than €1,000, then a success gets face value, an Extraordinary Success adds 10% above face value and a failure 80% of face value.

When the last of the haggling is completed, the Crew has a couple options of how to split the take with Danny Nohara. Since he was far less useful than he claimed, the PCs would be well within their rights to reduce the initial fifty-fifty split to something more on the lines of 75/25. The Crew can choose to cut Nohara out of the deal completely, but that would be a very bad idea, as the nearest Cortex isn't that far away and he could easily report them to the Feds. Nohara knows he's not in a position to bargain, but will settle for a cut of 20%. On anything less he imply that there could be trouble, but is too scared to really report them, except if they take everything, then he will wait until they have departed Beaumonde before making an anonymous report that will give the Crew a Deadly Enemy: Jacob Huffington Minor Complication. The PCs could resort to murder to keep Nohara silent, but this will be up to the GM to handle as it falls outside of the scope of this adventure.

After the Crew has settled the Nohara Question, they are free to depart Beaumonde or to look for what work they can find, or the GM can use whatever plot hook they have devised. In any case, the PCs will earn 4-6 Plot Points, but if they do resort to murdering Nohara, they will suffer a -2 point penalty.

THE END

NON-PLAYER CHARACTERS

Danny Nohara

Agi d8, Str d6, Vit d6, Ale d8, Int d8, Wil d6;

Life Points 12; Initiative d8 + d8

Traits: Talented: Technical Engineering (Minor Asset), Coward (Minor Complication)

Skills: Athletics d6 / Swimming d8, Covert d6 / Open Locks d8 / Stealth d8, Influence d6 / Persuasion d8, Knowledge d4, Perception d6, Pilot d6 / Waverider d8, Ranged Weapons d4, Survival d6, Technical Engineering d6 / Hacking d8

Preston Taylor

Agi d8, Str d6, Vit d6, Ale d8, Int d6, Wil d8;

Life Points 14; Initiative d8 + d8.

Traits: Two Fisted (Major Asset), Things Don't Go Smooth (Major Complication).

Skills: Covert d4, Influence d6 / Persuasion d8 / Streetwise d8, Performance d4

Frank Jenkins

Agi d6, Str d8, Vit d8, Ale d6, Int d6, Wil d8;

Life Points 16; Initiative d6 + d6.

Traits: Heavy Tolerance (Minor Asset), Credo: The Show Must Go On (Minor Asset)

Skills: Animal Handling d4, Performance d4, Influence d6, Covert d6 / Sleight of Hand d10

Mr. Pebbles

Agi d12, Str d4, Vit d6, Ale d10, Int d2, Wil d8;

Life Points 14; Initiative d12 + d10.

Traits: Athlete: Climbing (Minor Asset), Lightweight (Minor Complication).

Skills: Athletics d6 / Climbing d8, Covert d6 / Stealth d10, Performance d6

Jason and Wilma Tucker

Use Settler Family Father and Mother (pg. 182-183)

Hu Zedong

Agi d6, Str d6, Vit d6, Ale d8, Int d8, Wil d6;

Life Points 12; Initiative d6 + d8.

Traits: Nature Lover (Minor Asset), Prejudice: Landlubbers (Minor Complication)

Skills: Athletics d6 / Swimming d8, Pilot d4, Survival d6 / Fishing d8, Perception d4

Cecilia Adams

Use School Teacher (pg. 183)

Merchants

Use Rim Shopkeeper (pg. 185)

Estate Guards

Use Frontier Deputy (pg. 185)

Purchasing Contact

Use Pawn Broker/Fence (pg. 186) if PCs use Friends in Low Places,
use Purveyor of Stolen Goods (pg. 186) if they use Friends in High Places

VEHICLES

Customs Cutter

Dimensions (LxBxH): 83 x 48 x 20 feet

Tonnage: 40 tons

Speed Class: 5 cruise/7 hard-burn

Crew: Pilot, Weapons Officer, two Customs Officers

Crew Quarters: 4-seat cockpit, with 2 cramped bunks located behind

Fuel Capacity: 5 ton (2,500 hours)

Cargo Capacity: 4-tons; 4 tons of external weapons

Armament: One 1-pound autocannon with 200 rounds. Up to 8,000 pounds of missiles with a standard load out of 8-100 pound explosive missiles and 16-50 pound explosive missiles

Price: €3,400 plus ammunition.

Agi d10, Str d2, Vit d6, Ale d6, Int d4, Wil d4; Init d10+d6, Life 6

Traits: Everybody Has One (the only military ship to have this Complication).

Skills: Aerial Transport Operations/Gunship d4; Perception/ Search d4; Space Transport Operations/Gunship d4

Complexity: average, **Maintenance costs** €80 per year

Description: The Alliance Customs Cutter is a modification of the tried and true Alliance Short Range Enforcement Vehicle or ASREV. The Cutter has a reduced weapons load out in favor of long range fuel capacity. These ships are not popular with their crews as nothing was changed to make the ships more comfortable, so while the Cutter has an impressive range, it is rarely used, as most of these vessels stay close to the planets that they are assigned to patrol.

Semi-Submersible

P d8, M d2. Seats: 4. Speed: 40 mph surface, 20 mph submerged. Weight: 5 tons. Cost: €500. Capacity: 500 pounds

Description: A ubiquitous vehicle on the water world of New Melbourne. Used for a wide variety of purposes from recreation to small scale commercial operation. Built locally by several distributors and known as a Waverider, these rugged vehicles are capable of diving up to 50 feet and have a range of 500 miles.

Dive Sled

P d6, M -. Seats: 1 Speed 10 mph Weight: 1 tons. €200 Capacity: 250 pounds

Description: Another common vehicle on New Melbourne is the dive sled and is the equivalent of an underwater hover mule. Designed to assist with underwater operations, the dive sled in addition to carrying cargo, the dive sled extends divers time underwater via a large oxygen supply known as a buddy tank, that can support up to six divers for up to four hours.