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THE GORILLA'S DEN

www.geocities.com/demonprimate/

demonprimate@yahoo.com

Aphrodite's Harvest

A Scenario for All Flesh Must Be Eaten

by Daniel Proctor

Introduction

Exploration has always been accompanied by unknown dangers, and this adventure is the realization of one of those potential horrors coming to fruition. It is set in the very distant future, and the Cast Members represent the “seed” of a world whose fate will never be known. This seed may take hold and prosper, or wither and die. The provided characters can be used with no modification, or if the players and Zombie Master prefer, the characters can be replaced or personalized. The structure of this adventure is open ended so that the Zombie Master has full flexibility in setting up encounters. Furthermore, it is designed as a stand-alone adventure, but if the Cast Members survive it could be the beginning of an entire campaign in which they must endure the perils of starting a new civilization on an alien world!

Adventure Background

Aphrodite was the first of Earth's Ceres-Class colony ships, which utilize cloning technology to grow colonists in route, rather than take risks with the unprecedented long-term cryosleep required for interstellar travel. The ship started its voyage toward the orange k-type star Epsilon Eridani in the year 2109. Sponsored in a joint effort between Global Aerospace and the U.S. based genetic engineering corporation Xenotek, this 10.5 light-year journey was the first of its kind. The 34,000-year voyage was both a gamble and an investment in humanity's future.

Detailed analysis indicated the planet Epsilon Eridani II to be a near twin to Earth in planet density, size, and atmosphere. Although there was no indication of what kind of life had evolved on the planet, its conditions would likely be hospitable to human life. It represented the perfect opportunity for humanity to expand beyond its solar system.

The sponsoring companies recruited loyal employees first, chosen for mental stability and expertise in their fields. Other people were chosen by application from outside agencies, and each volunteer was paid for the limited rights to a digital brain recording (DBR), or a “digi,” and a clone.

The colony ship was piloted by its computer navigation system, and remained inhabited only sporadically by biological androids, or “simulacra,” which were grown every so often to conduct maintenance during the

ship's long voyage. Two years before *Aphrodite* reached orbit around Epsilon Eridani II, combined accelerated growth tanks and cryogenic tubes, which incorporate frozen tissue sample storage, virtual reality teaching equipment, and DBR machines, initiated growth of the first batch of approximately 200 simulacra. These would form the initial work force once the colonists reached the planet. The machines would continue to grow "batches" of simulacra as need requires. The simulacra were grown and taught the necessary skills through virtual reality and DBS technology that would enable them to be fully prepared, once awakened, to begin work in their various tasks. The remaining tanks began growing clones of approximately 50 administrators and professionals six weeks before reaching orbit. During this time, the clone brains were prepared with their appropriate DBR recording and their bodies were physically matured to a stage roughly the equivalent of 25 years old. The command crew was scheduled to awaken a few hours before entering orbit around Epsilon Eridani II, and the remaining crew would remain in cryogenic freeze until the main ship lands on the planet.

A new chapter in the existence of humanity has begun, and it is up to the capable crew of the *Aphrodite* to found an entirely new civilization. Her journey across millennia was completed without complication, and 34,264 years after the colony ship left Earth orbit the command crew awakens to view the first truly alien world human eyes have ever laid upon.

Body Snatching Bugs

The *Aphrodite* command crew's eyelids flicker open to the sight of cryogenic tubes, but not all is as it should be. The ship's computer indicates that it has been in orbit around Epsilon Eridani II for eight weeks. The crew was supposed to awaken several hours before reaching orbit, and in fact computer records show that not only did the crew awaken according to schedule, but they also oversaw the ship enter orbit. There are records of planetary scans. The computer indicates that seven weeks ago the surface shuttle made one run to and from the planet's surface. How can this be, and why does the scent of death permeate the recycled air?

The *original* command crew did in fact wake up on time. Excited at the prospects before them, they were eager to get planetary analysis underway as quickly as possible. After several days of planetary scans, the crew made a trip to the planet's surface to gather biological and mineral samples.

Jason O'Connor, the command crew's doctor and geneticist, was analyzing a small native insect-like creature in lab three when the fate of the *Aphrodite* crew took a subtle but sudden turn. The doctor had frozen the small creature to preserve it; the combination of handling and thawing triggered its egg sack to "go off." This reaction saturated the area with small airborne eggs, and they came into contact with O'Connor's skin. The eggs are capable of boring through the skin or lungs in order to reach the blood stream, and it was only a matter of time before they began to incubate in O'Connor's arteries.

