

7

**SPECIAL EPISODE**

**MF**  
MONKEYFUN

# *Spirit* **OF 77**



**RETURN TO THE CRUISE SHIP OF THE DAMNED**

**With Seven  
Pre-Gen Characters  
Included!**

**Introductory Game Adventure  
For 3 or More Adults  
Ages 10 and Up**



## **Credits**

**Schemed and Dreamed by:** David Kizzia

**Based on characters created by:** David Kizzia and Bob Richardson

**The World's Most Dangerous Editor:** Bryan Whitlock

**Layout:** Terry Kasabian

**Finance and Grown-Up Stuff:** Jadine Kizzia

**Cover Art:** James Mosingo

**Interior Art:** Novo Malgapo

**Playtesters:** Jason Olsan, Kurt Potts, Mike Leader, Curtis Jackson, Shannon Steele, Shanin Cook, Melinda Smith, Jim Ryan, Andrew Lawton, Christopher Grey and Adam J Goldberg

**Special Thanks to:** D. Vincent and Meguey Baker, The Happy Jacks RPG Podcast, Jaime Sandoval and Strategicon as a whole.

*“...It's all about the big laughs and monkeyfun...”*



1515 7th St. #63 Santa Monica, CA 90401

©2018 Monkeyfun Studios, LLC. All rights reserved. All characters, names, places and text herein are copyrighted by Monkeyfun Studios, LLC. Monkeyfun Studios, Spirit of 77 and logos are trademarks of Monkeyfun Studios, LLC. All Rights reserved.

This product is a work of fiction. Similarities to actual people, organizations, places or events are purely coincidental.





of  
the  
**DAMNED**

# Here We Go Again, Rock Stars!

This is special **Spirit of 77** adventure is a callback to the first adventure we put out - “Cruise Ship of the Damned”. It was the teaser we used prior to our Kickstarter campaign, allowing people to sample the **Spirit of 77** system and our zany style of writing. And although we’ve moved on, writing a heck of a lot of adventures and other games, we always wanted to go back and see whatever happened to the original seven characters that survived their encounter aboard the SS Tangerine.

However now there’s a twist - For the characters that have returned, we wanted to shuffle everyone’s Role into something new! Ming Lo is no longer a Kung-Fu Tough Lady from the Hong Kong Opera, for example. Now she’s the star of her own singing duo as a Kung-Fu Rocker! In addition, we wanted to bring another character into the spotlight - Gascap Gamble, former mechanic to Big Duke Dutchman and all around Tough Guy. We also decided to bring out Colonel Roscoe’s son, Jethro to take his place, along with the rest of the Colgrove family. (It’s a family affair, don’t you know).

Don’t worry if you haven’t played the first “Cruise Ship” adventure, this works just fine on its own. But we do recommend downloading the first adventure and play them back-to-back for a full game experience. But however you choose to play, let us know how it goes and as always, keep on truckin’!

~Your Friends at Monkeyfun

# Return to the Cruise Ship of the Damned

*"Let it flow, it floats back to you...."*

## The Lowdown:

The characters from the original adventure, **Cruise Ship of the Damned**, are brought back to the SS Tangerine, once the site of a terrible catastrophe due to an experimental propulsion drive. How have they changed since their initial escape and what is the current state of the lost cruise ship? Play and find out.

## How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game's direction.

If the players have previously played *Cruise Ship of the Damned*, their former characters have either changed their Role based on the unseen aftermath once they left the ship, or they have been replaced altogether by new characters that are connected to the previous storyline. The results of the events in the previous adventure should transfer to this return:

- Previously introduced characters should make an appearance.
- Previously created details should remain somewhat intact, albeit with even greater complications than before.

If the players have not previously played the first adventure, there are multiple options for play:

The original characters still share the common backstory of having escaped the cruise ship when its experimental drive went haywire. They still share the common Hook of surviving the disaster together.

When describing certain events and locations, be sure to point out their previous history, if needed by the Fiction.

However, if the Fiction is best served by a rewrite of the previous adventure, feel free to improvise. There were so many things occurring that infamous night, it's reasonable to believe their recollections weren't quite target.

New characters are going to the ship for the first time, based on their own Buzz. As DJ, ask them why they have agreed to accompany the television crew.

## Suggested Playlist:

As part of the DJ materials, there is an additional song playlist available for Spotify members - Spirit of 77 - Return to the Cruise Ship of the Damned.

## Preliminary Setup:

### Opening Musical Track - "Rock the Boat" by the Hues Corporation

Four years ago, the SS Tangerine faced a terrible catastrophe: its experimental engine leaked dangerous radiation which affected the passengers causing them to turn into murderous zombies. Although the players managed to survive and escape, the ship itself sank to the bottom of the ocean soon after their exodus. Four years later, the ship has slowly returned to the surface, just above the waterline. The local Coast Guard believes there to be no survivors left on the ship, although the players themselves should rightly harbor doubts.

Although the players have done their best to move on since the accident, the events never truly leave their thoughts. When the television program "In Pursuit Of" offered to take them back for an on-camera reunion onboard the ship, everyone agreed to return, thanks to the generous payments they were to receive.

The television crew has commandeered the Main Dining Room, setting up their lights and camera equipment surrounding a reproduction of the Captain's Table, where the players were first brought together.

## Preliminary Questions:

Brought into the Main Dining Room (where the previous adventure kicked into overdrive), the players are interviewed individually by the camera crew for reactions [See Location - Main Dining Room]. Ask the players the following questions:

### GASCAP

- "You're here because Big Dutch sustained an injury and couldn't attend. What stunt was he doing when he broke both of his legs?"
- "During your travel here to the ship, you've received the five-star treatment you've never experienced before. What's been the strangest luxury thing you've seen so far?"

### VICTORIA

- "You suffered serious injuries after the 'Tangerine incident.' What were the details of the circumstances?"
- "Since your injury, MI-X has been keeping you on administrative duties. What have they been having you do?"

### JETHRO

- "Your father Colonel Roscoe reportedly left you out of the will because of your estranged relationship. What caused the two of you to have a fallout?"
- "We see you brought the world-famous Bucketmobile on board as part of our promotion with Colonel Roscoe's Chicken Shack. Please describe the appearance of your vehicle for the folks at home."

### GEMINI

- "Since you gave up music, what have you been spending your days doing?"
- "There are rumors you've received premonitions about the ship. What have you foreseen?"



## VINCENT

- "I understand you wrote a book about your escape from the SS Tangerine that's being made into a new film. What's the name of the film?"
- "What celebrity is playing you? How about the others here?"

## DR. SUMMERS

- I understand you're up for the Nobel Prize because of your medical research. What's your current field of focus to warrant the nomination?
- Your oral dissertation is considered one of the finest heard at Harvard. What was the title of your presentation?"

## MING LO

- "Your last single bombed in the United States, what was the name of the song? Can you perform a little bit of it for us?"
- "Your former pet monkey Jack was reported to be lost onboard the ship. How did Jack get left behind?"

### If players have created their own characters, ask the players the following questions individually.

- "Why did the television crew bring you along?"
- "Which of the people brought back onboard seems suspicious to you?"

### If the players have not played the original Cruise Ship of the Damned adventure, ask them the following questions:

- "As the survivors from the terrible outbreak aboard this very ship, how did you manage to survive when so many people died?"
- "Although it was heavily classified, there are rumors people turned into zombies onboard. Is that true and if so, how did they act?"

## Fuel Injection:

The game action starts with the players scheduled to sit together at the re-creation of the captain's table, along with Captain Festus and several celebrities that have also joined the player group in this exciting adventure. Everyone should introduce themselves in character as they sit at the Captain's Table enjoying their chilled pina colodas. Once everyone has had the opportunity to explain how and why they're there, it's time to start the action with a question to the group:

The action begins when the DJ asks the following question to the players:

***"What were you doing when the ship flipped upside down?"***

Because of the recent activity onboard, the unstable vessel flips unexpectedly and sinks lower into the ocean.

