

Cascadia Adventures 1

Save Our Ship

CASCADIA
ADVENTURES



TRAVELLER

Compatible Product

Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.

Cascadia Adventures 1

Save Our Ship

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Special thanks to George Minter and all the fine folks involved with MystiCon 2012

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About this book

This book is an adventure based in the alternate Traveller universe in which Gypsy Knights Games has been building. Specifically, the adventure takes place within the Cascadia subsector of the Clement sector.

To play this adventure, you will need to own the **Traveller Main Rulebook** (available from Mongoose Publishing) and **Subsector Sourcebook 1: Cascadia** (available from Gypsy Knights Games at Drive-Thru RPG or RPGNow). It is highly recommended that you have also read **The Hub Federation** (also available from Gypsy Knights Games). **The Hub Federation** contains information detailing the overall setting. Of course, you will also need the standard tabletop RPG equipment of dice, pencils and paper. Traveller uses two 6-sided dice and it is recommended that each player has their own pair.

The adventure is designed to be played with 2-9 players and 1 Referee. Nine pre-generated characters are provided with this adventure; however, other characters can be used. The pre-generated characters make up the crew of the *MV Dust Runner* and the pre-generated characters can also be used as NPCs if the Referee needs to fill the crew.

This adventure is designed to be part of a loosely connected series. Each of the adventures in this series begins in the Razz Casino located on the world of Chance. The characters, while engaged in interstellar commerce, also perform odd jobs for the owner of the casino, Carrie O'Malley. The adventures assume that the characters have known O'Malley for quite some time.

Referees wishing to use this adventure for characters in existing campaigns may wish to create a reason for their characters to be employed by the casino. While our set of pre-generated characters are tied to the casino by a personal friendship between Captain Zha and O'Malley, it could also be that other characters owe money to the casino and they

are paying a debt. It is also possible that O'Malley's personal assistant, Mr. Iskenderun, located the characters after observing them in the casino or another area on Chance.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. In February 2011, he founded Gypsy Knights Games. Since then, he has written several books in support of the company's alternate Traveller universe.

About the Gypsy Knights

The Gypsy Knights are a gaming club based in the southeast United States. The club started around a game of Traveller at a hobby shop in Chattanooga, Tennessee called The Royal Tiger in 1991. The group formed the core of the crew of the merchant ship Gypsy Rose. At the end of that campaign, one of the members of the group, Alan Mullican, coined the name "Gypsy Knights". It stuck.

Since then the group has spread out across the southeast US, played many other games and campaigns, and has thrown some fantastic parties at several conventions (you may remember us at Magnum Opus Con or Sci Fi Summer).

Now we have moved into a new phase that of creating products from some of those Traveller campaigns over the years. Our goal is to provide the "spark" for the imagination of a Referee, who can then go on to carry that flame to his/her gaming group. We hope our products perform this task.

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Merchant Vessel Dust Runner

Overview

MV Dust Runner is a 300 ton merchant vessel. The ship was built in 2320 by Anderson and Felix in the Hub system. The ship is owned and operated by Captain Crawford Zha. The previous owner named the ship for the amount of ore she had carried from various asteroid mining facilities.

The ship is a *Rucker*-class merchant vessel, though most refer to the ship class as an “Odd Job”. The ship class earned this nickname from the wide variety of jobs the ship has performed. *Rucker*-class vessels are common sights throughout the Clement sector.

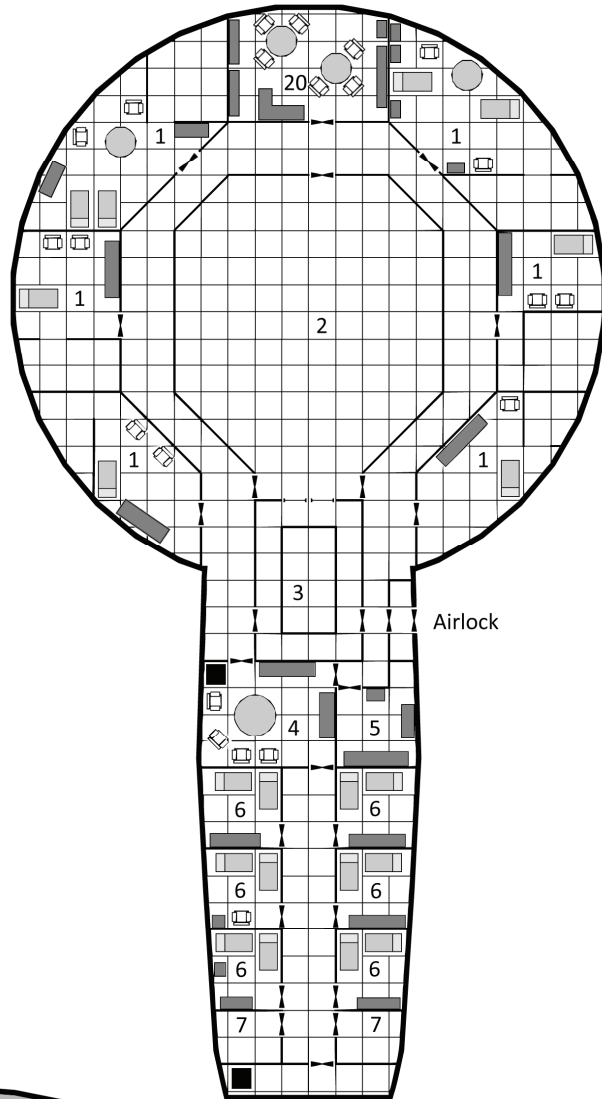
MV Dust Runner is registered with the government of Chance and thus avoids some of the taxes placed on ships registered elsewhere. The vessel is red with black accent stripes.



Cascadia Adventures 1: Save Our Ship

1. Passenger Stateroom
2. Cargo Bay
3. Airlock / Loading Bay
4. Crew Common Area
5. Store Room
6. Crew Stateroom
7. Crew Facilities
8. Bridge
9. Sensor Room
10. Captains Stateroom
11. Captains Office
12. Recreation Area
13. Medical Bay
14. Air / Raft Launch Bay
15. Engineering / Life Support
16. Zimm Drive
17. Manoeuvre Drive
18. Power Plant
19. Gunnery / Fire Control
20. Passenger Common Room

Lower Deck

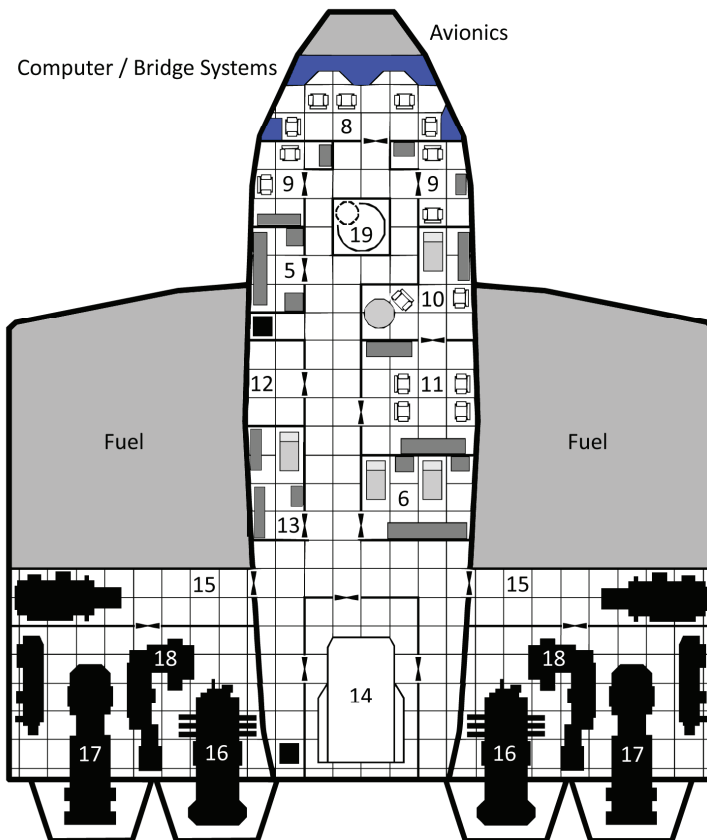


Airlock

Upper Deck

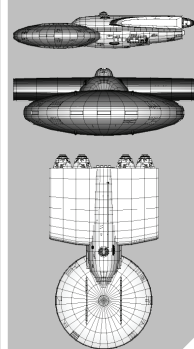
Computer / Bridge Systems

Avionics



RUCKER-CLASS FREE TRADER 'DUST RUNNER'

- Iris Valve
- Overhead
- Bed
- Seating
- Storage
- Ship Systems
- Elevator
- Furniture
- Sliding Hatch



Cascadia Adventures 1: Save Our Ship

Rucker-class Merchant Vessel "Dust Runner"

			Tons	Cost (Mcr)
Hull	300 tons	Hull 6		13.2
Armor	Streamlined	Structure 6		
	Crystaliron	4 Points	15	2.4
Zimm Drive C		2 parsec range	20	30
Maneuver Drive C		Thrust 2	5	12
Power Plant C			10	24
Bridge			20	150
Computer	Model 2	Rating 10		0.16
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Triple Turret (missile rack, beam laser, sandcaster)	1	3
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	46 tons	1 2 parsec jump and 2 weeks of operation	46	
Cargo	108 tons		108	
15 Staterooms		One converted to office	60	7.5
20 Low Berths			10	1
Extras	Ship's Locker			
	Air/Raft			0.275
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				2.08
Life Support Cost (Monthly)				0.04
Total Tonnage And Cost			296	249.905

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Pre-Generated Characters

Captain Crawford Zha

Age: 44 Male Homeworld: Kyiv (Cascadia 0503)

STR 7 (+0) DEX 8 (+0) END 7 (+0) INT 9 (+1) EDU 9 (+1) SOC 6 (+0)

Pilot-2, Astrogation-1, Broker-1, Carouse-1, Investigate-1, Jack Of All Trades-1, Mechanic-1, Persuade-1, Sensors-1, Vacc Suit-1, Zero-G-1, Computers-0, Engineer-0, Gun Combat (Slug)-0, Space Science (Planetology)-0, Trade-0

Cash on Hand: 4,000 Cr Pension: 12,000 Cr

Monthly Ship Payment: 166,000 Cr Current Debt: -30 MCr

Equipment: Commdot, Autopistol, Captain's Guild Membership

Ally – Carrie O'Malley (Owner of The Razz Casino)

Rival – Captain John "Jack" Johnson (Captain of the MV Torn Slip)

Contact – Larry Zyban (Roskilde Trade Kiosk Manager)

Contact – Captain Rose Foreman (Captain of the MV Buster Stubbs)

Captain Crawford Zha is 44 years old from Kyiv. He has worked for the past 24 years on independent merchant vessels operating in the Clement sector. Zha purchased *MV Dust Runner* from the Razz Casino. The previous owner had lost the vessel to The Razz due to outstanding gambling debts. Captain Zha took out a loan from Chance Bank and purchased the vessel.

