

# Mountain Man Mayhem

A Bounty Head Bebop Adventure  
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# Mountain Man Mayhem

**Bounty:** 600,000 writ for Jeremiah Jackson

**Wanted For:** Sabotage and Poaching

**Bounty Posted By:** The Onasis Naturals Corporation of Europa and Officially Sanctioned by the CPWR (Callisto Planetary Wildlife Refuge)

## Background

Jeremiah Jackson is wanted by the Onasis Naturals Corporation of Europa for disrupting their lumber operations on the forest moon of Callisto. Additionally, because Jeremiah also happens to be a Callisto Mountain Man (living off the Corporation's land), a charge of Poaching has also been brought against him – which on Callisto, is actually considered the more grievous of the two offenses.

This is not the first time Jeremiah Jackson has been brought into the Onasis Naturals Corporation and a bounty paid for him however. But a casual checking of the records won't reveal this fact, even though it has happened three times over the last year and a half. It appears that someone has been tampering with the records...

## Setting Up The Adventure

Because this adventure takes place on the Jovian Moon of Callisto, the characters are going to need a ship to get them there. Additionally, as finding a Mountain Man on the wilderness moon requires a lot of groundwork, they'll need a smaller vessel with dry landing ability that they can easily move from location to location, such as a Scout Ship.

This has already been taken into account with the readymade characters provided for the adventure. Should the players wish to make or use other characters however, then the GM needs to make sure a Scout Ship is available to one of the characters; or that they know they can always hire the services of a Space Captain to ferry them to Callisto when it comes up.

## Scene One

### The Hook

The characters are on Europa, having just obtained a shiny new Permit to Hunt Bounty within the Jovian Confederacy – no small task, considering the bureaucratic nightmare getting such a license would normally require. But this time, the process was a simple 'sign here and you're done' – expedited by the characters' new employer – the Onasis Naturals Corporation of Europa. Apparently, the Onasis Aristocrats who own and operate the Naturals Corporation (which in actuality is nothing more than a fancy name for a logging company on Callisto) have quite a bit of political sway on Europa.

After obtaining the permit, the characters are met in a private conference room by Mr. Ray – the Bounty Broker and representative the Naturals Corporation, who originally contacted the characters to offer them the current job.

Mr. Ray will hand the characters yet another permit – one that authorizes landing on the Corporation's Callisto properties – and will fill them in on what they are being paid to do.

"As we have agreed then, the Onasis Naturals Corporation of Europa will pay you a 600,000 writ bounty for one Jeremiah Jackson; wanted for the crimes of Sabotage and Poaching; to be turned in and collected here on Europa, at the State Offices of the CPWR (Callisto Planetary Wildlife Refuge)."

"We have reason to believe that he may be holding up near one of the company's abandoned mills at the following coordinates" – here Mr. Ray hands the characters a topographical map showing the coordinates and general layout of the area they believe the characters will find Jeremiah Jackson (give the players the Callisto Map).

"You should consider Mr. Jackson armed and dangerous, but remember – we don't pay for a dead bounty. You must bring him in alive. Any questions?"

**GM INFO:** Here the characters can ask Mr. Ray any questions they might have, though Mr. Ray is only interested in giving them what they need to complete the mission and nothing else.

Mr. Ray knows that Jeremiah Jackson has been brought in multiple times on a bounty before, but won't willingly share this information with the characters – though even if the characters manage to somehow get it out of him, he does not know why (or how) Mr. Jackson keeps escaping back into the wilderness.

If the characters don't have their own ship and need one to get to Callisto, Mr. Ray can also arrange the services of a Pilot and Scout Ship for the characters, compliments of the Naturals Corporation.

#### What Next:

- Check a little deeper on the employer: the Onasis Naturals Corporation of Europa (go to Who's Paying For All This?)
- Try to find more info on Jeremiah Jackson (go to Action Jackson)
- Head to Callisto and Sawmill No. 147 (go to Scene Two)

## Who's Paying For All This?

**(Computers roll)** Checking out the Onasis Naturals Corporation of Europa confirms that it is a powerful and influential company on Europa, owned by the Onasis Aristocrats of Callisto. They have a robust logging operation on the wilderness moon, spanning thousands of acres of thick forest and game reserves. The Current CEO, Montague Onasis the Fourth, resides on Callisto in a luxurious private resort.

The company has in fact posted a 600,000 writ bounty for Jeremiah Jackson, though the corporation has limited who can actually go after it; contracting bounty hunters by bid and ultimately choosing to allow the characters' team the first opportunity.

**Extra Success:** Delving a little deeper reveals an interesting tidbit. It seems that over the past year and a half, the Onasis Naturals Corporation has posted and paid three other bounties in the amount of 600,000 writ, handled through official channels via the CPWR (Callisto Planetary Wildlife Refuge). Though exactly who and what those bounties were for has apparently been

scrubbed from the system. Someone is obviously trying to hide something...

#### What Next:

- Extra Success: Presuming the characters know about it, try to find out more from the CPWR directly (go to You Scratch My Back...)
- Once this lead is played out, go back and try another

## Action Jackson

**(Computers roll)** Checking out Jeremiah Jackson reveals that he is a physically huge man, who is somewhat socially inept, with a number of chips on his shoulder against the Jovian Government. A self-proclaimed anarchist, his younger days were spent as a protester and troublemaker for pretty much any anti-government cause he could find. Later, he disappeared off the radar until recently, where it was clear he had somehow gotten on Callisto and joined the Callisto Mountain Men in causing as much hurt as they could to the superrich and powerful aristocrats who claimed the wilderness moon as their own.

Apparently his current activities have been successful enough to get a bounty posted on him.

**Extra Success:** A deeper search reveals an interesting scrap of information. It seems that over the past year and a half, Jeremiah Jackson has been processed three times by the CPWR (Callisto Planetary Wildlife Refuge) – which means he had to have been brought in on some charge. How he could have been legally processed and then end back up on Callisto – let alone three times in a row – doesn't make sense. Further investigation over the Net along these lines however, comes up blank...

#### What Next:

- Extra Success: Presuming the characters know about it, try to find out more from the CPWR directly (go to You Scratch My Back...)
- Otherwise, this lead is dead, go back and try another

## You Scratch My Back...

If the characters found the suspicious link between the CPWR and either the Onasis Naturals Corporation of Europa, Jeremiah Jackson, or both – they might decide to make a little visit to the State Offices of the Callisto Planetary Wildlife Refuge.

**(Gather Info roll)** When they arrive, they will find it an unhelpful quagmire of bureaucratic doubletalk and red tape. If anyone knows anything about Jeremiah Jackson's past or any other bounties posted by the Onasis Naturals Corporation of Europa – they are not saying – yet seem quite happy to provide the mounds of paperwork that an official inquiry into the matter will take. All of which (as soon as it is submitted) can be processed in a matter of ninety or so days.

Pretty much the only thing helpful they'll do, is confirm the current bounty on Jeremiah Jackson of 600,000 writ, posted by the Naturals Corporation.

