

A Point of Contention

WRITTEN BY
Sean Kennedy

Illustrated by
Sean Kennedy

Miscellaneous Photo Collages and Maps Created by Sean Kennedy

Based on a Screenplay by
Joss Whedon

Serenity Role Playing Game
By Margret Weis Productions



This adventure is for gaming purposes only and is not-for-profit. No copyright infringement is intended.

Additional Credits:

Castor Class Salvage Tug by Selek

Badger write-up based on Buscadero and Frostwolf's

Table of Contents:

Introduction

- Here's how it is
- What the gorram hell are you playin'?
- Characters
- Terms used in this Adventure

Prologue

Scene 1- Points of Contention

- A Haggard Badger
- A Matter of Honor
- May You Live In Interesting Times
- Blood Is Thicker Than Water
- Hero Worship

Scene 2 – The Dragon, The Crane, and The Seer

- A Financial Disagreement
- All Paths Lead To The Flying Dragon
- Diamonds Are A Ghouls Best Friend
- The Fortune Teller
- The Immaculate Crane
- Out of The Frying Pan.

Scene 3 – The Talons of Liang Zhu

- The Tong Celebration
- Ignore The Man Behind The Curtain
- A Small Medium At Large
- Showdown

Epilogue

- Bin Wa's Fate
- The Crew
- The Sister
- The Family
- The Ladies of the Crane
- The Hypnotic Drug

Appendix A – The NPC's

Appendix B - Maps

INTRODUCTION:

HERE'S HOW IT IS

It's been said that strange things happen out in the "Black". These days strange things happen planet-side as well.

You always knew how bad things get on Persephone with all of the criminal elements all vying for a piece of the action; the Tongs against the mobsters, the mobsters against the contraband shippers—all of them against the Alliance. All of them wanting to be top dog. It's been a point of contention for years.

It has always been a good reason to avoid getting too involved in the illegal activities at Eavesdown Docks. But this time, you've been left with no choice. You got obligations with friends (and enemies) that must be fulfilled. Not to mention a mysterious bag of diamonds that has been entrusted to you by someone you just met. . . .

Strange days indeed.

WHAT THE GORRAM HELL ARE YOU PLAYIN'?

Contention:

- The act or an instance of striving in controversy or debate. See discord.
- A striving to win in competition; rivalry: The teams met in fierce contention for first place.
- An assertion put forward in argument.
- You know what the chain of command is? It's the chain I go get and beat you with 'til ya understand who's in ruttin' command here.

"A Point of Contention" is a Serenity Role Playing Game Adventure.

This adventure takes place in a fictional universe created by Joss Whedon and which has been extensively described in other products. However, there is additional information included for new locations and characters not previously seen in Firefly or Serenity. The adventure takes place on the planet of Persephone.

The Game Master (GM) is strongly encouraged to read and become familiar with the adventure before attempting to run it. Players may choose to stray from pre-arranged plotlines, and the only way to respond to such circumstances is to know the adventure thoroughly.

CHARACTERS

This adventure is intended for use with any crew you can muster up, but will likely need to contain one or two Veterans or Big Damn Heroes. You should have the following characters at the very least:

- Captain
- Engineer
- Doctor
- Mercenary or Hired Gun

The GM should keep the Skills and Traits of his Crew in mind when he/she sets up the adventure. Each player should have a significant role to play. Characters driven by intellect will make better investigators, while characters with technical skills will be useful in gathering information. Muscle-bound characters will make useful interrogators and intimidators.

TERMS USED IN THIS ADVENTURE

The Crew = The characters in your game

PC's = Player Characters - The players themselves and the role-playing they have during play.

Milk-Run = A "milk-run" is a round trip which facilitates both distribution and collection. In the case of this game it could be anything, from bobble-head dolls to actual milk or dairy cows.

Suan ming = Chinese fortune telling (Chinese: literally "fate calculating")

Zhou Yi = also known as Yi Jing or I Ching, divination according to the book of changes, and by the manual casting Yarrow stalks or I Ching coins

Kau cim = Divination and fortune telling by means of numbered bamboo sticks shaken from a tube. This requires the shaking of a bamboo cylinder, which results in at least one modified incense stick leaving the cylinder.

Tong- The word **tong** means "hall" or "gathering place". It is a loose description for a Chinese gang or secret organization. These organizations are described as secret societies or sworn brotherhoods and are often tied to criminal activity.

PROLOGUE

GM's should read this section and set it up with their players as part of the prologue of the adventure. This would be like the opening scene of an episode and is presented here in third person narrative and first person narrative, depending on how the GM would like to play it.

Third Person Narrative:

Strange things happen out in the "Black". The Crew has been in flight for a week, and are now less than a day away from their destination, Persephone. The Crew is looking forward to getting paid. The trip has been a fairly uneventful one; hauling a standard load of cargo and one very old Chinese passenger. Nothing to write home about...with maybe the exception of the old man.

Shin Lo is one of those old Chinese fellows who looks to be about 200 years old. He's spry for an old guy, and seems to be knowledgeable on just about every aspect of the Verse. Stranger still is the fact that he started up a friendships with most of the Crew. His jovial and easy going attitude put everyone on-board at ease.

Right up the morning the Crew found him lying half paralyzed in the passenger quarters. You're ship's medic recognized it as a stroke, but also knows it's too late to save him. Clutched tightly in his arthritically gnarled hand is a small velvet bag. Just as he breathes his last he gives the bag to the nearest Crewman and says, "Free the women of the Crane." Inside the pouch are ten flawless, blue diamonds, worth a small fortune.

After his unexpected demise, The Crew finds a last will and testament in his room. The will stipulates that he should be buried in space, and that his belongings should be delivered to the Buddhist monastery on Sihnon.

There is no mention of the diamonds, but there are some recorded waves from his grand-daughters, asking him for money to pay off their "debts". Some investigation on the Cortex will show that they are citizens of Persephone spaceport city of Eavesdown.

First Person Narrative:

Strange things happen out in the “Black”. Few stranger than the events of this last week. We’ve been in flight for a week, and are now less than a day away from our destination on Persephone. Both the Crew and myself looking forward to getting paid. We really need this job to keep us flying.

The trip has been a fairly uneventful one; with the exception of one little incident. We’re hauling a standard load of cargo and one very old Chinese passenger, by the name of Shin Lo. He was one of those old Chinese fellows who looked to be about 200 years old. He was spry for an old guy, and seemed to be knowledgeable on just about every aspect of the Verse. Stranger still is the fact that he started up a friendships with most of the Crew. His jovial and easy going attitude put everyone on-board at ease.

Right up the morning the Crew found him lying half paralyzed in the passenger quarters. The doc examined him and reckons he suffered a stroke, but he was too far gone to save. But just as the light was fadin’ from him, he handed me a small bag and says, “Free the women of the Crane.” Then he passed. When I looked in the pouch I nearly had a stroke myself. Inside were ten flawless, blue diamonds, worth a small fortune.

After his unexpected demise, I had the Crew search through his things to see if we could find anything on his next of kin. They found last will and testament that stipulates he should be buried in space, and that his belongings should be delivered to the Buddhist monastery on Sihnon. Strange request for Buddhist, but we’ll make sure to see it through.

We also found some recorded Waves from his grand-daughters who apparently live on Persephone, asking him for money to pay off their debts. There is no mention of the diamonds, but my guess would be that they are for his grandchildren. It’s just one more thing to do while we’re there, but I’ve got a funny feeling that things aren’t as simple as they appear.

NOTE to the GM: The diamonds are worth approximately 1000 credits each, but the crew should not learn this unless they go to see a jeweler, or an expert in gems. This can be done on Persephone when they land.

SCENE 1 – Points of Contention

The already have a task to find the grand-daughters of Shin Lo, but the following hooks are to get them involved in the wider political/criminal events taking place on Persephone.

A HAGGARD BADGER

This Scene is the game setup for a group with INTIMIDATION MANNER, FRIENDS IN LOW PLACES, or ties to Badger's crime ring on Persephone.

It's 11AM planet-side. The Crew has just finished a quick milk-run to Persephone and has just finished receiving payment. They are looking forward to spending their funds on some much needed supplies. As they are making their way back to their ship through the Eavesdown Docks, a gun battle breaks out between what appear to be hired thugs and Tong members, catching the crew and many innocent civilians in the crossfire.

As the crew dives for cover they spot the local “king of the hill” gangster named BADGER. Badger is a petty thug with pretensions to Kingpinery: He has bad facial hair, bad teeth, a crushed and grungy, black derby, and he wears a woolly and worn three piece suit with a mismatched tie, though he has only a wife-beater shirt beneath. At the moment the crew sees him he's a little worse for wear, bleeding from a bullet wound in his shoulder and cursing in Chinese. His hired guns are protecting him from the Tong assailants.

If the PC's have had less than perfect dealings with Badger in the past, this would be the opportune time to get on his good side by helping to rescue him. If the PCs haven't dealt with Badger before, then they could decide to help him and get on his good side and join his organization as "Valued employees".

If the PC's decide to mind their own business and defend themselves, they'll find themselves shooting back at the Tong, which will make them an enemy of the Tong. If they decide to simply take cover and not get involved, the

gun battle will go on for about five minutes. In the meantime, they'll have to watch as innocent lives are lost in the hail of bullets. At this point the GM could decide to play upon the feeling of the PC's to get them involved in the fight. Here are some suggestions:

- 1) You see a pregnant woman gunned down right in front of you; a bullet through her belly. What do you do?
- 2) An eight-year-old boy you saw at a food stand is shot through the neck as you watch from your hiding place behind the crate. What do you do?
- 3) An old woman, who reminds you of your grandmother, is shot in the chest. She falls to the ground. Her knitting needles and wool yarn drop from her bag and settle in her pooling blood. What do you do?
- 4) A mother and two children are caught in the crossfire. The mother uses her body as a shield and is killed while her children watch. What do you do?

At this point the PC's will find it very difficult to prevent further bloodshed without taking out either Badger and his men or the Tong gang members. The GM should point out the PC's that they are closer to Badger and his men than they are to the assailants, and some well placed return fire might be enough to scare off the remaining Tong. If the PC's end up defending innocent people their standing in the local area will advance (they should receive 1 Plot Point).

In any case, once the gun battle is over, Badger will ask the crew members to come with him back to his lair. He mentions that the Alliance Police will soon be swarming the area and it would be better for everyone if the crew wasn't around when they showed up. If they don't accept his offer they will need to leave immediately or they might be arrested by the authorities, or at the very least be taken in for questioning. If they actually killed anyone they might be sent to jail. If they actually helped defend or rescue innocent people they will be set free or may not be questioned further. The GM should put the PC's through the wringer, basing the outcome on their actions during the gun battle.

If the crew accepts he will take them back with him and explain what's going on. Badger's Lair is a set of rooms near the edge of the space port. The room is not too large, and quite dingy. The ceiling has what looks like subway grates over it – you can hear the traffic above, and every now and then the bright white light of a flying vehicle pours through the grate. The place is decorated in "old-west-Asian-bachelor-shipping-crate" style. He sits behind his desk and tells one of his men to *"Don't just stand there you idiot! Go get my gorram doctor!"*

When the doctor arrives and starts working on Badger's wounded shoulder, he begins to tell the crew his story. The GM should read the following:

"As you might 'ave noticed, I've run into a spot of trouble with one of the local Tongs. A point of contention as it were. The 'Devine Hand' has been around for some time, but they've got a new leader. Fella by the name of Liang Zhu. He killed the previous Tong leader and took over. No one's really seen him. No one knows what he looks like. All I know is that he's Chinese and not very friendly. He's been trying to take over all the business in the area, and as you can see he doesn't like any competition. He's even taken on the Shipping Guild. That take a level of bravado that no one can ignore. If you're interested, I could do with some help. I would have reported him earlier, but it seems Liang Zhu even has control of the local Alliance commanders.

I'm willing to hire you to find out who this Liang Zhu is, and shall we say "adjust his attitude". If that includes a bullet in his braincase, that's perfectly alright with me. I'll pay you 500 credits each to make sure he no longer a problem to me. My men can't get close to him, but you and yours might 'ave a chance. So do we have a deal?"

- The Problem:

Badger has never been very trustworthy, but he seems fairly sincere at the moment. Taking on or taking out a Tong leader will be risky at best and it could get you into some serious trouble. The Tongs hold a grudge for a VERY long time.

- The Outcome:

Should the crew still accept Badger's business proposal, he will give them his only lead. A man by the name of "Chu Fen". He's a local businessman and merchant with ties to the community and the Tong. He went into hiding when Liang Zhu took control of the Tong. Badger was on his way to a secret meeting with Chu when he was attacked. Chu was supposed to meet him at the Flying Dragon Restaurant at noon.

If they do not accept his proposal he'll respond to them in one of three ways.

- 1) If they rescued or helped him during the gun battle, he will up the payment for the job to 8000 credits.
- 2) If they fought to protect their own skins during the gun battle, he will tell them if they ever want work on Persephone again they should accept the deal.
- 3) If they did not take part in the battle he will call them "nuòfū" (cowards) and tell them to leave Persephone before the Alliance Feds pick them up for illegal shipping.

In the end, should the crew not accept Badger's proposal, they might be contacted in another way. Review the other scenes for possible hooks into the storyline. If the PC's want the job but want more pay, it will be a FORMIDABLE action to do so (Willpower + appropriate skill). If the PC's are able to talk their way into higher pay for the job, they should receive 1-2 Plot Points

A MATTER OF HONOR

This Scene is the game setup for a group with GOOD NAME, LOYAL, INTIMIDATING MANNER or a close-knit crew.

It's 11AM planet-side. The Crew has just finished a quick milk-run to Persephone and has just finished receiving payment. They are looking forward to spending their funds on some much needed supplies. As they are making their way back to their ship through the Eavesdown Docks, a gun battle breaks out between what appear to be hired thugs and Tong members, catching the crew and many innocent civilians in the crossfire. As the crew dives for cover one of them is hit by a stray bullet and is seriously wounded. The crewman will need immediate medical attention or they will die. This is a COMPLEX HEROIC action (Intelligence + Medical Expertise + appropriate skill) and will take 10 minutes to perform and save their life. If the PC's are able to save their crewmate, they should receive 1-2 Plot Points.

NOTE: The GM should determine which crew member is wounded and should discuss this with the Player before the game begins. Another option would be to have an NPC (close friend or Family member) shot and killed in the battle.

During the battle some of the crew may return fire. Depending on where they are they may be shooting at Badger and his men or at the Tong members. The PC's should decide which, but if the PC's do not specify then the GM should decide which side is targeted.

If the PC's decide to mind their own business and simply take cover they'll have to watch as innocent lives are lost in the hail of bullets. At this point the GM could decide to play upon the feeling of the PC's to get them involved in the fight. Here are some suggestions:

- 1) You see a pregnant woman gunned down right in front of you; a bullet through her belly. What do you do?
- 2) An eight-year-old boy you saw at a food stand is shot through the neck as you watch from your hiding place behind the crate. What do you do?
- 3) An old woman, who reminds you of your grandmother, is shot in the chest. She falls to the ground. Her knitting needles and wool yarn drop from her bag and settle in her pooling blood. What do you do?
- 4) A mother and two children are caught in the crossfire. The mother uses her body as a shield and is killed while her children watch. What do you do?

At this point the PC's will find it very difficult to prevent further bloodshed without taking out either Badger and his men or the Tong gang members. The GM should point out the PC's that they are closer to Badger and his men than they are to the assailants, and some well placed return fire might be enough to scare off the remaining Tong. If the PC's end up defending innocent people their standing in the local area will advance (they should receive 1 Plot Point).

In any case, once the gun battle is over, the crew will need to leave immediately or they might be arrested by the authorities, or at the very least be taken in for questioning. If they actually killed anyone they might be sent to jail. If they actually helped defend or rescue innocent people they will be set free or may not be questioned further. The GM should put the PC's through the wringer, basing the outcome on their actions during the gun battle.

If the crewman (or NPC) dies, the PC's will likely want vengeance. If they do a little investigating and talking with the local folk, they will find out that the Devine Hand Tong has a new leader; Liang Zhu. No one's really met him since he killed the previous Tong leader and took over. The Crew finds out that he's been trying to take over all the business in the area, and as you can see he doesn't like any competition.

- The Problem:

Taking on or taking out a Tong leader will be risky at best and it could get you into some serious trouble. The Tongs hold a grudge for a VERY long time.

- The Outcome:

If the crew decided to go after the Tong leader, they might be able to bribe or pay for information. Since no one in the area wants to cross the Tong leader, this is a HEROIC ACTION ((Intelligence + Willpower)/2 + Appropriate Skill). A Successful roll will allow the crew members to get the information by expending cash in the amount of 50 credits. An Extraordinary Successful roll will allow the crew members to get the information by expending cash in the amount of 25 credits. A failure will allow the crew members to get the information by expending cash in the amount of 100 credits. If the PC's are able to talk their way into the lowest pay for the information, they should receive 1-2 Plot Points.

The information will lead the crew to the Flying Dragon Restaurant. They will be told to look for a man by the name of "Chu Fen". He's a local businessman and merchant with ties to the community and the Tong. He went into hiding when Liang Zhu took control of the Tong. Your informant tells you that he should be at the Flying Dragon Restaurant at around noon.

MAY YOU LIVE INTERESTING TIMES

This Scene is the game setup for a group with GOOD NAME, FRIENDS IN LOW PLACES, or ties to trade on Persephone.

The Crew is just finishing up a quick milk-run to Persephone. As they enter orbit they receive an incoming wave. One or more of the crew will be contacted by past associate who needs your help with a job. This associates Chu Fen, a local businessman and merchant on Persephone, with ties to the community, and possibly the Tongs. It's 10AM planet-side when the wave reaches the ship.

The GM should read the following to the players.

"My friend. I'm so glad to have reached you. I am in dire need of assistance. The Devine Hand Tong has a new leader; Liang Zhu. He is a ruthless man with no conscience. He killed the previous Tong leader and took over about a month ago, and since then he's been trying to take over all the business in the area. He doesn't like competition, and he has already killed many people. I am worried for my family. Liang Zhu even has control of the local Alliance commanders so I cannot go to them for help. Can you please meet me? I would like to make arrangements for my family to be taken to safety on Ariel. I am willing to pay 500 credits to each of you to transport them. Will you meet help?"