When the hard-shelled, twelve-inch long creature's eggs gained access to Dr. O'Connor's skin, he became the feeding ground for the next stage of its life cycle. Twelve hours after O'Connor was infected, about one-dozen larvae were gleaning enough nutrients from the doctor's blood to noticeably increase his appetite. He hungered for meat. The larvae were beginning to consume his tissue and establish a neural network.

Two days later O'Connor was beginning to show signs of mental instability. The rest of the crew was planning a landing site and initial location to begin their mining operation. Meanwhile, O'Connor's natural fears of the colonization process were magnified immensely. He began to believe that settling the planet

would mean his doom, and that the crew was planning to do away with him. Of course, O'Connor would have none of that. He began to make plots of his own.

The Last Supper

The crew soon became seriously concerned with O'Connor's behavior. He was argumentative and eager to push any plan that would delay colonization. Things were about to turn in a horrible direction. At the last dinner meeting the crew would share, Mark Lockshire, the ship's botanist and expert agriculturalist, got into a heated argument with O'Connor regarding the feasibility of the six-month agriculture plan Lockshire had put together.

By this point, O'Connor had completely lost his mind. From earlier conversation he had learned that Lockshire's brother, John, was on the ship. O'Connor stormed off to his own cabin and came up with the deranged idea to strike at Lockshire through John. He made his way to deck two, the portion of the ship housing the cryogenic units, and stood looking at Lockshire's brother for some time as he slept behind the glass. Then O'Connor made his decision; he started the sequence to release him from freeze. Pulling him from the chamber, he choked the life from John before he ever woke up. About the same time John died, the larvae finally killed O'Connor as well and had completely taken over his body. John made a convenient snack for O'Connor's larvae-possessed corpse.

By the time O'Connor's body was found, the larvae had finished with him. They matured into their adult stage and quickly spread throughout the ship ejecting their microscopic eggs into the air. The remainder of the crew became infected, and their alien-infested bodies lurch through the cold hallways, seeking flesh to complete the life cycle of their parasites.

***Aphrodite's* Fruit Replenished**

Each person grown for the initial colonization effort was implanted with a life-detecting sensor early during his or her growth stage. In case some terrible plague or accident befell the crew, the ship would automatically re-grow each member if or when they all died. Unfortunately, this is what happened.

When the second command crew awakens, they expect to encounter the situation they were trained for. They find a mystery and a slaughterhouse instead. Each clone emerges from her module with only a white jumpsuit. Cast Members must make their way to deck one, the cargo deck, to acquire weapons. The following list of clues can help them figure out the situation:

- The ship's computer logged some of the activity of the command crew. It logged the date and time the initial crew woke, as well as the time that John Lockshire was released from cryogenic freeze. The fact that John Lockshire was manually released from cryogenic freeze will be revealed only if specifically queried to the computer or if the computer is asked to present records of all individuals released from cryosleep to date (or some similar inquiry at the Zombie Master's discretion).
- There is a message from Winters saved and logged in the captain's message file describing the alien insects he found in a hallway. The captain's message light will be blinking when the "new" captain enters his cabin. See the player handouts for a transcript of this message.
- O'Connor's private journals reveal his suspicion that the crew was conspiring against him. These are available to the "new" O'Connor, and to the captain if he uses his authority to override the computer's security code for the storage of personal files. See player handouts.

- There is a computer record of planetary scans and of the shuttle's trip to the planet's surface. It has used its supply of fuel and needs to be refueled. The refueling process is automated, but will take one hour once initiated. There is enough fuel stored on the *Aphrodite* to supply one more round-trip journey to the planet's surface in the shuttle. If any further fuel is used, the *Aphrodite* will not be able to maneuver its landing to the surface in order to commence colonization.

The decomposing and mostly eaten corpses of John Lockshire and Jason O'Connor are on the floor in front of John's cryo-unit. The bodies will be unrecognizable at this point except by genetic identification. Note that a second clone of John was grown simultaneously with the rest of the crew.

Alien Insect Biology

The propagation of the creatures relies on the mechanism of airborne eggs gaining access to a host's blood stream by boring through skin, lung, or mucous membrane tissue.

Infection by inhalation occurs on a role of 6 or less on a D10 if within 15 feet of a creature expelling its eggs. Infestation by skin contact with the air or a contaminated surface occurs on a role of 8 or less on a D10. For skin contact this role must be made once per hour for twelve hours after exposure unless the character is thoroughly scrubbed clean. Eggs are sticky and barbed; they will cling unseen onto hands or clothing. Freezing and vacuum does not harm them. Fully-grown Alien Insects do not attack for any appreciable damage.

