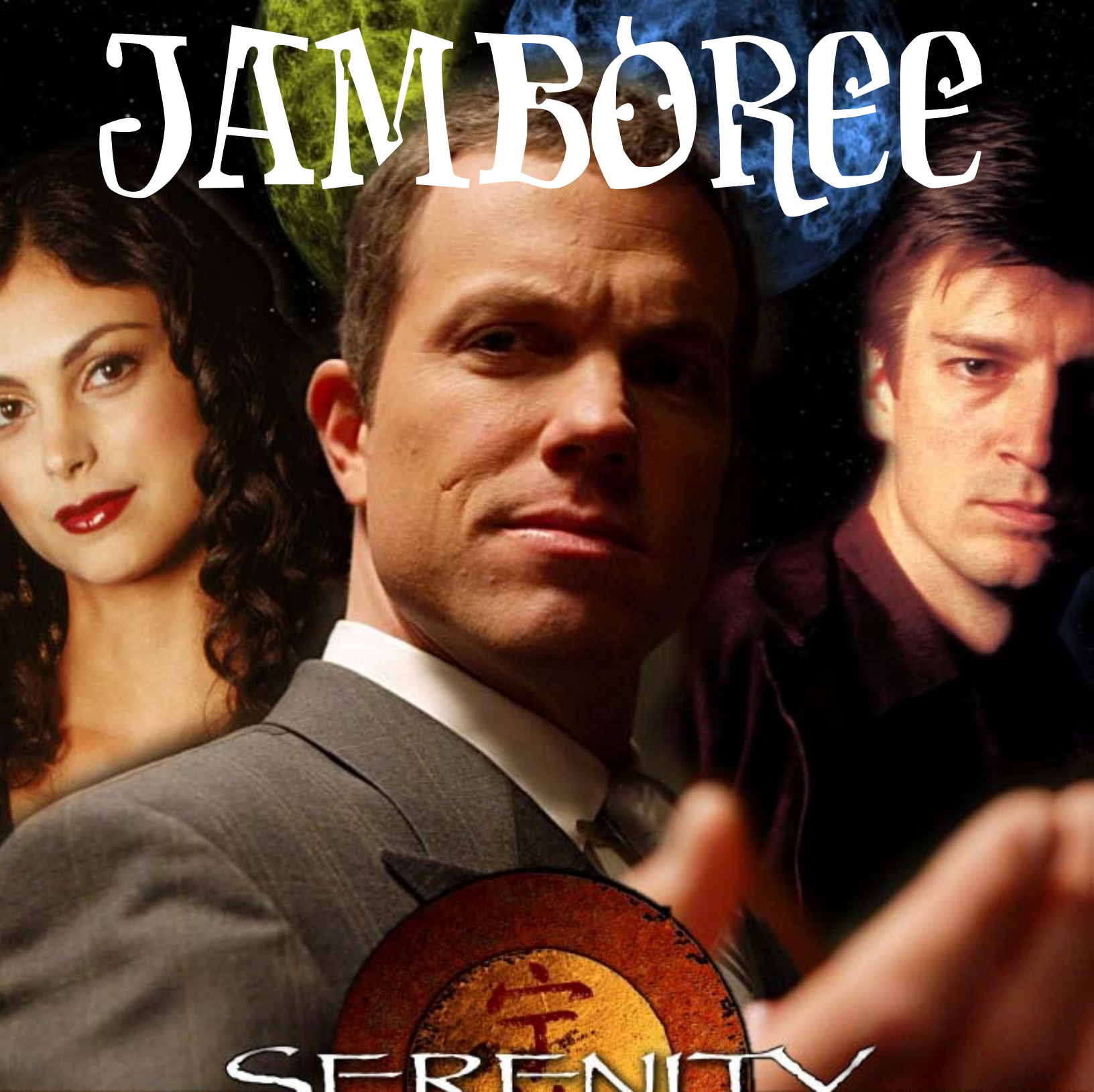


JAMBOREE



SERENITY

THE ROLE PLAYING GAME

An Adventure by Floyd C. Wesel



A Gen Con 2006 Scenario for the

SERENITY ROLE PLAYING GAME

Scenario # 01

JAMBOREE

A Tale in Three Acts.

Words By Floyd C. Wesel

Stats by MWP, FCWesel & Nathan Rockwood

Prior to running, Gamemasters should read this event a few times to make sure that they have an understanding of the basic plot and—more importantly—have a chance to spot the moments and sections where they can really make the scenario shine for the players and their characters.

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Here's How It Is.

Here in lies the basic plot of the adventure scenario in its most basic and unblemished form.

