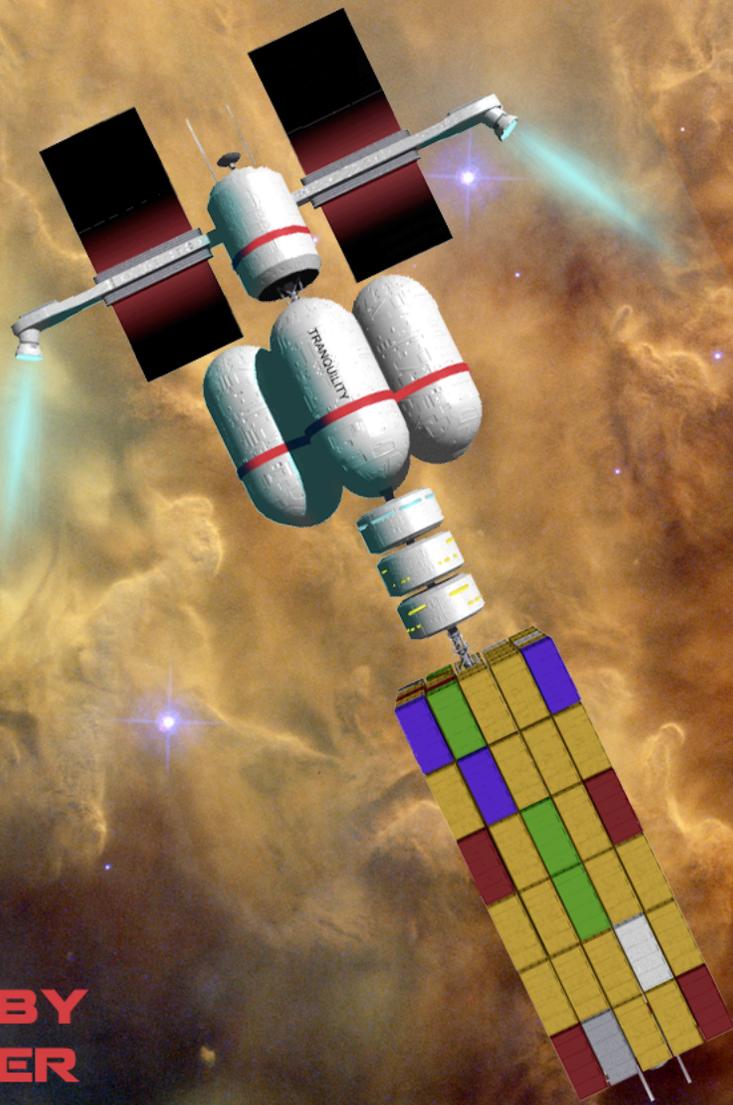


THE TROUBLE WITH ROSE IN SPACE, NO ONE CAN HEAR YOU...



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IN SPACE, NO ONE CAN HEAR YOU...

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Setting:

The ISS Tranquility is an Akron'Che class modular transport ship, plying the space lanes between the planets of the Confederation. Right now, she's configured with two passenger habs and is pulling a full load of cargo containers on contract. There are a dozen passengers on board, along with two stewards on a working passage.

Currently the ship is in passing through the New Haven system headed for the St. Sebastian wormhole. One of the passengers is Rose Alvarez, heiress, and as of late, a trouble maker among the passengers. Only, now... she's missing, and no one knows where she went.

The Stage:

The ISS Tranquility is a Akron'Che class modular transport ship.

The ship is configured around the the engine module the main spine. Propellant tanks, crew modules, passenger habs, cargo and other modules are attached to the ship's spine. The spine can be made as long as possible within the limits of the ship's drive units.

The engine model is at the front of the ship with two beams extending out from the engine module, ending with a fusion drive bell and its associated plumbing.

The engine module is too radioactive for humans to enter, so remotes are used to maintain and repair the engines. Remotes are teleoperated robots controlled by the crew and the ship's AI.

Under the engine module are the propellant tanks. These vary in size and can be added or removed as needed. In its current configuration there are five propellant tanks.

Under the propellant tanks is the crew section: Crew cabins, gym, crew storage, life support, galley, and the crew common area. Under that is the control deck surrounded by water tanks and doubles as the stormshelter for the ship's crew.

At this point, through the spine is a passageway tube that leads downward to the passenger habs. Each hab is self-contained and has cabins for the passengers, a common area, fresher, and passenger storage. There is a stormshelter in the center of each hab inside the passage way. There are two floors on each hab, with four passenger cabins not much larger than a large closet. The common areas are much larger and meant for communal use.

The first passenger hab is where Rose and Clestescu are staying with four other passengers and two stewards. Rose is on the top floor near the steward's cabin, while

Clestescu is on lower floor in room on the opposite side of the hab from the steward's cabin.