Upon hatching, the insect-like creature's eggs enter their next life stage as a parasitic larva. The larval worm-like swimmers burrow into flesh and begin to feed. The various larvae work as a hive mind and quickly grow nerves that "tap into" the nerves of the host. Gradually all motor control is taken over by the larval colony. About the same time, the body has sustained enough traumas from the larvae that the host dies. Since the host is not sufficient to supply nutrients to the growing larvae, they use the corpse as a flesh puppet to attack and consume victims.

Twelve hours after infestation, the host will notice an increase in appetite, namely a hunger for raw flesh. After 48 hours, the character develops the mental drawback, Paranoid (-2), due to the chemical byproducts of the larvae waste. The parasites will do D10 damage every twelve hours to an infected Cast Member until she dies, at which point the parasites have completely taken over the body and begin their quest for meat.

The hard-shelled insect-like adult creatures have a life span of about eight months, and molt every three weeks. They feast on carrion and can survive without food for up to three months before dying of starvation.

The *Aphrodite* Zombies must consume the flesh from the approximate equivalent of one person in addition to their host in order to complete the Alien Insect life cycle. Once that is done, the zombie will collapse, lifeless, and after 24 hours the larvae that infect it will emerge as fully-grown, hard-shelled adults. The larvae can exist in and keep animating a corpse for several months without consuming a victim, but this will delay their transformation into adults.

Alien Insect

Strength: 0-1 Dexterity: 3-4

Constitution: 2-3 Intelligence: -1-0 (animal)

Perception: -1-0 (animal) Willpower: 1-2
Life Points: ((Strength + Constitution) x 2)
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Emits airborne eggs
Skills: Dodge 1, Stealth 2, Tracking 2

Aphrodite's Harvest Zombies

Constitution: 2 Intelligence: 0
Perception: 1; (4 for smelling) Willpower: 2
Dead Points: 15 Speed: 4
Attack: Bite damage D4 x 2 (4) slashing; (Bite damage is 4 stabbing for Neo-Gorilla)
Weak Spot: Spine
Getting Around: Life-Like
Strength: Dead Joe Average; (Strong Like Bull for Evolved Gorilla)
Senses: Like the Dead; Scent Tracking
Sustenance: Weekly; All Flesh Must Be Eaten
Intelligence: Animal Cunning (+2); Teamwork
Spreading the Love: *Aphrodite* Zombies do not spread the love. Only the adult insects spread infection.
Power: 19 (24 for Evolved Gorilla)

Note that Security Chief Cosgrove is an Evolved Gorilla, and his zombie is a bit stronger than the average human variety.

Fight or be Eaten

The Cast Members should discover what has happened, clean the ship of the alien contamination, and destroy the alien infected zombies so that the colony mission can resume. Note that at the start of the adventure there are three infected, but not yet “possessed,” maintenance simulacra hiding out in the food production area on deck three. Including the zombie command crew (with the noted exception of O’Connor, who has already completed the insect life cycle), there are approximately fifty zombies on the ship. A similar mechanism to the one that triggers the ship to regrow the command crew also releases further previously prepared maintenance simulacra should the previous ones perish. Needless to say, a zombie drama was fully unfolding while the new command crew was regrowing, blissfully unaware.

The computer will be able to maintain contact with the implanted life sensors in each person even if the Cast Members go to the planet’s surface. The ship will grow another batch of clones in the event that all of the characters die. These sensors can be removed with minor surgery, and doing so tricks the computer into thinking the individual is dead.

The Cast Members will undoubtedly be very interested in acquiring weapons, at some point, from the cargo bay. For the purposes of this adventure, consider most weapons from the *AFMBE* core book available. Unfortunately for the Cast Members, in this future high power energy weapons do not exist, and as a result weapons are very similar to twentieth century weapons. However, they are made of lighter, stronger materials and fire case-less ammunition. Should the characters employ devastating firepower, the Zombie Master should make the repercussions equally as devastating in regard to how this might damage the ship and cause further difficulties

The Zombie Master should feel free to place zombies throughout the ship as she sees fit. The halls reek of death, and by the time the command crew awakens there are eaten simulacra corpses in many of the halls, with any number of adult Alien Insects scavenging and waiting for a likely host to come along so they can discharge their eggs.

The horror of encountering zombies is profound in its own right, but the additional shock of the Cast Members encountering zombies of *themselves* should be emphasized when possible. An interesting aspect of this scenario is that should all of the Cast Members be killed, their clones will awaken again six weeks later to rediscover the situation, only potentially worse than before! They will not remember what happened to them unless they update their DBRs with equipment in the labs before they die.

Finding a Cure

It is possible to develop a cure and a vaccine for the parasitic infection with proper lab equipment and an Intelligence and Science (biology) test. There is a penalty of -3 due to the alien biology and chemistry of the creatures. Note that a cure is only helpful to hosts who are still alive, and the only cure for one of the walking dead is destruction. If no characters are available to work on a cure, it is possible to wake a NPC scientist from cryosleep. The Zombie Master can determine the skill level of the scientist as she sees fit.

The *Aphrodite*

See the end of this document for the deck plans.

There are four decks to the *Aphrodite*. Deck one is entirely devoted to cargo, which consists of various weapons, tools, automated machinery, and virtually anything imaginable that could be used for the initial setup of the colony. It also houses equipment for repairing the ship, as well as vacuum suits and other equipment. The shuttle bay is located here as well. Part of this deck contains the lower portion of the nuclear drive that will power the ship's surface landing.

Deck two is devoted to work shops, labs, medical rooms, and clone vat/cryosleep tubes, and a middle portion of the nuclear drive. Deck three is home for the bridge, as well as a number of cabins for future officers and the sizable mechanized life support section that not only recycles air and water, but grows plant-based food and clones animal flesh in vats for consumption. The life support system is capable of providing food and shelter to hundreds of colonists until reliable food sources can be established on the planet's surface. This deck also houses the upper portion of the nuclear drive. Deck four is devoted entirely to bunk rooms, since the ship itself will house all of the colonists during the initial phase of the colonization process. Access to all 40 two-man escape pods is provided on this deck at the ceiling. If activated, they will automatically guide themselves to the planet's surface unless controls are overridden.

The ship is streamlined so that it can enter the atmosphere of the planet's surface. It is connected to a 6,000-foot long retractable tether cable, which is in turn connected to an unstreamlined cylinder hull called simply, "the Island." It is essentially a ship unto itself, and in fact it was attached to the belly of the *Aphrodite* during its journey and provided power and thrust with its own engines. The *Aphrodite* has only enough fuel to navigate a landing to the planet's surface. The Island is intended to remain in orbit to effectively become a permanent space station; it completely spent its fuel getting *Aphrodite* to Epsilon Eridani II. It contains its own food vats and clone/cryo-tanks with scientists and workers who will be revived to live in space after *Aphrodite* begins colony efforts on the planet. The two ships are currently linked in a spin, which provides artificial gravity of 1g. The spin must come to a stop before *Aphrodite* can safely detach from the tether and

make its way to the planet's surface. This can be accomplished by commands through *Aphrodite's* computer, and will take thirty minutes.

If *Aphrodite* detaches from the tether while in spin, gravity will suddenly cease. The *Aphrodite* can recover to make a safe landing, but the Island will be flung helplessly into space.

The captain can initiate the self-destruct mechanism on the ship if the situation calls for it. This feature was included because the ship was heading into a vast unknown, and the possibilities for catastrophe were literally inconceivable. The sponsoring corporations did not want the ship to fall into alien (or rival corporation) hands. Forty nuclear warheads have been placed into the hull in strategic positions. If they are triggered there will be no chance of survivors.

Epsilon Eridani II

If the characters decide to make a break for the planet below they will discover a lush, life-filled world. The air is perfectly breathable and the gravity is not noticeably different than Earth's. The surface of the planet was barely mapped, much less its life cataloged. The characters could be facing any number of unknown dangers, not to mention more of the alien bugs. The kind of ecology that exists on the planet is up to the Zombie Master. Is there intelligent life? What kind of bizarre ecology would include body-snatching bugs? The dangers below may make the dangers above look like a day at the beach.

Player Handouts

Dr. O'Connor's Journal

The crew has been acting oddly ever since we went to the planet's surface. Lately they suddenly stop their conversation as I enter the room. They're barely civil to me. I think the captain resents me for sleeping with his simulacra companion model.

I just can't sleep. I know they're talking about me behind my back, plotting. They think I am expendable. I'll be the first they get rid of when we land.

I can't allow us to colonize this planet. We need to go back home, anyway possible! That alien world is just waiting to swallow us up. Can't these fools see that? I've got to stop this. I've got to find a way.

I'm convinced that somehow something infected the crew when we landed. When I look at them its as if they have become something else, something alien behind their glassy eyes. They're going to kill me. I know it. But not if I get them first.

