

STAR*DRIVE SESSION SUMMARY 04/11/2010

Player	Character	Class/Level	Status
Peco	Adun Zelnaga	Mind Walker 6	Absent
Ernest	Cap. Ken Takashi	Diplomat (TO) 7	Present
Tim	Haggernak	Combat Spec 7	Present
Peco	Ivan Stukov	Diplomat (CS) 5	Absent
Bruce	Lambert Fulson	Free Agent 8	Present
Patrick	Lenny	Free Agent 6	Present
Ernest	Markus Oroszlan	Combat Spec 8	Present
Patrick	Martin St. John	Tech Op 8	Present
Tim	Prof. Gerard Peppin	Mind Walker 7	Present
Chris	Rokk Tressor	Free Agent 8	Present
Bruce	Taveer	Tech Op 6	Present
Chris	Ten-zil Kem	Diplomat (TO) 8	Present

Captain Takashi is sitting in his ready room making LOLDhros gridpages and neglecting his duties when Consulate Minister Thayne calls him in for a meeting.

"We have a problem," Thayne begins, "Inspector Otterschmidt was sent here with the full authority of the Concord Consulate behind him. Your decision to have him thrown in the brig was very ill-considered, it violates the authority of the Consulate. This action could have serious long-term consequences, you could lose your command over this."

Takashi scoffs. "Otterschmidt's grudge against me is personal. He blames me for the death of his wife and son. Surely all I have to do is show that his problem is a personal vendetta and all this will go away."

Thayne shakes his head. "The Consulate will see what it wants to see. Your popularity in the Verge and beyond is making some of the ministers nervous. They think you plan to turn your popularity into a political career and fear the fact that you have no allegiance to any of the current factions. You're a wild card. Imprisoning Otterschmidt gives them an excuse to come after you."

Takashi grimaces, "So what should I do?"

"Well, I think you're the best man for the Lighthouse. I will use my influence to protect you as much as I can, but Otterschmidt needs to be dealt with."

"Assassinated?" Takashi asks hopefully.

"No!"

"Please?"

"No!"

Takashi tells Thayne that there is an ongoing investigation as to whether the Inspector's family is alive, and explains what he knows so far.

Thayne nods. "If you can convince him to drop his vendetta against you, you could dodge a very big missile barrage. If you find a way to turn him, that would be the easiest way to stop their attack."

The Lighthouse is currently en route to Mantebtron to deploy an orbital trading station. Mantebtron is an ancient system with an aging star that will go red giant in 20,000-50,000 years. There is a human settlement on a cold dessicated planet called High Mojave. It is very deserty and has an unbreathable atmosphere, but it is also covered by ancient ruins built by precursor aliens referred to as the Glassmakers.

The Glassmakers lived hundreds of millions of years ago. They had silicon based technology, no metallurgy. Xeno-archologists have been scurrying about the ruins for some time, but results have been dissapointing, the ruins are too old. They have found a few horrific glass spiders living in the ruins though.

The human settlement here is sparse, filled with rugged colonists who don't much like being interfered with. The typical family lives in a habitat dome surrounded by acres of moisture condensers. They farm nitreous cabbages. Technically they are part of the Orion League, but they mostly ignore any form of centralized government.

Takashi wonders just why this colony needs an orbital trading station. But he supposes they need a way to sell their Glassmaker souvenir trinkets. His goals include installing the satellite and making sure the colony is happy with the Concord. They formally joined the Orion League, but aren't sold on the Concord yet.

12/09/2502: The Lighthouse enters drive space.

Takashi calls Haggernak, "Hey haggernak! What's going on with the investigation into Otterschmidt's family?"

Haggernak explains, "We're looking into the events that occurred on Olmec 9, but a lot of the information is considered classified by the CIB. I'm having to go through Rokk Tressor. It looks like we're making progress, but while we're in drivespace we have no communication with the outside world. We'll get the results of our queries when we starrise."

Takashi says, "We should also send inquiries through third parties, people that aren't being targeted for interference. Maybe Angela Quinn."

Haggernak replies, "Well, you should talk to her. She thinks I'm a gestapo monster."
"Why?"

