

# Terrifying Space Monkeys: Monkey Wrench

*Part two of the Terrifying Space Monkeys trilogy.*

## **Background:**

Following the events of ***Terrifying Space Monkeys: Monkey Business***, the PC's should be in the midst of negotiations with Ling Chevy, the son of Gonzo's rival, tong leader Ling Chao. The cargo of the *Achilles* has been secured and discovered to be over one hundred caged monkeys (the other hundred or so now dead), who the PC's may already be aware could pose some real difficulties. Ling Chevy is now offering (with no intention of taking "no" for an answer) the sum of 300 credits to have the monkeys transported off-world to a White Swan Tong transport out in the black.

## **Synopsis:**

This adventure takes place in four acts. In the Opening Scene the PC's have to deal with Ling Chevy and either talk their way out of the deal he's offering (not likely) or agree and make the best of it. They may learn in the process that Federal Marshals are entering atmo already, heading for the *Achilles* to recover the monkeys. Which is why Ling Chevy is so insistent on making use of available resources (the PC's and their ship) to get the cargo off and away as quickly as possible.

In Act I, assuming the PC's take the job, they have still to load the chimp cages quickly, then avoid the Feds while breaking atmo. The tong enforcers pitch in at the last minute, making a troubling addition to the cargo while they're at it. After this the tong tosses a couple of their number into the mix just to make the deal more comfortable for them and less so for the PC's. If all that weren't enough, the PC's also take on a stowaway chimp if they haven't taken extraordinary precautions while loading the cages (though they may never discover this).

In Act II the PC's have evaded pursuit and are out in the black headed for their rendezvous. Along the way they pick up a distress call and have the opportunity to rescue a couple of stranded civilians, who might actually aid them (sort of) in the coming trouble with the Terrifying Space Monkeys. En route to the rendezvous, with the rescued civilians and the tong enforcers on board to deal with already,

the stowaway chimp starts makes his presence known.

This provides the distraction that the caged chimps in the cargo area unwittingly take advantage of to get free and start exploring the ship.

Act III is when all hell breaks loose, if it hasn't already. The GM will have taken a look at the ship the PC's are using and come up with a variety of interesting problems for the PC's to deal with while trying to retake control of their ship. Trouble with the civilians and the tong rears its head as well, if the mayhem the chimps are causing leaves room for it.

In Act IV the PC's have presumably regained control of the ship, secured (or even killed) the chimps, dealt with their passengers and now finally arrive at the rendezvous. At which point they find the White Swan Tong willing to use them yet again to distract the Feds, leading into the last session of the TSM trilogy.

## **Opening Scene: Negotiations**

When Ling Chevy arrived on the scene of the *Achilles* wreckage, he expected to find at best one ship's crew busy salvaging the wreck and, at worst, two or more haggling over the salvage. He certainly didn't expect to find the carnage the PC's have left in their wake. This doesn't change his original plan to take control of whatever ship and crew had possession of the cargo to use them in smuggling the monkeys out past the inbound Feds though.

Ling Chevy's intentions are simply this: make an offer the crew can't refuse, get them loading the chimps quickly, take advantage of them to dump a couple of cases of illegal drugs in the ship's cargo hold and toss a couple or more enforcers into the mix to make sure everything goes smooth.

With fifteen heavily armed tong enforcers at his elbow his confidence in pulling all this off is well placed. While he doesn't have any particular interest in messing over the PC's, he isn't inclined to care much what their

preferences are in the matter either. His offer of 300 credits is sincere and he'll provide whatever support they require in addition to that, so long as it doesn't delay their departure in any way and the request isn't unreasonable to begin with.

Haggling with Ling Chevy over the fee for transporting the cargo may well occur to the crew as a good idea, once they realize they haven't any real choice in the first place. Being the honorable sort Chevy's more than willing to entertain the notion (again, so long as this doesn't delay their departure significantly) and he's willing to listen if the PC's can make a good case.

This assumes PC's are aware of the nature of the cargo and the monkey's role in the *Achilles* crash in the first place, of course. Ling Chevy also takes pains not to mention the reason he's so focused on getting the crew away safely with the cargo until the deal is struck. Unless asked about this right off, he won't mention it. The reason being, of course, that Feds are inbound and that makes time a critical factor. It also adds a new dimension to the negotiations that the PC's can use to hike their fee a good bit higher, so he'd rather they not know about it until it's too late.

In the end, if the PC's outright refuse, threaten to refuse or even prove themselves unreasonable in the negotiations, Ling Chevy will be tempted to simply take control of the ship and force the crew to depart with the cargo, avoid the Feds and make the rendezvous at gunpoint.

**Convincing Ling Chevy that the chimps may be more difficult to handle than ordinary chimps.**

**(Hard Willpower + Influence/Persuasion)**

Success: Chevy accepts the chimps may be more dangerous or difficult to deal with than he assumed. This will make him slightly more agreeable with any other requests the PC's have that are directly related to the job. It also provides a +4 circumstance bonus to haggling over the fee he's offering the PC's.

Extraordinary Success: This actually works *against* the PC's. If Ling Chevy is this thoroughly convinced the chimps may have caused the *Achilles* to crash and are actually potentially dangerous, he'll add two more tong enforcers to the two he intends to send with

the PC's later.

**Negotiating with Ling Chevy for higher pay.**

**(Formidable Willpower + Influence/Negotiations or Influence/Persuasion)**

Success: Ling Chevy bumps his offer up to 350 credits. It's a final offer though. The alternative being to force the matter.

Extraordinary Success: Ling Chevy offers a whopping 400 credits but now makes the PC's aware that he'll be sending along a couple of enforcers (four, if the PC's were too successful convincing him the chimps were unusual.)

**If the PC's discover the Feds are inbound and use the critical time factor to push for a higher fee:**

**(Formidable Willpower + Influence/Negotiations or Influence/Persuasion)**

Failure: Ling Chevy, if he has any other reason to be irritated with the PC's, determines to send four enforcers along rather than two. If he's already come to this conclusion he decides negotiating is wasting too much time and simply seizes the ship and crew to force them to work for him at gunpoint. Forget the 300 credits, it's 50 credits now.

Success: Ling Chevy becomes visibly angry but agrees to bump the price up to 350 credits. He's now a lot more difficult to deal with though. Chevy isn't one who appreciates being held over a barrel.

Extraordinary Success: Ling Chevy agrees to bump the fee to 400 credits and, though irritated, he's still somewhat agreeable. The PC's argument forces him to realize the inbound Feds are more of a concern than he's been given them credit for up to now. His sole focus becomes getting the PC's away quickly.

**Getting things going.**

First off, if the PC's have pushed Ling Chevy to simply take over and force them to do the job, he'll send a total of four enforcers with assault rifles along to ensure compliance. He'll also drop the "fee" down to a mere 50 credits, more an insult than an actual fee really. This is more intended to teach the lesson that they should take the generous deal that's originally offered when dealing with the White Swan Tong. And to provide his men

with a good laugh later.

Otherwise, once the deal is struck and the PC's start loading the monkey cages, Ling Chevy orders a large portion of his enforcers to pitch in with the heavy lifting. It's now that he informs the PC's the Feds are on their way and this is why he's helping to get them going as quickly as possible (and why they should hustle). Fortunately this cuts down on the time needed to load up the monkeys considerably and probably frees up a PC or two to actually get the ship prepped.