- The Problem:

Dealing with a bloodthirsty Tong leader will be risky at best and it could get you into some serious trouble. The Tongs hold a grudge for a VERY long time.

- The Outcome:

If the crew decides to help Chu, he will tell them to meet him at the Flying Dragon Restaurant at noon. If they want to negotiate, for a higher payment for the job, it will be a FORMIDABLE action to do so (Willpower + appropriate

skill). If the PC's are able to talk their way into higher pay for the job, they should receive 1-2 Plot Points. Chu will go as high as 1000 credits per crewman to save his family, but if he must pay that high a sum he will also ask the crew to help him fight Liang Zhu. If they negotiate, and fail then Chu will still offer them the money for the job, but he will ask for some collateral in exchange (one of the crew will do). If they do not accept his job at all he will ask them to meet him anyway, as he has another job in mind that he can only discuss face to face.

BLOOD IS THICKER THAN WATER

This Scene is the game setup for a group with Strong Family Ties on Persephone

The Crew is just finishing up a quick milk-run to Persephone. As they enter orbit they receive an incoming wave. One of the crew members has been contacted by their father who tells them their younger sister has disappeared. (NOTE: The GM should decide which crew member has the sibling and should discuss this family tie in an earlier gaming session. Making note of how much the crewman dotes on his/her younger sibling.)

The GM should read the following to the Players:

"(creman name), I've been trying to reach you for days, but the uplink here at home has been acting up. Your sister Emilia has disappeared. About two months ago she took a job in the Eavesdown area. She was working at a restaurant in the city, and last Monday she didn't come home after work. Your mother and I are worried sick. There has been a lot of violence in the last month and we're worried she might have been kidnapped, or killed. The last place she was seen was at her job at the Flying Dragon Restaurant. Can you talk to your friends and ask them to help find her?"

- The Problem:

Finding her will be like searching for a needle in a haystack, and the crew might be reluctant to take on a job without pay.

- The Outcome:

If the crew decides to help (which they really should) the crewman's father will tell them to meet him at the Flying Dragon Restaurant at noon.

If they decide not to help the crewman will need to help convince them. (The GM should work with the player to negotiate with the rest of the crew.) This will be a good time for some serious role playing. Could you say no to Kaylee? Or to Jayne Cobb? The crewman's father is willing to put up 500 credits for his daughter's safe return, but he really can't afford much more. The crewman with the missing sister might have more cash to help convince others PC's to help him. The only clue his father can give you is the restaurant owner's name, Chu Fen.

If the other crew members are unwilling to help, the GM should review the other plot hooks to get the crew into the plot.

HERO WORSHIP

This Scene is the game setup for a group who has GOOD NAME, THINGS DON'T GO SMOOTH, MEMORABLE, or a Crew member from a real back-water world. It also requires the GM to pick an unlikely Crew member to be the target of the plot hook. (The Target Hero)

It's 11AM planet-side. The Crew has just finished a quick milk-run to Persephone and has just finished receiving payment. They are looking forward to spending their funds on some much needed supplies. As they are making their way back to their ship through the Eavesdown Docks; when they are suddenly approached by two seventeen-year-olds, a boy and a girl. They are dressed identically and appear to match the Crew member who is the Target Hero.

They are Benjamin and Brianna Bellows, a pair of twins who come from the Target Hero's home town. They've coming looking for him, because back home they idolize him/her. Some of the Target Hero's exploits have travelled back home through Waves to his/her family and have become tall tales. So Ben and Bree saved up their money to come to Persephone, to learn from him. The Target Hero will recognize them as the annoying rug rats of the town where he lived.

When they meet him it will be a total surprise. Ben and Bree will fawn over the Target Hero like fan-boys at a comic book convention. They will go on and on about his exploits (real, exaggerated, or imagined). They will stand, gesture, talk, and walk in mimic of the Target Hero.

Just as the twins are becoming REALLY annoying, a gun battle breaks out between what appear to be hired thugs and Tong members, catching the crew and many innocent civilians in the crossfire. As the crew dives for cover the twins duck behind the Target Hero; cheering him on with hoots and shouts. During the battle some of the crew may return fire. Depending on where they are they may be shooting at Badger and his men or at the Tong members. The PC's should decide which, but if the PC's do not specify then the GM should decide which side is targeted.

If the PC's decide to mind their own business and simply take cover they'll have to watch as innocent lives are lost in the hail of bullets. The twins will egg the Target Hero on. Telling him he should defend the innocents, at which point the pull out their own pistols and start shooting at the Tong.

At this point the PC's will find it very difficult to prevent further bloodshed without taking out the rest the Tong gang members. If the PC's end up defending innocent people their standing in the local area will advance (they should receive 1 Plot Point).

In any case, once the gun battle is over, the crew will need to leave immediately or they might be arrested by the authorities, or at the very least be taken in for questioning. If they actually killed anyone they might be sent to jail. If they actually helped defend or rescue innocent people they will be set free or may not be questioned further. The GM should put the PC's through the wringer, basing the outcome on their actions during the gun battle.

Ben and Bree will think this was all sorts of fun and will praise the Target Hero on his expertise, even if he didn't hit anything.

- The Problem:

The first problem is that Ben and Bree are here to stay. They will not leave the planet as long as their Hero is around. If told to stay away they will simply follow the Target Hero around until they get locked up or killed.

The second problem is that they fired on the Tong warriors. That made them enemies of the Tong and if they stick around too long they'll end up dead. These are kids of a friend of the family so the PC, needs to consider this before leaving them on their own.

The Third Problem is the crush. If the Target hero is a man, then Bree has a HUGE crush on the Target Hero and will fawn over him as long as she can; making sweet loving smiles and fluttering eyelashes to get his attention. If the Target Hero is a woman, then Ben will spend as much time as possible doing manly things to try and impress her. He may even try to kiss her if the moment arises.

- The Outcome:

If the crew decides to let Ben and Bree hang around, they can be very helpful. Ben, though not very intelligent, is a crack shot and can shoot the eye out of a squirrel at 100 yards. Bree is not stupid, but she's no good with a pistol. She does know the ins and outs of electronic devices and computers.

If the Target Hero accepts their presence he/she should receive 5 extra plot points which can be used to keep them out of trouble during the game. This will be difficult as they will continue to do things that will get them in trouble. This is the first time they've left home and been off-world, so it will be a learning experience.

By the end of the adventure they should be disillusioned enough to want to return home. They will stay only if the Target Hero invites them to stay.

If told to stay away they will simply follow the Target Hero around until they get locked up or killed. If they get killed, the Crewman will need to explain their deaths to their parents, which could be a little awkward. If they hang with the PC's they will be treated as members of the Crew and their actions will be adjusted to do whatever they feel is best for the Crew. If they are left to their own devices, the GM should treat them as game hazards, or dependent NPC's who need rescuing.

The Benjamin and Brianna Hazard

The following chart should be used as a reference for what kind of trouble the kids get into. The GM should use it in essentially any section of the game that requires a little levity or plot complications:

Benjamin and Brianna Hazard Chart		
DIE ROLL	ACTION	OUTCOME
1	Ben and Bree think the Target Hero is in some kind of danger and decide to mount an ill-planned rescue.	The Target Hero is indeed in danger, and the twins burst in to rescue him/her; which would be good if they were not outnumbered.
2	Ben and Bree think they've found a clue that will help out the Target Hero.	They actually found something totally irrelevant
3	Bree gets captured by the Tong	She ends up as a sex slave at the Immaculate Crane and the Target Hero has to rescue her.
4	Ben and Bree think the Target Hero is in some kind of danger and decide to mount an ill-planned rescue.	The Target Hero is not in danger, but the twins burst in to rescue him/her. This makes the Target Hero look like a fool and a babysitter
5	Ben gets captured by the Tong	He ends up in the hospital and is missing for the rest of the game; Bree is distraught and keeps asking the Target Hero to search for him.
6	Ben and Bree think the Target Hero is in some kind of danger and decide to mount an ill-planned rescue.	The Target Hero is indeed in danger, but twins get captured by the villains.
7	Bree gets captured by the Tong	She ends up in the Tong hideout prison cells and the Target Hero has to rescue her.
8	Ben and Bree think they've found a clue that will help out the Target Hero.	They actually found out something useful-but deliver it at the worst possible moment
9	Ben and Bree think the Target Hero is in some kind of danger and decide to mount an ill-planned rescue.	The Target Hero is indeed in danger, and somehow miraculously the twins pull off a rescue
10	One of the Twins is captured by the Alliance and is thrown in jail.	The Target Hero has to bail or break them out.
11	Ben gets captured by the Tong	He ends up in the Tong hideout prison cells and the Target Hero has to rescue him.
12	Ben and Bree think they've found a clue that will help out the Target Hero.	They actually found out something useful that will help solve the adventure

SCENE 2: The Dragon, The Crane, and The Seer

A FINANCIAL DISAGREEMENT

No matter the outcome of scene 1, the PC's should end up at the Flying Dragon Restaurant at around noon of that same day.

On the way to the establishment, they run into a small disturbance in the street. As they round a corner, a small person comes hurtling through the air and lands on a few members of the Crew. At first glance it appears to be a Chinese boy, but a closer inspection will reveal he is actually a midget or "Little Person". If he lands on a male Crew member he'll accidentally elbow him in the privates as he tries to get to his feet. If he lands on a female Crew member he'll accidentally use her bosom to leverage himself back to his feet.

At this point he'll get an embarrassed look on his face, and say to the unfortunate Crewman, "So sorry.. .beg forgiveness..."

He'll bow and turn around, just in time to duck a swinging club aimed at his head, which now has a good chance of hitting the Crewman. SMACK! (GM Discretion)

The club is being wielded by one of three thugs. These husky brutes appear to be quite upset with the little man. They chase him around the enclosed street and shop area, preventing his escape but unable to catch the fast moving little fellow.

NOTE to GM: The Thugs are Buford, Randal, and Hank. They are members of the crew of the salvage ship, "Betsy Blue" They are veteran Browncoat soldiers, but are none of them burdened with an overabundance of intelligence. Buford's favorite weapons are his bowie knife and his pistol. Randal favors a club or cudgel. Hank is the biggest and prefers to use his fists.

The little person is Bin Wa. He is a local fortune teller and business man. He was on his way back to his shop when he was accosted by the three men. Bin Wa speaks a little like Chew from Blade Runner. Broken English spoken very quickly with a very heavy Chinese accent, and lots of Chinese thrown in. This is meant to provide some character to the character so the GM should play it to the hilt.

At one point the little guy dives for cover under a table of fruit in front of a grocery store. One of the thugs grabs him by the leg and drags him out, holding a huge bowie knife to his throat.

"Give us back our money, short stuff, or I'll gut you like a pig."

The little man frantically fishes into his pockets, but instead of money, he pulls out a small bag of oriental mustard spices, and tosses them into the eyes of his assailant. The big man shouts in pain and drops the little fellow, who runs and hides behind the nearest Crewman. "Please to be helping me!"

The other two thugs approach the Crewman and tell him/her to stand aside.

- The Problem:

At this point the Crew needs to make a decision:

- Help the thugs
- Help the little guy
- Negotiate a peace
- Stay out of it

Each of these decisions will impact game play in later scenes.

- The Outcome

If the Crew helps the thugs:

If the Crew decides Bin Wa is guilty of something they can attempt to assist in his capture. With the combined force of the Crewmen and the three thugs, catching Bin Wa would prove fairly easy. As it turns out, the disagreement boils down to some fortune telling gone bad....which led to a bad business move by t the threesome of thugs. Bin Wa provided them some positive fortune tells last month which the threesome took to mean as a chance to make some fast money. Unfortunately they lost about 100 platinum. They want Bin Wa to pay them their losses. Bin Wa does not carry that type of coin on him and he will ask for time to get the money. If his request is refused, he will do his best to wriggle free and escape. He has a good chance of doing so because of his size and martial arts training, The GM should allow him to escape relatively unscathed, but he will hold a grudge against the Crew for siding with the thugs. This will make all future Skill Rolls against Bin Wa will be at minus two proficiency levels.

If the Crew helps the little guy:

If the Crew decides Bin Wa is innocent and needs defending, they can protect him. The thugs will put up a fight but they are not all that dangerous. As it turns out, the disagreement boils down to some fortune telling gone bad....which led to a bad business move by t the threesome of thugs. Bin Wa provided them some positive fortune tells last month which the threesome took to mean as a chance to make some fast money. Unfortunately they lost about 100 platinum. They want Bin Wa to pay them their losses.

Bin Wa is of the opinion that they lost the money on their own and they need to live with their decision. His fortunes are not specific and are meant as a guide not a final yes or no decision. The PC's are likely to agree with him. The three thugs do not. This will likely lead to a fight, unless the PC's can negotiate some kind of truce. (HARD Complex Task – Willpower + Appropriate Skill or Trait – Duration 5 minutes) .See below for outcome.

If the Crew decided to fight the thugs and protect Bin Wa, this will make all future Skill Rolls against Bin Wa at plus two proficiency levels.

If the Crew negotiates a peace:

The Crew could decide to try and get everyone to come to an amicable solution to the problem. As stated before, this is a HARD Complex Task (Willpower + Appropriate Skill or Trait – Duration 5 minutes). If the roll is a failure, a fight will ensue and the Crew will need to choose sides. Bin Wa should escape relatively unharmed so he can show up later in the game. If the Roll is a Success the Crew is able to negotiate a temporary truce. The Thugs will return to their ship and Bin Wa will return to his shop, but there will still be some animosity on both sides. If the Roll is an Extraordinary Success, the Crew will be able to negotiate a complete truce. They will convince the Thugs to take ¼ of the amount and Bin Wa will agree to pay that amount. (2 Plot points should be awarded.)

If the Crew stays out of it:

Their disagreement really has nothing to do with the Crew. If they are completely callous and cold-hearted they can leave Bin Wa to his fate. He will escape relatively unscathed, but he will hold a grudge against the Crew for not assisting him. This will make all future Skill Rolls against Bin Wa will be at minus one proficiency level.

The Benjamin and Brianna Hazard

Be sure to remember to roll on the chart or select a hazard.

ALL PATHS LEAD TO THE FLYING DRAGON

The Flying Dragon is a restaurant in the Chinatown section of Eavesdown, which serves tradition Chinese cuisine. The exterior is primarily brick and mortar, with deep red, copper with a verdant patina, and gold decorations. On

either side of the main entry door there are bronze statues of Chinese lions. Above the door is a copper dragon which also has a heavy patina. The interior is nicely decorated with teakwood paneling and furniture. Oriental lanterns hover weightlessly above each table. In the center of the restaurant is a large tropical fish tank.

The Crew has arrived during the lunch rush. It's a lovely, but crowded and loud public place; perfect for those that want to blend into the crowd.

If the Crew is here to talk with Chu Fen about the Tong:

The PC's will be able to find out that Chu Fen has not come to the restaurant yet today and has not been seen since the previous evening. They will be told that they can order some food and wait for him to arrive. If they choose to stay they will be seated near the front of the restaurant, and can enjoy a nice Chinese meal.

If they choose to leave to go look for Chu on their own, they can attempt to break into his apartment above the restaurant. Chu has a very good security system so it will be a HEROIC TASK (Alertness+ Intelligence + Appropriate Skill). If the Crew chooses to go upstairs and investigate on their own, the GM should skip to the section which is titled "**If the Crew goes upstairs to search Chu's apartment**". It has a flow of events which should follow this decision.

1. If they choose to leave to go look for Chu in the surrounding neighborhood, they will find that no one knows where he is.

If the Crew is here to meet the father of a crewman, and search for Emilia:

They will arrive at the restaurant and be met by the father of the crewman and the missing Emilia. After some warm greetings are exchanged, and the Crew gets seated near the front of the restaurant. Emilia's father, Gerard, give the crew the following information:

About two months ago she took a job in this restaurant. She was apparently friends with Mian, the daughter of the owner Chu Fen. Since this was the last place she was seen I have been asking around. I found out a couple of things that might help. The first is that she was visiting a fortune teller here in the city, on a fairly regular basis. But that she suddenly stopped going a few days before she disappeared. Apparently she a falling-out with the man who owns the place.

The second thing is that several other young girls have disappeared recently. There are rumors that they are victims of human trafficking, and that the Tong is using them as slaves.

The third is the fact that Mian and her family are also missing. They have not been seen since last night. They live in the apartment upstairs, over the restaurant, so you might be able to find clues there. I spoke with Chu's cousin, Mao. He was upset and frightened to find his family missing. He said you can go up after lunch and take a look.

If the Crew chooses to stay for a meal and wait for Mao to take them upstairs, the GM should skip to the section which is titled "**If the Crew stays downstairs at the restaurant**". It has a flow of events which should follow this discussion.

If the Crew chooses to go upstairs and investigate on their own, the GM should skip to the section which is titled "**If the Crew goes upstairs to search Chu's apartment**". It has a flow of events which should follow this discussion.

If the Crew is here to meet Chu Fen about getting his family off Persephone:

The PC's will be able to find out that Chu Fen has not come to the restaurant yet today and has not been seen since the previous evening. They will be told that they can order some food and wait for him to arrive. If they choose to stay they will be seated near the front of the restaurant, and can enjoy a nice Chinese meal.

If they can prove that they are friends with Chu, or if they can use appropriate skills to charm or coerce one of the employees, Chu's cousin Mao will come out of the back office to meet with them. To charm or coerce will be a HARD TASK (Willpower + Appropriate Skill). An Extraordinary Success will win the Crew a meeting with Mao and 1 Plot point.

When Mao comes out he looks quite pale and a little upset. He will sit the Crew near the front of the restaurant in a private booth. Mao will offer the Crew members a drink and explain to them that he is very worried about Chu. There have been threats against his life by the Tong. If the Crew tells him about their deal with Chu to save his family, Mao will tell them that they are all missing. Their rooms upstairs, above the restaurant, were empty this morning.

If the Crew asks to see Chu's home, Mao will tell them that he will take them up after lunch. He will tell them to meet him out behind the restaurant in an hour. If they choose to stay they can enjoy a nice Chinese meal.

If they choose to leave to go look for Chu on their own, they can attempt to break into his apartment above the restaurant. Chu has a very good security system so it will be a HEROIC TASK (Alertness+ Intelligence + Appropriate Skill)

If they choose to leave to go look for Chu in the surrounding neighborhood, they will find that no one knows where he is.