Zha met the owner of the casino, Carrie O'Malley at the time of the purchase and has been close friends with her ever since. Some have speculated the relationship might be more than friendship, but neither Zha or O'Malley have ever publically said so.

The captain and crew of *MV Dust Runner* are approved by O'Malley to stay at a discounted rate at The Razz. Zha and his crew often perform services for the casino or O'Malley herself, though they are not employed by the casino.

Zha is sometimes gruff, but always practical. Many of the crew view Zha as a bit of a father figure. On most occasions, Zha is simply looking for a way to earn money to pay off the debt he has accumulated by purchasing the ship.

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Brent Ferreira

Age: 30 Male Homeworld: Cascadia (Cascadia 0705)

STR 7 (+0) DEX 7 (+0) END A (+1) INT 9 (+1) EDU 7 (+0) SOC 7 (+0)

Astrogation-1, Gun Combat (Slug)-1, Pilot (Starship)-1, Sensors-1, Stealth-1, Vacc Suit-1, Animals-0, Carouse-0, Computers-0

Cash on Hand: 110 Cr

Equipment: Commdot, Autopistol, Handheld Motion Sensor

Contact – Frank Calder (Roskilde System Control)

Contact – Zoe Herzog (Gagnon System Control)

Brent Ferreira is 30 years old from Cascadia. He spent four years in the Cascadia Colonization Authority. Most of his time in the CCA was spent as a bridge officer on board the survey ship CCAS *Meriwether Lewis*.

Following leaving the CCA, Ferreira signed on as the chief bridge officer of MV *Dust Runner*. He has been on board MV *Dust Runner* for the past eight years.

Ferreira is a consummate professional when on the bridge of the *Dust Runner*. However, when not working, he can often be somewhat immature. This can grate on the nerves of many of his crewmates.

Ferreira is obsessed with the newest forms of entertainment and is currently following the holovid *The Adventures of Superpirate* avidly.

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Brandon Howell

Age: 38 Male Homeworld: Catalunya (Cascadia 0202)

STR 7 (+0) DEX 6 (+0) END 6 (+0) INT 8 (+0) EDU 7 (+0) SOC 8 (+0)

Zero-G -2, Astrogation -1, Engineer (Zimm Drive)-1, Jack of All Trades-1, Mechanic-1, Pilot (Starship)-1, Vacc Suit-1, Animals-0, Carouse-0, Computers-0, Gun Combat (Slug)-0

Cash on Hand: 150 Cr

Equipment: Commdot, Autopistol

Rival – Captain Andrew Stance – MV Kiswalia

Contact – Pierre Cosimo – Owner of the Tree of Life Tavern (Roskilde Main Upport)

Contact – Megan Benedict – 1st Officer, MV Mad Dog Belle

Brandon Howell is 38 years old and is from Catalunya. Howell spent 12 years on *Olot*, a transport ship operated by the Catalunyan Navy. During that time, he became the 4th Officer of the ship.

In the Catalunyan Navy, 4th Officer generally means “You do the things no one else wants to do.” Therefore, Howell has learned to be able to do a little of everything on board a starship.

Howell has been with *MV Dust Runner* for eight years. He was hired on board just before Brent Ferreira. Howell still holds a bit of a grudge against Ferreira in that he feels Ferreira is younger and should not be an officer.

Howell keeps his hair long and often has an unkempt beard. He is sometimes profane and occasionally talks to himself. Howell holds on to grudges from slights and this can make him somewhat difficult with which to deal.

One of these grudges is held against Captain Andrew Stance of *MV Kiswalia*. Howell and Stance served together on *Olot* and Howell believes that Stance must have

cheated someone to get to a position where he can own a starship.

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Noah Santos

Age: 34 Male Homeworld: Marlowe (Cascadia 0708)

STR 8 (+0) DEX 8 (+0) END 8 (+0) INT 9 (+1) EDU A (+1) SOC 7 (+0)

Engineer (Zimm Drive)-2, Engineer (Maneuver Drive)-2, Leadership-1, Mechanic-1, Melee (Blade)-1, Navigation-1, Computer-0, Gun Combat (Slug)-0, Trader-0, Science (Astronomy)-0, Vacc Suit-0, Zero-G -0

Cash on Hand: 350 Cr

Equipment: Commdot, Toolkit (High Quality), Autopistol, Cutlass

Ally – Sunni Barnes – Chief of Security (Razz Casino, Chance)

Contact – Rene Janik – Staff Officer, Roskilde Navy (Roskilde Main Upport)

Contact – Ziggy Dean – Staff Officer, Gagnon Naval High Command (Gagnon)

Although now on an independent merchant vessel, Santos is still extremely proud of his service in the Marlowe System Navy. Santos spent 12 years as an engineering officer on board *MSNS Feisty Cat*, a system defense vessel.

Santos has been on board *MV Dust Runner* for four years as the first officer and chief engineer. He keeps his hair within military regulations and is always dressed sharply.

While his rank is no longer official, he continues to insist that people refer to him as “sublieutenant” rather than use his first name. This grates on some of the crew of *Dust Runner* and some use the rank sarcastically, but he remains proud of it.

He was awarded a cutlass as a symbol of rank in the Marlowe Navy. Rather than, as most do, leave it hanging in his quarters, Santos prefers to wear it at all times. Provided the local legal situation will allow him to wear the cutlass, Santos will do so.

Santos has been in a relationship with Sunni Barnes, the chief of security at The Razz Casino. The couple has been engaged

for a short time and while they plan on getting married, no firm date has been set.

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Ethan Mau

Age: 38 Male Homeworld: Joseon (Cascadia 0610)

STR A (+1) DEX A (+1) END 8 (+0) INT 7 (+0) EDU 7 (+0) SOC 6 (+0)

Carouse-2, Gun Combat (Slug)-1, Gun Combat (Laser)-1, Leadership-1, Melee (Unarmed)-1, Recon-1, Sensors-1, Stealth-1, Survival (High Pressure)-1, Tactics (Military)-1, Animals-0, Computers-0, Survival (Cold)-0, Vacc Suit-0

Cash on Hand: 30 Cr

Equipment: Commdot, Laser Rifle (TL11)

Rival – Mikhail Ambrose – Security Officer (Razz Casino, Chance)

Contact – Astrid Mabijs – Sergeant, Roskilde Security Forces, Roskilde Main Upport

Contact – Zane Herrera – Sergeant Major, Gagnon Security Force, City of Missoula (Gagnon)

Ethan is 38 years old and was born in the city of Sarim on Joseon. At the age of 17, Mau left Joseon and immigrated to Cascadia. There he started to attend college, but left after one semester and joined the Cascadia Army in a cavalry division.

Mau spent 20 years in the Cascadia Army. He joined the crew of *MV Dust Runner* two years ago. He is currently the ship's chief of security.

While in the Cascadia Marines, Mau left his cultural bias against cold drinks behind him. Indeed, some would say, he became obsessed with them. Mau is a heavy drinker and this can cause him to become involved in some sticky situations. However, most of the time, Mau is still sober enough and resourceful enough to extricate himself from the situation.

Mau has developed a hero-sidekick relationship with the gunner, Riley Yee. She looks up to Mau and often defends Mau to the crew and Captain Zha.

Mau has been thrown out of The Razz Casino twice over the past two years for drunk and disorderly behavior. Captain Zha

has had to smooth this over on both occasions with the ownership of the casino.

Mau has a strong dislike for one of The Razz security officers, Mikhail Ambrose. The men truly dislike one another and Mau often goes out of his way to anger Ambrose.

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Riley Yee

Age: 34 Female Homeworld: Monroe (Cascadia 0107)

STR 9 (+1) DEX B (+1) END 9 (+1) INT 7 (+0) EDU 7 (+0) SOC 5 (-1)

Gunner (Turret)-1, Gun Combat (Slug)-1, Streetwise-1, Survival (Cold)-1, Tactics (Naval)-1, Tactics (Military)-1, Animals-0, Computers-0, Trade-0, Vacc Suit-0

Cash on Hand: 300 Cr

Equipment: Commdot, Snub Pistol, Advanced Combat Rifle (TL10)

Armor: Subdermal (Chest; Rating(3))

Contact – Jerry Sten – Corporal, Roskilde Security Forces, Roskilde Main Upport

Contact – Jordan Lynch – Sergeant, Gagnon Security Forces, City of Missoula (Gagnon)

Riley Yee is 34 years old and was born in the city of Challenger-Vasquez on Monroe. At the age of 17, she joined the Monroe Armed Forces. Yee spent the next 16 years as a gunner on a troop transport.

Yee is designated Chief Gunnery Officer on *MV Dust Runner*. On most occasions, she serves as the second security officer with Ethan Mau overlooking the loading and unloading of cargo.

Yee has a large degree of hero worship for Mau. She is regarded by most as his sidekick. Though neither have romantic feelings for one another, many often assume the relationship is of that nature. This infuriates Yee.

Yee can be quite impulsive. This often leads her to get into trouble, thus causing one of the other crewmembers (often Mau if he is sober) to have to extricate her from the problem.

Yee is often rude and has few social graces. This often causes her to be awkward in social situations.

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Angelina "Caro" Carerra

Age: 34 Female Homeworld: Dimme (Cascadia 0805)

STR 6 (+0) DEX 7 (+0) END 7 (+0) INT 9 (+1) EDU B (+1) SOC 9 (+1)

Medic-2, Computers-1, Gun Combat (Slug)-1, Jack of All Trades-1, Life Sciences (Biology)-1, Social Science (Psychology)-1, Vacc Suit-1, Animals-0, Carouse-0, Engineer (Maneuver Drive)-0, Remote Operations-0

Cash on Hand: 750 Cr

Equipment: Commdot, TL11 Medkit, Autopistol

Rival – Walter Claire – Private Physician, Roskilde Main Upport

Contact - Nick Stiles – Medical Examiner, City of Jensen (Roskilde)

Contact – Virgil Beck – Doctor in Residence, Missoula General Hospital (Gagnon)

Angelina Carerra has been a doctor for 12 years. She was born on Dimme, but went to medical university on Roskilde. She has spent ten of her twelve years as a doctor on board independent merchant vessels as a ship's doctor. She has been on board *MV Dust Runner* for the past four years.