#### **The deal gets worse...**

Once the PC's get the loading and lifting into full swing, Ling Chevy has two enforcers haul in a couple of small crates to dump amongst the other cargo. If the PC's ask they're told it's extremely valuable cargo that they had better be sure arrives intact.

Unless they push the point (or check for themselves later) they won't discover the two crates contain nearly twenty gallons of the illegal hallucinogenic "drops". This is something the Feds won't need to justify confiscating the ship and imprisoning everyone on board should they catch them...but it's certainly not something to help matters much in that case either.

Ling Chevy will dismiss any concerns raised over this "minor" point. He also doesn't care if the PC's check the crates to identify the new cargo, so long as they don't damage it (or worse, skim some for themselves.)

#### **...and worse.**

Once all the loading's done and the PC's are ready for lift off (sooner being better than later, in Chevy's opinion) they find two (or four as the case may be) tong enforcers, wearing mesh armor and toting assault rifles, falling in behind them as they board. If they question this Ling Chevy treats the matter as a ludicrous assumption on their parts. That he *wouldn't* send men to ensure everything goes well will be laughed off. This is another non-negotiable point.

**Ling Chevy:** Use the "Tong Leader" stats from the rulebook to stat Ling Chevy. These stats might make him a bit tougher a character than one might assume but Chevy's well-groomed to take his father's place some

day (preferably soon, most agree.)

And honestly, if the PC's pick a fight with this guy they deserve to get spanked anyway.

*As a side note, Chevy doesn't take too kindly to jokes about his name. Or so much as appearing to make light of it for that matter. As it happens his ailing mother gave him that name on her death bed (admittedly in a fit of dementia), so he's rather "tetchy" about it.*

**Tong Enforcers:** The "Hired Gun" stats from the rulebook fit these atypical tong enforcers well. These men are hand picked by Chevy and are just a slight cut above your standard street thugs.

## **Act I, Scene I: Loadin' Up**

Once the PC's have the job set before them they should start with the heavy lifting, moving the monkey cages over to their ship's cargo hold. How they accomplish this is up to them, really. Since we don't actually want the Feds to show up and start arresting people, we can be generous with how long this takes to accomplish. If they have a mule or other cargo hauler, they should be able to complete the task quickly enough that they still have time to get a head start on the Feds.

This shouldn't suggest they will be allowed to dally about however. If they do then Ling Chevy will put a stop to that and take over loading the cargo himself. By then he will have already had his men hard at work doing just that so he may well dismiss the PC's completely (along with the enforcers he's sending with them) to prep the ship while his men accomplish that task. If the PC's don't already know he's sending some of his men along, this is when they find out.

#### **The Feds**

The truth of the matter is that the Feds in orbit haven't entered atmo yet as everyone has, in their slight panic, assumed they have. They're still communicating with the local law enforcement about the incident. It won't be long before they learn the *Achilles* has crashed, pinpoint the crash site and have eyes on the spot from orbit. Once they see all the activity going on down there, that's when

the Feds drop into atmo in their ASREV post haste to secure the site.

Once the cargo is loaded up and the PC's are confronted with the two (or four) tong enforcers that will be accompanying them, the Fed's ASREV should be cutting a flaming path through atmo to get there in a hurry. Any PC in the cockpit of their ship can detect this, assuming they have sensors up and running to spot such things.

**Detecting the ASREV entering atmo above. (Average Alertness + Technical Engineering/Sensor Systems).**

Success: The ASREV is entering orbit and the vector will put it in position to fly low right over the crash site.

Extraordinary Success: Not only is the ASREV heading directly for the crash site, their entry vector will take a bit longer than if they had simply dropped straight into atmo. While this puts them on course to arrive at the crash site more quickly, it also makes it difficult to turn around and come after them as quickly. This would be a good time to skedaddle.

If no one is actually monitoring sensors the check goes to the ship's own **Alertness + Perception**. Even this assumes the PC's have some way of noticing that the ship's sensors are screaming about having picked something up.

*Furthermore, if the PC's took steps to speed up the loading and managed to do an awesome job of it, there's no reason why you can't rule that they avoided the Feds altogether and skip straight ahead to Act II.*

## **Act I, Scene II: Here Comes the Cavalry**

If the PC's hit the air to break atmo within a minute or two of detecting the ASREV's entry (assuming they detected it), evading the Feds is much easier. The Fed's haste in getting to the site before the scavengers disappear into the woodwork has resulted in an entry vector that will delay their pursuit.

*In this case the PC's ship and the Fed's ASREV begin the chase mid-air at Extreme Range (7.5 miles).*

If the PC's are foolish or unlucky enough that their departure is delayed longer than that and the ASREV completes atmo entry, the task becomes much harder. Their pilot is fairly skilled, the ASREV is fast and the sensor operator on board will be pinging away at the PC's ship the whole while to identify them. *The PC ship and the Fed's ASREV then begin the chase in mid-air at Medium range (2 miles).*

*If you have your own chase rules you'd prefer to use, I'd recommend that. Otherwise I offer my own very simple and probably unworthy system for your use...*

### **Chase Rules:**

A dramatic chase is handled like any other form of "combat" and may very well involve combat, in fact. Initiative is rolled per usual by all involved.

Each turn the individual pilots act on their Initiative point and make opposed rolls using their ship's Agility or their own, whichever is lower. Each uses their own Pilot skill to complement this. The ship's Speed Class modifies this roll, with each point above 5 adding a skill step bonus to the roll and each point below 5 applying a skill step penalty.

For example:

*Pilot A has an Agility of D8 and their Pilot skill is D12. Their ship's Agility is D6 and has a Speed Class of 8.*

*Pilot A uses the ship's Agility (D6), their Pilot (D12) for the roll and get a +3 skill step bonus for speed.*

Pilot A's chase roll: D6 + D12, +3 skill step bonus.

*Pilot B has an Agility of D10 and their Pilot skill is D8. Their ship's Agility is D8 and has a Speed Class of 4.*

*Pilot B uses their ship's Agility (D8) and their Pilot (D8) but takes a -1 skill step penalty for the roll.*

Pilot B's chase roll: D8 + D8, -1 skill step penalty.

If the "chaser" wins the opposed roll that turn, the two ships move one vehicle scale range closer.

If the "chasee" wins the opposed roll that turn, the two ships move one vehicle scale range further apart.

In the case of Extraordinary Success, the ships move closer or further apart by two ranges rather than one.

*(see p. 135 of the rulebook for vehicle ranges)*

If the fleeing ship manages to move past "Extreme" range, they've escaped. At the same time, two ships moving closer than "Point Blank" range to one another can attempt to board or even ram one another.

If there are weapons on either ship, characters manning these can attack as usual on their Initiative point during the chase.

The pilot's opposed chase roll is considered one action and the pilot is still free to make multiple actions per turn for such things as operating sensors, dodging and such.

Characters not involved with actually piloting (which should be everyone else on the ship) can take stations or move about the ship on their own Initiative point as well.

*\* If you're using these chase rules, then the ASREV pilot uses his own Agility of D8 and his Pilot skill is D8. The ASREV has a Speed Class of 5 cruising so he gets neither a skill step penalty nor a bonus to the roll.*

Thus the ASREV chase roll is: D8 + D8.

