



A little place called Hell

A Serenity Scenario

by Padraic Barrett

Introduction

This "Serenity" scenario is designed to run over three hours for five players. PCs and NPCs are pregenerated and included at its end. This scenario does not involve the crew of "Serenity" or any of their allies, associates or enemies (Which should stop any cat fights over who gets to play Mal!). Our story takes place in 2518, seven years after Unification.

The Crew of the "Icarus"

Alger Ames (NPC): Captain and owner of "Icarus". A man with a secret that has come back to haunt him.

William Dubose (PC): A professional gambler and Sofia Herrera's lover.

Clara Barton (PC): The heart of "Icarus", she holds a torch for Captain Ames.

George McCall (PC): A first rate mechanic when sober. Has a soft spot for Sofia and her brother José.

Sofia Herrera (NPC): Ames pilot, she lies dead at our story's outset.

José Joaquín de Herrera (PC): Deckhand and Sofia's younger brother. Thinks Dubose isn't good enough for his sister.

John Barton (PC): Browncoat veteran trying to leave the war behind. Met Ames through Clara and being flying with him since.

Icarus (Firefly Class)

Dimensions (LxBxH): 191 x 128 x 53 feet

Tonnage: 2,400 tons

Speed Class: 4 cruise/6 hard-burn

Crew Quarters: Two double, three single cabins

Cargo Capacity/Maximum Deck Load: 400/460 tons in hold #1; 100/220 tons in hold #2

Passenger Capacity: Four double cabins aft of #2 hold.

Gear: Two 20-ton shuttles

Price: C 48, 960

Agi d8, Str d6, Vit d8, Ale d2, Int d2, Will d2

Life Points 8; Initiative d8+d2

Traits: Healthy as a Horse (Minor Asset); Everyone Has One (Minor Complication)

Skills: Aerial Transport Operations/Transport d2; Space Transport Operations/Transport d2

Complexity: Very Low

Maintenance costs: C 1,920 a year.



Background

The War for Unification lasted five years, cost untold lives and saw atrocities committed on both sides. For those who lived through that conflict, the scars run deep. Our story concerns the events that took place on Erebus, a Border moon captured by the Alliance in the early days of the war. The terraforming process had left the moon with a breathable atmosphere and a few areas suitable for farming but it was plagued by heatwaves and water shortages. Only one unnamed settlement was ever founded and it had been long abandoned

by the wars onset. Of little strategic value but securely under Alliance control, the High Command designated that Erebus was to be used to house the increasing number of prisoners from the ongoing war. The former settlement was converted for use as a POW camp and Lt. Col. James Douglas, a career officer with an unblemished record was placed in charge. However from his inception Douglas found himself in an impossible situation. POWs were not a priority for High Command; the camp was inadequate to house the number of prisoners it received, supply ships became infrequent and he did not have sufficient men to properly control the prisoner populace. Dealing with overcrowding, strict rationing and a lack of manpower, Douglas was forced to establish a harsh regime to maintain order. As the war progressed it also became evident why the original settlement had been abandoned; the moons surface was regularly exposed to high levels of UV radiation. Many prisoners suffered serious burns and developed legions and skin cancers. The mortality rate soared and Douglas' appeals to High Command for assistance fell on deaf ears. It was only when Alliance personnel began to suffer from the same maladies that action was taken. The camp was officially closed and its inmates transferred; for many though it was too little, too late. After the war Douglas resigned his commission and finding himself disillusioned with the hypocrisy of the Core worlds returned to the Border. Here he set out to begin a new life, with a new name; Alger Ames , owner and captain of "Icarus".

Unfortunately the past has a way of catching up with people. While on Persephone one of the few survivors from Erebus, a barfly called Lee happened to see Ames in the Long Branch saloon. In that instance he recognized him as Lt. Col. James Douglas, the man he and many others blamed for what had happened to them in the camp. Although he didn't know it, Douglas' time was now running out...

Storyteller Information

This is a story about loyalty and revenge. On the one hand this is the loyalty the PCs feel towards their Captain and their desire to avenge the death of Sofia. On the other it is about the loyalty felt by the survivors of Erebus towards each other and their desire to avenge the men who died in the camp. It should provide for some interesting roleplaying opportunities.