If the Crew goes upstairs to search Chu's apartment:

Chu's apartment takes up most of the floor above the restaurant. It has four bedrooms, a living room, a kitchen, an office, two bathrooms, an entry seating area, and a gallery of Chinese antiques. The entire home is decorated in an East-Asian theme.

A thorough search of the house will reveal no evidence of foul play, but it will also provide little evidence of the family's whereabouts. A Successful search task at difficulty level of FORMIDABLE (Alertness _ Appropriate Skill) will reveal a hidden safe in the wall of the office behind the bookshelf. To open the safe is a HEROIC TASK (Alertness+ Intelligence + Appropriate Skill). A successful roll will unlock the safe, but there will be a 50% chance the PC's will set off the silent alarm. The PC must make an Alertness Task of HARD to recognize the fact that the alarm has been tripped. An Extraordinary Success will unlock the safe without incident. A failure will set off a silent alarm and within two minutes Alliance Security will arrive to arrest the Crew. If the Crew can avoid the silent alarm they should be awarded 1 Plot point.

Inside the safe is a stack of money (about 10,000 Alliance credits), two cortex data chips, and a business card for Bin Wa's Chinese Fortune Telling and Acupuncture". If the Crew takes the data chips and business card, but leave the money, they should be awarded two Plot Points. If they take the money as well, the GM should give them a + 1 difficulty level for all remaining tasks in the adventure. So a HARD TASK would become FORMIDABLE, and a HEROIC TASK would become INCREDIBLE. The data chips show Chu's business dealings with the Tong, as well as a list of suspected local Alliance commanders that work for Liang Zhu. This list could be used to gain favors with higher ranking Alliance officials, so the GM should decide if the PC's need it for the adventure.

Whether or not the Alliance Security shows up or not, the Crew members will be inside the apartment when a bomb goes off outside. All the windows on that side of the building will be blown out and the PC's will need to avoid flying shards of glass. The GM should determine if any of the Crew members are injured.

At this point, if the Crew hasn't been arrested, they have a couple of options:

- Hang around and file a report with the Alliance Security force
- Stay and help the wounded
- Flee the scene and look for Chu

If the Crew decides to hang around they might have problems with the Alliance, since their DNA traces can easily be found in the apartment and they could become suspects in either the bombing or the robbing of the safe; if they haven't already been caught red-handed. They might also become suspects in the death of Chu, who has been found murdered. His throat was slashed from ear to ear.

If the Crew decides to stay and help the wounded in the restaurant, they will gain lots of good karma and friends in the community (and gain 2 Plot Points). The Alliance will look on them favorably, and provide them with information that Chu's body has been found about two blocks away. They will tell the Crew that his body has been taken to the City Morgue.

If the Crew decides to flee and look for Chu, they will inadvertently come across a fresh crime scene. Chu has been murdered. His throat was slashed from ear to ear. Alliance Security has closed off the crime scene and will tell the Crew that they body can be viewed at the morgue in a few hours.

If by chance the Crew does get arrested, they will likely spend the night in jail (unless they can escape). In the morning they will be charged and arraigned. It's likely they won't succeed in their mission. The GM should provide them ample chance to succeed, but not so much that they find the job an easy one.

If the Crew stays downstairs at the restaurant:

At some point during the sit down, one of the PC's notices two men and woman sitting at the table behind them. The first man has the air of "captain" about him. He wears a long brown duster and wears a side arm at his hip. The second man is a tall, intimidatin' fellow, wearing a dirty jacket and t-shirt. He looks more like a mercenary. The woman is a tall exotic, Amazonian type of woman, with skin the color of hot cocoa. At one point the Crewman will overhear the following conversation:

JAYNE: "I'm just sayin', I think this job's jung chi duh go-se dway (a steaming crap pile). Everyone we talk to 'bout this is endin' up dead."

MAL: "Jayne, you mouth is movin' again..."

JAYNE: "I just think we should cut our losses and get the hell out."

ZOE: "I hate to say this, sir, but I agree with Jayne on this one. Too dangerous."

MAL: "We get out when I say we get out! Chu Fen wouldn't leave us hangin' like this. He's always been straight with us."

At this point the Crewman will notice an old lady enter the restaurant and walk to the table of the people who are talking.

OLD WOMAN: "Malcolm Reynolds?" (the little old Chinese lady stops and bow). "A message from Chu Fen"

She hands him a box and slips away through the crowd.

JAYNE: I don't get it. Why would Chu send us a box.

MAL shakes the box and immediately notices the sound of a concussion grenade cycling up.

MAL: " Diyu Zhee-zae! (Damn it to Hell!)"

He throws the box out the window just before it explodes, blasting glass into the restaurant. Everyone within 20 feet of the window is knocked to the floor. Innocent bystanders are either horribly wounded or running around in a panic.

ZOE: "I'd say it's about time."

MAL: "No argument there."

The three of them bid a hasty retreat out the back door as an Alliance Security force shows up out front.

At this point the Crew has a couple of options

- Hang around and file a report with the Alliance Security force

- Stay and help the wounded
- Follow the old woman
- Follow Mal, Jayne and Zoe
- Flee the scene and look for Chu

If the Crew decides to hang around to report Chu as missing, they will be told that Chu was found murdered. Alliance Security has closed off the crime scene and will tell the Crew that they body can be viewed at the morgue in a few hours

If the Crew decides to stay and help the wounded in the restaurant, they will gain lots of good karma and friends in the community (and gain 2 Plot Points). The Alliance will look on them favorably, and provide them with information that Chu's body has been found about two blocks away. They will tell the Crew that his body has been taken to the City Morgue.

If the Crew decides to flee and look for Chu, they will inadvertently come across a fresh crime scene. Chu has been murdered. His throat was slashed from ear to ear. Alliance Security has closed off the crime scene and will tell the Crew that they body can be viewed at the morgue in a few hours

If for some reason they cannot make it to the restaurant, or if they are out looking for Chu, they will hear about the restaurant bombing.

Following the Old Woman:

If the Crew decides to follow the old woman they will face a **HEROIC TASK** of tracking her down (Intelligence + Appropriate Skill). If the roll is Successful they will be able to track her back to the "The Immaculate Crane" a brothel a few blocks away. They will not however be able to catch up with her before she disappears inside. If the Crew chooses to follow her, the bouncer at the door will refuse to let them in without the password. He cannot be bribed and will be able to summon armed thugs if the Crew refuses to leave. In any case, the PC's should not be allowed to enter "The Immaculate Crane" at this point in the adventure. If the PC's are insistent about getting inside (by Breaking and Entering) the GM should have Alliance Security show up and arrest them. If the task roll is a failure they will be unable to find the woman in the crowds of people roaming the streets. If the task roll is an Extraordinary Success, they will be able to find the old woman before she reaches the brothel. In this case they will be able to question her. She will stick with the story that she is an old woman who was sent to the restaurant on an errand for her grandson Chu Fen. She is very convincing, but seems a little dim.

When dealing with the old woman, if the PC's perform an **INCREDIBLE Perception Task** they might be able to get more information (Intelligence + Appropriate Skill). If the roll is a failure the woman will call for help from these bullies questioning her. Any Chinese men in the area will immediately come to her aid and the Crew will be in serious trouble. If the roll is a success, the Crew will be able to determine that the woman is not telling the whole truth, at which point she will flee into an alley(moving way faster than an old woman should) and disappear. If the roll is an Extraordinary Success they will be able to determine that this is not an old woman at all but a younger woman in disguise. If the Crew confronts her she will attempt to escape. The PC's will need a make **FORMIDABLE TASK** to catch her before she disappears down the alley (Agility + Appropriate Skill). If they fail she will escape. If the roll is a success they can catch her and question her, if they can do it without arousing suspicion. She looks like an old woman and so any Chinese men in the area will immediately come to her aid and the Crew will be in serious trouble.

If the Crew can capture her, they should be awarded 2 Plot Points. She will be very tight-lipped about who she is and what she was doing. The Crew can attempt to interrogate her, but it will require an **INCREDIBLE TASK** roll (Willpower + Appropriate Skill). If their interrogation is a failure, she will find a way to escape. If they are successful, she will simply tell them that she is a Tong enforcer and that she was ordered to deliver the bomb. If the roll is an Extraordinary Success they will find out that she is Tsui-Ping Zhiang, a Tong enforcer who works closely with Liang Zhu the new leader of the Tong. She will tell them that he will be at "The Immaculate Crane" at around 7PM. That is all she knows. What happens to her after this is up to the PC's, But the GM should insist that she gets turned over to the authorities---So she has a chance to escape and show up later in the game :-)

Also, perceptive characters might assume the brothel is the "Crane" that Shin Lo mentioned with his dying breath. But since they cannot get in without the password there is no way to determine what women are inside, or why

they need the diamonds. However, with some thought they might come to the inevitable conclusion that the women are Shin's grand-daughters. But at this point in the game there is no proof of that.

Following Mal:

If the Crew decides to follow the Mal and his Crew, they will face a FORMIDABLE TASK of tracking them through the busy city streets (Intelligence + Appropriate Skill). If the task roll is a failure they will be unable to find them amongst the crowds of people roaming the streets.

If the roll is Successful the PC's will be able to track them back to their ship "Serenity", but they will get inside before the PC's can catch up with them. If the PC's Crew chooses to follow them and try to pay a visit, they will need another successful FORMIDABLE TASK to glean any information. Mal and his people will be very tight lipped about what's going on.

If the task roll is an Extraordinary Success, they will be able to find Mal and his people before they reach the ship. No matter when or where they meet up with Mal, if the PC's decide to ask them about Chu, they will need another successful FORMIDABLE TASK to glean any information. If the roll to get information is a success, Mal will politely tell them the following:

Listen to me and listen close. I don't know who you are or what your business is with Chu, but since we got here two days ago all our contacts with Chu and his business have ended up dead. The Tong is getting rid of all its competitors. My advice to you is to leave town before you find yourself.

If the PC's push Mal for more information, they will need another successful FORMIDABLE TASK roll. If the roll is a Failure Mal will tell them:

This conversation has ended. Don't make me repeat myself.

If the roll is Successful, Mal will provide one more tidbit of information.

Before he disappeared, Chu told us that he had another contact in the Tong who was feeding him details about who Liang Zhu is, and what his next move was going to be. He said it was a fortune teller named Bin Wa. We haven't checked yet, but it's likely he's met his maker as well. You're welcome to check it out, but I'm not puttin' any of my people on the line for this.

At this point he will politely ask the PC's to go about their business and leave him and his crew out of it.

The Benjamin and Brianna Hazard

Be sure to remember to roll on the chart or select a hazard.

DIAMONDS ARE A GHOULS BEST FRIEND

If the Crew hears about Chu's death and end up at the city morgue, they will be met by Chastity Rhaine. Chastity is the Assistant City Coroner. She's vivacious and attractive woman, with an intelligence and presence that would make most men tremble in their boots. She has a body that would stop a hover train, and though she's not promiscuous, she often uses her looks to get what she wants. She'll show off some cleavage or a little skin on her legs, but she doesn't stoop to flirting or carousing. That would be too urbane. No one would believe that such an attractive woman would have a job working on the recently deceased, but Pathology and Thanatology have been passions of hers from a very young age.

- **The Problem:**

When the Crew arrives she will have just started the autopsy. Cause of death is obvious from the slit throat, but she really can't provide any other information yet. If the Crew asks to see his personal effects, she will blatantly refuse, as it is against Alliance regulations. A perceptive Crew member might notice the fact that she is wearing

a lot of diamond jewelry (AVERAGE Task – Alertness + Appropriate Skill). If the roll is a Success, they will realize she might take a bribe. After all, the Crew does have a small pouch of diamonds left behind by Shin Lo.

A standard bribe will not work on Chastity, but if the PC's offer her a diamond in exchange they might have a chance. It will be a FORMIDABLE TASK (Willpower + Appropriate Skill). If the roll is Successful they will be able to get the evidence by trading two diamonds. If the roll is Extraordinarily Successful they will be able to get the evidence by trading only one diamond. If the roll is a Failure the PC's will leave empty handed, or they might have to take the evidence by force. Any attempt to get to the evidence by force will cause Chastity to turn them into the Alliance.

Another approach might also be to talk to her. Chastity's brother Jason was killed by the Tong last year. If the PC's provide her with the fact that they are investigating the Tong and trying to take down their leader, she will be more inclined to help them out. At that point Successful rolls become Extraordinarily Successful roll. Furthermore, she will explain to the Crew that she has influence in city government, and if the Crew ever needs a favor she'll be willing to do anything to take down the Tong.

Finally, Chastity is a very attractive woman. She might succumb to a really good carousing skill, but only from a male, and only from a very handsome male. It will be a HEROIC TASK (Willpower + Appropriate Skill and Traits). A Failure means she does not find the Crew member in the least bit attractive. A Successful roll means the Crew member can have five minutes to look at Chu's belongings. A Extraordinarily Successful roll will get the Crew member five minutes of access to Chu's belongings, and a date the next evening.

- The Outcome:

There is some chance the Crew will not get any information from Chastity, in which case they will have to look for clues in other places. If they are successful in getting information from her, amongst Chu's personal effects are the following items that could be considered clues:

- A napkin from a place called "The Immaculate Crane". Written on the back is a Chinese phrase, "hèlì-jī-qún" (A crane standing amidst a flock of chickens) – This is the password to get into the brothel.
- A piece of holo-paper advertising Bin Wa's Chinese Fortune Telling and Acupuncture
- A leather wallet with pictures of his family inside – his Wife, and two Daughters (which could be used to identify them)
- A gold pocket watch. Inside the back case is a data chit with all the information he has on his business and his assets. He was a very wealthy man when he died.

The Benjamin and Brianna Hazard

Be sure to remember to roll on the chart or select a hazard.

THE FORTUNETELLER

If they find clues leading them to the Fortune Teller they can with relative ease locate the business. Bin Wa's Chinese Fortune Telling and Acupuncture is a small brownstone situated in the center of the Chinatown district of Eavesdown Docks. The building is flanked on one side by a Chinese laundry and on the other side by a traditional alchemist's and medicinal herb shop.

As the crew enters the front of the building they are greeted by a young man who asks them if they want an acupuncture treatment or a visit with the Fortune Teller. If they choose acupuncture they will have to pay 5 credits and spend an hour in the acupuncture room with one or more of the Bin Wa's assistants. They are pretty little Chinese girls that seem clever but speak very little English. During the treatment time they will have to be totally immobile as they will have needles in their bodies. The treatment always leaves the patient feeling better and pain free. If they choose to try and question the assistants, they will get little or no information of any use.

If they choose to visit the fortune teller, they will be led into a dark room in the back of the building.

The room was dimly lit by candles and smelled strongly of incense. The walls of room were covered with velvet curtains, and Chinese tapestries. In the center of the room is a short round table covered in glossy black lacquer. Sitting behind the table is a very small Chinese man in a black silk robe with a red and gold dragon design embroidered into it

When the Crew enters he bows his head, spreads his arms wide open and says, "Welcome kind gentlemen, to my sanctum of fortune. I am Bin Wa. Seer of the future. Please to take a seat."

NOTE to GM: Remember that Bin Wa speaks a little like Chew from Blade Runner. Continue to use this quality as it becomes more important further on in the game.

Bin Wa will recognize them as soon as they set foot in the room. His reaction will be completely dependent on how they treated him earlier in the day.

- If they helped the thugs chasing him, Bin Wa will greet them with a curse.
"Huh choo-shung tza-jiao duh tzang-huo! (Filthy fornicators of livestock!) May you burn for eternity! Gǔn-dàn! (get out of here! / beat it!)"
- If they helped him, Bin Wa will greet them with a blessing.
"My friends! Bǎo yòu! (Blessing upon you all) Welcome to my humble shop. You want free fortune?"
- If they negotiated a peaceful outcome, Bin Wa will greet them kindly.
"Wise friends! What can I do for you?"
- If they stayed out of it, Bin Wa will greet them normally
"Qiú-jiào-fū (You who seeking instruction) What question will you ask of fate this day?"

Note to GM: Keep in mind that Bin Wa is a midget, or "little person", and any comments by the Crew about his size or stature will be taken as an insult and they will be asked to leave, at which point two brawny thugs will show up to expel the Crew members.

"Hòu-zhi bù-zhōu (Inconsiderate monkeys!)/ You no come here! Insult me in my place! Gǔn-dàn! (get out of here! / beat it!)"

Bin Wa's three favorite methods of fortune telling are Suan Ming, Zhou Yi (or I Ching) and Kau Cim

Suan Ming = Chinese fortune telling (Chinese: literally "fate calculating")

Zhou Yi - Also known as Yi Jing or I Ching, divination according to the book of changes. Methods include: Computer casting, Yarrow stalk casting, coin casting, paper casting, manual casting involves the yarrow stalks or coins.

Kau Cim - Does divination by means of numbered bamboo sticks shaken from a tube. This requires the shaking of a bamboo cylinder, which results in at least one modified incense stick leaving the cylinder. The Chinese characters inscribed on the stick are analyzed by an interpreter. The prediction is short range, as it covers one Chinese calendar year.

Chinese fortune telling is based on asking questions about possible future events and their outcome. The person asking the questions throws the divination items (in this case the player will throw two 6-sided dice). The caster should specify which die is to be used as the first number and which is to be used for the second number.

(Note to the GM: This fortune telling experience is a sample of what a typical reading outcome is. This reading can be used to apply to the game at hand or foretell a different scenario all together. It is intended for fun and entertainment, but also for plot development and role-playing.)

1-1 = The situation is like water flowing between the walls of a steep ravine. It is something you are now familiar with.

1-2 = Something about it is dangerous to your best interests. But the way through is clear.

1-3 = This is no time to be reckless or dishonest.

1-4 = No matter what you face, simply do your best work and remain true to your own sense of personal integrity.

1-5 = You may have something important to teach. Be consistent.

1-6 = You may have something important to learn. Be aware of things around you.

2-1 = Be wary. You are in danger if you proceed.

2-2 = Watch for the third. It will be the undoing of it all.

2-3 = There will be a remedy for the father. There is slight regret, but no great fault.