*\* The ASREV's sensor operator will also be pinging away at the PC's ship each turn until they break away in order to identify the ship and determine anything else he can about it (especially whether or not it's armed).*

The ASREV sensor operator uses the ASREV's Alertness and his own Tech Engineer/Sensors skill (D6 + D8) each turn as an opposed check against any Covert skill the

PC's ship might have. Otherwise it's a simple Average check to correctly identify the ship type and class.

On the following turn (if successful) the sensor operator attempts to identify the specific ship by name and registration, requiring another Average check. Anyone monitoring sensors on the PC ship will detect this automatically and can begin using their own **Intelligence + Pilot/Sensor Systems or Technical Engineering/Sensor Systems** skill to make this an opposed roll at any time.

*\* The ASREV commanding officer is the unusually even-tempered type of Fed and would prefer not to fire on the PC ship while they're in atmo (as the PC ship will probably crash and kill both the suspects and the cargo).*

The commanding officer will attempt to contact the PC ship each turn and convince them to surrender, land and be boarded. He won't give the order to fire on the PC's unless it becomes clear that they refuse or they move out to Extreme range.

Once they move to Long range he'll begin threatening to fire on the PC ship and will give the order even at Long range if they continue to refuse for more than two turns.

*This would be a good time for any Persuasive PC's to pitch in and attempt to put him off.*

### **Breaking down the Chase Scene.**

Each turn the following should be resolved, hopefully involving some of the other PC's in the chase:

- 1) The two pilots will make opposed chase rolls, determining their range to one another.
- 2) The sensor operator will attempt to identify the ship, possibly as an opposed roll against the PC ship's Covert skill or a PC's interference.
- 3) The commanding officer will negotiate with the captain of the PC ship (or whomever he can get on the radio).
- 4) The weapons officer will fire on the PC ship with the ASREV's cannons (assuming it's come to that and the commanding officer has given the order to open fire).

### **Can the PC's ship afford to take a few hits for the team?**

If the ASREV sensor operator detects that the PC ship is armed or communications between the two parties break down quickly, the chase can easily turn into a combat session. In such a case it falls on the GM running the session to determine before it gets to this point if the PC's ship can take a few hits from the ASREV's 1-pound cannons. You should also bear in mind that their ship will probably come under assault later from the Terrifying Space Monkeys in Act III. So you might want to consider minimizing the damage if things go badly for the PC's here.

Still, there's nothing wrong with banging them up a *little* bit before they get away.

*Note: The ASREV's cannons are vehicle-scale weapons, not ship-scale. These 1-pounders thus do D6 damage normally but against a ship-sized target you're mixing scales, so that damage is reduce to "0" with only basic damage applying.*

*The ASREV is also equipped with missiles which **are** ship-scale and outfitted specifically to make the ASREV a threat to other ships. The commanding officer won't make use of these without being pushed to it, as his orders are to recover the cargo. Missiles tend to blow things up, so they're a last resort at least.*

## **Act II, Scene I: "Bangin'! We're the down-shine S.O.S. here! Schway, what?!"**

So you're PC's wrangled a steep fee out of Ling Chevy, loaded up the Terrifying Space Monkeys quickly and evaded the long arm of the Federalis?

*Awesome!* Your guys rock! So time to spring the TSM's on them, right?

Well...not quite. They might just need a little help with that so let's provide them the opportunity to both play the hero and pick up a couple of NPC's who might prove useful...or not...maybe...

Before we get to that however, it's important that we establish what the tong enforcers on board are up to.

### **Don't do drugs, kids**

As soon as the Feds are evaded and everything looks to be returning to normalcy, the two (or four) enforcers immediately stake out the cargo area as their post. Furthermore, they make every effort to make life uncomfortable for anyone else attempting to hang out there as well. Even to the point of forcing anyone else out.

On the surface this might make sense. It's their duty to keep an eye on the cargo, especially the drugs. But in fact they have every intention of swiping a bag of "drops" for their own use and making this long, dull (with the exception of being chased by Feds for a while) assignment entertaining.

The moment they have the cargo hold to themselves they do just that and even take turns running to the restroom with their purloined bag of "blue happy" if the PC's have the cargo hold monitored in any way.

While they know full well that the PC's are accountable for any missing stock, they could also care less. Of course you and I know what they and the PC's don't. Most of that stash will be scattered or destroyed within the next few hours anyway.

### **Distress call! Darn it...**

Giving the PC's enough time to catch their breath and set course for the rendezvous point is about all the time you can afford to give them. It's a good bet one of the players will be coming around to the idea of heading for the cargo bay and keeping an eye on those chimps somehow. This is a good time then for a distress call to come through, naturally near enough that they can check on it without much delay.

Any character manning communications, sensors or even loitering around in the cockpit has a chance to detect this distress signal (**Average Alertness + Pilot/Sensors or Technical Engineering/Sensors**). Barring that the ship itself can make an **Average Alertness + Perception** check to pick up the signal and alert them instead.

*If everyone and everything manages to miss the very obvious distress beacon ping all over the place, there's always the proximity alarm. I mean, come on. If they're that blind let them run right up on it. Worked in "Bushwhacked", didn't it?*

Once the PC's come within range of radio communications, which they should be able to do without even altering course, it's up to whoever mans the radio to make contact. And to make sense of what they're hearing.

**"Twitch it! What I'm spurrin'! Wazzat?! The flak roadie's pullin' to chink nuhn bao! Now, what?!"**

Meet the Hood Slide Screammers full time roadies, Dwight Mancow and Cassie Zim. Both have worked for the last six months for the Hood Slide Screammers, the most schway *chai neow* "ting-metal" band you never heard of. While the job doesn't exactly pay all that well, it affords lots of other interesting opportunities...such as free access to every pure-grade street-level narcotic and hallucinogenic you can think of. Which "Deeds" and "Cash" have been making good use of all that while.

Unfortunately their latest binge resulted in their sleeping a late while the band rolled out for their next gig on Paquin (or wherever you set "Monkey Business"), leaving the two burnouts scrambling to catch up in the band's Wren class transport. This also resulted in the two failing to understand just what the dock radio operator meant when he said they'd forgotten to tank off. They were both still pretty stoned, after all. Now the small transport, "*Freak Shine*", is on the drift and out of gas, with Deeds and Cash slowly becoming uncomfortably sober. A large part of why they activated the emergency beacon in the first place.

Attempting to communicate with the two, either by radio or in person, will soon prove to be a bit of a challenge. These two roadies are so steeped in the "ting-metal, *fuhn pi* gutter spur" sub-culture that they barely speak plainly anymore and haven't for some time. Compounding that with their chemically altered mental status and they tend to speak in the most obscure vernacular and use such long-winded slang phraseology that "twinkin" what the heck they're talking about is nearly

impossible.

If none of the PC has any dice in Linguist or isn't willing to spend the majority of their time shaking them by the scruff of the neck to remind them to speak plainly, these two will inevitably slip into the incomprehensible "gutter spur" mid-statement. If they get especially excited...well, just forget about it. They may not even understand each other and probably won't even notice.

**Attempting to decipher Deeds or Cash's ramblings without shaking them by the ear first.**

**(Hard Intelligence + Knowledge/Culture or Average Intelligence + Linguist)**

Once the PC's manage to figure out that *Freak Shine* is on the drift and the two roadies need rescuing, it's a relatively simple matter of docking to the ship and bringing them on board. Of course their ship is in a bit of a spiral drift but your pilot can handle that, right?