The game opens aboard the "Icarus" with the PCs in flight from an unknown adversary; Sofia is dead and Captain Ames is badly hurt. They must deal with boarders, a drifting ship without life support and Ames injuries.

The next scenes deal with a search for their unknown foe. Due to the damage done to "Icarus", their first port of call has to be Persephone, the nearest planet and fortuitously the home of Boris the Barber; the middleman who sent them to that fateful rendezvous and likely someone they will want a word with. Boris for his part knows little; he had not done business with the other party before, but his platinum was good. He introduced himself as McAdams, told him he was looking to have some "goods" transported and mentioned the "Icarus" by name. The key point he can reveal is that McAdams was accompanied by a local barfly called Lee & that McAdams wasn't local..

With "Icarus" damaged the PCs will also have to pay a courtesy visit to Yu Changxing; leader of the Ghee Hin tong and the man who decides how fast and how well repairs are carried out on ships in the Eavesdown Docks. The PCs should be made aware that trying to avoid this could lead to trouble as Changxing makes it his business to know the comings and goings of ships to the spaceport. The PCs can deduce from this that he might have information on McAdams ship, which he does; the same ship that attacked the "Icarus" landed in the spaceport the day McAdams met Boris and one of its shuttles landed again that morning. This should tip the PCs to prepare for trouble.

If the PCs go looking for Lee their search takes them to the Long Branch saloon, his usual haunt. There they find him seated at the bar and not all that surprised to see them. He's amiable towards them, explaining that his quarrel ain't with them but with Douglas over what happened on Erebus. The PCs at this juncture have an opportunity to hear the other side of the story. All this is however a ploy to buy time for McAdams men to go after Douglas again. Lee is also dying and having been tipped off by McAdams has prepared a surprise for the PCs, namely a grenade that he plays as a trump card.

The PCs actions in the Eavesdown Docks determines whether the second attempt by McAdams to take Douglas is a surprise or not. McAdams men attempt to board the "Icarus" whilst it undergoes repairs and abduct Douglas. Whether Douglas is taken is dictated by the PCs actions; if he is then he is taken to Erebus for McAdams to enact his revenge, if he's not then he insists on following McAdams ship to Erebus to end things once and for all.

(Note, for pure dramatic purposes having Ames abducted is the more desirable option)

The final scene takes place on Erebus in the remnants of the POW camp. Here, like it or not the PCs must face Douglas' past before confronting McAdams and his men in a final showdown...

Scene: Flight of the Icarus

Description: Icarus was falling. Pulse, power and life support were off-line; auxillary life support had kicked in, but not before most of the atmo had vented through the hull breaches in the aft hall and engine room. Sofia was dead, Captain Ames had taken a shot in the gut and the surviving boarders had holed up in the cargo bay. *How W'rin Bu Lai, Whai W'rin Bu Jwo! (Things never go smoothly!)*

Key Points

- It was supposed to have been a simple job; pick up the cargo at the rendezvous and deliver it to the address the other party gave. The goods were supposedly legit but their owner wasn't, so he needed a third party to deliver them. Except it'd been an ambush. They were actually loading the cargo when it happened. Another ship, a black hulled modified transport came in and strafed "Icarus". Went for the engines but mainly hit the hull. Then all hell broke loose. Bullets flying through the air, cursing and screaming. They probably thought they'd done for "Icarus", but Sofia got her in the air, got her running. Last thing she every did. Died at the console, two bullets in her side. The pulse took everything that "Icarus" had though. The engines are offline and the strafing damaged the hull round the engine room so its sealed shut; they lost the other ship but "Icarus" took off with some uninvited guests who've hold up in the cargo bay; Ames took a gut shot and that damn "Life Support is Failing" warning is the only thing that still seems to work!
- The PCs are faced with a number of problems; one Icarus is drifting and the engine room is sealed off, two a gunfight is taking place in the cargo bay and three, the captain needs medical treatment and the boarders are between him and the infirmary. Each problem has a simple solution; one, a vacuum suit allows access to the aft hall and engine room so repairs can be carried out on the engine, two the boarders are outnumbered and out gunned and three, the first-aid kits from the shuttle can be used to stanch Ames bleeding until they retake the infirmary. An insightful PC could also realize that by opening a hatch between the aft hall and cargo bay, the boarders would be exposed to the very hull breaches they caused and suffocated. A significant amount of atmo would be lost but it would kill two birds with one stone.