As the DJ, take the map of the SS Tangerine and physical turn it upside down, so the players know what has occurred.

## Fronts

### Home Front

#### Civilian Front - The Camera Crew

**Suggested Musical Track:** "Nights on Broadway" by the BeeGees

**Angle:** *"Keep filming! Keep filming!"*

**Description:** The camera crew accompanied the players as part of the television program, *In Pursuit Of*. Although the television host (the famous Douglas Falcone) did not accompany them, the camera crew hoped to film enough footage to make a new episode out of the Return. Now with the ship flipping upside down, they're just hoping to survive unscathed.

#### Moves:

**Prying Eyes** - Due to the camera crew's presence, players can still gain Heat based on their ever-present recording. In addition, they are always remarkably unharmed and safe when filming in a dangerous location.

**Gear:** Portable video camera recorder, portable boom mic, portable stage lights.

#### Twists:

- DJ OPTION - The camera crew are union members, meaning they will do literally nothing else outside of the specifics of their contractual obligation (even in a life or death scenario).
- DJ OPTION - Due to an analysis from a structural engineer, The camera crew knew the cruise ship would flip over. This was part of their plan for a new kind of television program called "reality TV."
- DJ OPTION - The camera crew isn't an actual television crew, but actually a governmental assassination group contracted to eliminate the players to tie up all loose ends in a cover-up of the Eldridge Drive. The ship flipping over has complicated their plans.

#### Civilian Front - Ship Survivors

**Suggested Musical Track:** "The Long Walk Home" by Francis Lai

**Angle:** *"Get us out of here!"*

**Description:** Throughout the ship, the players will encounter survivors that were unable to leave the ship during the initial outbreak. They will be malnourished and sick, but happy to finally escape the SS Tangerine.

**Gear:** Tattered clothing, foraged supplies, makeshift bandages.

#### Twists:

- DJ OPTION - The survivors think the players are a figment of their collective imaginations.
- DJ OPTION - The zombie mutation still lies dormant within the passengers, transforming them into murderous zombies at the most inopportune times.
- DJ OPTION - The survivors think the players themselves were responsible for both the zombie outbreak and the subsequent capsizing of the ship and will attack the player in anger, acting as a small mob.

## Front - The Turtledove Cannibals

**Suggested Musical Track:** “Timothy” by the Buoys

**Angle:** “Don’t ask questions for answers you don’t want.”

**Description:** The Turtledove Singers were the musical group that was aboard the SS Tangerine during its initial run and subsequent crisis. Although the players escaped, the Turtledove Singers remained trapped onboard and resorted to cannibalism in order to stay alive.

- **Donny, the oldest son** - Donny is obsessed with keeping the family alive and together by any means necessary.
- **Mary, the mother** - Despite being the mother of three kids, Mary is still extremely attractive and will be very flirtatious with the players, either in order to escape her crazed son or as a lure to get a player alone.
- **Stevie and Mona, the twins** - The twins are eerie in their silence, always holding hands and appearing seemingly out of nowhere.

**Gear:** Tattered velvet tuxedos, suspicious blood stains, sharpened shuffleboard sticks (1-harm), skeet shotgun (2-harm, Loud, Reload)

Twists:

- DJ OPTION - The Turtledoves have fully snapped. The adults have become murderous psychopaths while the twins have reverted to a feral, animalistic state, barely contained by their older sibling.
- DJ OPTION - The Turtledoves are eager to be rescued and return to society, hoping to leave their previous nightmare behind. They have vowed to never speak of what they did in order to survive, even to the players when discovered. The telltale signs, however, hint at their ghastly actions.
- DJ OPTION - The Turtledoves have retreated into a delusional world where it's still 1968 at the height of their music and television glory. They will believe the film crew is there for their Christmas special, and the players to be celebrity guests dropping by.

**Gearshift:**

P - The Turtledoves have left behind a scrap of their velvet tuxedos, covered in dried blood.

N - Somewhere nearby someone is whistling the theme of the Turtledove's former television show, echoing through the hallways.

D1 - The Turtledoves have encountered the players and are putting on their most normal faces, as to not alarm them with their most unpleasant habits.

D2 - The Turtledoves keep attempting to lure the players into secluded areas, alone.

O - The Turtledoves attack, gnawing on the players whenever possible.

### Front - Zombie Stragglers

**Suggested Musical Track:** “What’s That Smell” by Lynyrd Skynyrd

**Description:** There are still shambling zombies infesting sections of the ship. They do not transfer the zombie infection through biting. Instead infection requires direct exposure to radiation from

the Eldridge Drive, which is no longer active. Because of this, they are wandering aimlessly, unsure what to do beyond attack the living. The Zombies travel in packs of 5 or more.

Angle: *Grrrururuuuuaauaaaaauugh...*

### Moves:

- Dazed and Confused - As a part of the original exposure, the infected zombies experience no harm penalties when receiving damage. In addition, they will ignore potential threat of harm outside of the most grievous harm (e.g. they will not go through a wall of flame to reach the players.)
- Swarm - Zombies do not function one on one, they will group attack to subdue their target. If they suffer more than 4 levels of damage, they will immediately retreat.

## Gearshift:

P - The zombies are shuffling through the ship's corridors, elsewhere from the players.

N - The zombies' low growl can be heard echoing through the empty hallways, a menacing foreshadowing of their presence.

L - The zombies can be heard staggering forwarding, their shadows indicating their approach.

D1 - The zombies have begun to swarm one of the players.  
D2 - The zombies are attacking, pinning the players and dragging them violently down the hallway.

O - In frustration and rage, the zombies have started to beat the players, even biting them (although not infecting them).

### Front - Water Surge

**Suggested Musical Track:** “When the Levee Breaks” by Led Zeppelin

**Description:** Because of the damage that has occurred to the various areas of the ship, water is a frequent encounter that can quickly rise and fall with the shifting of the ship. As such, a sudden water surge can be a death sentence without proper caution and escape options.

### Moves:

- Rushing Water - The water surge is strong enough to cause 3 stun damage if a player gets caught in its trajectory.

Twists:

- DJ OPTION - Simply put, the water stinks. It must be connected somehow to the sewage line of the ship. Try not to get any on you.
- DJ OPTION - The rushing water surge is carrying Rozz Genari, half of the lost singing duo Tino and Rozz, previously encountered when the ship went down. She was swept up from a different section of the ship a few hours previously. A sudden rushing surge threatens to take her again.
- DJ OPTION - The surge originates from the outside water pressure, barely held back by loose furniture acting as a plug. As the furniture starts to creak and bend, the water explodes into the room with amazing force.

**Gearshift:**

P - The sound of dripping water echoes through the location, slowly intensifying.



N - Water is starting to pool at the foot of the players.  
 D1 - Water begins rushing into the location, streaming quickly up to the knees of the players. This will slow down any quick movements.  
 D2 - Water continues filling into the location, rising quickly to the waist and even chest levels.  
 O - Water has filled the room, leaving barely a foot of air at the ceiling's edge.

## Front - Jack the Gigantic Dancing Monkey

**Suggested Musical Track:** "Theme from King Kong" by Lalo Schiffrin

**Description:** Since being left aboard the SS Tangerine, Jack has been fending for himself as best he can. Due to his exposure to the Eldridge Drive's radiation, Jack has been slowly growing larger. He is currently eleven feet tall.

### Moves:

**Crazy Mutated Monkey Strength** - Due to the residual radiation aboard the ship, Jack is now stronger than a full-sized ape and can deal 2-harm unarmed and has 1-armor.

### Twists:

- DJ OPTION - Jack remembers the players but is highly confused and is unaware of his new size. He will attempt to hop on people's shoulders or climb onto people's laps, unaware he's now eleven feet tall.
- DJ OPTION - Jack has no recollection of the players and has gone completely wild, he will attack the players outright if they get too close.
- DJ OPTION - Jack remembers the players left him behind and has developed the mental capacity for revenge. He will lure the players into a dangerous location and either abandon them to the danger or possibly encourage it to occur via sabotage.

