

SERENITY ROLE PLAYING GAME

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**A COMPLETE ADVENTURE
FOR THE
SERENITY ROLE PLAYING GAME**

SERENITY ROLE PLAYING GAME

THE NEXT BIG THING

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HERE'S HOW IT IS

Making a living in the Black requires skill, luck, timing, determination, and grit. On top of that, times are hard all over the 'Verse and thus it is no surprise that a Crew will take on any job they can get without asking many questions. While looking for work, the Crew stumbles onto a job unlike anything they have ever faced. What looks to be an easy milk run around the Border Planets quickly becomes far more than the Crew asked for and soon has them wondering if maybe they might have gotten in over their heads.

GAME MASTER'S NOTES

The Next Big Thing is a three act adventure designed for four to six Veteran level player characters. The story starts with an opportunity to transport a newly discovered band on their first tour outside of their home world. While outwardly a simple task, the Crew discovers that show business is a grim task master and if they wish to make any money on the deal, they are going to have to learn an entirely new way of doing business.

This adventure consists of three acts of two scenes each. Act One begins with Jam Session and A New Gig. Act Two proceeds to On the Road and Trouble in Paradise and concludes in Act Three with Meltdown and Pick up the Pieces.

A RARE OPPORTUNITY

Entertaining the 'Verse is an extremely robust and varied industry. The Cortex provides a nearly endless stream of

activities to pass the time. Most are legal, some are not, most are no different than they were on Earth-That-Was, and some are. One of the forms of entertainment that is the same in the 26th Century that hasn't changed since the 20th is music. Certainly some of the forms of music and the media used in the process have changed, but the core principal is the same, sounds recorded for playback for the listener's convenience.

There is big money to be made in the music industry and the Crew has a chance to grab a piece of the action when they meet a local band just as they are tapped by a music mogul to be the next big thing. However, while it is unquestionable that there are vast amounts of money and fame to be made in music business, there is also a lot more work than meets the eye. Most of this work goes on behind the scenes and if any part of the process fails, then the show fails. As the old Earth-That-Was adage of 'the show must go on' is still the foundation of the entire entertainment industry, keeping a touring group performing is much harder than the average citizen would believe. This behind the scenes work is even harder when a brand new act gets the opportunity of a lifetime and is unprepared to face this new and crushing workload.

When the Crew is offered the chance of a lifetime, and since in the Black a job is a job, learning the ropes on how to keep a band performing seems to be a small price to pay. However, once the tour starts, the Crew finds that they have taken on far more work than they would have believed. One thing they hadn't counted on was just how

closely tied they are to the band's success and if they wish to make any money on their so called chance of a lifetime, they will have to find a way to ensure that the show does indeed go on.

ACT ONE

SCENE ONE

JAM SESSION

"Ya know, the 'Verse can be a funny place. Sometimes ya have to wonder if there really is a power On High watchin' over all of us pathetic humans goin' about the business of livin' our lives and is steerin' who will succeed and who ain't gonna have squat. Personally, I think luck has more ta do wid success than higher powers 'cause look at the way things are. Ya gots yer straight out hun dan1 what make millions and yer typical hard workin' folk what ain't got nothin'. Now if'n there really was a higher power wouldn't that be the other way around?"

- Pops McMurty itinerant spacer and long time Rim resident

While relaxing on the Border Planet of Paquin, the Crew is in a fairly nice tavern and enjoying a local band named Trainwreck. The crowd is wild about the group (not quite the Beatles, but close). As the band reaches the crescendo of their act, an AVERAGE (7) Alertness + Perception roll notices the crowd is so hyped by the band that a stampede seems imminent. As the

¹ Jerk

Crew got to the tavern early, they are close to the stage with the bulk of the crowd behind them. The PC's primary motivation to step in at this point is the danger to themselves, but if that isn't enough, the club owner notes any Browncoats, Fightin' Types, Intimidatin' Manner, Steady Calm or any other viable trait and asks for help in calming the crowd. He'll pay a hundred credits for help.

If the Crew refuses to get involved, then the crowd rushes the stage and the PCs are trampled in the rush. Have each character attempt a HARD (11) Agility + Athletics roll. If they succeed, they only take d4W damage; if they fail they take d8W. If they do get involved, quelling the crowd before they stampede will require only a HARD (11) Willpower + Influence / Fast Talk or Persuasion or an AVERAGE (7) Willpower + Discipline roll. A success will deliver a believable "Trainwreck has left the Building" announcement and get the crowd to disburse. Failure angers the crowd and the PC's have only last chance at the same rolls above, but at one level harder. If this roll fails, the crowd rushes the stage and proceeds to wreck the club.

Regardless of success or failure, the PCs meet the band, either being introduced by the club owner or during the frantic escape. Needless to say, on a failure the crew will not be paid. No roll is necessary to realize that weapons used on the crowd is a bad idea, but a couple shots into the ceiling will turn the rush into a panicked retreat. No one will be killed, but two dozen will be injured. If no shots are fired, PCs will have

to succeed in an AVERAGE (35) Complex Action of Agility + Athletics / Running each roll takes one minute to escape pursuit and must be completed in five minutes. Failing to escape results in the band and PCs being mobbed, this results in trashed clothing and d4S damage. The band loses anything carried plus most of their clothes.

On successfully escaping the crowd the PCs can hide the band on their ship until the crowd disburses. Saving the band earns their gratitude and a solid contact. If the PCs allow the band to be mobbed, they earn a decidedly less stellar reputation and a two step penalty to all negotiations with them. As failing has big repercussions later in the adventure, the use of Plot Points should be strongly encouraged by the GM.

SCENE TWO

A NEW GIG

"With an endless stream of information consisting of the sum of all of humanity's knowledge at a fingertip, the Cortex is the penultimate database and depository of information. In addition, this vast store of knowledge includes an unheard of collection of nonstop entertainment. News, sports, games, video, and music are likewise instantly available at anytime, day or night. Processing so much information would be beyond any human's ability to keep track of, but the Cortex responds to voice or keyboard commands and can quickly store requested information in easily accessed form."

– Brochure included with Pulsar Systems Unlimited dedicated source box.

Regardless of how the defense of the band transpired, the band receives a visitor wherever they took shelter. The 30-something impeccably dressed Asian woman, accompanied by an extremely competent looking bodyguard, introduces herself as Melissa Watanabe and asks to speak to the band as she has a lucrative business proposal. Read aloud:

"I represent the Pinnacle Recording Company. Despite the unpleasant events of the previous evening, I am most impressed by the local popularity of Trainwreck and would like to see if they can maintain their popularity on the rest of the Border Planets. If you can manage to maintain ticket sales, I will sponsor you on a tour of the Core and produce your first music disc for immediate Cortex-wide distribution."

