

5

SPECIAL EPISODE

**MF**  
MONKEYFUN

# Spirit of 77



Includes  
7 Ready-to-Play  
Characters!

Role Playing Game Adventure  
For 3 or More Adults  
Ages 10 and Up



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**Very Special Thanks:**

James “Stoney” Potter and the good folks at MechaCon (Geaux Saints!)

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



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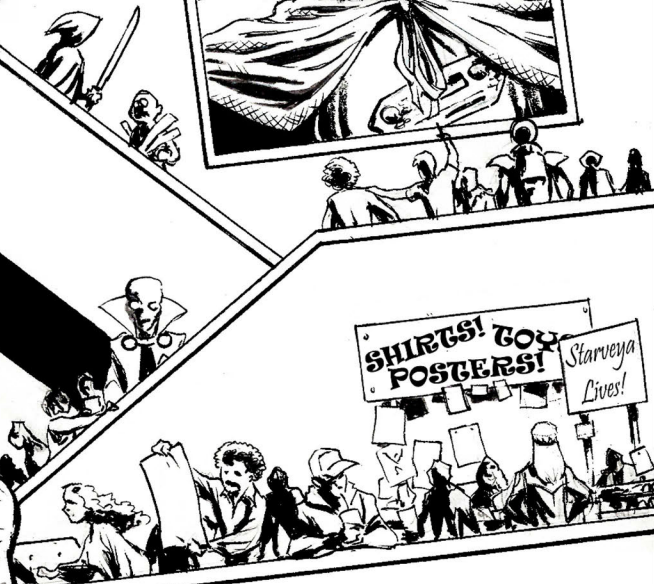
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# WELCOME TO... SPIRITCON 77



MEET  
THE  
SPACE  
PIONEER  
LAST!



# Set Phasers on Outta Sight!

Hello again, rockstars! This is a special **Spirit of 77** adventure that was originally created for our friends at MechaCon, just after we initially released the first **Spirit of 77** books. Since then, it's become one of our favorite games to run at conventions and for people brand new to our game. After multiple requests, we're finally making it available for everyone.

Like all **Very Special Episodes**, it's intended as a one-shot adventure (and requires an understanding of the **Spirit of 77** game system on the part of the DJ). But don't worry if you're not familiar with a certain (ahem) science-fiction television show that was canceled in the late 1960's, which inspired this entire adventure. The real action is all about what happens when the original cast gets back together.

## ***This Very Special Episode includes:***

- **Seven Pre-Generated Characters:** Each of these characters is built in the **Spirit of 77** system, ready to play.
- **New Adventure: Wrath of Cons** - This adventure transports your players to the science fiction convention, SpiritCon! As the former cast of the television show, **Space Pioneer**, they've come back together for a huge announcement that naturally becomes easier said than done.

Live long and be funky. And as always, keep on truckin'!

~The Monkeyfun Gang



# The Wrath of Cons

*"Where no con has gone before."*

## The Lowdown:

The players are the alumni cast of a popular 1960's science fiction television show, making an appearance at a science fiction convention to make a surprise announcement, only to be surprised themselves by a worse announcement. How can they exonerate their reputations and get to the bottom of things? Play to find out.

## How to Use This Adventure

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

### Preliminary Set-up:

**Suggested Theme Music:** "1980" by Herb Alpert

The players are the former cast of the 1960's television program, "Space Pioneer". Although only on air for three seasons, the television program still maintains a loyal following. Although the cast members will occasionally make a sporadic appearance, the science fiction convention SpiritCon '77 is the first time all of the original cast have been brought together along with its infamous series creator, Stan Wineberry.

**Special Note** - Due to their shared experience as members of the *Space Pioneer* cast, every player shares the Hook of being in on the former program. This can be used to Help a Brother Out.

### Preliminary Questions:

The game starts with the cast seated in the Speaker's Hall (See: Locations - Speaker's Hall), fielding questions from reporters on-hand, who are being given an opportunity to ask the players the following questions prior to Stan's surprise announcement - *Space Pioneer* is about to be made into a major Hollywood film this year - *Space Pioneer: The Motion Picture*. The new movie should guarantee lucrative film contracts for all of the cast (easily in the millions.) During this Q&A, the DJ can ask the following questions to the characters being played (acting as either reporters or excited audience members) -

"Excuse me, Mister DOUGLAS FALCONE..."

"Before *Space Pioneer*, what was your most embarrassing acting gig? You have a reputation about being reticent about speaking about your past but this seems like a good time to share with the audience."

"There are rumors that you've had backstage issues with several members of the cast. Why do you think these rumors continues to circulate?"

"Excuse me, Ms. MELINDA SMYTHE..."

"Just for the assembled audience here, we'd really like to hear you repeat your famous catchphrase from the show."

"You said in a 1974 interview with TV Guide that you felt the show was beneath your talents, and yet here you are representing both the cast and program. What caused this big turnaround in your priorities?"

"Excuse me, Mister GILLIAM REITER..."

"In the television series, the Sword of Orion always glowed blue when danger was nearby. Can you tell us how you managed to achieve that special effect on such a tight budget?"

"A recent *Cosmopolitan* article included your x-ray records after what was billed as the most dangerous stunt ever attempted. Can you clarify the event and explain how you managed to survive the injuries?"

"Excuse me, Ms KELLY DEWITT..."

"I don't mean to offend you by bringing up some of your previous unpleasanties, but you have gone on the record for acknowledging your previous difficulties with drugs and alcohol. What was the moment of clarity that caused you to get clean and sober?"

"I understand there was some last-minute problems about allowing you through the airport. What exactly did you do the last time you were here?"

"Excuse me, Miss ANDREA GRIMSRÜDENDOTTER..."

"You just recently separated from your husband after five years, what brought about the end of your marriage?"

"You're looking better than ever, do you have any intention of participating in this year's Miss Atlas competition?"

"Excuse me, Mister JIMMY DOOGAN..."

"It looks like you have a new C9-Alpha robot costume, who made it and how does it differ from the original?"

"I understand you actually trained in Julliard for classical acting, along with an apprenticeship under Uta Hagen in New York. Would you grace us with an impromptu rendition of one of your favorite pieces?"

"Excuse me um... PAT,"

"There are rumors that the 'National Space Pioneer Fan Club' has been experiencing a slight internal conflict recently. Would you care to elaborate on specifics and how you managed to resolve it?"

"Pat, it's been said you maintain the largest *Space Pioneer* memorabilia collection in the world, but what do you cherish the most?"

## Fuel Injection:

During the Q&A with the reporters and fans, the series creator Stan Wineberry has been extremely anxious to make his big announcement about the licensed movie. After everyone is allowed to answer their questions, Stan will move to take the podium. Before he manages to start, one more reporter hustles to the microphone - Timmy Dunes of the National Blab (See: Front - Timmy Dunes). Timmy asks the following question to the players:

### “Is it true the Space Pioneer cast are involved in the recent bank robberies?”

With this public accusation, Stan's announcement is blown to hell and the gathered fans are in an uproar as Timmy Dunes relays the recent string of bank robberies that have been occurring by thieves dressed as the *Space Pioneer* cast, complete with full rubber masks in the appearance of the cast. One thief is dressed as the C9-Alpha robot, with another in a replica of the Osiris Security armor (just like Pat's). As Timmy holds up crime photos of the recent robberies, the convention staff terminate the Q&A session and try to whisk the players away from the embarrassing situation.

## Civilian Front - The Convention

**Description:** SpiritCon has attracted fantasy and science fiction fans from all over the state, as well as a new product called a “role-playing game”, called **Kill All Monsters** by UTS from Washington. With the recent accusations, The convention audience has been treating the cast differently than they normally receive at conventions - whispering privately to one another and hesitating to engage in direct communication with the players (the equivalent of 1 Heat for all the players).

