

A Blast from the Past

A Serenity Adventure for Warpcon 2007

By Brian Caball

Introduction

Gravity

Gravity: The most mysterious of nature's forces. For many long decades after a complete understanding of the other three forces of nature (electromagnetism, the strong nuclear force, and the weak nuclear force) was attained, the secrets of gravity eluded the scientists of Earth that Was. Whereas electricity could be shaped and controlled at will, such control of gravity was only possible in the realm of science fiction. Only there could spaceships have internal gravity fields that allowed their passengers and crew to stick to the floor, only there could vessels cruise through the black without having to ride on billowing torches of searing fire, only there could vessels glide effortlessly over the land without the benefit of wings or jets of air.

Eventually of course, this secret was unlocked, leading to many of the technology we take for granted today: Artificial gravity, contra gravity screening, and reduced inertia reactionless drives. And of course all the sundry moons and planets that make up the verse would be uninhabitable were it not for the artificial gravity fields that provide an earth normal environment, even on moons far too small to create their own gravity.

Everyone takes gravity for granted. Things fall down, at the same rate, on Persephone as they do on Londinium, thanks to the tireless work of the terraformers who made it all possible... **or so everyone thinks.**

In fact, no one really knows why all the inhabited moons in the verse have the same gravity. Physics had long ceased to be a trendy field of study on earth that was... almost everything that could be known about the laws of nature was known. The exciting fields were those of medicine, biology, and genetics... as a whole, the universe is a simple place compared to living organisms.

Every so often a bored engineering student will work out... just how much energy does it take, to provide a moon the size of say... that of earth that was, with earth standard gravity? The answer is always the same: Literally astronomical. There is no cheat: Only the mass-energy (as given by $E = MC^2$) of the earth can generate the gravitation field of the earth. And yet, that's more energy than most stars produce in their entire life times.

What the good people of the verse do not realise, is that even on the poorest moon, where farmers toil to scratch a living from the dust, beneath their feet is an object more valuable than mankind could imagine, for mankind has forgotten more than it knows of Earth that was, and none appreciate the gifts that she bestowed upon her scattered children.

The Orbs

At the center of every planet and moon in the 'verse is a golden orb, about 1 meter in diameter. These orbs are the source of the earth standard gravitational field. The mechanism they use to achieve this is, on the face of it, simple: They are very very heavy. They are heavy because, they contain a lot of energy... so much, that it warps space time around it, augmenting the gravitational field of the moon to produce an earth normal field at the surface.

I cannot stress enough that the energies involved are beyond anything the technology evident in the 'verse is capable of producing or controlling. The energy is drawn from the "zero point field" (you don't need to know... if you're curious, wiki it, it's real physics), and stored in vast capacitors in hyperdimensional spaces... in fact the 1 meter "orb" is merely the physical interface that exists in our three dimensions of space and one of time, the rest of the device exists in higher dimensions.

In short: They are super high tech.

The orbs were made on earth that was, using the absolute in cutting edge tech. The scientists who created them knew that it might be a thousand years before the kind of industrial and knowledge base that existed on earth could be replicated on the colonies, and they wanted to give their children and grandchildren the best start on their new worlds. The orbs were automatically deployed by the colony ships when the new solar system was encountered, each orb settling to the center of a moon, where it began storing energy and increasing the gravity (the orbs are so dense, that they would pass through solid rock like a stone through air) and making the moon or planet habitable for humans, capable of supporting a thick atmosphere (once the terraformers had produced it).

And so the Orbs sit quietly, forgotten, unappreciated, and each one containing wealth beyond the dreams of avarice... for if one were to extract an orb from it's tomb, and could control it, one could have free energy, that could power an entire planet a million times over... or the most dreadful weapon mankind has ever known.

Fortunately, the vast majority of the Orbs are quite safe from any would be thieves. Many moons and planets are large enough that their centers are hot, some so hot to be molten. The addition of such huge gravitational tides to the center of a moon will only add to this enormously, liquefying the rock and forming an impenetrable white hot barrier.

However, if a moon were small enough... some improbable speck of rock that most self respecting geologists would have to be exceptionally charitable to even call a moon... then maybe, it's core would remain solid, and an enterprising individual might dig their way to it, and behold the Orb.

Churchfield

Churchfield is a tiny moon. In fact, most self respecting geologists would have to be exceptionally charitable to even call it a moon. And yet, this dusty little speck of rock floating in the void amidst it's larger cousins, has been terraformed. It has a breathable atmosphere, earth standard gravity, all the amenities. There are few settlers on Churchfield... it never did have much water, and the terraformers couldn't really be bothered spending too much effort on so small a place anyway... they had bigger and better things to be doing. So there's not much in the way of farming going on, on Churchfield.

Some folk like the quiet though, and some folk just found themselves there and couldn't afford to get back off, so there is a small community. What the good homesteaders don't know is that beneath their feet lies an Orb, with no barrier of liquid rock between it any anyone with the know how and the gall to take it.

Stealing the Orb

To even think about stealing the orb, one would have to first shut it off (otherwise it would be far too heavy to move!) It's power would bleed away into hyperspace, and it would be no heavier than an oven or fridge freezer. Of course... this would have some rather disastrous effects on the good people of Churchfield. For one, their nice earth standard gravity would suddenly be reduced to less than 10% of what it was. While this might certainly be entertaining for 5 minutes at least, without this gravity, their painstakingly terraformed atmosphere would start bleeding out into the black. In a matter of hours, every living thing on Churchfield would be dead.