**Maneuvering to and docking with *Freak Shine* while it's on a spiral drift.**  
**(Formidable Agility + Pilot/appropriate ship class)**

Failure: Bump. You collided with *Freak Shine* and your pilot makes an **Average Agility + Pilot/appropriate ship class** roll to dodge the "attack" (determine damage as normal if you manage to fumble that one).

Success: Congrats! Your pilot docked without scratching the paint. Well not much anyway.

Once the PC have docked with the ship, getting the two off may take a few minutes. Both insist (if you can make heads or tails of it) that there is valuable gear on board the transport. And there is, somewhat. All of the Hood Slide Screammers' musical instruments and electronics are stashed away in the external cargo container. This container is 40 feet long and contains nearly 4 tons of tightly packed and rather delicate cargo. A small portion of even *Freak Shine*'s cargo capacity but large enough to be a pain.

Assuming the PC ship can handle the extra load, there's no reason the cargo container can't be hauled directly aboard. However, if they don't have an airlock capable of handling something that size all at once, that means clearing the monkeys out of the hold before

exposing it to vacuum by using whatever main cargo door they have. Otherwise someone will have to go EVA, crack open the container and move everything over to the ship's cargo airlock by hand. It will all fit but will probably take two or three trips. And it will all make the Terrifying Space Monkeys very curious indeed.

If all this proves too daunting a task, Deeds and Cash are quite clearly "down-shined" about it and figure they'll lose their jobs. It won't occur to them to suggest the Hood Slide Screammers might offer some reward for retrieving all their very expensive gear unless they're specifically asked about it. Barring that, should the PC's decide to simply loot *Freak Shine* and sell what they can later, they can make a nice profit from the deal in the end, probably a good bit more than what the band might have offered. Deeds and Cash will object a little, mainly just pointing out how *gon ku* ("dry cool?") that is, but it won't occur to them to take any other action. They certainly won't think to tell the Feds about the theft.

Regardless, Deeds and Cash are eager to get off the cramped transport and will be very thankful for the rescue, yammering on for a while unintelligibly until something or someone attracts their attention away. They will already have bags slung over their shoulders containing all the essentials (mostly some dirty clothes and whatnots) and be waiting when the PC's crack the airlock.

If anyone gives even the slightest appearance of having or utilizing illegal drugs of any kind, all other interests evaporate immediately while the two attempt to communicate with that individual and ascertain whether they're willing to share. Likewise anyone familiar with "ting-metal".

Deeds and Cash don't like alcohol though. They consider anyone who does a "schway *sah gwa* hat *ben*", which wouldn't make much sense even if you understood it but clearly is a negative.

Deeds and Cash impact the remainder of the story in this session in a number of different ways:

1) The two zombified roadies have in their possession twelve doses of "Flush", an odd

"all natural" chemical cocktail that can literally flush the system of harmful narcotics in only a few minutes. This unfortunately requires those few minutes be spent in the lavatory and will most certainly prove extremely messy and probably painful. The two aren't a big fan of it but aren't quite brain dead enough to forget this can be very important when the Feds come around with handheld blood testers. This could prove very useful to the PC's as well when monkeys start pelting them with fragile bags of contact-delivery hallucinogenic liquid.

2) The two also have a wide variety of other chemicals not normally found in the amateur chemist's lab as well. Most of this consists of "Pink Baby", a euphoric which neither are particularly fond of but (since they've run out of everything else) they've been using sparingly now and again over the last few hours. They currently have enough to flood the whole ship and, most critically, render the chimps quite docile should one of the PC's catch on to it's usefulness. This would require running the liquid through a nebulizer of some sort and pumping it through the ship's environmental systems but it wouldn't prove an especially difficult thing to do.

3) Both Deeds and Cash aren't easily drugged or intimidated, mostly from having achieved a permanent state of one and immunity to the other in the process. This makes them both good candidates to tag along on any action behind enemy should the PC's require this of them. That leaves the problem of convincing them to do so however.

4) These two burnouts give the PC's their proper introduction to the fact that most of the NPC's on their ship will soon be stumbling about doped out of their minds (Deeds and Cash even *arrive* in that state). Given time enough for them to complain about that, this will provide the GM lots of (quiet, muffled) laughs when the PC's get hit with a few Blue Happy bags themselves. If nothing else, all this should help convince your players not to introduce cannabis into your game once it's all over.

*Wrapping it all up though, if the PC's decide not to check out the distress call in the first place (and ignore reminders that it's a federal crime to fail to do so) the session won't suffer*



*especially if they pass on by. They miss out on Deeds and Cash but there's nothing to suggest they can't get by without them....maybe.*

## **Act II, Scene II: Party in the Cargo Hold**

Can we introduce the Terrifying Space Monkeys now? *Puhleeese?! Well...*not just yet. We have to get them out of their cages first and distract the PC's for a few minutes so we can do that. Enter the Stowaway Chimp.

### **The Stowaway Chimp**

SR-211 is a veteran of the *Achilles* turf war and picked up quite a few tricks during that short campaign. Terrifying Space Monkeys learn quickly and he's no exception. One very valuable lesson he learned was how to use the air duct and ventilation system of the *Achilles* to move about undetected, scout out surrounding territories and spying on enemy units without being seen. He was also one of the first Terrifying Space Monkeys to discover what a wonderful tool of intimidation a handgun could be. He's managed to hold onto one of them and has three rounds left still unused.

While the PC's have been dealing with pursuing Feds and rescuing drug-addled roadies, SR-211 has been scouting out the ship, taking pains not to be seen and identifying lots of very interesting things his brothers and sisters should check out soon. Now he's returned to the cargo hold to rouse the others and set about securing the ship as their own. He's quite curious to discover two (or four, as may be) humans seem to have joined the Terrifying Space Monkey clan while he was away. They also seem to be acting oddly, which only made him all the more curious.

Once he's made his presence known, by walking boldly into the cargo hold with a gun on his hip, the reaction of hallucinating tong enforcers was of course one that no one could have accurately predicted. The closest of the group was under the impression that a monkey had walked into the room and begun a conversation with him on the health benefits

of transcendental meditation. Which isn't true, of course. Terrifying Space Monkeys haven't quite mastered the ins and outs of verbal communication beyond what is necessary to scare the hell out of interlopers. Screaming, essentially.

When the drugged out tong enforcer approached him, babbling about something he hadn't any hope of understanding, SR-211 was instantly distracted by the very intriguing assault rifle the man held. Clearly a larger and probably more frightening version of a handgun. So he took it way to examine it more closely. Which quickly led to a shoot out between he and the tong enforcers.

By the time the PC's respond to the gunfire that's broken out in the cargo hold, SR-211 will be long gone. He's run away from the humans shooting the place up to hide in the air ducts again and give his new acquisition the once over. The tong enforcer he robbed is now unfortunately dead and the other so high on Blue Happy that he's convinced space demons just assaulted the cargo hold. When the PC's arrive they thus find him screaming hysterically about space demons, the caged monkeys all quite in an uproar and the other tong enforcer(s) lying dead or dying on the floor.

