21 JUMP POINTS

Adventure seeds for *Uncharted Worlds*
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INTRODUCTION

21 Jump Points is a story supplement for the *Uncharted Worlds* roleplaying game which provides example Jump Points, the adventure seeds and story beginnings used to begin play. It is intended to be used as a source of campaign starters, one-off games, or new stories when an old story has been resolved.

The Jump Points in this book provide a variety of beginnings, drawing on inspirations from science fiction television, books, film and gaming. While most are best suited for the "starship" style of campaign, they can be easily adapted for a grand starship campaign, and some can be used with station, city or colony games.

Because every story has a beginning...

JUMP POINTS

Every story has a beginning. In *Uncharted Worlds*, these beginnings are called "Jump Points". A Jump Point is an initial situation that demands immediate action from the characters while letting them shape the narrative that follows. Think of it as the *in media res* opening to an SF TV show, the initial kick that introduces the central conflict or mystery and gets viewers hooked to watch the rest of the episode. How the characters got there, what happened immediately before — all that can be filled in later.

In practice, a Jump Point consists of the following elements:
- Some short scene-setting;
- An immediate threat, opportunity, or mystery that demands action;
- A series of leading questions designed to fill in the gaps.

So for example the "planet-bound salvage" Jump Point in *Uncharted Worlds* consists of:
- **Scene-setting:** a crashed starship
- **Immediate threats:** attackers. A locked vault door. Inhospitable terrain.
- **Leading questions:** who are the attackers? Who are you working for? Who does the cargo belong to? What is it anyway? And so on...

The different ways the players answer those questions can take the story in completely different directions.

A Jump Point is not a story. It is not even the outline of one. It is just a beginning. Where you go from it is up to you.

RUNNING JUMP POINTS

To use a Jump Point, the GM should:

Read out the "set the scene" paragraph. This will provide a concise description of what is going on, set the tone, and introduce the immediate threat, opportunity, or mystery that demands action.

Prompt the characters to fill in the important details. Each Jump Point includes a series of leading questions aimed at eliciting what is *really* going on. Often these will further set the tone, and they will frequently introduce further threats or opportunities as well. Ask each question of a different character, doubling up or omitting questions as necessary. Note down the answers; these will provide the core facts of your story.

Ask additional questions if required to establish the location, features of the environment, or the identity / reputation / past history with core NPCs.

Ask them: What Do You Do? The most important prompt, the one that begins the game. Follow the narrative, describing the results of the characters' actions, and always asking What Do You Do?

Move the story forward. Keep the game rolling by following the Sequence of Play (*Uncharted Worlds*, p. 14). Describe the situation, ask "what do you do?", respond to the characters' actions, resolve any triggered moves, then describe the new situation…

FOLLOWING THROUGH

Sometimes a Jump Point will only take a single session to resolve. Sometimes it will take two or three to deal with all the fallout. If you have to extend the story into another session then ask followup questions at the beginning. Don't use these to introduce major new threats. Instead, use them to provide setting detail, explore motivation and relationships, and introduce minor complications to the existing storyline.

Example: In the previous session, Orcha, a bounty-hunter, attempted to "arrest" a bounty on a space station. It went badly and the target escaped. The GM opens the next session by asking Orcha what the target is likely to do next: go to ground, try to get off station, or something else? The answer will define the challenges Orcha will face when trying to reacquire their prey.

When the story is resolved, let the characters have some downtime. Take the opportunity to find out what they do when they're not running for their lives, what they want, and what they want to do next. Think about the fallout as well: what loose ends have they left unresolved? Who will be gunning for them when they hear what has happened? What friends or allies have they made? Use this as input in writing a new Jump Point for the next session or to develop threats and opportunities for use later. Alternatively, if it suits your characters, start with a new Jump Point from this book, and let the players link it to their stories through their answers.

WRITING YOUR OWN

To write your own Jump Points, follow these steps:

Think of a compelling scene from your favourite SF film, book, or TV show:
It doesn't have to be an action scene, but it should present an immediate threat,
opportunity or mystery which demands a response from the characters.
Summarise the situation in two or three punchy sentences. That's your "set the
scene" paragraph.