The band is absolutely stunned by this offer as they have always been happy with the local bar circuit and has never explored a recording contract. Talking the reluctant band into going along with the tour is only an AVERAGE (7) Willpower + Influence roll to get them to agree long enough to ask how the border tour is supposed to work. Watanabe explains that she will handle the advertising for the four planet tour. The band will have to book the venues and show a profit in ticket sales on their own. Watanabe advances the band five thousand credits to get started. However, she makes it clear that the advance is a loan. If the band shows a profit, the recording contract will start at 25 thousand credits plus royalties. Watanabe says she will leave

them to think her offer over and will leave them until tomorrow to see what their decision will be.

The band is at a loss on travel arrangements and due to being dumbfounded by Watanabe's offer, it is only an AVERAGE (7) Intelligence + Influence roll to talk them into booking the crew's ship as their tour ship (Don't forget the two step penalty if they failed to protect the band).

The crew can take one of two routes regarding payment: *Up Front* or *A Piece of the Action*.

UP FRONT

In this option, the crew is paid in advance and while this guarantees payment, the standard charter for a month will break the band's bank as all they really have in readily available cash is Watanabe's advance. If the Crew insists on a guaranteed deal, the band can only afford to charter their ship for 450 credits per week for the four members of the band and an additional 50 credits per week for their cargo. As the tour is to visit four planets in 30 days, this will amount to a total of 2,000 credits. The down side of this option is that it ruins any good will they have with the band and ends the chance of any further payments being earned.

A PIECE OF THE ACTION

If the Crew chooses to take a cut of the ticket sales in lieu of payment, this is obviously riskier as the crew may not be paid at all, but has the potential for a much higher return if the band does well. The Crew is only paid 100 credits per stop to

cover fuel and provisions, but earns a percentage of the band's take at the box office. The exact percentage will have to be negotiated with the band and requires an Opposed Roll of Willpower + Influence versus Jeff Guthrie, the band's spokesman's, same skill. If the PC wins the roll, they will get 15% of the box office. If the PC manages an Extraordinary Success, they will earn 20%. If the band wins the roll, the Crew will only get 10% of the box office and if the band rolls an Extraordinary Success or if the PC rolls a Botch, the Crew will only get 5%.

Once the deal is struck, the GM should award 1-3 Plot Points and continue on to the next scene.

However, if the Crew failed to protect the band, they should suffer a one Plot Point penalty.

A Piece of the Action

Consulting the Cortex brings up a listing of the venues on each of the targeted worlds. The crowds for Trainwreck on Paquin have routinely filled a 500 seat club, pulling in an average of €6,000 per show, 20% premium seats, 60% standard, and 20% nosebleed charging €25 for premium, €10 for standard, and €5 for nosebleed seating and costing the band €1,500 to book. The venue takes 10% off the top for the expenses for running the club. How much the Crew splits with the band after the owners of the venue takes their cut is determined by the results of a HARD (11) Willpower + Influence / Appropriate Specialty roll by the PCs as shown on the table below:

Result	Revenue
Botch	d4 x 100 Credits
Failure	d6 x 150 Credits
Success	d8 x 200 Credits
Extraordinary Success	d10 x 400 Credits

ACT TWO

SCENE ONE

ON THE ROAD

"There is an old saying that speaks to the limits that small minds and small people use to constrict themselves, namely 'enough is enough'. In truth, if you have the talent, there is no reason to let the limits of small minds constrict what is and isn't possible. The truth is 'enough is never enough' for those with the inherent ability to seize all that they are capable of becoming. This is why most of humanity lives as mindless chattel for those rare superior beings that know it is their place to lead those unable to lead themselves." – The annotated collected works of Shan Yu Volume One, Chapter One, Celestial Publishing, Tenth Printing, Londinum, 2515

As soon as the Crew has sealed the deal on which option they will choose, they quickly figure out that the four members of Trainwreck (Jeff, Freddy, Hans, and Armando, all in their mid-20s and none have ever been off their home planet of Paquin) are completely overwhelmed by Watanabe's incredible offer. The shocked band members are speechless and either look to the Crew helplessly, if they weren't

accosted in scene one or with resigned acceptance if they were, for assistance on what to do next.

In order to satisfy the road trip requirements for Watanabe, the Crew must visit four of the ten Border Planets (specifically Santo, Persephone, Beaumonde, and Bellerophon) in 30 days and show an overall profit for the tour in order to earn the recording contract. As transportation between the planets takes an average of three days between worlds, that gives the band three days on each planet with an extra day for set up and break down of their equipment and two days of slack in case of delays.

A quick wave books the Nova Coliseum, a premium venue on Santo with an AVERAGE (7) Intelligence + Influence roll and a Cortex fund transfer of €1,500. Normally such a facility would be out of reach to an unknown group, but the low target difficulty is due to Watanabe's advertising creating interest in the band. The Crew can haggle to try and lower the cost of booking the venue with a HARD (11) Willpower + Influence / Appropriate Specialty roll. A success will reduce the booking cost by 5% and an Extraordinary Success will save 10%. A fail will have no effect, but a Botch will annoy the owners and increase costs by 5%.

The trip to Santo only takes 60 hours for a class 1 speed ship and the most complicated part will be getting the band to move with a purpose. Directing the overwhelmed members of Trainwreck requires a HARD (11) Willpower + Discipline or Willpower + Influence roll to get the band and their

equipment loaded in a timely manner. Failing the roll delays departure by 2d6 hours. This delay has no major impact for the adventure, but the GM should make the most of holdup as if there will be serious consequences in order to make the players sweat.

The set up at the Nova Coliseum requires a second roll of the above skills to get the 'roadies' to place the equipment correctly. A Botch on this second roll causes a large amplifier to fall off a forklift and onto one of the members of the band. An AVERAGE (7) Agility + Athletics roll will push the band member to safety. However, the amplifier is damaged and will require 10-60 (d6 x 10) credits, along with an AVERAGE (7) Intelligence + Technical Engineering roll to repair the damage. In addition, if a band member is injured by the mishap, he will require the standard Healing roll on page 159 in order to heal 2-4 wounds, but regardless of how well healed, due to some lingering stiffness, that band member will have a one-step penalty on their performance roll below. Once everything is set up, the Crew takes position backstage and waits to see how things unfold. Read aloud:

While they've behaved as fish out of water since getting this opportunity, but now that they are on stage, Jeff, Freddy, Hans, and Armando are clearly in their element. As the lights come up and the first chords reverberate through the concert hall, Trainwreck is anything but a train wreck. The crowd, hyped by a massive media blitz is

captivated from the first note and, in turn, the band feeds off of the crowd's energy. Watanabe seems to truly have found what the people want and has backed a winner.