### “Super” Stan Wineberry, Beloved Creator of “Space Pioneer”

**Suggested Musical Track:** “Everybody's Making it Big But Me” by Dr. Hook

**Description:** Although fans of the television program consider Stan to be a brilliant visionary, those connected to the show consider Stan an obnoxious hack that struck it big with one clever idea he stole from someone else. Now he's milking the *Space Pioneer* franchise for every dollar he can get.

**Angle:** “Hey there kids! Be sure to buy the new *Space Pioneer* lunch boxes! Excelsior!”

**Gear:** Autograph Pen, prototype Space Pioneer merchandise

**Move:**

- **Everybody's Favorite** - In the event Stan wants to duck out of difficult questions, paying a bar tab or anything he doesn't want to do, he can call attention to himself and immediately be mobbed by convention-goers eager for an autograph and photo opportunity.

## Twists:

**DJ OPTION** - Stan is actually behind the robberies, in a twisted plan to develop more publicity for the upcoming movie, along with a “reimagining” of the show's plot, darkening the show's overall theme.

**DJ OPTION** - Stan is the next target of the “Pioneer Bandits”. They plan to kidnap him and ransom him as part of their next big score.

**DJ OPTION** - Stan is sneaking around with the wife of someone else at the convention (e.g. Ralph, Kirby, maybe even one of the players), and the revelation is slowly going to spiral into a shouting match between the couple, urging Stan to make a hasty retreat.

## Bruce, Events Director of SpiritCon

**Suggested Musical Track:** “Someone Saved My Life Tonight” by Elton John

**Description:** Bruce is overwhelmed at meeting his television idols and will do every possible request made of the cast. He has little money of his own, but will set up anything necessary for the players.

**Angle:** “Acting as your personal servant is the greatest single moment of my entire life.”

**Gear:** All-access badge, *Space Pioneer* T-shirt

## Twists:

**DJ OPTION** - Bruce is actually an obsessive fan of the Space Pioneer cast, and wears his replica *Space Pioneer* uniforms in his normal day job as a dental technician. Anything gets in the way of the players, Bruce will become quietly unhinged and plot a violent retaliation in the name of his idols.

**DJ OPTION** - Bruce is dying to get a souvenir of his heroes and will continually try to pocket different personal items of the players whenever possible.

**DJ OPTION** - Bruce is secretly devastated by what seems a betrayal by his *Space Pioneer* idols. Because of this emotional trauma and the overall stress of running the convention, Bruce snaps.

## Gloria Vanderpool aka “Starveya Nouveaux”

**Suggested Musical Track:** “Lady Stardust” by David Bowie

**Description:** Normally Gloria is a part-time bank receptionist, but on the weekends, Gloria dresses up like glam rocker Starveya and participates in costume contests at science fiction conventions across the Southeast. Gloria has been so successful, she's considering quitting her daytime job and make a profession out of going to conventions in costume. She's still looking for a name for this hobby, “costume-playacting” or maybe something shorter.

**Angle:** “I spend a lot of time on my costumes, I am far more important than the actual creators of these shows.”

**Gear:** Convention badge, Costume array (every time the players run into Gloria, she should be dressed in a new outfit):

- Barbarella outfit (complete with high-heel boots and mock blaster)
- “2001: A Space Odyssey” space flight stewardess (complete with silver lame mini-skirt and sphere helmet)
- The comic book character, Crimson Sylvia - a female pirate (complete with cutlass, three-cornered hat and sequined bustier).

### Twists:

**DJ OPTION** - Gloria is connected to the Pioneer Bandits, providing insider information about the banks including armored truck visits and staff rotation.

**DJ OPTION** - Gloria's final costume is a recreation of the last dress Starveya wore on tour, encrusted with real emeralds and costing a fortune. This makes it the perfect target for the Bandits' last score.

**DJ OPTION** - Gloria has decided she wants her photo taken with the infamous Pioneer Bandits, for future publicity. This will interfere with any pursuit or confrontation the players are having with them.

### Autograph Charlie

**Suggested Musical Track:** "Aqualung" by Jethro Tull

**Description:** Autograph Charlie makes his living by selling musical and television memorabilia at conventions across the world. If there's a major concert nearby or a major studio filming on location, Charlie can always be found hustling to get a famous person's autograph to sell to another collector.

**Angle:** "It's not just an autograph, it's a frozen moment in history...and affordably priced."

**Gear:** Marker pens, autograph books, scraps of paper with additional signatures and autographs

### Move:

- **Copycat Scrawl** - After seeing so many autographs over the years, Charlie has mastered the ability to forge people's signatures upon seeing them, requiring a close examination to determine they're a forgery.

### Twists:

**DJ OPTION** - Charlie is behind the Pioneer Bandits, trying to drive up the prices of his autograph collection before going on auction at Sotheby's.

**DJ OPTION** - Charlie has shown to the players his greatest autograph score ever - a signed moonrock by Neil Armstrong. This is the final target for the Pioneer Bandits' last score.

**DJ OPTION** - Charlie has decided he wants to get the autograph of the Bandits, and will interfere in any pursuit by the players or any confrontation between them and the Bandits.

## Front - Big Miracle Studios Executives - aka "The Movie People"

**Suggested Musical Track:** "Have a Cigar" by Pink Floyd

**Description:** As part of the big surprise announcement, Big Miracle Studios sent several of their high-ranking studio executives to demonstrate the enduring popularity of the Space Pioneer program as a potential franchise for the Studio. The recent revelation about the bank robberies have not calmed them down whatsoever, and demand the situation get resolved or they're calling the legal department, demanding blood.

**Angle:** "The contracts haven't been finalized. 24 hours and this deal is over."

**Gear:** Business suits, briefcases with contracts, extremely expensive bottles of French spring water

### Twists:

**DJ OPTION** - The executives made a deal with a shadowy group known as The Secret Masters of Fandom that have promised to make the studio in the frontrunners of the burgeoning science fiction genre. This entire situation jeopardizes the plan and may cause certain legs to be broken.

**DJ OPTION** - The executives are behind the Bandits in order to break the actors' contracts and allowing them to recast with younger stars, explaining the difference in ages due to a parallel timeline.

**DJ OPTION** - The Movie People are suddenly becoming interested in the Malagons as a potential spinoff property, and are rapidly losing interest in the *Space Pioneer* cast (unless they can do something to renew their interest).

### Gearshift:

**P** - The Movie People are taking a meeting off-site about a potential children's series about a prehistoric family brought to modern day.

**N** - The Movie People are on-hand at the convention, but have not been informed of the recent turn of events with the press.

**L** - The Movie People have now heard about the connection, and are visibly concerned.

**D1** - The Movie People are not happy and expect the players to correct the situation themselves before the end of the convention.

**D2** - The Movie People are not happy and are calling the Legal team on ways they can break the contracts with the players.

**O** - The Movie People are headed back to the airport to begin legal proceedings and are leaving the cast to figure out their own way home.



## Front - The Pioneer Bandits

**Suggested Musical Track:** “Cagey Cretins” by Blue Oyster Cult

**Description:** The Pioneer Bandits have been knocking over local banks for the past few months, and the local SF convention is providing them with a perfect cover to knock off one more big heist. The number of the Bandits will automatically match the number of active players, and their disguises will automatically match the identity of the players.

**Angle:** “Get the money, get the hell out. Live long and prosper, b\*\*ches.”

**Moves:**

- **Lost In the Crowd** - At the convention, if the Bandits can get to a private location, they can remove their masks and disappear into Convention crowd, looking like any other con-goer.

**Gear:** Each Bandit has the following:

- Shotgun (3-harm, *close, loud, messy*)
- Costume that resembles the wardrobe of the *Space Pioneer* cast, gloves, boots
- A full-head rubber mask that resembles one of the *Space Pioneer* cast. Up close it is obviously a mask, but from a slight distance could be mistaken as the actual cast member.