Fortunately for the good people of Churchfield, only a scientist from Earth that was, who specialized in the fields of hyperdimensions and zero point energy extraction, could even begin to understand how to switch off an orb, and make use of it thereafter. And they're long dead... right?

Jack Sly

Jack Sly was a scientist on Earth That Was, specializing in hyperspace theory and zero point power systems. He was part of the team to help build the orbs. However, he was not content for his descendants to reap the benefits of his labour... he wanted cash on delivery. Using the latest in cryogenics techniques, Jack had himself frozen in a time capsule, waiting to open once things had settled down somewhat on the colonies... oh a few hundred years should do the trick. Like the orbs, his time capsule was released by the colony craft as they arrived in system. There he laid in wait, until the capsule's electronic brain told it that the time to revive it's precious cargo had come.

Jack awoke to find a world more primitive than he had imagined. Much of the knowledge of earth that was had been lost. He was not content to simply walk amongst these descendants of Terra... he wished to Rule them. For that he would need power... ultimate power, power the likes of which these people couldn't begin to imagine. He would need an Orb.

He thought at first that some Orbs would have survived the landing of the colony craft unused, waiting in the great hulks preserved as museums on Londinium and Sihnon for anyone to take them. However Sly was cheated: All the orbs had been used to make moons and planets habitable. He had to stage quite a number of museum break ins to discover this, earning him a name as a dangerous outlaw. It was a life he found he took to well, and soon expanded his operations, acquiring a crew of bloodthirsty ne'er do wells to do his bidding.

It was Bruce Frisco that broke Sly's stride... Bruce Frisco Sr., that is. The grizzled veteran bounty hunter rounded up Sly's gang and then Sly himself, loading them all aboard a transport to bring them to justice for the crimes they had committed. But not all of Sly's gang had been taken... and those that had remained at large had hatched a plot to rescue their master and fellows. The transport was ambushed, Sly released, and the hated Bruce Frisco slain in a hail of bullets.

Now that Sly is free, he has reassessed his plan to capture an orb. If none are freely available, he must

extract one from the core of a world. Sly had been knocking over mining operations for some time, hoping that he'd get his hands on info, or clues, or even the digging tools necessary to complete the task. He was missing two things in order to realise his dream: A location, and the tool to get the job done.

Two of his best men recently knocked over a mining survey vessel which had been making a survey of Churchfield. They found extensive geological records of Churchfield, as well as several high tech boring machines in the cargo hold. Sly was elated! He soon moved to churchfield and began his tunneling operation in an old abandoned mine. It is only a matter of time before he reaches the orb, and ultimate power will be his! And armegeddon for the poor folk of Churchfield, of course...

Act One

Scene One: Show down at the dust bowl saloon

The party are tracking one of Sly's gang... a master safe cracker by the name of Pepe Hendrix. He has retired from his life of crime, and wants nothing much more than to live out his days in relative luxury.

Pepe lives in a room at the Dust Bowl Saloon on Churchfield... a tiny, miserable speck of a moon. Churchfield is a dry and dusty place of desert and scrub, with an horizon that seems alarmingly close. The spaceport is about a mile from the "City of Cydonia", population 143 (yes like in the Muse video).

The Dust Bowl saloon is a run down and dingy place, populated in roughly equal measure by the poor, the desperate, outlaws, and those strange folk as like to live in a place like Churchfield.

The inside of the saloon is dark, lit by a few neon signs, some screens with cortex news feeds, and on a small stage in one corner of the bar a poor quality hologram of a band flickers blue. Cigar smoke lays in their air in thick wreaths.

The darkness and crowds (as the bar is quite crowded for all of Cydonia's 143 people... many farmers and settlers have come into town for a drink and to catch up with old friends) make it hard to spot Pepe, but he's playing poker in a dark(er) corner.

Pepe doesn't want to go to jail. When he sees Frisco, he knows that's where he's likely to be spending some time. He drops his cards in shock... a full house, Aces over kings. His opponent shouts "Why you cheatin Chiang-bao hoe-tze duh ching-wah tsao duh liou mahng!" (monkey raping frog humping son of a bitch), and drops his hand in front of Pepe... pair of aces. He leaps across the table at Pepe, knocking his chair backwards, spilling the pint of the man behind him. He turns and sees (party member), who he promptly socks across the jaw. Que bar fight!

Like a propagating wave the fight spreads, and Pepe will try to use it as a distraction to escape... once he frees himself from his irate poker opponent.

Scene Two: Shakedown

Once the fight is won, or calms down, or the party gets out of the bar and tracks Pepe down, they can arrest him and question him about Sly and the rest of the gang.

Pepe knows three things:

- Sly and the gang came to him about a month ago with a safe to crack. It was a secure data storage from a ship... an alliance ship by the look of it. They took the data store but left the safe... he dumped it in the scrap yard.

- One of Sly's gang, Joe Farrier had a falling out with them... heard he's done well for himself, got himself a mighty shiny operation going aboard the El Dorado, some fancy cruise ship. Pepe's been aboard once or twice, as Farrier runs some nice card games. Heard he has a big one coming up soon, in fact.

It doesn't take too long to find the safe at the scrap yard... yep looks like it's from an alliance ship alright. It has a serial number on it... a quick cortex scan will reveal it to be from The Quartz, a ship that went missing about a month ago... last heard from near the stone wall (a band of asteroids and boulders in space).

- He can't remember much about what as on the data store, but it was something to do with mining. He had heard that Sly has become obsessed with mining lately... maybe he's tired of stealing gold and just wants to dig it out of the ground himself! He heard that sly had been stealing mining gear.