### Gearshift:

P - Jack is somewhere onboard the ship, looking for the remnants of food in one of the ship's galleys.  
 N - Crumbs can be found in hallways. The bells on Jack's hat can be heard in the distance.  
 D1 - Jack comes to the players, obviously much larger than he once was.  
 D2 - Jack is confused and irritated. He's pouting, which at eleven feet tall has many different implications.  
 O - Jack throws a tantrum, which in his current state causes real harm to those around him.

## Front - Savio's Hideaway

**Suggested Musical Track:** "Hernando's Hideaway" by the Johnson Brothers

**Description:** Using parts from his X-tech racing vehicle, former race-car driver Savio La Jolla has managed to create a stable environment within one of the ship locations that has allowed a handful of the original passengers to survive the first catastrophe. The survivors consider La Jolla to be their savior.

### Savio La Jolla

**Angle:** "Welcome back to my presence."

**Description:** If the players have previously encountered Savio La Jolla in the first cruise ship adventure, they will know him to be an insufferable egotist. Upon their second encounter with Savio, his ego and self-congratulation are even worse, fed by the gratitude of the many passengers he managed to save.

### Moves:

**Protect Your Savior!** - If the players threaten Savio he will feign helplessness to his group of survivors, who will unite as a small gang in order to protect him.

### Twists:

- DJ OPTION - As the centerpiece of this pocket of survivors, Savio has no intention of letting the players disrupt his little community and will do whatever it takes to protect it.
- DJ OPTION - Savio suspects the players' return is suspicious, a lure to remove them from the safety of their location and lead them into a trap.
- DJ OPTION - Savio would like nothing better than to leave, there are far too many women among the group who are convinced they are going to be the next Mrs. La Jolla (unaware of Savio's wife and three children back on dry land).

## Front - Sharks

**Suggested Musical Track:** Theme from "Jaws" by John Williams

**Angle:** "Dubbbbbb-dub..."

**Description:** The water filled areas of the ship have become home to a school of sharks that do not take kindly to intruders into their area.

### Moves:

**Smells Like Dinner** - The Sharks have a heightened sense of smell, particularly for the smell of blood.

**Gear:** Razor Sharp Teeth - 2 harm

### Twists:

- DJ OPTION - The sharks have trapped several survivors in a makeshift island within the water-filled location. One of them had previously tried to escape but was horribly injured and is bleeding badly.
- DJ OPTION - The sharks have developed an unsettling attraction to one of the players, circling them whenever possible and even attempting to follow them if possible. They don't immediately attack, but they're definitely waiting for something.
- DJ OPTION - Due to mutations caused the Eldridge Drive radiation, the sharks are no longer restrained to being in water: they will lunge forward onto a dry surface and continue chasing the players (albeit at a very slow and awkward speed).

### Gearshift:

P - The water is still and sedate, with no movement.  
 N - Tell the players "duh-duhn" (the opening to the Jaws theme). Don't explain why.  
 D1 - The edges of the shark's signature fin can be seen bobbing from the water's surface.  
 D2 - The sharks attack if the players grow too close.

O - The sharks are intentionally nipping at the players, even bobbing their heads out quickly to get a bite.

## Front - The Shining Star

**Angle:** *"Forget this capitalist tomb, focus on the mission."*

**Description:** The Shining Star is an elite division of the Chinese Army, that has secretly boarded the ship. They were not expecting the ship to flip over, so they are now in the same boat as the players (so to speak).

### Gear:

- Assault rifles (3-harm, two-handed, loud)
- Scuba Gear
- C-4 explosives (6-harm, really really loud)
- Walkie-talkies

### Twists:

- DJ OPTION- The Shining Star received notification from one of their original spies in the Hong Kong Opera about the Eldridge Drive. With the recent intelligence on this return to the SS Tangerine, the Shining Star realize they need to confiscate the Drive or scuttle the ship.
- DJ OPTION - The Shining Star have been using the ship as a secret intelligence station in order to spy on the States. One of the locations of the Ship has been rebuilt with listening devices and sonar detection apparatuses.
- DJ OPTION - The Shining Star is here to capture the players and interrogate them about what they know about the SS Tangerine. They were the ones who caused the original sabotage and need to see whether they were exposed during the attempt.

### Gearshift:

P - The Shining Star is outside the ship, making their way inside.  
N - The Shining Star have entered the ship.  
D1 - The Shining Star have discovered the players and have engaged.  
D2 - The Shining Star is pursuing the players throughout the boat at all costs.  
O - The Shining is setting their explosives and escaping off the ship.

## Front - Children of the Engine

**Suggested Musical Track:** "Don't Fear the Reaper" by Blue Oyster Cult

**Angle:** *"Stay with us...forever."*

**Description:** Unlike other survivors, this faction believes they were spared by the terrible catastrophe by the will of the Eldridge Drive itself, and have taken to worshipping the Engine as their god. They have created an entire religion surrounding the events of the first adventure.

### Moves:

- I'd Like to Teach the World to Sing - The Children have a special song they sing that calms down every situation, and can potentially put the players to sleep.

### Twists:

- DJ OPTION - The Children consider the players to be apostates that defied the will of the Engine, requiring capture and sacrifice to their glowing god.
- DJ OPTION - The Children consider the returning players to be the return of the Chosen Ones, meaning judgment day is upon them. They will detonate the engine and ship in order to be closer to their glowing god.
- DJ OPTION - The Children are delighted the players have returned and want to bring them into the fold to help populate the next generation of Children of the Engine. Their flirtations are overt and alluring.

### Gearshift:

P - The Children are quietly praying to the Eldridge Drive.  
N - The Children are debating whether to engage the players or leave them be and focus on their daily prayers and religious offerings to the Drive.  
D1 - The Children have found the players and wish to bring them back into the fold, one way or another.  
D2 - The Children are bothered by the player's lack of reverence to the Drive and have decided to cast them out for their lack of faith.  
O - The Children have decided that ultimate penance from the players is required.

## Front - The Eldridge Drive

**Suggested Musical Track:** "Frankenstein" by the Edgar Winter Group

**Angle:** *"You've come back..."*

**Description:** It's Alive! The Eldridge Drive has obtained a type of quasi-sentience, responding to the behavior of the players in their interactions.

### Moves:

The Windmills of Your Mind - The Drive now has the capability to temporarily overtake people's minds in order to communicate, as well as cause damage (2-harm).

### Twists:

- DJ OPTION - The Eldridge Drive has developed dark, terrible urges that influence others through its immediate exposure.
- DJ OPTION - The Eldridge Drive has the mental and emotional maturity of a child, questioning its existence and purpose in this world.
- DJ OPTION - The Eldridge Drive is actually possessed with one of the characters that didn't survive the first adventure aboard the SS Tangerine. They are confused and unsure of where they are.

## Front - The US Coast Guard Ship

**Suggested Musical Track:** "In the Navy" by Village People

**Description:** Once again, the U.S. Coast Guard has been ordered to maintain a perimeter distance away from the ship. Due to the lack of information about what's going on aboard the SS Tangerine-

ine, the Guardsmen have been given orders to turn any survivors back to the ship or fire upon them.

**Angle:** *"Secure the perimeter until the order is given."*

**Twists:**

- DJ OPTION - Even if the players manage to contain the crisis, the Coast Guard was given strict orders to terminate everyone regardless of condition. It will take some serious negotiation to get what you want.
- DJ OPTION - The Coast Guard is onhand with the intention of seeing whether the crisis can potentially be weaponized by the U.S. government.
- DJ OPTION - The Coast Guard is here to assess whether the players are capable of joining a secret government agency, trained to confront disasters such as this (providing anyone survives).

## Locations - SS Tangerine

**Description:** During the outbreak on its maiden voyage, the SS Tangerine as a whole experienced damage as its crew and passengers fled. Now that the ship has flipped upside down, any object that was bolted down now hangs from the ceiling in a peculiar fashion. The furniture and other objects that weren't bolted down have been uprooted and thrown about in every location inside the ship.