In "Jamboree" the crew of *Serenity* once again find themselves on Persephone, called there in secret by Malcolm's one time business partner Warrick Harrow (The gentleman with the sash who 'seconded' for Mal when Malcolm got in a duel in the episode "Shindig".) Warrick has hired the crew for a very sensitive mission. His children have been abducted and he's being forced to cede his title to Edward Marks-Chansu to get his children back.

As our episode starts, the crew has split into two groups. The first is attending the '37th Annual Edward Marks-Chansu Winter Jamboree' hosted by none other then the very most prominent Marks-Chansu family. Quite simply put, it is the gala of the winter season for the social elite of Persephone. It is up to Jayne, Zoe, Book, Wash and Simon to enter the party, make contact with a man with a golden wolf-headed cane. They are to give the Harrow Titles of Nobility to the cane bearing man, who will in turn hand over the children to the heroes.

Obviously the crew of *Serenity* have a trick or two up their own sleeves. While Simon, Jayne and Zoe focus on the man with the cane, Wash and Book are tasked with trying to find the kids before the drop is made and then letting the others into the closed off section of the house where they can save the kids without having to pay the ransom.

The second group was tasked with standing by and doing a quick pick up if (okay, *when*) the primary group needed it. However, something went wrong—as it always seems to do—and Malcolm, Inara and Kaylee find themselves in some small amount of trouble: they are the prisoners of Atherton Wing, who Malcolm and Inara embarrassed (and stabbed several times). He is all but socially ruined, a pariah amongst the elite of Persephone and has become more than a little unhinged since the last time they saw him.

As Malcolm and his group are trying to save their lives, Jayne and the others are enjoying the party, trying to work their way into a position to save Warrick Harrow's family honor and more importantly, his children.

This is a sequel to the episode "Shindig".

Masters of the Game:

You'll notice as you read through the event that there are actually few to none of the hard "rules references" that you might normally find in an adventure. For example, you won't find things like, "Kaylee must make three separate DIFFICULT checks using her Intelligence + Technical Engineering in order to keep the ship from crashing."

This is because, to put it simply, there's just not the need to have them. The system is fluid enough and the skill list is simple enough that any circumstance that the heroes are in should dictate what skill the player should roll out. If there's a question, simply choose which ever sounds best to you. If all else fails tell the player to roll some dice or spend a Plot Point as you see fit and get back to the action.

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The scenarios are really meant to showcase the fun that is playing in Mr. Whedon's 'Verse. They are meant to be short—but sweet—stories that take a bit less time than a normal CON event slot to run. Teach people the rules of the game *as you play*. With all convention games the most important rule is to make sure everyone has a chance to do something special with their character and that everyone, including your self, has a great time.

Don't let something as minor as "the rules" slow down your game; in **Serenity** things happen at the speed of Plot (Points).

Casting Notes:

Here's a list of our cast and how and when they might have a moment to shine within our story. Also, any special notes or background information that you might need in specific for this adventure will be noted here.

If the table is light of players and you need to NPC-ize some of the cast, I suggest reducing Inara's role. Put her in the scene, but have Atherton hurt her badly, taking her out of the fight. Remember his words in "Shindig" when he said, "*I should have uglified you up some.*" So let him beat on the NPC a bit, the injustice of it will work to cement the PCs actions against the villain. It minimizes the final fight some, Inara not being as involved, but the scene still really works, especially if Inara is hurt and Mal needs to hurry up and kill Atherton so that he can get Inara to Simon.

Other than that, run Simon (and River) in the background as NPCs and pull let Jayne and Zoe in on his problems as they witness the Alliance officers homing in on the Tams.

Malcolm: Malcolm finds himself face to face (again) with a man who wants to not only kill him, but also torture him. Malcolm has to hurt for what he did to Atherton. Hurting Inara would be a good way to hurt Reynolds. A high action duel is in store for Mal at the end of the adventure.

Zoe: She can't believe she's Jayne's date. No doubt she'll have to hurt Jayne at some point. Also, she'll have a chance to do some fighting in a fancy dress to save the Tams from the Alliance.

Wash: He can't believe Zoe is Jayne's date. He'll have to deal with sneaking around and some thugs and will have to help Book stop a bomb.

Jayne: He can't believe he's Zoe's date. This role could be fun for a player, since this is obviously not Jayne's environment. As he's not going to have weapons, it'll be interesting to see what a player might improvise. Make sure he gets to smash some Alliance heads at the end.

Kaylee: Kaylee is sort of out of her element, being a prisoner and all of a man that wants to hurt her for no reason other than to hurt Malcolm. But she'll get to save some kids and help Malcolm and Inara hopefully when they fight Atherton.