**Extra Success** (or if the characters offer a bribe): A little grease never hurt to turn the wheels of the machine a little faster. After making a modest offer for a little 'off the record' information, the characters manage to get a hushed whisper from some nameless clerk, that yes – Jeremiah Jackson has been processed and a 600,000 writ bounty been paid out by the Onasis Naturals Corporation of Europa for him, three times in the last year and a half. Of course the clerk doesn't know how Jeremiah Jackson keeps escaping after his capture, but also states flatly that it isn't really their problem – as it always happens shortly after the CPWR turns Jeremiah Jackson over to the Onasis family.

### What Next:

- Once this lead is played out, go back and try another
- Or head to Callisto and Sawmill No. 147 (go to Scene Two)

## Scene Two

The PCs head to Callisto and the coordinates of Sawmill No. 147. In this case, they have the choice of paying 20,000 writ for a seven minute jump from Europa to Callisto through the Jovian Mini-Gate System, or flying twenty hours through conventional space.

### Landing The Ship

After an uneventful trip from Europa to Callisto, the characters' ship enters orbit and prepares to land. Here Callisto Traffic Control, who requires an authorization code for them to enter Callisto airspace, will hail them. The code is on the permit they received from Mr. Ray, which authorizes them to land on the Onasis Naturals Corporation properties.

The characters are well advised not to mess around with the Callisto Traffic Control in this case, as Callisto Traffic Control keeps an itchy trigger finger on a number of orbiting spy satellites, each armed with multiple salvos of air-to-air missiles; and is more inclined just to shoot down a perceived problem rather than try to solve it diplomatically.

### Welcome to Sawmill No. 124

A map of the Abandoned Sawmill has been provided for this segment of the adventure.

**(Spot roll – highest result)** As the characters bring their ship in over the Abandoned Sawmill for a landing, one of them may catch a brief glimpse of someone moving quickly from the loading dock and into the Sawmill itself. Other than that, there doesn't appear to be anyone around.

Once the characters land, they will approach the Sawmill from the south (bottom of the map).

Note that the outside temperature is currently below freezing, but it shouldn't be a problem for the characters, as we can presume they knew enough about Callisto to bring cold weather clothing.

Another interesting feature of the environment is the perpetual twilight of Callisto. This ranges (depending on how the Sun is reflecting off of Jupiter at the time) from a dull 'daylight', similar to an overcast day on Earth; to full blown star-filled night sky. When the characters arrive on scene, the skies will be pre-twilight, with enough ambient light available to work without penalties to vision based skills.

Below is a brief explanation of the areas in and around the Sawmill and what can be encountered there.

## **Abandoned Sawmill**

The area south of the Sawmill is torn up yet frozen mud, where all the heavy machinery moved about during the normal operations of the mill. To the north of the mill is snow-covered forest.

**(Track roll)** If the characters take the time to check out the perimeter of the mud, where it meets the snowline, they might notice a number of relatively fresh tracks of both man and dogs leading onto and off of the frozen mud.

**Extra Success:** Examining the tracks more closely, reveals that they were made by a single man and two large dogs, moving out from the mill area and then back again a number of times over the last few days. Further, the man was heavier on his return trip (judging by the depth of the return tracks), perhaps indicating that he was out hunting and brought back a catch.

Once the tracks hit the frozen mud, they are too faint to track precisely, but it's plain where they go – to the abandoned sawmill.

## **Control Room**

The Control Room (accessible by a set of metal stairs) stands on thick timber posts fifteen feet above the floor, so as to afford it a clear view of the Giant Table Saw that dominates most of the Mill Room. Various items of storage and large pieces of equipment have been stowed in the space under the Control Room, including about a dozen or so fifty-gallon drums of kerosene and fuel stacked on pallets.

Inside the Control Room itself, are all the controls used to operate the saws, as well as the

overhead crane used to feed logs from the Log Pile outside onto the Giant Table Saw. Because the mill generator has been sabotaged however, there is currently no power to the Control Room.

**GM INFO:** Jeremiah Jackson has rigged a trap for anyone opening the door to the Control Room; though it might be discovered with a successful Opposed Search vs. Conceal 10 roll; or a MTN 10 or Crit Spot roll. If discovered before it is set off, the characters will notice a steel tripwire attached to the inside/top of the door as it is pulled open, which they can disable simply by cutting with a pair of wire snips or the like. If the trap is set off (by fully opening the door without first detaching the tripwire), then a number of giant saw blades (each weighing about 400 pounds) stored above the Control Room will topple down from above, doing 15L PA Damage to anyone on or within five feet of the stairs.

Also, located in the back of the storage space under the Control Room is a trapdoor, hidden under a false pallet. It can be found with a successful Opposed Search vs. Conceal 10 roll; or a MTN 10 or Crit Spot roll. Additionally, the trapdoor is barred from below and will require a MTN 10 Open Locks roll to bypass, or a Hardness 10/Structure 15 to break through.

The trapdoor leads fifteen feet down a steep set of rough-cut timber stairs to the Landing of the Bolt Hole below the mill (see Bolt Hole below).

## **Crane**

A rusty old crane sits to the south of the Loading Dock, its engine apparently having been blown apart at some point with large quantities of dynamite. While it is possible to repair the crane (given a new engine and a ton of Electronics and Mechanics rolls), it is not integral to the adventure.

## **Frozen Mud**

The ground in front of the Loading Dock, Mill, and Log Pile has been torn up and gouged by the treads of the crane and other heavy machinery during the warmer season, making the now frozen and uneven ground somewhat difficult to traverse (treat as rough or uneven ground, which reduces movement to 2/3 that of normal).

## **Generator**

The generator here was once used to power the mill, running off the barrels of diesel fuel stored under the Control Room. Now however, the generator lies in ruin, having been thoroughly sabotaged. While it is possible to repair the generator (given some spare parts and a whole lot of Electronics and Mechanics rolls), it is not integral to the adventure.

## **Giant Table Saw**

The Giant Table Saw (composed of a long row of six foot circular blades) is used to simultaneously cut multiple logs into more manageable lengths of lumber, beams, and planks. The Giant Table Saw is currently inoperable however, until the Generator is either restored or replaced.

## **Loading Dock**

The four foot high concrete loading dock, used to move cut and banded lumber onto transport vehicles, is currently empty.

## **Log Pile**

A tall pile of sixty foot logs rests here, where under normal operations of the sawmill, they would be pulled by the overhead crane into the Mill Room and onto the Giant Table Saw.

**GM INFO:** The Log Pile is not the most stable of things and can be dangerous to walk on. Anyone climbing on or over the logs must make a Balance roll or Reaction Save (use the better of the two) for each Move Action taken, or get a log rolled over their foot or leg, taking a flat 4S Damage (no X-Damage). In the case of a Botch however, the character will also get a leg trapped under the log, until he can make an Escape roll, or move the 1500 pound log.