For example: in Star Wars *the initial macguffin is the secret plans to the Death
Star carried by R2-D2. Let's take that and file the serial numbers off, to have a
datachip containing valuable and dangerous information, pursued by at least
one Faction.*

Ask 2-3 questions exploring the details of your central plot: Use these to learn
the who-what-where-how-why of that immediate threat, opportunity or mystery,
to pin down the characters' adversaries, and find out why the characters care.

Use Factions if you can — they are the driving forces in *Uncharted Worlds*, and
provide both opportunities and long-term consequences.

*The initial setup suggests some immediate questions: what is the information,
who does it belong to, who was it intended for, how did the characters get it? If
its valuable, then its owners will have assigned someone to find it, so we can ask
about them too.*

Present complications or twists: think of some other threat or driver to force the
characters to act. Is some other group or Faction also interested? Are they
involved in something else? Do they have other problems that need solving?
Why can't they just run away? Use the remaining questions to make their lives
complicated.

*An obvious complication is that the characters have left a trail for their hunters
to find them. A second obvious complication is that something is stopping them
from escaping immediately — perhaps a problem with their ship? This will give
them an immediate problem to solve while dodging pursuit.*

Make the questions leading, and use them to set tone and shape responses:
the section on Prompting in Uncharted Worlds (p. 40-41) has good advice on this.

Putting it all together, we get something which looks like this:

Outline: The characters have discovered secret information which two Factions are desperate to gain.

Set the scene: (Read this first)
"You look at the datachip again. The information on it is encrypted, but the headers give enough for you to know that it is secret, valuable, and dangerous to possess. Its owners will even now be pursuing it, and will stop at nothing to retrieve it. If you want to survive, you need to get off-world — now."

Questions:
- What secret information is on the datachip? What Faction [A] does it belong to, and what plan does it reveal?
- Which Faction [B] was it intended for? How do you know this, and how did you get it?
- What terrifying operative have [Faction A] assigned to track down the information? What dark deeds are they infamous for?
- What trail have you inadvertently left which will lead [Faction A] right to you?
- What problem does your ship have which is going to make fleeing difficult? Who can help you solve it urgently, no questions asked?

SHORT JUMP POINTS

AMBUSH

Themes: Action, Mystery
Campaign types: Starship, Station, City

Outline: The characters are ambushed in a hotel lobby. This Jump Point is inspired by *The Expanse* episode "Salvage".

Set the scene: (Read this first)
"You wait while the hotel clerk runs your search. The person you are looking for checked in here, and you just need to find out where they are. Behind you, the elevator door bings, and a woman steps out. As she does, the other guests in the hotel lobby draw guns and start firing at you"

Questions:
- What led you to this hotel on this backwater rock, and why is the person you are searching for so important? What do you hope to learn from them?
- Who are the people firing at you? Which Faction or organisation are they working for? Why do they suddenly want you dead?
- Who is the woman, and why did you not expect to see her here? Why aren't your assailants firing at her?
- How long do you have before the authorities arrive, and why don't you want them to know of your search?
- Who can you turn to here for help?

ASSASSINATION ATTEMPT

Themes: Mystery, Politics
Campaign types: Station, City, Colony

Outline: A VIP is injured or killed by an obvious assassination attempt. The characters must resolve it swiftly to avoid the political consequences. This Jump Point is inspired by the *Babylon 5* pilot, "The Gathering".

Set the scene: (Read this first)
"The VIP's ship touches down on the landing pad in front of the assembled greeting party. As it settles to rest and shuts down, there is a sudden explosion! Rescue crews run towards the flaming wreckage, desperate to find survivors."

Questions:
- Who is the VIP, and which Faction do they represent? How badly injured are they?
- What was their official purpose for visiting? What was their real purpose?
- What will their Faction do if those responsible are not swiftly uncovered?
- What evidence makes you an obvious suspect?
- What other Faction would wish harm upon the VIP?

BETRAYAL

Themes: Negotiation, Action
Campaign types: Starship, Station, City, Colony

Outline: The characters are surrounded by a room full of people with guns.

Set the scene: (Read this first)
"It was supposed to be a friendly meeting to negotiate a mutually profitable arrangement. But before you even got started you found yourself looking down the barrel of a *lot* of guns. They seem pretty pissed about something — but what?"

