

Everyone's favorite surprise game show!

A Savage Worlds Sci-fi Dark Comedy One Shot By: Kyle Carty

This adventure is designed for Novice characters, though it is easily modified for more powerful streamers.

BACKGROUND

Kaneo Rikka was always an opportunistic scumbag. He tried his hand at all manner of odd jobs until he finally found something he was great at. He now serves as the producer and host of one of the most wildly popular Holo-Net livestream gameshows around: Cryo-Waken. The premise is simple, Kaneo has bought out the cryostasis contracts for individuals who signed on with companies that have since gone out of business, had their home planet destroyed, or undergone another issue that has ended their service. Kaneo then sorts through the lists of contracts, finds interesting individuals, and places them aboard a carefully constructed "derelict" space ship that has a "deadly" monster on board that is "killing" the crew. The contestants wake up and must learn about their situation, arm themselves, evade the episode's monster, escape from the derelict ship, and safely board another ship. All of this occurs while Kaneo streams the game to hundreds of thousands of adoring fans who can interact with the show through donations that make it easier or more difficult, place bets, and cheer or jeer the contestants' actions.

THE GAME BEGINS

The player characters are this episode's contestants and they have no idea where they are or how they got here. They may not even speak the same language but fear is almost universal. The cryopods open and the contestants find themselves in a dingy medical room.

The ship they find themselves on is fairly large but not overwhelmingly so. It contains a bridge with a damaged communication station, a large multi-sectional cargo bay, a large but dense engine room, a medical bay, a workshop, three cabins, a bunkhouse, a thoroughly picked through armory with Busted equipment, several miscellaneous auxiliary rooms, and a damaged but unlaunched escape pod.



The ship has several scattered pieces of equipment in its various rooms. void suits that need patching, damaged laser pistols and rifles, two stimpacks in the medical bay, a monomolecular knife, a damaged breastplate of battle armor (+4 Armor), and several computers that can be unlocked with **Hacking** or **Electronics** or repaired with **Repair**. Add other equipment, including options from the *StarStreamers* setting, as necessary. Computers scattered throughout the ship tell fictionalized stories about how the contestants pods were recovered and the horror of how the nightmare mech activated itself and began its rampage. On the bridge, the contestants can see that their ship is amongst the wreckage of several other vessels in a ship graveyard of sorts.

NIGHTMARE'S HERALD

Before the contestants can explore the bulk of the ship beyond the medical bay, a blood curdling scream punctuated by the sharp clatter of metal grinding metal rings out from a room nearby. In a nearby room, a monstrosity of metal and malice, the nightmare mech, begins to pulverize an innocent deckhand. Contestants that approach the scream witness the gruesome act. Laying in a pool of blood is a very advanced looking focusfire rifle. If the nightmare mech notices the contestants it instantly charges at them.

Evading the nightmare mech can occur in a number of ways. **Athletics** can be used to quickly lose it amongst a maze of steam pipes or in a crowded cargo bay, **Stealth** can be used to simply evade detection, either can be used to move through the large air ducts of the ship, and **Electronics** can be used to seal bulkheads. The nightmare mech should be an ever present threat stalking the ship, that hinders attempts to escape or combat it.

ESCAPE PLAN

If the contestants fail to come up with a plan of escape they are contacted through a staticky voice channel, either through a nearby comm, terminal, or on the bridge.

The person on the other end, Kaneo, seems aware of their situation and hurriedly tells them that if they can reach his ship then he will get them

out of here. The ship can also be detected with the sensor array on the bridge or spotted through one of the derelict ship's portholes.

The contestants can reach the escape ship in a number of ways. Several void suits can be found on the ship but require a patch kit in order to **Repair** them. Additionally, the damaged escape pod requires a replacement part that can be fabricated in the workshop with **Electronics** and the reconstruction of several systems with **Repair**. The void suits require **Athletics** to safely navigate the debris field and the escape pod requires **Piloting**.

GRAND PRIZE

When the contestants arrive at the functioning ship they are confronted by an ominous man who informs them how proud he is that they've made it this far. Multicolored spotlights kick in and Kaneo Rikka immediately dives headfirst into game show host explanations, adulations, and congratulations. Confused contestants might be able to piece together what is happening as he talks to the viewers at home and informs the contestants that they've won a prize based on the score they've accumulated.

If the contestants created riveting combats, had clever ideas, and roleplayed their strengths and weaknesses well they win a collection of equipment worth \$1000 per contestant and a Medium Starship with two modifications. Contestants that did well but used repetitive or boring tactics win a collection of equipment worth \$500 per contestant and a Medium Starship with no modifications. Contestants that failed to "survive" or who did not entertain the viewers win a collection of equipment worth \$100 per contestant and a Small Starship with no modifications.

If Cryo-Waken is the beginning of a campaign or if a Game Master is looking for a humorously bleak ending, the moment the cameras are off Kameo informs the contestants that now that they are awake they must pay for their cryosleep plus hundreds of years of interest and he's looking to collect.

NIGHTMARE MECH

A horrifying composite of welded together machines, the nightmare mech is a scraping abomination designed and approved by a board of producers to be as scary as possible without being too scary to prevent young viewers from buying action figures and models.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6

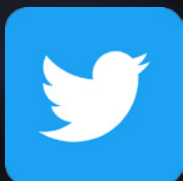
Pace: 5; **Parry:** 7; **Toughness:** 11 (2)

Special Abilities:

- **Ripping Claws:** Str+d8, Knockback 1d4", +1 on Fighting rolls.
- **Ablative Armor:** The nightmare mech has 2 points of Armor. Additionally, it cannot take Wounds from non-Heavy Weapons but it can be Shaken by them.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fear +1:** The nightmare mech is specifically designed to scare participants on Cryo-Waken.
- **Fearless:** Mechs are immune to Fear and Intimidation, but may be smart enough to react to fear-causing situations aptly.
- **Networked:** The nightmare mech is controlled by the individuals directing Cryo-Waken. It is always aware of where contestants are. Attempts to hide from it that are successful represent the director thinking that escaping from the nightmare mech is more interesting for the show. Success with a Raise represents the control room actually losing track of the contestants.
- **Non-Lethal:** The nightmare mech cannot kill a contestant. The show's medical staff quickly treat such injuries off-camera.
- **Resilient:** Can take one Wound before being Incapacitated.
- **Size +2:** The mech is nearly twice the size of a human.

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