

PART I: ESCAPE THE CARGO HOLD

When you are ready to begin playing, open the Page Toolbar and move the red banner marked “PLAYERS” to the Fortune Well map. The player character tokens should already be placed on this map in the room labeled “A1.”

Before moving on, make sure each player can see their character’s token on the map. If you are a Roll20 paid subscriber with access to Dynamic Lighting, then the players should only be able to see the room on the map where their tokens reside. If you don’t have a paid Roll20 account, [you can click this link to learn how to use the Fog of War feature](#) to only reveal key areas of the map to the players.

Once everyone is settled, read or paraphrase the following out loud to the players:

- *You came to the Fortune’s Well, a derelict plasma mining station at the edge of existence on a job for the medicine-producing Egan Overguild. The overguild wanted to know if the defunct station still had barrels of the stuff lying around so you went in to see, despite the Burn being right outside its doors.*
- *You found dozens of barrels of plasma in the station’s cargo hold and sent word back to Egan, and they’re sending an unarmed cargo ship called the Caduceus to pick up the barrels. All you had to do was wait.*
- *Suddenly the mine went into lockdown mode, locking you inside the cargo hold full of plasma. You’ve got to hurry up and open these doors, otherwise the Egan Overguild won’t get the plasma they need to make medicine. And you’ll be trapped here until the Burn takes you! You’ve got to get out of here if you ever want to see your ship, the Rogue Explorer, again.*
- *You are in a room with barrels of plasma lining the walls on big shelves. A rusty forklift with eight legs like a spider sits in the center of the room, and a set of heavy, locked doors stands before you, a blinking control panel set into the wall next to it.*

Once you give the characters the setup of the scene, give them a moment to ask questions. Then go around the table and have each player introduce their character sharing the following information:

- The character’s name
- The character’s appearance
- One fact the other characters would know about this character, since they all live together on the same spaceship

Opening the Doors

After introductions, give the characters the following information:

- *You tell me how you’d like to open the doors in front of you. Maybe you’ll try hacking the panel that controls them, bashing them open, or doing something else. All options are on the table!*
- *Each attempt you make to open the doors is going to involve at least one skill roll. I’m going to share the SKILL ROLLS handout with you now so you can see how it works, but I can also explain it as we go.*
- *On your character’s sheet, take note of any special abilities or Nova abilities your character may have that could help in this situation.*

- *You are starting this game with 1 Nova Point. Normally you start a session without any Nova Points, but because this is a short game that starts in the middle of a story, you've all already earned 1.*

If you haven't already, you should read the [SKILL ROLLS](#) handout with the other players now before moving on. You or another player can read it aloud or summarize it so everyone understands how skill rolls work.

There are three sets of locked double doors (one after another) that the characters need to open. If the characters examine the mechanical doors, they can make a successful complexity 3 skill roll with a skill like Computers, Engineering, Knowledge, or any skill they can justify to learn the following things about the doors:

- The doors' locks are controlled by a computer terminal in the wall next to them. The computer is encrypted, so the characters will need to hack in or convince the digital personal assistant inside the panel to open the doors.
- Each set of doors opens one at a time and is protected by a magic antitheft system. The system enables each set of doors to learn how its security system was bypassed so that it can then defeat future attempts to bypass the locks. As a result, any method used to open one door cannot be repeated with subsequent locked doors. All such attempts automatically fail.
- The doors have microscopic cannons built into their surface that shoot electric bolts at anyone who tampers with them.

Allow the characters to get creative with their skills in attempting to open the doors, and make sure as many players and characters get a chance to participate as possible. There are three sets of doors, and clever, lucky players may overcome them quickly, but do not let one player's character do all the opening. Ask the players in turn how they think the doors should be opened and if they want to help the actions of other characters.

Below are some likely skill rolls that can be attempted with a complexity of 3, but allow the characters to try anything that makes sense and give the task a complexity of 3 unless you deem otherwise.

- The Power skill can be used to force a door open.
- The Melee skill and a melee weapon could be used to bash a door open.
- The Computers skill can be used to hack the terminal and unlock and open a door.
- The Deception or Suavity skill can be used to speak with Digi, the digital assistant in the computer terminal that looks like a friendly blue-furred canine, to convince them to open the door.
- The Engineering skill can be used to fix the forklift, and then the Athletics skill can be used to drive the machine to force the doors open.
- Remember that if the characters can justifiably work together on a task opening a door, the complexity of the skill roll is reduced to 2 (and only one player makes the roll).

If the characters fail a skill roll, you can use any of the following consequences for failure: