ALTERNITY

SCIENCE FICTION ADVENTURE GAME

For Beginning Players

The Adventure Begins Now

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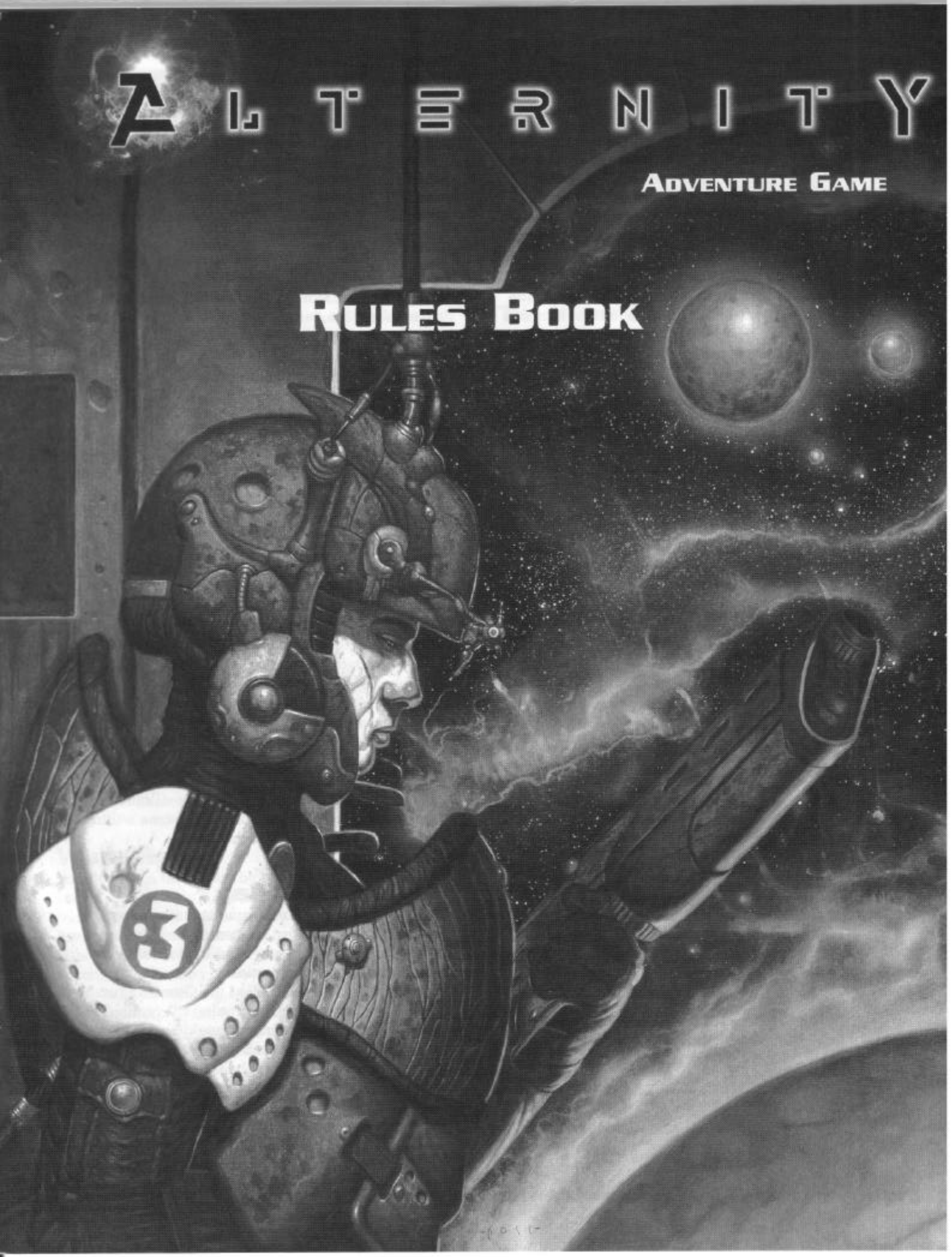
ALTERNITY

ADVENTURE GAME

RULES BOOK



INTRODUCTION

If you've purchased the ALTERNITY® *Adventure Game*, you must be a fan of science fiction. You've watched the evil deeds of galactic empires and cheered the valiant crews of Earth's finest starships as they explored the depths of space. And, if you're like most people, you always wished you could share in those adventures.

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Now, thanks to the ALTERNITY game, you can do just that. You can stare down a ravenous alien predator. You can fly your starfighter through a hail of enemy fire to deliver the death blow to a looming deep-space battleship. And you can do it all in the comfort of your own living room.

What Is ALTERNITY?

Imagine the far future, when humanity has spread across the stars to the farthest reaches of the galaxy. Faster-than-light speed travel has become commonplace, and science has advanced to an astonishing level. In this imagined future, humans have encountered hundreds of alien species and expanded their influence to thousands of different worlds.

In this distant millennium, humanity faces many challenges. Spacefaring pirates pillage the star lanes. Invaders test the borders of Known Space with alarming frequency. Internal strife threatens to plunge the stellar nations into a galaxywide war. Only a select few—the brave, the bold, the heroes of tomorrow—stand between the light of civilization and the darkness of utter destruction!

The ALTERNITY game is a game of "Make-Believe" with rules that lets you explore this exciting tomorrow. You and your friends take on the roles of brave heroes, strange aliens, and unsavory villains of the far future. All you need is this game, some willing friends, and your imagination.

How Do We Play?

The ALTERNITY *Adventure Game* isn't like other games. There's no board, no control paddles, no playing pieces. Everything you need to play is in this box—except your imagination.

One of the players is called the Gamemaster, or GM. The GM's in charge of running the game. The best storyteller in your group should be the GM. Stop reading now and give this book and the *Adventures Book* to the player who will be the GM.

The GM coordinates the action, tells the players what their characters see and hear, and resolves heroic battles. The GM is two parts storyteller, one part CPU, with a little bit of "banker" and stage manager thrown in. The GM runs the imaginary world, and everything in it does the GM's bidding.

The other players control the heroes, mighty characters who influence the galaxy with every action they take. The players must work together so that their characters can overcome hazards, solve puzzles, and otherwise work through each unfolding adventure. The players tell the GM what their characters do in situations the GM presents. If the heroes survive a particular adventure, the players win the game.

Overview

In the ALTERNITY *Adventure Game*, the Gamemaster and the other players get together to create a story. The GM begins with the Skirmish Scenario presented in this book. It helps give everyone a taste of how the game plays. Then, go on to the scenarios presented in the *Adventures Book*. An adventure scenario provides a basic plot; how the story ultimately develops depends on how the GM embellishes it and what the players have their characters do.

The other players each take one of the Hero Folders. These contain ready-to-play characters, complete with game statistics, weapons, and other equipment. Players can customize their characters, as described in each Hero Folder.

Each adventure provides a framework in which the game is played. The adventure sets up situations and provides challenges and opponents for the heroes. The material in each adventure should only be read by the GM. Special sections of the adventure, called "read-alouds," are designed to be read out loud to the players at specific points in the adventure. A read-aloud sets the mood of an encounter or describes a situation, including what the heroes can immediately observe. At the end of the read-aloud, the GM calls for action, and the players ask questions and decide what their characters will do.

Winning

You don't win this game by beating the other players. Instead, each adventure has its own victory conditions. Sometimes this is simply to make sure the heroes survive a particularly grueling challenge. Other times, the heroes have a specific mission to accomplish. As long as everyone has fun and the group tells an exciting story, then everyone wins.

Individual players win when their heroes defeat foes, gain money, fame, and achievement points, and increase their personal power and reputations.

That's what's great about the ALTERNITY game—each adventure is just one tale in the continuing saga of your hero characters. Each hero develops over time, getting better and better from one adventure to the next. Sure, you can have a great time just playing once, but the real excitement comes from watching the heroes improve and grow.

Dice

There are five dice in this game. Each die is a different shape and has a different number of sides.

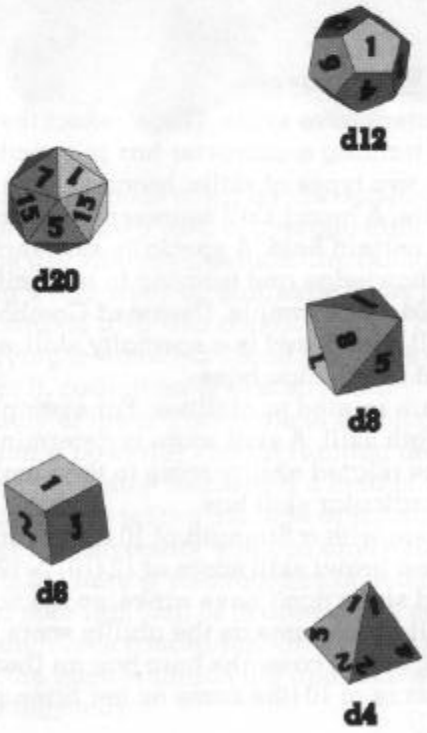
These dice help determine the outcome of actions in the game. If a player wants his or her character to try something (make an attack, use a skill, etc.), the dice are used whenever the outcome isn't a sure thing. The illustration below shows the dice, each clearly identified according to the number of sides: for example, the six-sided die is labeled "d6."

The Hero Folders

Each player selects one Hero Folder. The Hero Folder details one specific ALTERNITY character, providing a brief background, key ability scores, starting equipment, and a selection of skills to choose from. There are also details concerning important game mechanics to help remind players how to make skill checks and attack rolls, action checks, and defense rolls, as well as brief explanations of all the skills available to a specific character.

Now turn the page, and we'll show the Gamemaster how to play the game. Then, the GM can teach the players as they play, using the Skirmish Scenario.

Polyhedral Dice



Playing the Game

The Alternity *Adventure Game* has one primary rule: Have fun! If everyone has a good time, then you've done everything right.

With that in mind, think of the following information as a series of guidelines. It presents a simple way to figure out what happens in any given situation. If a rule doesn't seem right for a particular situation, you're allowed to bend it to make it fit.

The basic game mechanic that serves as the foundation of the Alternity game is simple. Every character has three types of key game statistics: *ability scores*, *skill scores*, and an *action check score*. A player must roll a number that's *equal to* or *less than* the hero's appropriate score to succeed. A roll that's greater than the score indicates a failure.

Ability Scores

All characters have six ability scores. These represent a character's physical and mental attributes. Ability scores range from a low score of 4 to a maximum score of 14. An average score is 9.

The six abilities are Strength, Dexterity, Constitution, Intelligence, Will, and Personality.

Skill Scores

All characters have skills. These reflect the experience and training a character has in specific areas. There are two types of skills: broad skills and specialty skills. A broad skill represents general knowledge in a certain field. A specialty skill represents specific knowledge and training in a specific subset of that field. For example, Unarmed Combat is a broad skill, and *brawl* is a specialty skill within that broad knowledge base.

Skills are related to abilities. For example, *brawl* is a Strength skill. A skill score is determined by adding the related ability score to the number of ranks a particular skill has.

So, a hero with a Strength of 10 and 2 ranks of *brawl* has a *brawl* skill score of 12 (10+2=12). Note that broad skills don't have ranks, so the score for a broad skill is the same as the ability score it is related to. In this case, the hero has an Unarmed Combat score of 10 (the same as her Strength score).

Action Check Scores

All characters have action check scores. These are used to determine who goes first in an action round. Every round is divided into four phases, which occur in this order: Amazing, Good, Ordinary, and Marginal. Heroes roll against their action check scores to determine which phase they can act in.

Gamemaster characters have the phase in which they can act listed in their entries. For example, a GM character with an Ordinary action check always acts in the Ordinary phase of the round.

Rolling Dice

The Alternity game uses two kinds of dice: a *control die* and various *situation dice*. Whenever dice must be rolled, you must roll one control die. Sometimes you also roll one situation die. The result of the roll determines if an action succeeds or fails.

The control die is always a 20-sided die (d20).

The situation die can be any one of the following dice: a four-sided die (d4), a six-sided die (d6), an eight-sided die (d8), or a 12-sided die (d12).

The situation die is either *added to* or *subtracted from* the control die. You're always looking to get as low a result on the two dice as possible—the lower the roll, the better the success. Low rolls are good in the Alternity game.

The Most Important Rule

Not every action requires a dice roll! The GM only calls for dice rolls in dramatic situations, when the outcome of an action isn't a sure thing, or when the GM needs to judge an action's degree of success.

For example, if a player declares that her hero crosses the moving sidewalk, no dice rolls are necessary. There's nothing particularly difficult or dramatic about this action. If the hero wants to cross through a crowd of blaster-wielding robots who try to block the way, then the situation has suddenly become dramatic and dice should be rolled.

So, when a hero attempts something he's got a high degree of expertise in, don't call for dice rolls unless there's an added complication. A starship pilot shouldn't have to make skill checks to handle a normal space flight. But if the pilot's ship is being attacked, dice rolls should be applied.

Situation Die Steps

How do you know if you should add the situation die roll to the control die roll or subtract it? What type of situation die should you roll? Those questions are related, so we'll answer them together.