Scene Three: Investigation

This is a “moveable” scene... the party may want to go to Farrier’s ship first.

The Quartz: This is a derelict and wrecked ship, fetched up against a small asteroid in the “Stone Wall” group of asteroids and loose space rubble. It looked to have been attacked with cannon and it’s drive disabled, then boarded. The contents of the cargo bay were stolen and the crew killed. The systems have been damaged a bit from exposure to vacuum, and Sly and the gang seemed to have done a fair bit of damage themselves, but this seems to have been a geological survey ship.

They can learn two things:

- The cargo was several experimental deep boring probes.

- The last place the ship was, was a moon called Ganny mead, where it was surveying an old abandoned mine there (coordinates given).

Another avenue of investigation would be to look for reports of stolen mining gear. One such report indicates a theft on Ganny mead... near the abandoned mine. (there will be other reported thefts at other locations, but none will bear any investigative fruit).

The abandoned mine is rather curious. This was in fact an early attempt, but the moon was wrong. It was too big, and maintained a liquid core. When Sly tried drilling down with one of the bores, it fell through the mantle and magma flooded the shaft. Sly and the gang just got out in time as the old mine filled with liquid hot magma, spilling out into the surrounding countryside. It’s quite cool and safe to walk on no though. Various remains of heavy mining equipment can be seen... serious, heavy, mining equipment, some floundered and half melted in what is now solidified lava.

Act Two

Scene One: Land of Gold

The El Dorado is a very richly appointed casino cruise space ship. It is owned and managed by one Joe Farrier, once an associate of Jack Sly. For a floor plan, see the main rulebook.

Right now it is orbiting Boros, getting ready for a big high stakes poker game.

There are fairly good weapon sensors on the El Dorado, and all weapons must be checked at reception. There are guards, smartly dressed and discretely armed, but guards nonetheless.

The high stakes poker game (with a pot of 3 million dollars) is unfortunately booked out.

Joe will spot the PCs as they board. He will hatch a plan. He hates Sly now... Sly left him for dead... but that doesn’t mean that he likes Frisco any better. Also he has a problem: His archrival, Victor Bernstrom, is playing in the high stakes poker game. He doesn’t think he can beat victor, but he would powerful like to see Victor lose the game.

He will have Frisco and co brought to him, and he will propose a deal to them. One of them enter the game in his place. If they win the game, he will tell them what he heard of Sly’s latest caper. If they lose, maybe he’ll send a wave to Sly that the PCs are onto him and closer than he thinks. If whip’s player doesn’t leap at the chance, seriously consider docking him plot points! Joe keeps the winnings of course.

Scene Two: Jokers wild

The game is for 36 players. The game is 100,000 dollars in, and the winner takes 3 million. There will be six tables of six players each. The winner from each table will go on to the final table of six, winner take all.

Que montage of Whip winning the preliminary rounds. It is assumed that Whip wins the first round.

For the final game, each player will have a half a million dollars.

It is assumed that one by one, the other four players will be eliminated, leaving whip and Victor.

So, 4 rolls of Alertness and gambling are required. This will determine the relative amounts of the pot that the two players are left with when they face off against each other.

Win 0:	900,000
Win 1:	1,200,000
Win 2:	1,500,000
Win 3:	1,800,000
Win 4:	2,100,000

From here we move from dice... to Cards!

Here we are playing actual poker. There should be 30 chips, playing stones, etc, to represent the 3 million dollars.

The game will be texas holdem. See appendix.

Whip gets five “cheating bennies” (playing stones, etc) while victor gets three. A cheating bennie can be used to do the following, without consequence:

- Be redealt your 2 card hand
- Keep a card “up your sleeve” rather than hand it back
- Swap a card in your 2 card hand for the card up your sleeve
- Soend 2 to be able to start the game with any one card “up your sleeve”.
- Spend 2 bennies to reveal one card of the opponent’s two card hand.

Instead of using a bennie, a character may make an opposed gambling & intelligence vrs gambling and alertness in order to achieve the same effect. However, this action is not without consequence. If the opposed action fails, then the cheat fails, and no further cheats may be attempted this round. If the opponent wins by 7 or more (an extraordinary success), the cheat has been discovered, to potentially dire consequences.

Victor will approach whip during the interlude between the first and final rounds. He will have guessed the purpose of whip being there. He will try to ask what Joe has promised him. He will make another offer... he wants Joe’s prize golf clubs. Joe will be distracted watching the poker game... perhaps Whip’s friends could steal them then. In exchange he will give the PCs information on some of Sly’s gang. Connected as Joe might once have been, he doesn’t know how trustworthy his info might be. The information Victor can give: The location of Keith Sutter.

Scene Three: Petty Rivalry

This scene sort of happens at the “same time” as the card scene, in a show or film they would cut back and forth between them. With Joe and much of his guards distracted by the game, the PCs might be able to steal Joe’s prize golf clubs! They are in his office on the El Dorado. Cue bypassing locks, sneaking past guards, thrilling heroics... but subtle is the name of the game. They don’t want to tip Joe off that his 9 iron is missing!

After the game, Joe will be true to his word and tell the players of Sly’s heist: He will be raiding a

museum on Lector, a minor but affluent moon, in the border regions between the core and the rim.

Act Three

Scene One: Relics

Keith Sutter is on Persephone. It’s up to the PCs if they want to go after him. If they do, and it’s short on time, he will know where Sly is. If there is time, he knows nothing. If they go straight to Sly from here, Sly’s minions will already have raided the museum and will have recovered the control panel of The Orb.