Message from Winters to the Captain

The following message is stored in the captain's message file:

Captain...are you there? This is Winters. Some kind of insects must have escaped the lab. Three of them are in the cryosleep section. They're moving toward me...[cough...cough]...they've sprayed something in the air! [cough]

Simulacra

The simulacra servants on the ship are biological constructs. Powerful computers using evolution-mimicking algorithms design simulacra DNA. They are reverse engineered to mimic human functions, but their artificial chromosomes and DNA do not resemble humans'. The most up to date models are potentially intellectual equals of humans, but memory implantation keeps them intellectually stunted. Their bodies are additionally programmed to survive only five years so that they will never become emotionally mature enough to question authority.

Maintenance Simulacrum

Three-point Quality

This package reflects typical Maintenance Simulacra designed for fixing various elements on the ship and maintaining basic operating equipment.

Attributes: Maintenance Simulacra are quite strong and hardy, adding +1 to Strength and +1 to Constitution, for a total attribute cost of two points.

Qualities and Drawbacks: Maintenance Simulacra are programmed to have Emotional Problems (Subservient) (-2), and are Hard to Kill (+1). They are able to endure long periods of exertion, having Resistance (Fatigue) (+2).

Recommended Skills: Maintenance Simulacra are only trained for specific occupations. Possibilities include Craft (Weapon smith), Electronics, Engineer (Mechanical, Electrical, or Biological), First Aid, Mechanic, Medicine (Surgery), and Piloting (Space vessel).

Companion Simulacrum

Three-point Quality

This package reflects typical Companion Simulacra designed for entertaining their owners.

Attributes: Companion Simulacra are designed to be very healthy, adding +1 to Constitution, for a total attribute cost of one point.

Qualities and Drawbacks: Companion Simulacra are very attractive, having Attractiveness (+5). They are programmed to have Emotional Problems (Subservient) (-2).

Recommended Skills: Companion Simulacra are rarely used in the manner of Maintenance Simulacra, but it is possible. More likely skills might include Craft (Seamstress or Weaver), Dancing (Erotic), Fine Arts (Drawing or Painting), Humanities (Any) for conversation, Language (Any), Play Instrument (Any), and Seduction.

Evolved Gorilla Quality

9-point Quality

Evolved Gorillas were genetically engineered for military purposes in the mid twenty-first century. Public outcries soon earned them equal human rights, though they are still unofficially second-class citizens.

Attributes: Evolved gorillas are extremely strong, adding +5 to Strength. They are also agile and sturdy, adding +2 to Dexterity and +2 to Constitution, for a total attribute cost of nine points.

Qualities and Drawbacks: Evolved gorillas have Fast Reaction Time (2), are considered a Minority (-1), and cannot swim due to Negative Buoyancy (-2).

Natural Attacks: Evolved gorillas have an innate bite attack that inflicts one point of stabbing damage per strength level, for a cost of one point.

The Cast Members

The following Pregenerated characters are meant to be used with *Aphrodite's Harvest*. This section differs from the web presentation in that each character is fitted to a separate page to facilitate easy printing.

Captain David Jacobson

Survivor

Str 3 Dex 3 Con 4

Int 4 Per 4 Wil 4

LPS 47

EPS 38

Spd 14

Essence 22

Qualities/Drawbacks

Attractiveness +2 (2)

Fast Reaction Time (2)

Hard to Kill 3 (3)

Skills

Brawling 4

Bureaucracy 3

Computers 2

Driving (Hover car) 2

Dodge 3

First Aid 2

Guns (Pistols) 4

Guns (Rifle) 3

Haggling 2

Piloting (Space vessel) 5

Sciences (Astronomy) 3

Smooth Talking 2

Gear

White jumpsuit

Personality

I used to fly passenger and cargo vessels for Global Aerospace, and I probably retired for them eventually. But *that* Jacobson was left behind over 30,000 years ago. I just have all of his genes and memories. Hey, what did I have to lose? No family, just the occasional dally with a simulacra companion model at space dock. My ship and the blackness of space are the only family I've ever known. I feel sorry for that poor bastard Jacobson. He probably retired, withered, and died on Mars colony. I have a whole new world to command.

I've got full administrative power on the ship. My say is essentially the law. I've no intention of letting any of these other cloned nitwits screw this up. Little do they know I have an additional power. If things go bad I can end it all. That's right, nuclear warheads are planted throughout the ship. Self-destruct mechanism. Let's just hope it doesn't come to that, who knows if humans are even alive anymore back home!

Quote

"I want full power to the bridge, now! Or so help me you'll be pushing a broom on Titan Station!"