Doing something of average difficulty doesn't require a situation die—just roll the control die (the d20) to see if the action succeeds. Use a situation die, and *add* the result to the control die, if a character tries to do something more challenging than normal. Use a situation die, and *subtract* the result from the control die, if the task is easier than average. (Note: Only use situation dice with skill checks, not with action checks. Action checks use just the control die.)

The smallest situation die you can use is a d4. To make a skill check for something challenging (slightly harder than average), roll a d20 and a d4 and add the results together; this is referred to as making the check with a "+1 step penalty." For something not too tough (slightly easier than average), roll a d20 and a d4 and subtract the d4 result from the d20 result; this is a "–1 step bonus."

Remember, low rolls are good in the ALTERNITY game—you're trying to get a result that's equal to or less than the skill score of the character performing the task. Obviously, your chance of getting that desired low result is better if you subtract the situation die from the control die.

Deciding which situation die to use is almost always under the Gamemaster's control. (Sometimes an adventure may call for a particular situation die due to the circumstances of the scene. In those cases, you'll see a notation like "+1 step penalty" or "–2 step bonus.") Using the table below for general guidelines, the GM determines how easy or how difficult a task is and assigns the appropriate situation die. For example, climbing up a curved metal surface (such as the outside of a spaceship) could be a task of average difficulty—just roll the d20 with no situation die. Doing the same thing while wearing magnetic boots is a lot easier, providing a –2 step bonus. Making the climb while carrying a wounded friend would be a lot more difficult, calling for a +2 step penalty.

The beauty of the situation die is that it gives the Gamemaster a powerful tool for running the game. You're free to add step bonuses if a hero is using superior tools or is taking his time or is being especially careful. Conversely, you can apply step penalties if the hero is rushing, has no tools, is working in poor lighting, or is attempting something in dangerous conditions. Or, you can simply stick with the base situation die and let the chips fall where they may.

Now let's try a practice game to see how this works. Turn the page for the Skirmish Scenario!

SITUATION DIE TABLE

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 or more	+d12
Nearly impossible	+3	+d8
Very hard	+2	+d6
Challenging	+1	+d4
Average	None	None
Not too tough	–1	–d4
Really easy	–2	–d6
No sweat	–3	–d8
A sure thing	–4 or more	–d12

Add **the situation die to the control die if success is *less* likely.**

Subtract **the situation die from the control die if success is *more* likely.**

SKIRMISH SCENARIO

Combat, from dangerous blaster shoot-outs to spectacular martial-arts free-for-alls, is a staple of science fiction adventures. As such, combat is an important part of the ALTERNITY game.

Take a look at the Hero Folder for Azore Jans. We'll use this hero to explain how a character attacks and defends in the ALTERNITY game.

Getting Started

The Gamemaster controls all of the evil aliens that the other players' heroes must defeat in this Skirmish Scenario. If you haven't selected a Gamemaster yet, do so now.

The other players control the heroes. They cooperate with each other to beat the evil aliens controlled by the GM. Each player selects one of the Hero Folders. These are the players' characters for this scene.

The GM doesn't get a Hero Folder. He or she gets to control the scenario and run the evil aliens that challenge the heroes.

The Action Round

This Skirmish Scenario is an example of a *combat scene*. All combat scenes are divided into *action rounds*. Every character, whether controlled by the players or the GM, can perform one action in a round.

An action round consists of four phases that occur in this order: Amazing, Good, Ordinary, Marginal. Everything that happens in one phase is resolved before the next phase begins. So, a character who gets knocked out in the Good phase can't perform an action in the Ordinary or Marginal phase.

ACTION ROUND SEQUENCE

1. **Roll Action Checks**
2. **Amazing Phase**
   a. Heroes Act b. GM Characters Act
3. **Good Phase**
   a. Heroes Act b. GM Characters Act
4. **Ordinary Phase**
   a. Heroes Act b. GM Characters Act
5. **Marginal Phase**
   a. Heroes Act b. GM Characters Act
6. **New Round: Repeat steps 1-5, go on to new rounds as needed**

Action Checks

At the beginning of every action round, the players all roll action checks for their heroes. Each player rolls a d20 and compares the result to the action check score listed on the Hero Folder.

For example, on Azore's Hero Folder you see that if Azore's player rolls a 3 or less, Azore can act in the Amazing phase.

The GM's action check doesn't require a die roll. The GM just checks the entry of the GM character to see which phase the character acts in.

The Gamemaster announces each phase in order, asking the players if any heroes can act in the phase. Then the GM characters act in the phase. After the actions are resolved, the GM announces the next phase.

Actions

A hero can attempt to perform one action in a round. For this Skirmish Scenario, the actions available to a hero are Attack, Run, Dodge, and Recover. The chosen action must take place in the phase indicated by the hero's action check, or the hero's player can decide to hold the action until any other phase in the round.

For GM characters, the only difference is that instead of rolling an action check, the GM characters act in the phase indicated in their entries.

Attack

There are three types of attacks a character can use: Unarmed, Melee, and Ranged. A character can walk and attack as a single action in a phase.

Unarmed Attacks include brawling and martial arts attacks. The character must be adjacent to the target (within 2 meters) to make an Unarmed Attack.

Melee Attacks include attacks made with clubs, knives, and other handheld weapons. The character must be armed with a weapon and adjacent to the target (within 2 meters) to make a Melee Attack.

Ranged Attacks include attacks made with firearms, energy-hurling weapons, and any other

distance attack. The character must be armed with a ranged weapon and able to see the target to make a Ranged Attack.

Refer to the attack information on each Hero Folder. It shows the attacks available to the hero, the attack skill score, and the amount of damage inflicted with a successful use of the skill. Azore's attack information looks like this:

Laser Pistol	Ordinary	Good	Amazing
Skill Score	14	7	3
Damage	d4+1w	d6+1w	d8+1w

To make an attack, roll a d20 (the control die) and compare the result to the character's skill score. If the number is equal to or less than the skill score, the attack is successful and the target gets hit. The lower the result, the better the attack. For example, if Azore's player rolls 3 or less, then Azore makes an Amazing laser pistol attack. If Azore's player rolls 15 or greater, the attack fails and the laser blast misses its target.

If the attack succeeds, then you roll the appropriate damage (as indicated). Damage is expressed as a die to roll, followed by either an "s" (stun damage) or a "w" (wound damage). We'll explain damage more fully in just a moment.

Run

Instead of making an attack, the GM or a player can decide to have a character run away. A character can run at the rate listed on the Hero Folder or in the character entry, but that's all that character can do in the round.

Dodge

A character can dodge as an action in a phase. When a character dodges, it is harder to attack that character for the rest of this round. (A hero who dodges in the Good phase receives the dodge benefit in the Good, Ordinary, and Marginal phases of the round.)

Anyone attacking a dodging character does so with a +2 step penalty. This means that instead of rolling just the control die (the d20) to make an attack, the player or GM must also roll a d6 situation die. Because this is a penalty, the result of the d6 is added to the result of the d20.

Dodging makes it harder to roll a low result and make a successful attack, but it won't be impossible. A lucky roll can still hurt a dodging character.

Recover

This is a special kind of action available to characters who are unconscious. We'll discuss this kind of action in the Damage section that follows.

Damage

When an attack roll succeeds, the target suffers damage. There are two types of damage in the ALTERNITY *Adventure Game:* stun and wound. Each hero has a number of stun and wound points listed on the Hero Folder. These represent how much damage that character can sustain before falling unconscious or being killed.

Stun damage isn't serious, but it can pile up quickly as a character gets battered, bruised, and fatigued. When a character runs out of stun points, he's knocked unconscious. Any additional stun damage received after a character runs out of stun points is marked off the character's wound points.

Wound damage represents serious, lasting damage. When all of a character's wound points are gone, that character dies.

Referring to Azore's Hero Folder again, if Azore's player rolled an Amazing success when attacking with Azore's laser pistol, the damage would be "d8+1w." This means the player rolls an eight-sided die and adds 1 to the number rolled. This result is the number of wound points inflicted on the target.

Armor

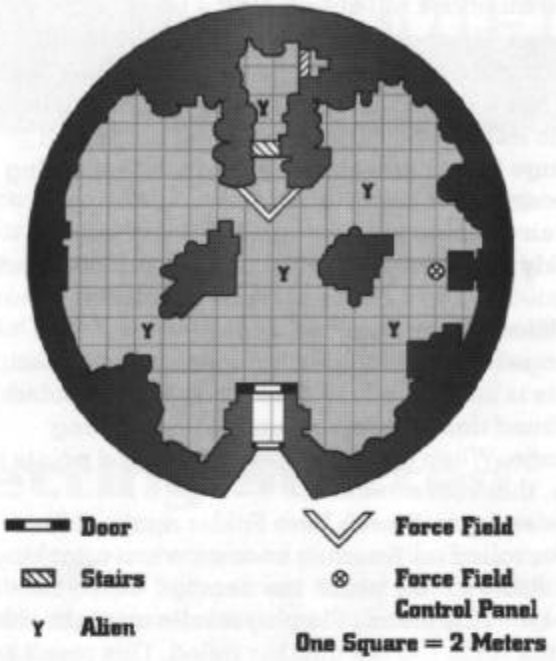
Fortunately, most characters wear some kind of armor to help protect them from damage. When an armor-clad character is hit by a successful attack, the character's player gets to make an armor check to block some or all of the damage.

For example, Azore wears a durable carbonite fiber (CF) softsuit. It's a futuristic suit of Kevlar-like material. It has a defense rating of d6–1. This indicates that it can block 0 to 5 points of damage (roll d6 and subtract 1). If Azore is pegged for 7 wounds and rolls a 4 for his armor check, then you only mark off 3 wounds for that attack—only the damage not stopped by the armor is inflicted on the character.

Recovery

If a character loses all of her stun points, she falls unconscious. The only action an unconscious character can attempt is a recover action. When a character makes a recover action, the player rolls a d20 and compares the result to the character's Stamina or Stamina–*endurance* score. If the check succeeds, the character regains a number of stun points, as shown below:

Ordinary success, regain 1 stun point; Good success, regain 2 stun points; Amazing success, regain 3 stun points. On any success, the character regains consciousness.



Practice Combat

Now that you've learned how characters attack and defend themselves in a combat round, let's play the Skirmish Scenario to test out the rules.

Set-Up

Take a look at the map on this page. It shows an underground power plant overrun by dangerous alien creatures. The heroes begin the scenario in the airlock on the bottom wall. Their mission is to escape through the door at the top end of the map. It leads to an elevator that takes them to the surface and safety. The entire underground base has been set to self-destruct; the heroes have to escape before the big boom takes out the power plant and the invading aliens.

Several alien creatures block the heroes' escape path. They're marked "Y" on the map. In addition, there's a force field preventing access to the elevator shaft. It's indicated by the "V" shape on the map. The heroes must deactivate the force-field controls (marked "X") before they can get to the elevator.

Use a piece of paper to sketch a copy of the map for the players to see. You can use coins or tokens to represent the heroes and aliens, or you can mark where everyone is and update it every round.

Start

Make sure every player has selected a Hero Folder. Point out the hero's Attack Information, Durability, Action Check, and Armor. That's all they need to deal with in this Skirmish Scenario. You (the GM) get to control the aliens. When everyone is ready to begin, read the following out loud to the players:

> The alien-infested underground base is self-destructing around you. One by one, self-destruct charges planted throughout the complex explode with planet-shaking intensity. You've got to get out of here soon, or you'll be buried along with the invading aliens!
>
> You've reached the airlock leading to the power chamber. The chamber contains heavy machinery, exposed piping, cable trunks, and monitoring equipment. You see an elevator on the far side of the chamber that leads to the surface and safety. Between you and it, you see a shimmering force field and more of the alien predators that have invaded the complex.
>
> The force-field controls are on the right-hand wall. To reach it, you'll have to fight your way through the aliens! The airlock door slides open. What are you going to do?

The Alien Creatures

The alien creatures are intelligent and extremely aggressive. They behave very much like crazed wolves or attack dogs. The moment the heroes step through the airlock, the aliens begin to attack.

Action Check: Ordinary. The aliens get to act in the Ordinary phase of every round.

Movement: Walk 6, Run 12. The aliens can walk up to 6 meters or run as far as 12 meters in a round.

Attack Information: The alien creatures attack by slashing with their terrible claws.

Claws	Ordinary	Good	Amazing
Skill Score	12	6	3
Damage	d6s	d4w	d6+1w

Durability: Each alien can sustain this amount of damage.

Stun Points 8
Wound Points 8

Armor: The aliens have scaly hides to protect them. The armor's defense rating is d4–1.

While the players think about that question, ask each player to make an action check and note the result. (Remember, they each roll a d20 and compare the result to their character's action check scores.) Then the first round of this combat scene begins!

In the Amazing phase of the round, heroes whose players rolled Amazing action checks may act. Let each hero who can act declare an action and resolve that action. (Remember, actions that can be used in this Skirmish Scenario are attack, run, dodge, and recover (though no one will need to use this last action just yet).