Carerra is highly educated and tends to use a vocabulary which reflects this. Sometimes, this causes some of the other crew members to regard her as a bit snobbish.

Carerra is dedicated to the safety of her patients. While most of the time, she treats simple cuts and bruises, she is also prepared to aid the crew out of any troubles which they have found themselves. Many times, this requires a hangover remedy for Mau or a bandage for Yee.

During her previous employment on board *MV Tranquil Sunshine*, she was required to be a third engineer. It was there that she learned basic operation of the ship's maneuver drive.

Carerra generally gets along well with most people. However, she and Dr. Walter Claire have hated each other since medical school. Carerra will not discuss this with

anyone, but the hatred stems from a time when Claire attempted to date her. Claire badgered her constantly and she detests him for it.

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Mitchell Lee

Age: 34 Male Homeworld: Talca (Cascadia 0709)

STR 7 (+0) DEX B (+1) END A (+1) INT 7 (+0) EDU 7 (+0) SOC 4 (-1)

Streetwise-2, Deception-1, Gambler-1, Gunner (Turret)-1, Gun Combat (Slug)-1, Melee (Short Blade)-1, Stealth-1, Animals-0, Computers-0, Remote Operations-0, Vacc Suit-0

Cash on Hand: 120 Cr

Equipment: Commdot, Body Pistol, Blade

Rival – Soichira Auer- Professional Gambler (Chance)

Contact – Grace Abbot – Petty Thief (Roskilde Main Upport)

Contact – Alyssa Wang – Restaurant Cook/Convicted Criminal (City of Missoula(Gagnon))

Mitchell Lee had a difficult childhood on Talca. He had to scrounge most of his life. As he grew older, he discovered he had a real knack for obtaining items which people needed. Usually, but not always, this involved circumventing existing law.

Through this sort of behavior, he gained the attention of Captain Zha. When Zha got his own ship, he then located Lee and put him to work as an acquisitions expert. If the ship or crew needs anything, Zha sends out Lee. Lee will locate whatever is needed one way or another.

Unfortunately, Lee also has a gambling addiction. This can be problematic for the crew as they often stay on Chance. Lee has attempted to stay away from gambling, but, of late, has had little success.

Lee also has a running feud with professional gambler Soichira Auer. Auer has accused Lee of cheating in the past and it has created bad blood between them. Auer even had him arrested by security at The Arch which has resulted in Lee not being able to return to that casino.

Lee is well-liked by the crew, but no one trusts him. Many of the crew feel as if

Lee might steal from them at any time, even though Lee has not stolen from anyone on board *Dust Runner* since Zha hired him.

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Madison Acuna

Age: 30 Female Homeworld: Fairfax (Cascadia 0105)

STR 7 (+0) DEX 7 (+0) END 8 (+0) INT 7 (+0) EDU A (+1) SOC 7 (+0)

Art (Writing)-2, Comms-1, Deception-1, Gun Combat (Slug)-1, Investigate-1, Medic-1, Streetwise-1, Animals-0, Carouse-0

Cash on Hand: 1200 Cr

Equipment: Commdot, Press Credentials, Autopistol

Ally – Perry Thomas – Fairfax News Agency

Contact – Monica Akillia – Roskilde News

Contact – Horst Vondel – V&K Private Investigations (Jensen, Roskilde)

Contact – Susan Porter – Urban Crime Reporter, Gagnon Press (City of Missoula)

Madison Acuna is a 30 year old independent journalist. She was born and educated on Fairfax. Since she was 18, she has been traveling across the Clement sector and reporting on what she finds.

Madison has discovered that the best way to see the real Clement sector is to travel with independent trading vessels rather than on cruise ships or corporate vessels. She writes these stories and then, when she jumps into a new system, files the story with the local press.

Madison has taken the position of “permanent passenger” on *MV Dust Runner*. While she has no official shipboard duties, she often offers her assistance when there is something she can do.

Madison is always on the lookout for a new story. However, this can lead her to be somewhat too inquisitive and a bit pushy. Several of the crew regards her as “nosy”, but she is generally well-liked.

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If you intend to be a player in this adventure, you are advised to stop reading now. Reading further will reveal details of the adventure which will hinder your enjoyment of it.

The Plot

The overall plot of the adventure is that, Bruno Magneson, the leading candidate for election as Enlightened One of the planet of Roskilde, has gone missing. He had intended to spend two days at the Razz Casino on Chance and then return home. The Razz Casino was going to pick up the tab for this visit and send one of its ships, *Royal Flush*, to ferry Magneson back and forth. However, the ship never returned to Chance.

The owner/manager of The Razz Casino, Carrie O'Malley will hire the characters to find Magneson, *Royal Flush* and its crew. The characters will need to travel to Roskilde and investigate.

Information concerning the investigation can be found by many methods. One of the methods which we feel encourages roleplay is the use of contacts to speak to the characters and pass on information. If the Referee likes, this information can be obtained in other methods.

The adventure is written with the idea that the pre-generated characters will be used by the players. If this is not the case, then the contacts can be assigned to the characters used or they can be used as NPCs.

During the investigation, the characters should learn that *Royal Flush* crewmembers were killed and replaced with persons using holoimagers to pose as those crewmembers. Those false crewmembers then allowed armed hijackers into the ship.

The hijackers were hired by one of Magneson's rivals, Anders Whitney. Whitney intends to have Magneson and the ship hijacked and taken to Monroe. There the ship was to meet another vessel owned by the mercenary group Whitney hired. Magneson would be held there long enough for Whitney to win. Following Whitney's win, he intends to imprison Magneson for a host of trumped-up crimes.

Unfortunately, this does not go to plan. During the hijacking, errors are made and the ship does not engage its Zimm drive properly. This takes the ship both off course and to a destination short of the two parsecs intended.

The hijackers are now stuck in open space with a limited food supply and a lack of the correct parts to repair *Royal Flush*'s Zimm drive. The mercenary company is now conducting a search for the lost ship with the ship that had been waiting for them at Monroe.

The characters will now have to race against time and the mercenary company to save Magneson and *Royal Flush*.

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The Razz Casino

Overview

MV Dust Runner has returned to Chance after a reasonably profitable cargo run to Kyiv. The crew, as usual, has booked a stay for a week at The Razz casino and hotel.

The Razz is owned and managed by Carrie O'Malley, the daughter of Vincent O'Malley. Vincent O'Malley is the current chairman of Chance Holdings Limited (CHL), the company which governs the planet.

As stated in the character information, Captain Crawford Zha is a close friend of Carrie O'Malley. If you have chosen to use characters other than those pre-generated, you may consider having a few short adventures where the crew gets to know O'Malley and The Razz. A less time consuming way to do this is for the Referee to have established that the captain/leader of the characters knows O'Malley in some way as a contact.

The Razz is dedicated to the idea of non-electronic styles of gambling. Unlike other casinos, there are no holographic cards, no robot dealers, no computerized gaming. There are no slot machines and robots are not allowed on the property.

All games in the casino are table games. Roulette, dice games such as craps, and card games such as blackjack. There are many variations of poker played here as well including razz, the namesake of the casino. Referees are encouraged to allow any interested characters to try their hand at one or more of the games.

The décor of The Razz is quiet and elegant featuring wood panels and painted walls rather than holoscreen walls. The wood panels are dark and were imported by the casino from many different worlds.

While the décor and the gaming tables are non-electronic, one should never assume the same of security. The Razz is filled with state of the art sensors to monitor guests and players at almost all times. In

Carrie O'Malley

STR 5 DEX 6 END 7 INT 9 EDU 9 SOC 9
Age: 86 (35)

Skills: Admin-2, Broker-2, Gambler-2, Persuade-2, Steward-2, Advocate-1, Carouse-1, Deception-1, Computers-0, Streetwise-0, Vacc Suit-0

Carrie O'Malley was born shortly after her father and the other members of CHL founded the colony at Chance. As an only child, Carrie grew up with her father teaching her the family business. As Vincent O'Malley grew older, more of the day to day operations of The Razz fell to Carrie.

Carrie's attention to detail, design, and even security is legendary. It is this dedication that is often credited for the success of The Razz and its place as the most popular casino on Chance. She can often be seen on the casino floor, accompanied by her bodyguards and Robert Iskenderun, her personal assistant, checking the games, entertainment and food personally.

Carrie is tall and strikingly attractive. She keeps shoulder-length blonde hair and flashing blue eyes. Though Carrie is in her 80s, continued anti-aging treatments have kept her youthful appearance.

addition, while the people seen on the floor of the casino are often unarmed, there are highly trained and heavily armed combat personnel at the ready to solve any problems on the casino floor.

The Meeting (Essential Scene)

After a day or so of the characters enjoying all that the casino has to offer, Robert Iskenderun will approach Captain Zha

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(or another character with a connection to Carrie O'Malley). He will request that the captain and his crew come to O'Malley's penthouse office within the next hour.

With The Razz being located underground, the penthouse is on the bottom floor rather than the top. O'Malley's office can only be accessed by a special code for a secure express elevator. Iskenderun will give the character the code for today.

When the characters arrive at the bottom of the elevator, they are allowed into a foyer with three armed guards. O'Malley's office is at the end of a long hallway. The hallway is loaded with security including laser weapons hidden behind panels in the wall. There are armed guards outside the door to O'Malley's office as well.

Once allowed inside, the characters will discover that the ban on holographic walls does not extend to O'Malley's office. Her walls are covered in panels which give the illusions that the office is on top of a large building rather than the bottom. The holopanel depicts a fictional cityscape which changes as time passes.

O'Malley asks the characters to be seated and then begins to explain why she has called them here. It seems that The Razz keeps several modified *Rucker*-class ships called "whale" ships. These ships are dispatched to pick up wealthy customers (called "whales" by the casino) at their system of origin. The ship then returns the "whale" to the casino in style and comfort. All manner of creature comforts are provided to the wealthy gambler on his/her trip to the casino.