### The Main Dining Hall

**Description:** The Main Dining Hall is where the previous crisis first started, when the ship's captain began vomiting blood as he transitioned into patient zero of the zombie outbreak. The tv crew had reconstructed the Captain's Table to look as it did that fateful night (outside of the captain's blood) in order to interview the players.

**Features:** Flipped camera lights, knocked over tables, chairs, strewn silverware, faded curtains, upturned plants, and smashed decorations covered in dust.

**Twists:**

- DJ OPTION - The film crew had hoped to get private audio footage and had placed hidden microphones throughout the recreated Captain's Table.
- DJ OPTION - The ghost of the captain still haunts the Main Dining Hall, trying to warn the players the ship is still not safe.
- DJ OPTION - The grand chandelier hangs precariously over everyone's head during the initial taping, ready to drop at the slightest breeze. Once the ship turns over the chandelier is no longer over the players' heads...and a trapped grand piano has taken its place.

### Monaco Casino

**Description:** The Monaco was originally a small casino onboard the SS Tangerine, prior to the disaster and the ship's abandonment. Since then, it's been ransacked and ravaged by the elements and looting survivors.

**Features:** Smashed slot machines, upturned casino tables, rum-

aged cashier's booth, ship's safe.

**Twists:**

- DJ OPTION - Throughout the Casino are floating one hundred dollar bills that dissolve at the slightest touch. The casino was involved in a counterfeit money laundering operation.
- DJ OPTION - The walls of the Casino are graffitied with strange accusations toward Colonel Roscoe Colgrove, the fried chicken magnate who had been part of the initial rescue: "THE CHICKEN MAN DID THIS," and "CLUCK BUCKETS SENT US TO HELL."
- DJ OPTION - The Casino's safe still contains the expensive jewelry of the original passengers, including the fabled "Crown Jewel of Poseidon," a priceless blue diamond once considered lost.

### Havana Discotheque

**Description:** The Havana Disco was originally your stereotypical dance club when the SS Tangerine first sailed. Because of the Eldridge Drive's strange radiation, the Havana Disco has quickly become overrun with vegetation. The Disco looks more like a tropical rain forest than a nightclub on a cruise ship.

**Environment:** Thick moss, wild plants, weeds, upside down dilapidated couches, mud covered dance floor, cracked disco ball, and a DJ booth.

**Twists:**

- DJ OPTION - The vegetation within the discotheque contains hundreds of thousands of dollars worth of cannabis, with a powerful amount of THC in each plant. Getting these to the surface could make anyone a rich person.
- DJ OPTION - In addition to its release of oxygen as part of the photosynthetic process, strangely the vegetation is also excreting hydrogen, which is highly flammable.
- DJ OPTION - The vegetation is infectious to the touch. If the players handle the moss with bare hands, they will notice the moss beginning to grow on their fingertips soon after. The players will need to find a way to eliminate the moss from their skin before it completely covers them.

### Casablanca Lounge

**Description:** The Lounge was once the main stage for the Turtle-dove Singers, fashioned for light cocktails during the day, with performances in the evening. Because of the Eldridge's strange radiation, crystalline and rock formations have overrun the Casablanca Lounge, turning it into a geological oasis.

**Features:** Crystal formations, glittering stalagmites jutting up through lounge chairs, transparent stalactites attached to the ceiling.

**Moves:**

Beam Us Up, Gopher - Due to the otherworldly crystalline formations, the Lounge now acts as a transportation device, teleporting the players to somewhere new.

**Twists:**

- DJ OPTION - The Lounge will transport people to differ-



ent locations within the Ship, usually in harm's way by being confronted by another Front.

- DJ OPTION - The Lounge will transport the players to the locations of other **Spirit of 77** adventures, usually in the worst possible moments including the Velvet Coalmine record store fire (*Jukebox Villains*), during a prison riot (*Women's Prison of the Apes*), or even back in the lost land of *Jurassic Parking Lot*.
- DJ OPTION - The Lounge will transport the players back in time before the Eldridge Drive malfunctioned. They have been given a second chance to resolve the crisis, without complicating the timeline too badly.

## Cargo Hold

**Description:** The Cargo Hold is in serious disarray, from both the original crisis aboard the ship and the recent capsizing, which has knocked all of the cargo and abandoned luggage recklessly around the hold.

### Features:

- Smashed crates and abandoned luggage, some of it ransacked.
- The remainder of Savio LaJolla's X-Tech vehicle, now upside down, disassembled, and in disarray.
- Gemini's unused pyrotechnics - (4-harm), quietly sweating as they wait to be used.
- Pages of Vincent Peck's crime book gnawed and now formed into a large rat's nest.
- The abandoned costumes from Ming Lo's Hong Kong Opera company.

### Twists:

- DJ OPTION - The Cargo Hold contains a large crate with markings from an 1834 Arctic expedition. Inside, however, is a horrible fanged creature that attacks any living thing nearby (5-harm).
- DJ OPTION - One of the boxes within the Cargo Hold contains a lost, classified document from the U.S. government, detailing the building of another X-Tech propulsion drive - this one meant for outer space travel.
- DJ OPTION - One of the crates within the Cargo Hold was secretly carrying lost Nazi gold bullion.

## Command Cabin

**Description:** Due to the ship flipping upside down, the Command Bridge has filled completely with water. Approach to the cabin is extremely dangerous due to its exposure to the outside and other dangers.

**Features:** Broken instruments, shattered windows, and rotting, floating skeletons.

## Engine Room

**Description:** The Engine Room was the spark of the first adventure when the experimental Eldridge Drive began leaking toxic

levels of radiation which turned passengers and crew into murderous zombies. Now, the Engine Room lies dormant and quiet, a foreboding stillness in the aftermath of the first disaster.

### Features:

Guardrails surrounding the Eldridge Drive's mount point, still wrapped with fire hoses, abandoned monitoring controls, dried blood splatters, damaged walls.

There is also a rotting dead body on the floor near the controls, with a hand still on the power switch. It suggests this person managed to turn off the engine in their final moments.

- DJ OPTION - Dr. Reideker, the scientist that was originally onboard to monitor the Eldridge Drive in its disastrous maiden voyage.
- DJ OPTION - One of the crew, giving their ultimate sacrifice for the good of humanity (First Officer Beachem, the bartender, or possibly Scooter the purser).
- DJ OPTION - One of the former player characters from the original adventure who didn't make it off the ship in their escape.

### Twists:

- DJ OPTION - The Eldridge Drive is no longer in the Engine Room. The deep scratches on the floor suggest someone or something has dragged the experimental engine out to another location of the ship.
- DJ OPTION - When the players enter, the Eldridge Drive lights up and begins to pulse. It's been waiting for their return.

- DJ OPTION - The Eldridge Drive is covered in dust, with burn marks on its metal casing that read "HELP ME."

to the surface.

- DJ OPTION - The terrible truth comes out: there are no survivors aboard the ship. Everyone onboard is from beyond the grave, eager to drag the players into the spirit world.

## The Big Finish

By now, the players have encountered many of the different survivors still onboard as well as facing many of the threats still roaming the ship. Now is the time for an exciting finish that will allow everyone a chance to shine. Based on the decisions made by the players, the DJ has multiple options available.

**It's a Long Way to the Top** - The players have managed to fight their way to the top of the ship, but not everything has gone according to plan.

### Twists:

- DJ OPTION - The entire crisis has been staged by the "*In Pursuit Of*" producers to gain a real reaction from the survivors. Before the players can exact well-deserved vengeance, the ship starts to turn upside down for real.
- DJ OPTION- Once again, the Coast Guard have been given the order to quarantine the players onboard the ship until they're medically cleared. Due to a typhoon off the coast of Guam, the medical boat is late and won't arrive for two weeks.
- DJ OPTION- The Coast Guard has called off their search for the survivors, leaving the players with the challenge of getting back to dry land from the vessel.