In the Good phase of the round, heroes whose players rolled Good action checks may act.

In the Ordinary phase of the round, heroes whose players rolled Ordinary action checks may act. The aliens also act in this phase, after the heroes.

Finally, in the Marginal phase of the round, heroes whose players rolled Marginal action checks may act. This ends the first round of combat.

The second round of combat starts with the GM calling for action checks and following the sequence outlined above.

Continue playing through rounds until one of the following events occurs: the heroes reach the elevator and escape to safety, all of the aliens are defeated (and then the heroes escape to safety), or the aliens defeat all of the heroes.

How Many Aliens?

That depends on the number of heroes in the game. Here's some guidelines for a fair fight, but you can make the combat harder or easier by placing more or fewer aliens in the chamber. Note that the map shows five aliens; if you have more or fewer than three or four heroes, you'll have to adjust the map accordingly.

1–2 Heroes: 3 Aliens	5–6 Heroes: 8 Aliens
3–4 Heroes: 5 Aliens	7–8 Heroes: 10 Aliens

What Do the Aliens Do?

You decide what the aliens do every round. You should have them run and dodge to get closer to the heroes, since they have to be up close to use their claw attacks. Any time an alien is close enough to make an attack, it should do so. But you can decide the best way for them to act. Just remember to play them with the cunning of a predator and the ferocity of a wild, dangerous beast.

Turning Off the Force Field

A hero must get next to the force-field control station (marked with an "X" on the map) and use an action to turn off the force field. This means the hero spends

the round disengaging the controls. No attacks, no dodges—just shutting off the controls.

Until this is accomplished, the heroes can't escape from the chamber or the self-destructing facility. When the force field is turned off, the alien that was trapped on the other side is freed. It attacks any hero trying to reach the elevator.

Adding Mood to the Scene

You can run this Skirmish Scenario as a simple combat game, but it will be even more fun to add some storytelling elements. For example, at the beginning of every round, update the players on the state of the facility. More explosions rip through the complex, pieces of the ceiling fall from above, and the smoke filling the chamber gets thicker and thicker. You can even start a phase with a nearby explosion, which helps to heighten the sense of drama and danger. The whole idea is to fill the players with a sense of urgency. The place is falling apart around the heroes' ears, but they can't get out until they turn off the force field and fight their way past the alien predators.

RUNNING ADVENTURES

The process of playing the ALTERNITY game is a lot like the development of a storyline for a novel or movie. The major difference is that there's plenty of room for improvisation and no one, not even the Gamemaster, is really certain how everything is going to come out in the end.

Every game revolves around what the heroes do. Something happens as a result of the heroes' actions, or the heroes take some sort of action in response to something the Gamemaster decides. Either way, heroes can do lots of things.

Doing Things

An ALTERNITY adventure begins with the Gamemaster describing a scene or a situation, like the read-aloud from the Skirmish Scenario. When you get to the question—"What do you do?"—then it's time for the players to decide what their heroes are going to do in response to the scene you've set before them.

Anticipation hangs in the air as the players figure out a course of action. It's their turn to influence the story. How do players answer your question? The quick response is: Any way they want to. A hero can do almost anything that makes sense for the character and that the player can imagine. Depending on the situation, it might be logical for a player to have his or her hero talk, move, use a skill, operate a piece of equipment, or do anything else that seems appropriate at the time.

When the players answer the question, they can either narrate the action or act it out. When a player narrates, she approaches her hero with some detachment: "My hero pulls out his charge pistol and starts blasting the alien predators," for example. When a player acts out a scene, she speaks as her hero speaks: "I pull out my charge pistol and start blasting the alien predators," for example.

Either style works. Let the players use the style that makes them the most comfortable and leads to the most fun for everyone involved.

The GM at Play

Once the players have gathered and it's time to begin the adventure, the Gamemaster and players have two very different roles. The players get to portray the heroes of the adventure. The Gamemaster is the narrator of the adventure. The GM knows everything that's going on and must make sure that the players learn the things their heroes are aware of. If the players don't understand the environment surrounding their heroes, they won't be able to make wise decisions about what to do next.

In addition to being informative, however, the GM must also be entertaining. When the players try to get information from a tight-lipped smuggler, the Gamemaster should be gruff and difficult, just as that character would be. While the players are able to focus all their attention on their own heroes, the Gamemaster gives life to all the supporting cast members in the game.

The Gamemaster also acts as a referee. You need to know how the game works. If the players try to do something the rules don't cover, you have to come up with a fair way to determine whether or not the heroes succeed.

Be fair. If the players attempt to do something that has a good chance of success, you need to give it that chance. By being fair, the GM earns the respect of the players and contributes to everyone's fun.

Another aspect of fairness the Gamemaster must keep in mind is the special knowledge from reading the adventure. You know all the secrets in the story, or you make up new secrets as the story warrants. However, even though you know what's going on, the various GM characters don't have that knowledge. You know the heroes are trying to trick the smuggler, but the smuggler doesn't know that. Keep the two separate, and the story will come out great!

To sum it up, a Gamemaster:

- ▶ Describes each scene.
- ▶ Decides what the heroes are up against.
- ▶ Asks the players what their heroes are doing.
- ▶ Takes the part of the GM characters (sometimes called the supporting cast) in conversations.
- ▶ Tells the players what the results of their heroes' skill checks are and helps to figure out which skill checks are appropriate for which actions.
- ▶ Calls for and keeps track of action checks and when each hero and supporting cast member takes actions in combat situations.
- ▶ Rolls all checks and decides all actions for the supporting cast members based on what the supporting cast members know (not what the Gamemaster knows of the game overall).

Campaign

The term *campaign* is used to describe the grand background against which the various adventures are played. Often, a campaign has an overall goal or continuing story.

The campaign presented in this game revolves around the heroes described in the Hero Folders. These heroes will be brought to life by your players as each adventure unfolds. Here's some background for this campaign. You, as Gamemaster, can alter, add, or embellish this material as you see fit. That's how the GM makes the campaign personal.

The Future, 2501 AD

Five hundred years into the future, humans have developed a galactic civilization. It covers one thousand light-years in every direction, spiraling out from Earth to blanket the stars. With a faster-than-light speed engine, called a stardrive, human ships have explored and colonized hundreds upon hundreds of planets, moons, and asteroids. Humans have encountered many alien species; some have been friendly and become partners with humans, others have been hostile. These hostile aliens present one of the great threats to the expanding stellar nations.

Humans haven't changed much in five hundred years. They still have the same passions, dreams, and foibles that have been with them since the dawn of history. That represents the second great threat to the stellar nations—criminals, warmongers, dictators, fanatics, and the other dark sides of the human condition work to undo what humanity has thus far achieved. The stellar nations squabble, quarrel, and compete with each other on all fronts—political, territorial, economic, and more. War has rocked the galaxy in the past, and the spark of hatred has never been fully extinguished. It could flare up again at any time and engulf the galaxy in the fire of war.

The final great threat comes from beyond the reaches of human space. Various external forces poke at the borders, looking for weaknesses to exploit and spoils to attain. One of these external threats is the Serin-Ru, a warlike species that has begun to attack frontier settlements and make deeper and deeper incursions into human space.

To protect the galaxy from these threats, the stellar nations formed the Galactic Concord. This union was created from pieces of each stellar nation and devoted to the advancement of civilization. The Concord patrols the borders of human space, negotiates disputes between stellar nations, maintains the galactic economy, and promotes scientific endeavors on a galactic scale. The heroes all work for the Galactic Concord.

One area of space currently facing the brunt of these great threats is the region known as the Verge. Located on the frontier on human space, this collection of star systems features representatives from every stellar nation and alien species. The Concord maintains a vast presence, with fortress ships, space stations, and planetary bases scattered throughout the area. For most people in the Verge, life goes on at a normal pace. Sure, there are always rumors of alien invaders, stellar-nation espionage, and wars among the various crime lords, but most people see only vague hints of the true dangers surrounding them.

The heroes are aware of these dangers, however. The Concord has turned to them and others like them to stand tall against these dangers. With their help, the Concord knows that humanity will prevail.

At least for a while . . .

Adventures

An adventure is a storyline set in the campaign. Although an adventure is a self-contained story, it often begins where the previous adventure ended and leads smoothly to the start of the next story.

The three adventures that comprise the *Adventures Book* are examples of this. The same heroes participate in each adventure, picking up where one story leaves off—kind of like episodes of your favorite TV series. There are continuing villains, like the mysterious Serin-Ru, and supporting characters that appear over and over, such as Ambassador Kestrul.

Scenes

Scenes are the building blocks of adventures. Each scene tells a small portion of the story. Often this portion is an encounter with a single person or a visit to a specific location. There are no limits to what a given scene might include, but most scenes fall into one of the general categories: puzzle scenes, encounter scenes, combat scenes, and challenge scenes.

► **Puzzle Scenes:** A puzzle scene presents the players with a riddle or other mystery that must be solved in order to advance the storyline. For example, a puzzle scene might present the heroes with several clues that must be pieced together or a cryptic message that must be carefully considered before its meaning can be understood. While dice rolls might be used to help work through the process of solving a puzzle, the scene's final resolution must depend upon the players.

► **Encounter Scenes:** An encounter scene places the heroes in contact with members of the supporting cast. Encounters like this are often decided by the dialogue between heroes and those they're dealing with. If things go well, an encounter scene can further the story and even set the heroes up with a potential ally or resource later on. If things go badly, an encounter scene can result in the creation of a new

enemy. In extreme cases, an encounter scene can rapidly turn into a combat scene.

► **Combat Scenes:** A combat scene is exactly what its name implies. It places the heroes in a situation where, like it or not, they've almost certainly got to use force to continue with the adventure. The Skirmish Scenario is an example of a combat scene. Combat scenes call for careful control on the part of the GM. Things happen fast in combat, both in the imaginary world of the game and in the real world of the players. In order to resolve a combat scene fairly, you must be sure that the players have a clear understanding of what's going on.

► **Challenge Scenes:** A challenge scene places some task in the path of the heroes. If they are to continue with the adventure, they must face this obstacle and either overcome it or find a way around it. A scene in which the heroes are forced to use a portable computer to override an automated security system would be a challenge scene.

In many ways, a challenge scene is like a puzzle scene. The most important difference is that a challenge scene is designed to test the hero, not the player. Thus, while the player may have to figure out the best course of action to take, success or failure depends upon the skills, abilities, or equipment of his or her hero.

Rounds

In most cases, you keep track of time only casually as it passes in the story. When the heroes hop in a cab and head for the starport to catch their transport shuttle, it seldom matters whether the ride takes an hour or 10 minutes. As long as you and the players understand and agree on these things, time can be ignored.

Sometimes, however, precisely tracking time is vital. This situation is most common in combat or when the heroes are forced to race against time. When this happens, you begin to keep track of time in *rounds*. A round represents how long it takes everyone involved in a scene to perform one action (both the heroes and the GM characters). To see who acts when in the round, we divide the round into phases.

Phases

A round has four *phases*. From first to last, they are: Amazing, Good, Ordinary, and Marginal. The order in which heroes act is determined by their action checks. Remember, to make an action check, a player rolls a d20 and compares the result to his or her hero's action check score. For GM characters, the specific phase they can act is listed in their entries, so no die rolls are necessary.

The result of the hero's action check roll determines the phase in which a hero can take an action. A hero who gets an Amazing result on the action check gets to act in the Amazing phase; a hero who gets a Good result on the action check acts in the Good phase.

Everyone acts once in a round. A hero with an Amazing action check result can act as early as the Amazing phase or wait until the Marginal phase to use his or her action.

Actions

Whenever one of the heroes (or a member of the supporting cast) attempts to do something, that's called an action. Although the number of possible actions is unlimited, some are very common and are attempted frequently in any ALTERNITY game. Examples of actions include breaking into a computer system, bribing a corrupt official, attacking an enemy, and climbing a security fence.

Defining an Action

The limiting factor in determining what is and isn't possible as an action is the imagination of the players and Gamemaster. With that understood, there are a few guidelines that should be adhered to. Remember that each phase that makes up a round represents only a few seconds of time. Because of this, certain things are simply impossible. A hero might be able to fire his laser pistol, for example, but he can't disassemble it and replace the weapon's damaged optical element in a single action.

Here are a few examples of the common sorts of actions ALTERNITY heroes can attempt in a phase:

► Make an unarmed attack.
► Strike with a melee weapon.
► Fire a ranged weapon.
► Throw or catch something.
► Dodge.
► Ready a weapon or piece of equipment.
► Walk or run the distance of their movement rate in meters.
► Attempt first aid.
► Use a skill.
► Speak a few sentences of conversation.

With these examples, you should have no trouble deciding on whether or not a stated action can be accomplished in the span of a single phase.

It's important to remember that longer actions aren't impossible to attempt. If the heroes need to do something that takes more time, you should simply announce that it will take them more than one action to complete the task.