Questions:
- Who are the other party? Who is their leader, and what past history do you have?
- What deal were you expecting to negotiate, and why do you need it so badly? What unpleasant consequence will happen if it doesn't go through?
- What terrible thing do they think you've done? Did you actually do it? Alternatively, who are they selling you out to and for what?
- Which one of them has the twitchiest trigger-finger?
- Which Faction's attention are you trying to avoid on this world, and why?

BOARDING PARTY

Themes: Crime
Campaign types: Starship

Outline: The characters' ship is boarded by a customs / search party.

Set the scene: (Read this first)
"The docking tube clangs as the ships dock. The airlock cycles, and the boarding party steps onto your deck. Its just a routine inspection. But if they look too hard, you could be in a world of pain."

Questions:
- Which Faction is boarding you? What sort of ship are you docked with and how many people do they have in the boarding party?
- Where are you going, and why are ships headed there suddenly being inspected? Who or what is the boarding party really looking for?
- What illicit cargo do you have on board that you really don't want them to find, and where is it hidden?
- Who are you transporting that cargo for, and what unpleasant and fatal things will they do to you if you fail to deliver on time?
- Which of your passengers is worried about the boarding party, and what desperate measures will they take to avoid being arrested?

CHASE

Themes: Action
Campaign types: Starship, Station, City

Outline: The characters have been hired to protect someone. But first, they have to find them and convince them of their motives.

Set the scene: (Read this first)
"You tracked your target to a seedy bar in the slums, but they clearly knew someone was after them. At the first sight of you they flipped over the table and ran for the back door, before you could even tell them you were there to help. If you don't catch them soon they'll disappear into the maze of sidestreets, and their enemies might get to them before you do".

Questions:
- Who is your target? Which Faction wants them dead, and why?
- Which Faction asked you to find them, and why do they want to protect them?
- Which notorious bounty hunter has been hired to eliminate them, and what scar do you have from the last time you crossed paths?
- Who rules these slums, and why don't you want your pursuit to come to their attention?
- Who do you know here that you can trust?

CRIPPLED

Themes: Survival
Campaign types: Starship, Grand Starship

Outline: The characters' ship has been seriously damaged and is heading for danger. This Jump Point is inspired by *Firefly* episode 8, "Out of Gas".

Set the scene: (Read this first)
"Alarms wail and damage indicators flash. Whatever happened has damaged the ship severely. It is in a tumble, venting air, and the drives are down. And in this isolated transit system, it is likely that no-one is coming to help you…"

Questions:
- What happened? What caused the catastrophic explosion which has crippled your ship?
- What navigation hazard are you headed directly for, and how long have you got until you all die?
- What critical ship system's failure will kill you all before then unless you get it fixed?
- What were you doing belowdecks at the time of the explosion which has resulted in you being trapped there? What hazard has cut you off from the rest of the crew?
- Who were you trying to avoid by taking such a roundabout route, and why don't you want them to find you?

FRONTIER TRADE

Themes: Trade
Campaign types: Starship

Outline: A trade deal on a colony world goes wrong, and the characters must find parts to keep on flyin'.

Set the scene: (Read this first)
"You're in a tight spot. You came to this dusty backwater colony expecting to make a good trade, but its fallen through. And now a malfunction has you stranded, unless you can cut a deal to find the parts you need"

Questions:
- Which Faction are the colonists under the heel of?
- What other ship is on the pad next door? Who is its captain and what beef do they have with you?
- What was your deal and who was it with? What class 1 cargo had you negotiated to exchange your class 0 goods for?
- What's gone wrong with your deal? Who has the cargo you were expecting to get, and how did they get it?
- What vital part failed irreparably just as you touched down, and why is it going to be difficult to find a replacement here?

HIDING

Outline: The characters are making an overland trip, but someone is pursuing them.

Set the scene: (Read this first)
"You crouch down behind the rocks, trying not to be seen. Through the foliage you can see a pair of Flyers tracing a search pattern, definitely looking for you. If they catch a glimpse of you they'll land a ground party and then you'll be in real trouble."