**Twists:**

**DJ OPTION** - The Bandits consider themselves “professional con-goers”, hopping from convention to convention on the money they steal from their robberies. This is their last big score for the year as the final show in their circuit.

**DJ OPTION** - The Bandits have been doing these robberies in the *Space Pioneer* get-up to throw attention and suspicions on the *Space Pioneer* cast, while they plan their biggest heist to be performed in broad daylight as themselves.

**DJ OPTION** - The Bandits have been approached by the Secret Masters of Fandom, a shadowy group of super-sci-fi fans who secretly influence TV, movies, comics, and games in popular culture. The SMoF have demanded a total of \$750,000 to create an American version of their favorite UK show, *Game of Chronos*.

**Gearshift:**

**P** - The Bandits are across town, out of costume and separated from one another before their next strike.

**N** - The Bandits are casing the scene of their next heist, quietly blending into the background as they figure out the best escape route and points of entry.

**L** - The Bandits are getting ready for action, putting on their costumes and masks, and waiting for the signal to strike.

**D1** - The Bandits are on the run, they dressed in their costumes and heavily armed, heavily involved in either performing a robbery or trying to get away.

**D2** - The Bandits are feeling the heat and trying

to deal with the situation, either through escape, intimidation or possibly shooting their way out in a last resort.

**O** - To protect themselves, the Bandits have determined they need to eliminate the players, either in a direct attack or by luring them to a hidden location out of costume.

## Front - The Malagons

**Suggested Musical Track:** “DE Futura” by Magma

**Description:** The Malagons are the hardcore fans of the rival 60’s television program, *Escape From Galaxy 5*. They speak to each other in the invented language of the TV program, and dress in recreations of the alien race of the program. They despise *Space Pioneer* and their fans, and are eager to start trouble for both. In combat, they would act as a Medium gang (Medium, 1-harm (due to their heavy stage weapons), desertion)

**Angle:** (shouted) “cha’ puj ‘ang ‘ej teH logh yay. Hegh rIntaH lesser ghun!”

**Gear:**

- Homemade costumes that resemble the Malagons from the television series.
- Blunted swords from the television program (1-harm, hand, clumsy)
- Make-up that makes them resemble the Malagons from the television series.

**Moves:**

- **Today is a Good Day to Die** - Normally a gang will disperse when they take two or more Harm. The Malagons however will not disperse until they are completely beaten up (4-harm or more).

**Twists:**

**DJ OPTION** - Some of the Malagons are actually the Pioneer Bandits, dressing as the *Space Pioneer* cast to throw off suspicions. If discovered, this may cause an internal civil war between the Malagons at the Con.

**DJ OPTION** - Some of the Malagons have taken the over-the-top machismo of their television counterparts too seriously and have decided to take the laws into their own hands, bringing the bandits to justice.

**DJ OPTION** - The Malagons are drunk and randy. Really drunk. EXTREMELY randy. They have decided to co-op one of the players’ hotel suites for a private “Malagon” party where they can get down with each other in private. (As consenting albeit intoxicated adults, of course).

**Gearshift:**

**P** - The Malagons are in their respective rooms, putting on their makeup and outfits.

**N** - The Malagons are hanging out at the pool, drinking at the pool bar and deleting in scaring the non-convention hotel guests.

**L** - The Malagons are making inappropriate comments and insults in the made up language of Malagon at the players from across the hallways

and convention floors, feigning innocence when confronted, and denying the real translations.

**D1** - The Malagons are vandalizing and tearing down any *Space Pioneer* merchandise and posters they find in the convention, dumping beverages on *Space Pioneer* fans dressed in Pioneer costumes.

**D2** - The Malagons approach the players when nearby, speaking their minds about the players' connection to the robberies. This time in English without hesitation.

**O** - The Malagons have decided to bring the convention down - who cares if they get permanently banned when CentaurCon is right around the corner?

## **Front - Timmy Dunes of the National Blab**

**Suggested Musical Track:** "Sunday Papers" by Joe Jackson

**Description:** Timmy is a muckraking reporter who never lets the facts get in the way of a good story. He's hoping to use the Pioneer Bandits to get enough publicity to land on the Blab's front page, regardless of the damage he may do to the cast's reputations.

**Angle:** "The bigger the story the better, regardless of the truth."

**Gear:** Crumpled suit, crumpled tie, crumpled notebook, crumpled glasses

**Moves:**

- **Stop The Presses** - As a professional press hound, Timmy can immediately add 1 Heat to the players by calling in follow-up details to the breaking story.

**Twists:**

**DJ OPTION** - Timmy has been paid off to smear the players, either by the Movie People, The SMOF or possible Stan Wineberry himself.

**DJ OPTION** - Timmy knows the true identity of the Pioneer Bandits. When he tries to finally admit to the players the truth, he is mysteriously killed with all signs pointing to the players.

**DJ OPTION** - Timmy doesn't think the story is big enough. In order to make it more sensational, Timmy is going to instigate further problems by spreading gossip or outright lies to the other NPC's, kicking their Gearshifts up few notches with every lie spread.

**Gearshift:**

**P** - Timmy is back at the Blab office building typing up his notes and trying to score free tickets to next week's Juggernaut game.

**N** - Timmy is in the hotel bar, trying to impress some of the female convention goers with his press credentials.

**L** - Timmy is trying to convince some of the

housecleaning staff to let him into the suites of the celebrity guests to snoop around, strictly for background material.

**D1** - Timmy is secretly following the players around, cataloging any unflattering situations or comments made by the players for his article. They'll see him hustle away after the fact, writing furious in his notebook.

**D2** - Timmy is dictating his notes over the phone to the office, the article is hours away from print.

**O** - Timmy has foregone anything as slow as print journalism - he has found a television news crew outside and is spilling the beans about everything he's seen and anything he can make up.

## **Front - Kirby Serling**

**Suggested Musical Track:** "Wish You Were Here" by Pink Floyd

**Description:** Kirby was the original star of *Space Pioneer*, playing Captain Zelotes in the show's unaired pilot. After being replaced by Douglas Falcone, Kirby fell onto hard times and his subsequent acting career is nonexistent. Now Kirby hates the show, Stan, and the cast (albeit unfairly).

**Angle:** "I was robbed of the Captain's chair, now I'm going to get my revenge."

**Gear:** .38 Revolver (2-harm, close, reload, loud, concealed)

**Twists:**

**DJ OPTION** - Kirby is planning to shoot the players in revenge, although the Bandits have now complicated his plan. He's waiting for the right opportunity during the convention to settle the score.

**DJ OPTION** - Kirby is the leader of the Bandits, using the *Space Pioneer* cover as a not-so-subtle middle finger to Stan.

**DJ OPTION** - Kirby has the brilliant plan for the players - rob a bank while posing as the Pioneer Bandits (who are in turn posing as them). No one would expect them whatsoever, and the Pioneer Bandits would get the blame.

**Gearshift:**

**P** - Kirby is back at his apartment, still trying get his car started with a pair of pliers and a coat hanger.

**N** - Kirby is still working to find change in his car seats to feed the meter outside of the convention hotel.

**L** - Kirby is trying to convince the security staff that he really is scheduled as a convention guest, begging them to check their clipboard just one more time.

**D1** - Kirby has finally gotten into the convention, trying to get someone to recognize him while trying to duck the cast whenever possible.

D2 - Kirby is furious, and has determined that if no one here will recognize his previous efforts, he's going to make sure they remember him after this weekend. You'll see..

O - Kirby is now delusional, thinking his "captain" was the true captain, and he is the convention's guest of honor. Anyone who argues will enrage him into a violent confrontation.