Once at the casino, The Razz treats the "whale" to top notch service unlike anything provided to a normal guest. This treatment is very popular among the wealthy of the Clement sector and The Razz is certainly not the only casino providing this sort of service.

Unfortunately, one of these ships has gone missing. This particular ship, *The Royal Flush*, was sent to Roskilde to pick up a wealthy client for a two day stay at the casino. The ship did not return at the appointed time and is now two days late.

The Format

Within this adventure, you will find different types of scenes which can be used to advance the story. The **Essential Scene** is a scene which is required to move the story forward. These are moments which are essential to the overall plot.

Optional Scenes are moments which can be used at the discretion of the Referee. These are scenes which can add flavor to the story, give character building moments or to provide a "red herring".

Contact Scenes are moments which the characters can "unlock" by visiting or contacting a contact, rival, or ally. These are excellent times for role-playing as the Referee can embody the contact and deal with the character.

O'Malley says that being a bit late is not unusual, but two days was the length of the stay and she was given to understand the client had a tight window under which to operate. Now two days late, O'Malley fears that something has happened to the ship.

The ship was assigned to go to Roskilde to pick up Bruno Magneson. Magneson is one of the four men being considered for the position of "Enlightened One", the highest office in the Roskilde government and of the local religion, The Religion of the Spirit of the Universe.

The ship was asked to arrive in "subtle" mode, which changes the color scheme of the ship. This was both for security reasons and to keep the ship's intent a secret. In addition, the vessel used a false name "*MV Hera's Will*" while in the Roskilde system. While the Roskildan religion does not forbid gambling, a candidate with a gambling habit (some would say addiction) could lose votes and could even be disqualified.

O'Malley says that there are several possibilities for what happened to the ship. There could have been a malfunction, one of Magneson's rivals could have found out, or

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one of the other casinos could have pulled some sort of “dirty trick”.

O'Malley offers 10 thousand credits to the characters for simply finding out what happened to the ship. She will pay 25,000 if the characters can recover *The Royal Flush* and return it to Chance. In addition, she will provide the characters with a voucher to cover the fuel cost from Chance to Roskilde and from Roskilde to Chance. The voucher will also cover fuel for *The Royal Flush*, in case that is needed.

Assuming the characters take the job, O'Malley will insist that they be on their way to Roskilde as soon as possible.

Table Games (Optional Scene)

The Razz offers several table games for the entertainment of guests. Characters may wish to try their hand at one of these games. The following is a short explanation of the most common games in the Razz Casino and how the Referee can quickly resolve it for the players.

These are bare bones explanations and Referees are encouraged to read more about the intricacies of these games if they expect that their players may wish to embark on a side trip of gambling during the adventure.

Referees are encouraged to engage in this scene before “The Meeting”. If O'Malley or any of her senior staff (like Iskenderun or Barnes) see the characters gambling after “The Meeting”, they will insist that the characters get going to Roskilde. Characters continuing to gamble after this warning will find O'Malley giving the job to someone else or lowering the amount of pay she is offering.

Blackjack

The goal of blackjack is to have cards which equal 21. Players do not play against one another, but rather against the dealer. The dealer deals out one card face down and one card face up. More cards can be

requested, known as a “hit”. The winner is the person who gets closest to 21 without going over.

Numbered cards hold the value of the number on the face of the card. Jacks, Queens, and Kings have a value of 10. Aces have a value of either 1 or 11.

Referees may choose to have the player roll for each individual hand, a certain time increment, or the full time played. In playtesting, we found that simulating about five hands in one die roll is best.

Playing 5 Hands of Blackjack: Gambler, INT, 4-6 minutes, Difficult (-2)

Baccarat

All of the casinos on Chance have open table games of a variant of baccarat called “The Chance Variant” or, derisively, as “Punto Chance”. It is a variation of the form of baccarat known as punto banco in which a casino dealer acts as the banker and deals to a player from a shoe. The shoe always contains 5 decks of cards.

In this variant, players are playing against the dealer (or “bank”) and are dealt two cards. An additional card may be taken by the player if they so desire. The object is to have cards with a value of 9 or as close to 9 as one can get. Cards numbered 2-9 count as their numerical value, Aces have a value of 1, and 10s, Jacks, Queens, and Kings have a value of 0.

The value of cards added together is always the number in the ones place. So if one has a 2 and 5, one has a total of 7. If one has a 6 and 7 (6+7=13), one has a total of 3 (not 13).

This variant is often derided by high rollers and other wealthy and experienced gamblers as being “watered down”. More traditional forms of baccarat (of the traditional punto banco form and the chemin de fer form) can be arranged for “whales” and other high rollers in private rooms.

Characters wishing to engage in a few short term hands should stick to playing the

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Chance variant. A game of Baccarat (punto banco or chemin de fer) can become a tense and delicate dance between wealthy players. Referees are warned that an involved game of baccarat may take more time than they are willing to spend on an optional scene.

Playing 5 Hands of Baccarat (Chance variant): Gambler, INT, 4-6 minutes, Difficult (-2)

Playing 1 Hand of Punto Banco or Chemin de Fer: Gambler, INT, 2-8 minutes, Very Difficult (-4), Opposed.

Poker

Poker is a game of skill where individuals wager on the strength of the value of a hand of cards. Some or all of the cards may be hidden from other players. Certain combinations of cards are ranked as to which combination, when compared to the combination held by other players, determine the winner. Usually this is a combination of 5 cards.

The wide variations of the game of poker are beyond the scope of this document. The most common found on Chance are stud, draw, and hold 'em. Each of these types has a number of variants as well such as Omaha and Razz.

The variations known as Razz and Omaha are the namesakes of casinos on Chance. Both casinos highlight their namesake variants within their casinos.

Razz is a variant of stud poker in which the object is to get the lowest ranked hand possible rather than the highest. In Razz, the best hand one may achieve is called "a wheel" (and Ace-5 straight).

Players are dealt 7 cards they may use to build this 5 card hand. There is a round of betting followed by an opportunity for the player to discard and redraw a certain number of cards. In The Razz Casino, players are allowed to discard up to all 7 cards if they wish.

There is a second round of betting and then the cards are revealed. The player with the lowest hand wins the pot.

Playing 1 Hand of Razz: Gambling, INT, 2-5 minutes, Difficult (-2), Opposed

Playing an entire game of Razz: Gambling, INT, 3-10 hours, Difficult (-2), Opposed

Playing a friendly game of Razz: Gambling, INT, 1-6 hours, Average (+0), Opposed.

Drinking (Optional Scene)

There are several bars located within the casino and plenty of opportunities for characters to take a few drinks. For some (like the pre-generated character Ethan Mau), it may be the first thing they do when they arrive on Chance.

While it is possible that some characters may enjoy one or two drinks and some socializing, some will seek to drink much more than that. In that case, skill checks can be made to find out the exact effects.

Drinking three alcoholic drinks: Carouse, END, 1-2 minutes, Average (+0)

For every second drink after the third, increase the difficulty by one level. Failure indicates impairment has begun.

Impairment increases the difficulty by one level of any skill attempted over the next 30 minutes. Continued failure of the drinking task increases the difficulty and the time period of impairment.

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Gladiatorial Games, Comedy Shows, And Musical Acts (Optional Scene)

The Razz Casino offers many other forms of entertainment. Characters may seek to attend one of the many shows. Ticket prices for all the events are between 100-1000 credits, depending on how far back from the stage one is seated. There are two shows each night 7pm and 9pm.

The current act on the Comedy Stage is Janos Lahiri. Lahiri is a former member of the Annie Feingold show. Lahiri gained great popularity in Feingold's Travel Show with his observations about the pain of life. Often Lahiri uses self-deprecating humor concerning his own bouts with depression and loss.

The current act on the Music Stage is Orange Rocket. Orange Rocket uses a blend of traditional instruments and modern electronic devices to produce an orchestral sound.

The four members of the group are sometimes not even on stage themselves, but rather allow for fictional holographic characters to take the stage for them. These characters can change at the whim of the band members and many fans attempt to guess (or, on Chance, bet) as to which characters will show up on stage.

These holographic characters will often perform stunts such as flying across the theater and appearing randomly among the crowd.

The most popular of the theater shows is gladiatorial combat. These shows take place in a theater made by design and holography to be an ancient Roman coliseum.

Gladiators fight one-on-one battles against one another using a variety of melee weapons. On rare occasions, the Razz will stage battles between teams of gladiators.

However, these battles are not to the death. An experienced combat medic is employed as a referee in the matches. When the referee determines that a combatant is

too injured to carry on at "peak performance", the match is ended. This determination is entirely up to the referee who uses his/her experience both with combat injury and the players themselves as a guide.

Bets are made concerning the outcome, the time of first blood drawn, and even such events as the first dropped weapon or the first damaged helmet. Characters wishing to make bets on the event should use the following skill check:

Betting On A Gladiatorial Match: Gambling, INT, 3 minutes, Difficult (-2)

Bets can be made in increments of 10 credits. The majority of persons betting on the event tend to bet 100 credits, though some bet as little as 10 or as much as 1 megacredit.

Contact Scenes

Several of the pre-generated characters have contacts in The Razz and on Chance. If you are using characters of your own creation, you may wish to extend this courtesy to your players as well.

Soichiro Auer (Rival of Mitchell Lee) –

Soichiro is a professional gambler who lives on Chance. He frequents The Razz and The Omaha. Soichiro is a rival gambler of Mitchell Lee and, even though he tries not to make gambling personal, he enjoys defeating Lee at every opportunity.

Soichiro is 42 years old and is from Talca. He is loud, boisterous, and constantly wearing sunglasses. He will taunt other players during games in order to intimidate them and has a habit of calling everyone "baby".

Soichiro can provide no information to the players, but can provide a foil for Mitchell Lee or any gambling character.

STR 5 DEX 8 END 8 INT 9 EDU 7 SOC 6

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Skills: Gambler-3, Carouse-2, Deception-2, Persuade-2, Streetwise-1, Broker-0, Gun Combat (Slug)-0, Melee (Unarmed Combat)-0

Mikhail Ambrose (Rival of Ethan Mau) -

Mikhail is security officer at The Razz. Mikhail lives near the casino in a local apartment complex with his wife and daughter.