"Because I'm a gestapo monster! Just ask Lambert Fulson."

Lenny the t'sa is busy undergoing his T'ssatanka'ssa ritual to transition into the second phase of his adult maturity. As part of the ritual, he gets a new set of tattoos applied by a master ritual tattoo artist. The tattoo inks he uses are the ones provided by his good friend Ten-zil Kem. After the witnesses have left and the incense starts to burn out, he falls into a deep and dreamless sleep.

He wakes up disoriented, not even sure who he is. He's in a room. An advertisement comes on the wall screen, for all new Strum-Pets! (simulated toy recreational ultra mutated pets). Strum-pets are VoidCorp's latest attempt to get kids interested in VoidCorp products. You order a pet (dragon, horse, pudding!, etc.), scent (peppermint! Salsa! Purple!), and activated it by petting and kissing it. They need special food, but are otherwise normal pets. They die from inactivity. You can buy an attention chip, though, and simulate care. Ten-zil Kem is featured in the commercial.

Lenny has a revelation! I AM TEN-ZIL KEM!

He needs to dress outlandishly and bang someone. He looks around and doesn't know what he's doing here, this room is meant for some weird alien!

He goes to the elevator, and shoots up 120 levels to the VoidCorp embassy where his residence is.

Ten-zil Kem has been flogging the Strum-Pets like crazy. The ~~rabbit~~-dhros stum-pets are very popular! You need muta-glue to add the dhros features. Even Ambassador Peppin has ordered a Strum-dhros and put a hologram collar on it that projects loldhros style slogans, "I CAN HAZ SPACEBURGER?". Engineer Taveer also buys a pet for the ship's computer, Mina, and Ten-Zil arranges for the strum-pet ad to replace the elevator music in the station's central elevator.

Ten-zil Kem's aide Shane calls Ten-zil, "The t'sa ambassador is here and insisting he's you. He wants the code to your apartment."

"Oh, take his guns and give him a strum-pet, then send him up to talk to me."

Shane tells Lenny to put his weapon in the "ambassador" box (cardboard, marked in sharpie). Lenny hands over his rocket pistol, alarming the man.

Lenny strides confidently into "his" apartment, and encounteres Ten-zil Kem. "Who are you? What are you doing in my room?"

Ten-zil holds up a mirror. "What do you see?"

Lenny answers, "Myself, of course!"

"You see the lizard?"

"No, what are you talking about! I'm going to change."

Ten-zil thinks that maybe buying the bargain tattoo ink for Lenny was a bad idea.

Lenny comes out of the closet in a plaid leisure suit. Ten-zil's auto-tailor has had a hard time fitting one of his suits to the t'sa, but it has done its best. Ten-zil hands Lenny a cane to complete the outfit, and calls the doctor.

In the meantime, though, Ten-zil has Lenny start doing the strum-pets commercials for him, cause, why not get some benefit for this.

Ten-zil also has Shane make up a list of women he needs to break up with. He gives Lenny the list and tells him to meet them for dates.

Haggernak wants to find the illegal cyber-surgeon Dr. Wizard to see if he knows anything about the disappearance of Gregg Ramsey, the gangster that faked his own death and tried to frame (and murder) Lambert Fulson. Dr. Wizard is not easy to find, he typically never operates in the same place twice, and only a very select group of people know how to contact him.

First he tries to research whether there is anyone in holding or under observation that has new cybernetics. His administrators do a little searching, and it seems that there aren't any. In fact, illegal cybernetic modifications seem to be on the decrease lately.

Haggernak decides to meet with Markus, the Corner bartender and illegal gun runner. They talk out a plan to arrange to trap and collar Dr. Wizard, then offer him a deal for information. They decide Lenny is a good front man for this operation, but can't find him at his apartment. Neither think to ask the computer. An hour later, they pass a kiosk playing a commercial of Lenny, dressed as a pimp, selling Strum-Pets.

Markus asks, "where are those filmed?"

In the medical bay, Lambert Fulson wakes from his coma. The first thing he sees is Argentia Jessemen, his beautiful loan officer from the Bank of Faith. She looks concerned, she has obviously been waiting here for him to wake up.