## Front - The Man

### Detective Magus Butler, New Orleans P.D.

**Suggested Musical Track:** "Right Place Wrong Time" by Dr. John

**Description:** Bleary-eyed Detective Butler is part of the robbery division of New Orleans' finest, called to investigate the robbery here at the convention. He considers the convention yet another gathering of weirdos that only make it more difficult to do his job. After the press conference, Detective Butler may engage the players directly or bide his time, watching them before asking a few "innocent" questions. If the players try to run, however, Detective Butler will immediately determine this to be an admission of guilt.

**Angle:** "I don't need all these freaks. This is New Orleans, cher. We already got freaks to spare."

**Move:**

- **Ugly In a Public Place** - If Detective Butler finds someone particularly disagreeable, he can immediately arrest them for an overnight stay in the downtown lock-up. This hangover doesn't need their help.

**Gear:** .38 Revolver (2-harm, close, reload, loud, concealed)

**Twists:**

**DJ OPTION** - Detective Butler is convinced the Pioneer Bandits really are the players, and will do whatever it takes to prove this (even by fabricating evidence).

**DJ OPTION** - Either through coercion, bribery or even flat-out blackmail, Detective Butler will convince the players to lure out the real Pioneer Bandits by performing a major robbery as the imposters.

**DJ OPTION** - Detective Butler is in cahoots with the Pioneer Bandits and will thwart the players' actions to clear their good names in order to buy time for his partners.

**Gearshift:**

P - Detective Butler is drinking his breakfast at the Candlelight Lounge on Robertson before his shift starts.

N - Detective Butler is slowly making his way into the office, enjoying a beignet and a traveler cup of Irish coffee as he drives.

L - To his great dismay, Butler has been assigned the Pioneer Bandits case, killing his buzz and giving him a stack of paperwork to go through.

D1 - Butler is at the convention, irritated by what

he sees. He's begun to question people about the robberies.

D2 - Butler dislikes the convention goers enough to start hassling them for inappropriate behavior, indecent exposure and general bad hygiene.

O - Butler has had enough, and is shutting down the convention entirely. These idiots make Bourbon Street look like a tent revival.

## Locations - The Hanton Hotel

**Description:** The Hanton is the location for this year's SpiritCon here in beautiful New Orleans. Although the Hotel has been licensed by the Convention, regular guests also populate the hotel and can be seen among the colorful convention goers, trying to make sense of the stranger encounters in the hallways.

As a general rule, any location within the hotel will be packed with the following types of encounters for the players:

- A group of *Space Pioneer* uber-fans are loudly arguing about minutiae of the show that none of the cast will remember. If the players try to correct one of them, the fans will hastily correct them with so-called "accurate information".
- Several costumed attendees are comparing notes on their costumes, many of them wearing chainmail outfits that barely cover their bodies (if at all). This applies to both men and women equally.
- Diehard collectors are desperate to collect every piece of merchandise material here at the Convention, carrying huge backpacks of giveaway T-shirts, signed glossies and plastic space ships.
- Groupies who are star-struck by the *Space Pioneer* cast hang on every word spoken, eager to get close enough to touch their favorite stars (or perhaps get closer).
- Teen convention-goers who have never seen *Space Pioneer* and are verbally "unimpressed" by the cast's attendance.

### Registration

**Description:** The Registration line for the convention leads out of the hotel, as people from all across the country have arrived to meet their favorite sci-fi personalities.

**Features:**

Volunteers in SpiritCon t-shirts, sign-up table, tall "Welcome to SpiritCon" banners, convention programs, plastic badges and buttons,

**Twists:**

**DJ OPTION** - The Registration staff are worried about protecting the large amount of money that has been collected for the convention. In lieu of armed guards, they are looking for assistance from someone in the convention itself.

**DJ OPTION** - The Registration staff are worried because their entire registration files have been lost. They can't be sure who paid and who didn't, causing a massive backlog of people waiting (and quickly growing angry).

**DJ OPTION** - The Registration area is flooded with protesters who are convinced science fiction and fantasy are gateways to



drug use, pornographic behavior and fluoridated drinking water. Given any chance they have to chant in protest, they will.

## Main Convention Floor

**Description:** The main convention floor is a bustle of promotional activity - all the major television and film campaigns that feature science fiction and fantasy elements have a presence to further hype their upcoming releases.

### Features:

Promotional booths for upcoming movies and television programs, large signs pointing to different panels, snack bar selling overpriced food and beverages, trash cans filled to the brim, lost children running at full speed through the crowds of people. Several promotional booths feature replicas of props from their franchise, include the Time Throne from *Game of Thrones*, a pyramid from *The Man from Alpha Prime* and the starship model from Steven Spielberg's recent SF blockbuster, *Watch the Skies*.

### Twists:

**DJ OPTION** - As part of a major promotion for the upcoming live action remake of the 1930's radio series, *The Red Devil*, there is a reproduction vehicle of the original "Pale Horse" super-charged Cadillac (1-power, 3-looks, 1-armor) on the main convention floor.

**DJ OPTION** - People are signing up for a massive foamed weapon skirmish called "The Battle of Bloodwater Bridge", to be held in Parking Lot A (with no actual bridge anywhere to be found). The organizers would love to get the *Space Pioneer* cast to participate.

**DJ OPTION** - The SpiritCon organizers have managed to score a major coup in convincing NASA to display an actual moon rock collected in one of the recent landings. Being priceless, the moon rock is corded off and supervised by armed guards.

## Celebrity Row

**Description:** This section of the convention is the designated "celebrities wing" where sponsored guests pose for photos and sign autographs with the lucky convention goers. Some of the celebrity guests require a small fee for the privilege of a photo.

### Features:

Booths, lines of people, signs denoting their famous guests, photographers, chairs, water pitchers, marking pens, famous and semi-famous celebrities meeting the fans

### Twists:

**DJ OPTION** - Devil Dog, the professional lucha libre wrestler, is in attendance and rather intoxicated. His drunken antics are starting to cause a scene among the other celebrities and convention goers, requiring someone to interfere.

**DJ OPTION** - Despite having no science fiction or fantasy aspects to their program, the female stars of the television program *Tamany Girls* are here promoting their upcoming season on the UBS network. They are utterly confused by their surroundings, but determined to grin and bear it on behalf of their sponsors.

**DJ OPTION** - An extra-special guest star has made a surprise appearance to the convention. Options include:

- Astrophysicist Carl Sagan, who's currently working on

a book that will present the wonders of astronomy and science to mainstream masses (He's even considering a television series about the topic).

- Sir Alec Guinness, promoting an upcoming science fiction movie he has no desire to speak about. He's convinced this movie will be an outright flop, and would rather talk about cricket and/or English football.
- Robot detective Vector-77 is onhand to sign autographs and make new friends at the convention.

## Dealer's Room

**Description:** From professional book sellers to handmade crafts, anything and everything can be found in the Dealer's room.

### Features:

Comic book vendors, tables of costumes, used books, tabletop game merchants, plastic models in various states of assembly, buttons with clever sayings for sale, handblown glass smoking paraphernalia (strictly for tobacco purposes).

### Twists:

**DJ OPTION** - Naturally there is a table selling medieval weaponry for a reasonable price, handy in the event of any melee combat for any particular reason. Whatever the player picks up it will have the following stats: (2-harm, hand, messy)

**DJ OPTION** - There is a crazy-looking vendor that is selling replica science fiction paraphernalia, unaware that one of them actually works (e.g. phaser pistol, teleportation belt, invisibility device, etc.)

**DJ OPTION** - One of the vendors is selling signed Derbyball merchandise, including skates, sweeps and silver derby balls. All of them have been signed by DerbyBall professional athletes including Jason Thunder, Doghouse Rawlins and Tony Columbo.

## Speaker's Hall

**Description:** There are multiple halls which feature panel discussions or lectures from different special guests of the convention.

### Features:

Rows of folding chairs, podium, microphone, chilled water, table in the front of the room (in the event of a scheduled panel), chandelier, ugly carpeting

### Twists:

**DJ OPTION** - The scheduled speaker is discussing professional science fiction writing, and particularly critical on the overuse of television and movie tropes as an excuse for character creation.