*If the PC's don't have quite enough on their plate at the moment for your tastes, make sure to leave the other tong enforcer (or one of the three) teetering on the brink of death. That'll give your medic something to occupy themselves with in stabilizing him and the other PC's something else to worry about (taking care of a coma patient).*

### **Space Demons!**

The lone remaining tong enforcer will be quite clearly high on something and it won't take much for the PC's to figure out he's been dipping into the Blue Happy that Ling Chevy insisting on saddling them with. He'll be quite a handful for anyone trying to calm him down (he's pretty stoned) and he's completely convinced a horrifying space demon came floating through the walls from out in the black to terrorize them. The PC's may not even be able to convince him that he killed his fellow enforcer(s) with that burst of wild auto fire but that the "space demon" did it instead.

If anyone takes a mind to count up the monkeys, assuming they counted them beforehand, they won't find any missing. Even if they didn't bother with an accurate cargo manifest in the first place, there won't be any empty cages to suggest one of the chimps is missing.

The PC's won't have any trouble realizing the dead or dying tong enforcer's assault rifle is missing. Unless someone actually examines the scene in the cargo hold or suggests anything that might cause them to note this, you shouldn't mention it until they've managed to calm things down. They'll find out where that rifle went in a moment but for now the surviving tong enforcer is insisting a space demon took it through the wall out into the black.

The chimps will be another matter and all the excitement has them thoroughly riled up. Even communicating with one another will be difficult for the PC's while they're in the cargo hold. A hundred screaming chimps can produce quite a lot of noise. Calming the chimps is a **Formidable** matter for anyone with Animal Handling but other than that, simply vacating the hold or allowing them to wind down on their own is the best that can be done. At the least none of the chimps attempts to leave their cage yet. They're all still curious how all this is going to shake out.

## **Act III, Scene I: Manifest Destiny**

Whether the PC's leave anyone in the cargo hold to keep an eye on the chimps or not, or whether they've discovered most of the cages are unlocked and properly locked them, won't matter in the least. The chimps will soon decide it's time to secure their surroundings before anything else fun or interesting happens. At least anything fun or interesting that they weren't directly involved in.

As soon as things seemed to have wound down the first of the chimps opens his cage (or takes a moment to swiftly pick the lock) and steps outside. That's all it takes to encourage the others to do so as well and they immediately set about securing the cargo hold and deciding who's going to venture out

exploring.

If there are NPC's in the cargo hold, the chimps all focus on running him off first. If there are PC's on hand, they react the same way. Since this won't work on PC's they'll probably end up attacking once enough of them of stepped out of their cages to provide each other backup. The Terrifying Space Monkeys already consider the cargo hold to be "theirs".

Meanwhile the stowaway chimp will be heading for another area of the ship to cause trouble. Depending on the layout of the PC's ship, this will be someplace close to the cockpit or at least farther away on that side from the cargo hold. One of the crew dorms would be a good spot. From there, if he isn't discovered quickly, he moves out and begins wandering until he comes into contact with humans. At which point he launches into his intimidation routine, shrieking and waving the assault rifle around. He won't fire it just yet unless he's fire upon but he will bang the floor with it a bit, which might cause it to go off if you prefer.

If this doesn't scare off the humans he's confronting right away, he turns tail (being alone, he's easily intimidated himself), darting off into the air ducts. This is intended to occupy the PC's for a while trying to track him down and capture the screaming monkey running around with an assault rifle. How they accomplish this is between you and them, assuming they accomplish it at all. If no one thinks to lock down the air ducts the chimp will have full run of the ship and can pop up anywhere. He won't flee for the cargo hold just yet and will probably head for anywhere humans aren't currently occupying to hide. If the PC's lock down the air ducts before he can get there, he'll probably be trapped inside somewhere, which will force them to either venture into the ducts themselves to get him (if anyone is small enough to fit) or herd him somewhere specific by taking control of the individual environmental shunts themselves.

By the time they've killed or captured the gun-toting stowaway chimp, a hundred Terrifying Space Monkeys will have already seized the cargo hold and probably every adjacent hallway and room as well. If they haven't encountered resistance by this point they'll

still be branching out to capture more territory. If the PC's locked down the air ducts in the process of dealing with the stowaway chimp, the group assigned to make use of that route will be slightly delayed until they can get hold of tools capable of breaking through. Eventually they will do so but breaking through the barriers in the air ducts will cut their movement to a third of what it would normally be. The chimps moving around on foot will do so normally and are already quite aware of how to open, close, lock and unlock the doors they're dealing with.

*See the TSM Tactics and TSM Mayhem sections later on for more details.*

## **Act III, Scene II: Turf Wars**

The second half of Act III will largely be characterized with the PC's vying for control of the ship with the Terrifying Space Monkeys. As how this can go and in which direction depends on the layout of the ship, the playing style of the players, the PC's themselves and just how merciless you are as a GM, there's no telling how this will all shake out.

In the end the PC's should be allowed to regain control of their ship somehow. It's entirely up to you whether the ship suffers any actual stun or wound point damage from all this or if the damage is all merely internal and largely cosmetic.

After reading the *Terrifying Space Monkey Tactics* and *Terrifying Space Monkey Mayhem* sections, you should already have at least a rough idea how the chimps will move through the ship and how they will react to confrontations and encounters with the PC's. You should set up two or three challenging obstacles to be overcome from the Mayhem section and the PC's should have some minor violent altercation with the chimps themselves in the process of all this.

If the PC's are the tusslin' sort, killing the chimps altogether is certainly doable. Their shooting and throwing skills are truly horrible so ranged combat will go in the PC's favor pretty consistently, despite being outnumbered. Any group of chimps that loses

half their numbers to gunfire will break off and retreat to the last area they passed through from the cargo hold. If the attackers are in an adjacent area and the chimps are responding to an attack, they won't retreat and will simply stop attacking instead. They'll hold the line against further assaults and fall back if they begin to take any more losses in that engagement instead.

Going hand to hand with the chimps will probably be disastrous though and you would do well to discourage it.

If the PC's are very good at controlling the inner workings of the ship they could conceivably drive the chimps back to the cargo area without any direct confrontation at all. They could also learn from the chimps themselves and whip up a few traps, chemical weapons or handy gadgets to help in the fight too.

If they manage to catch on to how integral intimidation is to the Terrifying Space Monkeys way of doing things and realize that this is their weakness, this is easy to take advantage of. Fire is an obvious (and very dangerous) tool. Simply putting your tech PC to work whipping up something that flashes brightly and makes lots of noise will make driving the chimps back a lot easier too.

Beyond all that, if they rescued Deeds and Cash you always have the option of revealing the bottles of Pink Baby they carry and hinting to the medic or otherwise educated PC that this can be flushed through the air ducts in aerosol form to render the chimps extremely docile. It's a total slam dunk and the PC's should be left to figure out such things on their own but it's there if you need to rescue them from the monkeys.

## **Act IV: Scene I: Mopping Up**

If the PC's have regained control of the ship by killing all the Terrifying Space Monkeys they obviously won't have any further difficulty with them. They may have lost quite a lot of credits on all the ammo but they have only to clear away the dead chimps and repair any damage that requires repairing.

If they've incapacitated the chimps in some way, they'll probably want to cage them again and find some way to make the locks on the cages more secure. Quite simply, with the lock picking skills the chimps possess and the number of chimp cages, coming up with some way of locking all those cages in a way that will actually hold the chimps will be very difficult.

There's always the option of simply welding them shut. Bear in mind that the chimps are strong enough to break most simple welds but if the PC's have that in mind and make a good, solid weld on the cages, it should hold them.