"You're here!" he screams, "You must be in love with me!"

She seems embarrassed. "Well, I had to look after the bank's investment."

Lambert is overcome with joy and shrieking like a lunatic, and tries to seize Argentia. Having just woken from a coma, he has little muscle control or strength, so he simply flops out of the bed. Orderlies run over to put him back in his bed. Doctor Zelnaga asks Argentia to leave and tries to calm Lambert, but Lambert continues shrieking and trying to get up. Zelnaga has him sedated back into a coma.

Rokk Tressor is called in by his handler David Cornett again. They meet in a grey featureless room in a secret CIB facility on the station.

"Have you found out why Administrator Haggernak is poking around for information on the Olmec-9 disaster?"

"Yes, it's political." Rokk answers. He explains how Inspector Otterschmidt has been causing political trouble for Captain Takashi, and how Otterschmidt blames Takashi for his family's death in the Olmec-9 disaster. Haggernak is trying to find out what really happened to Otterschmidt's wife and son, so hopefully they can find a way to convince Otterschmidt to give up his vendetta.

Cornett tells Rokk, "Most of the information about Olmec-9 was classified in order to prevent war between VoidCorp and the Rignunmor Star Consortium. Ten years ago, there was a secret Rignunmor lab on Olmec-9. It specialized in some really out-there weapons development, nasty stuff. Carmine Blake, a Rignunmor agent at the time, got greedy. He wanted the technology for himself, and he leaked information about the lab to VoidCorp.

"VoidCorp sent a fleet of unmarked ships to attack the planet and secure the technology for themselves. The Concord ended up getting called in to defend against what they thought at the time was a pirate attack. Captain Takashi led the fleet that defended Olmec-9 against the VoidCorp attack.

"While all this was going on, Carmine Blake went to take the weapons technology for himself. The details are unclear, but it is believed that he caused the disaster that left Olmec-9 a dead and irradiated planet. He and his accomplices took a transport hostage and managed to escape the system.

"All of this was covered up in the interests of galactic peace. Both governments were privately rebuked and both had to pay reparations. Carmine Blake fled from Rignunmor space to avoid a massive manhunt, and it's believed that he set up shop in the Verge somewhere. He seems to have a tacit truce with the Rignunmor government, as long as he stays away from Old Space they don't seem to be pursuing him.

"Otterschmidt's family was on the transport that Blake stole, and all records of the transport were deleted. That's why Administrator Haggernak can't find any definite information on them.

"But there's more. When Haggernak recently began to request information about the transport, Blake found out about it. His agents made counter inquiries into the Lighthouse, and we believe this may be why Gregg Ramsey faked his own death.

"Ramsey started as an enforcer for Blake, but their current relationship is uncertain."

Rokk Tressor thanks Cornett for the information and takes it back to Captain Takashi.

Captain Takashi decides that it's time to let Otterschmidt out of the brig, but makes sure his crew knows to ignore any commands Otterschmidt might give. He also makes sure Otterschmidt receives a gift basket complete with complimentary Strum-Pet.

Haggernak and Markus find the TV studio where the Strum-pet commercials are being filmed to find Ten-zil Kem and Lenny dressed alike and dancing in unison. Haggernak interrupts the commercial shoot and fills them in on the plan to get Dr. Wizard. Lenny is confused, because he thinks he's Ten-zil. Markus ends up recruiting both Ten-zil

Markus decides there is one person he knows who might know how to find out where Dr. Wizard is, Zalan Vagner. Zalan always owes Markus money, so Markus always knows how to find him. When Markus asks about Dr. Wizard Zalan gets very nervous.

"Naw, man, I don't deal with him anymore. He's gotten really weird, taking in people and calling them his 'acolytes,' and the acolytes are acting like zombies or something. It's become like some kind of cult! If you really want to talk to him, talk to the Nariac embassy guards. Some of them are his acolytes, and I even think they have a special room for him in the Nariac Embassy."