**DJ OPTION** - The scheduled presentation is a performance of science-fiction and fantasy specific folk music, performed acoustically. The featured performer is not quite as talented as she thinks she is.

**DJ OPTION** - The scheduled presentation is the Costume Masquerade - the ballroom is packed as different convention goers in costume take the stage to show off their outfits.

## ***Additional Location: The People's Bank of New Orleans***

**Description:** The People's Bank is in close proximity of the Hanton Hotel and may be used by the players at some point either as a location of where the Pioneer Bandits have struck, will strike or possibly where the players themselves might rob.

### **Features:**

Bank tellers, banker windows, standing desk with chained pens, potted plants, office chairs, waiting area with love seat and coffee table, walk-in safe with safety deposit boxes, manager's office

### **Twists:**

**DJ OPTION** - Today is also the kick-off day of the LeRoux Grand Auto Festival, with famous local boy turned professional racer Beau Dupree acting as grand marshall in the parade. The streets are lined with classic cars, primed and polished for display.

**DJ OPTION** - The People's Bank is setting up for its big announcement of acquisition, they have been purchased by the Bank of Santo Domingo (owned by luchador-slash-international businessman El Fantasma). The bank is being decorated for the hombre's visit next week with balloons, party decorations and a mock-wrestling ring in the middle of the bank floor.

**DJ OPTION** - The People's Bank is actually a mob-owned bank. In the event of an armed robbery, the bank's manager will call the local crew to arrive with automatic weapons and a take-no-prisoners attitude. Things will get ugly very, very quickly.

## **The Big Finish**

By now, the players have either been on the run or busy investigating the situation. Now's the time to wrap things up with a climactic showdown that involves the players in a showstopping finale, with multiple options for its setting:

### ***The Final Frontier***

The Bandits have opted to do one more big heist, which will lead to a major confrontation with the players.

**DJ OPTION** - The final heist is taking place at the convention itself, involving one of the bigger convention items already discovered by the players.

**DJ OPTION** - The final heist is taking place at the People's Bank next door to the hotel. They're using the convention both as cover and as a means of getting into the vault.

**DJ OPTION** - The final heist is the robbery of the penthouse suite, occupied full-time by multimillionaire recluse Jimmy Jaffe.

### ***Warp Engines Engage***

The Bandits have been biding their time in the convention until the heat's brought down, and now need to make their escape from both the convention and New Orleans.

**DJ OPTION** - The Bandits have hidden their stolen loot on the Convention floor, and will retrieve their haul during the big costume contest while everyone is distracted.

**DJ OPTION** - During the most recent robbery, one of the Bandits was injured. They've been laying low in a hotel room until the injured Bandit is well enough to travel.

**DJ OPTION** - The Bandits' escape vehicle has been trapped in the hotel parking lot, thanks to all of the convention-goers. They're waiting on the convention to end, or possibly an alternative method to get the hell out of the area.

### ***Mirror, Mirror***

The players have opted to perform a heist in the guise of the Pioneer Bandits, either as a part of Detective Butler's plan, Kirby Serling's sneaky double-cross or perhaps by their own ingenuity. Naturally this could go wrong in a number of ways.

**DJ OPTION** - During the players' robbery (whether it's at the convention hotel or a nearby bank), the Pioneer Bandits simultaneously hit the same location, causing a massive case of mistaken identity as everyone tries to sort out who is who, doing what and when.

**DJ OPTION** - The players are strangely successful in their robbery, uninterrupted by the Pioneer Bandits. This rubs the Pioneer Bandits the wrong way, feeling the players have stolen their thunder requiring a confrontation based on revenge.

**DJ OPTION** - During the faux robbery, the players realize they have been the Pioneer Bandits all along. They've been under group hypnosis either due to Stan Wineberry, Kirby Serling or from another mastermind.

# The Player's Agenda

**Active Participation** - The world of the '77 is filled with kung-fu fighting schoolmistress nuns, bionic glam rockers and fast-driving race-car drivers who keep pet chimpanzees in their passenger seat. You owe it to yourself to explore this high octane world, using your character's motivations and goals as a basis for action. Things only get done when you actively do them, so always try to participate in every Scene.

**Go Big or Go Home** - Some games encourage a subtle touch, with nuanced levels of intrigue that require careful consideration and delicate maneuverings.... but we think that's for sissies. The Spirit of '77 is a game to be played at maximum volume at all times. When faced with a choice of a behind-the-scenes feint with slight reward but low risk, versus bold what-the-hell actions that could fail spectacularly but would be amazing if they work out... go for the gusto. If you fail, you get XP. If you succeed, you're a Big Damn Hero.

**Share The Mike** - Chances are you're playing in a group of two or more (otherwise you're like that guy at the bus station at 2am.) In the heat of the moment, it's easy to get caught up in a personal narrative or go off on a wild tangent. However, as a player you also have a commitment to the group narrative which should involve your fellow players whenever possible. Caught up in chasing your long-term nemesis in a foot race through the subway? Use your fellow players to cut him off at the pass. Interviewing a person that may know the whereabouts of your long-lost sister? Bring them along and play good-cop, bad-cop. Always try to contribute to everyone's fun.

**Stick it to The Man** - Well, this goes without saying.

# Attributes

- **Might = [Strength]** - Uh! Take it! You got the strength to make it happen? You got the stones to outlast your opponent? Then you got the Might! AIIIIright!
- **Hustle = [Agility]** Whether its bopping your way through a Rumble or showing your stuff on the dance floor, Hustle makes it happen.
- **Smooth = [Charisma]** Wanna know if you're easy on the eyes? Or if you're cooler than school? That's how Smooth you are.
- **Brains = [Intelligence]** Don't be the fool, take them to school! Show them how smart you are in knowledge, wisdom and street smarts by showing you've got the Brains.
- **Soul = [Spirituality]** You won't get anywhere if you don't have the spirituality behind what you do to give meaning to how you do it. There's peace, there's love, and then there's Soul.

# The Basic Rule

Describe what you are doing and then roll two six-sided (d6) dice and add the results.

- If the result is 10 or higher (10+) it is considered a full success your character does exactly what you described.
- If the result is above six but lower than ten (7-9) it is considered a partial success, you either partially succeed in your task or you succeed with a cost.
- If the result is a six or lower (6-) it is considered a failure, you fail at the task and the DJ can make a move against you.

# Experience and Advancement

## Gaining Experience

Experience (XP) is what allows you to develop your character, as you gain experience and level up you will gain new traits, new moves and even new thangs.

You gain experience in the following situations:

- 1 XP is gained whenever you roll a 6- on a Move (a failure.)
- 1 XP is gained at the end of any session where you Maintained Your Buzz.
- 1 XP is gained at the end of any session where you resolved a Hook and gained a new one.
- XP is gained any time a Move specifies so.

## Advancement

When you acquire an amount of experience equal to your level+5 (every character starts at level 1) you level up. Your XP is set back to zero and at the end of the session you can choose one item on this list to add to your character:

At the end of the session when you gain a new level you can chose one of these items:

- Gain a new Move from your Role or Story
- Gain a new Thang
- Increase any attribute from 0 to +1

Once you have reached level 5 you can alternately choose one of these items:

- Choose a new Move from a Role or Story other than your own that you meet the requirements for and that has not already been taken by another active character.
- Take on a completely new Role
- Retire your character safely



# Douglas Falcone

## Captain Thaddeus of the Starship Osiris

### One Bad Mother Honeygot in search of Fame

*"Bring us around. All hands to battlestations, lasers to full and phase fields to maximum. We're going to hit the Triglion command ship where it hurts. Let's have some fun."*

--Captain Thaddeus, Season 3, Episode 4, The Fargom Maneuver

#### From the Complete Guide to *Space Pioneer*:

Captain Thaddeus commands the starship Osiris on its 7 year mission into the galactic frontier. Thaddeus is a decorated officer and veteran of the Sector Omega conflict. Known to bend the rules and often to disregard orders from his superiors, Captain Thaddeus always manages to get the job done and look after his crew.

