

A RAGTAG FLEET OF YOUR OWN

PART ONE: THE SISTER JOSEPHINE

The *Sister Josephine* began life as a standard NST-74-Type modular transport, designed to carry preloaded cargo containers between the Twelve Colonies. To provide additional flexibility, the builders (Kieran Yards on Picon) also offered passenger pods—allowing bulk transports to serve as steerage—or mid-grade passenger liners.

Sister Josephine was launched as the *Hans Shuter*, and served for several years before the parent company went bankrupt due to a series of poor investments. *Hans Shuter* was sold at auction, and donated to the Gemenese Sisters, a charitable religious order. It was anticipated that the vessel would be sold and the proceeds used to further the Sister's relief work, but with the assistance of the private sector and a few government grants, *Hans Shuter* was given a new lease on life. Re-christened *Sister*

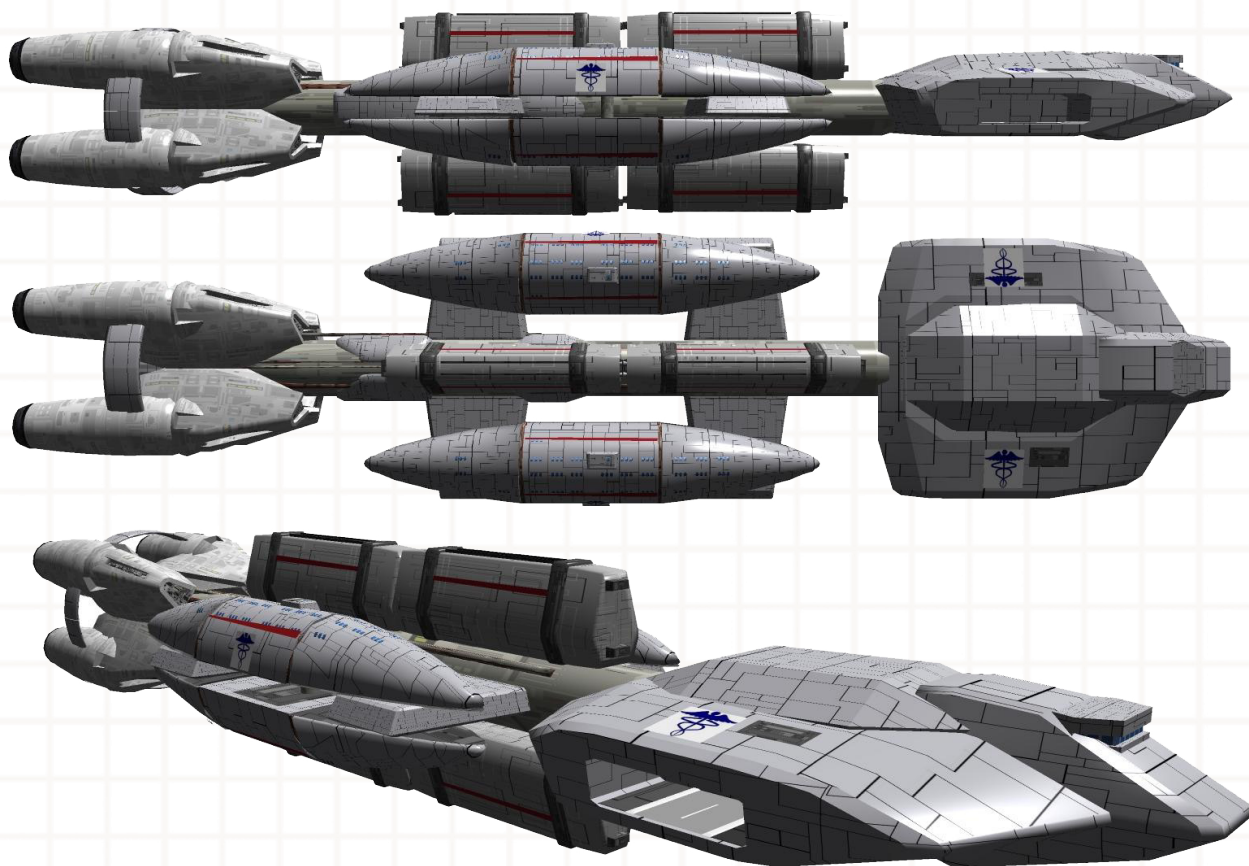
Josephine, she was refitted for service as a hospital/relief vessel, and emblazoned with the caduceus—a symbol recognized throughout the Colonies—marking her as a medical vessel and non-combatant.