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- Inara:** Inara almost always has her “companion mask” on to protect her. This time, it is because she is a companion that she is in a life and death situation. After being seriously hurt, she’ll have to get free of her bonds and save Malcolm before helping him deal with Atherton.
- Book:** This is a golden opportunity to show off some of those more unique talents that Shepard Book seems to have.
- Simon:** Simon gets to deal with some paranoia issues, gets to dance with his sister and then has to fight for his life against Alliance soldiers while Book and Wash disarm a bomb that’s likely to send them all plummeting to their death!
- River:** River suddenly appears at the fanciful party just in time to make Jayne, Zoe and Simon’s life that much more difficult. (If possible, pull in a bystander and let them play River, who is completely normal for the rest of the episode. She’s considered crazy for a reason.)

Setting:

The party (and the place where Mal and the others) is located on the “orbital platform estate”; it’s basically a floating castle/estate not unlike that in the episode “Trash”.

Script:

Hand out a script to the appropriate players. Have them read their scripts for a few minutes and then have them read in the order they are in your scenario packet. Read anything not specifically said by a Player Character.

Warrick Harrow.

So what about Warrick Harrow, the man that has hired Malcolm and Crew to save his kidnapped daughters, where’s he at during all of this? He’s not at the party, but he could show up near the end to help out anyone who needs it. He could show up with some guards at the party or perhaps he tracked the *Serenity* to the other floating estate and shows up there to give Malcolm a hand. Perhaps he ends up at the party estate, found by Wash and Book, tied to the bomb. He tells them that Atherton Wing is behind all of this, not Edward, which means they might need to save Edward from Jayne! The kids aren’t on the estate, instead they are with Atherton!

Despite his appearance—grizzled, slightly overweight politician with a fancy sash—Sir Warrick Harrow is a shrewd individual. He isn’t exactly greedy, but he’s willing to work around the law a little where it gets in the way of business and political advancement. His formidable skills at negotiating and his political connections set him up ideally, giving him plenty of

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opportunities to pad his credit account; however, his lack of natural viciousness keeps him from becoming too obsessive, and a lingering moral sense makes him one of the less cut-throat employers on Persephone. *Warrick may be engaged in slightly illegal activities, but he believes in basic human decency on all fronts, and won't deal with someone he thinks is a psychotic lowlife* In any event his stats are provided just in case.

ACT One:

Where We Stand.

Script read, go ahead and explain to the players exactly where their characters stand and clarify what they need to accomplish.

- Mal, Inara and Kaylee are being abducted. (Atherton Wing's men are the abducters, but the PCs don't know that.) The men have the sonic shock weapons as seen in the episode that Jayne tried to betray Simon and River to the Alliance. Malcolm, Inara and Kaylee need to be taken down fast. Give them a round or two of fighting, and then simply nail them with stun so that they go unconscious. Give them a few Plot Points for being ambushed and move onto the Jamboree.
- Jayne and Zoe need to go about the party and find (or be found by) a man with a cane with a wolf's head on it; BUT they want to try and avoid the man as long as possible to give Wash and Book a chance to find the abducted Harrow daughters so as Jayne and Zoe don't have to hand over the "lordship papers" to the cane-man. Zoe has a transmitter to Wash and Book, they can't talk but a simple "Morse Code" could be possible.
- Simon is at the party, covertly, to try and help as best he can. More importantly, should something bad happen and the kids need a doctor, he'll be close at hand. (Later River will make an appearance.)
- Wash and Book have to make their way past the servants and guards into the un-opened portion of the house and then find the kids. If they can't get them on their own, they are to open a side door for Jayne and the others.

One Fancified Jamboree.

Jayne and Zoe have entered the party under the assumed named of Sir Reginald Morris Farthington V and his wife Lady Lilac Farthington. They were given their invitation by Warrick, who received it through the kidnapper. They are here to meet with a representative of Edward, a man with a golden-wolf-headed cane, so that they can pay the man the ransom. The trick is they don't want to meet the man right away; they want to hold off so as to give the others time. Remember that Jayne has the **Crude** and **Amorous Complications**.

Simon has entered the gala under the name of Delaware Wayne. Simon is here to help Jayne and Zoe as needed. The invitation he used was forged for the crew and the kidnapper shouldn't know he is with Jayne and Zoe.