Questions:
- Which Faction or organization do the Flyers belong to? Why are they searching for you?
- Where are you headed, and what do you plan to do when you get there?
- What bulky equipment do you have with you, and why is it vital to your expedition?
- What difficult terrain feature does your map show blocking your path, and how do you plan to deal with it?
- What is dangerous about this world, and how is it threatening a member of your group right now?

MISSING PERSON

Themes: Mystery, Crime
Campaign types: Starship, Station, City, Colony

Outline: The characters arrive for a meeting, only to find their contact missing.

Set the scene: (Read this first)
"You push open the door to your contact's workspace to find the area in disarray. Tools and equipment lie smashed and scattered across the room. There is no sign of your contact, but the signs of a struggle are everywhere".

Questions:
- Who is your contact and what critical problem were they going to help you with? What favour have they done you in the past?
- What Faction were they hiding from, and why?
- What clue(s) have the attackers left to their identity?
- What is obviously missing from the room?
- Who do you see watching you when you leave, and what do they do when they see that you've spotted them?

PURSUED

Outline: The characters' ship is being pursued by an enemy.

Set the scene: (Read this first)
"The ship rocks as another blast glances off your shields. On the boards, red lights glow from the damage inflicted earlier. Checking the scanner, your pursuers are gaining on you. Unless you do something, its only a matter of time before they catch you."

Questions:
- Which Faction is pursuing you and why?
- Why can't you just turn and fight?
- What vital ship system was damaged earlier, and how long will it take to repair?
- What system are you in, and why are you here?
- What nearby feature offers you a chance to lose them? What is dangerous about it?

RESCUE

Themes: Action
Campaign types: Starship, Grand Starship

Outline: The characters have responded to a mayday call and are trying to rescue passengers from a crippled liner.

Set the scene: (Read this first)
"As you approach the crippled liner you can see the extent of the damage. Fires still burn in the stern of the vessel, where the engineering section used to be. A large hole amidships is surrounded by debris and drifting bodies. The liner's crew comes on the radio, requesting evacuation and directing you to an airlock for docking. But how much time do you have to get everybody onboard?"

Questions:
- What caused the damage? How will those on board the liner die if you do nothing, and how long have they got?
- What is going to stop you from performing an orderly evacuation of the passengers?
- How many people are trapped in the aft lounge, and what is cutting them off from the rest of the ship?
- What valuable cargo is the liner reputed to be carrying, and where would it be?
- What hostile ship has heard the mayday call, and how long until they arrive?

SPECIAL OP

Themes: Action, Combat
Campaign types: Starship, Grand Starship

Outline: The characters have a special mission on an icy world. This Jump Point is inspired by the classic *Battlestar Galactica* episode, "The Gun on Ice Planet Zero"

Set the scene: (Read this first)
"You struggle on through the cold, the wind howling at your back. Ahead of you, buried at the base of the mountain, is your target. Suddenly, through the driving snow, you glimpse a sensor station ahead. Have they seen you already? Will your mission fail when it has barely begun?"

Questions:
- What is the target? Which Faction does it belong to? What do you need to destroy, steal, capture there?
- How many guards are there in the sensor station? What is guaranteed to result in them noticing you?
- What has already gone wrong with the mission, and who or what have you lost as a result?
- What other hazard besides the weather is there on this frozen ball of ice?
- How are you getting away afterwards, and why can't they come and get you until the job is done?

STORM

Themes: Survival, Problem-solving
Campaign types: Colony

Outline: The characters have to perform critical tasks in a storm. This Jump Point is inspired by *The Martian* and *Outcasts* episode 3

Set the scene: (Read this first)
"The storm hits like a hammer. Outside, day is turned instantly to night. The wind howls, and something tears itself loose and goes flying with a scream of metal. You should really be hiding in the deepest hole you can find, but you have people out there in this. Can you survive?"

Questions:
- Why is the storm so violent? How long will it last?
- What vital piece of equipment needs to be repaired despite the storm, and what will happen if it is not?
- Who is stuck outside in this? What were they doing, and why didn't they get the warning?
- Besides the wind, what other hazards does the storm pose?
- What's the first major thing the storm damages?

STOWAWAY

Outline: The characters discover a stowaway on their ship and must decide what to do with them. This Jump Point is inspired by the *Firefly* episode "Serenity".