Ten-zil (both of them) goes to the Nariac embassy to ask after Dr. Wizard. Markus goes along, posing as their bodyguard. When they get to the embassy, they are shown in to see Ambassador Gregor Chapin. Markus stays outside the room with three of the embassy guards. Every one of them is cybered out the yin-yang and look like Borg drones.

"We wanted to find out what you know about Dr. Wizard."

Ambassador Chapin seems confused. "Dr. Wizard, I don't know who that is."

Ten-zil explains that he's had previous business with Dr. Wizard, and says that he knows Dr. Wizard has a secret room in the Nariac Embassy. He threatens the ambassador, saying he will be back to search the embassy.

Under pressure, the ambassador agrees to take Ten-zil and Lenny back to see the room. On the way, the ambassador uses his cyber monocle to signal his guards. Suddenly, a heavy metal door slams down between Markus and the two Ten-zil Kems.

Ten-zil suddenly clutches his head and screams. He begins to lose consciousness. Lenny is confused.

The embassy guards draw autoflechette shotguns and Markus immediately attacks the three cyborgs. He clotheslines one of them, and the other two fire on him with their shotguns. He takes severe damage, but his redundant organs help.

Ten-zil goes unconscious, although he manages to call the administrators first. Lenny wants to get out.

One of the cyborgs tries to knife Markus, which proves to be a really stupid idea. The other two shoot Markus, but their shots go wild while he charges.

Back at the security station, Haggernak gets the call from Ten-zil, and starts mobilizing a team to raid the embassy.

Lenny shoots the nariac ambassador, doing decent damage but the ambassador's armor absorbs it all.

Ambassador Chapin then knocks Lenny out with his psi attacks.

Markus beats on cyborgs, and is frustrated by unarmed combat against three gunmen. He pulls a knife and slashes one of the cyborgs in the throat.

Markus defeats the three guards. He picks up two shotguns and radios Haggernak ("The Nariacs are killing everyone. Over.").

Haggernak arrives and meets up with Markus, and they manage to get the embassy door open. They find all three diplomats unconscious (Ten-zil, Lenny, and Chapin). Haggernak takes them and Markus back to the infirmary, and the ambassadors wake up in transit. Adun Zelnaga spends 20 minutes plucking flechettes out of Markus. Orderlies see to the others and release the ambassadors.

When Lenny wakes up, he has forgotten everything since waking up in the morning. He is appalled to see his strum-pet commercial.

Ambassador Chapin claims that Lenny went crazy and attacked both himself and Ten-zil Kem, and that is why they were unconscious. He doesn't know why Lenny was also unconscious but suggests he must have succumbed to whatever disease he has.

Strangely, Ten-zil Kem backs up Ambassador Chapin's story, or at least he can't directly contradict it. Ten-zil seems to be having a hard time thinking clearly, and a little voice in the back of his mind keeps giving him "helpful" suggestions.

Markus wants to know why the embassy guards attacked him, but Chapin says that is standard operating procedure when an ambassador is attacked in his own embassy.

Haggernak calls the command staff and explains the situation. Takashi denies any sort of "storm the embassy" plan. He suggests surveillance and hacking.

Haggernak employs Ten-zil Kem to hack into the Nariac Embassy computer. Ten-zil Kem finds some things, but the little voice in the back of his mind kicks in, and he decides not to tell Haggernak about anything he found, instead spinning a web of lies and apologies.

Markus gets in touch with Zalan Vagner again and leans on him to arrange a meeting with one of Dr. Wizard's zombie acolytes. Vagner vehemently objects to this plan, but reluctantly agrees, and arranges a meeting with Dr. Wizard at 1600 hours. Markus tells him to knock on the door and then run off.

Vagner is reluctant, "If I get shot I'll need more guns."

Markus says "Sure. You do this, I'll consider your debt paid."

Markus calls Haggernak, and Haggernak calls the captain to arrange permission for the raid. He also asks for Rokk Tressor and Martin St. John for the raid, which Takashi agrees to.

12/14/2502: The Lighthouse exits drive space

3 xp to most active character in the session. (Markus, Ten-zil, Lenny, Haggernak, Taveer).