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Outside the party itself is Wash and Book, who have entered the house through the servants area, pretending to be servants of some of the other partygoers. (It's not uncommon that various party attendees will bring servants to help them should they need it.) Wash and Book are tasked with getting into the closed off part of the house, via the servants quarters, and finding the kids and then letting the others know so that they can

This is an easy scene to run for the most part. Play up the idea that Jayne is way out of his element, socially. Also play up the paranoia of Simon. Are those men in the Alliance Uniforms looking at him? Zoe should have her hands full trying to be charming, fending off men who want to dance with her and keeping Jayne and Simon from exploding and imploding. As for Wash and Book, they get to play sneaky-spy-guys. This is a chance to show off Book's more unusual skills.

Uninvited.

ACT 1 & 2 has some good role-playing opportunities as Atherton doesn't touch Malcolm (not even a single punch) and instead focuses the pain on Mal's two friends. Give the characters some time to whisper in conspiracy to one another. Perhaps the men Atherton is with need to give him a status report of some kind. This should allow the players to maybe start to make a plan. It's really key to at least have some activity with these players and to really allow time to make the duel between the men worthwhile.

At first glance, Atherton Wing used to appear to be nothing more than a spoiled dandy with delusions of self-importance and an ego too big for his head—and getting to know him better only serves to deepen this impression. He lacked significant motivation to work since he has known since the day that he was born that he would never need to. Atherton had gotten through life by buying his way along and repairing feelings he treads on with pretty words—flattery replaces actual charm, and credit value replaces worth. He was known through out the noble circles of Persephone to have one notable talent—killing men with a long-blade—and he engaged in courtly duels whenever he could. After meeting Malcolm Reynolds however, Atherton lost almost everything. He's all but been driven insane—nuttier than a *out-house rat*, as Jayne might say—by the defeat handed to him by Malcolm and the subsequent humiliation brought onto him by Inara. Which simply proves that he wasn't completely there to begin with.

Malcolm, Inara, Kaylee and River were on Serenity when suddenly there were several other men on the ship too, armed with concussion rifles. Caught off guard, they were taken down by the men and are now captured: Or at least Malcolm, Inara and Kaylee are. When they awaken from being knocked out they find themselves before Atherton Wing. River is nowhere to be seen. If asked, Atherton's men didn't know about her. Last Kaylee and Inara saw River was on *Serenity*, when Simon had given her something to help her sleep.

Originally Atherton's plan had nothing to do with Malcolm Reynolds. He hadn't even known that he was on Persephone until just a day before, when he learned that Warrick Harrow had involved the damned Captain in the matter. But a opportunity wasted is an opportunity lost, and Atherton is not one to waste a good opportunity for revenge. So he rearranged some of his plans and set a number of thugs over to collect the crew of the ship. As it turns out most of the crew was gone, but he did get Malcolm and Inara, which is who he wanted most. The other girl, Kaylee, is just an extra toy to use against Malcolm Reynolds.

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In rather typical villainous fashion it is not enough for Atherton to just kill Malcolm. He's got to make the Captain hurt. His plan is to hurt the women for a spell, make threats and the like before he let's Mal out of his manacles and kills him in a duel.

Atherton's original plan was to kidnap the Harrow children, making Warrick suffer, and then set-up Edward Marks-Chansu to be made out as the villainous kidnapper. To top it all off he's managed to plant a bomb on the Marks-Chansu Platform and plans to detonate it, which will cause the thing to fall out of the sky, killing the very elite bastards who snubbed him.

In other words, Atherton is completely out of his gourd. Getting his hands on Malcolm and Inara wasn't part of the original plan. It's a bonus. And this opportunity has all but consumed him. Atherton and his men are on an orbital platform a few miles from the one where the jamboree is. This way they can watch the fireworks and plummeting death of the party goers when time comes. The *Serenity* is docked here. Atherton's men really don't care about him all that much. He's simply a means to their end and a damned-shiny paycheck too boot. The men are more interested in the politics of killing half the governing elite of the planet. They want as little to do with Atherton's 'revenge play' on the freighter captain.

Starting with Stun & Wounds.

Reduce the Stun damage for Mal, Inara and Kaylee to only 1-3 points when they awaken.

ACT Two:

Masters of Crime.

Wash and Book should not have an easy job of sneaking about, but at the same time, you don't want them to trip any big alarms. A guard or two, or perhaps a uppity butler can make for an interesting scene. If they can overhear something between Edward Marks-Chansu and a servant that sounds incriminating and evil, but in retrospect isn't what it appears to be, all the better. For example, the following conversation takes on a sinister role if the cast thinks they know who and what the two men are talking about. If the heroes knew that Edwards recently sold a pair of paintings from *Earth-That-Was* (from his family's collection) for a ton of money—and that's what he and Jeeves are talking about—then its not so bad at all.