## **Mill Room**

The Mill Room is a wide open area with a thick carpet of sawdust that houses the Giant Table Saw, Control Room, Generator, and an overhead crane used to pull logs in from the Log Pile and place them on the Giant Table Saw. A few kerosene burning heat blowers (each about three feet long and secured to a pallet) are located in the corners or the Mill Room floor, used during normal operations to warm the area; though it is clear that none have been lit in quite a while.

## **Tree Line**

The snow covered area here is the beginning of a deep forest of trees. Because of the snow's depth (just over a foot), movement through the area is reduced to 2/3 that of normal.

**GM INFO:** In addition, Jeremiah Jackson has scattered some large steel-jawed bear traps about, hidden under the snow. While Jeremiah Jackson and his fellow Mountain Men know where the traps are (and thereby where not to step), characters are not so lucky.

Those who move through the area around the trees must make a Reaction Save every thirty feet, or have bear trap clamp down on their leg for 3L (plus the X-roll of the failed Save) in Damage and gain the Bum Leg Flaw until the damage is healed. Additionally, the bear traps are chained down and will hold a victim to that spot, until a Full Round Action is spent to open the jaws, where they can then free their trapped appendage.

## **Bolt Hole**

Hidden under the Sawmill; Jeremiah Jackson's secret hideout – see Bolt Hole map.

## **Bunker**

A bed, table, and kerosene heater occupy this chamber, which is ten feet lower than the level of the Landing above. A set of storage shelves, full of supplies and equipment, has also been built into a natural recess in the north wall of the chamber, while two passages exit the area – a gentle upward slopping passage to the west, leading back to the Landing; and a steep forty five degree slope (requiring a Climb roll to navigate) to the northeast that heads up to the Rise.

The equipment on the shelves consists of a breaking and entering kit, construction tools, optical binoculars, an outdoor gear kit, and a half dozen signal flares.

**GM INFO:** Jeremiah Jackson is hiding in the passage west of the Bunker, waiting to Bumrush (into the Well shaft) anyone coming down the tunnel from the Landing, while also providing cover from anyone coming down the slope to the northeast.

## Landing

The trapdoor under the Control Room in the mill above leads fifteen feet down a steep set of rough-cut timber stairs. At the bottom of the stairs is a landing, where two tunnels lead out – one to the east and one to the south that drops down at a gentle slope. Also in the chamber is a beat up old deep freezer along the north wall. While there is no power down here to plug the deep freezer into, it stays cold because of some large blocks of ice, a number of frozen trout, and some wrapped deer steaks kept within.

## Rise

A chamber opens in the tunnels here, up a five foot rise above the tunnel floor.

**GM INFO:** Jeremiah Jackson's two hunting dogs (mastiff poodles) are kenneled on the natural shelf of the chamber – usually in two large cages along the north wall. Currently however, the dogs are free and will silently attack anyone that comes near the rise (or if called to do so by Jeremiah Jackson).

Also in the chamber is a supply of dog food and a narrow passage leading out to the east. The passage itself is not so narrow as to require an Escape roll to move through, except by those with the Big'Un Flaw. Jeremiah Jackson is an exception however, as he is familiar with the tunnel and knows how to twist and turn to get through it.

The passage leads one hundred and fifty feet east at a slight upward slope, where it ends at a rough-cut timber ladder with a shovel leaning nearby. The ladder climbs ten feet up to a trapdoor above that would normally open under some brush east of the Sawmill. Currently however, the trapdoor is snow-covered and frozen shut. Jeremiah Jackson was recently using the shovel in an attempt to force open the trapdoor, but had to abandon his efforts when the characters discovered his bolt hole. He didn't want to face them here in the cramped confines of the narrow passage, so he left the shovel and hurried back to the main tunnels.

## Well

A wide shaft drops off the side of the main tunnel here, falling sixty feet into a twenty foot deep pool of frigidly cold water. Near the edge of the

shaft is a bucket and coiled rope, used to pull fresh water up from the pool below.

**GM INFO:** Jeremiah Jackson is hiding in the passage east of the shaft, waiting to Bumrush (into the shaft) anyone coming down the tunnel from the Landing.

Anyone falling into the well from above will take 15SL Damage, as they tumble down the shaft and into the freezing cold water. Once in the water, Swim rolls are not necessary, as one can simply hold onto the rocky sides of shaft. If for some reason they cannot climb back out of the water however, the incredibly cold temperature of it will cause 5SL Damage for every minute spent within.

# Scene Three

## Going Somewhere?

Once the characters have Jeremiah Jackson and are exiting the Sawmill, they will run into some friends of his – a small number of Callisto Mountain Men coming to his aid after having seen the characters' ship coming in.

Two of the grizzly looking Mountain Men stand with hunting rifles at the south end of the Log Pile, waiting to engage the characters in dialog, while a third and fourth Mountain Man have taken up sniper positions – one in the trees to the north of the Loading Dock and one atop the derelict Crane.

When the characters and the Mountain Men meet, the leader of these Mountain Men will hail them, though it is clear they are ready for a firefight if it comes to that.

“We need to talk before you take Jackson in again...”

At that point, one of the other Mountain Man will add – “How many times is *Old Monti* gona try an pull this crap before he realizes he just ain't gona catch old Jeremiah Jackson? Give the man a break already!”

If Jeremiah Jackson is conscious and able to speak, he'll reply – “Hey, it ain't no thing! Let them take me in – I'll give Monti the slip like I always do!”

If the characters give the Mountain Men a chance to talk or think to ask what this is all about, the Mountain Men will explain:

“Ya see, the Onasis Naturals Corporation CEO, Montague Onasis the Fourth has a thing for staging his own little ‘Martian Hunts’ – you know the kind, where some poor shlub is released into the wilderness, only to be tracked down and killed like some kind of animal.

Old Monti hit a snag in his hunts though, when he got a hold a Jeremiah Jackson. When Jackson managed to escape the hunt, Montague was tee'd off enough to put a bounty on 'im, just so he could try again. Sort of a ‘redo’ if ya will.

But yeah, imagine his *Old Monti*'s embarrassment when Jackson escaped a second time.

Ya might say Old Montie has become a little obsessed with Jackson. He won't stop till he gets him under his own set of rules. This here is the fourth time Jackson's been bountified.

You guys will take him to Europa and he'll be back here on Callisto within a few hours, once again playing in Old Monti's twisted game. And when Jackson gets away again, the whole mess will start all over.

But there may just be a way we can solve this here dilemma and still get you paid to boot...”

**GM INFO:** What the Mountain Man is saying is true; Montague really has been staging his own redo ‘Martian Hunts’ starring Jeremiah Jackson.

And, while everyone in the Jovian Aristocracy is willing to turn a blind eye to the occasional ‘Martian Hunt’, the practice is still illegal within the Jovian system, so Montague has also been scrubbing the records, in order to prevent the duplicate bounties on the same guy from showing up to bite him in the backside later on.

## Deal or No Deal

Presuming the characters let him, the Mountain Man will continue:

“The problem is that Old Monti isn't going to stop until he's off'd Jackson in one of his manhunts; so keeping him from being turned in is just going to bring one bounty hunting team after another tracking him down. The problem though, is that each time Ol' Montie captures Jackson, they take him out to some remote spot for their little hunt. We don't know when or where that's going to be. Jackson is good – real good – but at some point his luck will run dry and Monti will move on to some other poor fool. This time though, we're gona stack the cards in Jackson's favor.”