Security Chief James Cosgrove

Evolved Gorilla Survivor

Str 8 Dex 3 Con 4

Int 3 Per 3 Wil 4

LPS 73

EPS 53

Spd 14

Essence 25

Qualities/Drawbacks

Acute Senses (Smell) (2)

Attractiveness -2 (-2)

Hard to Kill 5 (5)

Humorless (-1)

Evolved Gorilla (9)

Skills

Brawling 4

Bureaucracy 1

Computers 2

Driving (Hover car) 2

Dodge 3

Electronic Surveillance 3

First Aid 2

Guns (Pistol) 4

Guns (Assault Rifle) 3

Hand Weapon (Knife) 3

Humanities (Criminology) 1

Investigation 2

Intimidation 2

Notice 1

Stealth 1

Surveillance 3

Gear

White jumpsuit

Personality

I grew up on a reservation in Florida. Yeah, just like the Native Americans before us, we got the short end of the land deal. Sure, the segregation was “voluntary.” After all, no law prevented us from moving to New York, for instance, but that just doesn’t happen often. I got the hell out of there by joining the Army, and then transferred into the Space Security Agency. Before I enlisted on this mission I served for a few years as a rotating security specialist, and got to see a growing number of my people become space colonists to get out from under Earth’s prejudice. Hell, some of those “human” gene-engineered spacers look weirder than an Evolved Gorilla who just woke up!

I’m not just here for the adventure. I happen to know that there is plenty of Evolved Gorilla DNA stored on the ship. I want to start over on this planet, and by God my kind will have a say in what goes on in the colony! Those humans won’t have the advantage of numbers, here, at least not for long.

Quote

“Step down, hairless, if you know what’s good for ya.”

Geology Specialist Jake Winters

Survivor

Str 3 Dex 4 Con 5

Int 3 Per 3 Wil 3

LPS 42

EPS 39

Spd 18

Essence 21

Qualities/Drawbacks

Acute Senses (Sight) (2)

Acute Senses (Hearing) (2)

Fast Reaction Time (2)

Resistance (Fatigue) 2 (2)

Situational Awareness (2)

Skills

Brawling 2

Climbing 4

Computers 1

Dodge 3

First Aid 3

Guns (Pistol) 2

Guns (Rifle) 1

Hand Weapon (Knife) 2

Piloting (Shuttle craft) 2

Running (Marathon) 1

Sciences (Geology) 5

Survival (Forest) 3

Survival (Mountains) 3

Tracking 2

Traps 1

Gear

White jumpsuit

Personality

I located some of the best iron deposits on Mars, and discovered the third largest ice deposit on the moon. As a guide, I lead popular expeditions to the most unlikely destinations, on and off world. But no contract can match the one I'm on right now. The idea of becoming a pioneer on a new Earth-like world was the once in a lifetime chance I couldn't pass up. The remoteness and isolation of it appeals to my disposition, and hell, the air's gotta be better than on Earth.

So, yeah, I'll help locate a landing place for the ship. I'll find mineral resources. After that, it's just me, a pack of supplies, and years at a time in the wilderness.

Quote

"It figures. An entire world below and I'm locked up in this tin can with a bunch of lunatics."

Doctor Jason O'Connor

Survivor

Str 2 Dex 4 Con 3

Int 5 Per 3 Wil 4

LPS 30

EPS 41

Spd 14

Essence 21

Qualities/Drawbacks

Attractiveness (3)

Covetous (Lecherous) 2 (-2)

Fast Reaction Time (2)

Nerves of Steel (3)

Photographic Memory (2)

Resistance (Fatigue) 2 (2)

Showoff (-2)

Skills

Brawling 2

Bureaucracy 1

Computers 3

Dodge 2

Driving (Hover car) 2

First Aid 3

Guns (Pistol) 1

Hand Weapon (Knife) 2

Medicine (Surgery) 4

Research 3

Sciences (Biology) 5

Sciences (Genetics) 5

Smooth Talking 2

Gear

White jumpsuit

Personality

I partied all through medical school. I often went to gross anatomy lab with a hangover, but never lost my lunch. I don't know what those other guys were so uptight about; I finished first in my class, no sweat. Probably why no one liked me. Except, of course, for the ladies.

Sure, I left behind three small children. If you want to put it that way. I'm sure my "duplicate" raised them just fine. Too bad my ex-wives wouldn't sell the rights to the kids' clones so I could raise them again, here, on this new planet. But that's all in the past, by gross under exaggeration. I've got to look ahead! So, I'm here to examine life on this world. That's exciting. Sometimes in my spare time I scope the female colonists, behind the glass in their frozen sleep. I call it, "window shopping."

Quote

"I thought the thermostat was set too high in here until I saw you, sitting here. You heat the room up by sheer beauty."