**Trivia:** Captain Thaddeus is actually the second Captain of the Osiris. In the original unaired pilot Captain Zelotes commanded the starship Osiris. Footage from this episode was later reused in the season 1 episode "The Trial of Captain Thaddeus".

**Description:** As the impoverished son of New York garbageman, Falcone's starring role as the lovable rascal captain of *Space Pioneer* was his ticket out of the streets and into much easier living. Since its cancellation, Falcone has starred in any B-grade movie available, guest-starred on any television game show and even appeared in two margarine commercials.

#### Thang:

**Fame** - Douglas is inherently the most recognized member of the cast, which is always noted by fans (and critics) of the program. This can sometimes cause problems in mixed company or in moments where discretion is needed.

#### Moves:

**Power to the People** - The fans love it when you play the scoundrel. When interacting with civilians, roll with Something Extra if you have any Heat.

**King of the Scene** - These are your people, and you are their king. You've gained +1 to Smooth.

**Sometimes Less is More** - The less you wear the harder you are to hit. When you are naked or nearly naked, gain 2-armor. When you are topless or wearing revealing, non-armor clothing, gain 1-armor. If you are wearing any armor, use it instead.

**Angel Eyes** - When you gaze longingly into the eyes of someone who means you harm, roll +Smooth. On 10+, they drop their weapon and take a step back. On a 7-9, they redirect their hostility elsewhere.

**Sex Machine** - When you seduce someone using the Get What You Want move and roll a 12+ the target not only gives you what you desire, but they become a permanent ally.

#### Gear:

- Original uniform
- Autographed 8x10 photos
- An original Captain Thaddeus "action figure"
- A scrapbook of your own press clippings and publicity shots from previous acting gigs

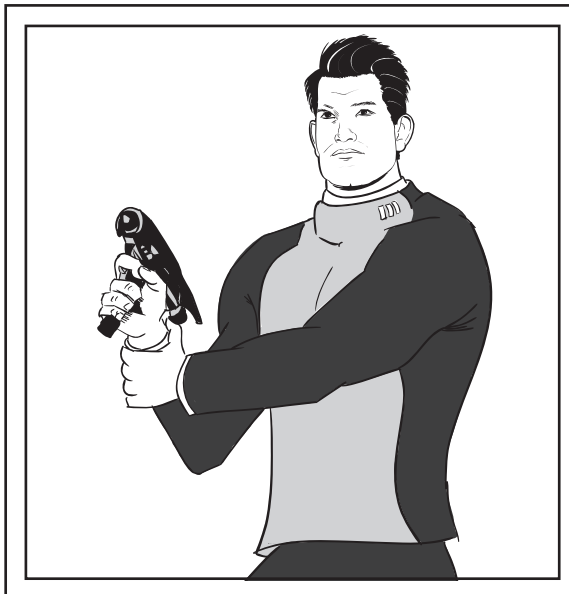
#### Stats

Might: +0  
Hustle: +1  
Smooth: +3  
Brains: +0  
Soul: +1

#### HARM:

#### Heat:

#### XP:



## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

### Get In Their Face (Might)

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

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

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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

# Melinda Smythe

## First Officer Kora

### Humble Beginnings Rocker in search of Respect

*"Captain, I fail to understand the human obsession with superstition and irrational behavior."*

--First Officer Kora, Season 2, Episode 2, Triumvirate

#### From the Complete Guide to *Space Pioneer*:

Kora is the first Trillian to serve aboard a commonwealth starship, their species only recently entering an alliance with the human government. Her species is especially rational, eschewing superstition, religion or non-observable phenomenon. This often brings her into conflict with Captain Thaddeus who's known for relying on hunches and gut feelings to make his decisions.

**Trivia:** Kora's famous Trillian Nerve Chop came about when actress Melinda Smythe was having trouble executing a judo throw on one of the show's extras. She asked the director if she could just punch him in the gut instead, and the Trillian Backhanded Nerve Chop was born.

#### Stats

Might: +0  
Hustle: +0  
Smooth: +1  
Brains: +1  
Soul: +3

#### HARM:

#### Heat:

#### XP:



**Description:** A classically trained actress, Melinda is trying desperately to shed her previous career in television to concentrate on Broadway and the stage. She has recently released an album of Broadway show tunes, and is hoping the convention appearance will boost sales in order to have her taken seriously as a performer. Despite this, she was contractually required to dye her hair blue for the weekend, just like her character in the series. (Sigh.)

#### Thang:

**Sidekick** - Melinda has brought her niece, Mallory, to the convention. Mallory has been itching to get into show business and is hoping her Aunt Melinda will help break into the business.

#### Moves:

**Heart On Your Sleeve** - Despite Hollywood's best efforts, you're still a good person. Roll with Something Extra when you do something to help a civilian.

**Girl Next Door** - No one's forgotten how wonderful you were in *Space Pioneer*. When Giving Someone the Third Degree you gain one extra hold, even on a failure.

**Mesmerizing** - You don't just perform, you share your deep personal feelings with those around you, Rockers start with +1 Soul (Max +3)

**Backstage Pass** - Thanks to your singing career and the show's popularity, everyone always believe you're "on the list". You can get backstage anywhere at the convention, hotel or the nearby area. Getting other people in with you will require a successful Getting What You Want move.

**Groupie Magnet** - First Officer Kora was always the unspoken "favorite" for hardcore fans, and dedicated Space Pioneer fans will do nearly anything to please you. Groupies count as a gang of "a couple of guys" (1-5 members). Though they are nearly worthless in combat (1-harm, 0-armor), they can always be used for other tasks. When you suggest that a groupie do a favor for you, roll +Smooth. On a 10+, they do exactly what you want. On a 7-9, they ask you for a favor in return.

#### Gear:

- Original uniform
- Sheet music for Broadway shows including "Cassandra", "That's The Stuff" and "Don Juan in Hell"
- Blue hair dye or wig
- Manuscript for upcoming autobiography, "I'm Not Kora"



## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

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

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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

# Gilliam Reiter

**“Torgo the Weaponmaster” and former Fight Coordinator**

**Kung Fu Stuntman in search of Cold Hard Cash**

*“You dare to question the honor of Torgo the Weaponmaster? I should cut out your tongue, whelp, but the Sword of Orion thirsts for alien blood.”*

--Torgo the Weaponmaster, Season 2, Episode 10, Time of Turmoil

## From the Complete Guide to *Space Pioneer*:

Torgo the Weaponmaster, a specialist from the Orion Empire on loan to the Osiris, was intended to only appear in one episode of Season 2, but after a breakout performance by stuntman Gilliam Reiter, the character was added as a regular member of the Osiris crew in season 3.

**Trivia:** The Torgo costume was originally created for another actor, Ray Tucker, who became ill the day of shooting. Gilliam Reiter stepped in at the last minute to fill the role but the costume was much too large and repeatedly fell off when Gilliam did his blade dance in the episode “Time of Turmoil”.

**Description:** Since his time on the show, Gilliam has squandered his saved salary in bad investments, hip replacements and a multitude of ex-wives. He’s hoping the convention will help stave off the collection notices, or at least pay his back alimony payment to Francine. (Shirley’s just going to have to wait for hers.)

## Thang:

**Custom Weapon** - As the former fight coordinator, Gilliam still has the original “Sword of Orion”, a two-handed blade that is still quite sharp after all these years. He brings it with him to every convention, hoping someone might make him an appropriate offer. (2-harm, hand, unique, two-handed) In addition, the sword will glow blue in certain conditions.