There are two important types of actions in the ALTERNITY game: skill checks and ability checks.

Skill Checks

Most of the actions heroes attempt in the course of the game depend upon their skills. Any action begins when a player announces what his hero will attempt. The description should be precise, specifying the name of the skill to be used and the way in which the effort will be made. The declaration should also state the desired outcome of the action so that everyone has knows what everyone else is doing.

◆ ***Example:*** Let's assume that some heroes have been caught breaking into the warehouse of a major smuggling concern. When a trio of security robots begins chasing them, the following action declarations might be made:

Anne: Azore's going to use his Athletics skill to vault over the wall before the security robots can catch him.

Chris: Elgar's going to use his Stealth skill to find a place to hide where the security robots won't find him.

Patrick: G'len will employ his Technical Science–*tech knowledge* skill to look for some sort of control or communication system through which the robots might be receiving their orders.

In most cases, skill checks are based wholly on the desires of the player. From time to time, however, the Gamemaster may mandate a specific action. Usually, this happens in response to something in the environment over which the heroes have no control. In the above situation, for example, the smugglers might also be flooding their warehouse with a gas that makes it hard to breathe. It's odorless and colorless, so the heroes won't even know it's there. The Gamemaster does, however, and calls for the heroes to make Stamina skill checks to overcome the effects of the gas.

Sometimes an action declaration doesn't give the Gamemaster all the information he or she needs to fully understand what a player wants to do. If that's the case, the Gamemaster should ask the player to be a little more specific.

After a player declares an action, the Gamemaster considers the situation and then decides how likely it is to succeed. This is reflected by the selection of the proper situation die.

Remember that a difficult environment creates a situation die penalty, where the result of the situation die roll is *added* to the control die. In a favorable situation, the result of the roll is *subtracted* from the control die.

◆ ***Example:*** The Gamemaster might make the following assessments of the actions declared for the heroes in the warehouse:

Gamemaster: Anne, the wall isn't too high and Azore can get a good running start. There's going to be a –d4 situation die bonus on your roll.

Chris, there are lots of places to hide. Whether or not the robots can find you is something we'll worry about later. For now, there's no situation die needed. Just roll the d20 control die.

Patrick, this is a pretty big warehouse with lots of stuff scattered everywhere. You can attempt that action, but there's a +d8 situation die penalty.

Sometimes, a player may want to ask for a change in the Gamemaster's decision. That's perfectly okay, provided that it's done politely and infrequently. In most cases, the Gamemaster knows something about the action that makes it more or less difficult than is obvious to the players. In the end, the Gamemaster has the final say in what dice are rolled.

Resolving Skill Checks

Now it's time to see if the action has been successful or not. The player picks up the control die (which is always a d20) and the situation die (if any) and rolls them. If the situation die was a penalty, it's added to the control die. If the situation die was a bonus, it's subtracted from the roll of the control die.

The player compares the total result to his or her hero's skill score. If the total rolled is equal to or less than the number listed in the Ordinary column, the action is successful. If the result is greater than the skill score, the action has failed.

An action may succeed far better than hoped for. On the other hand, it may end up in disaster. Take a look at the Degrees of Success sidebar on the next page for details about the various degrees of success and failure.

◆ ***Example:*** Let's see how our skill checks turn out for the heroes in the warehouse:

Anne, whose hero was attempting to vault over the wall, rolls a 16 on the control die and a 4 on the situation die for a total of 12 (16–4=12). This indicates an Ordinary success for Azore.

Chris, whose hero was trying to find a place to hide, rolls a 2 on the control die. There's no situation die to modify this roll, so this roll is an Amazing success for Elgar.

Last, Patrick's hero was looking around for some system that might be controlling the security robots. He rolled a 20 on the control die and a 6 on the situation die. This total of 26 indicates a failure, and the 20 on the control die indicates that it is a Critical Failure—pretty bad luck for the t'sa hero, G'len.

Then things fall into the realm of the Gamemaster's imagination. Based on the die roll made by the player and the level of success indicated, the Gamemaster must explain exactly what has happened. This outcome serves as the basis for future actions on the part of the heroes.

◆ *Example:* In our examples, the Gamemaster might rule as follows:

Gamemaster: Anne, Azore dashes forward, leaps upward, and kicks his legs over the wall. He may not look graceful, but he makes it over the wall fairly easily. (That's an Ordinary success.)

Chris, Elgar melts into the shadows and scampers behind a large stack of shipping crates. It seems very unlikely that the security robots have spotted him. With a little luck, whatever's in the crates will block any sensors the robots might have. (That's an Amazing success.)

Patrick, you see nothing that might be a control device or system for the robots. Just as G'len gives up, a dark shadow falls across him. The humming of a gleaming, black security robot fills his ears. (That's a Critical Failure.)

In each case, the outcome of the action was shaped both by the statement of the player and the die roll. Although the players might have questions about what has happened, the skill check is now resolved.

Ability Checks

Most of the actions a player wants to attempt will be based on his or her hero's skills. Sometimes, however, something comes up that is better determined by the hero's ability scores. Although the same general process is used to resolve such actions, there are a few important considerations to keep in mind.

When to Use Ability Checks

Gamemasters should remember that the ALTERNITY game is designed to emphasize the use of skills in problem solving. Because of this, an ability check should be used only when there is no obvious skill that can be employed in its place, or when a hero doesn't have an associated skill. For example, a hero without the *dodge* skill can still try to dodge using his or her Dexterity score.

Some skills can't be used by characters unless the character has a score in that skill. These are marked in red on the skill list displayed on the GM Screen. In the case of these skills, a character can't attempt an action using one of these skills unless it appears on the character's skill list. For example, a hero who doesn't have the Medical Science–*surgery* skill can't attempt to perform surgery on a wounded character.

So when *would* it be appropriate to use an ability check? A few good examples are presented on the next page.

Degrees of Success

Sometimes players fail miserably and sometimes they accomplish exactly what they want to. It all depends on how the dice fall for the players. Here's how it works:

Automatic Success: No matter how hard things are, a hero usually has some chance of success at a reasonable action. Thus, any roll of a 1 on the control die indicates at least an Ordinary success, even if adding the situation die might normally call for failure.

The Gamemaster is free to rule that some situations are too difficult to allow for the possibility of an automatic success. In this case, a failure is still a failure, although the Gamemaster might wish to limit any negative results because of the exceptionally good luck indicated by the roll.

Critical Failure: Just as there is always a chance of success, even the best effort can end in failure. To reflect this, any roll of 20 on the control die indicates that the hero's efforts have failed no matter what the total of the control die and situation die is.

Failure: Whenever the total result of the control die and situation die is higher than the number listed in the Ordinary column of a score, the action has failed.

Ordinary Success: When the number rolled by the player (that is, the total of the control die and situation die) is equal to or less than the Ordinary score indicated for the skill being used, the action goes more or less as the player wanted. This is the most common type of success.

Good Success: If the number rolled is equal to or less than the score listed in the Good column, the action has succeeded somewhat better than the player might have hoped. Exactly what extra advantage might be indicated by such an outcome is up to the Gamemaster, but it should always be based on the description of the action attempted by the player.

Amazing Success: Sometimes everything falls into place. When the player rolls a number equal to or less than that indicated under the Amazing column, things go far better than anticipated. Again, the nature of this success must be based upon the description of the action made by the player.

An Amazing success can often turn the tide of a scene.

Strength: Any feat of brute force, such as breaking down a door or winning an arm wrestling match, can be resolved by a Strength ability check.

Dexterity: Whenever the hero is testing his or her agility, coordination, or reflexes (such as trying to grab the side of a building as the villain throws the hero from the roof), the GM calls for a Dexterity check.

Constitution: Most of the actions that might normally be resolved with a hero's Constitution score can actually be resolved with the Stamina skill. When a hero is exposed to some manner of poison or disease, however, the Gamemaster can use a Constitution ability check instead.

Intelligence: When a hero is trying to solve a riddle or recall the name of someone met long ago, an Intelligence ability check is in order.

Will: Many of the tests one might associate with Will can be resolved with the Resolve skill (or the Resolve–*mental* skill). An effort to stay awake during a boring slide show or maintain focus on a repetitive task might be resolved with a Will ability check.

Personality: A Personality ability check is often used to determine an initial reaction when a character meets a hero for the first time. Similar casual social encounters can be influenced the same way, although intimate or prolonged situations should be resolved using skill checks.

Resolving Ability Checks

An ability check is resolved just like a skill check. First, players state what they want their heroes to do and how they want them to do it. Then, the GM figures out whether a situation die bonus or penalty is indicated. Next, players roll the appropriate dice to determine whether their attempts were successful. And, finally, the Gamemaster explains the results of the attempted action and what effect it has had on the situation.

Combat

Combat in the ALTERNITY game is resolved as a series of skill checks. We showed the basics of this in the Skirmish Scenario. Now we'll cover a few details to help round out the rules. However, there may be times when things happen beyond the scope of what's covered here. When that happens, decide on a skill or ability appropriate to the situation, assign a situation die, and call for a skill check or ability check. Above all else, don't get bogged down in worrying about the right way to do something; make your best guess and have fun!

Attacks

Heroes make attacks just as they would attempt any other action. The players state their heroes' targets, the weapons the heroes are using, and anything else that has a bearing on their chances for success. More often than not, attack declarations are no more detailed than: "I'm gonna blast that jerk with my laser pistol!"

An attack is resolved by a skill check; use the skill that governs the type of attack being attempted. For example, Ranged Weapons–*pistol* is the appropriate skill for using a laser pistol.

If the hero succeeds, the result of the roll indicates whether the hero achieved an Ordinary, Good, or Amazing success. This determines exactly how much damage was inflicted by the attack—the better the success, the more damage that can be inflicted.

◆ ***Example:*** Let's tale a look at Azore's Hero Folder to see how this works. When using his laser pistol, Azore scores an Ordinary hit whenever his player's attack roll (the total of the control die and situation die) is a 14 or less. If the roll is a 7 or less, a Good hit results. When the roll is a 3 or less, he's scored an Amazing hit. An Ordinary result indicates damage of d4+1w: roll a d4 and add 1 to the result for a total of 2–5 wounds. An Amazing result, on the other hand, indicates damage of d8+1w; roll a d8 and add 1 to the result for a total of 2–9 wounds. The Amazing damage has a chance of being significantly more deadly than the Ordinary damage.

Combat Situation Dice

What situation die do you apply to combat skill rolls? That depends on the situation. Any one of five factors can contribute to making an attack easier or harder for a character. These factors are the distance to the

COMBAT SITUATION DICE

Situation Description	No. of Steps	Situation Die Type
Extreme range	+3	+d8
Heavy cover	+3	+d8
Target dodges	+2	+d6
Long range	+2	+d6
Medium cover	+2	+d6
Medium range	+1	+d4
Light cover	+1	+d4
Short range	None	None
Point blank range	–1	–d4

Use the largest modifier (either positive or negative) if more than one applies. For example, a dodging target at extreme range provides a +3 step penalty (d8 situation die), the larger of the two modifiers.

target (the range), any cover the target is hiding behind, if the target is dodging, and some unique factor determined by the Gamemaster.

Range only comes into play if a character is using a ranged weapon (like a pistol or rifle) or a thrown weapon (like a grenade). Possible ranges are point blank, short, medium, long, and extreme. The Combat Situation Dice box on page 15 shows which situation die to use at each of these ranges. Consider an attack to be point blank if the target is less than 2 meters away. Other ranges are listed with the weapons on the Hero Folders, in the Aliens section in this book, and in the *Adventures Book*. Use your best judgment when assigning a range, taking into consideration line of sight to the target and the type of weapon being used. A laser pistol, for example, might have a much shorter long range, while a laser rifle one that's a bit longer than that listed here. Whatever you do, don't get bogged down with this kind of detail. Just assign a situation die and keep the action and story moving.

All unarmed and melee attacks don't have a range factor. They are considered to be of average difficulty, so use just the control die (the d20) unless some other factor comes into play.

Cover is anything a target hides behind for protection. Light cover is either a material without a lot of stopping power or it indicates that more than half of the target can be seen. Medium cover is better material, or less than half the target can be seen. Heavy cover is a very strong material, or it indicates that less than a quarter of the target can be seen.

Dodging increases a target's defense. Any character attacking a dodging target receives a +2 step penalty (a d6 situation die).

A unique factor can be anything that the Gamemaster determines will make the action easier or harder to accomplish. A fight in a blizzard might add a penalty to every skill check. If a target isn't aware of his or her attacker, a character might receive a bonus to the skill check. This kind of decision is left up to the Gamemaster unless the adventure specifically declares otherwise.

Damage

The degree of success of an attack indicates how much damage a target can sustain. Damage comes in two forms: stun damage and wound damage.

Stun Damage (s): Stun damage indicates the battering and bruising that heroes are subjected to almost constantly over the course of their travels. When all of a hero's stun boxes are crossed off, she or he is knocked unconscious.

Wound Damage (w): Wound damage is more severe. When all of a hero's wound boxes are crossed off, she or he dies.