Otherwise, it’s off to Lector and the museum! The Museum is really the hulk of an ancient colony ship, one of the ones that first brought humanity from Earth That Was. Sly’s gang are already there, in mid Heist! Cue thrilling shoot outs.

When the PCs win, they will find that the gang (no Sly here) have removed some piece of tech from Earth That Was. If they investigate (like contacting a curator, or a history expert), they will not know much, other than it is some kind of control panel. Opening it up, it’s fairly simple... it has a short range (100 feet) radio... it’s some kind of remote!

The place in the hulk it was, looks like some sort of torpedo room. Which is strange as the colony ships were not armed. There seem to be loading cradles with spherical depressions in them. No one seems to know what they were for, but these spherical projectiles would have been shot out of tubes, but not with enough power to make them dangerous. Likely a satellite or probe launch facility.

If any of the gang were taken alive, they’ll tell the PCs that Sly is on Churchfield (oh noes! We had him right under our noses!) and give co-ords. They say that he’s mining. Fierce big mine, goes down forever.

Scene Two: Mouth of the Mine

There will be some guards at the mine entrance, but mostly everyone that matters is down at the coal face. Naturally, just as the PCs are arriving, Sly is about to break into the chamber that houses The Orb at the center of the world.

Once the guards are defeated, the players can travel into the mine. The usual thing... railway

tracks, lanterns, wooden posts. Outside, BTW, there are **huge** mounts of rock and earth... someone's been digging a pretty big hole in here. At the bottom of the abandoned mine, will be Sly's hole. The place is flood lit with more high tech lights, there will be some more guards to shoot. The hole... goes down **forever**. It seems a bottomless pit. Anything thrown down is never seen again. There is a grav lift for getting down. It takes a half hour or so at some fair speeds to do so!

Scene Three: There is a hole in the world

The players will notice that they are getting heavier the further into the hole they get. At the bottom they are about 2-3 times as heavy as normal, and the blood is slightly drained from their heads. All difficulties for anything are increased by, I dunno, 4.

At the bottom of the mine is a great tunneling machine... like the ones from the channel tunnel. Beyond that is a vast central chamber, lit by some flood lights and the golden glow of The Orb!

There is Sly and Gang. They have put up some cat walks and stuff so they can get around the place. They notice one or two gang members nearer the orb... Dead. Approaching the orb and the player will feel even heavier again. They will feel stretched by the orb's tidal forces.

Show down! Thrilling heroics! Possibly a speech by Sly. Sly will be on the other side of the orb to the players... any shots fired at him will be deflected by the orb's gravity, missing him. They will have to move to get a clearer shot (giving him time for maniacal monologues).

Did the players bring the control panel with them? Do they mess with it? If they do, it will turn off the orb, much to Sly's amusement. If they didn't go to the museum, Sly has the panel, and will switch off the orb.

Once the orb is off, all gravity will disappear. If the orb is switched back on, hope you were holding onto something or you'll be sucked into the orb. Hopefully at least one NPC will be sucked into the orb (really just crushed onto it, but at it's surface it's gravity is enough to stretch them to a thin film over it).

Once Sly is defeated, that's that! Oh I do hope the switch the orb back on. If not, when they get back to the surface, the air is noticeable thinner and gravity is lighter than on our moon. They will have time to go back and switch it back on (or put it back if they brought it with them).

Cast of Characters

Sly: cold, Calculating, obsessive, soft spoken, heartless killer.

Keith Sutter: Craven, cowardly, likes to be a big man, not so bright but has a huge vocabulary.

Pepe Hendrix: An old man, spry and nervous.

Big Smith: A giant of a man.

Jack Randolph: Quick and agile, a master thief.

Brett Bones: A gentleman highwayman

Blackbeard Lacutte: Pirate...Arrr!

Ned Zed: Armoured, like Ned Kelly.

Victor Bernstrom: Sophisticated, civilized, amused by the whole thing.

Joe Farrier: Doesn't want trouble, but will get some amusement from getting Frisco to screw Bernstrom, and getting Frisco to screw Sly.

Wanted: Jack Sly

Dead or Alive



And Gang: Joe Farrier, Keith Sutter, "Big" Bill Smith, Jack Randolph, Brett Bones, "Blackbeard"
Lacutte, Juno Dawkins, "Doc" McCoy, Pepe Hendrix, Ned Zed

Reward: \$1,000,000

\$10,000 per gang member

Texas Holdem

Game Play

1. One player acts as dealer. This position is called the button and it rotates clockwise after every hand.
2. The two players to the left of the dealer are the small blind and the big blind, respectively. They are the only players who have money in the pot before the cards are dealt.
3. Every player receives two cards face down. These are hole cards.
4. The first betting round begins with the player sitting immediately to the left of the big blind, and continues clockwise.
5. When the first betting round is completed, three community cards are flipped face up on the table. This is called the flop.
6. The second round of betting begins with the first remaining player seated to the left of the button. The betting resumes, clockwise.
7. When the second round of betting is finished, a fourth community card is flipped face up on the table. This is called the turn.
8. The third round of betting commences with the first remaining player sitting to the left of the button. The betting moves clockwise, with the bets doubling on the turn.
9. When the third round of betting is over, a fifth community card is flipped face up on the table. This is called the river.
10. The fourth round of betting starts with the first remaining player seated to the left of the button. The betting continues to move clockwise.
3. Full house (the best full house hand: A-A-A-K-K)
4. Flush (the best flush hand: any Ace-high flush)
5. Straight (the best straight hand: A-K-Q-J-T)
6. Three-of-a-kind (the best three-of-a-kind hand: A-A-A-K-Q)
7. Two-pair (the best two-pair hand: A-A-K-K-Q)
8. One-pair (the best one-pair hand: A-A-K-Q-J)
9. No-pair (the best high hand: A-K-Q-J-9)

How to make a hand

The players must combine their hole cards with the community cards to make the best possible 5-card poker hand. It is possible to use both hole cards, one hole card or no hole card (play the board), in an effort to make a hand.