**We're Gonna Turn it On, We're Gonna Bring You the Power** - The players have made the Eldridge Drive the focus of their rescue.

### Twists:

- DJ OPTION- The Eldridge Drive is finally working correctly, allowing the ship to right itself...and causing everything to flip back over on the ship. The shifting items, however, cause new damage and new problems.
- DJ OPTION - The Drive has been influencing others in order to slowly build a relay station, then causing the ship to resurface. Its plan is to infect the surface world with its dangerous radiation.
- DJ OPTION - The Eldridge Drive has become cognizant of the damage it's caused and lives it has taken. In penance, the Drive has decided it deserves to die...along with the rest of the ship.

**Beneath the Surface** - Just when the players think things couldn't get any worse, a new twist has shown this to be just the start of something even more terrifying.

### Twists:

- DJ OPTION - While viewing through the portholes, the players see other ships sunk to the bottom of the depths of the ocean floor. They are sinking into an unnerving ship graveyard.
- DJ OPTION - To the players' horror, something unnatural outside of the ship, lurking in the watery depths, has pulled the SS Tangerine back down. If they can deter or possibly defeat the creature, it will release the ship and allow it to return

# Gas cap Gamble

*First time in the spotlight, look out!*

Humble Beginnings Tough Guy Seeking The Truth

Suggested Theme Song: "Which Way Is Up" by Stargard

**Before:** As the mechanic for motorcycle daredevil, Big Duke Dutchman, you were onboard the SS Tangerine when everything went crazy. But you were on the sidelines, and didn't see the worst of it when it all went down. Zombies or no zombies, you still had to rebuild that carburetor when everything was said and done.

**Now:** Bad luck got Duke injured at his last stunt, causing a broken leg and an angry sponsor. With the big man laid up in the hospital, you figured you'd fulfill the appearance contract to go back to the SS Tangerine. How hard could it be? Time to see what this celebrity business is all about.

## Moves:

**Heart on Your Sleeve:** Underneath it all, you're still a good person. Roll with Something Extra when you do something to help a civilian.

**Hard As a Coffin Nail:** When you Take a Hit, roll with Something Extra. Additional when you roll 7-9 to Take a Hit, and choose to avoid all damage, you select the result instead of the DJ.

**Tougher Than Leather:** Due to your former boxing days, you can take a punch easily. You have +1 armor.

**Bustin' Loose:** When you use pure strength to destroy an inanimate object or obstacle, roll +Might. On a 10+ choose 3, On a 7-9 choose 2:

- It doesn't take a very long time
- Nothing of value is damaged
- It doesn't make an inordinate amount of noise
- You can fix it again without a lot of effort

**Thang: Aptitude** - Everyone on the racing circuit knows you're the best. When making rolls associated with your mechanical expertise always roll as if your stat bonus was +2.

## Gear:

- Repair Kit
- Leather Jacket (1-armor)
- Master wrench (1-harm, heavy, blunt)

## Questions to Consider

What's the strangest celebrity endorsement offer you've received since you were thrust into the spotlight?

What's your secret hobby you've been keeping from Duke?

## Stats

Might: +2

Hustle: +1

Smooth: +0

Brains: +1

Soul: +0

## HARM:

## Heat:

## XP:





## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

# Victoria Crowne

*Better, stronger, faster.*

## X-Tech Sleuth Seeking Vindication

Suggested Theme Song: "I Will Survive" by Gloria Gaynor

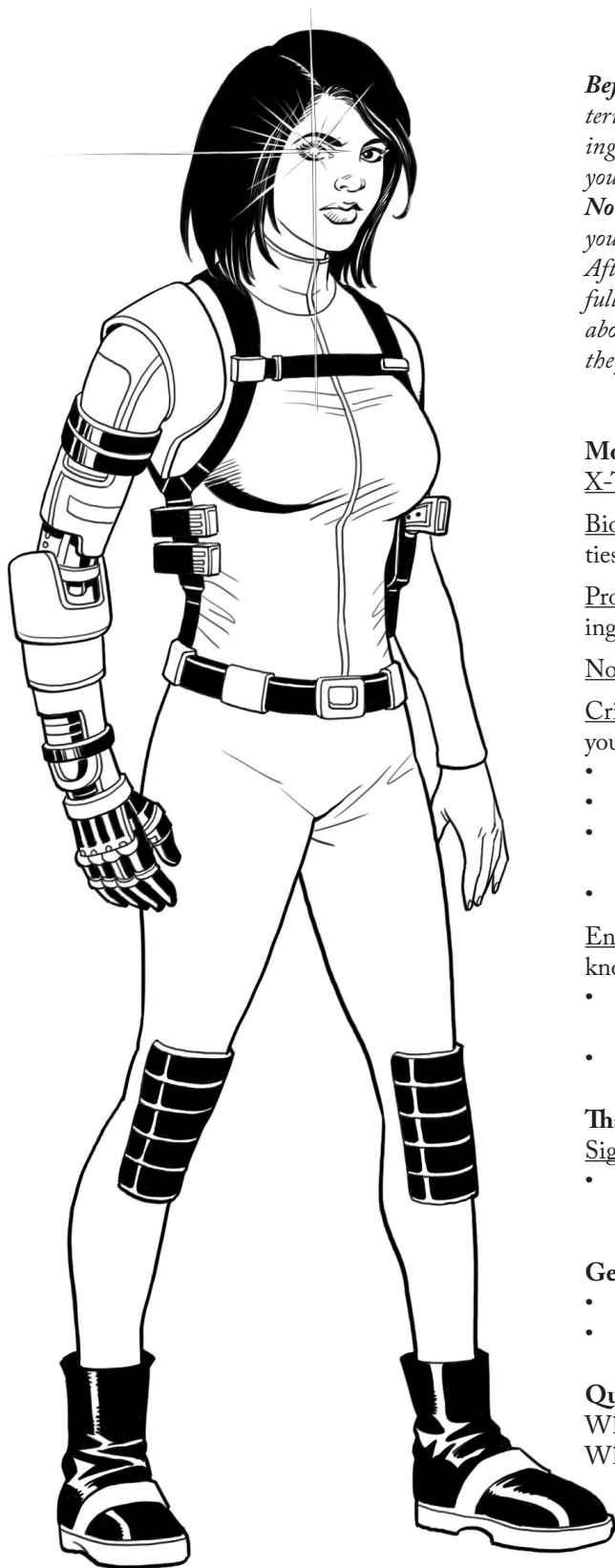
### Stats

Might: +2  
Hustle: +0  
Smooth: +2  
Brains: +1  
Soul: -1

### HARM:

### Heat:

### XP:



**Before:** You were MI-X's number one secret agent, assigned to investigate the mysterious Eldridge drive that was propelling the SS Tangerine and potentially gaining its secrets for Queen and country. When things went barney rubble, however, you made a valiant sacrifice in order to save the rest of the passengers.

**Now:** Due to your injuries, MI-X has made you better than you were before, fitting you with the most extensive bionics available at a cost of over 6 million pounds.

After the SS Tangerine incident, command has been hesitant to let you go back to full duty, claiming you've become distant and less human since the bionics. Hearing about the return to the cruise ship, you're jumping at the chance at getting back into the field to prove you're still a top agent.

### Moves:

X-Tech Expert: When working with X-Tech, roll with Something Extra.

Bionics: When utilizing your bionic arm to exceed human physical capabilities, roll with Something Extra.

Prototype: - Your bionic eye has been enhanced with additional X-Tech, giving it abilities/qualities beyond the norm.

Not the Average Bear: The Sleuth gains +1 to Brains (maximum +3).

Crime Scene Investigation: When Scoping out the Scene of a recent crime, you can additionally choose to ask these questions:

- How long ago did the crime take place?
- How many people were involved in the crime?
- How did the perpetrator or the victim of the crime enter and leave the scene?
- Who is the most obvious suspect?