EDWARDS:

"Jeeves, it's about time for me to make my speech to get this jamboree officially under way. How are my special guests? You've taken care of security, I want nothing to disturb them if you know what I mean."

JEEVES THE BUTLER:

"Yes, sir; but of course, sir. You needn't worry about it sir, all is well in hand. The matter has my complete attention. You may make your speech and enjoy your jamboree completely at ease."

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EDWARDS:

"Excellent my good man, this is a very important night for Marks-Chansu, very important indeed. The exchange must go without any complications."

Where have we met before?

Simon's fears are not without merit. There is a pair of Alliance Officers at the party who do believe that they know Simon, but can't place how they know him. The officers are Lieutenant Kelly Monroe and Captain Gerland Fawkes.

They should approach Simon at some point and begin to politely question him. They are curious more than anything else and are making small talk. They only become truly suspicious of Simon when he (likely) acts suspicious. Play them as nice and charming as you can. Perhaps Lt. Monroe even asks Simon to dance with her.

As the dance is finishing, have the Captain come up and grab Simon and the shoulder and say, in a very serious tone, something like, "You're under arrest, sir."

Then after a moment, he says, in a tension breaking way, "For trying to steal my date!" And have both him and the Lieutenant laughing at the Captain's ("Oh, Gerland, really, you just cut that out now.") attempt at a joke, while Simon sweats it out.

Jayne can waltz?

Jayne and Zoe are forced to dance (waltz) when the master of the event, Edward Marks-Chansu, calls for the 'opening waltz' to officially start the jamboree. As it turns out, Jayne can waltz(!)...His mother made him take lessons when he was a kid. It's not something he talks about. Ever. The fact that Jayne has to (figuratively, unless he wants her knee in his groin) carry Zoe through this dancing event should be fun for the players.

[Pass this info to the player who has Jayne before hand, so that when the event comes up he can surprised the group. As crude as Jayne is, showing that he's got some culture hidden deep down is an interesting character moment.]

If things couldn't worse, at this time River shows up dressed in a beautiful gown (minus the shoes) and asks Simon to dance in the big dance. You can imagine Simon's horror at this turn of event's not to mention Jayne's and Zoe's when they find out. It seems that she wasn't on the ship when it got raided by Atherton's men and instead she snuck on the shuttle and got herself into the party somehow. Who cares how, it's River, and she's a force of nature.

Take her to my shuttle.

At some point, Atherton will have Kaylee pulled out of the room, telling his men to have her taken to his shuttle. The implication should be that something bad will happen to her, eventually. This should drive Malcolm, Book and Inara insane (of course). As GM pull Kaylee's player to the side and tell her that she's only taken to a room and dumped in there by the two men. *The men are not going to rape Kaylee. This stuff was never part of the plan, they were in it for the political statement of killing a whole bunch of nobles, not raping some girl.*

Inside the room are two children who are quite afraid. They are Warrick Harrow's children. But wait, as far as the crew of *Serenity* knew, the children were supposed to be at the Marks-Chansu orbital house (see '*Finding the...not kids...*' section in the next Act). Stats are included for the children in case you need them.

ACT Three:

Finding the...not kids...

After sneaking about the house some, evading a camera or ten and moving past a pair of servants or guards, Wash and Book should spot several men leaving a room. The men don't look like they belong here and they act strange enough that Book and Wash assume that this is the room that they are looking for. *But they do need to be sure before they tell Zoe.*

When the men close the door and head down the hall towards Wash and Book, the two must hide quickly or else be spotted. (They could get behind a hanging tapestry, or duck inside a closet. Make the players spend a Plot Point for something convenient, then make them roll how sneaky they were. If they fail, they best have a good story!) When they check back down the hall they see that the men didn't leave a guard, but there's a security pad on the door.

They'll need to code-break the lock. When the two of them get into the room they don't find the children, but instead discover a large bomb. The and the timer is ticking. Book and Wash know that they'll never be able to get the people off of the platform before the things blows up. **NOTE:** If you wish, you could have Warrick Harrow, the man that hired them to save his daughters, gagged and tied to the bomb.

The man with the cane...

As Book and Wash discover that there's a bomb, the man with the cane approaches Jayne and Zoe and welcomes them to his party. Edward is the man with the cane. They didn't see him with it before. Of course, Edward has no idea what's going on, he's just throwing a party. If asked by the character, he tells them that someone just gave the cane to him as a gift. If (when) it comes to a fight, Jayne and Zoe will very well be attacking an innocent man should they go after Edward. His men will attack the group to protect their lord.

The Tam Fugitives.