The Mountain Man will then produce from his pocket a tracking device about the size of a flashlight battery.

“This here is a Net activated tracking beacon. It goes in Jackson and then we wait till he's back on Callisto. At that point, the tracking device will self-activate across the Net and show us where they take him for their hunt. Only this time Jackson won't be alone. Me and my boys will be there with a nice little surprise for Ol' Montie...”

“All you have to do then is let us put this here tracking device in Jackson, turn him in, collect yer money, and keep yer mouth's shut. We'll take care of the rest from there.”

**(Diplomacy roll (or) Opposed Bluff vs. Sense Motive roll)** Getting the Mountain Men to allow the characters to take Jeremiah Jackson, requires convincing them that they will actually go along with the plan after they get him back to Europa. This will take a successful Diplomacy roll if the characters actually intend to help – or a successful Opposed Bluff vs. Sense Motive roll if the characters are just telling the Mountain Men what they want to hear in order to collar Jeremiah Jackson.

Once that is out of the way (or the firefight ends in the character's favor), they can take Jeremiah in and collect the bounty.

# Epilog

Presuming the characters made it off Callisto alive and with their bounty, they can turn Jeremiah Jackson into the CPWR (Callisto Planetary Wildlife Refuge) for the 600,000 writ reward.

If they made a deal with the Callisto Mountain Men and provided Jeremiah with a tracking device before turning him in, then an interesting news story will appear over the Net a few days later.

“It seems that the CEO Montague Onasis the Fourth, of the Onasis Naturals Corporation of Europa, was killed recently in a hunting mishap during a trip to Callisto. Officially on a quail hunt, the CEO died of injuries sustained from a fall over a cliff when the trail gave way beneath him and his hunting party. There were no survivors.”

If Jackson did not have the tracking device when he was turned in, a few weeks later a new bounty on him will appear – though due to the bounty being brokered by an agent of the Onasis Naturals Corporation, the characters will not be eligible to go after it. Further, if they think to look, they will see that the record of their own collar of Jeremiah will have been scrubbed from the system.

That and they will now have the Enemy Flaw (Mountain Men) for their troubles.

END

# Stat Sheet

## Jeremiah Jackson

### Abilities

Str 6; Agi 3; Con 4; Int 3; Wis 3; Pre 3; Vitality (0) 28; Wounds (-2) 14

### Saves

React 8; Endure 9; Will 8; Luck 4; Surge 3

### Movement

Init 15; Speed 25 Ft; Run 150 Ft

### Attacks

Unarmed Strike 9/6S; Grapple Moves; Combat Knife 9/8L; Deck Pistol 12/8L/40 Ft (12); Sport Shotgun 12/10L/100 Ft (2)

### Combat Skills

Dodge 11 (4+1); Feint 6; Grapple 15 (5+1); Melee 9 (3); Ranged 11 (4+1); Target 6; Throw 9 (3); Unarmed 9 (3)

### All Other Skills

Balance 9 (3); Bluff 4 (-2); Climb 13 (4); Conceal 10 (4); Construction 10 (4); Diplomacy 4 (-2); Disguise 6; Drive 6; Earth Sciences 9 (3); Escape 9 (3); Gamble 6; Gather Info 4 (-2); General Knowledge 6; Handle Animal 11 (4+1); Hide 11 (4+1); Intimidate 13 (4); Jump 13 (4); Listen 11 (4+1); Move Silently 11 (4+1); Ride 10 (3+1); Search 9 (3); Sense Motive 7 (+1); Social Sciences 7 (1); Spot 11 (4+1); Survival 11 (4+1); Swim 12 (3); Taunt 9 (3); Track 10 (4); Treat Injury 9 (3)

### Edges

Agile; Alert; Lucky; Combat Reflexes; Evasion; Grappler; Hard To Kill; Martial Artist; Martial Throw; Rapid Strike; Rugged; Stealthy; Toughness

### Flaws

Big 'Un; Bounty Head; Intolerant (Government); Outlaw; Uncouth

### Equipment

Normal Load 150; Encumbered 300; Limit 450; Drag 1800

Camouflage, cold weather clothing, deck pistol, sport shotgun, shotgun and pistol ammo

### Notes

Jeremiah Jackson's tactics are to use his Grappling skill to Bumrush as many of the characters as he can into the Well shaft. He also has his deck pistol in hand, because he can use it with his grappling maneuvers. If it looks like the characters will stay out of Close Quarter Combat range, he'll use his sport shotgun, which he currently has strapped to his back. Presuming the characters haven't already dealt with them, Jeremiah can also call his dogs to his side to help attack any intruders.

## Mastiff Poodles (2 Extras)

### Abilities

Str 3; Agi 3; Con 3; Int 1; Wis 1; Pre 2; Vitality (0) 22;  
Wounds (-2) 8

### Saves

React 8; Endure 8; Will 6

### Movement

Init 9; Move 35 ft (Run 105)

### Attacks

Bite 11/2L; Grapple Moves (Bumrush, Hold, and Trip only)

### Combat Skills

Dodge 9 (3); Grapple 9 (3); Unarmed 11 (5)

### All Other Skills

Balance 6; Climb 3 (-3); Conceal 4; Escape 6; Hide 8 (+2); Intimidate 8 (3); Jump 6 (3-3); Listen 7 (3); Move Silently 6; Search 7 (3); Sense Motive 4; Spot 7 (3); Survival 6 (2); Swim 10 (3+1); Track 9 (3+2)

### Edges

Athletic; Fast; Skill Focus (track); Toughness; Track by Scent

### Flaws

Short; Additional Penalties (-4 Climb)

### Equipment

Normal Load 20; Encumbered 100; Limit 150; Drag 600  
None

### Notes

The Mastiff Poodles (Fluffy and Mr. Charles) are *really* big wirehaired dogs, trained not to bark or growl before they attack. They are also quite skilled at knocking over, or biting and pulling, prey down (represented by the Grapple Trip maneuver).