Combat

There are three boarders on the ship (Hired Gun stats). If one of them is killed they can be negotiated with as they know the job has gone south. Otherwise they fight to the bitter end. If any are captured they can reveal very little except they were hired on Persephone by a man called McAdams and the job was to grab a man called Douglas, the captain of this ship.

NPC: Captain Alger Ames

A gaping wound in his stomach, Ames lies unconscious on the floor. His navy jacket is covered in blood and lies discarded to one side. His pale and drawn appearance is in stark contrast to this usually vital man, quiet by nature except when giving orders. Well built and in his prime, he kept his hair and beard neatly trimmed; Clara's recent discovery that he dyed his hair had resulted in teasing by the entire crew of him fighting off the gray hairs. Now it didn't seem so funny.

Key Points

- If the PCs have spoken with the boarders they may have questions about why they thought Ames was called Douglas and if he knew this McAdams. With Ames unconscious however their questions will have to wait.

Aftermath

Presuming that the PCs deal with the boarders, they can readily repair the engine and get "Icarus" in the air again. The hull damage is also repairable but they need to get to a dry-docks, the closest being in the Eavesdown Docks on Persephone. Fortuitously Boris the Barber, the middleman who arranged the deal can also be found here and is likely someone the PCs will have questions for... As for Ames his condition is easily stabilized and he falls into a deep sleep.

On Persephone the PCs can follow a number courses of actions. Aside from paying a visit to Boris, the PCs may want to get "Icarus" repaired and also tend to the injured Ames. Presuming the PCs split up the suggested timeline is; Boris the Barber, Ames Secret, Changxing, The Long Branch Saloon, Abduction.



Scene: Persephone

Description: The Eavesdown Docks; Persephone largest spaceport is a riot of ships, cargo's, stalls and peoples of every race, religion, colour and creed, jostling for space. The docks are in constant flux as food vendors serve bowls of noodles to waiting passengers, cursing dock worker try to maneuver cargo through the crowds and pilots try to find a space bigger than a *feh feh pi goh* to land their ship. (*baboons ass crack*).

NPC: Vladimir Ivankov aka Boris the Barber

As long as ships have been landing at the Eavesdown Docks, crews have been getting haircuts and shaves at "Boris' Barbers". The original Boris is long dead but the current proprietor kept the name for "sentimental" value. The current "Boris" is at first glance a big man gone to fat in his early fifties. His trousers are shiny with grease, supported by suspenders stretched over a sweat stained shirt and wearing a smock coated in his previous customer's hairs. Yet his gray hair is meticulously trimmed, parted and pomaded; his upper lip and chin are cleanly shaved while his side whiskers are lovingly grown out. Those who had ventured to point this out met the same response "You want a laundry or you want a barber?"

Key Points

- Boris is a middleman. If you have a cargo and need it moved under the nose of the Alliance then you talk to Boris. If you're looking for work and don't mind what the job is, then you talk to Boris. A lot of people talk to Boris. A lot leave much bigger tips than what you'd expect for a haircut. Though he does do a *ta ma duh how* job. (damn good)
- Boris is saddened to hear about what happened. It's bad for business when his customers get themselves shot. While he usually doesn't like to talk about customers he is willing to make an exception under the circumstances. He hadn't had dealings with the other party before but their platinum was good. They said they had a cargo they needed delivered to a buyer on Ariel, but due to an outstanding issue with the Alliance were not keen to land on a Core planet. They needed a "respectable" ship for the job and mentioned the "Icarus" by name. Boris had thought that odd but as he'd said, their platinum was good. The man called himself McAdams (Daniel Weisiger McAdams); big man, knew how to handle himself, had these burns on his face and hands. Boris doesn't know much more about McAdams but he knew the man that was with him; a fella called Lee, a barfly down at the Long Branch saloon. Funny thing was that Lee had the same burns on his hands and face.