The number of points of damage done by an attack is determined by rolling dice. The exact type of die (or dice) rolled varies with the type of weapon used and the level of success of the attack. A laser pistol, for example, has more damage potential than a punch with a fist.

Armor

Of course, few people simply stand still and let their enemies hammer away at them. Most take action to protect themselves from harm. For this reason, most heroes wear some form of armor.

The protection provided by any armor is rated as a die type. When a character wearing armor is successfully attacked, roll an armor check using the die type indicated for the armor. The result is subtracted from the damage roll.

◆ ***Example:*** Azore's softsuit has a score of d6–1. Let's assume that Azore has been hit for 5 points of wound damage . Rolling a d6–1, Anne gets a 3, which indicates that Azore's armor blocks 2 points of damage (3–1=2). So, Anne marks off 3 wounds on Azore's Hero Folder (5–2=3). If she had rolled a 6, the armor would have blocked all the damage, leaving Azore unharmed.

Healing

In the ALTERNITY game, heroes are going to get hurt. Injuries can be cured through natural healing or medical treatment.

Natural Healing

Given time, a hero will recover from most minor wounds and illnesses. Of course, more severe ailments don't improve without the attention of a skilled physician.

Natural healing is most effective when a hero has only suffered stun damage. When all of a hero's stun points are lost, she or he falls unconscious. Unconsciousness lasts until the player rolls a successful recovery check (see page 7). With a successful recovery check, the hero regains at least 1 stun point and becomes conscious. At the end of any scene, all of a hero's stun points are restored.

Heroes who suffer wound damage don't recover so swiftly. As long as they didn't lose all their wound points, they can heal naturally, too. (A character who losses all wound points dies.) At the end of every week of imaginary campaign time, a wounded hero recovers 1 wound point. Rapid healing requires medical care.

Medical Care

There are three types of medical care available in this game: first aid, treatment, and surgery.

First Aid

First aid is a general term used to describe basic medical care. It is often provided in the heat of battle and with improvised equipment. First aid can be provided by anyone with the Medical Science broad skill, the Medical Science–*treatment* specialty skill, the Knowledge–*first aid* specialty skill, or an Intelligence ability check.

If first aid is attempted without a first aid kit or trauma pack, the skill check is made with a +3 step penalty (add the result of a d8 situation die). Use of either tool means the check is made with just the control die (the d20).

A successful check on any of these skills instantly restores some of the patient's lost stun points, as indicated on the Healing table. Administering first aid requires the use of an action, and the character being healed can't perform any action in the round in which healing is attempted on him.

First aid can also heal wounds. A first aid kit or trauma pack must be used to do so. See the Healing table for results of successfully using first aid and a first aid kit or trauma pack on a wounded character.

Treatment

Medical treatment is generally more effective than first aid. However, medical treatment is a systematic process of therapies provided over a period of time. A *treatment* skill check can't be completed during combat or whenever similar time constraints are present. A good rule of thumb is to assume that this type of action takes about an hour to conduct. A Medical Science–*treatment* skill check is made and, if successful, restores a number of lost wound points as detailed on the Healing table.

A first aid kit or trauma pack must be used or the skill check receives a +3 step penalty (add the result of a d8 situation die). A physician can use the *treatment* skill only once per day on a given hero.

Surgery

Surgery is the most effective form of medical care available. It is used to treat massive wound damage exclusively.

Surgery is assumed to take several hours to conduct and requires the Medical Science–*surgery* skill, a reasonably clean, well-lighted area in which to work, and proper surgical tools. (All of these are present on the heroes' ship or in any medical bay.) The number of wounds recovered through a successful *surgery* skill check is indicated on the Healing table. A Failure on the skill check indicates unforeseen complications that make the patient's condition worse. A hero can undergo surgery once per week.

Healing

First Aid

Success Level	Points Recovered Stun/Wounds
Critical Failure	—/—
Failure	—/—*
Ordinary	Heal 2s/1w or 2w*
Good	Heal 3s/1w or 2w*
Amazing	Heal 4s/2w or 3w*

Treatment

Success Level	Points Recovered
Critical Failure	Suffer 1w
Failure	—
Ordinary	Heal 2w
Good	Heal 3w
Amazing	Heal 4w

Surgery

Success Level	Points Recovered
Critical Failure	Suffer 2w
Failure	—
Ordinary	Heal 4w
Good	Heal 8w
Amazing	Heal 12w

A dash (—) means no effect. Attempting to administer first aid or treatment without at least a first aid kit adds a +3 step penalty to the roll.

*In order to heal 2 or 3 points of wound damage, a trauma pack (not a first aid kit) must be used.

Common Hazard Damage

These hazards threaten far-future heroes. Use this table if a hero encounters a hazard.

Drowning/Suffocation

Stamina Check Result	Damage
Critical Failure	4s
Failure	3s
Ordinary	2s
Good	1s
Amazing	—

Falling

Dexterity Check Result	Distance Fallen up to 10m	11–30m	30m+
Critical Failure	d6+2w	d12+6w	d12+8w
Failure	d4+2w	d12+4w	d12+6w
Ordinary	d4w	d12+2w	d12+4w
Good	d4+2s	d8+2w	d12+2w
Amazing	d4–2s	d6+2w	d8+2w

Constitution Check Result	*Fire* Damage	*Poison* Damage
Critical Failure	3d6w	d8+1w
Failure	2d6w	d6+1w
Ordinary	d6w	d6w
Good	d4w	d4w
Amazing	—	d6s

Skill Descriptions

The ALTERNITY game is based on the use of skills. On the pages that follow we'll present a brief description of the skills found on the Hero Folders.

In many cases, Gamemasters will have to use their own judgment to determine exactly what a given skill can or cannot be used for. In general, allow the players the benefit of the doubt whenever possible.

The skills listed below are grouped alphabetically under the name of the ability they're associated with. Broad skills are presented with **bold** paragraph headers in the descriptions below and specialty skills have ***bold italic*** paragraph headers with a triangle symbol next to them (▶). In text, broad skills are always capitalized and specialty skills are displayed in italic, often in the following format: Broad Skill–*specialty skill* (for example, Unarmed Attack–*brawl*). All skills listed with an asterisk (*) *cannot* be used unless the character possesses that skill (these are listed in red on the GM Screen).

Strength Skills

The following skills are related to a character's Strength ability.

Athletics: A hero with the Athletics skill possesses some athletic grace, strength, and prowess. The skill is used to determine the success of physical actions.

▶ ***Climb:*** This skill allows a hero to move more safely and rapidly up vertical surfaces. A talented climber combines the skills of a mountaineer with the wall-scaling skills of an experienced thief.

▶ ***Jump:*** A character with training in jumping techniques can leap farther or higher than others.

▶ ***Throw:*** Some athletic events call for characters to throw things. From a baseball to a grenade, a good arm can be the ticket to hitting a target.

Melee Weapons: This broad skill indicates a familiarity with close combat involving handheld weapons.

▶ ***Blade:*** Any manner of weapon that does damage by means of a sharp cutting edge is considered a blade. This skill includes the use not only of knives, daggers, and swords, but also axes, spears, and broken bottles.

▶ ***Bludgeon:*** A bludgeon is any type of weapon that inflicts damage by sheer mass and force of impact. It includes everything from a baton to a primitive club or even the heavy leg of a broken table.

▶ ***Powered Weapon:*** As technology advances, new types of melee weapons are introduced. These include the pulse baton, grav mace, and the ultra-advanced star sword.

Unarmed Attack: This skill indicates that the hero has had a great deal of experience in fighting without weapons.

▶ ***Brawl:*** The *brawl* skill is generally taken to indicate an informal familiarity with unarmed fighting techniques.

▶ ***Martial Arts*:*** Those skilled with martial arts are assumed to have spent time in formal study of disciplines such as karate and kung fu.

Dexterity Skills

A hero's ability with these skills is based upon his or her Dexterity score.

Acrobatics: This skill indicates training in gymnastics, tumbling, and dodging attacks.

▶ ***Dodge:*** The *dodge* skill helps a character improve his or her chances of avoiding attacks.

Manipulation: The Manipulation skill indicates that the hero has very nimble fingers. Thus, it can be used for picking pockets, palming small objects, or picking mechanical locks.

Ranged Weapons: Experience with ranged weapons allows a character to make better use of pistols and rifles.

▶ ***Pistol:*** Skill with handguns makes the character a better shot whenever using any form of handgun.

▶ ***Rifle:*** Rifles are heavier weapons, often used for sport or by the military. They generally inflict more damage and are more accurate at longer ranges than pistols.

Stealth: Those familiar with this skill are better able to sneak about quietly, find places in which to hide, and otherwise evade detection.

▶ ***Sneak:*** This skill enables a character to move quietly and better avoid being noticed.

Vehicle Operation: In any technological society, most people have at least some familiarity with the operation of vehicles in general. They know about steering wheels, joysticks, gas pedals, throttles, and so on. Using this skill, a character can operate most normal land and water vehicles.

▶ ***Space Vehicle*:*** This skill indicates that the character has been specially trained in the operation of

advanced spacecraft. As might be imagined, a skilled starship pilot is always in demand in the far future.

Constitution Skills

The following skills are based on a character's Constitution score.

Stamina: The Stamina skill makes a hero better able to shake off the effects of damage and fatigue. When a hero is clinging to life, the Stamina skill is invaluable.

▶ ***Endurance:*** This skill enables a character to better withstand the effects of damage and other physical hazards.

Survival: Survival training allows a character to find the things she or he needs to survive in a hostile environment.

▶ ***Space Station Survival:*** This character has been trained in the emergency survival skills one is likely to need in a space station or similar environment.

Intelligence Skills

The skills listed below are driven by a character's Intelligence skill.

Computer Science: A familiarity with computers is vital in any advanced technological society. This broad skill indicates that a character is very comfortable with computers in general.

▶ ***Hacking*:*** A skilled hacker is experienced at breaking into secured computer systems, either directly or via some manner of remote connection.

▶ ***Hardware:*** Those familiar with computer hardware understand the mechanical side of computers. They can design, repair, and maintain the computers themselves.

▶ ***Programming:*** A skilled programmer is able to write the instructions that enable computers to operate smoothly and efficiently.

Extrasensory Perception (ESP)*: A hero with the ESP skill is assumed to be gifted with some degree of paranormal psychic ability. Not everyone has the potential for such wondrous powers. ESP allows a hero to sense things that would not ordinarily be apparent to him or her. Examples include the viewing of remote locations, sensing the thoughts of others, and so on. (The only specialty skill available is *postcognition*, and Dea Futako is the only hero with that skill.)

▶ ***Postcognition*:*** A hero skilled in *postcognition* is able to sense the mood of an area and pick up mental images of past events. The more emotional energy associated with the place, the clearer and more precise the images are. On an Ordinary success, the character senses general emotions that have been left in an area. With a Good success, the character also receives brief flashes of events that may or may not make sense. On an Amazing success, the character actually has a brief flashback as though she or he were at the scene when the events occurred.

Unlike other skills, *postcognition* can't be used over and over. The psychic character has a certain number of psionic energy points (much like stun and wound points) that are expended as the power is used. Every time the character activates this ability, it uses 1 psionic energy point. Every hour of game time, the player can make an Awareness check to recover some of the hero's psionic energy. A hero gets back 1, 2, or 3 points respectively if his or her player rolls an Ordinary, Good, or Amazing success. Nothing happens if the player rolls a Failure. If the hero sleeps for 8 hours, she or he recovers all psionic points automatically.

If the Gamemaster wants to give the players a hint, or just enhance the mood of the game, she or he can automatically activate this skill (without costing the hero any psionic energy points). Then the Gamemaster just chooses what sort of result (Ordinary, Good, or Amazing) she or he wants the hero to get and makes up an appropriate clue.

Knowledge: Knowledge is an abstract skill that represents the general understanding a character is assumed to have about the world around him. For example, a hero doesn't have to know how to design, build, or maintain a computer gauntlet in order to understand what it is and how it works in general.

▶ ***Computer Operation*:*** Heroes with this skill aren't assumed to know how to build or program a computer. However, they are skilled at using computers and figuring out how to use new software.

▶ ***Deduce:*** This skill allows a hero to piece together clues and reach conclusions based on the information available to him or her.

▶ ***First Aid*:*** Heroes with this skill can provide first aid to others, treating minor injuries, resuscitating unconscious people, and so on. They can use this skill to heal stun damage or a small amount of wound damage. They are not schooled in the use of the advanced equipment of modern medicine.

Life Science: This field of study includes any branch of science dealing with living things, the environment, and so on. In all cases, these skills are assumed to reflect a bias toward the hero's own species. Thus, a human biologist thinks of human biology as "normal."

▶ ***Biology:*** Those who have training in the use of this skill understand the biochemical and cellular workings of life, from single-celled protozoa to complex animals and intelligent species.

▶ ***Botany:*** This is a sister science to biology, dealing with plants rather than animals.