Mikhail is 32 years old. His family moved to Chance from Fairfax when he was young. He tends to be quiet and take on a silent but tough image on the casino floor. He has a tight military style haircut and ice blue eyes. When he isn't intimidating patrons of the casino who get out of line, he is exercising and lifting weights.

While Mikhail can provide no information to the players, Mikhail will show up from time to time to intimidate Ethan Mau or any other character who chooses to drink a bit too much.

STR B DEX 8 END A INT 6 EDU 5 SOC 5

Skills: Athletics (Strength)-2, Persuade-2, Recon-1, Streetwise-1, Carouse-0, Gun Combat (Slug)-0

Sunni Barnes (Ally of Noah Santos) –

Sunni is the Chief of Security of The Razz Casino. Sunni is also the love interest of Noah Santos, one of the pre-generated characters. If you choose to not use the pre-generated characters, the Referee can choose to make Sunni an existing love interest or a potential love interest of another character.

Sunni is an attractive woman with long red hair which she keeps in a ponytail. She is somewhat short (5'4" or 162.5 cm) but often intimidates those much taller than she.

Sunni has information concerning Magneson's visit. She will only tell this to a character with which she has become close.

Sunni can also say that *Royal Flush* carried two additional security personnel on

Bruno Magneson

STR 5 DEX 5 END 4 INT 8 EDU B SOC A
Age: 76 (42)

Skills: Advocate-3, Admin-2, Carouse-2, Diplomat-2, Gambler-2, Deception-1, Persuade-1, Vacc Suit-0, Computers-0

Bruno Magneson was born on Roskilde in 2266. Magneson's parents had immigrated to Roskilde from Earth in the second wave of colonists to come to the world. Magneson studied law at Jensen University. He practiced law for several years until he became involved in legal affairs for the Roskilde government.

Magneson began to develop a gambling addiction during the days of his legal practice. He spent some time on Chance and became enamored of razz and blackjack. He has tried to hide this as he is not only embarrassed by it but also knows it could damage his career.

He has since become one of the candidates for The Enlightened One. The Enlightened One is the head of not only the government of Roskilde but also the Roskilde religion. At the time of this adventure, Magneson is the leading candidate.

Magneson has had anti-aging treatments since he was 42 years old, which holds his appearance and health to that point. He is of medium height and keeps his blonde hair short.

board. Magneson had requested that these two guards be armed at all times

STR 9 DEX 9 END 9 INT 8 EDU 7 SOC 6

Skills: Admin-2, Gun Combat (Slug)-2, Investigate-2, Melee (Unarmed Combat)-2, Persuade-2, Recon-2, Comms-1, Computers-1, Diplomat-1, Leadership-1, Sensors-1, Streetwise-1, Carouse-0, Medic-0, Steward-0

Roskilde News Service

Elections for Enlightened One Continue

Jensen - A question and answer period was held yesterday with three of the four candidates for Enlightened One attending. Leading candidate Bruno Magneson did not attend. Magneson's failure to appear could endanger his chances for election.

Magneson, 76, who was chosen for his years of service to government, religion, and charity, had been scheduled to appear for several weeks.

Officials close to the candidate cited health reasons for his failure to appear. RNS reporters were unable to reach Magneson for comment. Douglas Hodgman, a candidate popular with the military, spoke to RNS and said "I'm sure Mr. Magneson has a satisfactory explanation."

Bodies Found Outside Popular Starport Tavern

Two bodies were found in a maintenance alley behind Lightning Bolt, a popular tavern on Roskilde Main Upport. The bodies have not been identified but are said to be male. The bodies did not match any local records leading law enforcement to believe they could be offworlders. The bodies were found nude and appeared to have been beaten.

Entertainment News

The Ducks of Death will be playing tonight in the Roskilde Main Upport's Harrison Theater. Frontman and lead electric triangle player Jeremy Byrd said the popular band intended to engage

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Roskilde

Overview

The characters will arrive at Roskilde and begin to look into the disappearance. By investigation and talking to several contacts or NPCs, they should be able to ascertain several facts including:

- 1> *Royal Flush* did arrive at Roskilde on schedule.
- 2> Once there, the captain/pilot and second officer/engineer went for drinks and a meal at The Lightning Bolt.
- 3> While there, they were attacked, killed, and replaced by members of a mercenary company hired by Anders Whitney.
- 4> When *Royal Flush* left the system, its Zimm Drive failed.
- 5> *Royal Flush*, when it left the system, only traveled one parsec. Meaning it is currently stranded in empty space or at Fairfax.
- 6> Local authorities are aware that the ship malfunctioned; however, they believe the ship is lost. They have informed the Megaran government of this loss, as they believe *Royal Flush's* cover story of being Megaran merchants.
- 7> The mercenary company is currently conducting a search for the ship.

Arrival (Essential Scene)

When the characters arrive in the Roskilde system, they will be required to contact system control at the Roskilde Main Upport. As they do so, they can choose to accept to download the local news. If they do so, they should be shown the news from the previous page.

Roskilde is an important stop on the trade route between Hub and Cascadia. Most goods traveling to and from these two

Torus

If you as a Referee are unfamiliar with the concept of a torus shaped starport, the best way to imagine it is to picture a doughnut. The outer layer of the doughnut is the location of the starship docking areas. In these areas, the gravity plates are facing away from the doughnut hole, so that the "ceiling" is the outer layer of the doughnut.

Where this can become confusing is that on the interior of the torus, the gravity plates are facing the opposite direction. So that up is toward the "doughnut hole" and "down" is the direction toward the doughnut's outer layer.

The torus design for a starport is a real concept originated in 1975 at a NASA study at Stanford University (thus why it is often called a "Stanford Torus"). To understand a toroidal station, you can do no better than to view the art of Don Davis. Davis painted the pictures for this 1975 study. Though they are public domain and could have been added here, there are a bit too 1970s for this work. However, they are still an excellent resource. Interested parties can locate these works at <http://settlement.arc.nasa.gov/70sArt/art.html>.

worlds come through Roskilde. As such, the current Enlightened One saw the need to stop all vessels, inspect them, and charge them a 300 credit fee. As the fee is much cheaper than going on an alternate route (which would require Fairfax-Monroe-Slaren-Chance rather than Fairfax-Roskilde-Chance), most merchants simply pay the fee.

The inspection is performed as the characters are moving toward the port. A 2000-ton *Achilles*-class ship will come nearby and send a shuttle over containing an inspector and two guards. The inspectors will search over the ship looking for contraband.

If, for some reason, the characters happen to be carrying some sort of

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contraband, the inspectors will likely locate it. However, an Easy Admin or Streetwise roll will tell the characters that the inspector is really asking for a bribe. Unless the contraband is something serious (such as a biological weapon), the inspector will simply desire a bribe. The inspector will not be happy with anything less than 500 credits. It should be made clear to the characters that not paying the bribe will get them involved in the legal system, something that will make investigation here difficult.

Roskilde Main Upport is a torus structure which is home to 8 million permanent residents and possibly over a million more which simply commute to work here or are visitors to the system.

Landing bays for the ships are located in the outer shell of the “doughnut” and are of varying sizes. The bays for ships the size of *MV Dust Runner* accommodate only one ship per bay. Still, it is a generous fit for the ship. The characters are cleared to land in bay 237, which opens for them as they approach.

Following the ship’s landing and the closing of the doors, the bay is then pressurized and filled with breathable air. Starport dock workers will then hook up the ship to the umbilical and ask for the required 600 credit dock fee.

MV Mad Dog Belle (Essential Scene)

Though this is an Essential Scene, we recommend this not play out until after the characters have had time to investigate on their own.

At some point, either in a restaurant, a bar, or because of a desire to use a contact, the characters should encounter crew of *MV Mad Dog Belle*. If the Referee is using the pre-generated characters, Brandon Howell is friends with Megan Benedict, first officer of *Mad Dog Belle*. If not, consider having Benedict happen to meet the characters.

Benedict and the crew of *Mad Dog Belle* have been hired by a mercenary group called *Down N’ Dirty*. She will be somewhat

amused by the notion that this group of fifteen is considered a mercenary company. She will also reveal that the ship has been hired to perform a search and rescue job for the mercenaries.

Mad Dog Belle was asked to search the empty space known on astrogation charts as “Cascadia 0204” and when they returned to “0306”. She says they did so and found nothing. They returned today and the company leader, Roland Bergen, paid and thanked them. As there is only one “hex” to examine, they will do it themselves. *Mad Dog Belle* is refueling, taking a short break and then they will leave with cargo to Slaren.

If pressed on the subject, Benedict will reveal that the mercenary company has already checked “Cascadia 0206” and “0106” and found nothing. The mercenary company is planning to check 0305 next. As all but that area is the last to be checked, they feel certain the ship is there.

At this point, it should be obvious to the characters where *Royal Flush* must be. Now they now they must get there before the mercenaries.

The Captain’s Guild (Optional Scene)

Captain Zha is a member of the Captain’s Guild and may choose to visit the guildhouse to look for information. If none of your characters are members of the Captain’s Guild, they will not be allowed to enter the guildhouse. Specific information on The Captain’s Guild can be found in the Gypsy Knights Games product **21 Organizations**.

The guildhouse keeps track of all ships which visit the port. This is often done with privately owned sensor equipment or even by employing spotters. On other worlds, such as Roskilde, the government allows access to the basic sensor logs.

A member in good standing with the Guild needs only to approach The Purser and

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request the logs. These logs will show that *MV Hera's Will* did come into the system. The ship remained in port for approximately eight hours and then left the system.

A Sensors roll (Average) will reveal that the ship had some sort of incident on its way out of the system. It appears to have had a Zimm drive malfunction and jumped out of the system incorrectly.

Simply asking The Purser about *MV Hera's Will* will get the same answer. Indeed, The Purser will inform them that the accident was noted and information was sent to both the Roskilde System Navy and Megara about the incident. However, he is dismayed to note that no one official seems to have performed any sort of search and rescue.

However, he can tell them that the captain of *MV Mad Dog Belle*, Ariel Peel has reported to the guild that she has been hired to locate the vessel. A closer examination of the Zimm drive incident will reveal more. An Astrogation roll (Difficult) will reveal that *Royal Flush's* Zimm signature indicates it only jumped one parsec. This means the ship either went to Fairfax or jumped into empty space.

Hodgman's Press Conference (Optional Scene)

Some players may bite on some of the clues left behind that point at Douglas Hodgman. Hodgman is innocent in all this, but he can be a rather difficult man to like. If a Referee so desires, Hodgman can be used to throw players off for a short time.