NPC: Alger Ames aka Lt. Col. James Douglas

Lying in the infirmary, Ames has regained consciousness. One of the last things he saw before passing out was a face straight out of his past; McAdams, one of the Browncoat leaders in the camp on Erebus. He knows in his heart that his past has caught up with him. To any PC onboard "Icarus" Ames reveals his secret, giving an account of what happened on Erebus that portrays him as a good man trying to fight a corrupt system.

NPC: Yu Changxing

An awning stretched between two cargo containers covers a dozen tables of Mahjong players, Changxing being one of them. A well built man in his mid thirties, he wears only sandals, cargo pants and a waistcoat, leaving his chest bare.

Key Points

- While the Alliance supposedly regulates traffic landing on Persephone, their harried officials often don't even ask what a ship's business is. Changxing on the other hand makes it his business to find out. Changxing runs the Ghee Hin tong and they control the labor in the Eavesdown Docks; if you want your ship refueled, your cargo loaded or your hull repaired you pay at least a courtesy call to Changxing.
- The PCs can deduce that McAdams ship may have docked on Persephone previously and Changxing is the man who knows such things. They can learn from him that the same ship that attacked the "Icarus" landed in the spaceport the day McAdams met Boris and more importantly one of its shuttles landed again that morning. This should warn them that trouble is at hand. Presuming that the PCs have split up, this scene should end with the other PCs entering the Long Branch Saloon (see below)

Scene: The Long Branch Saloon

Description: Not far from the docks, the Long Branch saloon is a rough and ready joint that mainly caters to crews looking to unwind after spells in the black or about to head back out again. Needless to say it's a might "lively" at times. As you enter, the bar stands to your left with poker tables to the right and pool tables at the back. Supporting one end of the bar sits a scrawny fella who tries as he might can't hide the burns covering his face and hands.

NPC: Gregory Lee

A man old before his time, Lee is dying. Anyone can see that his face and hands are burned although he tries to keep the collar of his jacket up and its sleeves pulled down. His cheeks are hollow, his eyes are bloodshot and his teeth are rotting in his gums. He's playing his last hand in a losing game against skin cancer and liver failure.

Key Points

- McAdams contacted Lee to let him know that things hadn't gone to plan and that he should expect callers, so he's not surprised when the PCs approach him.
- "I was at this very bar when I saw him. He'd grew a beard, got a little older but it was him alright. So I gave Danny a call, knew he'd be interested. There's not many of us left now and I'm on the way out. I'm truly sorry you got yourselves mixed up in all this, but I made a promise to Danny and I keep my word". If given a chance Lee gives his account of what happened on Erebus; the main difference between his and Ames being that in his, Ames is the man responsible for overseeing what was effectively a death camp and should have been tried as a war criminal.

Combat

Lee is dying and he knows it. Any amount of threats is not going to bother him much. Push comes to shove he ain't all that bothered about anything anymore. Lee's ace in the hole is a grenade that he produces to keep the PCs attention. He doesn't want to use it but he's not going to let them interfere in McAdams plans again.

Gear: Grenade, Fragmentation; Damage 5d6W, Range Increment 15 feet.

Reduce the amount of damage to 1d6 if PCs knock over a table or jump behind the bar.

Scene: Abduction

Description: With a crackle a voice comes over the ship-linked handset "The dirty son's o' bitches, they knew we'd come back here. They're on the ship (Sound of gunfire) *Cheong bao ho tze* bastards! (*monkey raping*). Get your asses back here!

Combat

How this combat is run depends on the locations of the PCs. Ideally the PCs are split up, with only one or two onboard with Ames. McAdams men breach the "Icarus" by blowing the Cargo Door (if it was locked) and proceed to secure the Cargo Door, Bridge and the two Shuttles. They have enough explosives to blow the internal hatches so locking them will only slow them down. Their aim is to take Ames and he knows this. When it becomes clear that trying to fight them will be suicide Ames negotiates to surrender in return for the safety of his crew. Two of McAdams men take him to a shuttle and they debark. The other PCs arrive in time to see the shuttle leaving and the combat likely resumes. There are 8 hired guns involved in this scenario, 6 on Ames departure. That is the suggested course of action but as the PCs actions can influence it greatly, it is only suggested. Ames for one thing does not have to be taken and on the PCs return they need not enter into a firefight with the hired guns. The goal is simply to lead them to Erebus.