▶ ***Genetics:*** This field of study begins with such basic concepts as crossbreeding and extends all the way through advanced genetic engineering.

▶ ***Xenology*:*** This is the study of alien lifeforms.

▶ ***Zoology:*** This is the study of Earth-based animals and animal life. It can be used to identify animal species or to try to predict animal behavior.

Medical Science: An understanding of medical science enables a character to better treat wounds, injuries, and illnesses.

▶ ***Forensics:*** Someone who has training in forensic medicine is able to piece together medical clues in order to solve some problem. This skill is most often associated with police investigations and crime scenes.

▶ ***Medical Knowledge:*** A character with this skill is assumed to be up to date and familiar with the latest research, theories, and treatments in medicine.

▶ ***Psychology:*** Those with training in psychology understanding the workings of the mind. They can diagnose and treat mental illness, whether caused by a mental disorder or a biological problem.

▶ ***Surgery*:*** When lesser medical techniques don't suffice, a physician can employ the *surgery* skill. In the ALTERNITY game, this skill is used to heal wounds.

▶ ***Treatment*:*** This skill is used to diagnose illness and treat either light stun or wound damage in the course of play. A physician uses this skill more than any other.

▶ ***Xenomedicine (T'sa Medicine)*:*** Those with this skill have studied the medical sciences of the t'sa species and are skilled at diagnosing and treating these reptilian aliens.

▶ ***Xenomedicine (Weren Medicine)*:*** A hero with this skill has studied the weren and understands how to diagnose and treat these powerful aliens.

Navigation: A skilled navigator is able to use charts, various instruments, and the like to determine the fastest, safest, or most economical way to get from one place to another.

▶ ***Drivespace Astrogation*:*** A skilled drivespace navigator can plot courses through the fabric of hyperspace. Without this skill, faster-than-light travel is almost impossible.

▶ ***System Astrogation:*** This branch of navigation deals with the plotting of courses in normal space for travel at speeds below light speed. It is used for interplanetary travel.

Security: A hero with training in this field understands the means by which industries, government agencies, and the like protect themselves from intruders and spies. Knowledge of these matters can be used to enhance security—or bypass it.

▶ ***Security Devices:*** This skill indicates an understanding of surveillance cameras, motion sensors, electronic locking mechanisms, and other pieces of hardware used to maintain security. This skill is also used to set and disarm traps.

Starship Operation: Characters with this skill are familiar with the day-to-day operation of starships. Having this skill usually indicates a long period of service as a crew member of a ship. Both protocols (what to do in certain situations) and equipment (what pieces of equipment are, where they would generally be found, and what they do) are generally included in this skill.

▶ ***Communication:*** Those familiar with this skill are able to operate the normal communications systems employed by spacecraft.

▶ ***Engineering:*** A skilled engineer is able to operate both slower-than-light engines and the faster-than-light drives that bridge the void between stars.

▶ ***Sensors:*** A starship's sensors are its eyes and ears. A skilled operator can coax more information out of them than the average spacefarer. Sometimes, this edge is vital.

▶ ***Weapons:*** When necessary, a starship must rely on its weapons to defend itself or escape danger. When that happens, a talented gunner has a better chance of hitting his or her target effectively.

Technical Science: Experience with the Technical Science skill indicates that the character is familiar with modern technology. This makes it easier for him or her to repair, maintain, and design equipment during the adventure.

▶ ***Juryrig:*** This skill allows a hero to make improvised repairs or construct new devices from available parts. By their very nature, juryrigged obnjects don't stand up to extended use. This skill can be used during combat rounds to make temporary repairs.

▶ ***Repair:*** This skill enables a hero to diagnose and correct failures in various types of equipment. This skill can't be used in combat rounds. Lasting repairs require time, usually measured in hours, though extensive damage could take days to repair.

▶ ***Technical Knowledge:*** A hero with this skill is assumed to be familiar with cutting-edge technology and experimental devices.

Will Skills

These skills are based on a character's Will score.

Awareness: Awareness enables a hero to notice things that might escape another's attention. Such a talent can be extremely valuable to any group of adventurers.

▶ ***Intuition:*** This skill reflects a hero's natural instincts and sixth sense. When a hero says, "I don't like this, it's too quiet," she or he is using the *intuition* skill.

▶ ***Perception:*** The *perception* skill reflects the hero's natural senses and his or her affinity for details. A high *perception* skill score is invaluable for detectives, hunters, and the like.

Investigate: Those who have the Investigate skill are familiar with the methodical techniques used to solve problems or look into mysterious matters.

▶ ***Interrogate:*** This skill enables a hero to extract facts from verbal interviews. This includes not only

proper questioning techniques, but also an understanding of body language and subliminal cues.

▶ ***Search:*** This skill makes it less likely for an important clue or piece of information to be missed when looking over an area.

Resolve: The Resolve skill indicates that a character has a degree of stamina and determination beyond that of less strong-willed people.

▶ ***Mental Resolve:*** Heroes with this skill have a strength of determination and a degree of willpower that make them more resistant to mental stress.

Street Smart: A hero with this skill is familiar with society's darker elements. This might include knowledge of black markets, criminal organizations, or just familiarity with the word on the street.

Personality Skills

Each of the following skills is based on a character's Personality score.

Deception: The Deception skill indicates that a character has a talent for deceiving others through conversation and face-to-face activities.

▶ ***Bluff:*** Heroes with this skill can mislead or deceive through false bravado or outright lies.

Interaction: This skill indicates that the hero is comfortable dealing with others.

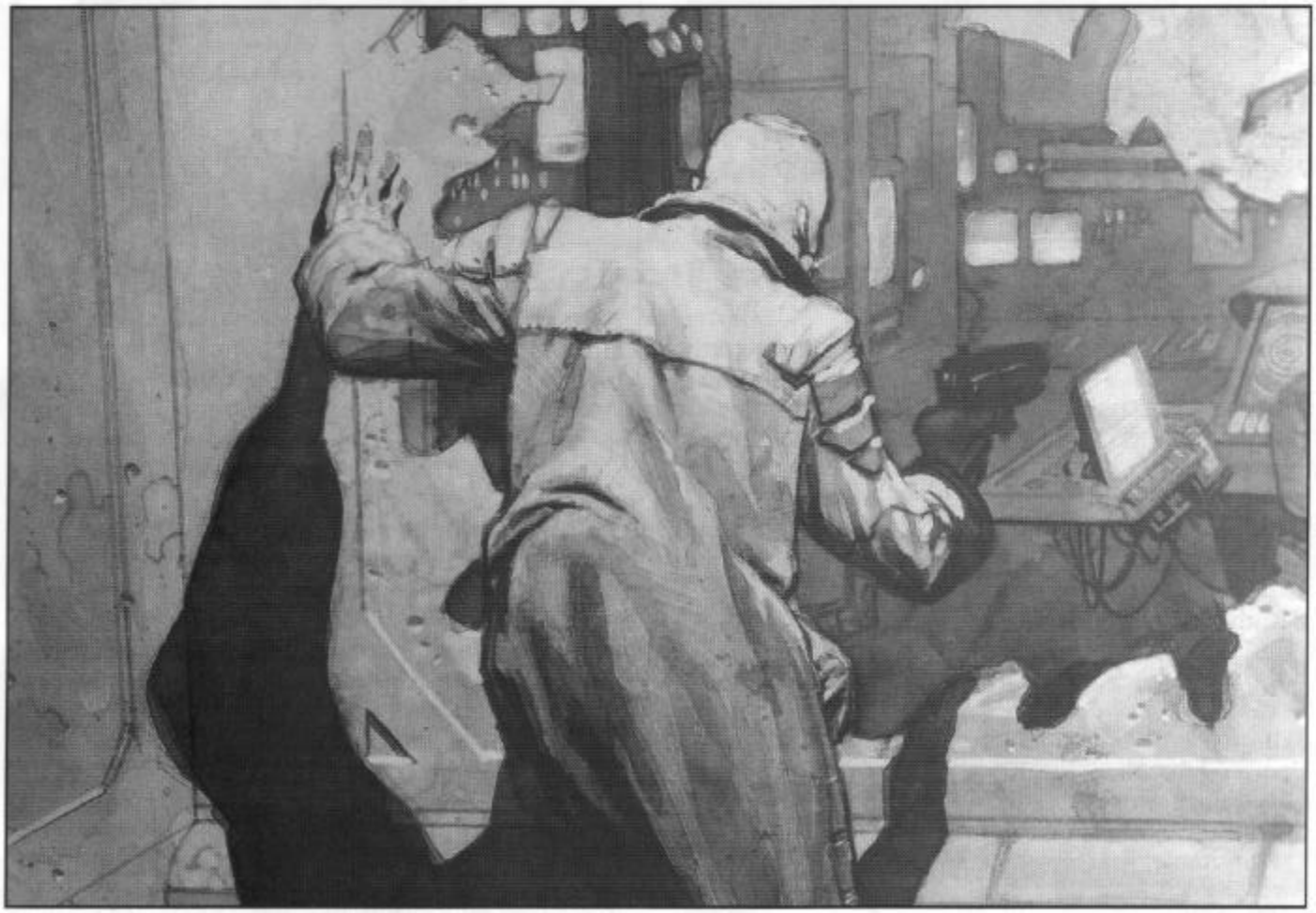
▶ ***Bargain:*** The ability to negotiate for a better deal.

▶ ***Charm:*** The ability to use friendly exchanges, kind words, and flattery to change attitudes and gain friends.

▶ ***Intimidate:*** Heroes with this skill can threaten another into cooperating by sheer force of will, personality, or behavior.

Leadership: Heroes with this skill are used to being in charge and depending on their own judgment. They also have experience in earning the trust and confidence of others so that those people will carry through on tasks as desired.

▶ ***Command:*** A skilled commander is able to present his or her wishes in such a way that others are more likely to accept them. This intangible talent can be found in military officers, members of the clergy, and others who hold positions of authority.



ALIENS

A wide array of alien species inhabit the galaxy of tomorrow. Some of these aliens can be used as allies of the heroes, while some are always hostile in intent and deed. Some aliens presented herein have human-level intelligence or better, while some have the same level of intelligence as animals on Earth. These aliens can be used to play skirmish scenarios like the one presented in this book, or you can use them in adventures of your own creation modeled after the scenarios in the *Adventures Book*.

Brimstone

Strength	15	Intelligence	2
Dexterity	6	Will	9
Constitution	18	Personality	2

Durability

Stun (18) ○○○○○○○○○○○○○○○○○○○○
Wound (18) ○○○○○○○○○○○○○○○○○○○○

Action

Action Check: Marginal
Movement Rate: Walk 2

Attacks

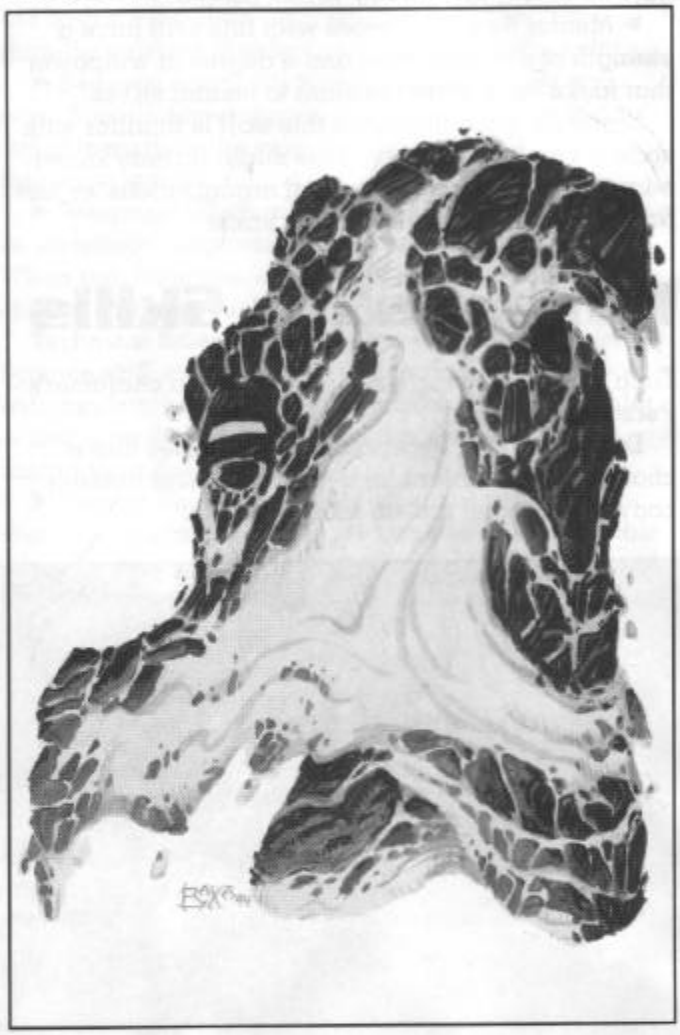
Unarmed Attack	Ordinary	Good	Amazing
Skill Score	15	7	3
Damage	2d6s	2d4w	2d6w

Defenses

Natural Armor: 2d4+1

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	15	7	3
Stealth	6	3	1
Stamina	18	9	4
Endurance	20	10	5
Awareness	9	4	2
Perception	10	5	2
Resolve	9	4	2



Brimstone

Brimstones are large, amorphous scavengers covered in a thick, cracked crust that oozes red-hot protoplasm. They are slow moving creatures that dwell in extraordinarily hot environments, preferring flat plains to rough or rocky terrain. A full-grown brimstone averages 2 to 2.5 meters in diameter and weighs 800 to 1,200 kilograms. They travel in small groups for protection, but they are not sentient.