Set the scene: (Read this first)
"You are halfway to the Jump Point when you figure it out: missing food, higher than usual life-support usage, strange noises in the night-cycle: you have a stowaway on board!"

Questions:
- Who is the stowaway and how did they get on board? Where are they hiding? How are you going to winkle them out?
- What Faction or organisation are they hiding from and why? What other Faction would kill for them?
- Where do they want to go?
- Which ship seems to be following you?
- What suspicious cargo do you have on board that you really don't want to be caught with?

THE EMPTY COLONY

Themes: Mystery
Campaign types: Starship, Grand Starship

Outline: The characters encounter an apparently abandoned colony.

Set the scene: (Read this first)
"When you landed at the colony's rudimentary landing pad no-one came to greet you. As you spread out to search, you find doors open, and buildings empty. The entire place seems to have been hurriedly abandoned. But why?"

Questions:
- Why did the colonists come to this planet? What valuable resource drew them here?
- Is there any sign of where the colonists have gone or what has happened to them?
- What do you desperately need to find here?
- What is dangerous about this world?
- What's the first sign that this place might not be as empty as you thought?

THE SHIP JOB

Themes: Heist
Campaign types: Starship

Outline: The characters must extract a person or cargo from a space-liner in midflight. This Jump Point is inspired by the *Firefly* episode "The Train Job".

Set the scene: (Read this first)
"You check the corridor again, verifying that it is clear. On the other side of that door is your target. All you have to do is get past the security and get it off the liner. In mid-flight. Without anyone noticing..."

Questions:
- What is the name of the liner, where did it leave from and where is it headed to? At what stage of the flight are you pulling the job?
- Who or what is your target? Why will it be troublesome to move through the ship?
- Which Faction has hired you to do this job, and what do they have over you?
- What is your plan for getting the target off the ship? How do you intend to avoid discovery?
- What group boarded the liner just after you, and why do they spell trouble for your mission?

Note: Depending on group size, this might involve having the group scattered across the liner, each seeing to a particular part of the job. Which is all the more scope for things to go wrong...

UNEXPECTED ARRIVALS

Themes: Politics, Crisis
Campaign types: Station, City, Colony

Outline: A Faction delivers a large number of refugees to the station, sparking conflict. This Jump Point is inspired by C. J. Cherryh's *Downbelow Station*.

Set the scene: (Read this first)
"The first ship docks, disgorging a wave of humanity. Tired, exhausted refugees troop down the docking ramp to be processed. And there are three more ships waiting to dock. Can your station cope with the unexpected arrivals?"

Questions:
- Where are the refugees from? What are they fleeing? What key resource is their presence going to stretch to the limit?
- What threat to the station have you been warned may be hidden among the refugees?
- Which Faction delivered them? What troublesome person did they deliver at the same time, and what do they want done with them?
- What horrible thing has happened on the third ship, and how does it threaten the station?
- Which prominent person on the station objects to the refugees' presence, and what are they suggesting be done with them?

WARP ANOMALY

Themes: Mystery
Campaign types: Starship

Outline: A Jump goes wrong, and the characters' ship is stranded in deep space, near the drifting hulk of a vessel which disappeared years ago. This Jump Point is inspired by the classic SF larp *The Linfarn Run*.

Set the scene: (Read this first)
"With a shuddering lurch, the Jump drive punches a hole through reality. Then it lurches again as something explodes in engineering. Alarms start wailing. There's no sign of the beacon — instead of arriving in the expected transit system, you have emerged in deep space. And you're not alone — on the edge of sensor range, you can just make out another ship, drifting, cold and dark"

Questions:
- Where did you come from? Where are you trying to go?
- How many ships have disappeared on this run recently, and why did you ignore the fears and travel anyway?
- What is the ship you can detect on your sensors? How many years has it been out here?
- What critical ship system has failed, and what will you need to salvage from the other ship in order to repair it?
- Which of your passengers has a connection to the missing ship, and what is it?

EXTENDED JUMP POINTS

DERELICT

Themes: Salvage, Mystery
Campaign types: Starship, Grand Starship

Outline: The characters are exploring a derelict starship when they are interrupted. This Jump Point is inspired by the *Firefly* episodes "Serenity" and "Bushwhacked" and *The Expanse* episode "Dulcinea".