Note

If you are against the clock and the PCs are moving slowly through the scenario this scene can be used as the finale. McAdams leads the hired guns, there are 3 more outside sitting in a hover mule and "Icarus" is the scene of the final showdown. To build tension have McAdams make his case for Ames guilt over the ships intercom.

Aftermath

It should not be much of a surprise for the PCs to guess that Ames is being taken to Erebus/McAdams would base himself there. However they can also learn the general direction that McAdams ship went with a bribe to the local Alliance officials – straight towards Erebus.

Conclusion: Hell

Description: A barely habitable rock, Erebus has little to offer except a slow way to die. The moon is mainly desert and only one settlement was ever established; what that was called don't matter much 'cause when the Alliance turned it into a prison camp it got a new one; Hell. The towns pretty much as it was when it was first abandoned; one street with blacksmith, general store, livery and saloon. The concrete perimeter wall, towers and military compound were later additions.

NPC: Daniel Weisiger McAdams

A grizzled veteran, McAdams face is scarred by burns from his time on Erebus. His lank black hair falls past his shoulders and his chin is covered in stubble. He still wears his brown duster with pride.

Key Points

- McAdams wants to make Ames suffer the way he did. He has Ames stood on the gallows with a noose around his neck under the burning sun. On the approach of the PCs he allows them a final chance to leave and not interfere. He does this over the camp's old intercom system, blaming Ames for what happened in the camp and painting him as a war criminal.

Combat

This is the classic Old West showdown. McAdams and his men against the PCs. In traditional fashion some of McAdams' men will have taken up sniping positions on rooftops or upstairs rooms. There is at least one antagonist for each PC and depending on how well the PCs are faring others can reveal themselves through the combat. Some of the PCs may of course be already injured so keep that in mind, but as it's the finale a suitably heroic death fits the pathos of the scene.

Conclusion

Whether the PCs come through this alive is the mark of victory. However they have lost at least one friend and learned a terrible truth about a man they trusted. Things will never be the same again...

NPCs

Hired Gun

Agi d8, Str d8, Vit d8, Ale d6, Int d6, Will d6

Life Points 14; Initiative d8+d6

Traits: Greedy (Minor Complication)

Skills: Athletics d6, Discipline d4, Guns d6/Pistol d8/SMG d8, Knowledge d4, Perception d6

Gear: Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8) or Rifle; Damage d8W, Range Increment 225 feet, Max ROF 3(30)

Alliance Soldier

Agi d6, Str d8, Vit d8, Ale d6, Int d6, Will d8

Life Points 16; Initiative d6+d6

Traits: Military Rank (Minor Asset), Loyal (Minor Complication)

Skills: Athletics d6, Discipline d6, Guns d6/Assault Rifle d8, Perception d6, Melee Weapon Combat d4.

Gear: Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8) or Rifle; Damage d8W, Range Increment 225 feet, Max ROF 3(30)

Alliance Officer

Agi d8, Str d10, Vit d8, Ale d6, Int d6, Will d6

Life Points 14; Initiative d8+d6

Traits: Military Rank (Minor Asset), Prejudice (Minor Complication), Overconfident (Minor Complication)

Skills: Athletics d6, Discipline d6/Interrogation d8, Guns d6/Pistol d8/Assault Rifle d8, Knowledge d4, Perception d6

Gear: Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8) or Rifle; Damage d8W, Range Increment 225 feet, Max ROF 3(30)

Daniel Weisiger Adams

Agi d8, Str d10, Vit d8, Ale d6, Int d4, Will d6

Life Points 14; Initiative d6+d6

Traits: Mean Left Hook (Minor Asset), Prejudice (Minor Complication), Overconfident (Minor Complication)

Skills: Athletics d4, Discipline d2, Guns d6, Knowledge d4, Melee Weapon Combat d4, Unarmed Combat d6/Brawling d8