Encyclopedic Memory: When you delve into your vast storehouse of personal knowledge while analyzing something, roll +Brains.

- On a 10+, the DJ will tell you something interesting and potentially useful about the subject that's relevant to the situation.
- On a 7-9, the DJ will only tell you something interesting.

### Thangs:

#### Signature Weapon:

- Flash Vision - Using your bionic eye, roll +Hustle. With a success, you may choose to do 1-harm stun damage. (1-harm, close, stun)

### Gear:

- Tactical catsuit (1-armor)
- Walther PPX Automatic Pistol (2-harm, close, concealed)

### Questions to Consider:

What's the recurring nightmare you've been secretly having?

What have you been doing as your desk job, waiting for your chance?

## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_ ?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.



# Vincent Peck

*Take it to the limit, one more time.*

Former Badge Honeypot Seeking Thrills

Suggested Theme Song: "I Love The Nightlife" by Alicia Bridges

## Stats

Might: +0  
Hustle: +1  
Smooth: +2  
Brains: +2  
Soul: +0

## HARM:

## Heat:

## XP:

**Before:** You were a respected writer with a series of successful novels under your belt about your days on the force. You had originally gone onboard as part of the promotional circuit for your writing career.

**Now:** After your rescue from the fated SS Tangerine, you parlayed your boost in fame to a lucrative film deal. You now have all the cash you could ever want... and it's extremely boring. You haven't had that "thrill of the chase" since you left the cruise ship, and you're willing to go back to experience that rush once again.

### Moves:

**Friends on the Force:** As a former cop you still have contacts in the local law enforcement department. When you deal with local police, roll with Something Extra.

**Packing Heat:** You have practical experience on the firing range, which provides a range bonus to pistols - When firing a pistol you may extend the range from close to far.

**One Won't Kill You:** Sometimes a little social lubrication is needed.

When you successfully convince someone to share in a vice (cigarettes, alcohol, etc.), roll with Something Extra when dealing with them, and gain +1 hold when Giving Them the Third Degree.

**Sometimes Less is More:** You still got it, baby. When you are naked or nearly naked, gain 2-armor. When you are shirtless or wearing minimal clothing, gain 1-armor.

### Thang

**Wealth** - Thanks to the three picture movie deal for your book adaptation, you are flush with cash and ready to spend it.

### Gear

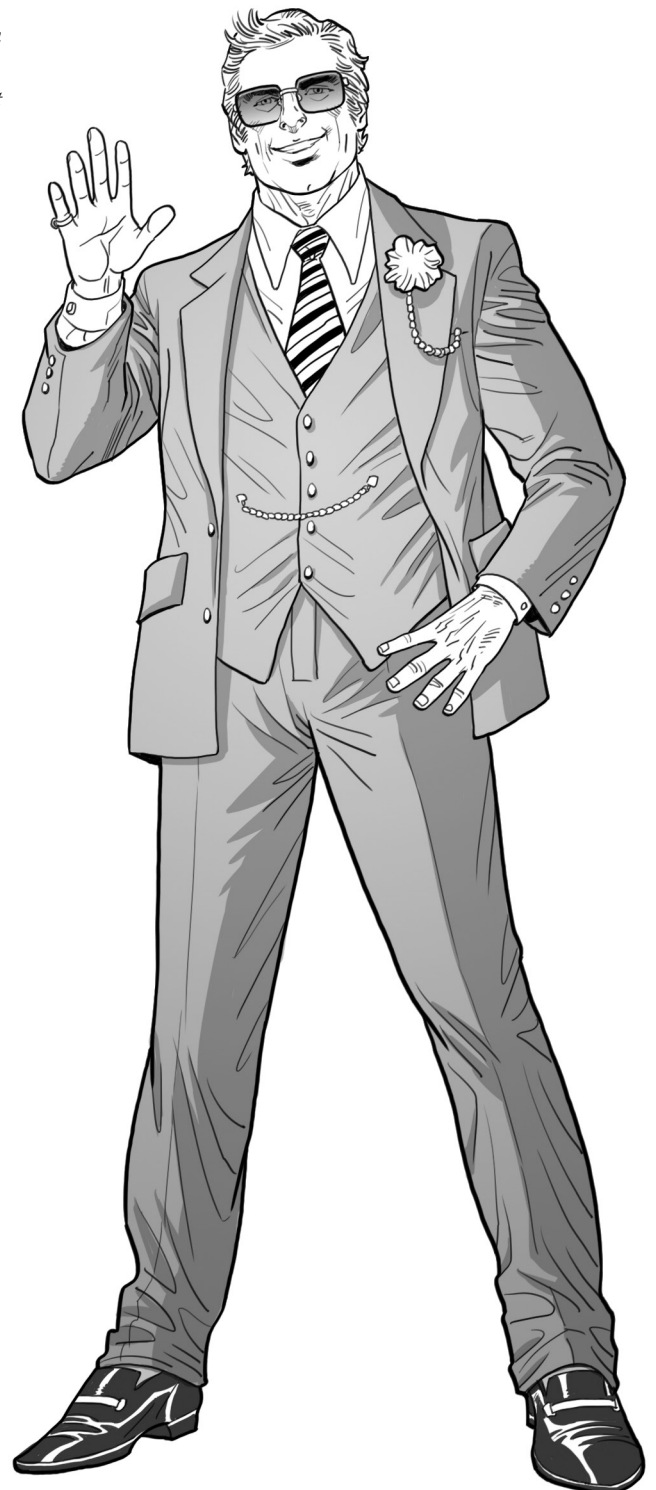
**With you:**

- .38 Service revolver (2-harm, close, reload, concealed)
- Expensive three-piece suit
- Hip flask full of Courvoisier brandy
- Golden moneyclip with thousand dollar bills
- Sapphire pinkie ring

### Questions to Consider:

What is the most eccentric purchase you've made, since you made it big?

What are you thinking about writing next, now that you have the time?



## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_ ?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

# Dr. Samantha Summers, M.D.

*First rule, do no harm. Second rule, party on!*

All-Star Specialist Seeking Honor

Suggested Theme Song: "Rich Girl" by Hall & Oates

## Stats

Might: +0  
Hustle: +1  
Smooth: +2  
Brains: +0  
Soul: +1

## HARM:

## Heat:

## XP:

**Before:** Back when you were a cheerleader for the Texas Tornadoes, life was one big party that couldn't be beat! You went onboard for a vacation getaway with the rest of the cheerleading squad for some fun and excitement!

**Now:** After seeing so many friends die onboard the SS Tangerine, you abandoned your party girl ways and dedicated your life to your calling as a medical practitioner. With the recent discovery that people may still be alive on the ship, you realize you have to go back. You owe it to those on the cheerleading squad that never made it back home. Tornadoes Up!



## Moves:

**Playing Hurt:** Once the adrenaline kicks in, you kick into overdrive. When you've experienced 2 or more harm, roll with Something Extra for all Might and Hustle rolls for the remainder of the Scene.

**Ignore The Crowd:** Working under pressure is your specialty. When everything is on the line and only you can overcome the obstacle roll with Something Extra.

**That's My Specialty:** The Specialist starts with a free Aptitude. Additionally when using any Aptitude, the Specialist rolls as if they had a +3 in the appropriate stat than +2.

**Trauma Training:** When you treat an injured person while using proper medical equipment, you may heal an additional level of harm.

## Thang

**Aptitude** - When making rolls associated with your medical expertise always roll as if your stat bonus was +3.

**Credentials** - As a licensed physician, you are state certified as an expert in internal medicine as well as additional expertise in kinesiology and...sigh, yes. You have a lab coat. Look just let the lady through, she's got a lab coat.

## Gear

### With You:

- First Aid Kit
- Lab coat and stethoscope
- St. Christopher's medal

## Questions to Consider:

Which members of the cheerleader team were lost onboard the ship?  
What memento do you keep from your cheerleading days?



## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

# Ming Lo

*Superstardom isn't what it used to be.*

Kung Fu Rocker seeking Fame

Suggested Theme Song: "Theme from Mahogany" by Diana Ross

## Stats

Might: +0  
Hustle: +2  
Smooth: +1  
Brains: +0  
Soul: +2

## HARM:

## Heat:

## XP:

**Before:** You were previously the lead in the Hong Kong Opera troupe that was performing on the ship before the Eldridge Drive went haywire. During the escape from the ship, you managed to escape to America (although your monkey Jack was unfortunately left behind.)  
**Now:** In America, you joined your friend Suzy Po to form a pop singing group, Brass Monkey. The subsequent television show *Brass Monkey and Fred* has not been doing well in the ratings and you are returning to the SS Tangerine in the hopes of boosting its ratings.



## Moves:

Way of the Fist: When you utilize Kung-Fu Technique or training instead of brute force you may roll+Hustle instead of +Might.

Floating Cherry Blossom: You have mastered superhuman acrobatic techniques that allow you to jump and fall great distances as well as traverse incredibly delicate and precarious surfaces. You can easily jump or fall one story or walk across delicate surfaces (fresh snow, china teacups, clotheslines) without making a roll. Jumping or falling longer distances or running across delicate surfaces will require a +Hustle roll.

Black Belt in Crazy: When you sit out a fight to play an inspiring song to fire up your friends, while performing, everyone on the team rolls with Something Extra and gains the area trait for their melee attacks, as long as you continue to perform.

**Thang:** Sidekick - Suzy Po, the second part of your singing group, Brass Monkey, has come along with you aboard the SS Tangerine. You've tried to explain to her the danger involved, but she insisted on coming along.

## Gear

### With You:

- Performance outfit
- Portable microphone

## Questions to Consider:

How did you lose your former pet, Jack the Dancing Monkey, on the cruise ship?

What do you miss most about leaving the Hong Kong Opera?

## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

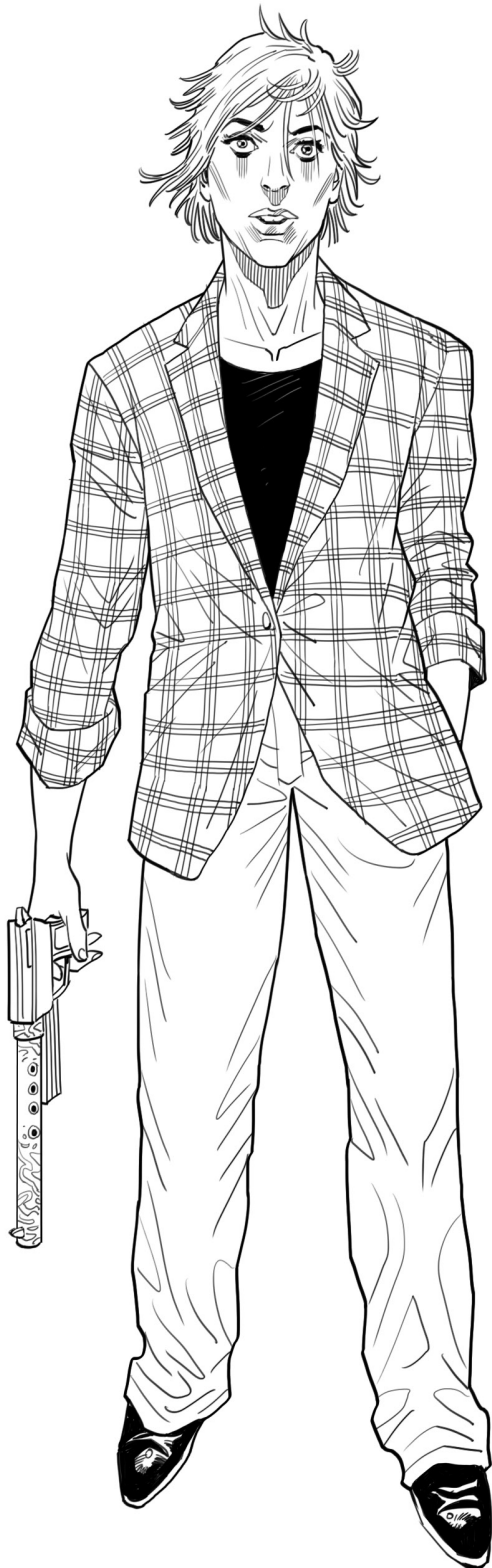


# Gemini

*All the nightmares came today.*

Glam Vigilante seeking Peace of Mind

Suggested Theme Song: "Look Back in Anger" by David Bowie



## Stats

Might: +0  
Hustle: +2  
Smooth: +0  
Brains: -1  
Soul: +2

## HARM:

## Heat:

## XP:

**Before:** You were originally an up and coming rock star, traveling aboard the SS Tangerine to a big gig on Sagebrush that was going to make your career. After the disastrous events onboard, your manager wisely decided you needed to take a "personal health vacation" at a highly respected mental facility.

**Now:** Since your release, you have been plagued with barely repressed memories that continue to haunt your dreams. Based on your analyst's advice, you are returning to the SS Tangerine to confront what's been haunting your uneasy subconscious. Your analyst doesn't know you're going back armed, however. Your golden flute is now a golden gun.

## Moves:

**It's All in the Reflexes** - When you use a gun to solve a problem or overcome an obstacle, roll with Something Extra.

**Out for Blood:** When you single out a target for elimination and shoot them you do +1 harm.

**Feelin' Lucky Punk?** When you successfully Get in Someone's Face, you've managed to scare the hell out of them for good. Roll with Something Extra against them permanently.

**Who Looks Fabulous?:** Despite the smeared make-up, your character has an outward appearance more extravagant than others. While you are wearing your Glamorous Wardrobe, anytime you are called upon to roll+Smooth you can roll+Soul instead.

**Superfly:** Fire, explosions, machine-gun fire, it doesn't matter, You always keep your cool. No matter what happens, you, your hair and your clothes always look perfect.

## Thang:

**Signature Weapon:** Previously you had a magical enchanted flute, that you've now fashioned into a one shot pistol (2-harm, close, shiny). But the magic is still there: when you talk to your gun, ask a question and roll+Soul.

- On a 10+, it gives you a direct answer in a voice that only you can hear.
- On a 7-9, it tells you who knows the answer to your question in a voice only you can hear.

## Gear

- Crumpled but Glamorous Clothing
- Bottle of pills (strictly medicinal, of course)

## Questions to consider:

What do the voices keep telling you?

Outside of the pills, what else helps make the voices stay quiet?

## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

# Lt. Jethro Colgrove

*The prodigal son returns.*

War Vet Bopper seeking Cold Hard Cash

Suggested Theme Song: "Fortunate Son" by Creedence Clearwater Revival



## Stats

Might: +1  
Hustle: +1  
Smooth: +1  
Brains: +1  
Soul: +1

## HARM:

## Heat:

## XP:

*Then:* After daddy sold his fried chicken empire, the world famous Colonel Roscoe's Chicken Shack, he went aboard the SS Tangerine looking to find a new wife after momma passed (rest her soul). He came back with a hell of a story and a brand new wife... that took him for every penny he had. As the oldest of fifteen children, it forced you to leave the service and take care of the family.

*Now:* The only thing left was the Chicken Shack memorabilia, still kept in storage. The company producing the TV special wants to rent out the promotional vehicle Daddy drove as a setpiece for this big TV special. Who are you to turn down the chance to make a few bucks, as long as you can come along to keep an eye on your investment (such that it is).

### Moves:

**I Got a Buddy...** You've served with people all over the country. When you call upon an old military buddy to do you a small favor describe how you met and roll +Smooth. On a 10+, your friend can get you specialized access to information, minor supplies a place to stay or other items determined by the DJ. On a 7-9, it's going to cost you or you're not going to get exactly what you want.