The normally docile brimstones have migrated throughout space by hitching rides on unsuspecting starships. They like the heat generated by stardrive engine systems and often sneak into such areas to rest and absorb the warmth. If threatened or trapped, a brimstone attacks by surrounding and crushing its prey, or by smashing it with its molten, fistlike appendages.

Cyclops Worm

STRENGTH	13	INTELLIGENCE	2
DEXTERITY	14	WILL	5
CONSTITUTION	9	PERSONALITY	6

Durability

Stun (9) OOOOOOOOOO
Wound (9) OOOOOOOOOO

Action

Action Check: Good
Movement Rate: Walk 8

Attacks

Unarmed Attack	Ordinary	Good	Amazing
Skill Score	14	7	3
Damage	d4+2s	d4w	d4+2w

Defenses

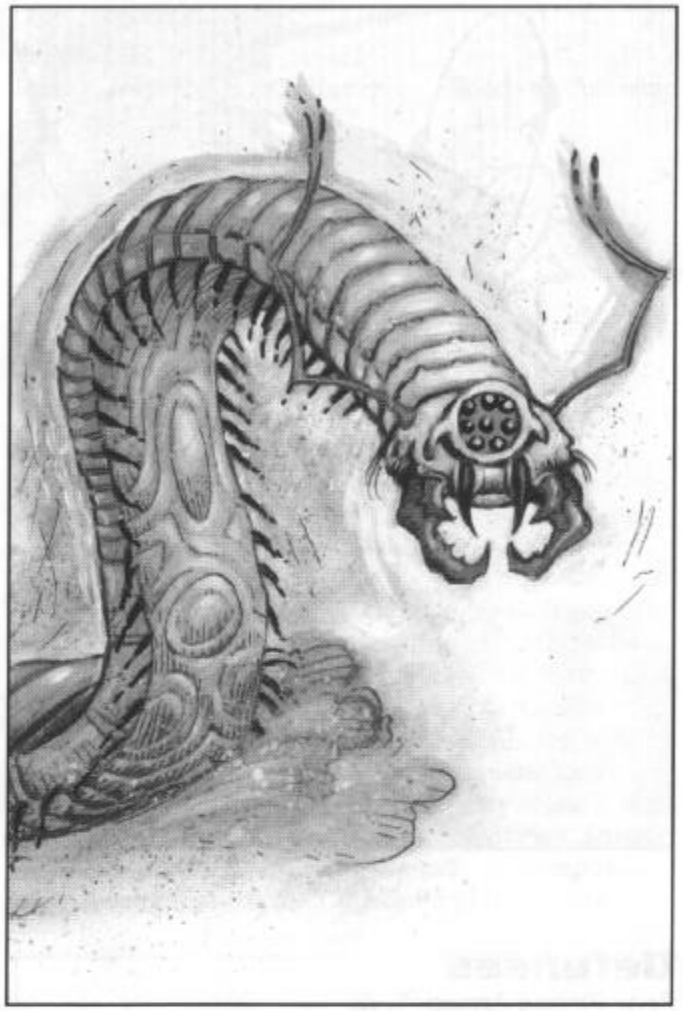
Dodge: +2 step penalty to attacker

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	13	6	3
Bite	14	7	3
Acrobatics	14	7	3
Dodge	16	8	4
Awareness	5	2	1
Intuition	6	3	1

The cyclops worm is actually more similar to a centipede than a worm. It gets its name from the large, bright-red, false eye that appears between its antennae. While not terribly sturdy, the cyclops worm is extremely quick and agile. When looking for food, the cyclops worm scurries along the ground, but once it spots potential prey, it rears up so that the forward third of its body is in the air. When it attacks, it darts its head forward, attempting to quickly bite with its mandibles. An adult cyclops worm averages 4.5 meters in length and weighs 150 kilograms.

The cyclops worm is a meat-eating predator, and it doesn't differentiate between animals and sentient creatures when it gets hungry. Originally found on the planet Othas, these creatures were spread among the stars during the Second Galactic War. In this great conflict, one stellar nation distributed the creatures to worlds that belonged to its enemies, hoping to spread fear and death with these quick, ever-hungry killing machines. The project got out of hand, and the creature is now found throughout the galaxy.



Cyclops Worm

Cykotek

STRENGTH	9	INTELLIGENCE	8
DEXTERITY	10	WILL	9
CONSTITUTION	10	PERSONALITY	8

Durability

Stun (10) OOOOOOOOOOO
Wound (10) OOOOOOOOOOO

Action

Action Check: Good
Movement Rate: Walk 4

Attacks

BattleKlaw	Ordinary	Good	Amazing
Skill Score	11	5	2
Damage	d4+1w	d4+2w	d4+3w
Charge Pistol*			
Skill Score	12	6	3
Damage	d4+2w	d6+2w	d8+2w

**Short/medium/long range of 8/16/60 meters*

Cykotek

Defenses

Body Plating Armor: d6

Skills

Skill	Ordinary	Good	Amazing
Athletics	9	4	2
Unarmed Attack	9	4	2
Brawl	11	5	2
Ranged Weapons	10	5	2
Pistol	12	6	3
Computer Science	8	4	2
Interaction	8	4	2
Intimidation	10	5	2

The cykoteks are fervent cultists who adamantly believe that the power of the machine is far superior to the frailty of the flesh. They deck themselves out in as many cybernetic implants as their bodies can handle, often to the point of insanity, and devote themselves to marauding and destroying all who do not follow their ways.

The typical cykotek employs a battleklaw. This cyberware weapon is a single metal talon that ends in a sharp point. It juts from the cykotek's forearm and can be used to slice or jab. It retracts when not in use. Most cykoteks also have some sort of built-in armor, such as body plating, which provides protection against attacks.

Draken

Strength	10	Intelligence	3
Dexterity	9	Will	7
Constitution	8	Personality	4

Durability

Stun (8) ○○○○○○○○
Wound (8) ○○○○○○○○

Action

Action Check: Ordinary
Movement Rate: Walk 4, Run 8, Swim 12

Attacks

Unarmed Attack	Ordinary	Good	Amazing
Skill Score	11	5	2
Damage	d6s	d6w	d6+2w
Spit			
Skill Score	13	6	3
Damage	d4s	d6s	d8s

Defenses

Dodge: +2 step penalty to attacker

Draken

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	9	4	2
Bite	11	5	2
Stealth	9	4	2
Sneak	12	6	3
Stamina	8	4	2
Awareness	7	3	1
Perception	11	5	2

Draken (pronounced Drah-ken)

The draken is an aquatic predator about the size of a small crocodile. It lays in wait near a riverbank, watching from underwater. When a likely victim comes by, the draken quickly surfaces and spits a gob of paralytic saliva at the target. It can hurl this gob up to 6 meters away. The saliva's damage is not blocked by armor. The draken can spit only once per day. After its spit attack, the draken charges up out of the water to attack its chosen target with its dangerous fangs.

The draken can be found in marshes, swamps, and jungles on planets throughout the galaxy. The creature (or something very much like it) has either developed or been transported to these worlds—sometimes on purpose, sometimes by accident. While they need water to survive, they can operate on dry land for long periods of time.

Dur'karn

Strength	11	Intelligence	3
Dexterity	8	Will	9
Constitution	10	Personality	6

Durability

Stun (10) ○○○○○○○○○○
Wound (10) ○○○○○○○○○○

Action

Action Check: Ordinary
Movement Rate: Walk 6, Run 16

Attacks

Unarmed Attack	Ordinary	Good	Amazing
Skill Score	13	6	3
Damage	d4+1w	d6+1w	d6+3w

Defenses

Natural Armor: d4

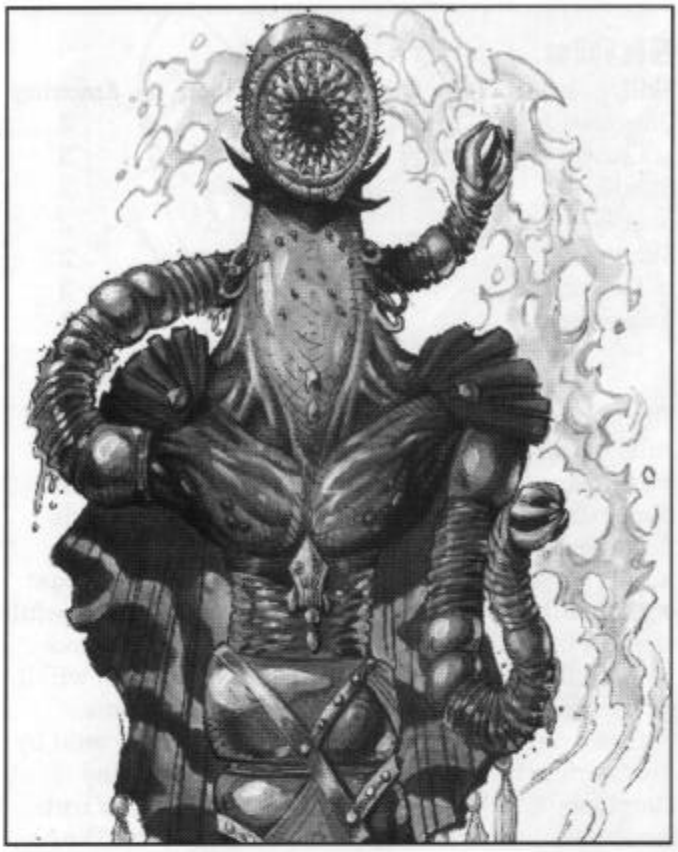
Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	11	5	2
Claws	13	6	3
Stealth	8	4	2
Sneak	10	5	2
Stamina	10	5	2
Endurance	13	6	3
Awareness	9	4	2
Perception	11	5	2

The dur'karn is a hideous carnivore that was genetically engineered by the dzurlon (see next page). It was designed to be a killing machine, a deadly warrior to use against humans in the ongoing struggle between these two species. This nightmarish creature is deceptively fast, able to pounce upon a target with deadly speed. It carves its prey up with powerful claws, but it won't pause to eat until all living creatures in its vicinity have been killed. Only then will it stop to casually and leisurely devour its victims.

Some dur'karn have been released into the wild by the dzurlon. Wild dur'karn follow no orders; they simply exist to kill and eat. The majority of dur'karn remain in the service of the dzurlon, however. They carry out missions for their gene-manipulating masters, usually against the Concord and its agents.

Dur'karn



Dzurlon

Dzurlon

Strength	7	Intelligence	12
Dexterity	11	Will	13
Constitution	10	Personality	11

Durability

Stun (10) ○○○○○○○○○○
Wound (10) ○○○○○○○○○○

Action

Action Check: Good
Movement Rate: Walk 6

Attacks

Unarmed Attack	Ordinary	Good	Amazing
Skill Score	9	4	2
Damage	d4w	d6w	d8w
Energy Lance*			
Skill Score	13	6	3
Damage	d6w	d6+1w	d6+3w

Short/medium/long range of 20/60/200 meters

Defenses

Armor: d4

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	7	3	1
Bite	9	4	2
Ranged Weapons	11	5	2
Rifle	13	6	3
Vehicle Operation	11	5	2
Space Vehicle	12	6	3
Life Science	12	6	3
Genetics	15	7	3
Awareness	13	6	3
Perception	14	7	3
Deception	11	5	2
Interaction	11	5	2

The dzurlon are malevolent aliens whose scientific learning is concentrated in genetics and life sciences. They are masters of genetic engineering, and many of their common devices and tools are living creatures grown to suit their purposes. The dzurlon hate humans, but they prefer to work through subterfuge and temptation, offering humans knowledge and power in exchange for living subjects on which to practice their diabolical arts.

When forced to fight, a dzurlon utilizes one of its living weapons, such as the energy lance. This creation operates much like a laser rifle, spewing deadly beams of energy at enemy targets. Some believe that the dzurlon and the Serin-Ru are allies, but this has not been verified.