## Mountain Man Leader

### Abilities

Str 4; Agi 3; Con 4; Int 3; Wis 3; Pre 3; Vitality (0) 26;  
Wounds (-2) 9 (Armor 10)

### Saves

React 8; Endure 9; Will 8; Luck 3; Surge 4 / 4

### Movement

Init 11; Speed 30 Ft; Run 120 Ft

### Attacks

Unarmed Strike 9/4S; Grapple Moves; Combat Knife 9/6L; Magnum Revolver 10/10L/50 Ft (6); Hunting Rifle 12/14L/400 Ft (5); Dynamite (Thrown) 9/8L A15'r♣/20x Ft (8)

### Combat Skills

Dodge 9 (3); Feint 6; Grapple 11 (4); Melee 9 (3); Ranged 11 (4+1); Target 6; Throw 9 (3); Unarmed 9 (3)

### All Other Skills

Balance 9 (3); Bluff 6; Climb 12 (4+1); Conceal 10 (4); Construction 9 (3); Demolitions 10 (4); Diplomacy 10 (4); Disguise 6; Drive 6; Earth Sciences 9 (3); Escape 6; Gamble 9 (3); Gather Info 9 (3); General Knowledge 6; Handle Animal 10 (3+1); Hide 10 (4); Intimidate 11 (4); Jump 12 (4+1); Listen 11 (4+1); Move Silently 10 (4); Ride 10 (3+1); Search 9 (3); Sense Motive 11 (4+1); Spot 11 (4+1); Survival 12 (5+1); Swim 11 (3+1); Taunt 9 (3); Track 11 (5); Treat Injury 9 (3)

### Edges

Alert; Athletic; Born Leader; Marksman; Rapid Shot; Rugged; Sharpshooter; Spirited; Toughness

### Flaws

Code of Honor (loyal to fellow Mountain Men); Intolerant (Government); Outlaw

### Equipment

Normal Load 75; Encumbered 150; Limit 225; Drag 900

Armored vest, camouflage, cold weather clothing, combat knife, magnum revolver, hunting rifle with electronic scope, pistol and rifle ammo, dynamite, demolitions kit, outdoor gear kit

### Notes

Set Dynamite 8L PA15'r♣

## Mountain Men (3 Extras)

### Abilities

Str 3; Agi 3; Con 3; Int 3; Wis 3; Pre 3; Vitality 24;  
Wounds 8

### Saves

React 8; Endure 8; Will 8

### Movement

Init 11; Speed 30 Ft; Run 90 Ft

### Attacks

Unarmed Strike 9/3S; Grapple Moves; Combat Knife  
9/5L; Sport Rifle 11/12L/300 Ft (10)

### Combat Skills

Dodge 9 (3); Feint 6; Grapple 9 (3); Melee 9 (3);  
Ranged 11 (4+1); Target 6; Throw 9 (3); Unarmed 9  
(3)

### All Other Skills

Balance 9 (3); Bluff 4 (-2); Climb 9 (3); Conceal 8 (3);  
Construction 9 (3); Diplomacy 4 (-2); Disguise 6; Drive  
6; Escape 6; Gamble 9 (3); Gather Info 4 (-2); General  
Knowledge 6; Handle Animal 7 (+1); Hide 9 (3);  
Intimidate 9 (3); Jump 9 (3); Listen 10 (3+1); Move  
Silently 9 (3); Ride 7 (+1); Search 9 (3); Sense Motive  
10 (3+1); Spot 10 (3+1); Survival 11 (4+1); Swim 9  
(3); Taunt 6; Track 9 (3); Treat Injury 9 (3)

### Edges

Alert; Marksman; Rapid Shot; Rugged; Toughness

### Flaws

Code of Honor (loyal to fellow Mountain Men); Heavy  
Drinker; Outlaw; Uncouth

### Equipment

Normal Load 50; Encumbered 100; Limit 150; Drag  
600

Camouflage, cold weather clothing, combat knife,  
sport rifle with optical scope, rifle ammo, outdoor gear  
kit, optical binoculars, whiskey

### Notes

Notes

# Bounty Head BEBOP

**Name:** \_\_\_\_\_

Bounty Hunter

## Abilities

Str 3; Agi 4; Con 3; Int 3; Wis 3; Pre 4;  
Vitality (0) 14; Wounds (-2) 8

## Saves

React 9; Endure 8; Will 8; Luck 4; Surge 3

## Movement

Init 12; Move 30 ft (Run 90)

## Attacks

Unarmed Strike 10/3S; Grapple Moves;  
Deck Pistol 11(12)/8L/40 ft (12); Police  
Riot Gun (*shot*: 11/10L/100 ft (8) or  
*thumper*: 11/10L/100 ft (8)); Spray Mace  
13/♠/10(flat) ft (5)

## Combat Skills

Dodge 15 (4+5); Feint 7; Grapple 11 (5);  
Melee 7; Ranged 10 (3); Target 6; Throw  
7; Unarmed 10 (3)

## All Other Skills

Balance 7; Bluff 10 (3); Climb (7.5') 9 (3);  
Conceal 6; Diplomacy 7; Disable Device  
12 (5+1); Disguise 6; Drive 7; Electronics 7  
(1); Escape 7; Gamble 6; Gather  
Information 10 (3); General Knowledge 6;  
Hide 11 (3+1); Intimidate 7; Interrogation  
7 (1); Jump (15'l/3'h) 9 (3); Listen 6; Move  
Silently 11 (3+1); Open Locks 13 (5+1); Ride  
7; Search 9 (3); Sense Motive 9 (3); Spot 9  
(3); Streetwise 11 (5); Swim (7.5') 6; Taunt  
7; Treat Injury 6

## Edges

Mobility; Lucky; Saboteur; Stealthy

## Flaws

Mistaken Identity

**Equipment** *Normal Load 50; Encumbered  
100; Limit 150; Drag 600*

Street Punk Wear; Cold Weather Clothing;  
Deck Pistol w/ Laser Sight; Police Riot  
Gun; Spray Mace; Electronic Binoculars;  
Electronic Compass; Handcuffs (2); Laser  
Microphone; Lock Picks; Micro Comlink;  
Notebook Computer; Permit to Carry  
Firearm; Permit to Hunt Bounty; Pocket  
Secretary; SOL Phone; White Noise  
Generator

Utility Vehicle: Handling 0; Armor 0;  
Structure 20; Systems 10

## Notes

### **Mobility**

*The character is skilled at dodging past  
opponents and can move through an  
opponent's space when taking back-to-back  
Move Actions.*

# Bounty Head BEBOP

**Name:** \_\_\_\_\_

Private Investigator

## Abilities

Str 3; Agi 3; Con 3; Int 3; Wis 4; Pre 4;  
Vitality (0) 15; Wounds (-2) 8

## Saves

React 8; Endure 8; Will 9; Luck 3; Surge 3

## Movement

Init 12; Move 30 ft (Run 90)

## Attacks

Unarmed Strike 6/3S; Deck Pistol  
10/8L/40 ft (12)

## Combat Skills

Dodge 9 (3); Feint 7; Grapple 6; Melee 6;  
Ranged 9 (3); Target 6; Throw 6; Unarmed  
6

## All Other Skills

Balance 6; Bluff 7; Climb (7.5') 6; Conceal  
7; Diplomacy 11 (4); Disguise 11 (4); Drive  
6; Electronics 7 (1); Escape 6; Gamble 7;  
Gather Information 12 (5); General  
Knowledge 6; Hide 10 (4); Intimidate 7;  
Interrogation 11 (4); Jump (15'l/3'h) 6;  
Listen 11 (4); Move Silently 10 (4); Open  
Locks 10 (4); Political Sciences 7 (1); Ride 4  
(-2); Search 11 (5); Sense Motive 12 (5);  
Spot 11 (4); Streetwise 12 (5); Swim (7.5')  
6; Taunt 7; Treat Injury 7