Hodgman is a former captain in the Roskilde System Navy. He has a tendency to bark orders at his subordinates as if he were still a man in charge of a ship rather than a candidate for a religious office. He also has a habit of berating those who do not perform to his standards.

These personality traits could lead some to determine that he might be responsible for the hijacking. He also has

Douglas Hodgman

STR 5 DEX 7 END 8 INT 8 EDU 8 SOC 9
Age: 65 (40)

Skills: Diplomat-3, Admin-2, Advocate-2, Carouse-2, Deception-2, Leadership-2, Tactics (Naval)-2, Gun Combat (Energy)-1, Persuade-1, Vacc Suit-1, Zero-G-1, Medic-0, Melee (Unarmed Combat)-0, Recon-0

Douglas Hodgman is a former captain in the Roskilde System Navy. Since those days in the navy, he has become an integral part of the inner workings of both the system government and the Religion of the Enlightened One. To many, he is the natural choice to become the newest Enlightened One.

However, Hodgman is currently believed by many to be set to finish third in the upcoming elections behind Magneson and Whitney. Hodgman is very popular with the military and he has many followers and admirers in the service.

Referees are advised to play up Hodgman's connections to the military. This can lead to initial suspicion with some players though it will also rule him out when it is discovered that mercenaries were needed. Hodgman can even become an important ally in the recovery of *Royal Flush* if the characters befriend him or do not alienate him completely.

It is possible that Hodgman could lead the search for the ship, though this will take away some of the glory from the players. Referees are advised to avoid this possibility as it has the possibility of lessening the importance of the players.

many contacts within the local navy which could be used to implement and execute the plan. Indeed, he is such a good suspect, that Referees might even consider altering the adventure to make Hodgman the true villain.

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Referees who wish to have the characters confront Hodgman in some way could use a press conference to explore his involvement. If the Referee is using the pre-generated characters, Acuna could easily get into the press conference. Monica Akillia could also be used for this purpose, either as a proxy or to gain access for the characters.

Hodgman will go about answering several questions which are important to the campaign such as the lessening of drugs laws, the lowering of import tariffs, or stepping up security for the upports. If he is pressed on the issue of Magneson, he will simply state that he “hopes he has a good excuse” for not participating in the debate. If asked where Magneson is, he will reply that he has no idea. Characters can roll a Deception or Diplomat check at Average to determine his level of truthfulness.

If Hodgman is informed outright of the hijacking, he will pledge to help find Magneson. He will use all of the influence he has with the local navy to attempt to locate the ship. However, he will also use the knowledge that Magneson has a gambling habit to his political advantage.

Confronting Whitney (Optional Scene)

Characters, once they discover or suspect that Anders Whitney is involved may wish to confront him. Whitney spends much of his time on Roskilde Main Upport in his offices or his nearby home. Both of these are located in the interior ring of the port.

Attempting to confront Whitney at his office will result in characters being turned away by security. If the characters are undaunted, they may attempt to break in or con their way into the offices. Such attempts should be discouraged. However, if they proceed, the Referee should keep in mind that Whitney is a candidate for the highest office in both politics and religion and his office will be well-guarded by both electronic and human means. Assume all skill rolls for

Anders Whitney

STR 6 DEX 6 END 6 INT 8 EDU 8 SOC 8
Age: 45

Skills: Admin-3, Advocate-3, Deception-2, Diplomat-2, Persuade-2, Investigate-1, JOT-1, Streetwise-1, Vacc Suit-0

Whitney is a former small business owner who entered into the Religion of the Enlightened One as an administrative assistant. Whitney is very well versed in the handling of the everyday affairs of the Roskilde government. Many see him as the natural choice to succeed the previous Enlightened One as he already knows much about the political and religious infrastructure.

Whitney has two problems concerning his candidacy. Many remember that his son was involved in a horrific murder case several years ago. The case was a media sensation and many associate Whitney's son with his father.

Whitney also has no real charisma or connection with the populace. While in the Roskildan elections this matters less than in other governments, it still has an effect on his popularity. Many see him as cold and calculating.

attempts to get into Whitney's offices to be, at minimum, a Very Difficult task. There should be between 3-6 more security personnel than there are player characters.

If they do get into the offices, they will find that Whitney is not there. Searching the offices, however, can locate evidence of payment to a company called “High End Security”. Research (or checking with Vondel or Peel) or contact with the mercenary company will reveal that this is a shell company used by Down N' Dirty.

Whitney's home is equally secure. Any attempt to break into the home should also be a Very Difficult task. There should be

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between 3-6 more security personnel than player characters.

Security Personnel

STR 7 DEX 8 END 8 INT 5 EDU 5 SOC 4

Skills: Gun Combat (Energy)-2, Melee (Unarmed Combat)-1, Recon-1, Sensors-1, Athletics (Endurance)-0, Comms-0, Tactics-0, Vacc Suit-0

Contact Scenes

Larry Zyban (Contact of Crawford Zha) -

Larry Zyban is the 64 year old chief of the trade kiosk on the Roskilde Main Upport. Zyban is in charge of overseeing all trade cargo which comes into the port.

Items which need to be shipped in a cheaper manner than on a large commercial carrier are sent here. While the corporations move established cargo, the independents go to the kiosk and take the odd misfits.

All of the independents come to the trade kiosk. Some pick up cargos already arranged by the Captain's Guild while others simply look for the odd job.

In either case, the chief of the trade kiosk is an important man to know. On Roskilde, Zyban is that man. Zyban knows and keeps track of all the independent ships that enter or exit the port.

As *Royal Flush* was posing as *MV Hera's Will*, it is a good bet that someone from *Royal Flush* visited here. Zyban, for a small price, can confirm that a man who said he was the pilot of *MV Hera's Will* did come in and take on cargo. However, they later refused the cargo. The people Zyban sent to deliver the cargo just before the ship left port said they were loading something aboard instead.

STR 4 DEX 4 END 4 INT 9 EDU 7 SOC 7

Skills: Broker-3, Persuade-3, Admin-2, Streetwise-2, Trader-2, Astrogation-1, Carouse-1, Deception-0, Vacc Suit-0

Frank Calder (Contact of Brent Ferreira) –

Frank Calder is 32 years old and is a former member of the Cascadia Colonization Authority. During his time with the CCA, Calder served on board *CCAS Meriwether Lewis* with Brent Ferreira. Since leaving the CCA, Calder has gotten a job with Roskilde System Control.

It is up to the Referee, but Calder can actually be the person who gives *Dust Runner* clearance to land in the bay. In either case, Ferreira has met Calder since he became employed here. Referees who are not using the pre-generated characters can give Calder as a contact or simply have Calder be the person who is approachable at system control.

Calder can confirm that *MV Hera's Will* did arrive and claimed to be registered on Megara. The ship only stayed in system a few hours and then attempted to jump out of the system. When it did, there seemed to be a problem with the jump. Calder will say that he logged the incident and passed the matter to higher authorities. Those higher authorities will have sent a message on the first ship they could find going to Megara to inform the registry office that the ship had an incident.

If pressed by someone with Calder as a contact, he will reveal more. If Calder is not a contact, a bribe or Difficult Persuade roll will be required. Calder can reveal that the ship's Zimm signature indicated that it only jumped 1 parsec while its flightplan stated it was going to Chance. This means the ship is either at Fairfax or in empty space. However, the Zimm signature does not say in which direction the ship went.

STR 7 DEX 8 END 6 INT 8 EDU 8 SOC 6

Skills: Astrogation-2, Carouse-2, Sensors-2, Computers-1, Vacc Suit-0, Zero-G – 0

Pierre Cosimo (Contact of Brandon

Howell) - Pierre Cosimo is 77 years old and looks every day of it. Cosimo's family rejected age halting treatments for religious

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reasons. Cosimo, his wife, two sons and one daughter own Tree of Life Tavern. The Tree of Life is located in the commercial district of the Upport.

The Tree of Life is a popular eatery among locals with a smattering of travellers who stop to sample true Roskildan flavors. Those who have Cosimo as a contact will be assumed to have stopped here before.

Those with Cosimo as a contact have a free meal awaiting them at The Tree of Life. In addition, Cosimo can shed a bit of light on the bodies found at another tavern nearby.

The Lightning Bolt is a popular drinking location for passing merchants. Cosimo has heard second-hand from law enforcement that the two bodies were people from a merchant ship.

STR 6 DEX 6 END 6 INT 7 EDU 5 SOC 5

Skills: Steward-3, Admin-2, Carouse-1, Persuade-1, Vacc Suit-0

Rene Janik (Contact of Noah Santos) – Rene Janik is a 45 year old staff officer for the Roskilde System Navy. Janik is in charge of search and rescue missions within the Roskilde system.

Janik is a friend of Santos from an engineering symposium they both attended on Cascadia. Referees not using the pre-generated characters might consider having this happen to any naval characters in their player group.

Janik says that after system control registered that *MV Hera's Will* had a problem, he wanted to start a search and rescue mission to several locations within one parsec. However, his superior, Douglas Hodgman (another candidate for Enlightened One) informed him that it was not within their jurisdiction as an independent world.

STR 6 DEX 6 END 8 INT 6 EDU 8 SOC 8

Skills: Engineer (Zimm Drive)-2, Engineer (Maneuver Drive)-2, Admin-1, Astrogation-1, Comms-1, Computers-1, Sensors-1, Vacc Suit-1, Zero-G-1, Diplomat-0, Gun Combat (Energy Pistol)-0

Astrid Mabijs (Contact of Ethan Mau) –

Astrid Mabijs is a 44 year old member of the law enforcement division of the Roskilde Security Forces. She investigates criminal activity on Roskilde Main Upport.

Mabijs knows Mau from his many drinking binges in the Roskilde Upport. Mabijs, rather than running Mau in, befriended him. Since their first meeting, Mabijs has both rescued Mau and joined him in his drinking excursions when his visits occurred in a time when she was not on duty.

Referees not using the pre-generated characters may use Mabijs as an off-duty law enforcement officer out for drinks or as a law enforcement officer who will give them information if persuaded.

Mabijs can tell the characters that the bodies found outside the Lightning Bolt appear to have been merchants. She can even say that, while they were found nude, one of them had a poker chip from The Razz casino in his hand. She will only provide this information if they have either befriended her or convince her that they are investigating the same crime. Mabijs cannot be bribed.