Though her primary mission was disaster relief, *Sister Josephine* also spent an average of eight months per year travelling between the poorer Colonies and Colonial settlements, providing basic medical services to those in need at either minimal or no cost to the patient.

Aside from the actual benefit to the patients themselves, this outreach increased the public profile of the Gemenese Sisters and created an influx of donations and support—making the *Sister Josephine* a sharp investment for the religious order.

Sister Josephine was on Aerelon (helping combat an influenza epidemic) when the Cylons attacked. Her crew and medical personnel crammed in as many refugees as the ship could hold before fleeing the surface. As a result, the *Sister Josephine* has aboard a full

THE SISTER
JOSEPHINE





third more passengers that she's legally rated to carry, but allowances must be made in the face of disaster.

Sister Josephine

Agi d4, **Str** d8, **Vit** d6, **Ale** d6, **Int** d6, **Wil** d4;

Init d4+d6; **LP** 12; **Scale** Spacecraft;

Speed 4 (SL/JC)

Traits Loved d4, Memorable d2, Past Its Prime d6

Skills Mechanical Engineering d2, Perception d2, Pilot d2

Armament None **Armor** Wound 1 **Crew** 21, not including medical staff

Passengers

1,219 (221 are medical personnel assigned)

Description 644 x 144 x 108 feet, hospital pods 240 x 28 x 44 feet;

Each of the four passenger pods that makes up *Sister Josephine's* medical spaces can be jettisoned in an emergency and is fitted with full life support, emergency power generators, and a powerful distress beacon. Under

normal use, these pods can sustain passengers and crew for up to thirty days. The four cargo modules mounted on her centerline can be likewise ejected, but have only a few hours of battery power to run their life support systems and distress beacons.

Because of the unusual docking arrangement to the ship, the four passenger pods are mounted with their gravity generators perpendicular to the ship's normal "down" axis. Special elevator/airlocks allow patients to be transferred without being jostled by the conflicting orientations of gravity.

Because *Sister Josephine* was engaged in relief operations when the disaster struck, she is carrying seven shuttlecraft—three large and four small—configured as flying ambulances.

IMPORTANT CHARACTERS

Sister Marion

Agi d8, **Str** d6, **Vit** d6, **Ale** d8, **Int** d8, **Wil** d6;
Init d8 + d8; **LP** 10

Traits Duty (Religious/Medical Oath) d10, Elderly d6, Faith d8, Friends In Strange Places d4, Intuitive d8, Pacifist d6, So Say We All d2

Skills Discipline d6/Leadership d10, Influence d6/Persuasion 10/Administration 10, Knowledge d6/History d10/Philosophy d10, Medical Expertise d6/First Aid d10/General Practice d8, Perception d6/Deduction d8/Empathy d8/Intuition d8

Description Known by no other name, Sister Marion is officially the head nursing sister aboard the Sister Josephine, but as the senior representative of her religious order, she is, in actuality, the ship's iron-willed and undisputed ruler.

Short, plump, and with iron gray hair, Sister Marion seldom raises her voice, nor speaks harshly, nor threatens in any fashion—she has no need to. Few dare ignore her mild suggestions, but she sensibly focuses her efforts on those areas at which she is expert—the spiritual welfare and temporal care of those aboard the Sister Josephine. Sister Marion leaves the medical decisions to the doctors aboard, and the day-to-day operation of the ship to the officers and crew, but she nonetheless has reach and authority far beyond her stature or her failing eyesight.