## Edges

Low Profile; Linguist (English, French,  
Japanese, Latin); Information Broker; Judicial  
Ties

## Flaws

Soft

**Equipment** *Normal Load 50; Encumbered  
100; Limit 150; Drag 600*

Business Wear; Cold Weather Clothing;  
Deck Pistol; Audio Recorder; Breaking and  
Entering Kit (crowbar, cutting torch, duct  
tape, flashlight, grapple gun w/ auto-winch,  
rope, wire cutters); Bug Detector; Bugs (6);  
Cell Phone; Electronic Binoculars; Hidden  
Video Recorder; Laser Microphone; Line  
Tap; Lock Picks; Micro Comlink; Notebook  
Computer; Permit to Carry Firearm;  
Pocket Secretary; Professional Disguise  
Kit; Tracking Device; Tranquilizer (10  
doses); Video Recorder; Voice Stress  
Analyzer; White Noise Generator

Luxury Car: Handling 0; Armor 0; Structure  
20; Systems 10

## Notes

### **Low Profile**

*The character easily blends into a crowd or has a forgettable face. Opponents suffer a -4 penalty when trying to recognize the character through the Spot skill (nice for those with a bounty out on them).*

# Bounty Head BEBOP

**Name:** \_\_\_\_\_  
X SSPB Agent

## Abilities

Str 4; Agi 3; Con 4; Int 3; Wis 3; Pre 3;  
Vitality (0) 16; Wounds (-2) 14 (Armor 10)

## Saves

React 8; Endure 9; Will 8; Luck 3; Surge  
3/3

## Movement

Init 13; Move 30 ft (Run 120)

## Attacks

Unarmed Strike 6/4S; Grapple Moves;  
Magnum Revolver 8/10L/50 ft (6); Police  
Riot Gun 10/10L/100 ft (8); Spray Mace  
12/♠/10(flat) ft (5)

## Combat Skills

Dodge 8 (4-2); Feint 7 (+1); Grapple 8 (3-2);  
Melee 7 (3-2); Ranged 9 (5-2); Target 7 (+1);  
Throw 4 (-2); Unarmed 6 (2-2)

## All Other Skills

Balance 4 (-2); Bluff 7 (+1); Climb (7.5') 5 (-  
2); Conceal 7 (+1); Diplomacy 9 (2+1);  
Disguise 7 (+1); Drive 6 (2-2); Escape 4 (-2);  
Gamble 7 (+1); Gather Information 11  
(4+1); General Knowledge 7 (+1); Hide 7 (3-  
2); Intimidate 10 (3+1); Interrogation 11  
(4+1); Jump (20'1/4'h) 5 (-2); Listen 10 (3+1);  
Move Silently 7 (3-2); Pilot 6 (2-2); Political  
Sciences 8 (1+1); Ride 4 (-2); Search 10  
(3+1); Sense Motive 10 (3+1); Spot 10 (3+1);  
Streetwise 11 (4+1); Swim (7.5') 5 (-2);  
Taunt 7 (+1); Treat Injury 10 (3+1)

## Edges

Born Leader; Threat Assessment; Combat  
Reflexes; Hard to Kill; SSPB Ties

## Flaws

Geezer; Heavy Drinker

**Equipment** Normal Load 75; Encumbered  
150; Limit 225; Drag 900

Casual Wear; Cold Weather Clothing;  
Police Armored Vest; Magnum Revolver;  
Police Riot Gun; Spray Mace; Cell Phone;  
Electronic Binoculars; Handcuffs (2); Micro  
Comlink; Permit to Carry Firearm; Permit  
to Hunt Bounty; Permit to Wear Armor;  
Pocket Secretary

Sports Car: Handling +2; Armor 0; Structure  
20; Systems 10

## Notes

### **Born Leader**

*The character has the natural ability to encourage, motivate, and push others beyond their normal limitations. The character gains a second set of Surge Points (equal to his own), which he can give to others within the sound of his voice. Unlike his personal Surge Points, these are not limited to being spent just one per round.*

### **Threat Assessment**

*The character knows how to assess an opponent's skill in comparison to his own. By spending one Action, the character can try to make a Sense Motive roll to determine whether the opponent is less skilled, about the same, or more skilled in a particular area than the character.*

# Bounty Head BEBOP

**Name:** \_\_\_\_\_  
Mercenary

## Abilities

Str 5; Agi 3; Con 4; Int 3; Wis 3; Pre 2;  
Vitality (0) 27; Wounds (-2) 14 (Armor 10)

## Saves

React 8; Endure 9; Will 8; Luck 3; Surge 3

## Movement

Init 9; Move 30 ft (Run 150)

## Attacks

Unarmed Strike 10/5S; Grapple Moves;  
Combat Axe 10/8L; Military Sidearm  
11(12)/10L/50 ft (8); Police Riot Gun  
12/10L/100 ft (8); Thrown Dynamite 9/8L  
A15'r/20x ft

## Combat Skills

Dodge 10 (4); Feint 5; Grapple 12 (4);  
Melee 11 (5); Ranged 11 (4+1); Target 10  
(4); Throw 9 (3); Unarmed 10 (4)

## All Other Skills

Balance 6; Bluff 3 (-2); Climb (7.5') 11 (3);  
Conceal 9 (3); Demolitions 11 (5);  
Diplomacy 3 (-2); Disguise 6; Drive 6;  
Escape 6; Gamble 6; Gather Information  
3 (-2); General Knowledge 6; Gunsmith 10  
(4); Hide 6; Intimidate 12 (4); Interrogation  
7 (1); Jump (25'l/5'h) 11 (3); Listen 6; Move  
Silently 6; Operate Heavy Machinery 8 (2);  
Ride 6; Search 6; Sense Motive 6; Spot 9  
(3); Survival 8 (2); Swim (7.5') 8; Taunt 5;  
Treat Injury 9 (3)

## Edges

Rapid Shot; Hard to Kill; Toughness;  
Marksman

## Flaws

Uncouth

**Equipment** *Normal Load 100; Encumbered  
200; Limit 300; Drag 1200*

Camouflage (all types); Cold Weather  
Clothing; Police Armored Vest; Combat  
Axe; Military Sidearm w/ Laser Sight;  
Police Riot Gun; Dynamite (12); Cell  
Phone; Demolitions Kit; Electronic  
Binoculars; Electronic Compass; Gasmask;  
Micro Comlink; Outdoor Gear Kit  
(backpack, sleeping bag, tent, flashlight,  
lantern, signal flares, 150' rope, climbing  
gear, survival kit); Pain Killer (10 doses);  
Pocket Secretary; Sports Equipment  
(diving gear, hang gliders, parachutes, skis,  
snow mobiles)

Utility Vehicle w/ Vehicle Mounted Cable  
Winch: Handling 0; Armor 0; Structure 20;  
Systems 10

## Notes

### **Rapid Shot**

*The character has superior speed and grace with bows and the like. He can use back-to-back Attack Actions (Attack + Attack) when using the Ranged skill, without spending Surge Points during combat.*