If asked, Mabijs can also provide security footage of the *Hera's Will/Royal Flush's* berth. If watched, it will clearly show that the pilot and engineer returned to the ship in the company of three other men.

STR 8 DEX A END 8 INT 8 EDU 7 SOC 5

Skills: Advocate-2, Gun Combat (Shotgun)-2, Investigate-2, Melee (Unarmed Combat)-2, Recon-2, Streetwise-2, Athletics (Strength)-1, Carouse-1, Deception-1, Persuade-1, Stealth-0, Vacc Suit-0

Jerry Sten (Contact of Riley Yee) – Jerry

Sten is a friend of Riley Yee's from when Monroe and Roskilde performed a joint operation training exercise. Yee and Sten are not close, much to Sten's chagrin. Sten has quite the crush on Riley.

Sten is 34 years old and is a member of the Roskilde Security Forces Quick Strike Unit. The group trains for strikes against pirates or any eventual war between

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planetary systems which might occur in the future.

Sten knows little about either *Royal Flush* or its cover name *MV Hera's Will*. However, some guys Sten is acquainted with who used to be in his unit were approached by someone wanting experienced shipboard fighters. They turned down the offer.

If pressed (or given attention by Riley or a similar character), Sten can reveal that the person looking for experienced ship boarders was Roland Bergen, the owner of a mercenary company called Down N' Dirty. They operate a modified *Rucker*-class ship called *Easy Money*.

STR 9 DEX A END A INT 6 EDU 6 SOC 4

Skills: Zero-G-3, Gun Combat (Energy)-2, Melee (Unarmed Combat)-2, Vacc Suit-2, Carouse-1, Gunner (Turret)-1, Recon-1, Tactics (Military)-1, Tactics (Naval)-1, Explosives-0, Sensors-0

Nick Stiles (Contact of Angelina Carerra) – Nick Stiles is a medical examiner in the city of Jensen on Roskilde. He is 37 years old and attended Roskilde Medical University of Jensen with Angelina Carerra.

Stiles and Carerra were quite close during medical school. Stiles will be willing to give any information or dig up what he can for a dinner with Carerra. Indeed, he will travel to the upport just to see her again.

Stiles knows little about the missing ship or the bodies found. However, if persuaded, he can find out more.

As the medical examiner of Jensen, he can access the records of the medical team on the upport. He finds that the two bodies found at the upport were male, were beaten severely and stabbed. They were found nude and one of them was clutching a Razz Casino poker chip.

In addition, he can access photos of the faces of the bodies found. These can be compared to information held by the characters. This will confirm that the bodies found at the port were the pilot/captain and the engineer of *Royal Flush*.

Alternatively, if the Referee is not using the pre-generated characters or decides not to use the contact for Carerra or another character, he/she may decide to simply make Stiles an assistant medical examiner at the port. If the Referee goes with this option, Stiles will need to be influenced. Stiles still has a weakness for female attention, but also can be bribed for 1000 or more credits. A Persuade attempt will be at Difficult (unless the attempter is female, in which case it is Average).

STR 4 DEX 7 END 5 INT 9 EDU B SOC 8

Skills: Admin-2, Advocate-2, Investigate-2, Medic-2, Science (Biology)-2, Computers-0, Diplomat-0, Vacc Suit-0

Grace Abbott (Contact of Mitchell Lee) - Grace Abbott is a petty thief who makes her living in the commercial district of the Roskilde Main Upport. Her preferred method is take things by pickpocketing travellers who are drinking heavily.

Abbott knows Lee from several years ago. She used to work on Chance until the authorities caught up with her and had her deported.

She knows nothing about *Royal Flush* or the bodies. However, she can confirm that she saw Adam Fleming. Fleming, the captain/pilot of *Royal Flush* used to work security for The Razz. Abbott saw him and another man drinking at The Lightning Bolt. When she saw him, she felt he might alert local law enforcement so she fled. Abbott can confirm that one of the bodies is Fleming.

Those who do not have Abbott as a contact may meet her anyway. If characters are using Streetwise to attempt to find clues concerning the bodies or where the crew of *Royal Flush* might have gone, Abbott is an ideal example of someone they might meet with a successful roll.

Alternatively, the Referee could have Abbott meet the characters by attempting to pilfer some of their equipment. This is especially effective if the characters are engaged in drinking or taking part in illegal activity.

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STR 6 DEX 8 END 5 INT 6 EDU 3 SOC 3

Skills: Deception-2, Stealth-2, Streetwise-2, Carouse-1, Melee (Unarmed Combat)-1, Persuade-1, Recon-1, Advocate-0, Gambler-0, Vacc Suit-0

Monica Akillia (Contact of Madison Acuna)

– Monica is a 58 year old reporter working for the Roskilde News Service. She has been working the political news beat for the past fifteen years.

Acuna knows Akillia from Fairfax. Akillia was born and raised on Roskilde, but moved to Fairfax for journalism school. When Acuna was in journalism school, Akillia was a teaching assistant.

If the characters do not have Akillia as a contact, she can be met by going to the Roskilde News Office. As a member of the press corps assigned to the political beat, she will be the natural person for them to see.

Akillia knows only that Magneson is missing, but she does not know where he is. Current theory by the media is that Magneson is attempting to appear humble by staying out of the limelight, however Akillia is beginning to see through this.

Akillia can inform the characters that Anders Whitney has quite the vendetta against Magneson. Magneson was a member of the prosecution team during the trial of Whitney's son for murder. Magneson was eloquent in his case against the younger Whitney and Anders still holds this against him. Whitney's son was executed by the government and Whitney stills believes his son was innocent.

However, if the characters mention any sort of foul play to Akillia, she will state her belief that Douglas Hodgman is responsible. She is firm in her belief that Hodgman will do anything he can behind the scenes to become The Enlightened One. Of course, the Referee knows this is an incorrect assumption, but it does offer an excellent red herring to present to the players.

STR 4 DEX 5 END 5 INT 8 EDU A SOC 6

Skills: Art (Writing)-3, Admin-2, Carouse-1, Comms-1, Computers-1, Deception-1, Diplomat-1, Persuade-1, Advocate-0, Steward-0, Streetwise-0, Vacc Suit-0

Horst Vondel (Contact of Madison Acuna)

– Horst Vondel operates V&K Investigations with his partner Jennifer Kirkendale. Vondel is an ex-law enforcement officer who does investigatory work and odd jobs.

Acuna knows Vondel from a previous visit to Roskilde. Acuna knows that Vondel has done jobs for government figures, particularly those things that they would like to have done quickly and quietly.

Characters without Vondel as a contact (or if Acuna does not see Vondel for some reason) can be led to him by an investigation into Anders Whitney. They can also be pointed toward Vondel by Monica Akillia who is also aware of Vondel and his dealings with some political figures.

Vondel knows nothing about *Royal Flush* or her crew. However, he can tell the characters that he helped arrange a meeting between Whitney and a group of mercenaries called *Down N' Dirty*. He was somewhat confused by Whitney's request, but facilitated it for his usual fee of 40,000 credits.

The mercenary group travels in a modified *Rucker*-class ship called *Easy Money* and is led by a man named Roland Bergen. Vondel can tell them that mercenary group is a small one, only 15 members, but they seemed capable. If the characters have access to the upport's sensor logs, they can check and see that *Easy Money* was indeed in the system at the time of *Royal Flush's* arrival.

Vondel will give this information only under great duress or an offer of a payment. Vondel will not settle for less than 10,000 credits.

STR 7 DEX 6 END 6 INT 6 EDU 5 SOC 4

Skills: Carouse-2, Deception-2, Gun Combat (Slug)-2, Investigate-2, Persuade-2, Advocate-1, JOT-1, Melee (Unarmed Combat)-1, Recon-1, Stealth-1, Tactics-0, Vacc Suit-0

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Hex 0305

Overview

By now the characters should have come to the realization that *Royal Flush* is stranded in Cascadia 0305. Indeed, the ship has been stranded there for 16 days already. By the time the characters arrive, the ship will have been stranded for about 19 days.

In addition, the mercenary ship *Easy Money* is also making its way to the same place. The trip through Zimm-space should take about 84 hours, so the sooner the characters leave, the better.

It is up to the Referee, but we feel the best option is to have the ships leave at about the same time. In fact, in one playtest session the ships even exchanged fire before going into Zimm-space and then did so once out on the other side.

If the characters dally too long at Roskilde, it is conceivable that *Easy Money* will get to *Royal Flush* first. Unfortunately, Whitney has given Down N' Dirty orders to eliminate the "loose ends". *Easy Money* will try to board *Royal Flush*. They intend to rescue the people they have on board and then kill everyone else (including Magnuson). They will then plant explosives on board the ship, destroy it, and then jump back to Roskilde.

If the ships get there at the same time, *Easy Money* will attempt to disable or destroy *Dust Runner* and then execute the same plan. The two ships have the same stats. Referees can use the stats given earlier for *Dust Runner* for *Easy Money*.

If *Dust Runner* brings military assistance, *Easy Money* will not attempt to stand and fight. *Easy Money* will immediately attempt to jump to Chance. At that point, they figure heading away from Roskilde space is the best option. They will refuel as quickly as possible at Chance and then go to Slaren. Their intent is to go to Fairfax and meet up with friends there and stay away from Roskilde in the future.

Zimm Points

Each system and area of empty space between them has 1-5 established areas where a ship may "jump" as a destination. The more traffic that a system expects, the more Zimm points are present. These are usually spheres of about 500 thousand to 1 million kilometers in diameter. These areas are kept clear of local traffic. Once a ship has emerged from Zimm-space into normal space, you are asked to clear the area as quickly as possible.

There are dangers to this of course. Collisions are possible as sensors will not tell you anything about normal space while you are in Zimm-space. Pirates know exactly where to locate you when you emerge into normal space.

The astrogator, even in the face of a mishap, managed to get *Royal Flush* into the one accepted Zimm point of Hex 0305. This is a minor miracle which aids in the search process.

Royal Flush (Essential Scene)

Royal Flush has been sitting out here stranded for nineteen days. The ship's Zimm Drive has been severely damaged. Without the proper replacement parts, the ship will never jump again.

Assuming the characters have thought ahead and brought a variety of replacement parts, *Royal Flush* can be repaired. It still has enough fuel to make it to either Roskilde or Chance.