The band's first big time gig is an amazing experience with the concert running well and the crowd clearly enjoying the show. The details of the concert can be as specific as the GM wants to make the scene, but the critical reaction of the crowd is a single abstracted roll where the band members are Directly Assisting each other. The total of each band member's roll is added together into a final total that represents how well the audience accepted their performance.

The higher the roll, the better the band is perceived and this will affect ticket sales for the next planet. While considered a Complex Action, each NPC will only roll once. If the band succeeds at a HEROIC level (95) they are a resounding success and this causes a huge increase in ticket sales giving them a two-step bonus for their next performance. A FORMIDABLE roll (75) makes for a success and a one-step bonus. A total of HARD (55) means the band only had a fair night and while they weren't bad, they just didn't impress anyone and ticket sales will be as normal. Only rolling an AVERAGE (35) total results in a bad night and a one-step penalty to their next performance roll. If the best the band can come up with an EASY (15) result is an absolute fiasco and has a two-step penalty to performance rolls. Regardless of outcome, the band packs up and heads to the next planet.

SCENE TWO

TROUBLE IN PARADISE

"The Border Planets are plum full of opportunities ya see. That's 'cause the Border Planets is the go between them as what gots on the Core and them as what ain't on the Rim, if'n ya gots any sort of smarts and is willin' to work, ya just can't beat the opportunities to be had ifn't ya just know where ta look. Some might say the Core is best, but while that may be where all the rules and most of the money is in this here 'Verse of ours, but think about it, how much cashy money do ya really have to have to make ends meet? Them Lords and Ladies of the Core might have everythin', but look how much theys got to spend just to look good and keep out bad guys. Nope, too much hassle for me. Keep a roof over my head, food in my belly, the Feds off my back, and I'm a happy fella."

– Gus Jacobsen, itinerant spacer as interviewed by the author Jiang Hu Long for his highly successful fictional series 'Verse Stories'

The second and third stops also have Watanabe's support, but not to the same level of the first gig as she wants to see if Trainwreck has self-sustaining appeal. This reduction in support is represented by a one-step penalty in performance rolls with all modifiers added together. The second stop is again abstracted with just the performance roll unless the GM wishes to add additional complications. This process is used for both planet two and three with the GM keeping a running total of bonuses or penalties accrued. While there are many complications possible for an enterprising GM to spring on the PCs to give them a

greater challenge or to provide more role playing opportunities, the following options are suggestions to add some spice to this adventure:

Groupies

Anytime there is someone famous around, there are fans that take things too far. While moving about during one of the stops of the tour, the band decides they want to stop and eat at one of the local restaurants. During the meal, the band is recognized and while nothing interrupts their dinner, when the band goes to leave, they find that a large group of hyperactive fans have arrived and are blocking the exit. The PCs have two options, they can grip and grin, or they can beat feet. In grip and grin, they allow the band to meet with the fans, sign autographs, take captures, and shake hands with the crowd. Keeping the friendly crowd under control will take only an AVERAGE (7) Willpower + Discipline roll and a second roll of the same skill at HARD (11) when it is time to leave in order to get the crowd to let the band depart without incident. If both of these rolls are successful, the impromptu 'greet the public' event will generate such good will that the band will gain a one-step skill bonus to their next performance roll. If the first roll fails, the exuberant crowd gets a bit out of control with some pushing and shoving, but nothing that causes harm. If the second roll fails, the crowd gets somewhat pushier and the PCs have to get more physical to break contact. The heavy handed actions by the PCs spreads negative feelings and the band will suffer a one-step penalty to their next performance roll.

If the Crew chooses to beat feet, the majority (IE if there are five PCs and the four band members, five will have to make the roll) of the PCs and band members will have to succeed in an AVERAGE (7) Agility + Athletics roll to slip out the back of the restaurant. Avoiding the crowd disappoints the fans and results in the band earning a one-step penalty to their next performance roll. If the majority of the rolls fail, the band is detected sneaking away and this turns the mood of the crowd very ugly and will result in a two-step penalty to their next performance roll.

"Have I got a deal for you..."

In this complication, the band is covertly approached by a rival recording company. While unloading their equipment shortly after arriving on one of the tour stops, the Crew is approached by a man in a loud plaid sport coat. Everyone present can roll against an AVERAGE (7) Alertness + Perception task, with anyone with Trustworthy Gut or Nose for Trouble only having to roll against an EASY (3) task, to realize that this person is obviously a snake oil salesman. Regardless of the PC's rolls, the man introduces himself as Honus P. Sanderson and doggedly proceeds with his spiel of how Trainwreck is the slickest thing since anti-grav and how his label, Aries Recording can better represent them during their rise to fame. While not a bad person, Sanderson is just a quintessential example of the seamy side of the recording industry. Sanderson is willing to say or do anything to steal an act from his arch-rival Watanabe. Sanderson offers to double the Pinnacle deal

and to show his good faith, he is ready to advance to band ten thousand credits up front, showing the band a cashier's check with their names on it.

The band member's eyes light up and they are obvious interested in the offer. If the PCs can make an AVERAGE (7) Alertness + Covert / Forgery or a HARD (11) Alertness + Perception / Sight, they will easily detect that the check isn't worth the paper it is written on, Trustworthy Gut or Nose for Trouble can be applied to the roll. If no one spots the forgery, Sanderson presses a contract in front of the band for them to sign. Everyone gets one final AVERAGE (7) Alertness + Perception task, with anyone with Trustworthy Gut or Nose for Trouble only having to roll against an EASY (3) task, to notice that this contract will give Sanderson a 60% cut of any profits. This little trick should be the final straw to have the PCs toss the sleazy producer off of their ship. If by some incredible chance, the PCs should fail every roll and fall for the scam, the GM will have to ad lib Watanabe's lawsuit for breach of contract.