Just as Book and Wash try and disarm a bomb and Jayne and Zoe figure out that Edward seems completely clueless about what's going on, the two Alliance Officers figure out they are at a party with the Tam fugitives.

Rematch.

Malcolm is pulled into a rematch fight with Atherton. To make it more dramatic, he stabs Inara in the stomach, to make sure Mal's heart is in the fight. Let the dueling commence.

Kaylee to the rescue?

Kaylee has to figure a way out of the room, no problem, there's a vent she can finagle open with a little improvisation on her technical abilities. Then she and the two kids can slip out of the room. They end up by a control room where a sole man watches a bank of computers and monitors. Kaylee should take the guy out (if she's hesitant, have one of the kids sneeze and then Kaylee has to do it) and discovers that they are on a floating platform, too. The man is watching several monitors.

- One is of Atherton, Malcolm and Inara. She sees Inara get stabbed and the duel start.
- Several monitors are of the party. It's being recorded. (Atherton wanted multiple angles of the partygoers falling to their deaths, sick bastard that he is.)
- She also gets a communiqué that the 'bomb-team' is clear and that the bomb is set.

Kaylee has a lot of options and is in a position to help Malcolm since she's at the controls of the place. A fun scene would be the kids trying to hold the door closed while Kaylee plays with the controls doing various inventive things. She could play with the pitch and yaw of the platform, adjust lighting controls, etc.

Ménage à Trois.

Malcolm should not be able to beat Atherton. He's just too good. Let the duel go on, be descriptive. Think of every swashbuckling movie you can and make the fight emulate that genre. The duel should carry out of the room, say onto a balcony. That way you can have the duelists fighting on the edge.

In the meantime, Inara slips loose and will no doubt want to help Malcolm. Which is good because that's when you push him off the edge and have him catch onto the railing, dangling a few miles above the ground. This way Inara can attack Atherton as Atherton is stepping on Malcolm's fingers, slowly grinding on them to make Mal let go and fall to his death. Then have Atherton duel with Inara as Malcolm pulls himself back up.

It is very important that Inara and Malcolm get some action time. Remember, you have spent most of the time torturing them against their will. This is their chance to shine and them fighting and dueling together against Atherton is something the player's won't soon forget.

'Boom' today?

Book and Wash have to disarm the bomb. This should involved several rolls. Make this as dramatic as it can be. Perhaps a few of the house guards show up thinking that Wash and Book are the bombers themselves, terrorists if you will. They want to attack and take them out, so now

you have one (Wash) trying to disarm the bomb, while Book is trying to fight the men off and at the same time trying to convince them they are not terrorists.

If you want, don't let them disarm the bomb...just as it is about to go off...have River walk into the room and yank just the exact wire as needed. This is definitely in tune with her chaotic nature and the themes of the show itself.

Dénouement:

A happy ending is that the bomb doesn't explode, the Tam's aren't captured by the Alliance, the Harrow children are returned safely and Atherton is dead, dead, dead.

Stats & Mechanics:

ATHETRON WING

Agi d12, Str d10, Vit d10, Ale d8, Int d6, Wil d10; Life Points 20, Initiative: d12 + d8; Traits: Branded (Minor), Moneyed Individual (Minor), Talented: Sword (Major), Chip on the Shoulder (Major), Overconfident (Minor), Prejudice: Lesser People (Minor), Memorable (Minor), Sadistic (Major); Skills: Athletics d6/Dodge d10 /Riding d10, Discipline d4, Guns d6 /Rifle d10, Influence d6, Knowledge d4, Melee Weapon Combat d6 /Sword d12, Perception d2, Performance d6 /Court Dancing d10 /Flattery d12, Planetary Vehicles d2

WOUND DAMAGE →

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←STUN DAMAGE

ALLIANCE OFFICER: CAPTAIN GERLAND FAWKES

Agi d6, Str d8, Vit d8, Ale d8, Int d8, Wil d8; Life Points 18; Initiative d6 + d8. Traits: Tough as Nails (Minor Asset), Military Rank (Minor Asset) Skills: Athletics d6, Covert d4, Discipline d6/ Mental Resistance d10, Guns d6/Pistol d10/Assault Rifle d8, Knowledge d6/Military History d10, Perception d6/Tactics d12.

ALLIANCE OFFICER: LIEUTENANT KELLY MONROE

Agi d6, Str d6, Vit d8, Ale d6, Int d6, Wil d4; Life Points 12; Initiative d6 + d6. Traits: Weak Stomach (Minor Complication), Skills: Athletics d4, Discipline d4, Guns d6/ Pistol d8, Knowledge d6/Military Regulations d10.