## Moves:

**Death Proof** - When you’re behind the wheel of a vehicle, it gains +1 power and +1 armor.

**Way of the Fist** - When you utilize a Kung Fu technique instead of brute force, you may roll +Hustle instead of +Might

**Stunt Coordinator** - When you carefully plan out and prepare for a stunt before performing it, you or anyone else involved can roll with Something Extra while executing your plan.

**Stunt Double** - When you choose to Take a Hit intended for a nearby character,

- On a 10+, you take half the damage and the other character takes none.
- On a 7-9, you each take half the damage.

**Floating Cherry Blossom** - You have mastered superhuman acrobatic techniques that allow you to jump and fall great distances as well as slowly traverse incredibly fragile and precarious surfaces. You can easily jump or fall one story or walk across delicate surfaces without making a roll. Jumping or falling longer distances or running across delicate surfaces will require a +Hustle roll.

## Gear:

- Cheap Halloween replica of original uniform (The original was sold long ago)
- Painkillers, knee brace, ankle brace, Ace bandages
- Amway catalog and sample kit
- Gilliam Reiter celebrity exercise equipment

## Stats

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

## HARM:

## Heat:

## XP:



## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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- Deal 1 stun harm.
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- Give or take something your target is holding or wearing.
- Push, pull or otherwise move your target where you want them.

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

### Get In Their Face (Might)

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

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

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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



# Kelly DeWitt

## Dr. Gorf, Chief Medical Officer

### Holy Roller Vigilante in search of Peace of Mind

*"The medical computroller says that you've got a mild case of Venusian fever, but I've seen this before, good thing I'm a doctor and not a computer engineer."*

--Dr. Gorf, Season 2, Episode 7, The Dodecahedron Complex

#### From the Complete Guide to *Space Pioneer*:

Dr. Gorf is the Chief Medical Officer and lead xenobiologist on the Starship Osiris. She's an old fashioned doctor who distrusts technology and insists on making her own diagnosis unaided by computers. Her propensity for using unconventional medical techniques to confront my many unknown situations found aboard a frontier starship.

**Trivia:** Dr. Gorf was the only character that was carried over from the original *Space Pioneer* pilot episode. She played a pivotal role in the season 1 episode "The Trial of Captain Thaddeus".

#### Stats

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

#### HARM:

#### Heat:

#### XP:



**Description:** After *Space Pioneer* was canceled, Kelly DeWitt fell into a spiral of drugs and alcohol before turning over a new leaf and becoming religious. Since Kelly's baptism, Kelly has found the need to save other from falling into a pit of despair through direct confrontation of potential bad influences. Kelly was originally going to skip the convention but her sponsor encouraged her to confront both her past. Her personal demons drove her to bring her gun with her, just in case.

#### Thang:

**Assistant** - Although Kelly is four years and seven months clean and sober, she still has her bad days, and for this trip she's arranged to bring her AA sponsor Jenny Gardner with her. Jenny is available to assist Kelly at any time.

#### Moves:

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

**Faith Healing** - Once per Scene when you lay hands on someone that has recently suffered harm, roll +Soul.

- On a 10+, heal up to 2-harm.
- On a 7-9, heal 1-harm.

**Can I Get An Amen** - Dr. Gorf was always the master of the inspirational monologue during the show. When you give a stirring speech to a group of people, Roll +Soul.

- On a 10+, pick two:
- On a 7-9, pick one:
  - Everyone believes you're sincere.
  - People reach in their pockets and hand you some money.
  - You don't draw unwanted attention.

**Feelin Lucky, Punk?** - You used to be a mean drunk. When you successfully Get In Someone's Face, you've can still scare the hell out of them for good. Roll with Something Extra against them permanently.

#### Gear:

- Original uniform
- 12-Step book and local self-help meeting directory
- Fresh orange juice, wheat germ and protein powder
- Revolver (2-harm, close, loud)

## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

### Get In Their Face (Might)

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

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

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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

# Andrea Grimsrëndendotter

## Space Princess Antares

### All-Star Tough Lady in search of The Crown

*"Ah we meet again Captain Thaddeus, and this time I will have you for myself..."*  
--Princess Antares, Season 3, Episode 11, The Crystal Pyramid

#### From the Complete Guide to *Space Pioneer*:

Although she only appeared in three episodes of *Space Pioneer*, Princess Antares is considered the most popular villain of the series - partially due to her exotic performance, not to mention her revealing costume and matching glittery tiara.

**Trivia:** When originally cast for the role of Princess Antares, actress Andrea Graves did not speak a word of English, the few lines she had in the first two episodes that featured her character were dubbed over by an uncredited extra.

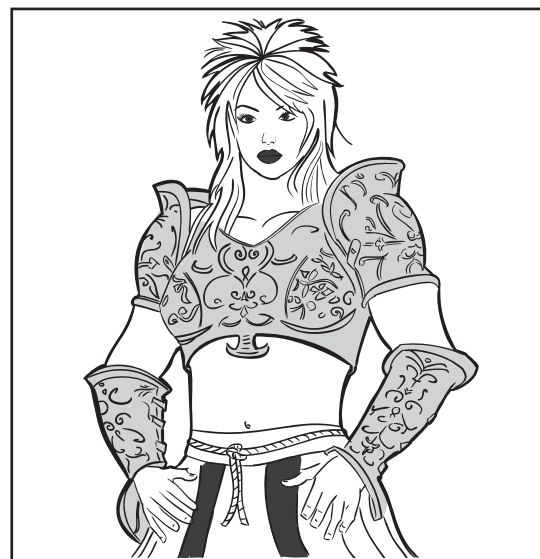
#### Stats

Might: +3  
Hustle: +0  
Smooth: +2  
Brains: -1  
Soul: +0

#### HARM:

#### Heat:

#### XP:



**Description:** Andrea became Miss Atlas for the first time when she was only 19 years old. Two years later she was cast as Princess Antares in a little known TV show called *Space Pioneer*. Her good looks, amazing physique and exotic accent have made gotten her a long ways, but she's looking for a big break and the new *Space Pioneer* movie might just be it. Highly competitive and never satisfied with second place, Andrea intends to dominate Hollywood in the same way she dominated the Scandinavian fitness competitions.

#### Thang:

**Wealth** - After your recent high profile divorce you walked away with a small fortune. Now everything you own is of the highest quality. Although you rarely carry cash with you, you do have a few hundred dollars tucked away for emergencies.

#### Moves:

**Hardcore** - All Tough Ladies start with +1 Might (Max +3).

**Playing Hurt** - When you've suffered 2 or more harm, roll with something extra for all Might and Hustle rolls for the remainder of the scene.

**Ignore the Crowd** - Your time posing and flexing in front of massive audiences has given you zen like focus. When everything is on the line and only you can overcome an obstacle, roll with something extra.

**Ain't Got Time to Bleed** - When you have more than 4-harm, you suffer no negative penalties (although you still risk additional harm and death at 5-harm or more).

**Tougher Than Leather** - Thanks to the Antarian bracelets you wear from the show, you have +1 armor.

#### Gear:

- Silver and crystal clad princess costume with headdress
- Purse filled with make-up



## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

### Get In Their Face (Might)

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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

# Pat Slovak

## National President of the Space Pioneer Fan Club

### Glam Bopper in search of The Crown

<Tchbeek> "We prefer to call ourselves Pioneerers, not Pioneerites." <Tchbeek>

--Pat Slovak, W103FM Morning radio interview

#### From the Complete Guide to *Space Pioneer*:

The Space Pioneer Fan Club International is the only official fan club recognized by the producers of the television show. The fan club boasts chapters in 37 countries, and over 9000 members. As its largest national division within the fan club, the Space Pioneer Fan Club of America makes appearances at multiple science fiction conventions around the country.