Botanist Mark Lockshire

Survivor

Str 2 Dex 3 Con 4

Int 5 Per 3 Wil 4

LPS 34

EPS 35

Spd 14

Essence 21

Qualities/Drawbacks

Artistic Talent (Painting) 3 (3)

Attractiveness 1 (1)

Charisma 2 (2)

Fast Reaction Time (2)

Nerves of Steel (3)

Skills

Bureaucracy 2

Climbing 2

Computers 3

Dodge 3

Driving (Hover car) 2

Engineer (Mechanical) 4

First Aid 2

Guns (Pistol) 2

Sciences (Botany) 5

Sciences (Chemistry) 3

Sciences (Genetics) 4

Survival (Forest) 3

Gear

White jumpsuit

Personality

I developed several strains of food producing plants that were ideal for terraforming efforts on Mars. My innovations in hydroponics had a great impact on food producing units for space colonists. Needless to say, my *original* didn't sign on to this mission for the money. The idea of adventure appealed to me, and most especially the idea of investigating alien plant species.

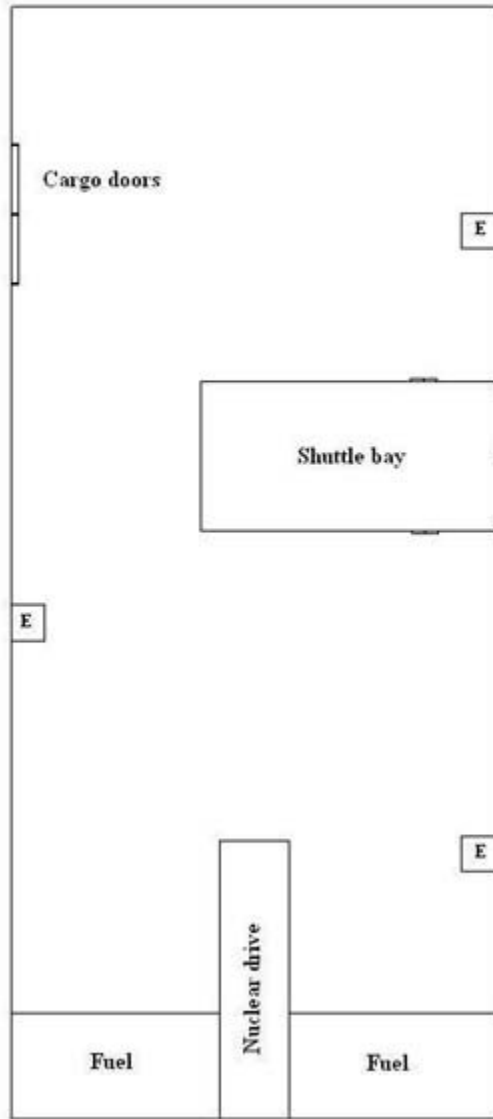
My wife will be in the second wave of clones the machines will produce after the ship lands on the planet. Both of us being in our late fifties, the idea of starting over together in the bodies of 25 year olds only sweetened the deal. Not to mention my brother John was selected for his professional engineering experience. I've got everything I need, right here.

Quote

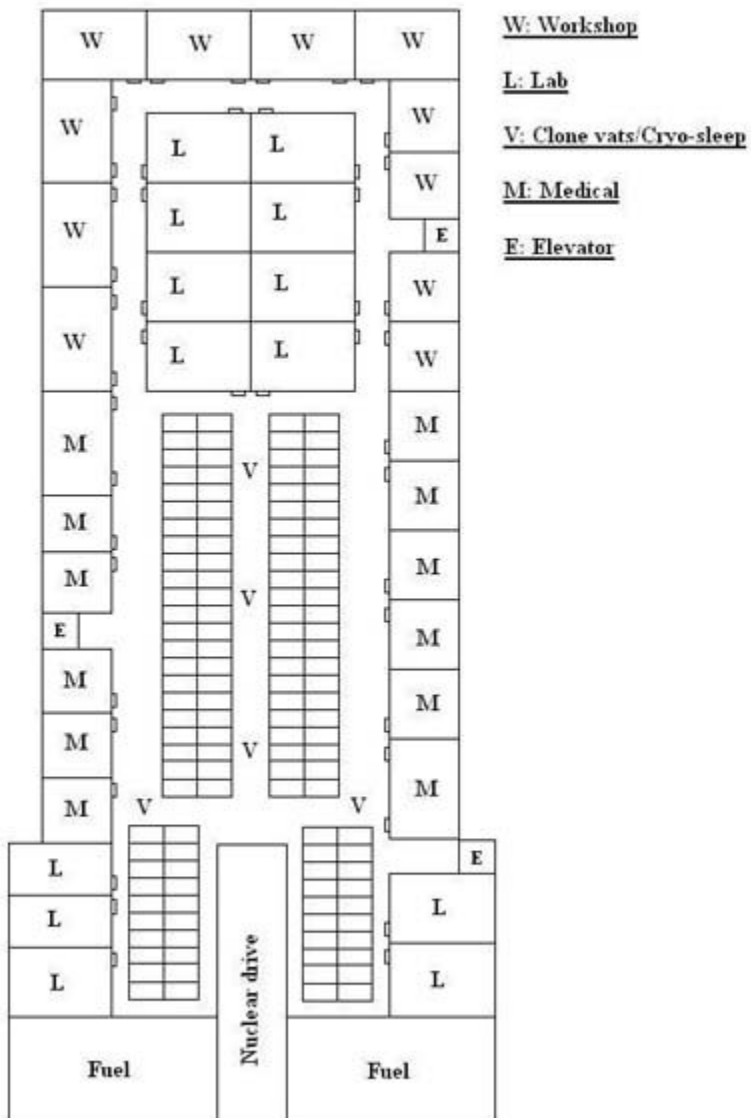
"My God, the photosynthetic reaction in this plant is like nothing before documented!"