**Brothers in Green:** When you meet someone else who served in the military, roll +Soul. On a 10+, you've got friends in common. Roll with Something Extra on social interactions with this character permanently. On a 7-9, you reminisce about your time in the service. Roll with Something Extra for the rest of the Scene.

**Gang:** The whole Colgrove family insisted on coming along, and can act as a small gang (2-harm, 0-armor).

**Warchief:** The rest of the family will follow you under normal circumstances, but there may be times you need to command your gang to stick their necks out, based on your words alone. When you try to impose your will on your gang, roll +Might. On a 10+, all three: On a 7-9, choose one:

- They do what you want.
- They don't fight back over it.
- You don't have to make an example of one of them.

**One for the Team:** When you or your gang would take damage, you can transfer 1-harm dealt to you to the gang itself or transfer one harm dealt to your gang to you.

**Thang: Sweet Ride:** Jethro brought along the world famous Bucket-mobile (1 Power 2 Looks, mobile)

**Gear:** Daddy's pair of antique .45 revolvers (2 harm, close, reload, loud)

### Questions to Consider

Name five of the brothers, sisters and cousins that came with you. What were you planning on doing after the military, before you had to become the head of the family?



## Basic Moves

### Deliver a Beatdown (Might)

When you **swing at somebody with the intent of killing, knocking out or disabling them**, roll +Might.

On a 10+ you deal your damage to the enemy AND choose one of the options below:

On a 7-9, you deal your damage to the target OR choose one of the options below:

- You avoid any counter-attack.
- Deal great harm (+1 harm).
- Deal 1 stun harm.
- Disarm your target.
- Blind, hold or otherwise disable your target (they deal -1 harm).
- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

On a 6 or less you deal no damage and your opponent can counter-attack and/or the DJ can make a move of his choice.

### Smoke His Ass (Hustle)

When you **take aim and shoot at an enemy at range**, roll+Hustle.

On a 10+ you have a clear shot—deal your damage. On a 7-9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot exposing someone (often yourself) to danger
- You have to take what you can get: deal 1 harm damage

### Take a Hit or Get Outta the Way (Might or Hustle)

There are two ways of handling that urge in other people - either by Taking the Hit, or Getting Out of the Way. Taking the Hit means you **shrug off the damage from a wound**, requiring you to roll +Might. Or you might want to Get Out of the Way by trying to **dodge a source of danger**, which instead requires you to roll +Hustle. Either way, on a 10+ you will avoid the harm completely. On a 7-9 you take half the harm (minimum 1) or you take no harm but the DJ can pick one:

- You're knocked down
- You drop what you're holding or have to pick up something else
- Somebody else takes the hit

On a 6 or lower, you suffer the full effects of the danger. Hope you've got some armor.

### Keep Your Cool (Various)

When you **act despite an imminent threat or work under pressure**, say how you deal with it and roll. If you do it...

- ...by powering through, +Might
- ...by getting out of the way or acting fast, +Hustle
- ...with quick thinking, +Brains
- ...through mental fortitude or serenity, +Soul
- ...using charm and social grace, +Smooth

On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch: the DJ will offer you a worse outcome, hard bargain, or ugly choice.

### Free Your Mind (Soul)

When you relax through meditation or pharmaceutical assistance and open up your mind to contemplate the current situation, Ask the DJ a question and roll+Soul.

On a 10+ the DJ will give you a truthful and mostly clear answer. On a 7-9, the DJ will give you a mostly truthful but cryptic answer.

### Get In Their Face (Might)

When you **attempt to get someone to act through violence or threat of violence**, roll +Might.

On a 10+ you choose two and then the DJ chooses one:

On a 7-9 the you choose one and then the DJ chooses one:

- They don't force you to carry out your threat.
- They give you what you want (or what they think you want).
- They don't try to deceive you.
- You deal them 1-harm.
- They flee or otherwise get out of the way.
- They offer you an alternative.

You avoid any repercussions.

### Getting What You Want (Smooth)

When you **have leverage and try to seduce or manipulate someone**, tell them what you want and roll +Smooth.

On a 10+ They do what you want and pick two:

On a 7-9 They do what you want and pick one:

- They act immediately.
- They do not demand immediate payment.
- They perform especially well.
- They are happy with the bargain.

### Scope out a Scene (Brains)

**After investigating the current Scene**, roll +Brains. On a 10+, ask 3 questions to the DJ. On a 7-9 ask 1.

When investigating the current Scene:

- What's the fastest Escape Route out of here?
- Is there anything hidden here?
- Who's in charge around here?
- Who's the toughest person in the room?
- Who's the most vulnerable person in the room?
- Who knows more than they're letting on?

Some moves may allow you to ask additional or different questions.

### Give Someone the Third Degree (Brains)

When you **analyze a person's responses while interacting with them** roll+Brains. On a 10+ Hold 3, on a 7-9 hold 1. While you are interacting with them, spend one hold to ask the player or DJ one question.

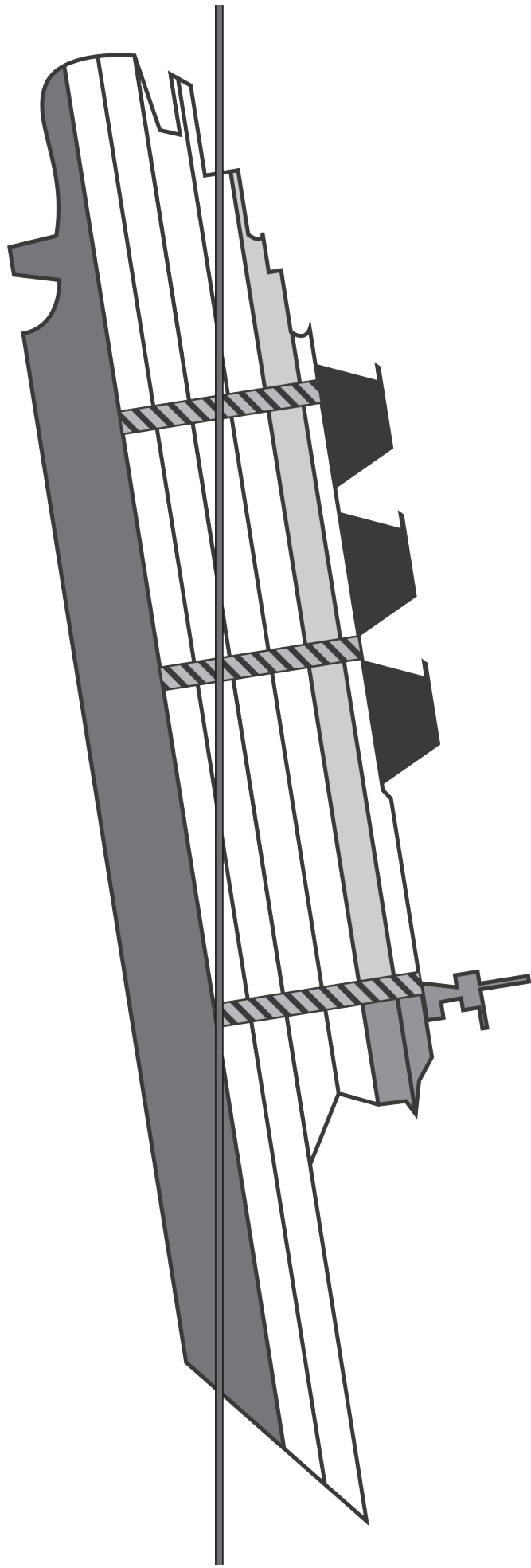
- Is your character telling the truth?
- What does your character intend to do?
- What does your character want me to do?
- How could I get your character to do \_\_\_\_\_ ?

Some moves may allow you to ask additional or different questions.

### Help a Brother Out (Hooks)

When you **directly assist someone you have Hooks with**, Roll+Hooks with them. On a 10+ they take +1. On a 7-9 you also expose yourself to danger or have to pay a cost.

# THE SS TANGERINE



# THE SS TANGERINE