Gear: Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8) or Rifle; Damage d8W, Range Increment 225 feet, Max ROF 3(30)



William Dubose: A professional gambler, Dubose won the "Icarus" from Captain Ames in a game of cards. As Ames was inclined to keep his ship and Dubose was inclined not to be shot, they came to a "gentleman's agreement". Dubose relinquished his claim to "Icarus" and in return Ames agreed to provide him with free berth and passage, as Dubose followed the big poker tournaments on the Border and Rim. Since then the relationship between the two men has thawed, as Dubose's connections have provided the "Icarus" with a steady stream of work and Ames has proved as

good as his word. His time onboard "Icarus" has also led to a budding relationship with the charming Sofia, Ames pilot, somewhat to the chagrin of her younger brother José.

Attributes

Agility d8

Strength d6

Vitality d8

Alertness d10

Intelligence d6

Will Power d10

Life Points

18

Initiative

d8+d10

Skills

Athletics d6/**Dodge** d10, **Covert** d6/**Sleight of Hand** d10, **Discipline** d6, **Guns** d6/**Pistols** d10, **Influence** d6/**Persuasion** d8/**Seduction** d10, **Knowledge** d6, **Perception** d6/**Gambling** d12+d2/**Intuition** d8, **Performance** d6

Traits

Allure (Minor Asset) – gain +2 step Skill die on all actions keyed to appearance

Amorous (Minor Complication) – flirtatious/ causes a -2 step penalty to Influence based actions when the other party is offended by your advances

Overconfident (Minor Complication) – as stated

Talented (Gambling) (Minor Asset) – in stats

Equipment

Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8), Lucky chip.



Clara Barton: "Icarus" cook, counsellor, nurse and everything else in between, Clara was the first hand that Ames hired. Whilst a shrewd businessman the captain couldn't cook to save his life and for a man who owned a spaceship, seemed stumped at the concept of an iron. Clara had grown up on a ranch looking after a pack of brothers; she'd served as a nurse during the war. By comparison looking after one man and his crew sounded downright relaxing. In her time on "Icarus", she's developed a soft spot for the taciturn Ames and a distinctly motherly attitude to "her

crew". In fact since the arrival of her brother John onboard "Icarus", she's become downright matriarchal.

Attributes

Agility d6
Strength d6
Vitality d8
Alertness d8
Intelligence d10
Will Power d10

Life Points

20

Initiative

d6+d8

Skills

Animal Handling d6/Riding d8, **Athletics** d6, **Craft** d6/Cooking d10, **Discipline** d6, **Guns** d6/Pistols d8/Shotgun d10, **Linguist** d4, **Influence** d6/Counseling d10, **Medical Expertise** d6/General Practice d10/Surgery d8

Traits

Loyal (Minor Complication) – do anything short of sacrificing your life to help/protect your crewmates

Straight Shooter (Minor Complication) – as stated/causes a -2 step penalty to Influence based actions when your lying

Sweet and Cheerful (Minor Asset) - gain +2 step Skill die on all actions where your sweet and likable nature works in your favor,

Tough as Nails (Minor Asset) – in stats

Equipment

Doctor's Bag, Shotgun; Damage d10W, Range Increment 10 feet, Max ROF 2(10)



George McCall: A first rate mechanic when sober, George's drinking had cost him more jobs than he cared to (or could) remember. It also cost him his wife who walked out with his two boys. He'd just got kicked off his last job when he met Ames. Ames needed a mechanic, McCall needed a job. They came to an understanding; Ames looked the other way about George's drinking so long as it didn't interfere in his work. So far this is George's longest stint in the air in a long time and he's taken a liking to regular meals and a regular bunk. Ames even has him teaching José about engines and their

workings and he's taken a liking to the boy, who reminds him of his eldest son.