Murphy's Law

During the set up at one of the venues, the band is on stage tuning up their instruments prior to a rehearsal. As is typical before a major production, there is a lot of activity around the band with stage hands moving backdrops, maintenance personnel doing minor repairs, and cleaning crew making sure everything is spotless for the show. As the band starts their rehearsal, some of the workers turn to watch. One of the stage hands is surprised when his partner

unexpectedly stops causing him to lose his grip on the backdrop they were carrying. The heavy bolt of cloth knocks one of the maintenance workers off a ladder onto the back of one of the cleanup crew, in turn spilling the second man's mop bucket. The water flows toward the main electrical patch panel for the entire stage. This comedy of errors is now anything but funny as if the high voltage line shorts out, it could not only destroy several thousand credits worth of instruments, it could just as easily electrocute everyone in the band.

Preventing a disaster will first require an AVERAGE (7) Alertness + Perception roll to see the sequence of events start, while reaching the patch panel in time to throw the over ride will take an AVERAGE (7) Agility + Athletics roll. As failing this roll has such severe consequences, the GM is advised to strongly encourage the PCs to use Plot Points to succeed in this task. Failing to stop the electrical short results in each member of the band taking d6W damage and causing 2,000 to 8,000 (2d4 x €1,000) of equipment to be destroyed. (Injuries and damage will be paid for by the venue's insurance, but will take 2d6 weeks to pay out)

"We will be experiencing some turbulence..."

Despite the fact that routes between the Border Planets are very well established and marked, nothing the Black is ever without risk. During one of the trips between worlds, the pilot or anyone manning the scanners will have to make an AVERAGE (7) Ship's Alertness + Technical Engineering / Scanners or Ship's Alertness + Piloting test

to detect an object in their flight path. Avoiding the obstacle is considered a HARD (11) task using Ship's Agility + Piloting. Failing this roll means the ship has collided with the object and that the Difficulty is treated as an attack roll, while the Pilot's Skill roll is treated as the Defense roll with the difference being scored as Basic damage.

Labor relations

On arrival at one of the stops on the tour, when the Crew attempts to hire stevedores to unload their ship, they find that the port is in the middle of a strike by the local dock loaders. None of the workers will unload their ship and the foreman makes it clear that the workers will consider that if the PCs do the work on their own, the work will be considered strike breaking and might result in 'other difficulties' for the Crew.

In order to get around the impasse, the PCs can try and talk to the port management or make a deal with the workers. Getting an appointment with the manager will require a HARD (11) Intelligence + Influence / Bureaucracy or Willpower + Influence / Appropriate Specialty roll and negotiating to have the ship unloaded is a second roll of the same skill. If either roll fails, there is no deal. Making a deal with the workers is only an AVERAGE (7) task using the same skills, but will cost €200. If neither of these options work out, the operative point of the strike is goods unloaded 'at the port'. If a PC can roll an AVERAGE (7) Intelligence + Knowledge / Law test, they will realize that they can simply fly outside the city limits and hire a truck company for €10-40 (1d4 x

10) to take the band's equipment to the venue.

If the Crew chose 'A Piece of the Action' option for how they would be paid by the band, they will roll the same HARD (11) Willpower + Influence / Appropriate Specialty test to determine how much they receive for each of the band's performances. If the PCs chose the 'Up Front' option they may want to renegotiate if the band has been doing well. In order to get the band to agree to the Crew getting a cut, the PCs will have to succeed in a FORMIDABLE (15) Willpower + Influence / Appropriate Specialty roll to get the terms in 'A Piece of the Action'.

After the third stop, the band is under extreme stress from the tour. Either from poor ticket sales that will end their big break or from doing better than expected and that something could go wrong. Either way, the band members out of sheer frustration, begin to vent their stress at each other. While en route to the fourth and final stop PCs must roll an AVERAGE (7) Alertness + Perception / Hearing roll to overhear two band members getting into a heated argument. Racing quickly to where they are arguing gives the PCs a chance to roll a HARD (7) Willpower + Discipline or Willpower + Influence roll to calm the two down before they start throwing punches. At that point the GM will run the combat as normal, it should be obvious that knocking out the musicians, despite feeling they might need it at this point, would probably affect their next performance, the only way to break up the fight is a successful grapple

with each man in the same round. If either sustains more than five points of stun or two wounds, they will face a one-step penalty on their performance roll.

The fourth stop is at the largest venue and due to the more discriminating crowd, automatically adds a one step penalty to performance rolls, but Watanabe is fully supporting this show, so the one-step penalty for minimal advertising from the second and third stop is lifted. The band rolls their aggregate performance roll as before, but the results this time will determine whether they have done well enough to earn that lucrative contract that the music mogul offered them what seems like forever ago.

Once again the GM can add any complications they see fit to lengthen the scene prior to the band taking the stage. However, once the music starts, Read Aloud:

Despite the stress and arguments that made the trip livelier than it needed to be, once again, now that they are on stage, the members of Trainwreck come together to put on a show. Not just your basic, 'let's get this over' performance, but a powerful display that can only be described as a tour de force. Even though the Crew has just about reached their limits with babysitting the band is impressed by their performance and begin to hope that they might actually make some profit on this exceedingly involved job.

When the band leaves the stage, they are met by Melissa Watanabe backstage. Her expression is a study in neutrality as she leads the band to their dressing room. Once everyone has taken seats she opens a briefcase and slides legal forms in front of the band.

Her demeanor at this point will depend on how well the band has performed. If the band rolls a Success or better, she is all smiles and sincerely congratulates the band for a job well done. If the roll is a Failure or worse, she is all frowns and makes it emphatically clear that the band is on probation and their contract is hanging by a thread. The exact offer the band (and Crew) receives is determined on the table below.

Watanabe's Offer

Extraordinary Success = Multi-year (d4 + 2) contract signed with €1,000 per year for the Crew plus an additional €5,000 bonus

Success = Multi-year (d4 + 2) contract signed with €1,000 per year for the Crew

Fail = Probationary one-year contract signed with €1,000 for the Crew

Botch = Probationary one-month contract signed with €150 for Crew

The GM should now award 2-5 Plot Points before continuing on to the next scene.

ACT THREE

SCENE ONE

MELTDOWN

"Bernadette? Pretty world for a Core Planet I reckon, but enough citizens, cameras, and Feds to give an honest fellah a serious uncomfortableness. Home to all manner of folk what gots religiosity and such, but I don't truck with them kinda people much myself. Funny that a world with so many spun up about how to save yer soul is also home to most of the music what gets pumped out on the Cortex these days. All the big labels got a place there, so don't get to askin' me why cause I don't know. Just guess everybody has got to be somewhere and Bernadette is as good a place as any if ya happens to make music."