Ranking of hands

1. Straight flush (the best straight flush hand: A-K-Q-J-T, all of the same suit)
2. Four-of-a-kind (the best four-of-a-kind hand: A-A-A-A-K)

Bruce Frisco

Attributes:

Agility	D8
Strength	D8
Vitality	D10
Alertness	D10
Intelligence	D8
Willpower	D8
Life points:	18
Initiative:	D8 + D10
Plot Points:	6

Traits:

Highly Educated:	+2 int for knowledge / recall
Fightin' Type:	Free non attack action
Credo	
Loyalty: crew	

Skills:

Covert:	D4
Influence:	D6
Persuasion	D8
Knowledge	D6
Law	D10
Perception	D6
Deduction	D8
Pilot	D4
Planetary vehicles	D4
Scientific Expertise	D4
Survival	D4
Guns	D6
Pistol	D12
Unarmed Combat	D6
Brawl	D8

Weapons

Name	Damage	Range	ROF	Rounds
Unarmed				
Pistol	D6 w	100	3	8

Gear

2 x pistols



Your Story

Your father, also named Bruce, was a famous man. A law man, a bounty hunter who dedicated his life to bringing the notorious Jack Sly and his gang of outlaws and pirates to justice. You never did see much of your pa, with him out in the black, chasin' Sly from one end of the 'verse to the other. Bounty huntin' payed well enough, and he made sure you got the best schoolin' money could buy.

You studied law at a prestigious school on Londinium, and while you practiced for a few years it never really was what you saw yourself doing with your life. Then you got the wave, sayin' that your father was dead. He had finally rounded up Sly and his gang, but the transport was ambushed. Sly escaped, and killed your father in the process.

Though you didn't know much about bounty huntin', you figured you had best finished the job he started and headed out for the rim in your trusty space ship, a firefly called "comet". Comet ain't never let you down, and you believe that the ship has a soul, and often talk to it as if it were a person.

You are a man of principles. You strongly believe in right, and in justice. You didn't fight for the alliance and you don't agree with all that they do, but you have no trouble working with them and delivering bad folk to the appropriate authorities. You have a strong loyalty to those as have joined you in this quest, and you would lay down your life for them if need be. You are a stoic man, a man of few words. Though you make friends easily enough, you have a hard time letting folk get close to you...

The crew

Lord Colorado: Once a rival, you and "Lord" Colorado have become partners and fast friends. Colorado is more experienced with the rim than you are, while your stronger moral compass has steered him away from trouble more than once. Colorado is a good man to have in a fight, though his manners are a bit more parochial than yours. He wears a brown coat... you figure he must have fought with the independence, but he's never made an issue of it so you don't ask.

Memphis Belle: Not quite crew, not quite a passenger... Memphis is a cabaret singer that spends more time than not traveling with you and Comet from world to world, playing gigs. You love her and you reckon she loves you, but you two are not together. You aren't willing to settle down with her, and she has a different man on every world. You don't mind that... maybe one day you'll hang up your guns, and she'll have decided to settle for one man.

Jessica Sparkplug: A genius around machines and all sorts of technology, she keeps Comet running. She's a firebrand and not afraid to speak her mind. You once saved the life of her father, a brilliant if eccentric professor and inventor.

Aristotle Ponde: Originally Aristotle joined your crew as a representative of the Eastfield club, who are funding you in your pursuit of Sly. However, he has proven his worth more than once as a doctor, and as a way to open doors that would otherwise be closed to you, in higher society around these parts. He's not much good in a fight, and he needs to unwind and experience more of life, but he's alright for all that.

Whiplash Stanley: Young whip reminds you a lot of yourself when you were his age. Or maybe how you wanted to be when you were his age. He's fast on the draw, a great pilot, and a shark at poker. Unfortunately, whip isn't quite as good as he thinks he is... hopefully he'll figure that out without getting himself killed.

Gorram Chinese

Gorram: Like "Damn": ("It's the gorram law!")
The black: Space, Vacuum
The 'verse: Inhabited space, or the universe.

-Truncate the g from "ing": ("schoolin")
-double negatives ("It don't mean nothin' out here in the black")

-Don't instead of doesn't
-Ain't
-Prefix "a" on "ing" ("we was a-runnin")
-No "ly" on adverbs ("That was real smart")
-Confused tenses ("We was goin' there")

Lord Colorado

Attributes:

Agility	D6
Strength	D10
Vitality	D10
Alertness	D6
Intelligence	D6
Willpower	D6
Life points:	16
Initiative:	D6 + D6
Plot Points:	6

Traits:

Intimidatin' Manner:	+2 step to scarin' folk
Fightin' Type:	Free non attack action
Military rank:	+2 step to willpower for discipline

Crude
Superstitious
Twitchy

Skills:

Athletics:	D6
Covert:	D4
Discipline	D6
Intimidation	D8
Influence:	D4
Mechanical Engineering	D4
Medical Expertise:	D4
Perception:	D4
Survival:	D4
Guns	D6
Shotgun	D10
Melee weapon combat:	D4
Unarmed Combat	D6
Brawl	D10

Weapons

Name	Damage	Range	ROF	Rounds
Unarmed				
Hogleg	D10 w	10	3	10
Saber	D6 w			

Gear

Hogleg (sawn off shotgun)
Cavalry Saber
Browncoat
Bowler hat



Your Story

Some time ago there was a war... between them as like to tell folks how to live, and them as like to live as they see fit. You fought on the side of them who likes to live free, and you wore a brown coat with pride. Your side lost, but you still wear a brown coat, and you still live free, and that's about all you have to say on that subject.