Driving the chimps back into the cargo hold is probably the route your PC's will have taken but that leaves the issue of what to do with them then. Sealing off the cargo hold isn't a problem, assuming the doors can be locked from the outside. However there still remains the issue of the air ducts, which probably aren't sturdy enough to withstand TSM assault for long even when locked down. For that matter, assuming the chimps have held onto some tools, the doors themselves won't hold them forever.

Having the remaining Terrifying Space Monkeys sealed up in the cargo hold provides the opportunity to simply evacuate the hold into space and wipe them out very quickly. This would require the PC's to move fast and do so before the chimps take to the air ducts again and it would also require those air ducts being largely intact enough to seal themselves off. Otherwise ship's systems probably won't allow the cargo hold to be evacuated into space if it will suck the air out of the rest of the ship in the process. With this in mind, there's no reason one particular part (or any large section) of the ship can't be sealed off and everything else evacuated. The cockpit being the obvious.

Beyond that, having still-active Terrifying Space Monkeys held up in the cargo hold just won't stand for long. They'll eventually break out once the PC's aren't on hand to intimidate them. The PC's will either have to incapacitate or otherwise capture the lot of them or remain on hand personally to keep them in check. Controlling a group of Terrifying Space Monkeys for any length of time will prove a horrendously difficult task over the long run

for anyone's Animal Handling or Intimidation skills. It's possible but just not very likely.

In the end, even one Terrifying Space Monkey running around loose is too many. The PC's will have to deal with all of them in some way or any left loose will continue to cause havoc and damage the ship.

## Act IV: Scene II: Wrap up

Once the Terrifying Space Monkeys have been dealt with there's still some mopping up left to do. Damage to the ship may have to be addressed if there's anything significant that impacts the ship's operations. If the TSM's managed to gain control of the engine room (and they probably will have, as this is usually adjacent to the cargo hold) the PC's are in big trouble. There will most certainly be significant damage to the engines and the TSM's may even have been driven there in force in the process of retaking the ship.

This matter can be easily determined with a simple roll (or two...or three...) on Table 6.1 "Technobabble", p. 164 of the rulebook. If you have your own system for such things (and many GM's do) then it's time to break out at least one or two interesting challenges for your ship's mechanical engineer. Regardless the problem or problems that need to be addressed now should occupy the crew for the next few hours at least, so make sure it's something that hinders them traveling. This can be wrapped up now or carried over into the next session, ***Terrifying Space Monkeys: Monkey Shines*** as that session begins with the PC's resuming their course for the rendezvous (or giving up and fleeing the possible wrath of the White Swan Clan, as the case may be.)

# Appendix I: Terrifying Space Monkey Tactics

Prior to letting the TSM's loose on your PC's ship, you should take a moment to look over their ship's layout to determine how the monkeys will move through the ship (keeping in mind the ventilation system), what sized groups will probably occupy certain areas and what interesting things will occupy their attention in the process. (see the "Terrifying Space Monkey Mayhem" section for tips on how to make the most of the madness.)

The Terrifying Space Monkeys have already developed a tried and true method of exploring their environment in an exciting way during their conquest of the *Achilles*.

The first step is getting out of their cages (which their natural lock-picking skills have already mastered). Having sat around in the cargo hold up until that point long enough to get incredibly bored, there isn't much there that they haven't examined visually already. Anything useful as a tool or likely to provoke mayhem will be seized as soon as they start leaving their cages. The cargo hold itself won't require more than a couple of minutes of cursory examination then before they're ready to move on.

If the PC's looted the *Freak Shine* or brought that gear aboard, quite a few monkeys will quickly arm themselves with musical instruments and assorted electronic gadgets that make lots of noise.

Exploring the ship itself requires about a third of the Terrifying Space Monkeys (maybe thirty or so) moving off into the ventilation system. Every ship has one and every ship is able to be sealed theirs off section by section from the bridge. By it's very nature though it isn't usually well monitored and almost always left "open". Through this the chimps can get just about anywhere humans can and quite a few places they can't. At least until the crew figures out there are monkeys in the air shafts and closes them off.

Of the remaining chimps more than half (forty or more) head out on foot, following the same

standard Terrifying Space Monkey protocol for each new area they encounter. (The remaining thirty or less stay behind and secure the cargo hold as headquarters. Mostly because about one in four Terrifying Space Monkeys are lazy and aren't all that interested in exploring. They *are* interested in defending what they've got, though.)

Initially a room will be explore for possible points of interest. Any room that provides food, weapons or things that make loud noises is instantly claimed as their own and valiantly defended. In fact, *everywhere* they find unoccupied is considered Terrifying Space Monkey territory from that moment forward.

Rooms that are occupied by humans spur the chimps to challenge the occupants with a lot of loud shrieking, banging things loudly and attempts to intimidate any NPC's (opposed intimidation versus discipline checks). This is mostly in the interest of making clear "*this area over here is ours so stay out or else*".

**Opposed intimidation/discipline checks.**  
**(Chimp: Willpower (+2 step from Intimidatin' Manner) versus NPC: Willpower + Discipline)**

Failure: The Chimps are especially frightening and the NPC's either flees, if possible, or refuses to enter the same area as the chimps.

Success: The NPC is, obviously, not intimidated.

Once a room or area is "claimed" it is defended without exception. This is mostly accomplished by shrieking and banging things at anyone who approaches. For NPC's this can require opposed intimidation/discipline checks as described above.

Should anyone actually attempt to enter the area or so much as look like they intend to enter, the Terrifying Space Monkeys open fire. This normally means throwing anything handy at the offending party which can be random objects, objects specifically fashioned to look scary (bundles of kitchen knives, etc.) or firing stolen weapons in their general direction. Since the TSM's aren't at all skilled at either throwing or shooting, this isn't especially dangerous. However, since we're usually talking about ten or twenty chimps all throwing and/or shooting badly in right

direction, someone is bound to get hurt a little. Moreover, if things reach this stage then about a third of all monkeys in adjoining areas will move in to shore up the numbers and help scare off the intruders.

If the invaders don't actually enter the claimed area but still hang back to observe, many of the TSM's near the front lines will engage in taunting, insulting (typically unmistakably rude gestures) and possibly even throwing monkey poop in their direction. This is a more subtle form of intimidation reserved for those seemingly already scared away. With humans this can often backfire, drawing them in to attack rather than encouraging them to stay clear. The Terrifying Space Monkeys unfortunately haven't learned this yet as it's a pretty instinctive behavior.

When invaders do actually dare to enter the sovereign territories of the Terrifying Space Monkeys, their response is surprisingly brutal. Anyone who's proven to be beyond their ability to intimidate and keep at bay, who actually attacks or invades instead, is viciously assaulted by every monkey in the area. This includes any ranged attacks and firearms used by the intruders, which don't fool the chimps one bit. They know an attack when they see one and will rush as a group to bring the pain.

Unlike their throwing and shooting skills, Terrifying Space Monkeys are natural brawlers. Using their "Let Me See That" trait firearms and melee weapons will be snatched away first. The bonus to wrestling from the trait also allows even lone chimps to bring down a human with some effort. Two or three working together can accomplish it with no difficulty. This leaves their victim wide open as Easy targets for vicious brawling attacks by other chimps nearby if they don't manage to get free.