Repairing Royal Flush's Zimm Drive:
Engineer, EDU, 4-6 hours, Difficult (-2)

Unfortunately, there is a surprise waiting for the characters as well. If the characters talked to Zyban on Roskilde, then

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they know something was loaded aboard *Royal Flush*. A large cargo box was loaded aboard *Royal Flush* containing a number of mercenaries and hire-ons equal to the number of players + 4.

Merces On Board *Royal Flush*

STR 8 DEX 8 END 8 INT 6 EDU 6 SOC 5

Skills: Gun Combat (Slug)-2, Gun Combat (Energy)-2, Melee (Unarmed Combat)-2, Carouse-1, Explosives-1, Recon-1, Stealth-1, Tactics (Military)-1, Vacc Suit-0

The merces are armed with TL10 ACRs (Traveller Main Rulebook, p.99) and are wearing TL8 flak jackets (Traveller Main Rulebook, p.87).

This armed group overcame the crew of *Royal Flush*, however, the ship entered Zimmspace at the same time as a firefight in and around the engineering deck. The Zimm drive was damaged and thus the problem.

Royal Flush's astrogator was able to control the mishap to a small extent and place the ship's exit within the Zimm point of 0305. Unfortunately, an overzealous mercenary shot and killed him for what was perceived as an attempt to sabotage the trip.

Royal Flush has a good supply of water, air filters, and food. However, it was never expected to have this many people on board for this amount of time. The supplies are running low. Unfortunately, many members of the *Royal Flush* crew have been killed to make the supplies last longer for the mercenaries.

Magneson and some female service staff have been left alive due to a perceived value. However, if *Easy Money* gets to *Royal Flush* before *Dust Runner* then these hostages will be eliminated.

The hostages and mercenaries are gathered in the casino area of the ship. The mercenaries intend to keep Magneson alive for bargaining. The female staff members are being kept alive for more nefarious reasons. Either way, until they get word from *Easy*

Money to do otherwise, they will not kill the hostages.

Fortunately for the characters, one of the systems that was damaged in the hijacking was communications. The only way *Easy Money* will be able to communicate with the mercenaries will be to board the ship.

Another fortunate piece of damage is that the ship's weapons will not fire. Fire control was intentionally destroyed by the crew and the mercenaries have not been able to repair it. So *Royal Flush* will not be using its weapons against the characters as they approach.

If the mercenaries have any warning that the *Dust Runner* is boarding, they will turn over some of the card tables and use them as cover. They will attempt to use the hostages and negotiate, with the intent of trying to gain an upper hand later. They will surrender only if they can be convinced that they will not have to face trial on Roskilde or Chance. This will carry a Very Difficult (-4) modifier.

Chances are that the most likely scenario is that the mercenaries will want to fight. If it becomes obvious that the characters are not active military or law enforcement, they will likely attempt to break out and steal *Dust Runner*. Keep in mind, however, that these mercenaries (and the hostages) have been stranded here for nineteen days. While there has been food, water, and air for those aboard the ship, those supplies are running low. They are taxed mentally as well. It is recommended that the Referee increase the difficulty of all tasks performed by either the mercenaries or the hostages by one level.

In both of the playtest sessions, there was a peaceful ending. So it can be done with satisfactory results.

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Royal Flush

Royal Flush is a modified *Rucker*-class “odd job” ship. The ship has been modified for the purpose of carrying wealthy passengers from other worlds back to the casinos on Chance.

The cargo area in the ship has been replaced with a casino deck. This area features several tables with cards and dice. The tables feature no electronics to keep within The Razz’ theme.

The usual six passenger rooms have been replaced with two luxury suites. These

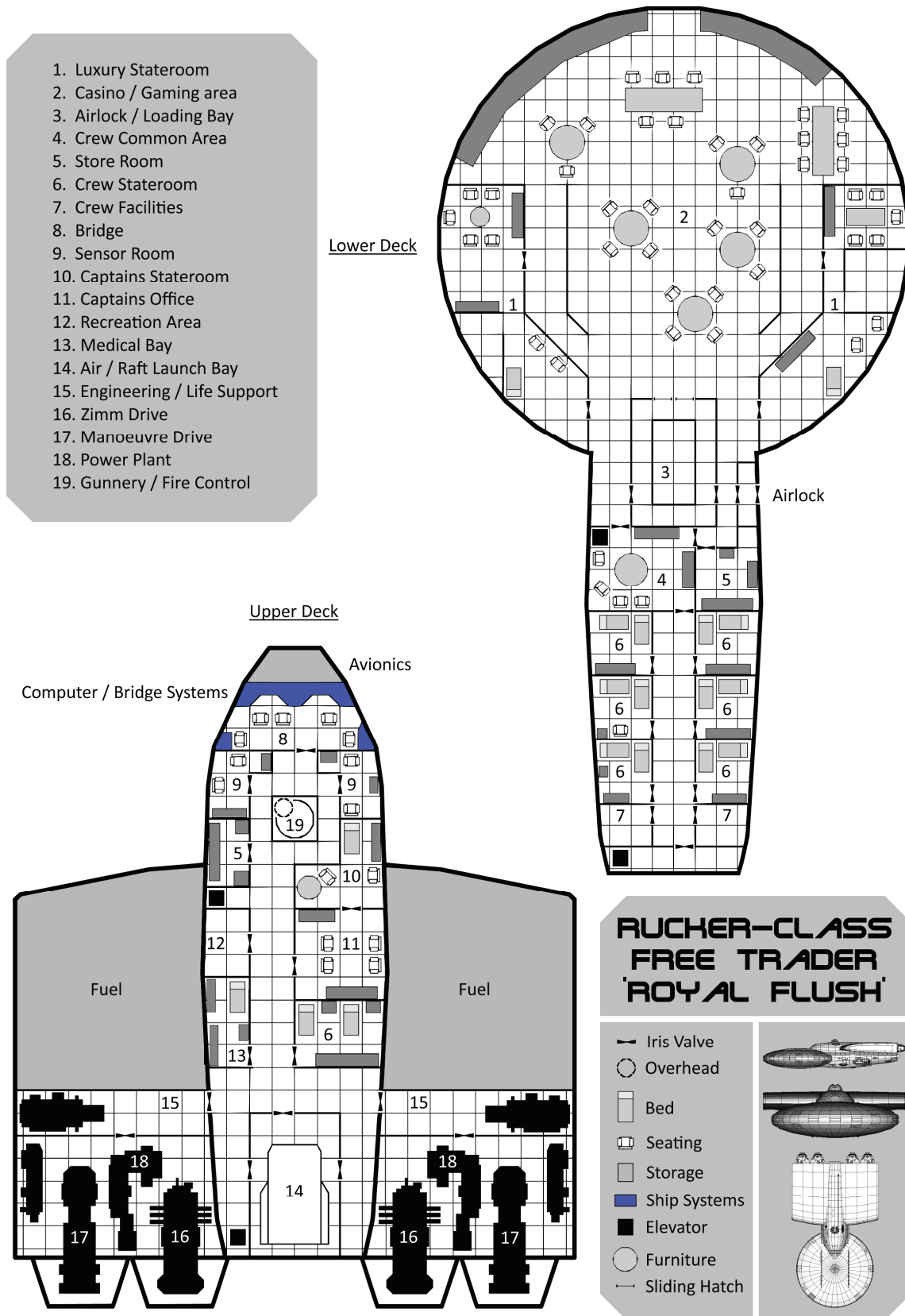
suites are larger and feature sumptuous décor. The furniture is made of oak imported from Earth before The Collapse.

In addition, the ship is painted with interchangeable colors and false registration numbers. The ship can pose as a number of other vessels, including *MV Hera’s Will* (registered at Megara), *MV Gold Digger* (registered at Marlowe) and *MV Ale Runner* (registered at Slaren).

Other than those changes, the vessel is a standard *Rucker*-class ship.



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Rucker-class Merchant Vessel "Royal Flush"

			Tons	Cost (MCr)
Hull	300 tons	Hull 6		13.2
	Streamlined	Structure 6		
Armor	Crystaliron	4 Points	15	2.4
Zimm Drive C		2 parsec range	20	30
Maneuver Drive C		Thrust 2	5	12
Power Plant C			10	24
Bridge			20	150
Computer	Model 2	Rating 10		0.16
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint 1	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint 2	Empty		
	Hardpoint 3	Empty		
Fuel	46 tons	1 2 parsec jump and 2 weeks of operation	46	
Cargo	108 tons		108	
12 Staterooms		One converted to office; 4 staterooms converted to 2 luxury rooms.	48	6
		Luxuries		1.6
Extras	Ship's Locker			
	Casino Area			2.2
	Air/Raft	Cargo Space Converted		0.275
Software	Maneuver/0			
	Intellect			1
	Zimm Control			0.2
	Evade/1			1
	Fire Control/1			2
	Library			
Maintenance Cost (Monthly)				2.08
Life Support Cost (Monthly)				0.04
Total Tonnage And Cost			296	250.705

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The End

After the mercenaries are dispatched or captured, the characters must now decide what to do. If they can get *Royal Flush* up and running, they can use the remaining jump fuel and simply go back to Chance.

Returning to The Razz with Magneson, *Royal Flush*, and answers will please Carrie O'Malley greatly. She will pay the characters the promised sum and give them a free week stay at The Razz.

This will not please Magneson at all. Magneson will, if he is in any shape to do so, demand to be taken back to Roskilde. If the characters do this, they will gain Magneson as a contact. When they return to Chance afterward with *Royal Flush* and answers, O'Malley will be pleased and will pay them and add the week's free stay as mentioned above.

Unfortunately for Magneson, he will not be appointed to the post of Enlightened One. Hodgman will receive the honor. If the characters have gotten on his good side, they will gain him as a contact. Having the leader of a world on one of the most important trade routes in Clement sector as a contact will come in handy.

When it becomes clear (either through the characters or Magneson) what Whitney has done, the Roskilde authorities will arrest and incarcerate him. If it never becomes clear to the Roskildan government (for instance, the characters never go back and Magneson has died), then Whitney will go free and the characters will have earned an enemy.

If members of Down N' Dirty are still alive, the characters must also decide what to do with them. If the characters return them to Roskilde, they will face incarceration. If the characters choose to return them to Chance, they will face a much harsher penalty from CHL.

In the end, assuming all goes well, the characters will have earned more respect from Carrie O'Malley and the prospect of another job soon to come.



GYPSYKNIGHTS

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