**Trivia:** Shortly after starting the Space Pioneer Fan Club of America, founders Jen Avington and Joel Humphries both left the club to found a new group (The Chrono-naughts) dedicated to the television show *Game of Chronos*.

**Description:** Pat is the National President of the Space Pioneer Fan Club (with over thirty-seven chapters worldwide). Pat has been a fan of the show since it's original airing and has done whatever possible to spread the popularity of the *Space Pioneer* program, often treating it as a full-time profession. Whenever the cast does a publicity tour, Pat is always on hand with at least ten of the local fan chapter to make sure *Space Pioneer* is the #1 conversation topic for everyone at the convention.

#### Thang:

**Connections** - As the National President of the Space Pioneer Fan Club, Pat knows everyone at the show and can wield a surprising amount of clout among the convention staff and local press. When Pat reaches out to a member of the convention or hotel staff for information roll+Smooth.

- On a 10+ Pat knows just the person to help, the DJ will give you some useful information.
- On a 7-9 Pat knows a guy, but they're going to demand some sort of favor in return.

#### Moves:

Gang - Chapter 31, Space Pioneer Fan Club - Small Gang, 1 harm, 1 armor

**Warchief** - Your gang will follow you under normal circumstances, but there may be times you need to command your gang to stick their necks out, based on your words alone. When you try to impose your will on your gang, roll +Might.

- On a 10+, all three.
- On a 7-9, choose one:
  - They do what you want.
  - They don't fight back over it.
  - You don't have to make an example of one of them.

On a 6 or less, someone in your gang may make a dedicated bid to replace you for Alpha.

**Who Looks Fabulous?** - For SpiritCon, you decided to wear your recreation of the Osiris Security Team Armor. While wearing this, anytime you are called upon to roll +Smooth you can roll +Soul instead.

**Superfly** - Your costume is amazing. Fire, explosions, machine-gun fire, no matter what happens, your costume always looks perfect.

**Marked Territory** - Whenever Pat takes time to put up flyers, posters or Space Pioneer Fan Club merchandise in any given room of the convention, Pat and the Fan Club can roll with Something Extra whenever they return (provided the *Space Pioneer* merch hasn't been stolen, taken or vandalized).

#### Gear:

- Replica Osiris security team armor (1-armor)
- *Space Pioneer* posters, tape
- Twelve years of SpiritCon convention pins
- Official novelizations of *Space Pioneer* episodes 3-8

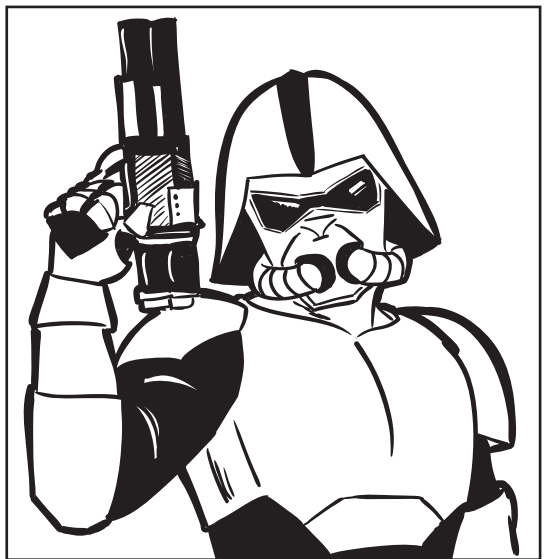
#### Stats

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

#### HARM:

#### Heat:

#### XP:



## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

### Get In Their Face (Might)

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

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

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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



# Jimmy Doogan

## C9-Alpha

### X-Tech Good Old Boy in search of Love

*"Beep, whistle, tweet, tweet"*

*--C9-Alpha, Season 1, Episode 4, The Black Fleet Affair*

#### From the Complete Guide to *Space Pioneer*:

C9-Alpha was the Navigator for the Starship Osiris, a boxy three foot high robot that slid around the bridge on tiny treads and communicated via a series of beeps, tweets and whistles.

**Trivia:** C9-Alpha was piloted by the same actor (Jimmy Doogan) that played the Minotian Space Emperor in the Season 3 Episode "Giants At the Stargate" and the leader of the feral children in the Season 2 Episode "Ring Around the Rockets".

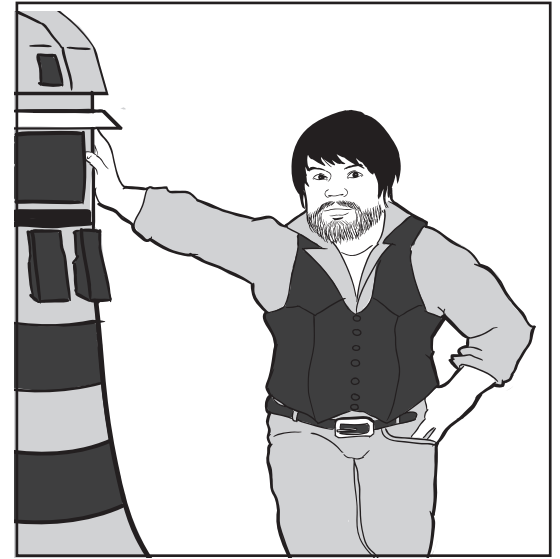
#### Stats

Might: -1  
Hustle: +2  
Smooth: +0  
Brains: +3  
Soul: +0

#### HARM:

#### Heat:

#### XP:



**Description:** Playing a robot is a lot harder than it looks, emoting and delivering a quality performance while inside an old dishwasher is tough, good thing you went to Julliard. This new high-tech C9 robot they've given you might be fancy and the controls are responsive enough to allow you to convey some real emotions, but you've decided that you're better prepared to work behind the camera as a producer or director of your own films. The payday from this new *Space Pioneer* movie is going to finance your first film which you wrote and intend to direct, now if only you can find an appropriate leading lady.

#### Thang:

**Sweet Ride** - C9-Alpha Robot (1 power 2 looks 1 armor, mobile)

**Aptitude** - Surprisingly enough, Jimmy Doogan is a classically trained actor. Jimmy has +2 when dealing with situations involving classical theater or organized dramatic techniques.

#### Moves:

**Hot Wheels** - When in the driver's seat...

- If you need to Deliver a Beatdown, add C9-Alpha's power to your roll.
- If you need to Keep Your Cool, add C9-Alpha's power to your roll.
- If you Get in Somebody's Face add C9-Alpha's power to your roll.
- If you try to Get What You Want, add C9-Alpha's looks to your roll.

**Damn the Double Nickel** - When you charge straight into the thick of things without regard for your own safety, you get +1 armor. If you happen to be leading a gang or a convoy, they get +1 armor too.

**'Till The Tires Fall Off** - When you're behind the wheel of C9-Alpha, it will continue performing fully until it receives 5-harm. After receiving 5-harm, C9-Alpha will literally fall apart the next time you come to a complete stop.

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

**Prototype** - The C9-Alpha robot has been built with an entire audio-video suite, it includes mixers, amplifiers and other equipment for recording, modifying and playing back audio all all types as well as a built in Betamax video camera, recorder and projector.

#### Gear:

- Repair tools for C9-Alpha
- Reaching hook tool for high places
- Expensive cologne and custom tuxedo
- Blackjack (1-harm, hand, heavy). Because screw your short jokes, buddy.

## Basic Moves

### Deliver a Beatdown (Might)

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

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

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

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

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

### Smoke His Ass (Hustle)

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

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

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

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

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

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

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

### Keep Your Cool (Various)

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

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

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

### Free Your Mind (Soul)

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

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

### Get In Their Face (Might)

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

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

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

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

You avoid any repercussions.

### Getting What You Want (Smooth)

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

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

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

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

### Scope out a Scene (Brains)

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

When investigating the current Scene:

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

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

### Give Someone the Third Degree (Brains)

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

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

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

### Help a Brother Out (Hooks)

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