# Bounty Head BEBOP

**Name:** \_\_\_\_\_  
Gearhead

## Abilities

Str 3; Agi 4; Con 3; Int 4; Wis 3; Pre 3;  
Vitality (0) 25; Wounds (-2) 8

## Saves

React 9; Endure 8; Will 8; Luck 3; Surge 3

## Movement

Init 12; Move 30 ft (Run 90)

## Attacks

Unarmed Strike 12/3S; Brass Knuckles  
12/4S; Heavy Tool 8/4S; Deck Pistol  
11/8L/40 ft (12); Thrown Dynamite 7/8L  
A15'r♠/20x ft

## Combat Skills

Dodge 12 (5); Feint 6; Grapple 6; Melee 10  
(3); Ranged 10 (3); Target 10 (3); Throw 7;  
Unarmed 12 (5)

## All Other Skills

Balance 7; Bluff 6; Climb (7.5') 6;  
Computers 9 (2); Conceal 6; Construction  
10 (3); Demolitions 12 (5); Diplomacy 6;  
Disable Device 12 (5); Disguise 6; Drive 9  
(2); Electronics 12 (5); Escape 7; Gamble  
6; Gather Information 6; General  
Knowledge 7; Hide 7; Intimidate 6; Jump  
(15'l/3'h) 6; Listen 3 (-3); Mechanics 16  
(5+4); Move Silently 7; Open Locks 11 (4);  
Operate Heavy Machinery 9 (2); Pilot 12  
(5); Ride 7; Search 7; Sense Motive 6;  
Spot 6; Swim (7.5') 6; Taunt 10 (4); Treat  
Injury 6

## Edges

Gearhead; Skill Focus (mechanics);  
Spacecraft (frigate); Spacecraft (scout  
ship); Toughness

## Flaws

Chain Smoker; Impaired Hearing

**Equipment** *Normal Load 50; Encumbered  
100; Limit 150; Drag 600*

Street Punk Wear; Cold Weather Clothing;  
Brass Knuckles; Deck Pistol; Computer  
Workstation; Construction /Electronics  
/Mechanics Tools (common tools, chain  
hoist, cutting torches, fire extinguisher,  
portable generator, protective goggles,  
respirator, welding equipment); Demolitions  
Kit; Diagnostic Scanner; Dynamite (12);  
Emergency Beacon; Lock Picks; Micro  
Comlink; Permit to Carry Explosives;  
Permit to Pilot Spacecraft; Pocket  
Secretary; SOL Phone; Vac Suit; VR  
Goggles; Zero-G Harness

Motorcycle: Handling +3; Armor 0; Structure  
10; Systems 10

Frigate: Handling 0; Armor 25; Structure  
100; Systems 40  
Sturdy; Water Landing (F)

Scout Ship: Handling +1; Armor 15;  
Structure 50; Systems 20

Armed; Stealthy; 20mmL police ship guns  
+0/16L/PB; Air-to-Air Missiles +0/26L A40'r/L  
(6); Chaff Defense (6)

## Notes

none

# Bounty Head BEBOP

**Name:** \_\_\_\_\_  
Scoundrel

## Abilities

Str 4; Agi 4; Con 3; Int 3; Wis 2; Pre 4;  
Vitality (0) 14; Wounds (-2) 8

## Saves

React 9; Endure 8; Will 7; Luck 3; Surge 3

## Movement

Init 11; Move 40 ft (Run 160)

## Attacks

Unarmed Strike 7/4S; Combat Knife  
11/6L; Deck Pistol 12/8L/40 ft (12)

## Combat Skills

Dodge 12 <sup>(5)</sup>; Feint 12 <sup>(5)</sup>; Grapple 7;  
Melee 11 <sup>(4)</sup>; Ranged 11 <sup>(4)</sup>; Target 6;  
Throw 7; Unarmed 7

## All Other Skills

Appraise 9 <sup>(3)</sup>; Artistry 8 <sup>(3)</sup>; Balance 7;  
Bluff 13 <sup>(5+1)</sup>; Climb (10') 7; Conceal 5;  
Diplomacy 8 <sup>(+1)</sup>; Disguise 5; Drive 7;  
Escape 7; Forgery 11 <sup>(5)</sup>; Gamble 8 <sup>(3)</sup>;  
Gather Information 11 <sup>(3+1)</sup>; General  
Knowledge 6; Hide 10 <sup>(3)</sup>; Intimidate 7;  
Jump (20'l/4'h) 7; Listen 8 <sup>(3)</sup>; Move  
Silently 10 <sup>(3)</sup>; Ride 7; Search 6; Sense  
Motive 8 <sup>(3)</sup>; Spot 5; Streetwise 10 <sup>(5)</sup>;  
Swim (10') 7; Taunt 10 <sup>(3)</sup>; Treat Injury 5

## Edges

Mobility; Charismatic; Fast; Underworld Ties

## Flaws

Distinctive Features (extensive tattoos)

**Equipment** *Normal Load 75; Encumbered  
150; Limit 225; Drag 900*

High Fashion Wear; Cold Weather

Clothing; Combat Knife; Deck Pistol; Cell  
Phone; Micro Comlink; Pocket Secretary

Sports Car: Handling +2; Armor 0; Structure  
20; Systems 10

## Notes

### **Mobility**

*The character is skilled at dodging past  
opponents and can move through an  
opponent's space when taking back-to-back  
Move Actions.*

## Using Luck and Surge

### Luck

Luck Points can be spent for the following Luck Options:

- Reduce a MTN by 4 (before or after the roll)
- Add a +4 Bonus to one die roll (before or after the roll)
- Take a Faulty Success instead of rolling the die (only if rolling is an option)
- Negate a Botch or an opponent's Crit
- Not As Bad As It Looks (take only 1/2 damage from a single attack; this Option cannot be used twice on the same attack to reduce damage to zero)
- Lucky Break (for inspiration from the GM to help move the game along or for a plot twist in the character's favor)
- Escape Death (to Stabilize a Dying character and ignore further damage for the rest of the Scene)

### Surge

Surge Points can be spent for the following Surge Options:

- +2 STR for one round
- Take an Extra Action
- Interrupt another's Action (changes character's Initiative Order for the combat)
- Make back-to-back Attack or Defense Actions without the Rapid or Evasion Edges
- Shake off Stunned Condition
- Shake off KO'd or Unconscious Condition
- Shake off one level of Fatigue
- Shake off Shaken or Panicked Condition
- Overcome Injury (take an Action while Disabled without going to Dying)

Both Luck and Surge can be spent each round as Free Actions.

Luck can be spent as many times per round as the player wants, though it is advised not to use up all your Luck in one round.

Surge can only be used once per round (except with the Heroic Surge Edge). Unlike Luck, Surge can also be used without spending Surge Points, at the cost of Fatiguing the character afterwards.

### Recovering Luck And Surge

Luck and Surge Points completely refresh at the start of each game session. Or at the rate of 1 point of each per day.