2-4 = The king is engaged in presenting offerings to Mount Ji. He follows the way of the royalty.

2-5 = There is humiliation in the confining of an ignorant. Things are far from the solid.

2-6 = Moving forward will bring misfortune. You move forward without friends' support.

3-1 = Going forward brings a suspicious illness. Be sure you can face what lies ahead.

3-2 = There is sincerity and truthfulness to inspire, like sunlight on a scroll.

3-3 = The firm is above, the gentle below. Thunder and Wind are in mutual support of the man with many faces.

3-4 = Be gentle and in motion, as the firm and the gentle respond.

3-5 = Long Lasting brings success; there is no fault.

3-6 = It is favorable to be steadfast and upright.

4-1 = The four seasons change and transform; thus can their production of beings long endure.

4-2 = Contemplate the Tao of Long Lasting, for its truth will guide you to safety

4-3 = He who lives on dark paths will never find the way

4-4 = Great hardship. Friends come.

4-5 = Rely on the virtue of the central.

4-6 = You must make an elegant retreat.

5-1 = The good fortune of honesty and sincerity, are virtues he keeps to the end.

5-2 = Thunder is dual. Action is doubled.

5-3 = The superior person with fearful mind

5-4 = At the bottom of the well lives a tiny carp who no one sees.

5-5 = Clouds and thunder fill up. The superior person plans and sets things in order.

5-6 = To obtain distinction through contention is not worthy of respect.

6-1 = He who makes a stable foundation will still have a house after the earth shakes

6-2 = The King sits on his throne and will not be unseated

6-3 = Innocents are chained. Their suffering sustains him

6-4 = Make no mistake, eyes watch you always

6-5 = The road to success cannot be followed by those who cannot read the signposts

6-6 = The situation is like the falling rain. It can be strong or gentle, but it always supplies the patient.

- The Problem:

If the Crew decides not to get their fortune told, and instead start asking questions about Chu Fen, Bin Wa will deny that he knows anyone by that name.

“Wǒ-hùn-dùn (I am innocent as a baby). I not know this person. Why you after him? He owe you money?”

If confronted by the holo-paper advertising his shop, he will tell them that there are hundreds of those scattered around the city, and it is used to drum up business.

“Yes. These are mine. But they all over city. Good for business. Bring in – get discount on acupuncture.”

If confronted with the fact that he is an informant for Bin Wa against Liang Zhu, he will tell the Crew this:

“Go HWONG-TONG! (Enough of this nonsense!) Is scandalous lie! Meant to bring harm to family. I no work for Liang Zhu. I business man. Not Tong.”

If the PC's pressure him for information, they will need to make a HEROIC COMPLEX TASK roll to gain any information. (Willpower + Appropriate Skill and Traits - Duration 5 minutes). A Failure means Bin Wa is angry and he will have his thugs remove the Crew from his shop. A Successful roll means Bin Wa will tell them that Liang Zhu will be at the Immaculate Crane tonight, and he will be without his body guards. This is a lie, but it would take a RIDICULOUS Perception Task for the PC's to tell he is lying (Alertness+ Appropriate Skill or Trait). He will also give the PC's the password to get to get into the brothel.

“hèlì-jī-qún” (A crane standing amidst a flock of chickens)

An Extraordinary Success roll means Bin Wa recognizes the PC's as a threat and will begin his counter move. This counter move will be to press a button under his table. Three things will happen simultaneously:

- 1) Bin Wa and the chair he is sitting on will drop through a hidden hatch in the floor, which will close behind him.
- 2) All the doors to the room will lock and seal to be airtight
- 3) The room will start to fill with Hypnotic Knockout Gas

The gas is designed to put the Crew to sleep and make their minds vulnerable to hypnotic suggestion. To not be affected by the gas would be an IMPOSSIBLE COMPLEX TASK ((Vitality + Willpower)/2 + Appropriate Skill and Traits - Duration 3 minutes). PC's that stay awake long enough can attempt to escape.

The PC's might attempt to break through the trapdoor in the floor or one of the sealed doors. This would be an INCREDIBLE COMPLEX TASK (Strength + Appropriate Skill and Traits - Duration 3 minutes).

The PC's might attempt to re-activate the mechanism that opens the doors and turns off the gas. This would be an INCREDIBLE COMPLEX TASK (Intelligence + Appropriate Skill and Traits - Duration 3 minutes).

Crew members affected by the gas will be unconscious for several hours. If ever member of the team is affected, they will wake up much later in a dark, dank, holding cell. Escape from the cell would be a HEROIC COMPLEX TASK ((Intelligence + Agility)/2 + Appropriate Skill and Traits - Duration 15 minutes).

In the event a PC does successfully avoid being overcome by the gas, they would still have to worry about their incapacitated crew mates, and the guards waiting outside. Crew members that are not affected by the gas might attempt to play possum to avoid being assaulted by guards, and stay close to their friends. This would be a HEROIC COMPLEX TASK (Willpower + Appropriate Skill and Traits - Duration 10 minutes).

Escape attempts should be treated as combat, and the standard rules apply. There are up to 20 thugs in the building that Bin Wa can call upon. Thugs do not use standard hand guns, but instead use dart guns. These darts contain the same drug as in Bin Wa's gas. Anyone hit by a dart must make the same Task roll to avoid being knocked unconscious.

- The Outcome:

I'll take what's behind door number 1...

If the Crew manages to break out of the sealed room through the door at the back of the room they will find themselves in a long hallway running east to west behind Bin Wa's shop. The doors along the south wall lead to the Chinese laundry and on one side, and the traditional alchemist's and medicinal herb shop on the other. The doors along the north wall open onto sections of an old warehouse.

The farthest west door opens onto a set of stairs that lead out to the street, and is the best route to exit the building unhindered.

The center door opens onto a Tong training area filled with Tong members about 25 in total. The Crew might be able to get through here, but they would have to put up one heck of a fight. If they do get through this area there are two doors on the opposite side of the warehouse training area. One leads to the Immaculate Crane, the other leads to the back of the Laughing Buddha Tavern.

The farthest east door is locked, but leads down to Bin Wa's hideout. It is a **HARD TASK** to pick the lock on the door (Agility + Appropriate Skill) Success means the door is unlocked. Failure means the door remains locked and the automatic alarm is tripped, summoning all thugs and Tong members in the area.

What lies below...

If the Crew manages to break out of the sealed room through the trap door, or attempt to exit through the east-most door of the back hall, they will discover the underground hideout of Bin Wa. This place is crawling with Tong members and Thugs so escape will be unlikely. Any encounters should be handled as combat. There are up to 20 thugs in the building, and an additional 25 Tong members. The Thugs do not use standard hand guns, but instead use dart guns. These darts contain the same drug as in Bin Wa's gas. Anyone hit by a dart must make the same Task roll to avoid being knocked unconscious. The Tong members use semi-automatic weapons, knives, and swords.

As to the layout of the hideout, be sure to review the map in Appendix B. Below is a description of each room.

- The Trap Door Room – This room is essential an emergency escape route. The only thing of interest in this room is the chair that raises and lowers to meet with the fortune telling room above, and the exit door to the north.
- The Utility Room (Gas Control) – This room is guarded by 2 Tong Warriors. The door to this room is sealed and locked. It can only be opened with an **INCREDIBLE COMPLEX TASK** (Intelligence + Appropriate Skill and Trait – Duration 5 minutes). Success means the door is unlocked. Failure means the door remains locked and the automatic alarm is tripped, summoning all thugs and Tong members in the area.

The room itself is full of complex machinery and dozens of 100 pound canisters of hallucinogenic gas. A central panel appears to be the control center for distribution of the gas, but it is **RIDICULOUSLY** secure. The entire system could be circumvented and rerouted with a **RIDICULOUS COMPLEX TASK** (Intelligence + Appropriate Skill and Trait – Duration 10 minutes). Success means the PC's can reroute the gas into the ventilation and affect everyone in the complex (Bin Wa's building and the connecting warehouse). Failure means the gas routed to a random location in the complex (GM discretion). This is a quick way to make their escape easier, but only Big Damn Heroes can do this in 5 minutes. Inexperienced characters would have to expend a lot Plot Points to be Successful. Also they have to contend with the Thugs and Tong warriors while working on rerouting the system.

- The Tong Meeting Room – When the PC's enter this room they are dumbstruck by its splendor. This room is designed and decorated to look like something from the Forbidden City on "Earth That Was". The walls are painted vibrant shades of red, blue, and gold. They are lined with golden dragon statues. Between each dragon is a finely carved pillar of deep red wood, also crowned with dragons. The roof is covered with a crisscross pattern of deep brown, wooden beams. The floor is covered with polished grey-green granite. The center of the room is filled with row after row of wooden benches which have the same deep red color as the pillars.

At the far north end of the room is a raised dais with banners on either side that are decorated with Chinese letters that spell out "The Divine Hand Conquers All". On either side of the dais are finely carved jade statues of old Tong leaders holding various items representing knowledge and warfare.

The room has 10 Tong Warriors who are taking orders from a shadowy figure on the dais. He is pointing at the Crew as they enter and is ordering the warriors to attack.

NOTE: The shadowy figure on the stage is a holographic projection of Liang Zhu. He appears as a shadowed silhouette, whose face is hidden from view, but he looks like a tall and angry Doctor Fu Manchu. Even though he's only a hologram, the Tong warriors follow his orders without question, and will attack the PC as soon as they enter.



- Tong warrior barracks – These rooms are where the Tong warriors sleep. Each room has four bunks and a small attached lavatory. – Always 2-20 Tong members are here
- The Mess Hall and Kitchen– Always 2-20 Tong members are here

- The Prisoner Cells – This room is the prison for the Tong. It is a large area with 20 cells. Most of them have at least one prisoner. – 8 guards on duty If Benjamin has been captured he will be found here. If any of the Crew have been drugged or gassed, they will end up here.
- The Laboratory – This is where Bin Wa produces the hypnotic gas and keeps the gas formula – 2 guards are on duty outside the door, and the door is locked with a security system. The system can be bypassed by a successful HEROIC COMPLEX TASK (Intelligence + Appropriate Skill and Trait – Duration 5 minutes). A failure means the alarms have been tripped and guards will arrive within 3 minutes. A success mean the system is bypassed. For 10 minutes but will reactivate. An Extraordinary Success means the lock and security system are disabled permanently (1 Plot Point should be awarded).

The only really portable items are small pieces of lab equipment. The formula and the doses are kept in a separate and sealed vault. The Vault lock and security system can be bypassed by another successful HEROIC COMPLEX TASK (Intelligence + Appropriate Skill and Trait – Duration 5 minutes). A failure means the alarms have been tripped and guards will arrive within 3 minutes. A success mean the system is bypassed. For 10 minutes but will reactivate. An Extraordinary Success means the lock and security system are disabled permanently (2 Plot Points should be awarded). Inside the safe is a journal with the chemical recipe for the hypnotic gas and a tray of 12 aluminum flasks filled with the noxious substance.

- The Armory – This room is full to the brim with weapons of all types – 2 guards are on duty outside the door, and the door is locked with a security system. The system can be bypassed by a successful INCREDIBLE COMPLEX TASK (Intelligence + Appropriate Skill and Trait – Duration 5 minutes). A failure means the alarms have been tripped and guards will arrive within 3 minutes. A success mean the system is bypassed. For 10 minutes but will reactivate. An Extraordinary Success means the lock and security system are disabled permanently (2 Plot Points should be awarded). It would be possible to coerce the guards to reveal the security key, but the Crew will likely not have enough time. This can be done with a successful FORMIDABLE COMPLEX TASK (Willpower + Appropriate Skill and Trait – Duration 10 minutes). A failure means the guards will not give up the code. A success mean the Crew gets the code but it sets off a silent alarm and guards will arrive within 3 minutes. An Extraordinary Success means the Crew gets the code to both the door and the silent alarm (2 Plot Points should be awarded). The contents of the armory are as follows:
 - 10 automatic rifles
 - 20 automatic pistols
 - 10 incendiary grenades
 - 10 concussion grenades
 - 20 Dao swords
 - 20 Jian swords
 - 10 Yue
 - 20 bang staves
 - Hundreds for throwing knives and throwing stars
- Escape Tunnel 1 – This tunnel leads out very close to Bin Wa's complex and has four guards on duty at this time and could be easily surprised and overcome by clever PC's. Besides weapons the only items on the guards are a set of keys to the Gate which lays a short way down the hall.
- The Escape Tunnel 2 – This is the Crew's best means of escaping the underground complex. It comes out 3 blocks away in a Chinese grocery store. There are only two guards on duty at this time and could be easily surprised and overcome by clever PC's. Besides weapons the only items on the guards are a set of keys to the Gate which lays a short way down the hall.
- The Secret Room - One more clue that an observant PC might notice (HEROIC TASK – Alertness + Appropriate Skill) is a secret door hidden about near the beginning of the secret escape tunnel. The door to the room is locked and requires an INCREDIBLE COMPLEX TASK to bypass (Intelligence + Appropriate Skill or Trait – Duration 5 minutes). If the Task is a failure the door will remain locked and a silent alarm will go off. If the task is Successful the door will unlock, but the silent alarm will still be set off.

If the task is an Extraordinary Success, both the lock and the alarm are bypassed. (2 plot points should be awarded)

The Alarm can only be detected by another INCREDIBLE TASK (Perception + Appropriate Skill or Trait). To bypass it or disable it completely would be another INCREDIBLE COMPLEX TASK to bypass (Intelligence + Appropriate Skill or Trait – Duration 5 minutes). They may or may not have time to do this, as soon as the silent alarm is tripped, the Crew will only have 3 minutes before 10 more guards arrive. The GM should keep this in mind as the Crew is loitering about.

The Secret Room is a private sanctum for him and Tsui-ping. The residents are not at home, but it still has some interesting details. A Sparring area with misc martial arts weapons, a king-sized bed, Two wardrobes, a bathroom, a pantry, a kitchen food prep area, a bar, a security terminal with 12 screens rotating through the fifty-or-so security cameras in the complex, A personal electronic journal, and a holo-pad (used to project your image to a remote location). The Wardrobes contain clothes for an adult female and a midget male. The food in the pantry is enough to support a couple of people for 2-3 weeks. The sparring area has lots of useful portable weapons, but anything taken will be missed. The rest of the areas are standard living areas with nothing of interest.

Depending on whether or not the alarm has been tripped the Crew might or might not have time to mess with the electronic equipment or gadgets in the room.

- The security terminal is pretty straight forward and only requires a HARD COMPLEX TASK to learn all the controls ((Intelligence + Perception) /2 + Appropriate Skill or Trait – Duration 5 minutes) A Failure means the Crewman has accidentally set off an alarm. A Success means the Crewman has learned the controls. An Extraordinary Success would allow the Crewman to hack into the security system at will. (2 plot points should be awarded)
- The Personal Electronic Journal belongs to Bin Wa and is password protected and encrypted. To gain access requires an INCREDIBLE COMPLEX TASK (Intelligence + Appropriate Skill or Trait – Duration 15 minutes) A Failure means the Crewman has accidentally deleted all data in the journal. A Success means the Crewman has figured out the password, but it will take another hour or more to decrypt the data inside. An Extraordinary Success would allow the Crewman to access the data without decryption. (2 plot points should be awarded) Fortunately for the Crew it is portable so they could conceivably take it with them if they were on the run. The Journal contains information about Bin Wa's exploits:
 - First and foremost is the fact that there is no Liang Zhu. Liang Zhu is a fictional construct used to gain respect and gain control of the Tong. Short little Bin Wa might not have the "stature" to force a takeover, but tall and menacing Liang Zhu certainly does.
 - There will be a Tong gathering at the Immaculate Crane tonight at 7PM.
 - The Holo-Pad is used to project Bin Wa's commands in the form of Liang Zhu.
 - There is a listing here of all Bin Wa past and future targets
 - There is a listing here of all his assets
 - There are some personal messages between Bin Wa and Tsui-Ping which show they have had an ongoing relationship for the last two years.
 - There is a mention of a ship that Bin Wa owns, but nothing about its registration or name.
- The Holo-Pad is a complex piece of technology. To gain access requires an FOMIDIBLE COMPLEX TASK (Intelligence + Appropriate Skill or Trait – Duration 10 minutes) A Failure means the Crewman has accidentally damaged the system and set off an alarm. A Success means the Crewman has figured out the basic functions of the device. An Extraordinary Success would allow the Crewman to access the device remotely and control what is projected from it. (2 plot points should be awarded). Next to the Holo-Pad is a wall monitor, that shows the image being projected by the device.

At the back of the room behind a bookshelf is a hidden staircase (HEROIC TASK – Alertness + Appropriate Skill to detect) which leads up to the Madame's Office in the Immaculate Crane. This can be used as another means of escape if the crew is quiet and careful, but it would likely be safer to simply take the hidden tunnel out of the complex.

The Benjamin and Brianna Hazard

Be sure to remember to roll on the chart or select a hazard.

THE IMMACULATE CRANE

If they find clues leading them to the Immaculate Crane they can with relative ease locate the business. Fun enough the Crane is on the opposite side of the same city block area. They are back to back and have a common building between them. Astute PC's might find this interesting. The Immaculate Crane takes up most of the city block and is bordered on one side by small tavern called the Laughing Buddha. The Crew can go and investigate under the guise of being brothel clientele, and they can use the password found in Chu's belongings at the morgue or from Bin Wa the fortune teller.

The outside of the building looks like a standard three story brownstone apartment, but the inside of the brothel looks like a cross between a Victorian bordello and a Chinese opium den. It is dark within, but each room is meticulously decorated to invoke a bit of historical charm. The entire place is furnished with the finest mahogany furniture. Walnut, cherry and oak hardwoods are use on the walls and fixtures. Silk tapestries cover nearly every open space of wall, and silk curtains section of private booths from the common areas.

NOTE to GM: The only Cortex link is in the main entry hall, hidden behind a curtain with a beautiful ocean scene. For Crew members that end up with whores, they find the bedrooms are just as fancy.

Even the bedrooms are extraordinary, each containing a makeup table, wardrobe, and large bed. Some even include fireplaces and claw-foot bathtubs.

Once inside the brothel, the Crew will need to decide their next move. If they jump right in and Partake of the pleasures of the house, the GM should skip to **"If the Crew decides to partake"**.