– Pops McMurty itinerant spacer and long time Rim resident

Once a contract is signed, the band must travel to the Core World of Bernadette to record a music disc and to put on their debut concert. By this time, the members of the band are dependent on the Crew and wouldn't think of traveling in any other ship. As the course between Bellerophon and Bernadette is so well established that the Pilot only has to make an EASY (3) Intelligence + Piloting roll to successfully plot the 380 hour trip for a Speed Class 1 ship.

Watanabe has taken care of everything regarding booking the venue and publicity. On arrival on Bernadette, the plan is for Trainwreck to hit their record label's main recording studio and once their debut music disc is finished, they will appear live in a huge stadium to launch their careers. After the big show, the band will begin making the required appearances on all the major

media programs that are part of the entertainment industry.

There is but one problem, or more precisely, the same problem repeated four times, as regardless of their level of success, the members of the band are about to boil over, whether it is due to sudden and unexpected rise to fame or the fear of surviving their probation, Trainwreck is about to become just that, a train wreck. Minor jealousies long dealt with when the band was just some guys having fun come screaming back with a vengeance as each member of the band takes the glowing reports from Watanabe's full tilt media blitz to heart. Despite being best friends since primary school, Jeff, Freddy, Hans, and Armando each begin clamoring for more attention and each starts criticizing the others during practice over even the most trivial matters. This rubs already frayed nerves raw and will require some timely intervention on the part of the Crew to hold the band together and protect their investment.

The bickering becomes so bad, that a HARD (11) Willpower + Influence roll is needed to smooth out the bad blood long enough for the band to get to the recording studio, but the underlying tension will still be present. If this roll fails, it will take an immediate FORMIDABLE (15) Willpower + Influence roll to prevent a fight as outlined in the previous scene. Regardless of actions by the Crew, by the time they arrive on Bernadette the band members will barely be on speaking terms.

As Trainwreck has gained fame to warrant star treatment, the Crew's ship is met as it

touches down in New Paris, the capital of Bernadette main landing dock, with enough hover limousines to carry everyone. Each car will carry two band members and has room for four additional PCs. The GM should take steps to ensure that PCs are in each vehicle. En route to the recording studio, have each PC roll against an AVERAGE (7) Alertness + Perception test. Any PC that succeeds spots another car running a traffic signal and is about to cause a collision. In order to prevent a serious accident, the PC will have to succeed in an AVERAGE (7) Agility + Athletics roll to reach the steering wheel in time and an AVERAGE (7) Agility + Planetary Vehicles roll. If any of the rolls fail, everyone in that vehicle will have to roll an AVERAGE (7) feat using Get out of Harm's Way (Agility + Alertness) to avoid damage. If failed, damage is Basic type. If the Planetary Vehicles roll was Botched, the task becomes HARD (11). Barring any injuries or after they are treated, the band arrives at the studio to record their music disc for mass public release.

On the band's arrival on Bernadette, Watanabe has had the media out in force and the band is uplifted by the adoring crowds long enough to reach the studio. However, the band members are all rattled by the attention and this translates into uncharacteristic minor mistakes by all four members which only serves to drag out the process leading to even more recriminations. Soon the tension is so poisonous, that recording their music disc has to be postponed. This results in hostility so bitter that the Crew will have one chance to succeed with a FORMIDABLE (15)

Willpower + Influence roll to keep the band from breaking out in a knockdown drag out brawl that threatens the entire deal.

Whether a fight breaks out or not, Melissa Watanabe arrives shortly after the argument and is not happy. The mogul has long had to deal with the towering egos of entertainers, but there are limits to her patience and with as much as she has invested in the band, she is not about to have to explain to her superiors why her new discovery has failed before they even start. The Crew can buy a little time and calm Watanabe with a successful HARD (11) Willpower + Influence roll. If the PCs are successful, she relaxes long enough to tell the band that they have until the concert tomorrow to work things out or she will not only cancel their recording deal, but since they are under contractual obligation to her, Watanabe snarls that she will make it her business to ensure they spend the next five years experiencing all the joys of entertaining the incarcerated citizens of the Verse as part of the Alliance Musical Outreach Penal Tour Program. If this roll fails, Watanabe reduces the level of the band's contract from the previous scene by one level. If the band was already on the one-month contract, this results in the band's contract being reduced to the already scheduled concert and an immediate banishment to the Alliance Musical Outreach Penal Tour Program. Watanabe storms out of their room leaving the Crew and the band speechless and absolutely convinced she is serious.

The big concert Watanabe has arranged is due to take place the next night. Once their

one way conversation with the record mogul is over, the band and Crew are taken to the luxury hotel suites at the Biltmore, the finest hotel in New Paris, by limousine. As no one in the band really wants to talk to any of the others, they each head for their own suite to turn in. The Crew has their own suite that they have to share. In the middle of the night, at the ungodly hour of 3AM, the Crew is awakened by a furious pounding on their door, the PCs stagger out of bed to find Hans, the band's drummer, standing there looking distraught. Hans blurts out:

"It's like this, me and Freddy had words earlier, hell you were there you know. Anyway, I went to talk to Freddy to try and work out a new chord I'd literally dreamt up to see if we could bury the hatchet after all that fuss and all, but when the sod wouldn't open the door, I got real mad. Well, turns out my key worked on his door. I barged in and was more than ready to give him what for and...and, well Freddy was gone!"

After the initial moment of panic, the Crew should want to see Freddy's suite to see if they can find any evidence on where he might have gone. A quick search of the suite finds that it looks normal with nothing disrupted except for where Freddy threw his belongings in a pile. The bed obviously hasn't been slept in, but it does look like he used the shower before he left.

It takes an AVERAGE (7) Intelligence + Perception / Deduction or a HARD Intelligence + Knowledge roll to find a useful clue with a success thinking to call down to the front desk. The front desk

states that a man meeting Freddy's description left the hotel at around midnight, asking for directions to the Near Orbit, a popular nightclub here in New Paris.

Since the Crew was dropped off by limousine they do not have transportation. However, it goes without saying that a hotel as fine as the Biltmore has a first rate concierge service and the man at the front desk immediately calls for the hotel's shuttle service to transport the Crew to the Near Orbit. It is only a ten minute drive to the brightly lit and clearly popular club. The problem the Crew faces now is getting inside as in the rush to find Freddy it is unlikely that any of the PCs are properly dressed for such a swank establishment. If by some chance the PCs are properly dressed, getting past the doormen will take a HARD (11) Willpower + Discipline / Intimidation, or Willpower + Influence / Persuasion roll with a €50 tip providing a two-step bonus to skill.

Since it is unlikely the Crew is dressed properly, the Crew will have to find an alternate means of getting inside. Slipping around back is an AVERAGE (7) Agility + Covert / Stealth roll followed up by a HARD (11) Agility + Covert / Open Locks roll to enter the club's administrative office. Once inside, even though they are not dressed properly, the club is crowded enough that will be able to get close enough to the dance floor to see Freddy with a beautiful woman glued to him and both are apparently having the time of their lives.

Seeing Freddy and reaching him however, are two completely different things as just

as they spot Freddy, a pair of bouncers spot them in their less than fancy clothes and make a beeline directly for the PCs. Getting to Freddy will either take crashing the party or will require a distraction. Crashing the party will require an AVERAGE (7) Agility + Athletics / Gymnastics or a HARD (11) Agility + Athletics / Dodge roll to vault the railing surrounding the dance floor and not land on one of the other patrons. A fail on this roll knocks someone down, which will start a fight, while a Botch will cause the PC to land badly and sustain d6 Stun and will reduce their movement rate by 50% for three Combat Turns. Reaching Freddy ahead of the bouncers who are now swarming from every direction is an AVERAGE (35) Complex Action of Agility + Athletics / Dodge with each roll taking one Combat Turn if there isn't a fight in progress. If there is a fight, the task becomes HARD (55). Success gets to Freddy first, a failure results in being caught by bouncers and being bodily thrown from the club. The PCs must reach Freddy in five Combat Turns or they will be overtaken by the bouncers and thrown from the building.

If the PCs choose to use a distraction, at least one of them will have to charge toward the bouncers with fists flying in order to draw attention away from the rest of the Crew. The PC taking one for the team will earn three Plot Points for their efforts as the bouncers will not be delicate with the trouble maker. This is represented by the PC having to make a FORMIDABLE (15) Endurance (Vitality + Vitality) roll as an attack with the difference on a failure equaling the amount of Stun damage they

sustain. In addition, the club will have the trouble maker arrested for trespassing. This will result in a fine of €50 and the rest of the night in jail. As the one PC is taking their lumps, the others can rush onto the floor and easily get to Freddy before the other bouncers can stop them.

Once the PCs have reached Freddy and get him to realize who they are, he is very drunk, the PCs can say they are his security detail and are here to take him back to his hotel with only an AVERAGE (7) Willpower + Influence / Appropriate Specialty roll. While Trainwreck is not yet a household name, there has been enough publicity this young crowd is stunned to realize that an up and coming star has been hanging out with them. The crowd clamors for the bouncers to let Freddy and his people go. Realizing that odds have turned against them, the bouncers relent and the PCs are allowed to pour Freddy to the hotel's shuttle service, take everyone back to the Biltmore, and allow Freddy to sleep off his drunk.

Once Freddy is safely asleep, and locked, in his room, go to the next final scene. If by some chance the PCs fail to reach Freddy, the bassist will be dropped off by taxi in the morning still roaring drunk, with a minus two-step penalty to all skills for all rolls for the next 24 hours.

SCENE TWO

PICK UP THE PIECES

Despite the amazing range of types of entertainment available on the Cortex, the human need to connect with the focus of

their interests at a personal level has kept actors, musicians, and sports figures at the same level of celebrity that were on present on Earth-That-Was. Keeping track of so many instant celebrities is beyond the capabilities of any one person and most do not even try. In most cases, the typical citizen of the 'Verse just tracks a single or possibly a handful of individuals that capture their fancy, leaving the media to follow what happens to what is usually a very short 'flash in the pan' career. However, with so many venues generating new possible celebrities, one can never tell where the next big thing may be found.

– Cortex Weekly News Blast Magazine entry, June 2518 edition

Depending on actions taken and not taken in the previous scene, the band is at best not on speaking terms and at worst, nursing injuries and packing their stuff to leave. Watanabe is furious and threatening to cancel the entire deal. Regardless of situation, both the band and the promoter look to the Crew to try and fix things. The difficulty of this task will depend on how badly the rift between the band members has progressed. The players are welcome to come up with any reasonable plan they can think of to mend the rift between the band members. However, if the GM can't agree with any plans that the players devise, the following is an option that will get the band back together, please Watanabe, while earning the Crew some much deserved coin.

Knowing their final pay off is riding on the band's success the Crew will undoubtedly try to get the members of the band to talk.

However, this plan comes apart right off the bat when it quickly runs into a solid wall of hostility. The PCs can try rolling whatever skills they possess that they think will help. The GM should allow the PCs make these rolls and should play up the results to allow some role playing, but none of the rolls will be successful as the anger is too deep at the moment for simple words to have any real affect. After the role playing has run its course, the GM should call for a roll of Intelligence + Knowledge or Intelligence + Medical Expertise / Psychology. Anyone that succeeds with an AVERAGE (7) difficulty will realize that since the problem is too deep for words, it is obviously time for action. And in this case, action is handling the manner like they would on the Rim. The best means of smoothing the waters between the members of the band is to get them to remember how long they've been friends and how much they love doing what they do. The PCs are welcome to come up with a viable means to make this happen, but the following is offered as a way to get the band back together.

Since the band doesn't want to talk, a more physical means of negotiations is required. The fact that the Feds would call it kidnapping, is only a minor detail. However, since they are on a Core Planet, they are going to have to get to a Black Out Zone to make their plan work. The easiest way of subduing the four men is if the Crew has a Medic, under the guise of 'speaking to each member one on one', can dope the members of the band. Since the idea that the Crew would put their hands on them doesn't enter their minds, it only takes an

EASY (3) Willpower + Influence / Appropriate Specialty or Willpower + Performance roll to get Jeff, Freddy, Hans, and Armando to follow the PC to their suite and the waiting Medic. Actually injecting each of them is a standard attack roll using Agility + Unarmed Combat versus a Difficulty of EASY (3) if the Medic succeeds with an AVERAGE (7) Agility + Covert / Stealth roll. If this roll fails, the attack roll is against the target's Innate Defense roll.