Deck 1: Cargo Deck

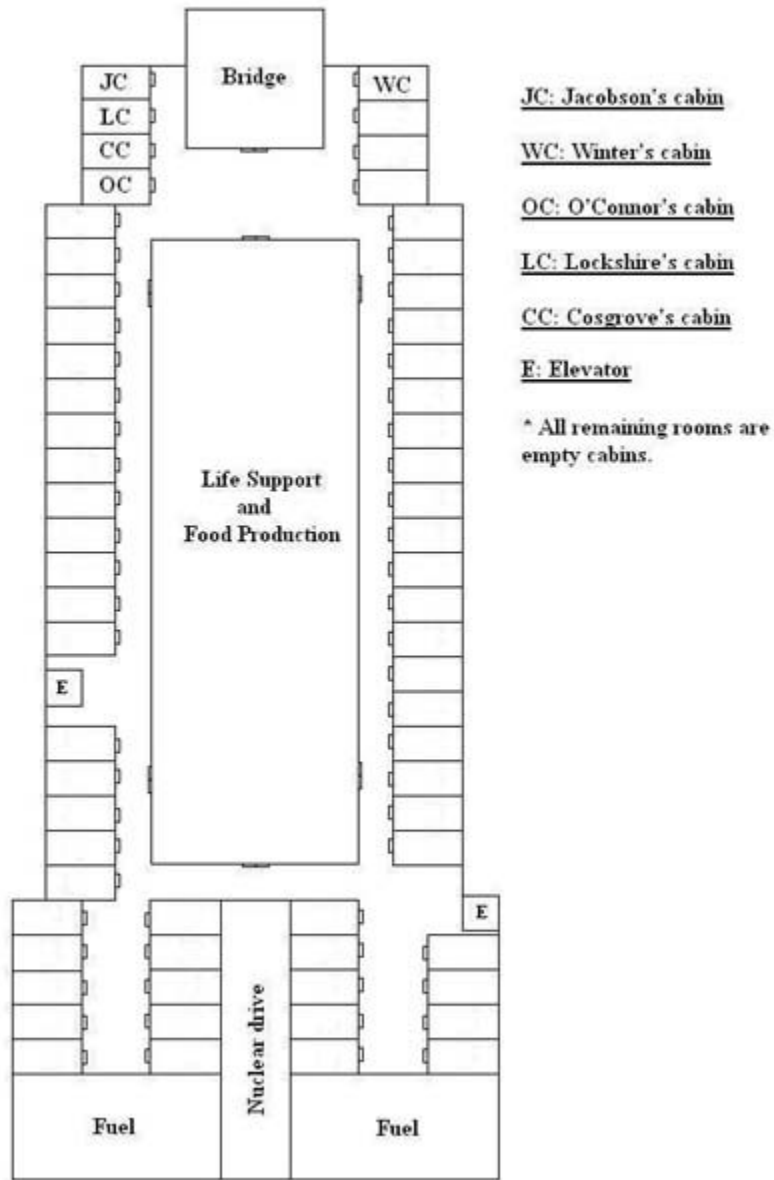
E: Elevator



Deck 2: Research Deck



Deck 3: Officers' Deck



Deck 4: Bunk Deck

All bunk rooms are unoccupied.

