

THE LOVE STAR

A one-page *Risus* adventure setting, ©2011 Avram Grumer. *Risus the Anything Game* is ©2007 by S John Ross.

With the known population of the 12 Colonies reduced to a few tens of thousands of people, and spirits low, it is imperative that families stay together, new romances bloom, and broken hearts are mended. The crew of the *Rising Star* remind their fellow ragtag fugitives that they possess a power the Cylons can never understand: the power of love.

Stories

Unlike real-world cruise ships, the crew of the *Rising Star* mingle pretty freely with the passengers. For each session, there should be one storyline that's mostly about the crew, and two that involve visiting passengers from some other ship in the fleet.

Resolving the major dilemma in any storyline generates a bonus die that can be used in a key conflict in another, not-yet-resolved storyline, provided that there's a character who can plausibly bring something they've learned from the earlier storyline into the later.

Miss Caprica

The *Rising Star* is hosting the Miss Caprica Pageant, a beauty contest for young, unmarried women.

First conflict: Can one of the female PCs be convinced to compete? A male PC to judge? Both?

More conflicts: Rival contestants will attempt to sabotage the female PC, or seduce the male judge PC.

Resolved: When the pageant ends, and a winner is picked.

Zacariah's Mother

Zacariah's mother is visiting, and driving him crazy.

Conflicts: Argument over whether Zacariah is eating right, sleeping enough, etc. When is he going to find a nice girl and settle down? Zacariah secretly tries to indulge in some behavior his mother disapproves of; does she find out?

Resolved: When someone convinced Zacariah's mother to let him live his own life.

Juno's Job

Cassiopeia is angling for Juno's job!

Conflicts: Seducing the male PCs. Disturbing passengers, making it look like Juno's fault. Secretly making problems, publicly fixing them.

Resolved: When Cassiopeia is thwarted three times, or is somehow convinced to give up.

Cassiopeia

Former Sociolator (4), Part-Time Med-Tech (2), Dating Starbuck (2).

Your Crew:

Feel free to customize them with your own Clichés to bring them up to 10 dice.

Merlin, your Captain

Starship Captain (4), Old Spacer (2), Religious Man (3)

Vesta, your Captain's Daughter

Captain's Daughter (2), Cute and Perky (4), Teenager (1)

Juno, your Cruise Director

Cruise Director (4), Incurable Romantic (2), Organized (3)

Zacariah, your Bartender

Bartender (4), Black Belt (2), Party Animal (3)

Dr Brahmin, your Ship's Doctor

Ship's Doctor (4), Gossip (3), Skirt Chaser (1)

Gogget Visits

"Gogget" Ganges, the *Rising Star's* former purser, is a member of the Council of 12. Work is taking a toll on him, and he's visiting his old ship to relax.

Conflicts: Keeping his aide from bringing up work. Other passengers recognizing him and asking for political help with their problems.

Resolved: When Ganges either has had a relaxing visit (several conflicts go by without him being disturbed), or comes to realize that his work is more relaxing than being on the *Rising Star*.

"Gogget" Ganges

Former Ship's Purser (2), Member of the Council of 12 (4)

The Captain's Cabin

Captain Merlin's cabin was damaged in the last Cylon attack, so he has to bunk with one of the other PCs while it's repaired.

First conflict: The other PCs argue over who has to take the captain. (Skip this if there's only one choice.) If there are more than two choices, use the Cascade mechanic from *The Risus Companion*.

Other conflicts: Who gets the bed, and who has to use the floor? Who gets to shower first? Does one roommate need the room for romance? Might there be romantic tension between the two roommates?

Resolved: When the roommates have found a way to settle a conflict amicably.