In the war you learned how to fight, and that's one of the few things you ever learned and were good at. So ever since the war you've kept on fighting... so them on the rim as want to keep on living free can do so without outlaws, murderers, rapists and thieves getting them down.

Deep down, you are a simple man, a man who prefers action to words. You have a good heart though, and are unfailingly polite around womenfolk.

The Crew

Frisco: For a while there you too were rivals, both ending up working the same jobs and getting in each others way. Eventually ye decided, better to work together as against, and so ye formed a partnership. You don't mind having Frisco as a sidekick... he's got booksmarts and a spaceship called comet.

Right now you and Frisco are on the trail of one Jack Sly and his gang. Jack killed Frisco's father... so it's kinda personal for him.

Memphis Belle: Not quite crew, not quite a passenger... Memphis is a cabaret singer that spends more time than not traveling with you and Comet from world to world, playing gigs. There's something going on between her and Frisco, but it's not one thing or th'other at the moment.

Jessica Sparkplug: A genius around machines and all sorts of technology, she keeps Comet running. She's a firebrand and not afraid to speak her mind. Her father is a rather eccentric old man... or crazy as a coot in your opinion... and she rather takes after him.

Aristotle Ponde: Originally Aristotle joined your crew as a representative of the Eastfield club, who are funding you in your pursuit of Sly. However, he has proven his worth more than once as a doctor, and as a way to open doors that would otherwise be closed to you, in higher society around these parts. He's not much good in a fight, and he needs to unwind and experience more of life, but he's alright for all that.

Whiplash Stanley: He's fast on the draw, a great pilot, and a shark at poker. Unfortunately, whip isn't quite as good as he thinks he is... hopefully he'll figure that out without getting himself killed.

Gorram Chinese

Gorram: Like "Damn": ("It's the gorram law!")

The black: Space, Vacuum

The 'verse: Inhabited space, or the universe.

-Truncate the g from "ing": ("schoolin")

-double negatives ("It don't mean nothin' out here in the black")

-Don't instead of doesn't

-Ain't

-Prefix "a" on "ing" ("we was a-runnin")

-No "ly" on adverbs ("That was real smart")

-Confused tenses ("We was goin' there")

Aristotle Ponde

Attributes:

Agility	D8
Strength	D8
Vitality	D6
Alertness	D8
Intelligence	D10
Willpower	D8
Life points:	14
Initiative:	D8 + D8
Plot Points:	6

Traits:

Friends in high places:	Spend plot points to summon aid
Highly educated:	+2 step to int for knowledge and recall
Moneyed Individual:	More money than most
Easy mark	
Non fightin' type	
Soft	

Skills:

Athletics:	D4
Discipline:	D6
Influence:	D6
Knowledge:	D6
Medical Expertise:	D6
Surgery:	D8
General:	D10
Perception:	D4
Performance:	D6
Scientific Expertise:	D6
Biology:	D8
Technical Engineering:	D6
Guns:	D4
Unarmed Combat:	D4

Weapons

Name	Damage	Range	ROF	Rounds
Unarmed				

Gear

Spectacles
Doctor's bag



Your Story

Your parents were rich... well rich for folk on the rim anyway. You were sent to the best schools in the core, so that you were more of a stranger in your own home than in the ivory towers of Londinium or Sihnon. But eventually you made your way home, to a land that was now almost a foreign country to you.

In college you were somewhat sympathetic to the Independent cause... not that you would ever have spoken that aloud of course. The idea of living free without strict rules and regulations was a romantic and appealing one. You devoured books about brave men settling new worlds, and forging for themselves there the kind of lives they would see fit to lead. This more than anything else is why you returned to the Rim.

Of course Eastfield was nothing like in the stories, or even much of how you remembered it. It had been long settled, starting to look more like the core every day, and everywhere was the Alliance, their soldiers and their beaurocrats. You become somewhat disillusioned, and ended up working as an advisor for the Eastfield club, a set of wealthy businessmen that more or less run the moon. This was the kind of job you had left the core to avoid, and now that you found yourself in it, became quite dispondent.

All that changed with the Arrival of Bruce Frisco, bounty hunter. The Eastfield club had set a generous bounty on the head of one Jack Sly. Frisco's father had been bringing them to justice but his ship was ambushed, he was killed, and Sly escaped. Frisco was here to finish his father's work, and the Eastfield club wanted to fund him to do it. Sly was not only disrupting trade and threatening their operations, but he was bringing in a lot of

alliance attention that they would prefer not to have directed at their moon.

So Frisco was hired, and you were appointed as his liason to the club. At first you resented this assignment, living in his tin can of a ship, having to associate with unsavoury characters, getting yourself into dangerous situations. Then you realised... that this is exactly what you wanted! So you've decided to settle in and enjoy the ride.

The Crew

Frisco: Frisco is in some ways like you... though born in the rim, he was educated in the core. Other than that, he is unlike you in nearly every way. At ease in the most dangerous of situations, capable of making quick decisions, a tough natural leader with an abiding sense of justice.