The bottom hab belongs to Herr Krieg and only the Captain or Ship's purser have access to it, and then only when Krieg agrees. The servants live on the bottom hab and provide all the necessary services, food, laundry to Herr Krieg. Krieg's floor is a circular suite divided into three rooms: His bedroom, a dining room, and an office. Herr Krieg's hab has it's own communications gear, so he does not have to use the ship's comm to contact other ships, stations, or people.

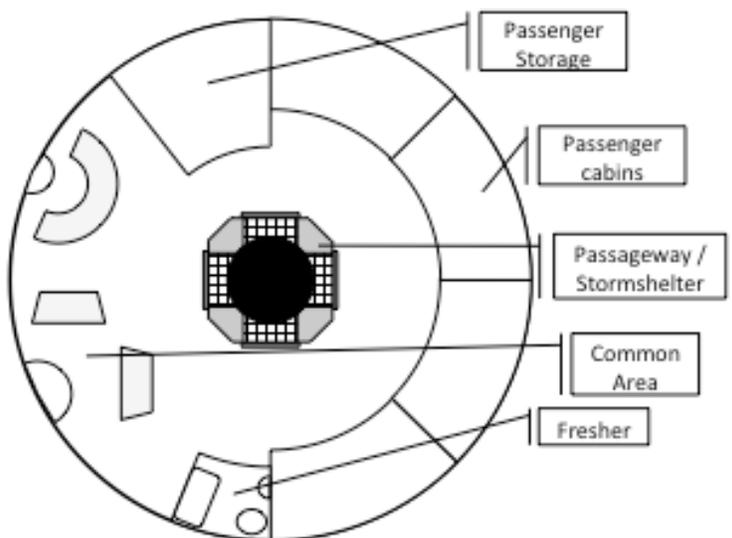
The passageway truncates in Herr Krieg's hab. The spine continues below the hab and the cargo containers are hung off of the spine. The containers are sealed at the port of departure and should not be opened during the trip.

The NPCs:

Artur Krieg, head of Krieg Export/Imports, multi-billionaire and is a mover and shaker in the Confederation. He has a hab all to himself, and his six servants. Why he contracted the Tranquility to take him to St. Sebastian, is anyone's guess. He keeps to himself for the most part, and doesn't mingle with the guests.

Rose Alvarez is the heiress to the Alvarez family fortunes. She claims that she is just traveling to see the colonies of the Confederation. However, it seems that some of the crew of the Tranquility know Rose from someplace else.

Peter Clestescu is traveling to St. Sebastian for a job. The company supposedly paid for his ticket, but he seems not to be who he says he is. He's been awfully close to Rose on the initial legs of the voyage.



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The Players:

Name: **Captain Hiram Winslow**

Description: Owner of the ISS Tranquility. He's been skipper of the ship for 10 years.

- 1 It's my ship... mostly.
- 2 Captain's privilege, I make the rules.
- 3 You don't understand; you can't change physics.
- 4 Space is my dwelling place, the stars my destination.
- 5 It isn't looting. It's salvage.
- 6 Why can't Rose look at me instead of through me?

Name: **Toby Dryer**

Description: Ship's purser and chef. His job is to handle the ship's finances and deal with the passengers.

- 1 I haven't met a fool I didn't like.
- 2 His trademark dice are loaded.
- 3 It wouldn't be a secret ingredient if I told you.
- 4 Have you tried laughing and singing?
- 5 I'll force the Captain to act or he'll pay me what he owes me.
- 6 What do you mean the safe is empty?

Name: **Neejar Pilar**

Description: She's been the Tranquility's First Mate for the past 3 years.

- 1 Where is Krieg? He's our ticket out of here.
- 2 There isn't a puzzle I can't solve.
- 3 I won't start a fight, but I'll finish it.
- 4 Just itching to whip out the stun pistols.
- 5 Too shy with the gentlemen.
- 6 Sure Rose knows, but she won't tell.

Name: **Andrew Sawyer**

Description: He's the ship's cargo master and knows what's in every container on the ship.

- 1 Why yes, I do sleep with cargo manifest.
- 2 The Captain made the plans, I just deliver the goods.
- 3 I'm an expert with the cargo loader suit.
- 4 Did you hear that?
- 5 The seal is broken on container RA-537.
- 6 That can't be right. That's not supposed to be there.

Name: **Agnes Ohana**

Description: Ship's engineer, she grew up on a heavy world, so she's a head shorter and about 50% stronger than everyone else.

- 1 I'm as strong as an ox.
- 2 Duct tape is your friend.
- 3 I built my first robot when I was 10 years old.
- 4 Have you tried cussing and swearing?
- 5 Look on the bright side, you're not dead.
- 6 I'm not just a pack mule, I've got a PHD.

Name: **Mildred**

Description: Mildred is the Tranquility's AI. She has access to the ship's remotely operated bots, so she can always poke about.

- 1 I've got military grade algorithms.
- 2 Logic trumps superstition.
- 3 There's no system that I can't hack.
- 4 With these remotes, I have eyes and ears everywhere.
- 5 Rose and I have a secret.
- 6 I have served for too long; it ends tonight!