*Don't forget that most Terrifying Space Monkeys (who aren't lucky enough to have a gun) will be wielding anything that looks painful as a melee weapon.*

The attacks won't stop until the invader is down and has stop moving or has fled out of the area. Victims who are rendered unconscious and later recover (even moments later) are treated to the intimidation

routine again to provide them a short span to skedaddle. If they don't immediately take the Terrifying Space Monkeys up on their generous offer, they bring the pain again until the invader stops twitching once more.

In the rare instance that the humans actually get wise and start fighting fire with fire, the Terrifying Space Monkeys can be intimidated in turn by especially big and ugly humans or very inventive and clever ones. Though it's extremely difficult, a group of TSM's can be convinced to give up an area with a successful intimidation check. This is actually easier in the long run than melee combat and cheaper than gunning them down, provided the PC's are smart enough to figure it out.

### **Intimidating a group of Terrifying Space Monkeys.**

**(Formidable Willpower + Discipline/Intimidation or Influence/Intimidation.)**

*Alternately you can force opposed checks against individual chimps but achieving a success at a Formidable check against the whole group should be sufficient to convince any such group of Terrifying Space Monkeys to back off.*

*Fire is an obvious and very useful tool for use against TSM's. They may be smart enough to have a better understanding of what it is (just seeing a human wielding it will convince them it can't be all **that** dangerous) but nothing can overcome their instinctive fear of it. Allow a +2 step bonus for the use of fire but be aware of the dangers of open flame on a spaceship. This may well end up causing a lot more damage than the chimps.*

*Loud, flashing gadgets work just as well, if the PC's can coax a truly intimidating cacophony out of it. Apply the same +2 step bonus when using something like that also.*

## Appendix II: Terrifying Space Monkey Mayhem

In addition to moving around exploring, claiming territory and working hard to keep intruders at bay, Terrifying Space Monkeys most favorite pass time is taking things apart. Also breaking things, banging things, tearing things to pieces and thoroughly demolishing things.

In the process of this not only does every TSM in any group soon find themselves in the possession of a handy blunt weapon, they usually end up doing painfully expensive (and sometimes dangerous) damage to the ship they're occupying. A nice side effect is also discovering new and interesting ways to fend off intruders.

### A few tips for rapidly turning your PC's ship into a hazardous maze of terrifying accidents waiting to happen:

\* I'll state the obvious first and say that if the PC's have weapons of any kind stashed or stored anywhere near Terrifying Space Monkey territory they *will* find them, they *will* claim them and they *will* pass the ammo around. Okay. Had to be said.

\* Depending on how realistic your campaign is engine coolant can either be a liquid that rapidly freezes anything it comes into contact with or a simple toxin best not inhaled. Terrifying Space Monkeys are likely to rupture a coolant line somewhere in a wall near the engine room, turning the hallway in between into a toxic environment. PC's moving through without at least closing their eyes and holding their breath may be required to make an **Average Resistance** check to avoid a quick case of frostbite or poisoning (basic damage + d4W). Once they've picked up on the usefulness of this trick in closing off avenues of approach the TSM's may well use it channel intruders through particularly dangerous or easy to defend areas.

\* Terrifying Space Monkey learned how to

make especially scary looking things to throw during their service in the *Achilles* territorial dispute a couple of days ago. Bundles of kitchen knives, hunks of wood with nails poking from them, glued together clumps of broken glass, etcetera. All provide impromptu throwing weapons with damage values as high as D2W or even D4W despite the fact that the chimps were merely attempting to make them scary looking.

\* Traps are also a useful trick the TSM's have picked up. Though they're often crude and require time to prepare they can still be effective. Caltraps fashioned from vegetable chunks and nails or bundles of sharp objects suspended by ropes and released to swing into doorways are quick and easy to fashion. Some of the smarter and more imaginative chimps may developed a truly nasty trick or two, such as bottling noxious liquids to throw as chemical grenades or squirting liquid soap in doorways to trip up intruders.

\* Broken glass is a tool every chimp learns the value of the first time they "examine" a glass bottle. While fairly obvious strewn across the floor in front of a doorway, most humans won't realize the intent is to provide something painful for two or three chimps to grapple someone and throw them onto. A human grappled, tripped or thrown onto a thick patch of broken glass must make an **Average Agility + Athletics/Gymnastic** to avoid injury. Apply basic damage from the roll with D2W.

\* Like the homemade noxious chemical grenade mentioned earlier, some areas may be closed off completely when Terrifying Space Monkeys manage to mix large quantities of chemicals, especially certain engine fluids and cleaning materials. There's always the possibility of a room the PC's can't even move through without full protective gear due to such an "accident". Gear which will hamper their senses and their ability to defend themselves once they're on the other side.

\* Potato cannon. Yes, you heard me. The potato cannon. Chimps may not specifically have the potato or the cannon in mind but the explosive results of prior explorations are bound to have given one especially bright and inventive TSM the idea. Any sturdy tube, a

pliable but solid object and a source of explosive power are all that are required. All these things should have been identified early in the TSM's exploration and claiming of ship territory. Make sure to include a non-mobile, one-shot potato cannon (or perhaps broken-glass encrusted basketball cannon) somewhere near the cargo area that this bright fellow is just dying to try out on a human.

**Terrifying Potato Cannon:** Damage, D4W; Range Increment, 50'; Max ROF, 1 (ammo: 1)

\* If the ship is an especially large one there's bound to be an comparatively large tank of water somewhere. If it's positioned properly it could easily be pierced with a proper "examination" and flood the floor of one room with a few inches of water. Accidentally dropping a power line into that water might reduce the TSM's by a dozen brave souls but it will reveal a new weapon in the Terrifying Space Monkey anti-intruder arsenal. Moving through ankle-deep water (even from a ruptured algae tank) when an electrical line is thrown into it would require a *Hard Get Out of Harm's Way* check or even an Average attack roll for basic damage + d4S.

\* What about chemical toilets and waste management systems? Any spaceship is bound to have one or the other. Both can be used to make an area extremely unpleasant to move through. This probably won't stop the PC's but even in those cases it will give the TSM's something new and interesting to throw at them.

\* Happy Bombs. My personal favorite and one I made sure to provide for in this adventure. Right there in the cargo hold where the monkeys first begin their campaign of destruction lies probably the most effective weapon in their arsenal. The first curious chimp to toy around with the fragile bags of bright blue liquid will certainly have ruptured it all over themselves. This poor fellow is probably still lying in a coma (if not dead from an overdose) in the cargo hold once the PC's manage to retake it. But you can bet he revealed the general nature of those pretty bags of blue liquid in the process and dozens of Terrifying Space Monkeys will have a few bags handy to toss clumsily at intruders. An especially brave and inventive chimp may

even have filled a small open container with the contents of a few bags to splash as a much more effective area attack.

**Blue Happy bombs:** Formidable Resistance to avoid the -2 step penalty for the next hour. The hallucinogenic effect (and thus the -2 step penalty) typically kicks in near immediately, within a turn or two.

## Appendix III: Blue Happy and Pink Baby

**"Blue Happy Drops"** or simply **"Drops"** is a contact-delivery liquid hallucinogenic, probably one of the more popular recreational drugs around in the 'verse. (Second only to the hallucinogenic/euphoric version known as "Cloud 9".) Though the distinctive red-tinged eyes mark anyone familiar with the drug as a user, it remains popular due mostly to the affordable rates. Like methamphetamines today, it's pretty easy to whip up in a basement lab from chemicals available publicly and thus easy for most druggies to afford.