Colorado: Rough where Frisco is smooth, blunt where he is subtle, Frisco and Colorado make a great team, each filling in for the lack of the other. He sports a brown coat, which you guess means he fought with the independents during the war. He never mentions the war though.

Whiplash Stanley: He's fast on the draw, a great pilot, and a shark at poker. Unfortunately, whip isn't quite as good as he thinks he is... hopefully he'll figure that out without getting himself killed.

Memphis Belle: Not quite crew, not quite a passenger... Memphis is a cabaret singer that spends more time than not traveling with you and Comet from world to world, playing gigs. There's something going on between her and Frisco, but it's not one thing or th'other at the moment.

Jessica Sparkplug: A genius around machines and all sorts of technology, she keeps Comet running. She's a firebrand and not afraid to speak her mind. Her father is a rather eccentric old man... or crazy as a coot in your opinion... and she rather takes after him.

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Memphis Belle

Attributes:

Agility	D10
Strength	D6
Vitality	D6
Alertness	D8
Intelligence	D8
Willpower	D8
Life points:	14
Initiative:	D10 + D8
Plot Points:	6

Traits:

Allure:	+2 step where looks count, +2 to any plot points spent
Friends in low places:	May spend plot points to get aid
Amorous	
Memorable	

Skills:

Artistry	D6
Athletics:	D4
Covert:	D4
Influence:	D6
Seduction	D8
Streetwise	D8
Knowledge	D6
Perception:	D6
Empathy	D8
Performance	D6
Singing	D10
Dance	D8
Pilot	D4
Guns	D6
Unarmed Combat	D4

Weapons

Name	Damage	Range	ROF	Rounds
Unarmed				
Derringer	D4 w	30	1	2

Gear

2 x Derringer (concealed pistol)
Impressive wardrobe



Your Story

You and your sister Tennessee grew up around show biz and music. All your life it seems you've been singing and dancing, first as a double act with Tennessee, but more recently as a solo artist now that she's settled down and opened up a casino.

It seems that wherever you end up, you wind up falling for the wrong kinda guy. He'll be an outlaw, or an alcoholic, or a gambler. But you move around so much it don't matter none anyways... until that is, you met Frisco. As usual you had fallen for the wrong guy... the worst guy, Big Smith, leader of the worst gang of ne'er do wells this side of the verse.

But then in walks Frisco and you know... now, he's **somebody**. After Frisco breaks up Smiths gang, he offers you a ride on his ship, the Comet... and you've been traveling aboard ever since.

You're a gal that normally knows what she wants and knows how to go about gettin' it. It's rare that you don't have a man on your arm and even rarer if you havn't moved on in a few months time. All that's sort of changed now that you're aboard the Comet of course...

The Crew

- No "ly" on adverbs ("That was real smart")
- Confused tenses ("We was goin' there")

Frisco: Tall, Dark, Handsome, and rugged. Yet strangely out of place here on the rim... he's got layers, he's complicated. Of all the men you've fallen for, he's the only good man. Trouble is, he's got his mind set on other things, and the two of you never seem to find the time to get together, even though the comet ain't exactly a cruise liner. Just your luck that the one good man in your life well... ain't. Maybe when Frisco finally tracks down the man that killed his father, then you two will have the time you need.

Lord Colorado: A bigger, brasher, bolder man than Frisco, but underneath all that bravado and bluster beats a heart of gold. He and Frisco were once rivals but now work together... thought they still like to get one up on each other.

Aristotle Ponde: Originally Aristotle joined your crew as a representative of the Eastfield club, who are funding you in your pursuit of Sly. However, he has proven his worth more than once as a doctor, and as a way to open doors that would otherwise be closed to you, in higher society around these parts. He's not much good in a fight, and he needs to unwind and experience more of life, but he's alright for all that.

"Whiplash" Stanley: The young and brash pilot of the Comet. He's fast on the draw, a great pilot, and a shark at poker. Not bad looking either. Unfortunately, whip isn't quite as good as he thinks he is... hopefully he'll figure that out without getting himself killed.

Jessica Sparkplug: A genius around machines and all sorts of technology, she keeps Comet running. She's a firebrand and not afraid to speak her mind. She'd be a real killer if she wiped the engine grease from her face and you fixed her up with something from your wardrobe... you think she might have a thing for young Whip.

Gorram Chinese

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Jessica Sparkplug

Attributes:

Agility	D8
Strength	D6
Vitality	D6
Alertness	D10
Intelligence	D12
Willpower	D6
Life points:	12
Initiative:	D8 + D10
Plot Points:	6

Traits:

Mechanical Empathy:	Spend lot points to diagnose mechanical problems.
Talented:	+2 step to repair devices
Math Whiz:	+2 step to int for math related problems
Lightweight	
Chip on the shoulder	
Straight shooter	

Skills:

Athletics:	D4
Craft:	D6
Mechanical Engineering	D6
Create devices	D10
Repair devices	D10
Perception:	D6
Pilot	D4
Planetary Vehicles	D4
Scientific Expertise	D6
Mathematical	D8
Technical Engineering	D6
Create/Alter	D8
Electronics	D8
Computers	D8
Unarmed Combat	D6

Weapons

Name	Damage	Range	ROF	Rounds
Unarmed				

Gear

Many tools
Nifty laptop



Your Story

You are the daughter of Professor Sparkplug, a notorious and eccentric figure. Once a brilliant physicist with tenure at one of the top universities in the core, his unorthodox theories and wild speculations eventually cost him his job and his prestige. He headed out to the rim where you grew up in a small shack filled with his improbable inventions.