> **REMEMBER:** Characters in microgravity are Clumsy and must Face Adversity on +Physique to overcome their own clumsiness.

Set the scene (Read this first)
"The derelict ship floats next to the asteroid, surrounded by a sparkle of debris. It is cold and dead, its innards open to space. You're halfway through exploring it when you are rudely interrupted."

Prompt the most technical character:
"[Character A], you're on the bridge, trying to get power to the ship's computer so you can extract its data. What is this ship, which Faction did it belong to, and how did it die? How did you find it? And what are you looking for on the computer?"

This will establish the basic facts of the situation, as well as the motivation: if the characters responded to a distress call they will have different motives in boarding the ship than if they stumbled across it while looking for something else, or bought the location of the wreck from a contact. It will also set up some initial stakes: are they trying to find logs, a passenger or cargo list, clues on survivors, or valuable Faction information?

Let them describe how they get the power on, then tell them "the computer boots up and goes through the self-test, then immediately goes into full security lockdown. Lights start flashing on the console as it tries to activate various doors and security systems throughout the ship. Any minute now it'll trigger the emergency beacon and tell the whole system you're hijackers. What do you do?"

Resolve their immediate response, whatever it is, then cut to the next character.

Prompt the most exploration-focused character, the one leading the EVA:
"[Character B], you're deep in the bowels of the ship, searching. What are you looking for down here? Why has it taken longer than expected? What

unanticipated hazard has slowed you down?"

Again, this establishes scene and motive; looking for valuables to pillage or parts to salvage is different from looking for a specific corpse to recover. Let them describe their search, then throw in some sort of environmental cue from what has happened on the bridge — the emergency lights coming on briefly as the computer powers up, or a bulkhead door sliding closed and locking — then tell them "Out of the corner of your eye you see movement, as the knobbly shapes of a pair of zero-G hunter-killer micro drones float around the corner, all sensors and weapons and gas jets. They haven't seen you… yet. What do you do?"

Give the drones appropriate weaponry (something like an SMG: class-2, close/far, rapid-fire, stabilised) and resolve whatever action they take (likely to be hiding or fighting), then move on:

Prompt the character most likely to be left on the ship:
"The nearby asteroids tumble lazily in the sunlight. You're enjoying the view, when the proximity alarm starts to sound. Another ship has emerged from cover behind a nearby asteroid"

Ask: "Whose ship has just crashed your party? What threatening action are they taking? And what do they want?"

Subsequent actions should be resolved by the GM.

Additional questions
  • Where are they? Is this an inhabited system, or a transit point? How far are they from help?
  • How did the EVA team get on board the derelict? Are they a short spacewalk or a shuttle trip from safety?
  • Is it a mysterious booby-trap, or a planned ambush?
  • What really killed the derelict, and what happened to its crew?

Obvious directions
  • The characters can try and flee under fire, and may be pursued.
  • The characters may seek to eliminate whoever lured them to the derelict

REPOSSESSION

Themes: Heist, Technical
Campaign types: Starship

Outline: The characters are repossessing a starship when things go wrong. Inspired by the article [“Grab the Airplane and go!”](#)

Set the scene: (Read this first)
“You crack the airlock door and fan out through the ship. Your crude hack on the security system has almost certainly triggered an alarm, so you only have a limited amount of time to get it fired up and get out of here if you want to make a clean repossession.”

Ask the person who goes to the Helm:
“What sort of a ship is this? Who does it belong to? Why are they not the sort of people you want to mess with?”

These will set the tone. A repossession from a dodgy merchant captain with criminal connections will result in a different sort of challenge from a corrupt corporate executive or a local despot. Ask whatever you need to flesh out the backstory, then cut to the challenge: “You slide into the pilot's chair to start your preflight checks. But the security codes your employer gave you don't work, and you're staring at a bunch of red lockout screens. What do you do?”

This will probably need a successful Access move, though there's probably a hardware workaround (find the factory reset switch? Chop out the computer and swap in the backup system you've bought with you?). Let the character find their own solution here. While they're working on it, move to the next person.

Ask the person who checks Engineering:
“Who is paying you to retrieve this ship? Where do they want it delivered to?”