If the Crew does not have a Medic, they can use the same process, but will have to attempt Called Shots to a Vital Area, namely the head, with the standard two-step skill penalty using Agility + Unarmed Combat versus a Difficulty of EASY (3) if the attacker succeeds with an AVERAGE (7) Agility + Covert / Stealth roll. If this roll fails, the attack roll is against the target's Innate Defense roll. If the attacker hits, the target is automatically knocked out as the band members are each caught by complete surprise. Once the band members are sleeping, getting them and their instruments out of the hotel unseen is going to be a bit more difficult.

Gong by how strait laced all the employees the Crew has seen to this point have gone about their business it is very obvious that simple bribery is not an option to get four unconscious men through the lobby without questions. The easiest way to elude observation is to use the freight elevator. By-passing the security on the 'employees only' freight elevator will take a HARD (11) roll of Intelligence + Technical Engineering / Hacking or of Intelligence + Covert / Disable

Devices. Once in the underground garage, hot wiring a hover truck is a second roll of the above skill at the same difficulty.

Entering a Blackout Zone takes an AVERAGE (7) Intelligence + Streetwise roll to locate and a FORMIDABLE (15) Intelligence + Streetwise roll to enter unseen without a distraction. It only takes an EASY (3) roll of the same skill or an AVERAGE Intelligence + Knowledge roll to know that Black Out Zones are frequented by normally law abiding citizens, typically to buy illegal drugs and are often targeted by Federal Marshals. A raid by Feds on these thrill seeking citizens can provide the perfect distraction.

An AVERAGE (7) Alertness + Perception / Deduction roll will spot just such a group of locals. Once they are noticed, it will require a HARD (11) Agility + Planetary Vehicles roll to slip inside the 'Zone before the Feds can react while they are occupied with the locals. Entering the 'Zone on foot is only an AVERAGE (7) difficulty of Agility + Covert / Stealth, but carrying a, by now, semi conscious band member of armful of instruments is done with a two-step penalty to skill. Failure at this point would be a disaster for everyone, so the GM should make every attempt to talk the players into using Plot Points to succeed in this task.

Assuming the Crew succeeds, they will need to make one last AVERAGE (7) Intelligence + Streetwise roll to locate a tavern inside the Black Out Zone that offers entertainment. A success on this test leads to a run down dive by the name of the "Crash and Burn". A quick conference with the owner will require a HARD (11)

Willpower + Influence / Appropriate Specialty roll to allow the band to perform. Whether they were drugged or knocked out, by this time all four members are fully awake now and more than a little mad about being kidnapped. However, once the Crew explains that the clientele of the Crash and Burn have been promised an impromptu gig by the next big thing in music and they aren't in the mood to be denied. If the band protests, the PCs only have to pull back the backstage curtain long enough for the bend members to see the howling mob that passes for the customers of the bottom of the barrel dump to convince them.

On realizing their lives are on the line Jeff, Freddy, Hans, and Armando grudgingly agree. At this point it only takes an AVERAGE (7) Intelligence + Discipline or Willpower + Influence roll to remind the band that performing is what they love and despite getting more than a little big for their breeches, performing together is brought them to together in the first place.

All four of the men nod in the first sign of agreement they've shown since arriving on Bernadette as this simple fact dawns on them. They take to the ramshackle stage and the rowdy crowd barely notices them do so, but when they begin to play, the crowd soon falls silent, wowed by the virtuoso performance that is the Trainwreck experience. It isn't long before the band has the crowd spellbound and the ratty club is packed beyond capacity.

After an amazing routine and when their set is normally done, they smile at the Crew

and continue to play, completely caught up in the moment. They put on a two hour show before, they finally exorcise the demons of jealousy, envy, and resentment that had been burning a hole inside them and are willing to leave the stage. Having more than wowed the crowd, the 'Rats' that inhabit the Black Out Zone escort the band and the Crew to the 'Zone's boundary and ensure their exit is unnoticed by the Feds. Everyone returns to the Biltmore as dawn breaks, exhausted by the nights events, but as they turn in to rest for that night's concert, it is with genuine affection that they wish each other well.

Trainwreck's debut concert starts at 7PM that night and they arrive at the sold out concert hall to a mad house of screaming fans, flashing lights, and frantic media. The band is whisked backstage and when they step on stage, it is clear that they have rekindled the magic that made them special in the first place. The concert is masterpiece that puts every other performance they have done that the Crew has witnessed to shame. The band owns the crowd and the night, even the jaded media is blown away by the stunning show.

When the band finally leaves the stage and the lights go down for the last time, Watanabe is waiting backstage with a brilliant smile that lights up the room. She can barely contain herself over how well the concert went and informs them that the Pinnacle Recording executives are also extremely pleased, so much so that the level of the contract signed in Act 2 Scene 2 has been increased by a level and in the

case the initial contract roll was a Botch, it is bumped up two levels. If the initial roll was already an Extraordinary Success, the bonus is doubled.

However, before everyone can celebrate, Watanabe turns to the Crew with a sad expression. And says "While I thank you for all the work you have done to this point, Trainwreck is now an 'A list' act and now rates a first class luxury transport." She is sorry, but she can not offer the Crew the job as the band's personal transport. Depending on how difficult babysitting a bunch of temperamental musicians has been to this point, this might not be the worst news for the Crew. The band is probably more torn up by this news than the Crew and they protest loudly, but Watanabe is adamant and they eventually back down.

The Crews has time to have a heartfelt good bye before the band has to pile into the hover limos and are whisked off to meet their adoring fans. As the band and Watanabe fade into the distance, the Crew is surprised to see that there is another limo waiting. The driver explains that it was Ms Watanabe's orders that the Crew be taken back to their ship in style.

After being dropped off at the New Paris docks, the Crew is free to lift and to whatever else awaits them in the Black. The GM should now award 2-5 Plot Points and 1-3 Advancement Points based on the Crew's performance.

下場

THE END

NON-PLAYER CHARACTERS

Jeff Guthrie – Lead vocalist and rhythm guitar

Agility d6, Strength d6, Vitality d6, Alertness d8, Intelligence d6, Willpower d10

Life Points 16; Initiative d6 + d8

Traits: Allure (Minor Asset), Memorable (Minor Complication)

Skills: Athletics d4, Covert d4, Discipline d4, Influence d6 / Persuasion d8 / Seduction d10 / Streetwise d8, Knowledge d4, Perception d6, Performance d6 / Guitar d8 / Singing d12 / Song Writing d8, Planetary Vehicles d4, Unarmed Combat d6

Description: A gifted singer, but his most important quality is more indefinable, as Guthrie has “the look” that clearly sets him apart from the thousands of other gifted singers in the ‘Verse. There is no doubt that Trainwreck is a good band, however, it was having Guthrie as the front man that drew Watanabe’s attention in the first place. The only drawback to having such a magnetic personality is that Guthrie is all too aware of this trait and exploits this gift mercilessly.