Sister Marion is also rumored to have uncanny foresight and the gift of prophecy, though she herself is notoriously tight-lipped on the subject.

Dr. Ian Cavanaugh

Agi d8, **Str** d6, **Vit** d8, **Ale** d8, **Int** d10, **Wil** d6;
Init d8 + d8; **LP** 14

Traits Advanced Education d6, Cool Under Fire d2, Duty (Medical Oath) d6, Glory Hound d4, Straight-Laced d4, Talented (Surgery, First Aid) d6,

Skills Discipline d6/Concentration d8, Influence d6, Knowledge d6/Law d8, Medical d6/First Aid d8/General Practice d10, Perception d6/Intuition 10/Investigation d10, Scientific Expertise d6/Biology d10/Life Sciences d10

Description A brilliant surgeon-in-training, Cavanaugh grudgingly accepted duty aboard the Sister Josephine both because the volunteer service could be counted against his student debts and because his superiors felt that the additional experience would stand him in good stead. Cavanaugh is smug, brilliant, insufferable, and arrogant to a fault—an excellent clinician, but woefully lacking in empathy—something the Cylon attack's aftermath is teaching him the hard way.

Nikolai Digo

Agi d8, **Str** d6, **Vit** d8, **Ale** d10, **Int** d8, **Wil** d6;
Init d8 + d10; **LP** 14

Traits Friends in Strange Places (Underworld) d6, Pack Rat d6, Greedy d4, Rival (Authorties) d6, Weak Stomach d2

Skills Covert d4, Guns d6, Influence d6/Barter d10/Bureaucracy d8/Intimidation d8, Knowledge d6/Appraisal d10, Perception d6, Unarmed Combat d4

Description If Sister Marion and the other sisters are the shining heart and soul of the Sister Josephine, Digo is the seamy backside. Rescued from Aerelon when Sister Josephine fled the Cylon attack, Digo (pronounced DEE-go) wormed his way into the quartermaster's department and subsequently set up shop. Although he is very careful not to upset the ship's operation, Digo has begun bartering ship's supplies and provisions, usually acquiring what is desperately needed aboard, but always taking a small percentage on the side. Thus far, his efforts have benefited the ship, and so the Sisters and officers have turned a blind eye to his activities—carefully not knowing how certain provisions arrive in the supply lockers—but as this greed and ambition continue to grow, the situation cannot last.

PLOT HOOKS

- New vaccine being developed aboard *Sister Josephine* causes horrific allergic reactions in Cylons (but is presumably safe in humans). Cylon agents in the Fleet will stop at nothing to destroy the work (and perhaps the ship herself).
- A Cylon skinjob who has information critical to the survival of the Fleet or to finding Earth is either critically ill or mortally wounded. *Sister Josephine* is the only medical facility capable of keeping the Cylon alive and/or aiding in his or her recovery. The heroes must protect the Cylon and the surgeons working to save his/her life from the outraged passengers and patients also aboard the liner.
- A Cylon has taken refuge aboard *Sister Josephine* and contacted the Fleet w/ critical data about the area ahead—and claims to have had visions and/or other information suggesting that they are sailing into grave danger. The powers that be want him arrested and interrogated, but the Sisters refuse to surrender him to Colonial custody, and he won't go willingly. The heroes must evaluate his information, achieve a compromise, and safeguard the Fleet against the danger that lies ahead.
- Several people begin turning up dead throughout the Fleet—victims of a powerful new synthetic narcotic, resulting in overdose and death. The only other apparent commonality is that each spent time aboard the *Sister Josephine* in the last six weeks. Are these deaths deliberate or accidental and who is providing the drugs?
- An innocent child desperately needs a rare treatment or drug. The heroes must scour fleet or nearby planet for enough of the drug to allow the child to survive—or barter with unscrupulous black market operators to get the needed supplies.

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