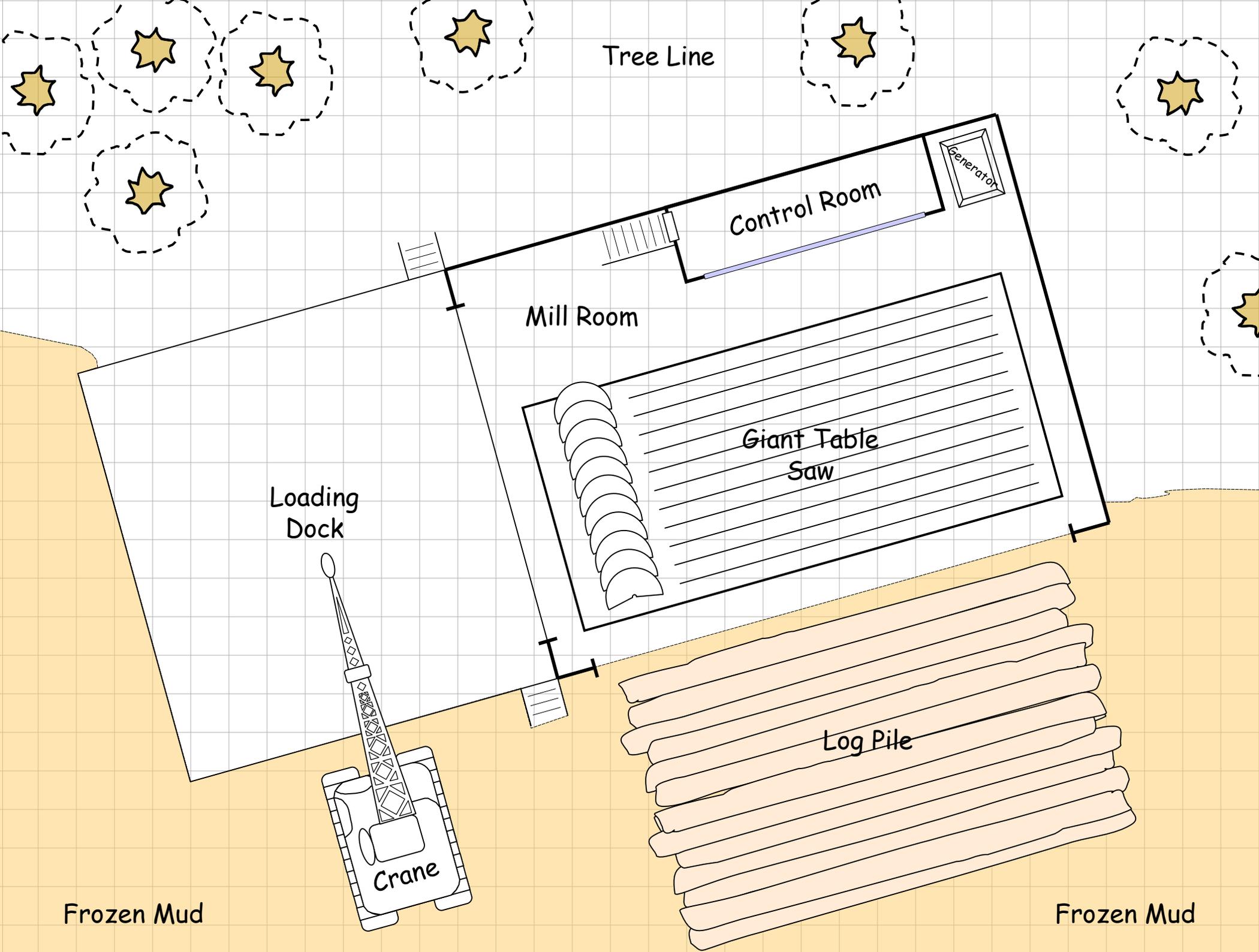


Satellite Map ◀ ▶



**Sawmill No. 147**  
Coordinates 41.317578,-81.164918

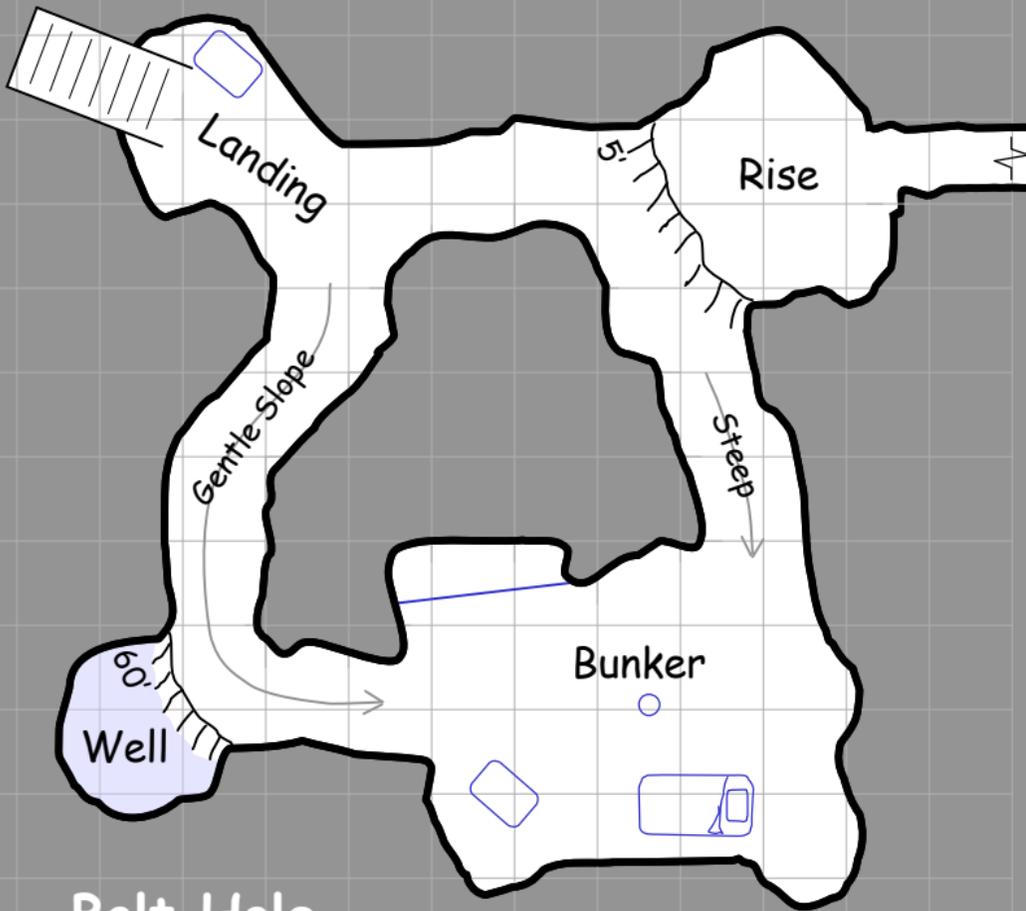




Frozen Mud

Frozen Mud

# Abandoned Sawmill



**Bolt Hole**