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WARRICK HARROW

Agi d6, Str d6, Vit d8, Ale d10, Int d12, Wil d8; Life Points: 16; Initiative d6 + d10; Traits: Friends in High Places (Minor), Friends in Low Places (Minor), Moneyed Individual (Major), Good Name: Lordship (Minor), Portly (Minor), Credo (Minor); Skills: Athletics d6, Covert d2, Discipline d6 /Leadership d10, Guns d6 /Rifle d10, Influence d6 /Negotiation d12 /Streetwise d10 /Bureaucracy d10, Knowledge d6 /Alliance d12 /Underworld d8 /Persephone Politics d12, Melee Weapon Combat d6 /Sword d8, Perception d6 /Empathy d10, Performance d4

EDWARD MARKS-CHANSU

Agi d8, Str d8, Vit d8, Ale d10, Int d10, Wil d8; Life Points 16; Initiative d6 + d8. Traits: Dull Sense: Vision-Glasses (Minor Complication), Friends in High Places (Minor Asset), Moneyed Individual (Major Asset), Soft (Minor Complication) Sweet & Cheerful (Minor Asset). Skills: Athletics d4, Guns d6/Pistols d10, Influence d6/Negotiation d10, Melee Weapon Combat d6/Sword d12, Perception d4.

BETHANY & AGATHA HARROW (LITTLE GIRLS)

Agi d6, Str d4, Vit d4, Ale d6, Int d6, Wil d4; Life Points 8; Initiative d6 + d6. Traits: Sweet and Cheerful (Minor Asset). Skills: Craft d2, Perception d4, Survival d2.

ATHERTON'S THUGS or ALLIANCE GRUNT

Agi d8, Str d8, Vit d8, Ale d6, Int d6, Wil d6; Life Points 14; Initiative d8 + d6. Traits: Greedy (Minor Complication). Skills: Athletics d6, Discipline d4, Guns d6/ Pistol d8/ SMG d8, Knowledge d4, Perception d4.

JAMBOREE ELITE: HIGH FALUTIN' GENTLEMAN

Agi d6, Str d8, Vit d6, Ale d8, Int d6, Wil d8; Life Points 14; Initiative d6 + d8. Traits: Moneyed Individual (Major Asset). Skills: Athletics d4, Guns d6/Pistols d10, Influence d6/Negotiation d10, Melee Weapon Combat d6/ Sword d12, Perception d4.

JAMBOREE ELITE: SOCIETY BELLE

Agi d6, Str d4, Vit d4, Ale d8, Int d6, Wil d6; Life Points 10; Initiative d6 + d8. Traits: Moneyed Individual (Major Asset), Prejudice—'Lower Classes' (Minor Complication). Skills: Artistry d4, Influence d6, Performance d4.

MARKS-CHANSU HOUSE GUARDS

Agi d6, Str d8, Vit d8, Ale d6, Int d6, Wil d6; Life Points 14; Initiative d6 + d6. Skills: Athletics d4, Guns d4, Melee Weapon Combat d6/Clubs d8.

Damage Tracker Sheet:

WOUND DAMAGE →

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"Jamboree"

Jayne, Zoe & Simon Script: (3 Copies)

WE OPEN ON A LARGE 'ORBITAL ESTATE PLATFORM', WHICH FLOATS A MILE IN THE AIR. IT IS BEAUTIFULLY LIT AND LANDSCAPED FOR A GRAND PARTY. IT IS WINTER ON PERSEPHONE, AND THE SNOWS ONLY ACCENTUATE THE BEAUTY OF THE PLACE. OUR CAMERA MOVES PASSED DOZENS OF GOWNED AND FURRED WOMEN AND DECKED OUT MEN AND STOPS AS IT COMES TO A MAN ANNOUNCING NAMES AS PEOPLE ENTER. WE SEE AN INVITATION, IT READS: '*37th Annual Edward Marks-Chansu Winter Jamboree*'.

ANNOUNCER:

"Sir Reginald Morris Farthington the Fifth and his wife Lady Lilac Farthington."

THE ANGLE IS LOW, SHOWING A PAIR OF FEET WALKING UP TO THE CAMERA. IT RISES TO REVEAL...ZOE (!) AND JAYNE (!!) ENTERING THE PARTY, DRESSED TO THE NINES IN LAVENDER SILK AND A DASHING TUXEDO.

JAYNE:

(Nervously, out of his element)

"Oh Hell, I really wish I could've brought Vera as my date instead of you." (looks appreciatively at her form) "Or at least in addition to that slinky dress."

ZOE:

"You're not the only one, *Reggie*." (Mocking on the name.)