- The Problem:

If the Crew followed the old woman (Tsui-Ping Zhiang the Tong enforcer) to the brothel earlier in the day, they will be recognized by the bouncer and their presence will be reported to the Madame (who just happens to be Tsui-Ping Zhiang the Tong enforcer).

If the Crew got the password from Bin Wa, there will a surprise waiting for them. They will be greeted in the lobby by a swarm of lovely women who want to wine, dine, and sex them. The women will tell the Crew that it is a gift from Bin Wa. This is a finely crafted trap for those PC's with libidos, and IQ level, of Jayne Cobb. I'm sure there will be a few out there.

If instead they go inside and tell the Madame that they want to take a look at the goods, they can freely wander around and take a gander at the women of the house. The GM can show them the common areas of the house, but not the private areas. They will find that most of the young ladies of the house appear to be in an almost euphoric state of mind. A medically trained character would recognize this as some kind of drug induced state, but would be unable to tell which drug was being used.

Upon closer examination of the ladies in the brothel, the Crew members might find either their missing sister, the Wife and daughters of Chu Fen, or the grand-daughters of Shin Lo (AVERAGE COMPLEX TASK – Alertness + Appropriate Skill – Duration 10 minutes). A Failure means they are not very observant and they continue to wander the house. A Successful roll means they need to make a decision.

- The Outcome:

If the Crew decides to question the Madame

If the Crew decides to question the Madame or bring up the subject of women being here against their will, she will invite the Crew members to her office. She will offer them a drink (which of course contains a knock out drug), and ask them to sit down. She will answer any question which does not implicate her will deny any wrong doing. As far as she is concerned these girls are all here by choice. She shows absolutely no fear of anyone or anything. If asked about the drug or the death of Chu Fen, she will feign ignorance. If she feels the Crew is asking too many questions or is a danger to her operation at the Crane, she will discreetly activate an alarm on her desk. Observant PC's might catch this (FORMIDABLE TASK – Alertness + Appropriate skill). She will use the rest of the interview as a stalling ploy as she waits for Bin Wa's thugs to arrive. When they do, all hell will break loose.

If the crew captured her earlier, when she was disguised and an old woman, she will most definitely recognize them and will also call in assistance from the Tong. The PC's may or may not recognize her, since she is again partially disguised. It is an FORMIDABLE Task to recognize her as the same woman from earlier in the day (Alertness + Appropriate Skill).

If the Crew turned her into the authorities, they will be surprised to find her running around on the loose, but there is little they can do except confront her about it. If they threaten or attack her before her backup arrives, she will go into enforcer mode. She is a lethal opponent with no compunctions against killing every one of the Crew members.

If the Crew members are lucky enough to gain the upper hand, and subdue her, they might be able to get out without a fight.

One more clue that an observant PC might notice (HEROIC TASK – Alertness + Appropriate Skill) is a secret door behind her desk. This leads to a hidden passage and staircase that lead down to a secret chamber. This is a private sanctum for her and Bin Wa. (see above description)

If the Crew decides to barter

If the Crew realizes that these girls are here against their will, they have the option of buying the girls with the diamonds that Shin Lo gave them. The Madame will gladly agree to the exchange, at the rate of one diamond for each woman, and two for each girl under 21. That would be 14 diamonds at the going rate for the following women.

- Chu Fen's Wife (Ching – 38 years old)
- Chu Fen's eldest daughter (Suian – 19 years old)
- Chu Fen's youngest daughter (Channi – 18 years old)
- Emilia- the Crewman's sister (20 years old)
- Shin Lo's grand-daughters (Ammi – 26, Xin – 21, Kane – 18)
- Brianna if she gets captured

The Crew may not have had encounters with information that leads to all of the women, so the GM needs to be sure to track which ones the Crew is interested in.

If the Crew decides to negotiate for a better price it is a HEROIC COMPLEX TASK ((Willpower + Appropriate Skill and Traits - Duration 10 minutes). If the roll is a failure, the Madame will ask the PC's to leave before she has them thrown out. If the roll is a Success, the Madame will agree to a lower price, but the Crew will be ambushed by thugs when they try to leave. If the roll is an Extraordinary Success they will be able to negotiate a lower price and they can leave unhindered.

If the Crew decides to partake

If they choose to partake in the pleasures of the house (food, drink, or sex) they will find themselves drugged once more. The toxin is the same as would be used at Bin Wa's. To not be affected by the toxin would be an IMPOSSIBLE COMPLEX TASK ((Vitality + Willpower)/2 + Appropriate Skill and Traits - Duration 3 minutes). PC's that stay awake long enough can attempt to escape.

Escape attempts should be treated as combat, and the standard rules apply. There are up to 20 thugs in the building that Bin Wa can call upon.

If the Crew decides to make a break for it

If the Crew decides to try and free the girls without paying or fight their way out, they should be treated as though they were in a combat zone, and the standard rules apply. There are up to 20 thugs in the building that Tsui-Ping Zhiang can call upon; plus an additional 25 Tong members if she feels threatened. Thugs do not use standard hand guns, but instead use dart guns. These darts contain the same drug as in Bin Wa's gas. Anyone hit by a dart must make the same Task roll to avoid being knocked unconscious. The Tong members use semi-automatic weapons, knives, and swords.

The GM can use the layout of the common areas, but not the private areas unless the PC's can bypass the locked doors. The west-most back door is locked, and leads down to Bin Wa's hideout. It is a HARD TASK to pick the lock on the door (Agility + Appropriate Skill) Success means the door is unlocked. Failure means the door remains locked and the automatic alarm is tripped, summoning all thugs and Tong members in the area.

The east-most back door is locked as well, but leads to the Tong training area in the warehouse. It is a HARD TASK to pick the lock on the door (Agility + Appropriate Skill) Success means the door is unlocked. Failure means the door remains locked and the automatic alarm is tripped, summoning all thugs and Tong members in the area. Tong training area is filled with Tong members, about 25 in total. The Crew might be able to get through here, but they would have to put up one heck of a fight. If they do get through this area there is one door that leads to the hallway behind the Fortune Teller's shop.

Description of the Interiors of the Immaculate Crane

- Parlor & Foyer– Bouncer , Cortex, and Front Staircase - The Parlor is the entry hall of the house and has a large ornate staircase leading upstairs. This area is very beautifully decorated and has just one bouncer. His name is Shi Ga, and he looks a little like a cross between a sumo wrestler and a body-builder; very stout and very dangerous looking.
- Front Lounge– This lounge is a place where food and drink can be obtained while enjoying the companionship of one or more lovely ladies.
- Sitting Room– This room is where visitor wait to have an audience with the Madame.
- Center Lounge– This is the lounge where most of the women stay during the day, it is a fancy room but is kept intentionally dark to prevent prying eyes.
- Rear Lounge – This lounge is made up of curtained booths where customer can spend time alone with one or more women. These booths cost extra money to use. M
- Madame's Office – This is an elegant office designed a little like a cross between a Victorian sitting room and an old Asian museum. The room has a distinct female's touch, but seems a bit cold for a woman running a brothel. There are numerous small Chinese antiques which adorn the teak and mahogany shelves and desk. Behind the desk is a secret door which leads to a hidden passage and staircase that lead down to a secret chamber. This is a private sanctum for her and Bin Wa. (see above description of Bin Wa's hideout)
- Back Doors & Garden - this is large enclosed Asian style flower garden, which is open to the sky three stories above. Very little sun gets down in here so there are artificial lights in the corners to keep the garden growing.
- Kitchen – This is the kitchen where the women prepare meals for themselves and sometimes the occasional guest. There are always two or three cooks on duty here at all times.
- Rear Staircase –This is a frequently used staircase where guests and ladies at the back of eth house can go upstairs without being disturbed.
- Whores Bedrooms – These rooms are simple but elegant. Each has a bed and wardrobe. Some have fireplaces or bathtubs. All that have windows have thick curtains so people cannot see in from outside the building.

- Madam's Bedroom – The Madame' bedroom is just as elegant as her office, but looks much less lived in.
- Elevator – this elevator is simply for customers that don't want to use the stairs.

The Benjamin and Brianna Hazard

Be sure to remember to roll on the chart or select a hazard.

OUT OF THE FRYING PAN

QUOTE: Don't trust people that do acupuncture, they're back stabbers.

- The Problem:

So at this point the PC's are dead, captured, or free. There really is no middle ground in this one. Captured PC's will be at the Mercy of Liang Zhu, Bin Wa, and Tsui-Ping Zhiang. They will face hypnotic brainwashing, torture, or even death. So the motivation to break free is strong one. They will be held in the prisoner cells below Bin Wa's Shop. Their chance of escape is slim. It will require an INCREDIBLE COMPLEX TASK to get out ((Intelligence + Agility)/2 + Appropriate Skill and Traits - Duration 30 minutes). If they do escape the cells, they will still have to fight their way out past dozens of guards. Not a pleasant thought.

- The Outcome:

Part 1 Escape and Recue---

Those caught attempting to escape will be treated very severely (beaten and starved). If no one rescues them within 2-days, Liang Zhu will decide they are a problem and will have them killed, their bodies disposed of where no one will find them.

Crew members who have not been captured may need to negotiate for captured ones. Liang Zhu will demand a ransom of 1000 credits per person. If the Crew members still have the diamonds they can also be used in exchange for the lives of their friends. Liang Zhu will arrange for a group of seven men to come and pick up the ransom. Once the money is in his hands he will free the prisoners. It will require an INCREDIBLE COMPLEX TASK to make any other arrangements with Liang Zhu ((Intelligence+ willpower)/2 + Appropriate Skill and Traits - Duration 10 minutes). If the task roll is a failure, Liang Zhu will demand 2000 credits per person. If the task roll is a Success the PC's can negotiate a simultaneous release of the prisoners and the exchange of the money. If the task is an Extraordinary Success, the Liang Zhu will accept 500 credits per prisoner, and simultaneous release, but he will tell the Crew to leave Persephone and never return.

If negotiations fail, the Crew will need a new plan. The GM should provide them ample opportunity, since no one wants a dead Crew.

Part 2 Capture Liang Zhu---

If the Crew can escape or negotiate for a release, they still face some problems:

- 1) The person(s) they were supposed to rescue may still be in the hands of Liang Zhu and the Tong.
- 2) They have made mortal enemies of the Tong.
- 3) They have to decide whether or not to go to the authorities, but with a man of power like Liang Zhu, that will prove fruitless, maybe even dangerous.
- 4) They still don't know the identity or whereabouts of Liang Zhu

The remedy to this is simple. Capture Liang Zhu. According to Bin Wa, and his secret journal, there will be a gathering of the Tong tonight at the Immaculate Crane. Liang Zhu is supposed to make an appearance. If the Crew has decoded Bin Wa's Journal, they will know he is Liang Zhu, and they will need a plan to catch him in the act of playing the Liang Zhu role.

Now the Crew might not have enough fire power to take on the Tong, but there are a lot of folks who'd be willing to help them out.

- The Criminal Element - Badger and his men would live a chance to get even. Characters with Friends in Low Places might be able to call in a favor or two.
- Buford, Randal, and Hank. They would love a chance to get back at Bin Wa.
- The Community - The people who saw the Crew helping out after the bomb blast at the Flying Dragon would be willing to help. This might be in the form of weapons or favors. Chu's bother Mao, will definitely be willing to help.
- Chastity – If the Crew has gained a favor from Chastity, they might call it in now. She can call in help from the city council and the local Alliance Security Force
- The Alliance – Characters with Friends in High Places might be able to call in a few favors, But Liang Zhu has control of the local Alliance commanders so, PC's might have to go a bit higher up the food chain to get real help.
- Hired Guns - Characters with Friends in Low Places might be able to call in a favor or two.

The GM should take into consideration, the contacts and friends that Crew has made during the adventure and help them out if they need to be pointed in the right direction

GM's should also consider Plot Points. For every Plot Point the Players want to expend, there should be a corresponding decrease in difficulty levels of task rolls attributed to gathering forces against the Tong.

Finally, The GM should take into consideration what the PC's may or may not know about the escape tunnel and secret room. A rear assault is often better than a frontal assault.

The Benjamin and Brianna Hazard

Be sure to remember to roll on the chart or select a hazard.

SCENE 3 – The Talons of Liang Zhu

THE TONG CELEBRATION

Liang Zhu has made preparations for a Tong celebration, in order to rally his men for a final assault against his competition (Badger and the rest of the Contraband shipper in the area). He has opened the Immaculate Crane to all his men free of charge; and also brought them extra food, drink, and weapons. He has amassed a small army of thugs and Tong members, who he plans to let loose on the town tomorrow. There are approximately 150 warriors and thugs scattered throughout the Crane, the attached warehouse and Bin Wa's hideout. Most of them are in the Immaculate Crane partaking heavily of the food and women inside.

- The Problem:

The Risk to the Girls

If any of the Crew's friends/acquaintances are still inside, they are likely already been put into a compromising position. This might be cause for a more severe reaction from the Crew so the GM should be prepared for the possible blowback during game play.

NPC's or Characters put into this position will certainly have emotional scars, if not outright new psychological COMPLICATIONS.

Lastly, the women prisoners and whores in the building are considered expendable chattel, and can be used as bargaining chips or human shields by any or all of the bad guys.

Enhanced Security

Liang Zhu and Bin Wa are not fools. They have set up enhanced security precautions for the evening. There is a 50 member security team which has been assigned to make sure no one unauthorized gets in or out.

- All locked and secure rooms have double guards
- All entrances and exits are double guarded
- All entrances and exits are alarmed
- All entrances and exits have cameras
- The entire block is under communications scrambling
- All common areas are being monitored by security personnel

Deactivating cameras or security systems without the correct operating code will set off alarms and cause no end of trouble. It is a HEROIC COMPLEX TASK for each individual lock or camera (Intelligence + Appropriate Skill or Trait – duration 3 minutes each)

The Front Door Approach

It's always possible for the Crew and any allies to plan a frontal assault. In the event this occurs the following will happen:

- If any of the Crew is present at the front door they will be recognized and will not be allowed inside without the use of brute force.
- The entire complex will go on alert. This means fighting 200 Tong, thugs, and Security personnel.
- Liang Zhu will escape unnoticed
- Bin Wa and Tsui Ping will attempt to hide in the secret room or make their way out the hidden passage.

The Back Door Approach

It's always possible for the Crew and any allies to plan a rear assault, coming in through the secret passages. In the event this occurs, they will need to disarm a lot of security systems and cameras, and make their way past dozens of guards. If they successfully get inside they will have a foothold into Bin Wa's hideout and can begin to stealthily search the premises.

If they are caught, the following will happen:

- The entire complex will go on alert. This means fighting 200 Tong, thugs, and Security personnel.
- Liang Zhu will escape unnoticed
- Bin Wa and Tsui Ping will attempt to hide in the secret room or make their way out one of the buildings common doors – The secondary shop for Chinese medicine, the Tavern, the Chinese Laundry, the Warehouse, the Immaculate Crane, or Fortune Teller's Shop.

The All Sides Approach

It's always possible for the Crew and any allies to plan an attack from all sides, but they would need enough people to pull it off. In the event this occurs, they should plan a distraction at the front of the Immaculate Crane, and then sneak in the other entrances. They will need to disarm a lot of security systems and cameras, and make their way past dozens of guards. If they successfully get inside and block all exits Liang Zhu, Bin W and Tsui-Ping will be trapped inside.

If they are caught, the following will happen:

- The entire complex will go on alert. This means fighting 200 Tong, thugs, and Security personnel.
- Liang Zhu will escape unnoticed
- Bin Wa and Tsui Ping will attempt to hide in the secret room or make their way out one of the buildings common doors – The secondary shop for Chinese medicine, the Tavern, the Chinese Laundry, the Warehouse, the Immaculate Crane, or Fortune Teller's Shop. They may have to fight their way out so they will take the least protected route.

The Gas from the Lab or the Utility Room.

If the Crew can gain access to the gas in the Lab or the Utility Room they might get an edge on taking out everyone in the complex at once. As was pointed out before, the utility room has a central panel which appears to be the control center for distribution of the gas, but it is RIDICULOUSLY secure. The entire system could be circumvented and rerouted with a RIDICULOUS COMPLEX TASK (Intelligence + Appropriate Skill and Trait – Duration 10 minutes). Success means the PC's can reroute the gas into the ventilation and affect everyone in the complex (Bin Wa's building and the connecting warehouse). Failure means the gas routed to a random location in the complex (GM discretion). Inexperienced characters would have to expend a lot Plot Points to be Successful.

Also they have to contend with the Thugs and Tong warriors while working on rerouting the system, while also not attracting too much attention or setting off an alarm. The room has automatic cameras so the Crew would have to find a way to take care of those as well.

The Secret Room

If the Crew has been to the Bin Wa's Secret Room previously they will know how to find it easily enough, but they will still have to bypass the security. If they have not been inside before, they will need to perform the same HEROIC TASK – Alertness + Appropriate Skill). This is a secret door hidden about near the beginning of the secret escape tunnel. The door to the room is locked and requires an INCREDIBLE COMPLEX TASK to bypass (Intelligence + Appropriate Skill or Trait – Duration 5 minutes). If the Task is a failure the door will remain locked and a silent alarm will go off. If the task is Successful the door will unlock, but the silent alarm will still be set off. If the task is an Extraordinary Success, both the lock and the alarm are bypassed. (2 plot points should be awarded)

The Alarm can only be detected by another INCREDIBLE TASK (Perception + Appropriate Skill or Trait). To bypass it or disable it completely would be another INCREDIBLE COMPLEX TASK to bypass (Intelligence + Appropriate Skill or Trait – Duration 5 minutes). They may or may not have time to do this, as soon as the silent alarm is tripped, the Crew will only have 3 minutes before 10 more guards arrive. The GM should keep this in mind as the Crew is loitering about.

The Secret Room is described above and the GM should review its contents before starting the campaign. The only difference being that during the evening there is a 50-50 chance that Bin Wa and Tsui-Ping will be inside.

If an alarm has been tripped, they will either be:

- Fortifying the room, and preparing for a prolonged siege
- They will be attempting to escape through the main entry door or the exit through the Immaculate Crane.
- The Outcome

The outcome of each of these events is outlined above. The important thing to remember is that the alarms and security are there to hinder the PC's advance and give Bin Wa fair time to escape. However, really lucky PC's may gain the upper hand in which case they should be awarded 2 Plot Points and move on to the next section; "Ignore the man behind the curtain".