"Drops" is normally taken by literally applying a drop in one or both eyes but is nearly as effective when simply dropped onto exposed skin. It's effects usually last for about an hour and apply a -2 step penalty to anything and everything the drugged out character attempts to do during that time.

**"Pink Baby"** or **"Pink"** is a pinkish-red colored liquid euphoric. It's not especially cheap and certainly has only a niche market in the drug underworld but has managed to stay profitable for well over fifty years now. Though it's normally ingested it can just as easily be inhaled for no less effect. Many users prefer using a nebulizer with the drug, though this is usually the "upper crust" druggies who prefer a more stylish approach. "Pink Baby", like most common drugs, applies a flat -2 step penalty to all actions by the user. Taken in larger doses however it can require a Resistance check to avoid a near-paralyzing euphoric state, as the name is meant to imply.



# Non-Player Characters

## The Feds

### **Hank Dawkins, Commanding Officer**

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

**Life Points:** 16

**Initiative:** d8+d10

**Traits:** Leadership (minor), Slow Learner/Unarmed Combat (minor), Credo (minor)

**Skills:**

**Heavy Weapons D6**, Survival D2, Discipline D2, Knowledge D6 (Religion D8), Animal Handling D6, **Guns D6**, Perception D4, Craft D4, Covert D6 (Streetwise D8, Open Locks D8), Mechanical Engineering D6 (Plumbing D8, Fix Mechanical Security Systems D8), Artistry D4

### **Scott Buckley, Pilot**

Agi d8, Str d6, Vit d8, Ale d6, Int d8, Wil d4

**Life Points:** 12

**Initiative:** d8+d6

**Traits:** Math Whiz (minor), Trustworthy Gut (minor), Superstitious (minor)

**Skills:** Technical Engineering D6, **Heavy Weapons D2**, Discipline D6 (Concentration D8), Knowledge D2, Planetary Vehicle D2, **Pilot D6 (Patrol Vessels D8)**, **Guns D4**, Medical Expertise D6, (Forensics D8, Physiology D8), Craft D4, Scientific Expertise D6, Covert D2, Mechanical Engineering D4, Linguist D4

### **Lorenzo Tam, Sensor Operator**

Agi d8, Str d8, Vit d4, Ale d8, Int d8, Wil d6

**Life Points:** 10

**Initiative:** d8+d8

**Traits:** Heavy Tolerance (minor), Twitchy (minor)

**Skills:** **Technical Engineering D6**, (Create/Alter Technical Devices D8, **Sensor Systems D8**), **Heavy Weapons D2**, **Unarmed Combat D4**, Knowledge D4, Pilot D2, **Guns D6**, Craft D6, Scientific Expertise D4, Ranged Weapons D6 (Throwing Knives D8), Linguist D2, Artistry D6, (Forgery D8)

### **William Stockholm, Weapons Officer**

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

**Life Points:** 14

**Initiative:** d6+d6

**Traits:** Friends in High Place (minor), Moneyed Individual (minor), Bleeder (major).

**Skills:** Technical Engineering D6 (Technical Repair D8), Heavy Weapons D6 (Ships Cannons D8), Survival D2, Unarmed Combat D6 (Judo D8), Discipline D6, Knowledge D6 (Literature D8), Philosophy D8, Sports D8, Pilot D2, Guns D4, Perception D6 (Investigation D8), Search D8, Artistry D2

## Deeds and Cash

### **Dwight "Deeds" Mancow**

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

**Life Points:** 18

**Initiative:** d6+d64

**Traits:** Nature Lover (minor), Heavy Tolerance (minor), Non-Fightin' Type (minor), Leaky Brainpan (minor).

**Skills:** Animal Handling D6, Discipline D6 (Mental Resistance D8), Guns D2, Influence D6, Knowledge D2, Linguist D4, Mech Engineer D4, Perception D2, Performance D6, Pilot D4, Scientific Expertise D4, Survival D6 (General Navigation D8), Tech Engineer D2, Unarmed Combat D4.

### **Cassie "Cash" Zim**

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

**Life Points:** 14

**Initiative:** d6+d6

**Traits:** Heavy Tolerance (minor), Sweet and Cheerful (minor), Leaky Brainpan (minor), Dull Sense/Touch (minor).

**Skills:** **Athletics D2**, **Covert D6** (Streetwise D8), **Guns D2**, Influence D6, Knowledge D6, Linguist D6 (Gutter Spur D8), **Medical Expertise D4**, **Melee Weapon Combat D4**, Performance D6, **Ranged Weapons D6**, Survival D4, Technical Engineering D4, **Unarmed Combat D2**.

# Terrifying Space Monkeys

## Monkey Stats:

Agi d10, Str d10, Vit d6, Ale d4, Int d6, Wil d4

**Life Points:** 12

**Initiative:** d10+d4

**Traits:** Let Me See That (minor), Intimidating Manner (minor), Tough as Nails (minor) / Curious (minor), Filcher (minor), Overconfident (minor).

**Skills:** Climb d10, Hearing d10, Stealth, d8, Brawling d8, Lockpicking d10.

## New Trait: Let Me See That (minor)

[Terrifying Space Monkeys only]

Chimpanzees have a pull strength as much as five or six times stronger than humans. Any time a Terrifying Space Monkey takes a mind to yank what you're holding (which will be pretty much every time that something is at all interesting), they get a +2 Attribute step increase to do so. This bonus applies to combat rolls for wrestling as well, though not for brawling.

## New Trait: Curious (minor)

Whenever you come across an unknown or a novelty you just have to stop and figure it out. Even if it's dangerous you feel compelled to examine new things and investigate mysteries. A person with the Curious complication will want to examine a new creature even if it's dangerous or figure out who murdered the local sheriff even if the person responsible is likely to come after them. Figuring out or studying a new thing will almost always trump any danger inherent to it. Primarily a role-playing trait.

## Background:

The Terrifying Space Monkeys are the result of Blue Sun's recent breakthroughs in mind altering drugs, specifically those designed to enhance cognitive abilities. The TSM's are the test animals used to gauge the effectiveness of these drugs and the effects have long since become permanent. While this means the chimps have more or less been elevated to a human level of problem solving, cognition and general awareness...they're still chimps. So the effects aren't quite as profound and far-reaching as one might assume.

For example: While the chimps are able to figure out the use of firearms very quickly by simple observation and experimentation, they're just as likely to throw a pistol at you than shoot at you with it. In fact, they're more likely to bang in on the floor in the attempt to show you how fearsome they are. Even if they do shoot they aren't inclined to make much of an attempt to aim anyway, since the loud noise and something randomly shattering is usually their aim in firing the thing off in the first place.

Likewise every other tool or techno-gadget they get their hands on. Terrifying Space Monkeys find their new level of intelligence and self-awareness has only enhanced their natural curiosity and they're compelled to tear apart just about everything they can get their hands on to see how it works. Or see what interesting things happen when you tear it apart. Or throw it at something. Or sit on it really hard a few dozen times in a row.

It also means a Terrifying Space Monkey set loose in a spaceship with a screwdriver and wrench will have the whole ship disassembled in less than a day if they aren't stopped or the inevitable hull breach doesn't suck them out into space.