JAYNE:

(irritated, "whisper yells")

"I told you to stop gorram calling me that!"

ZOE:

"Our back-up is here."

ANNOUNCER:

"Sir Delaware Wayne!"

THE CAMERA REVEALS A RATHER NERVOUS LOOKING SIMON TAM IN A TUXEDO.

JAYNE:

(dead pan)

"Halleluiah."

SIMON:

(to himself)

"Oh this is so very bad, Simon. Think of the children. Think of the children."

JAYNE:

"If he's watching our backs, I'm thinkin' we ought to have brought us someone to come along and watch his too. Just sayin' is all."

Wash & Book Script: (2 Copies)

SAME PARTY LOCATION AS SEEN PREVIOUSLY, ONLY THIS TIME WE SEE IT FROM THE SERVANTS PERSPECTIVE CLOSER AT THE BACK OF THE HOUSE. THERE'S A NUMBER OF SMALL, PRIVATE SHUTTLE-CRAFT HERE. MEN AND WOMEN IN SERVANT ATTIRE MOVE BACK AND FORTH. WE SEE WASH AND BOOK. WASH IS DRESSED LIKE A CHAUFFER WHILE BOOK IS DRESSED LIKE A BUTLER/PERSONAL ATTENDANT.

BOOK:

"This is embarrassing. I feel dirty gussied up like this. I miss my collar."

WASH:

"Think of the..."

BOOK:

"Don't you say it Hoban Washburne."

WASH:

"How do you think I feel with my wife in the party with the *Hero of Canton*. It should be my arm she's hanging off of in that fancy dress of hers."

BOOK:

"Point taken."

WASH:

"It should be me at the full service buffet table, loading my plate with..."

BOOK:

"Wash!"

WASH:

"All right! We have to get past the servants and guards and into the house, right? And then we find the abducted kids before Jayne and Zoe have a chance to pass the ransom to 'cane-man'." (beat) "Why doesn't it feel as easy as all that?"

BOOK:

"Because the Lord works in mysterious ways, one of the least of which is a scoundrel named Murphy."

WASH:

"Yea, that guy really chaps my hide."

BOOK:

"Once we find the kids, we signal Zoe and open a side door for them. Then we rescue the kids from our host, Lord Edward Marks-Chansu, which means that he can't blackmail Lord Harrow into giving up his title and lands."

WASH:

"Never knew how easy I had it sitting on *Serenity* while crime was going on. Mal, Inara, River and Kaylee sure do have it easy...just sitting on *Serenity*."

"Jamboree"

Malcolm, Inara & Kaylee Script: (3 Copies)

SERENITY. GALLEY, DINING AREA. KAYLEE, INARA AND MALCOLM ARE SITTING AT THE LONG TABLE. THEY ARE PLAYING CARDS, KAYLEE'S WINNING. MALCOLM IS IRRITATED THAT HE'S HERE AND INARA'S IRRITATED THAT HE'S IRRITATED TO BE 'STUCK' HERE.

MALCOLM:

"I hate being stuck in Serenity when there's crime I should be attendin' to"

INARA:

"Don't worry, maybe it'll all go wrong and we'll have to fly to their rescue to save the day, so they can write a *Hero of Persephone* ballad for you."

MALCOLM:

"No sense in trying to cheer me up, it's hopeless. Where's River?"

KAYLEE:

"River's a sleep, Simon gave her some shot before he left." (smiles) "I know what would cheer you up, Captain."

MALCOLM:

"Don't say it."

KAYLEE:

"A puppy-dog."

MALCOLM:

"I know I told you not to say it; I was sitting *right* here when I said it. Isn't enough that we got Jayne to clean up after, much less a mutt underfoot?"

INARA:

(looks at the time)

"Well, Zoe and the others should there. Oh, this event is always so tasteful. The dancing, dresses and, oh, the music. Not to mention the scene from so high up"

KAYLEE:

"And don't forget the buffet table." (picks up the winning card) "Full spread! I win! You lose, Captain-Tight-Pants! I win and you have to give me money!"

MALCOLM:

"Take care now girl, Shepard Book'll tell you Pride goes a'fore the fall."

VOICE:

"Truer words were never spoken, Captain Reynolds."

WE SEE SEVERAL MEN WITH ODD LOOKING SHOTGUN LIKE WEAPONS HAVE SNUCK UNTO SERENITY AND HAVE THE DROP ON THE THREE OF THEM.

KAYLEE:

"A puppy-dog could have warned us." (Mal "looks" at her) "Just sayin', is all."

A THOUSAND WORDS...

A few images to help you jog player's memories should you need it.



Warrick Harrow



Atherton Wing