IGNORE THE MAN BEHIND THE CURTAIN

If the Crew has gained access without setting off an alarm, then Bin Wa and Tsui-Ping will be taken unaware.

Tsui-Ping will be found lying on the bed in nothing but a silk robe. Bin Wa will be on the Holo-Pad projecting his Liang Zhu alter ego into various parts of the complex. Next to the Holo-Pad is a wall monitor which shows the image being projected (it actively shows Liang Zhu, but follows the movements and speech patterns of Bin Wa. He is giving orders for the next day's attacks.

- The Problem:

It should be evident to the Crew at this point that Liang Zhu is a fictional construct used to gain respect and gain control of the Tong. Bin Wa might not have the "stature" to force a takeover, but tall and menacing Liang Zhu certainly does. Unless the Crew has figured this out earlier it will likely come as a surprise. The GM should keep this in mind. Players that moan out loud or laugh at the situation should make a task roll to prevent Bin Wa and Tsui-Ping from Perceiving their presence at the door.(HARD TASK – Straight Willpower roll). The same roll should apply for Crew that spends more than five minutes or more at the door peeking inside.

- The Outcome:

Escape

If the Crew can maintain its advantage it will be a straight combat round to try and subdue the couple. If they cannot, Tsui-Ping will grab her two long swords from the bedside, and attack the Crewmen. Bin Wa will attempt to grab his journal (if the Crew does not already have it) and escape through the hidden passage behind the book shelf.

Prisoners

If Bin Wa and Tsui-Ping are captured with evidence showing that Liang Zhu is Bin Wa's secret identity, then one of the primary goals of the game is essentially complete. But the Crew and their allies (if any) will still need to complete the following:

- Turn Bin Wa and Tsui-Ping over to the authorities, or maybe Badger
- Rescue and remaining capture NPC's, and free the whore from their drug induced state
- Tell the Tong that they have been being led by an imposter, which they may or may not believe or care about
- Possibly deal with the Gas/Drug and its effects

A SMALL MEDIUM AT LARGE

Yes. We said it. If Bin Wa escapes there will be a small medium at large!

- The Problem:

Bin Wa's secret identity as Liang Zhu is now known, so he will do anything (and everything) in his power to destroy all evidence that points to his wrong-doings. The GM should review his possible paths to vengeance and plan for them to occur. This includes but is not limited to:

- Bombing the complex with everyone inside – Hopefully destroying all the buildings and killing the Crew, Crew's Allies, Women, Tong, Thugs, and innocent bystanders. This is most likely the first thing he would try. A captured Tsui-Ping might give them ample warning if they agree to free her. Otherwise, it's everyman for himself and the body count could be enormous.
- Hiring hit-men to take out the Crew and or their ship
- Sneaking aboard the Crew's ship and planting a bomb – or hiring someone to do it.
- Sneaking aboard the Crew's ship and planting a Gas bomb – or hiring someone to do it. so he can hypnotically take over the Crew at his leisure and make them his slaves.
- Hacking into the Cortex to erase his criminal records

- The Outcome:

To counter each of these events the GM should set up the appropriate HEROIC COMPLEX TASKs to deal with them. In the end, if all else fails, he'll take his ship and flee the system to set-up shop somewhere else. The Crew will gain a permanent DEADLY ENEMY COMPLICATION.

Very clever Crewmen might be able to track down the name and registry of Bin Wa's ship.

- Searching the Complex for additional Clues is HEROIC COMPLEX TASK (Perception + Appropriate Skill or Trait – Duration 1 hour)
- Searching the Cortex for additional Clues is HEROIC COMPLEX TASK (Intelligence + Appropriate Skill or Trait – Duration 1 hour)
- Interrogating Tsui-Ping for more information is an INCREDIBLE COMPLEX TASK (Willpower + Appropriate Skill or Trait – Duration 1 hour)
- Asking around the neighborhood or the space port for more information is an INCREDIBLE COMPLEX TASK (Willpower + Appropriate Skill or Trait – Duration 2 hours)

If the Crew can work out where Bin Wa's Ship is or if he confronts them aboard their vessel the Showdown should begin.

SHOWDOWN

- The Problem:

Bin Wa might try to sneak on board the Crew's ship as a stowaway, and hit them with Hypnotic Gas as they sleep. In this way he can capture them and have a new ship of his own. But this would be a risky move.

Bin Wa would prefer to have the home field advantage, so there is a chance he is preparing to leave Persephone, or that he would lure the Crew to his ship and set up a trap. Even if he doesn't set up a trap and is only hiding aboard his vessel, he will have turned on the security system. As soon as any unauthorized people enter the ship's cargo hold or airlocks, these areas are flooded with the hypnotic gas. It has the same effects as listed previously. The gas is designed to put the Crew to sleep and make their minds vulnerable to hypnotic suggestion. To not be affected by the gas would be an IMPOSSIBLE COMPLEX TASK ((Vitality + Willpower)/2 + Appropriate Skill and Traits - Duration 3 minutes). PCs that stay awake long enough can attempt to escape.

The PCs might attempt to break through to the inner section of the ship. This would be an INCREDIBLE COMPLEX TASK (Strength + Appropriate Skill and Traits - Duration 3 minutes). Successfully breaking in will automatically turn off and disperse the gas in that area.

Crew members affected by the gas will be unconscious for several hours. If every member of the team is affected, they will wake up much later in a holding cell. Escape from the cell would be a HEROIC COMPLEX TASK ((Intelligence + Agility)/2 + Appropriate Skill and Traits - Duration 15 minutes).

In the event a PC does successfully avoid being overcome by the gas, they would still have to worry about their incapacitated crew mates. Crew members that are not affected by the gas might attempt to play possum to capture Bin Wa unaware, but he's monitoring them and will know. He'll shoot first and ask questions later. If Bin Wa can hypnotically take over the Crew, he can at his leisure, make them his slaves. They would carry out any and all tasks without question.

To avoid this predicament, the Crew will need to perform a HEROIC COMPLEX TASK and disable the security system (Intelligence + Appropriate Skill and Traits - Duration 15 minutes). If the roll is a failure the system will still be turned on and Bin Wa be alerted to their presence. If the Roll is a Success, the Crew deactivates the security system, but they will tip off Bin Wa to their presence. If the Roll is an Extraordinary Success, the Crew deactivates the security system, and Bin Wa will be unaware of their presence. (2 Plot Points should be awarded)

After this it will boil down to a hide-and-seek or combat scenario. If Bin Wa is taken by surprise, his capture should be fairly easy, but the Crew will now have a permanent DEADLY ENEMY COMPLICATION. If Bin Wa is aware that the crew is on board, he has the following lines of defense:

- Attempt to reactivate the security system. It is a FORMIDIBLE COMPLEX TASK to prevent this (Intelligence + Appropriate Skill and Traits - Duration 10 minutes).
- Attempt an unauthorized take off and leave atmo, so he can expose the Crew to hard vacuum. It is a FORMIDIBLE COMPLEX TASK to prevent this (Intelligence + Appropriate Skill and Traits - Duration 10 minutes). It can be done by sabotaging and number of engineering sections of the ship, but the best place would be the flight controls or the engine room.
- Attempt to fend off the invaders with his gun, which will involve combat and casualties
- Surrender to the invaders in hopes of escaping in the future. The Crew will gain a permanent DEADLY ENEMY COMPLICATION.

- The Outcome:

What the Crew does with Bin Wa is up to them. Depending on how badly things have turned out in the game they may insist on revenge or turning him over to Badger, but the GM should discourage this. Bin Wa would make an excellent recurring villain. Probably best to turn him over to the Alliance if they know who they can trust.

EPILOGUE

BIN WA'S FATE

At the end of the adventure the Crew will need to decide what to do with Bin Wa.

If they have killed him and they originally took Badger's contract, they will get paid in full, but they will have a new DEADLY ENEMY in Tsui-Ping. She will make the Crew's lives as "interesting" as possible. If both Tsui-Ping and Bin Wa are killed, they may gain an enemy in the Tong itself.

If they have captured him, they can turn him over to Badger, or the authorities. If they turn him over to Badger it is likely that Badger will have him executed. If they turn him over to the authorities there's a chance he could be sprung and return in a later adventure.

If Bin Wa escapes, he will go someplace else and set up shop again. He will become a new DEADLY ENEMY of the Crew, and will do his best to take his vengeance upon them.

THE CREW

Some of the Crew may be more greatly impacted by the events in the adventure. The GM should award any Players who stayed in character and drove the adventure in interesting directions. Likewise, PC's who accept a new COMPLICATION should be rewarded with an extra Skill or Talent to help balance their character out. As a GM you don't want the Crew to feel their being disciplined for going through hell and capturing the bad guy.

As to Benjamin and Brianna, by the end of the adventure they should be disillusioned enough to want to return home, especially if they got into an extreme amount of danger. They will stay only if the Target Hero invites them to stay. If that happens they will be impossible to get rid of. A crewman with groupies can have an amusing impact on future games.

THE SISTER

If the Crew took on the task of rescuing the missing sister, they will be rewarded if they can ensure her safe return. If she dies or ends up emotionally broken, the GM may need to discuss the situation with affected PC's. They may end up with a CHIP ON SHOULDER or other COMPLICATION which will make them want to hunt

down Bin Wa, Tsui-Ping, the Tong or some other party they hold responsible. This type of situation could feed nicely into future game play.

THE FAMILY

If the Crew got hooked into the adventure to find Chu Fen's family and they end up being rescued, they will pay the Crew the amount Chu promised them in payment. They will stay on Persephone and continue to run the Flying Dragon Restaurant. If any member of the family is killed their payment will be null.

THE LADIES OF THE CRANE

If the Crew rescues the granddaughters of Shin Lo, they will be very thankful and will adopt the Crew as their own family. They will provide the Crew with a safe haven anytime they visit Persephone. If they are killed during game play, the Crew will likely need to make amends. The GM should decide how best to do this. Any diamonds left over can be divided evenly amongst the Crew.

If the Immaculate Crane is still standing by the end of the adventure, the girls of the establishment will likely take it over, although they may or may not be able to keep control of it. If Tsui-Ping is still alive she might be able to regain control. If many of the Tong members are still at large they might be able to take it over as well. They Crew might be able to stabilize the situation by looking to their ties in the community for help.

If they feel REALLY adventurous, they could take over the establishment themselves, but that would be a full time job. Not to mention the conflicts they would have with the Tong. In the end it just another brothel, but the girls who Bin Wa brought to this place were innocents, who had no say in their destiny. This should be something to give any Player pause.

Another option might be to leave the Crane in the hands of the granddaughters of Shin Lo. If the Crew were to agree to give them all the remaining diamonds, they could conceivably buy the establishment and turn it into a legitimate business.

THE HYPNOTIC DRUG

Depending on what clues the PC's discovered during the adventure they may or may not have access to small amounts of the drug. Such drugs are illegal on Alliance controlled worlds, so the Alliance will spend a lot of time and effort to confiscate every last drop. If the PC's end up with some of it, the GM should moderate exactly how much they can keep. Since it is highly illegal to keep or manufacture, they will need to be careful about where and when they use it.

If they want to synthesize more of it, there are several tasks which must be completed successfully:

1. **The Crew must get sufficient funds to purchase the ingredients.** The ingredients are prohibitively expensive. Only MONIED INDIVIDULAS will have access to enough funds.
2. **The Crew must collect the required components and chemicals needed:** INCREDIBLE COMPLEX TASK (Intelligence + Appropriate Skill and Traits - Duration 1 month). If the roll is a failure the Crewman will be unable to find the require ingredients. If the Roll is a Success, the Crewman finds the ingredients but tips off the Alliance and will pop up on their "watch" list. If the Roll is an Extraordinary Success, the Crewman finds the ingredients and the Alliance is unaware of the purchase
3. **The Crew must mix the components correctly:** INCREDIBLE COMPLEX TASK (Intelligence + Appropriate Skill and Traits - Duration 1 week). If the roll is a failure the Crewman will poison himself and anyone nearby, resulting in immediate death. If the Roll is a Success, the Crewman mixes the ingredients but only gets 1-6 doses. If the Roll is Extraordinary Success, the Crewman mixes the ingredients and ends up with 2-12 doses. If the Crew has access to a fully functional chemical lab the Task becomes a HEROIC COMPLEX TASK.

APPENDIX A – NPC’S

BIN WA - Chinese fortune teller / LIANG ZHU - Tong leader



Agi d8, Str d4, Vit d6, Ale d10, Int d10, Wil d12;

Life Points 12; Initiative d8+d10

Traits: Friend in Low Places (Minor Asset), Friend in High Places (Minor Asset), Leadership (Minor Asset), Moneyed Individual (Major Asset), Power Hungry Psychotic (Major Complication), Little Person (Minor Complication)

Skills: Athletics d6/ Martial Arts d6, Covert d10 / Streetwise d12, Discipline d4, Guns d4, Influence d6 / Leadership d8 / Intimidation d10 / Negotiation d8, Knowledge d6 / Literature d8, Linguist d2, Mechanical Engineering d6, Perception d6, Performance d8, Unarmed Combat d2, Technical Engineering d10, Biochemistry d8, Pilot d6 (small bulk transports)

Description:

Bin Wa is a Chinese born man whose was raised on Persephone. From an early age people could tell he was different, as his body stopped growing properly at about age 8. He had the genes of a midget and so he never grew taller than 3 foot 10 inches. His height made him unacceptable to most of the community so he did his best to educate himself and make a life that wasn't defined by being a little person. He spent a couple of years in college and learned quite a bit about chemistry and engineering, but he found himself drawn to a seedier group of people. He found himself drawn into the secret activities of the Tong. Unfortunately, his focus on his non-academic activities made his grades falter and he got kicked out of school. After that he turned all his attention towards making connections inside the Tong. He had decided if he couldn't make a living legally, he would do so illegally. Besides, being a member of the Tong gave him a sense of power he'd never really felt before.

After a while he became friends with the Tong's Leader, Kien Zho. Together they worked out a plan to take over all the illegal businesses in the Eavesdown Docks area. Bin had developed a hypnotic Gas which could be used to gain control of a person if you gave them daily doses. Kien wanted to use it to gain control over dissidents within the Tong. Bin wanted to use it on anyone that got in his way.

Around this time, he met a Tong enforcer named Tsui-Ping Zhiang. The two of them struck up a relationship and have been lovers ever since. Kien Zho was not pleased with Bin Wa's actions and started working on forcing him out of the Tong. Bin Wa and Tsui-Ping plotted to kill him and eventually did so.

But instead of doing it outright, they made up a fictional villain named Liang Zhu, who would be the mastermind behind the killing. Liang Zhu was created as a tall, menacing Fu Manchu type of criminal, intelligent, charismatic, and well-spoken. Short little Bin Wa might not have the "stature" to force a takeover, but tall and menacing Liang Zhu certainly does.

In the meantime, Bin Wa started making his own persona less and less appealing, so he could throw off suspicion from himself. When he plays the role of Liang Zhu, he does it with the full force of his personality. When he plays the role of Bin Wa, he speaks a little like Chew from Blade Runner. Broken English spoken very quickly with a very heavy Chinese accent, and lots of Chinese thrown in. He does not play an idiot, but he does not play a mastermind either.

When it came time to usurp the Tong leader, it was made very clear that Liang Zhu ordered the hit, to gain respect and gain control of the Tong. However, Bin Wa made sure to invest some power in his midget persona, so he could get around within the Tong without being questioned or meeting resistance. He used his hypnotic gas to take control of anyone who got in his way. And if the gas didn't work, murder was an easy second option.

Bin uses Tsui-Ping and the Tong Warriors to enforce his will on the local populace, and his thugs to protect himself. He uses the Holo-Pad from time-to-time to project the form of Liang Zhu. In this way perpetuating the false existence of his own personal phantom.

TONG WARRIORS - The 'Devine Hand'

Agi d6, Str d8, Vit d8, Ale d6, Int d6, Wil d6;

Life Points 16; Initiative d6+d6

Traits: Intimidatin' Manner (Minor Asset), Loyal (Minor Complication), Overconfident (Minor Complication),

Skills: Athletics d6 / Dodge d8, Hand-to-Hand Weapons d6 / Swords d8, / Staffs d8/ Asian Weapons d8, Discipline d6 / Intimidation d8, Influence d4, Knowledge d2, Melee Weapon Combat d6 / Knives d8/Unarmed Combat d6 / Martial Arts-Kung Fu d10

Equipment: Misc. martial arts weapons

Description: Trained Tong Warriors. Most art tattooed across large portions of their bodies.

BIN WA'S HIRED THUGS

Agi d6, Str d8, Vit d8, Ale d6, Int d6, Wil d6;

Life Points 16; Initiative d6+d6

Traits: Intimidatin' Manner (Minor Asset), Loyal (Minor Complication), Mean Left Hook

(Minor Asset), Overconfident (Minor Complication)

Skills: Athletics d6 / Dodge d8, Guns d6 / Pistols d8, Discipline d6 / Intimidation d8,

Influence d4, Knowledge d2, Melee Weapon Combat d6 / Knives d8, Ranged Weapons d4, Survival d2, Unarmed Combat d6 / Brawling d10

Equipment: Miscellaneous Handguns, Toxic Dart Guns

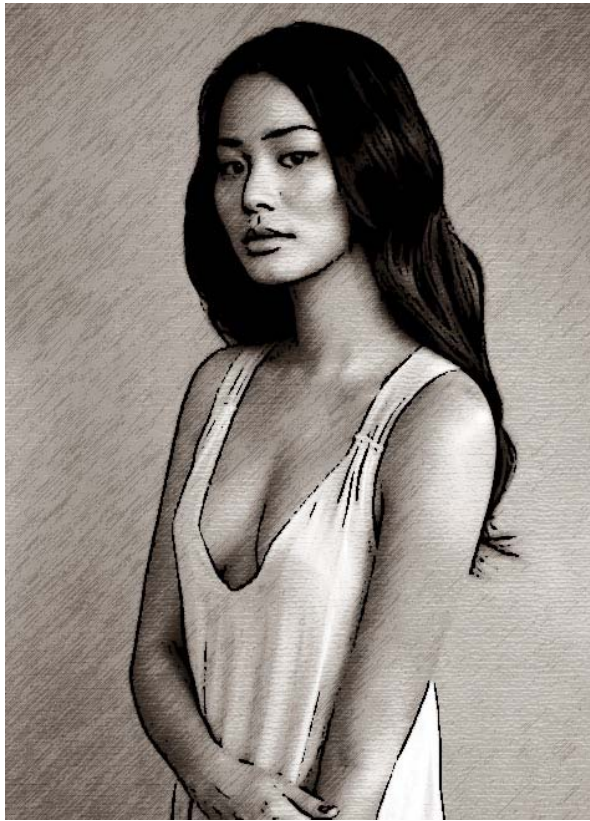
Dart gun works like a pistol in terms of aiming and firing, but the affects do not cause physical damage.