Attributes

Agility d8
Strength d8
Vitality d10
Alertness d6
Intelligence d10
Will Power d6

Life Points

16

Initiative

d8+d6

Skills

Athletics d6, **Guns** d6/Rifle d8, **Knowledge** d6/Appraisal d8, **Mechanical Engineering** d6/
Create Mechanical Devices d8/Machinery Maintenance d10/Mechanical Repair d10+d2,
Pilot d6/Mid-Bulk Transport d10, **Technical Expertise** d6/ Communications Systems d8/
Electronics d10, **Unarmed Combat** d6/ Brawling d10

Traits

Crude (Minor Complication) - causes a -2 step penalty to Influence based actions when social behavior is called for

Heavy Tolerance (Minor Asset) - +2 step Vitality Attribute bonus to resist effects of alcohol

Hooked (Alcohol) (Minor Complication) – your a functioning alcoholic/you must get a daily fix or suffer a -2 step penalty to all attributes

Talented (Mechanical Repair) (Minor Asset) – in stats

Equipment

Rifle; Damage d8W, Range Increment 225 feet, Max ROF 3(30), Tool Kit (Mechanic)



José Joaquín de Herrera: José had been languishing in a jail cell when he first met Ames. He'd been in a fight, the other guy had started it but José had finished it. Sofia had arrived with Ames and an offer. His older sister, the pilot, the only family he had. She told him she'd signed up to pilot Ames ship, 'cept she knew that if she left him behind he'd end up killing someone or getting killed. So she'd taken the job on one condition; Ames gave José a job as well. He'd nearly refused but the tears in her eyes had stopped him. So that was that. Ames kept him busy doing chores and

helping George, the ships mechanic. He'd taken him on as an assistant of sorts. He was not so keen on his sister and that gambler Dubose being involved but she seemed happy and she deserved that.

Attributes

Agility d8
Strength d10
Vitality d10
Alertness d6
Intelligence d6
Will Power d8

Life Points

18

Initiative

d8+d6

Skills

Athletics d6/**Dodge** d10, **Covert** d6/**Open Locks** d8/**Streetwise** d10, **Guns** d6/**Pistol** d10, **Melee Weapon Combat** d6/**Knives** d10, **Perception** d6/**Search** d8, **Planetary Vehicles** d6/**Hovercraft** d8, **Unarmed Combat** d6/**Brawling** d10

Traits

Chip on the Shoulder (Minor Complication) - causes a -2 step penalty to all peaceable social actions with even a hint of tension.

Fightin' Type (Minor Asset) – May take one non-attack action each combat turn without penalty.

Things don't go Smooth (Minor Complication) – Once per session GM can force you to re-roll an action and take lower result

Equipment

Brass Knuckles (Converts unarmed damage into basic damage), Combat Knife; Damage d4W , Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8)



John Barton: Younger brother of Clara, John is trying to put the past behind him. Like his brothers he volunteered when the war started, put on a brown duster and went to fight the good fight. Unlike them he survived. He saw plenty during the war, plenty of death, plenty of cruelty. On both sides. All he wants to do now is get on with living, start a life. He met Ames through Clara and the two found they understood each other. Ames doesn't talk about it but John knows he fought in the war as well. That's fine with John, 'cause he don't talk about it either. Ames gave him

a job, a bunk, time to get to know his sister again. That makes Ames okay in his book and while she don't say it, Clara's got an eye on that man. Might be he'd be family too, soon enough.

Attributes

Agility d10
Strength d10
Vitality d8
Alertness d6
Intelligence d6
Will Power d8

Life Points

16

Initiative

d10+d6

Skills

Animal Handling d6/Riding d10, **Athletics** d6/Dodge d10, **Discipline** d6, **Guns** d6/Pistols d10/Rifle d10, **Perception** d6/Search d8, **Planetary Vehicles** d6/Hovercraft d10, **Unarmed Combat** d6/ Brawling d10

Traits

Mean Left Hook (Minor Asset) – Unarmed attacks cause Basic damage

Total Recall (Minor Asset) - +2 step Skill bonus on any action where this trait might be handy/Spend Plot Point to recall exact detail of an event

Traumatic Flashes (Major Complication) – Twice per session you can suffer from flashbacks that render you incapable of action for d2 turns and at a -2 step Attribute penalty on all actions for 10 minutes afterwards.

Equipment

Pistol; Damage d6W, Range Increment 100 feet, Max ROF 3(8), Rifle; Damage d8W, Range Increment 225 feet, Max ROF 3(30)