Freddy Wells – Bassist

Agility d8, Strength d6, Vitality d8, Alertness d6, Intelligence d8, Willpower d6

Life Points 14; Initiative d8 + d6

Traits: Sharp Sense: Hearing (Minor Asset), Non-Fightin’ Type (Minor Complication)

Skills: Athletics d6 / Dodge d8, Covert d6 / Stealth d8, Influence d6 / Streetwise d8, Knowledge d4, Perception d6, Performance d6 / Bass d10 / Singing d8 / Song Writing d10, Planetary Vehicles d4, Technical Engineering d4, Unarmed Combat d4

Description: While certainly a top notch musician, the most important thing that Wells brings to the table is his perfect pitch. It is this rare talent that makes his bass playing transcends good and is what makes his playing matchless. Wells is also the primary song writer for the group because of this talent and, if the truth be told, while he dearly loves being in the band, it is writing that is his true passion.

Hans Zimmerman – Drummer

Agility d10, Strength d6, Vitality d8, Alertness d6, Intelligence d6, Willpower d6

Life Points 14; Initiative d10 + d6

Traits: Talented: Percussion Instruments (Minor Asset), Lightweight (Minor Complication)

Skills: Athletics d6, Covert d6, Influence d6, Knowledge d6, Perception d6, Performance d6 / Percussion Instruments d12 / Singing d8 / Song Writing d8, Planetary Vehicles d4, Technical Engineering d6 / Technical Repair d8, Unarmed Combat d4

Description: While Zimmerman is better known to his fans and the other members of the band as 'Z Man', this otherwise unassuming man is nothing less than an extraordinary musician. In addition, while by no means a trained technician, he has by default, become the primary tech that keeps the band's equipment functioning.

Armando Delacruz – Lead guitar

Agility d12, Strength d4, Vitality d8, Alertness d6, Intelligence d6, Willpower d6

Life Points 14; Initiative d12 + d6

Traits: Two-Fisted (Major Asset), Ego Signature (Minor Complication), Overconfident (Minor Complication)

Skills: Athletics d4, Covert d6 / Sleight of Hand d8, Influence d6 / Streetwise d8, Knowledge d4, Medical Expertise d4, Perception d6, Performance d6 / Guitar d12 / Singing d10 / Song Writing d10, Planetary Vehicles d4, Unarmed Combat d4

Description: Armando was simply born to be a musician. He is completely ambidextrous and his signature act is playing his guitar both right and left handed. This trademark is featured in every Trainwreck show. Being so talented at something he loves so dearly, has unfortunately led to Armando having an ego large enough to make him difficult to work with.

Melissa Watanabe – Music Mogul

Agility d6, Strength d6, Vitality d6, Alertness d6, Intelligence d8, Willpower d10

Life Points 16; Initiative d6 + d6

Traits: Moneyed Individual (Major Asset), Trustworthy Gut (Minor Asset), Allergy: Cats (Minor Complication), Hooked: Cigars (Minor Complication), Straight Shooter (Minor Complication)

Skills: Athletics d4, Discipline d6 / Intimidation d8 / Mental Resistance d8, Influence d6 / Marketing d10 / Persuasion d10 / Seduction d8 / Streetwise d8, Knowledge d6 / Business d10, Perception d6 / Intuition d8, Planetary Vehicles d6

Description: Watanabe has made what even she admits is an embarrassingly large amount of money based on her uncanny ability to spot talent regardless of how rough the venue that they perform in may be. She is the go to person at Pinnacle Recording Company and while she knows that, it hasn't gone to her head. She knows what she wants when she sees it and knows how to get it when she wants it.

Honus P. Sanderson – Sleazy Music Mogul

Agility d6, Strength d6, Vitality d6, Alertness d8, Intelligence d8, Willpower d8

Life Points 14; Initiative d6 + d8

Traits: Friends in Low Places (Minor Asset), Forked Tongue (Minor Complication)

Skills: Athletics d6 / Dodge d8, Covert d6 / Forgery d8 / Open Locks d8 / Stealth d8, Guns d6 / Pistols d8, Influence d6 / Marketing d8 / Persuasion d8 / Streetwise d10, Knowledge d6 / Business d8, Melee Weapons Combat d4, Perception d6 / Gambling d8

Description: Sanderson is about as close to being the complete opposite of Watanabe as is possible for any one human to be. Nothing is beneath him when it comes to gaining a new client, his primary problem is he doesn't have Watanabe's gift at spotting talent and frequently attempts to steal the acts she discovers.

Dock Manager

Agility d6, Strength d6, Vitality d8, Alertness d6, Intelligence d8, Willpower d8

Life Points 16; Initiative d6 + d6

Traits: Leadership (Minor Asset), Chip on the Shoulder (Minor Complication)

Skills: Athletics d6 / Dodge d8, Discipline d6 / Leadership d8, Influence d6 / Persuasion d10, Knowledge d6 / Dock Operations d10, Mechanical Engineering d4, Melee Weapons Combat d4, Perception d6, Technical Engineering d4, Unarmed Combat d6 / Brawling d8

Description: A typical foreman for any one of a hundred different businesses throughout the `Verse. Capable enough at what he does, he is insecure enough to make the lives of those unfortunate enough to work for him miserable as he vents his frustrations in every direction and at anyone unlucky enough to capture his attention.

Bouncers

Agility d8, Strength d8, Vitality d8, Alertness d8, Intelligence d4, Willpower d6

Life Points 16; Initiative d8 + d8

Traits: Tough as Nails (Minor Asset), Prejudice: Non-Fashionable (Minor Complication)

Skills: Athletics d6 / Dodge d8, Discipline d4, Influence d6 / Intimidation d8 / Persuasion d8 / Streetwise d8, Knowledge d6 / Latest Fashion d8, Melee Weapons Combat d6 / Club d8, Perception d6, Planetary Vehicles d6, Unarmed Combat d6 / Brawling d10

Description: The only thing that sets the bouncers of the Near Orbit apart from any other strong arm in the `Verse is their ability to discern whether or not the hopeful clientele lined up outside are `dressed for success' enough to enter the ultra swank club.