Toxin Effect - Lose Consciousness / Become Hypnotically suggestible

To resist is IMPOSSIBLE COMPLEX TASK ((Vitality + Willpower)/2 + Appropriate Skill and Traits - Duration 3 minutes).

Description: Generic tough hired thugs.

TSUI-PING ZHIANG - Tong Enforcer



Agi d12, Str d8, Vit d8, Ale d10, Int d10, Wil d10;

Life Points 16; Initiative d12+d10

Traits: Steady Calm (Minor Asset), Loyal (Minor Complication), Lightning Reflexes (Major Asset), Superstitious (Minor Complication)

Skills: Athletics d8, Discipline d6, Influence d6 / Persuasion d8, Knowledge d4/ Poisons and Toxins d8/ d6/ Station Law d6 , Melee Weapon Combat d6 / Bladed Weapons d12, Perception d6 / Sight d8, Unarmed Combat d6/ KungFu d10, Ranged Weapons d6/ Guns d8, Covert d8, Performance-Disguise d8, Security Systems d8, Stealth d10

Equipment: 2 Jian swords, 7 throwing knives, Monofilament garrote .

Description: Tsui-Ping is a deceptively elegant and attractive. She's wears the façade of upright business woman who runs the Immaculate Crane Brothel. What she really is would make most men cringe. She is a cold-blooded assassin and Tong Enforcer, who is at the beck and call of Bin Wa/Liang Zhu. She is extremely agile and strong for her size and has been known to take on as many as ten armed foes, without breaking a sweat.

She will often take on a disguise to get close to her target, but if a disguise will not help she will use stealth and the cover of darkness to prevent detection. In performing her duties she is ruthless and merciless, killing any and all enemies of the Tong without remorse. The only person who is dear to her heart is her lover Bin Wa. Everyone else is expendable. She has an unwavering loyalty to Bin Wa, and would lay down her life for him, but she is also superstitious. Finding omens and signs in everyday events.

Based on Buscadero and Frostwolf's ideas:

BADGER



STR: d6, AGL: d8, VIT: d6, ALT: d8, INT: d6, WIL: d10

Life Points 12; Initiative d8+d8

Assets:

Friends in Low Places
Heavy tolerance
Nose for trouble

Complications

Crude
Chip on the shoulder
Greedy
Overconfident
Memorable

Skills

Athletics: d4, Covert: d6 / Forgery: d8 / Slight of hand: d10 / Streetwise: d12, Influence: d6 / Leadership: d12/
Streetwise: d12, Perception: d6 / Gambling: d10, Unarmed combat: d6, Guns: d6, Melee: d6

Description: Badger is a petty thug with pretensions to Kingpinery: He has bad facial hair, bad teeth, a crushed and grungy, black derby, and he wears a woolly and worn three piece suit with a mismatched tie, though he has only a wife-beater shirt beneath. He has a heavy 'east-end' cockney accent, which many people from Dyton Colony have.

Badger was born on Dyton, a moon of the planet Greenleaf. He skipped off from home early, running graft jobs here and there. He spent some time in the lock down, but less than he claims.

He went on to run a criminal business enterprise on Persephone. Badger, a self-proclaimed "honest businessman," is a crook with delusions of standing. Badger is a criminal, but views others criminals as less-than himself; a sad, little king of a sad, little hill.

BADGER'S GOONS

Agi d8, Str d10, Vit d8, Ale d6, Int d6, Wil d8;

Life Points 16; Initiative d8+d6

Traits: Intimidatin' Manner (Minor Asset), Loyal (Minor Complication), Mean Left Hook (Minor Asset), Overconfident (Minor Complication),

Skills: Athletics d6 / Dodge d8, Guns d6 / Pistols d8, Discipline d6 / Intimidation d8, Influence d4, Knowledge d2, Melee Weapon Combat d6 / Knives d8, Perception d6 / Sight d8, Ranged Weapons d4, Survival d2, Unarmed Combat d6 / Brawling d10

Equipment: Knife (DMG d4 W, RNG 15), Assault rifle (DMG d8 W, RNG 150, ROF 3¹⁶, MAG 30) or Submachine Gun (DMG d6 W, RNG 60, ROF3*, MAG 32).

Description: Badger's goons well disciplined thugs; many of whom have spent time in prison. They're big and strong and fast.

SHIN GA THE BOUNCER

Agi d8, Str d12+2, Vit d10, Ale d6, Int d4, Wil d8;
Life Points 20; Initiative d8+d6

Traits: Intimidatin' Manner (Minor Asset), Memorable (height) (Minor Complication), Two –Fisted (Minor Asset), Mean Left Hook (Minor Asset)

Skills: Guns d8, Unarmed Combat d8, Brawling d12

Description:

The Bouncer of the Immaculate Crane is quite a memorable fellow. His name is Shi Ga, and he looks a little like a cross between a sumo wrestler and a body-builder; very stout and very dangerous looking.

CREW OF THE “BETSY BLUE”

They are members of the crew of the salvage ship, “Betsy Blue” They are veteran Browncoat soldiers, but are none of them burdened with an overabundance of intelligence. Buford's favorite weapons are his bowie knife and his pistol. Randal favors a club or cudgel.

BUFORD SMITH

Agi d10, Str d8, Vit d8, Ale d10, Int d6, Wil d6;
Life Points 16; Initiative d10+d10

Traits: Fightin' Type (Major Asset), Talented/ Salvage (Major Asset), Leadership (Major Asset), Mean Left Hook (Minor Asset)

Skills: Athletics d6, Pilot d6 /Salvage pod d8 / short rage shuttles d8, Planetary Vehicles d6, Perception d6 /sight d6, Guns d4, Brawling d8, Knives d8

Description:

Buford is an obnoxious cuss. He's a decent leader but not too clever, which makes him all kinds of dangerous. He loves his big bowie knife and never goes anywhere without it.

RANDAL SLOAN

Agi d8, Str d8, Vit d8, Ale d6, Int d6, Wil d6;
Life Points 16; Initiative d8+d6

Traits: Fightin' Type (Major Asset), Talented/ Salvage (Major Asset), Leadership (Major Asset), Mean Left Hook (Minor Asset)

Skills: Athletics d6, Pilot d6 /Salvage pod d8 / short rage shuttles d8, Planetary Vehicles d6, Guns d4, Brawling d8, Clubs and batons d8

Description:

Randal is Hank's younger brother. Slightly smaller and more intelligent than Hank, but just as much of a country bumpkin.

HANK SLOAN

Agi d8, Str d12+2, Vit d10, Ale d6, Int d4, Wil d8;
Life Points 20; Initiative d8+d6

Traits: Heavy Tolerance (Minor Asset), Intimidatin' Manner (Minor Asset), Memorable (height) (Minor Complication), Two –Fisted (Minor Asset), Mean Left Hook (Minor Asset),

Skills: Guns d8, Knowledge d6 / Salvage d8, Brawling d8

Description:

6 foot -3 inches tall, 280 lbs. Hank is a bit of a back-world bumpkin. He has very little schoolin' and makes most of his decisions with his fists.

CHASTITY RHAINÉ – Assistant City Coroner



Agi d6, Str d6, Vit d8, Ale d12, Int d12, Wil d10;
Life Points 16; Initiative d6+d12

Traits: Allure (Major Asset), Highly Educated (Major Asset), Steady Calm (Minor Asset), Memorable (Minor Complication), Chip on Shoulder (Minor Complication)

Skills: Medical Expertise d6 / Pathologyd12 / Thanatology d8 / Professional Coroner d12, Scientific Expertise d6 / Anatomy d10 / Biochemistry d8, Criminology d6

Description:

Chastity is the Assistant City Coroner. She's vivacious and attractive woman, with an intelligence and presence that would make most men tremble in their boots. She has a body that would stop a hover train, and though she's not promiscuous, she often uses her looks to get what she wants. She'll show off some cleavage or a little skin on her legs, but she doesn't stoop to flirting or carousing. That would be too urbane. No one would believe that such an attractive woman would have a job working on the recently deceased, but Pathology and Thanatology have been passions of hers from a very young age.

Chastity's brother Jason was killed by the Tong last year. This event took a heavy toll on her emotionally. She now holds a grudge against the Tong and their leaders.

Chastity collects and wears diamonds of all shapes and varieties. It her only real vanity.

BENJAMIN AND BRIANNA BELLOWS (Greenhorn Groupies)



Benjamin (Ben) Bellows

Agi d10, Str d8, Vit d10, Ale d10, Int d4, Wil d4;
Life Points 20; Initiative d10+d10

Traits: Hero Worship (Major Complication), Talented / Handguns and Rifles (Minor Asset).

Skills: Athletics d8, Guns d12+2, Perception d8/ Sight d8

Description: Ben is a tall, thin , and handsome young man, with light brown hair and dark brown eyes. Though not very intelligent, he is a crack shot and can shoot the eye out of a squirrel at 100 yards.

Brianna (Bree) Bellows

Agi d8, Str d4, Vit d8, Ale d10 Int d12, Wil d6;
Life Points 16; Initiative d8+d10

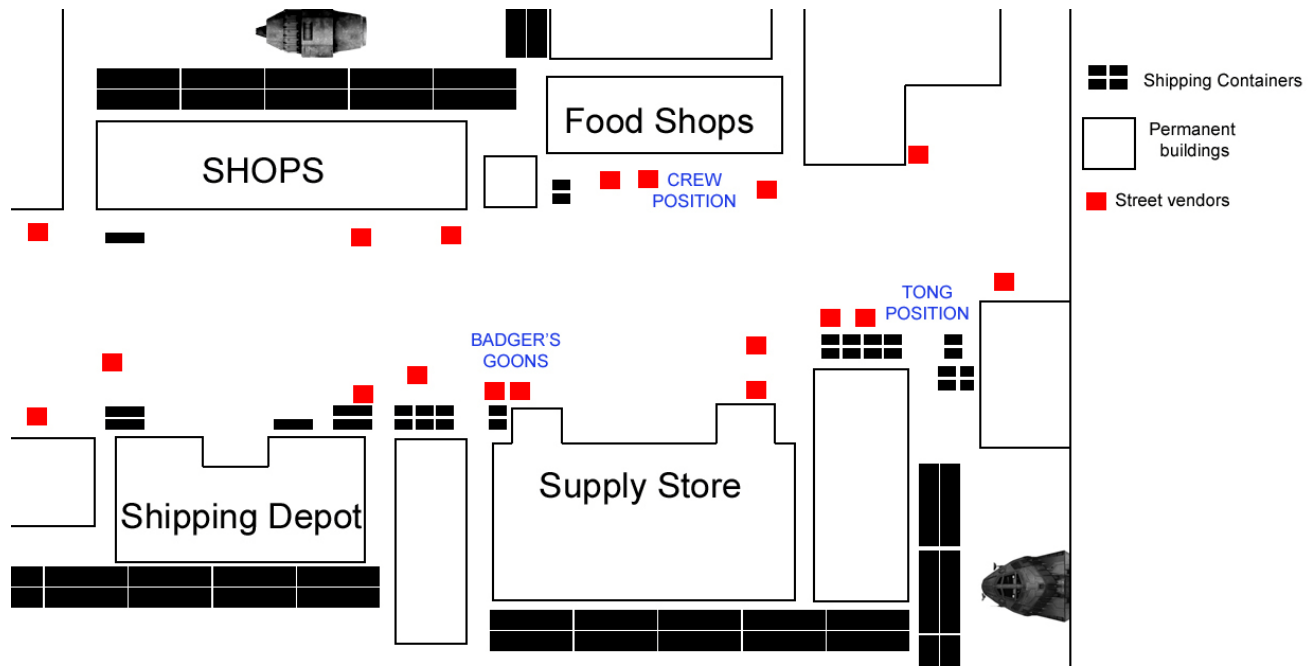
Traits: Hero Worship (Major Complication), Talented / Computers and Electronics (Minor Asset).

Skills: Athletics d4, Guns d2, Knowledge d6 / Computers d8/Electronics d8

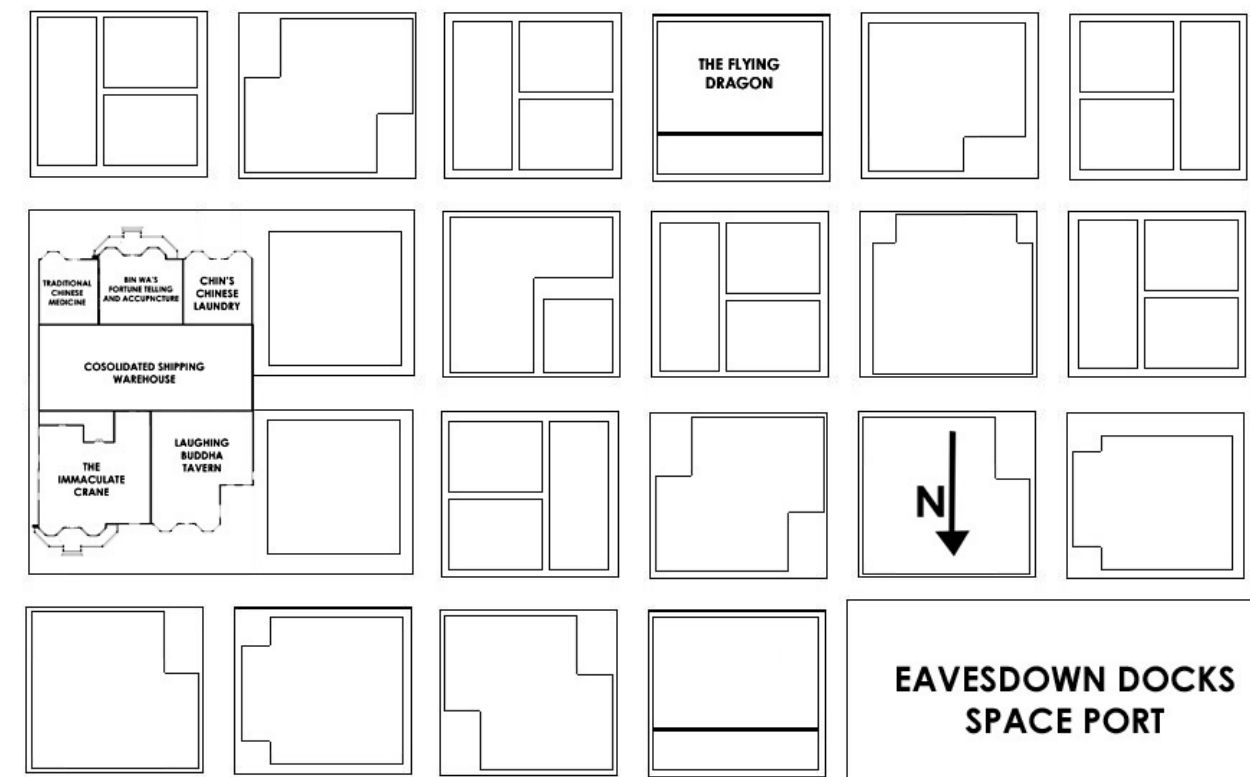
Description: Bree is Ben's fraternal twin sister. She is almost as tall as her brother, with long dark brown hair and dark brown eyes. Unlike her brother, she's no good with a pistol. However, she does know the ins and outs of electronic devices and computers.