Your mother died while you were quite young, and you became quite a tomboy, playing with soldering irons and spanners instead of dolls, your face adorned with engine grease and oil rather than makeup. Your father taught you himself, as he couldn't afford to send you to the core for proper schoolin' and most colleges would balk at reading your name on the application form.

Your father has many strange theories, such as: Where does all the gravity come from? How is it that so many moons have the same gravity despite being an assortment of sizes? Despite the claims of the terraformers, no one in the verse has this kind of technology, maybe not even Earth-that-was.

Life was quiet on your dusty little rock until an outlaw by the name of Jack Sly came along. He was looking for your father, but fortunately your father was saved by a bounty hunter called Bruce Frisco. He came in with tales of the black and you had never seen a piece of hardware like Comet, his spaceship. So at almost the drop of a hat you joined his crew, keeping Comet in the air and you don't lack for spare parts and knickknacks to play with.

Growing up without much company other than a long wave radio has left you with no fear of speaking your mind or saving the feelings of others. You do have a temper... you acknowledge this... and sometimes it gets the better of you.

The Crew

Frisco: Tall, handsome, rugged, he has a way with words and he's a good man. Unfortunately his heart belongs to Memphis, but just try telling him that. Frisco was a lawyer in the core before coming out to the rim to track down Sly and his gang. You heard that Sly killed Frisco's father, but Frisco seems not to speak much about it.

Lord Colorado: A bigger, brasher, bolder man than Frisco, but underneath all that bravado and bluster beats a heart of gold. He and Frisco were once rivals but now work together... thought they still like to get one up on each other.

Memphis Belle: In many ways a polar opposite of you, she is sophisticated and subtle where you are blunt and unworldly. Not quite crew, not quite a passenger... Memphis is a cabaret singer that spends more time than not traveling with you and Comet from world to world, playing gigs. She's in love with Frisco and he with her, but neither seem to want to admit it.

Aristotle Ponde: Originally Aristotle joined your crew as a representative of the Eastfield club, who are funding you in your pursuit of Sly. However, he has proven his worth more than once as a doctor, and as a way to open doors that would otherwise be closed to you, in higher society around these parts. He's not much good in a fight, and he needs to unwind and experience more of life, but he's alright for all that.

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Whiplash Stanley

Attributes:

Agility	D10
Strength	D6
Vitality	D8
Alertness	D10
Intelligence	D10
Willpower	D4
Life points:	12
Initiative:	D12 + D10
Plot Points:	6

Traits:

Born behind the wheel:	+2 step to agility when piloting
Lightnin' Reflexes:	+2 step to agility for init.
Forked Tongue	
Hooked:	Gambling
Overconfident	

Skills:

Athletics:	D6
Influence:	D4
Knowledge:	D4
Mechanical Engineering	D6
Perception:	D6
Gambling	D10
Pilot:	D6
Astrogation	D8
Mid bulk trnsprt	D10
Planetary vehicles:	D6
Technical Engineering:	D4
Guns:	D6
Pistol	D8
Unarmed Combat:	D4

Weapons

Name	Damage	Range	ROF	Rounds
Unarmed				
Pistol	D6 w	100	3	8

Gear

Deck of cards
Pistol



Your Story

After your mother died in childbirth your father abandoned you, and you were raised by your uncle. Of course it was all he could do to keep you out of saloons and casinos and associating with some of the less desirable folk in the verse, but you always had an attraction to danger, and excitement. And no where was it more dangerous or exciting than at the card tables, where a single deal could make a beggar a prince, or cost a man his life.

You tried getting honest work, as a crop duster or a pilot, for you loved flying maybe even more than poker, but no company would hire you and no ship was looking to try an untested pilot.

You broke your uncle's heart, but you always felt that you could make it up to him... once you'd won your fortune, you could take him off the dusty moon you lived on and retire in the core. Of course, that wasn't the way it was to be. Man by the name of Roy Hondo killed your uncle. Turns out that Roy was your uncle's own brother... your long lost father.

This didn't do much to mend fences between you after he abandoning you and all, so when a pair of bounty hunters by the names of Frisco and Colorado come looking to collect on his head, you leapt at the chance to help. Not really knowing what to do next with your life, Frisco mentioned as how he was needing a pilot. You've been flying with them ever since.

The Crew

Frisco: A bounty hunter, from the core. In many ways you want to be just like him... he's cool and confident, a great shot and a big hit with the ladies. He's tracking down an outlaw by the name of Jack Sly, a man who killed his father. You can sure understand that kind of commitment.

Colorado: Rough where Frisco is smooth, blunt where he is subtle, Frisco and Colorado make a great team, each filling in for the lack of the other. He sports a brown coat, which you guess means he fought with the independents during the war. He never mentions the war though.

Aristotle Ponde: Originally Aristotle joined your crew as a representative of the Eastfield club, who are funding you in your pursuit of Sly. However, he has proven his worth more than once as a doctor, and as a way to open doors that would otherwise be closed to you, in higher society around these parts. He's not much good in a fight, and he needs to unwind and experience more of life, but he's alright for all that.

Memphis Belle: Ah, was there ever a woman as beautiful as Memphis? Not that you've ever seen. And not just her looks... the way she moves, the way she talks, the way she sings... of course not that it makes a blind bit of difference... she's Frisco's gal, or at least you think she is. Not quite crew, not quite a passenger... Memphis is a cabaret singer that spends more time than not traveling with you and Comet from world to world, playing gigs.

Jessica Sparkplug: A genius around machines and all sorts of technology, she keeps Comet running. She's a firebrand and not afraid to speak her mind. She's not at all bad looking either.

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