Again, ask whatever is necessary to flesh out the details. Working for a bank will be different from working for a loan shark, and . When they're done:

“What nasty surprise is there in engineering which is going to make it difficult to lift off?”

(If someone has a failure of imagination: no fuel; reactor is cold (ship is running on power from the starport) and will require a full start which will take time;

they've removed the Fusion Distributor, meaning the drive won't function). Let them start sorting it out (whatever it is), then move to the next person.

Ask the person who checks the Quarters:
"You were told the ship would be empty. Who do you run into during your sweep, and why is their presence a problem?"

(It could be a crewmember or guards ready to interfere with the repossession; a rival repossession team; a stowaway; an intensive care patient who will not survive high-G maneuvers; or even someone actively looking for the characters such as a past associate or bounty hunter).

If no-one checks the quarters, this can either be sprung later, or turned into a random threat to introduce as required.

Again, let them start sorting it out, then move to the next person.

Ask the person who checks the Cargo:
"What valuable cargo has [Ship Owner] left on board? Is it legal?"

This is really to provide a motivation for pursuit, or trouble, or double-crossing, or moral qualms. Depending on earlier answers, the characters may feel that they cannot take the cargo… or that they don't need to tell their employer about it. Either will have repercussions which can be played through.

Additional questions
- What world are you on? Why is the ship parked here? Who runs the place?
- Where have your left your own ship?
- How are you going to talk your way past traffic control, if at all.

Obvious directions
- A response team can appear in response to the alarm. Depending on the nature of the ship-owner, this could be starport security or local police, criminals, or even pirates. If things are really bad, they could have a vehicle or two - Technicals or a flyer they can use to try and block liftoff. Some response teams may be able to be dissuaded by presenting paperwork; others not.
- The ship's owner may have allies to mount a space-borne pursuit. Or they may tell traffic control that the characters are pirates, resulting in a suitable Faction getting involved.
- The ship's owner will want their cargo back.

SMUGGLING DEAL

Themes: Heist, Crime
Campaign types: Starship, City

Outline: The characters are delivering smuggled goods when the deal is ambushed. This Jump Point is inspired by *Firefly* episode 5, "Safe".

Set the scene: (Read this first)
"The deal was going well. You arrived at your clandestine meeting place, got the cargo unloaded, showed it to your buyer. You were just about to seal the deal and get paid when someone else came to the party, guns blazing."

Prompt the most commercial character, the one who making the deal:
"[Character A], the buyer dives for cover as the shooting starts. Who are they, and do you trust them? What are you trying to sell them anyway? Why the secrecy?"

This will colour the other responses: a colony leader is going to be different from a criminal, and smuggled medical supplies different from an arms deal.

"The attackers turn their fire on you. What do you do?"

The attackers are clearly hostile, given that they're shooting first and not too picky about their targets. Make the threat clear, resolve the action, then pause for the next character.

Prompt the most combat-capable character, the one who acts as muscle:
"[Character B], who is shooting at you? Which Faction or group is it, and what do they want?"

This answer may be suggested by the answers given by character A, and will further frame the political situation. Are the characters in the middle of a gang-war, a police raid, corporate warfare or colonial oppression? Is the deal a double-cross?

"The person carrying the money for the buyer is too slow. They stagger and fall right out there in the open. What do you do?"

Prompt the pilot / driver / most transport-orientated character:
"[Character C], how did you get the cargo here? How were your partners

planning to take it away?"

This will give some idea of escape routes and next steps.

"A group of [attackers] is moving to try and cut off your route to [the character's transport or departure route]. What do you do?"

This threat really depends on the answers given earlier. Some groups may have portable heavy weapons, and try and use them to disable whatever ship or vehicle they came on. Otherwise they can simply try and get a good firing position to cover the entrance and shoot anyone trying to board.

Additional questions:
- What's the meeting place, and what is the local terrain like? What is this planet anyway?
- What sort of cover is available?
- How did the [attackers] manage to sneak up on you before you could raise the alarm?
- How are you being paid? What are you getting in exchange for your goods?

Obvious directions:
- The attackers could seize the cargo, prompting a retrieval attempt
- The characters could try and gain revenge on the attackers
- The characters could simply take the money and run.