APPENDIX B – MAPS

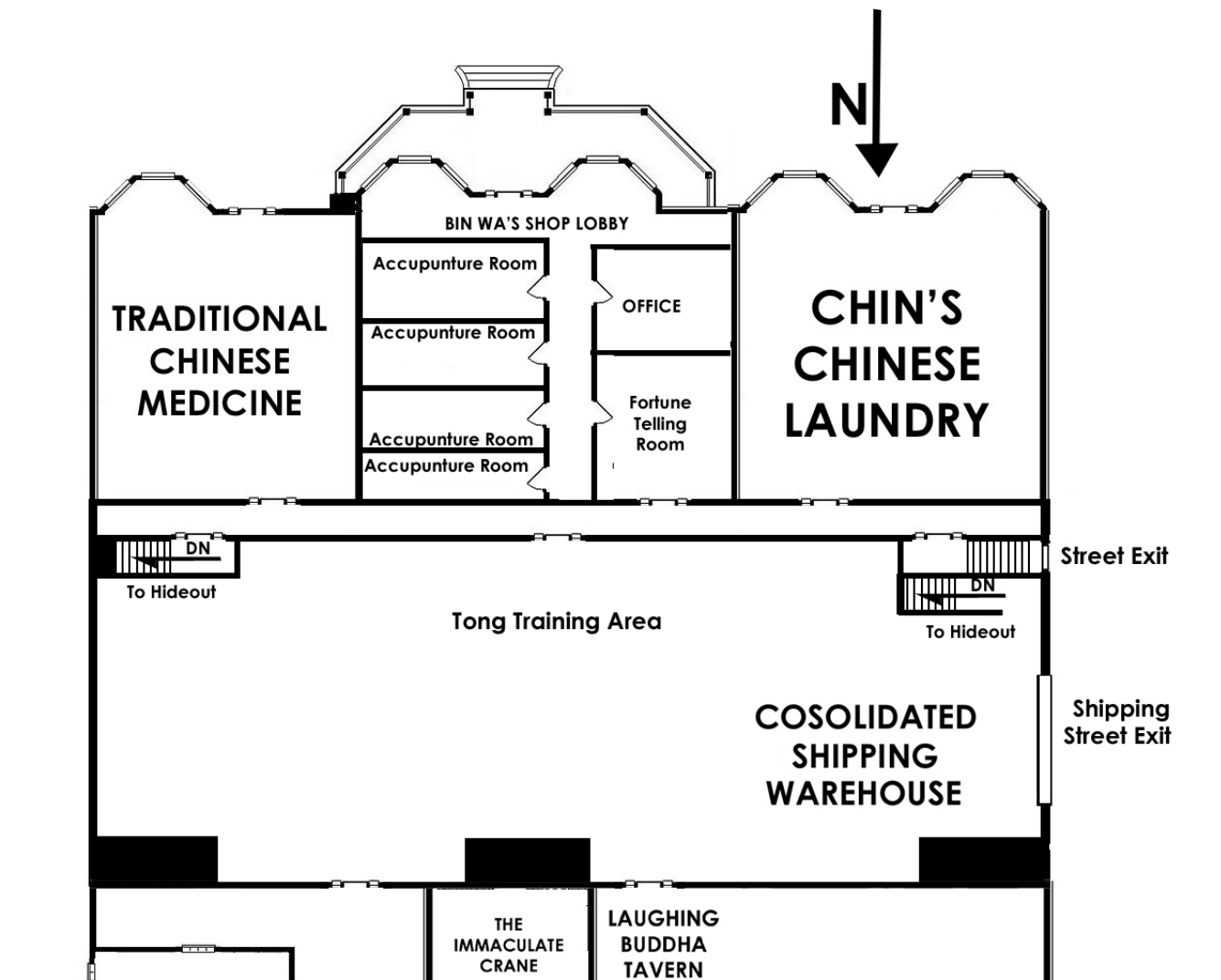
Opening Shootout Map



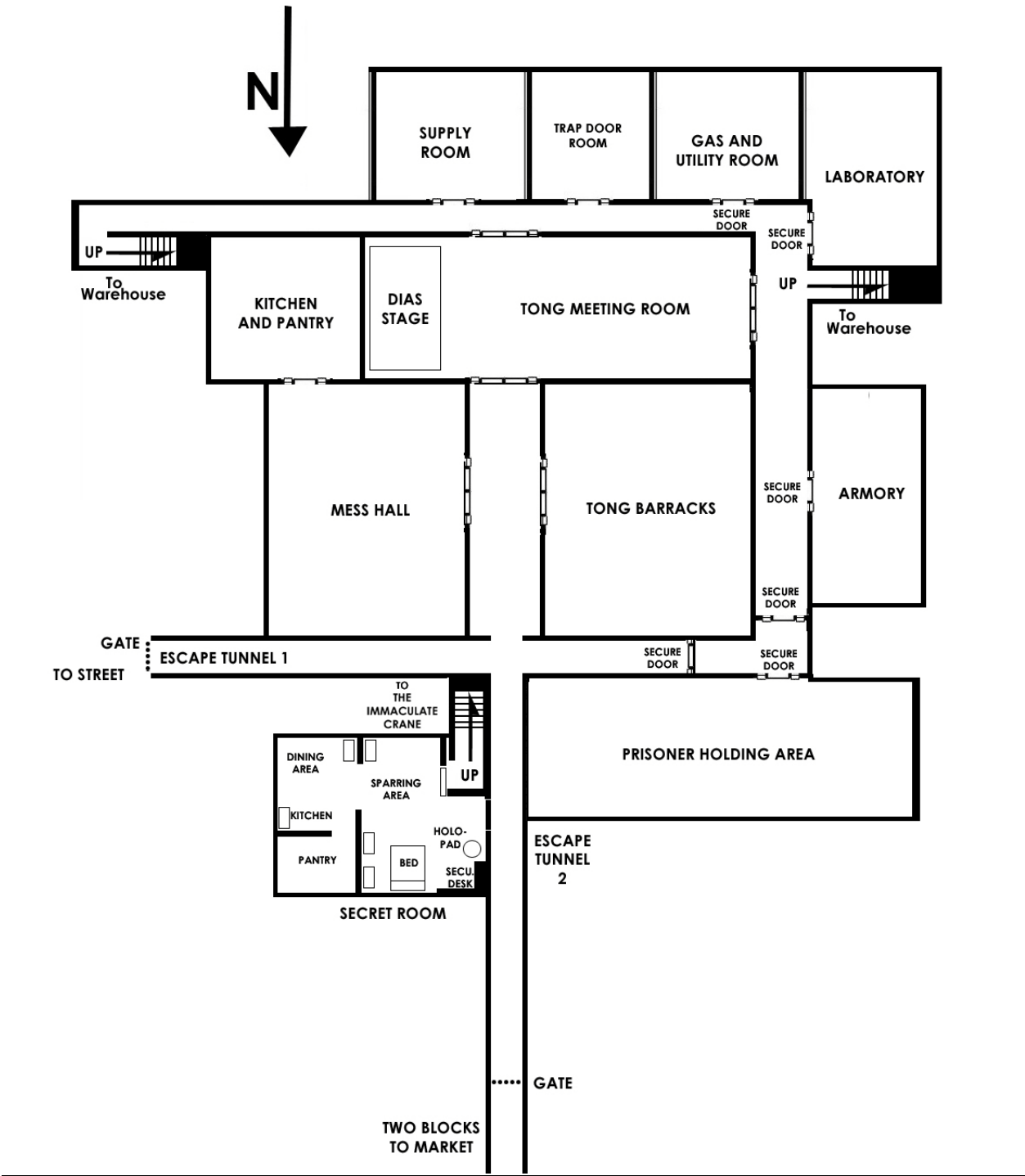
Chinatown Section City Map



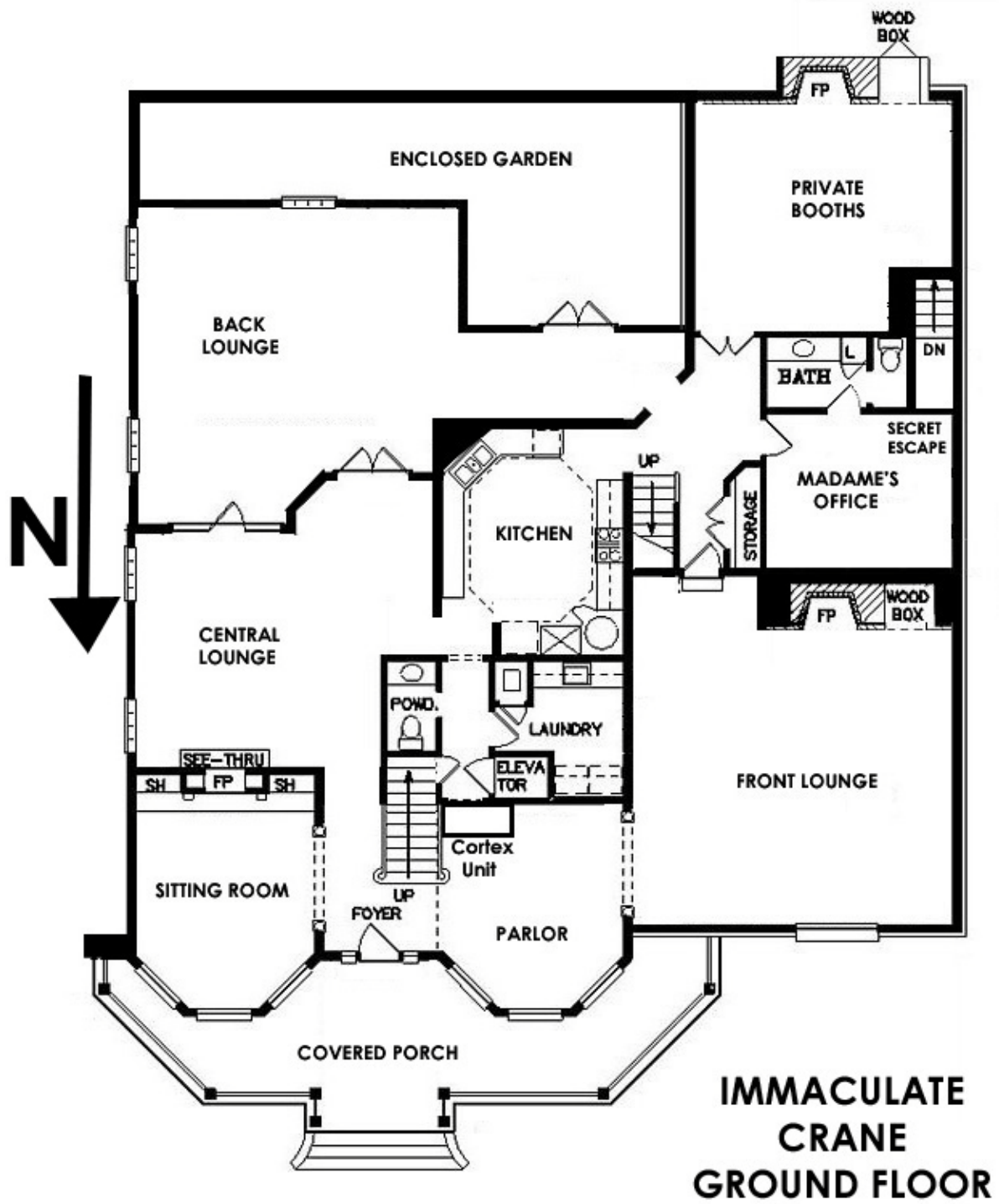
Bin Wa's Shop and Warehouse

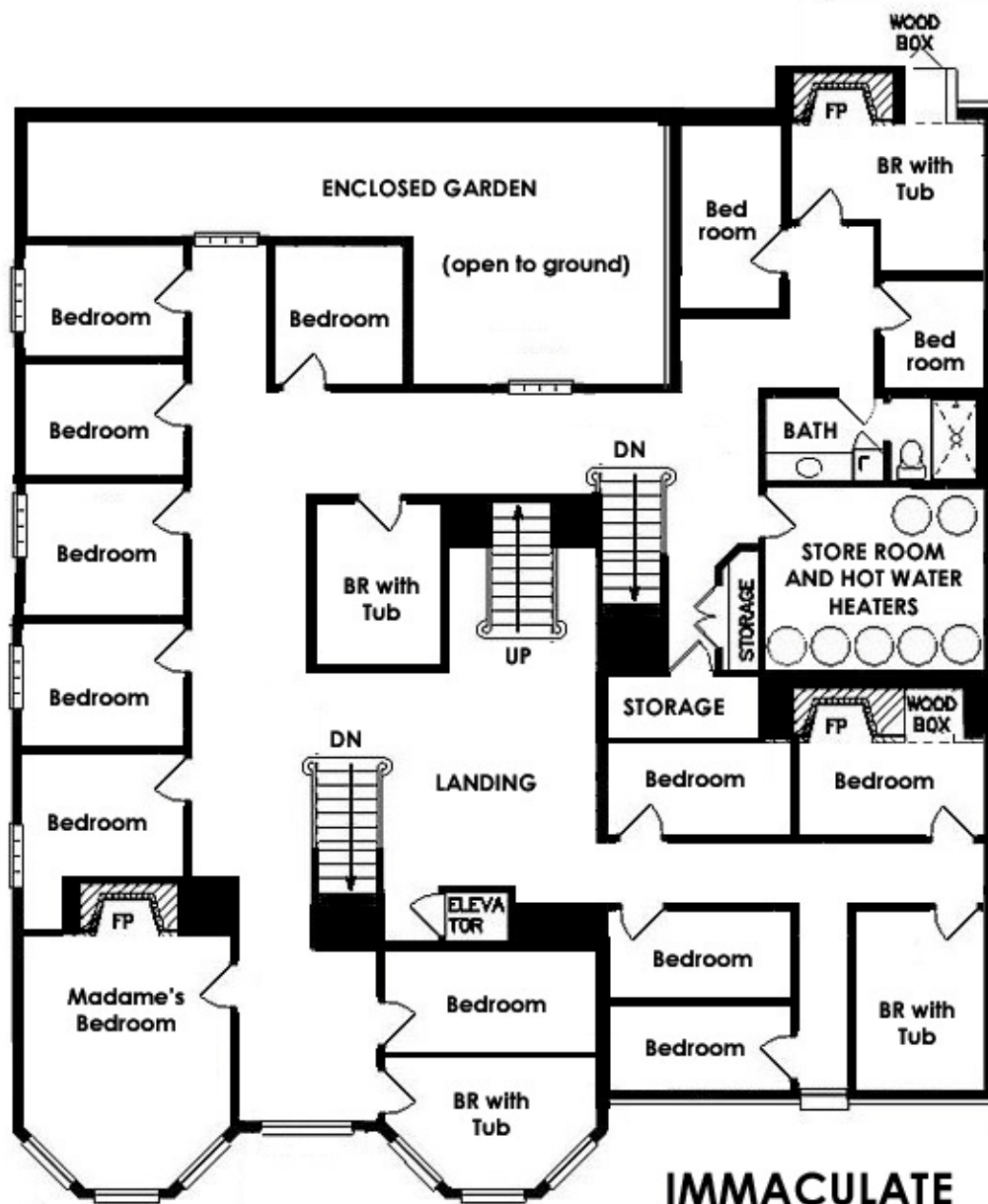


Bin Wa's Hideout

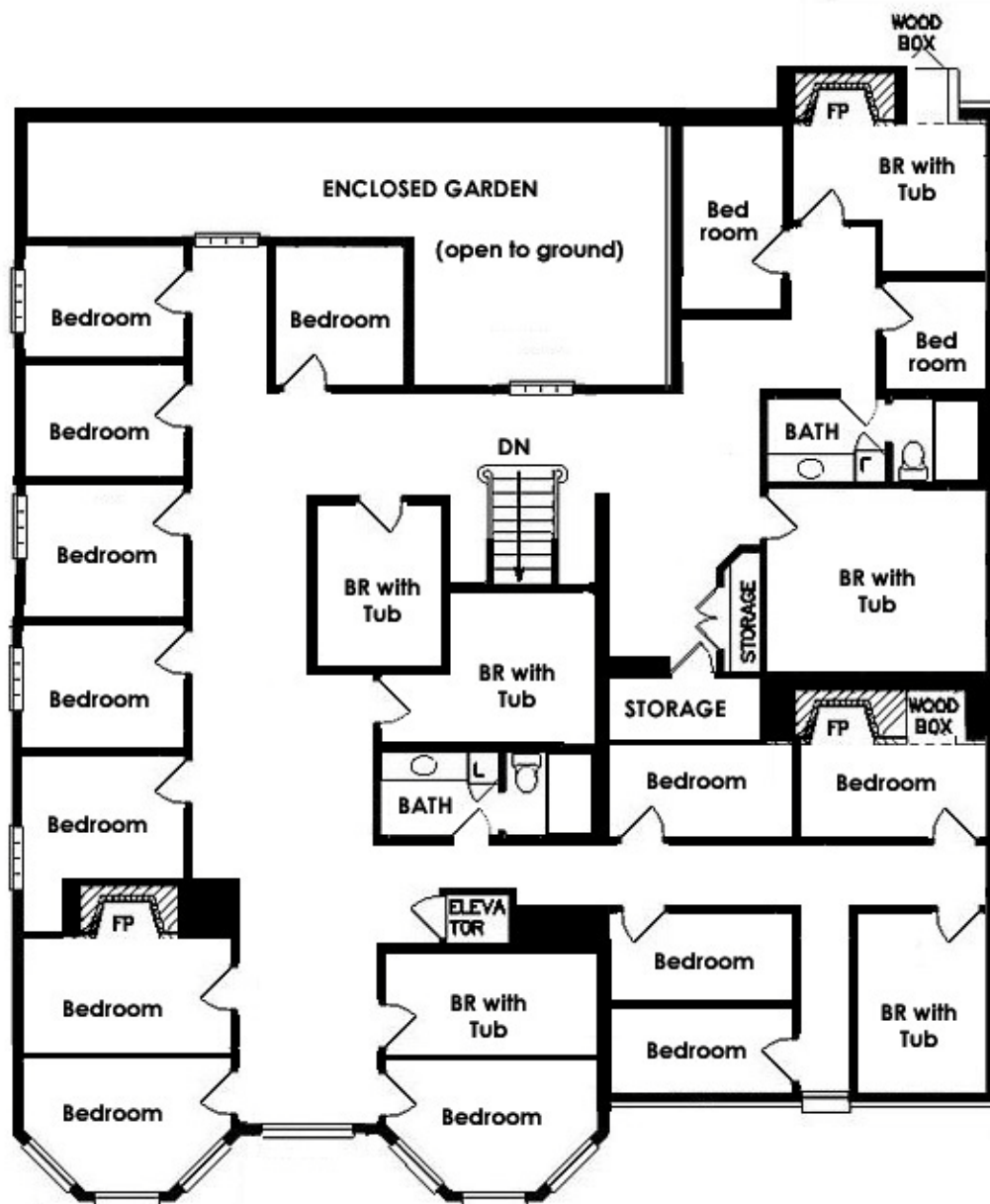


The Immaculate Crane





**IMMACULATE
CRANE
2nd FLOOR**



**IMMACULATE
CRANE
3rd FLOOR**

Ben Wa's Ship: Crane's Secret



Castor Class Salvage Tug

by Selek

Agi d6 **Str** d6 **Vit** d4 **Ale** d4 **Int** d6 **Wil** d4;

Init d6+d4; **LP** 10

Traits: Strong As An Ox (Minor), Seen Better Days (Major);

Skills: Athletics d4, Pilot d4, Perception d4

Specifications

Dimensions: 128 X 72 X 40

feet

Tonnage 1843 tons

Speed Class 4 cruise/ 6

hard- burn

Crew 7

Crew Quarters Three double bunk, 1 single cabins

Fuel Capacity 56 tons (900 hours)

Cargo Capacity 732 tons /2,928 tons maximum (external load)

Passenger Capacity 2,

Passenger Quarters one double occupancy cabin

Armament

Gear 1 1000-ton crane mount (aft)

2 10k-ton Hardpoint grapples (aft)

Complexity

Price

Maintenance Costs 4,424 per year

Armour:

Subcraft: 1- Finch Class Light Shuttle

2- Type H-G Workpods

The *Castor Class Salvator* was originally built as a local construction tug and support vessel creating Skyplexes and deep space stations at

LaGrange points, as well as relay stations and satellites for the Cortex. They were eventually all sold out of government hands and the survivors now serve exclusively in civilian applications.