Fraal

Strength	7	Intelligence	12
Dexterity	8	Will	12
Constitution	6	Personality	9

Durability

Stun (6) ○○○○○○
Wound (6) ○○○○○○

Action

Action Check: Ordinary
Movement Rate: Walk 4

Attacks

Unarmed Attack	Ordinary	Good	Amazing
Skill Score	7	3	1
Damage	d4s	d4+1s	d4+2s
Charge Pistol*			
Skill Score	9	4	2
Damage	d4+2w	d6+2w	d8+2w

Short/medium/long range of 8/16/60 meters

Defenses

Armor: d4

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	7	3	1
Ranged Weapons	8	4	2
Pistol	9	4	2
Vehicle Ops	8	4	2
Space Vehicle	10	5	2
Computers	12	6	3
Knowledge	12	6	3
Deduce	14	7	3
Awareness	12	6	3
Intuition	16	8	4

The fraal are noble, peaceful creatures that prefer mental activities over physical ones. Thin and graceful, they are about as tall as humans, but their eyes are larger, and their skin is pale and almost luminous. Their extraordinary patience and insight leads many to believe they are emotionless, but in reality they are sensitive and expressive. This species is allied with the human nations and can be found throughout civilized space. They are scientists, doctors, scholars, and explorers by nature, though a few fraal can be found in military occupations.

Fraal

Ikryss

Strength	13	Intelligence	3
Dexterity	8	Will	6
Constitution	14	Personality	2

Durability

Stun (14) ○○○○○○○○○○○○○○

Wound (14) ○○○○○○○○○○○○○○

Action

Action Check: Good

Movement Rate: Walk 4, Swim 8

Attacks

Claws*	Ordinary	Good	Amazing
Skill Score	14	7	3
Damage	d4+2s	d4+2w	d6+3w

**Attacks in Good, Ordinary, and Marginal phase*

Defenses

Natural Armor: d8–2

Ikryss

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	13	6	3
Claws	14	7	3
Stealth	8	4	2
Sneak	11	5	2
Awareness	6	3	1
Perception	9	4	2

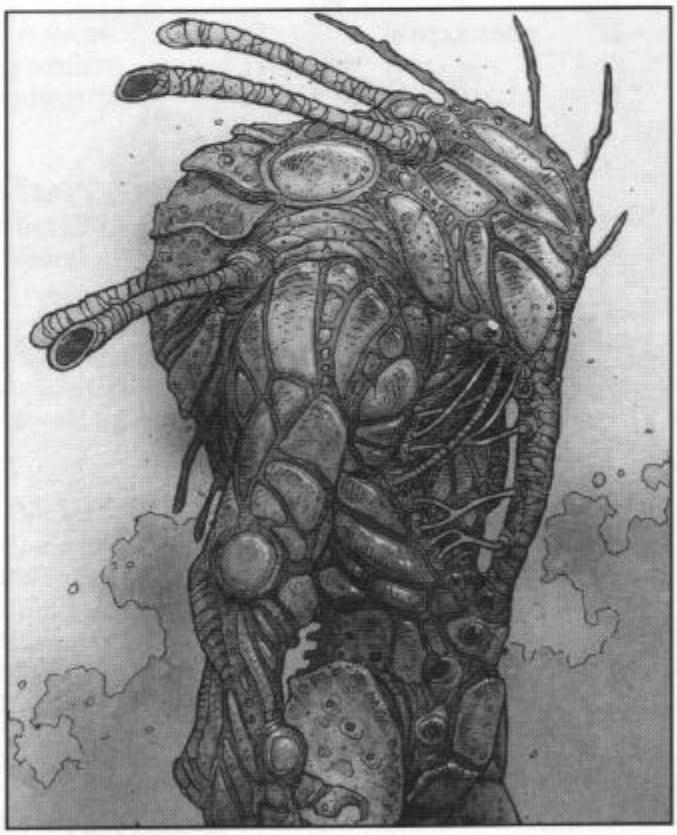
Native to the swamps and bogs of a distant world, the ikryss are dangerous hunters. They favor pools of repulsive slime and stay under the surface most of the time. When the ikryss attacks, it strikes three times in the round as its claw-tipped tentacles flail wildly (attacking in the Good, Ordinary, and Marginal phases). Ikryss hate fire, usually attacking enemies firing laser weapons before any other targets.

Kroath

Strength	10	Intelligence	10
Dexterity	11	Will	8
Constitution	12	Personality	8

Durability

Stun (12) ○○○○○○○○○○○○
Wound (12) ○○○○○○○○○○○○



Kroath

Action

Action Check: Ordinary
Movement Rate: Walk 4, Run 12

Attacks

Plasma Rifle*	Ordinary	Good	Amazing
Skill Score	13	6	3
Damage	d8w	2d4+1w	2d6+1w
Monoblade			
Skill Score	11	5	2
Damage	d6+1w	d6+3w	d6+5w

**Short/medium/long range of 80/200/400 meters*

Defenses

Armor: d6+2

Skills

Skill	Ordinary	Good	Amazing
Melee Weapons	10	5	2
Powered Weapon	11	5	2
Ranged Weapons	11	5	2
Rifle	13	6	3
Awareness	8	4	2
Perception	10	5	2

No one knows who makes the kroath or why. They're not a real species—instead, each kroath is a corpse reanimated by some horrible alien virus and sealed into a suit of techno-organic armor. They do not speak; they simply follow their mysterious orders with silent determination. When a kroath is killed, an enzyme inside its suit dissolves the creature in mere moments. A kroath is usually armed with a plasma rifle and a monoblade. The monoblade is a powered melee weapon with a handle and a long molecular filament blade that cuts when energy courses through it.

Magus

Strength	14	Intelligence	12
Dexterity	12	Will	10
Constitution	12	Personality	10

Durability

Stun (12) ○○○○○○○○○○○○
Wound (12) ○○○○○○○○○○○○

Action

Action Check: Amazing
Movement Rate: Walk 6

Attacks

Claws	Ordinary	Good	Amazing
Skill Score	16	8	4
Damage	d4+4s	d4+4w	d6+6w
Tail			
Skill Score	15	7	3
Damage	d4s	d4w	d4+2w
Darkstream*			
Skill Score	14	7	3
Damage	d6+1s	d6+1w	d8+3w

**Short/medium/long range of 8/16/24 meters*

Defenses

Armor: d4+2

Skills

Skill	Ordinary	Good	Amazing
Athletics	14	7	3
Jump	15	7	3
Melee Weapons	14	7	3
Tail	15	7	3
Unarmed Attack	14	7	3
Claws	16	8	4
Ranged Weapons	12	6	3
Pistol	14	7	3
Stealth	12	6	3
Sneak	13	6	3
Awareness	10	5	2
Perception	12	6	3

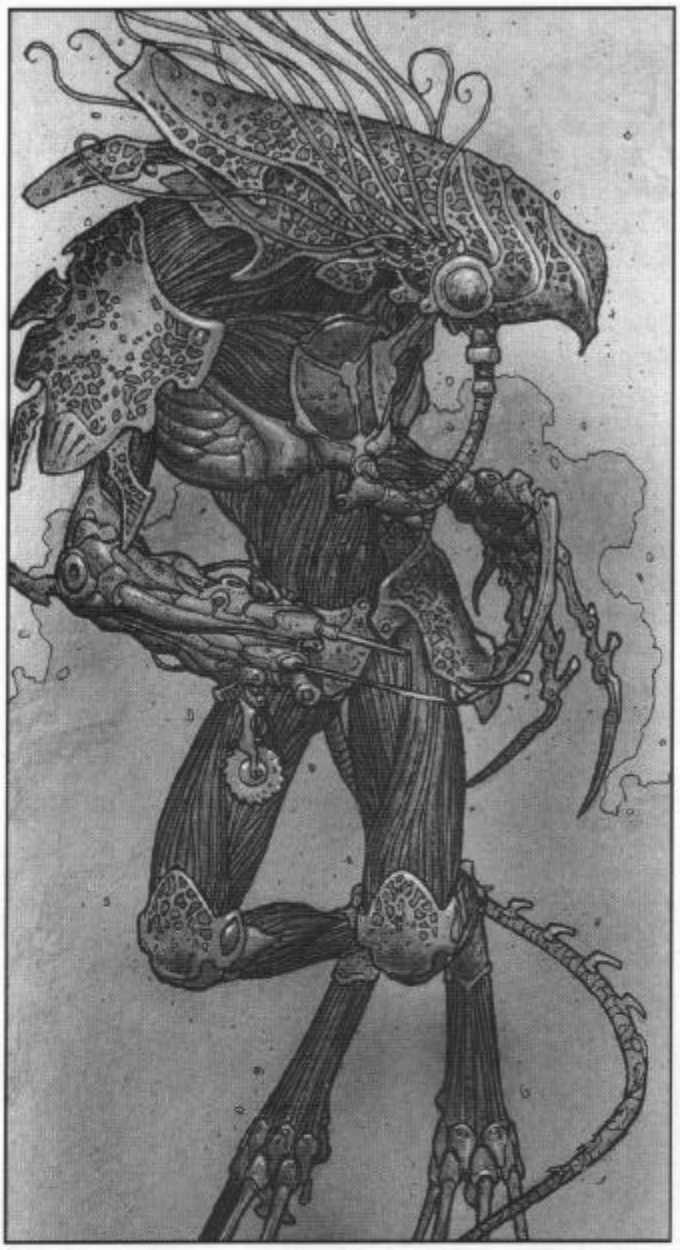
The magus is a mysterious alien assassin that appears as though it had been skinned—with exposed tendons, muscles, and bony protrusions visible upon its frightening body, along with a variety of strange cybernetic implants whose function humans can only guess at. Standing over 2 meters tall, the magus is stealthy and agile. It is feared throughout the frontier regions of space, with legends of terrifying attacks whispered wherever starship crews gather. The magus utilizes claws, a wicked tail, and a cybernetically implanted ranged weapon named for the black energy that it propels—the darkstream.

Mechalus

Strength	10	Intelligence	11
Dexterity	9	Will	9
Constitution	8	Personality	8

Durability

Stun (8) ○○○○○○○○
Wound (8) ○○○○○○○○



Magus

Action

Action Check: Ordinary
Movement Rate: Walk 4, Run 8

Attacks

Charge Pistol*	Ordinary	Good	Amazing
Skill Score	11	5	2
Damage	d4+2w	d6+2w	d8+2w
Unarmed Attack			
Skill Score	12	6	3
Damage	d4s	d4+1s	d4+2s

**Short/medium/long range of 8/16/60 meters*

Defenses

Armor: d6

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	10	5	2
Brawl	12	6	3
Ranged Weapons	9	4	2
Pistol	11	5	2
Computer	11	5	2
Hacking	13	6	3
Spaceship Ops	11	5	2
Technical Science	11	5	2
Juryrig	12	6	3
Repair	13	6	3

The mechalus closely resemble humans in form and size, but they are a separate species that has evolved on a planet far from Earth. They are living computers, adapting mechanical systems into their bodies on the genetic level. A mechalus's body appears as an amalgam of flesh and veins of cytronic circuitry. Considered by others to be cold and overly logical, mechalus can interface directly with computer systems and perform amazing feats of raw intelligence and mathematical logic.

This species is allied with the human stellar nations and can be found throughout human space. However, as in the case of humans, some mechalus are upstanding citizens and others have a more unsavory reputation.

Mechalus

N'sss

Strength	14	Intelligence	13
Dexterity	11	Will	9
Constitution	11	Personality	9

Durability

Stun (11) ○○○○○○○○○○○

Wound (11) ○○○○○○○○○○○

Action

Action Check: Ordinary

Movement Rate: Walk 6

Attacks

Render Rifle*	Ordinary	Good	Amazing
Skill Score	13	6	3
Damage	2d4s	d6+2w	d6+4w
Neural Blades			
Skill Score	16	8	4
Damage	d6w	d8+2w	d8+4w

**Short/medium/long range of 60/120/500 meters*

Defenses

Armor: d4+3

Skills

Skill	Ordinary	Good	Amazing
Melee Weapons	14	7	3
Powered Weapon	16	8	4
Ranged Weapons	11	5	2
Rifle	13	6	3
Vehicle Operation	11	5	2
Space Vehicle	13	6	3
Awareness	9	4	2
Perception	10	5	2

The n'sss (pronounced niss) are a cruel alien species with a gift for engineering and a taste for fiendish violence. A n'sss is actually a weak, wormlike creature, gossamer-thin with translucent flesh. But every n'sss lives and fights inside a mobile machinery pod. They are exceedingly dangerous and wade into battle with incredible confidence and ferocity.

The armored pods that encase each n'sss protect them and serve as life-support systems and deadly fighting machines. These hulking devices are mechanical monstrosities that ride on a dozen powerful metal tentacles. Some are tipped with neural blades—fast-spinning circular saws designed for close combat. Others are mounted with render rifles for attacking from a distance.

T'sa

Strength	7	Intelligence	11
Dexterity	12	Will	8
Constitution	7	Personality	13

Durability

Stun (7) ○○○○○○○
Wound (7) ○○○○○○○

Action

Action Check: Good
Movement Rate: Walk 4, Run 12

Attacks

Charge Pistol*	Ordinary	Good	Amazing
Skill Score	13	6	3
Damage	d4+2w	d6+2w	d8+2w
Unarmed Attack			
Skill Score	8	4	2
Damage	d4s	d4+1s	d4+2s

**Short/medium/long range of 8/16/60 meters*

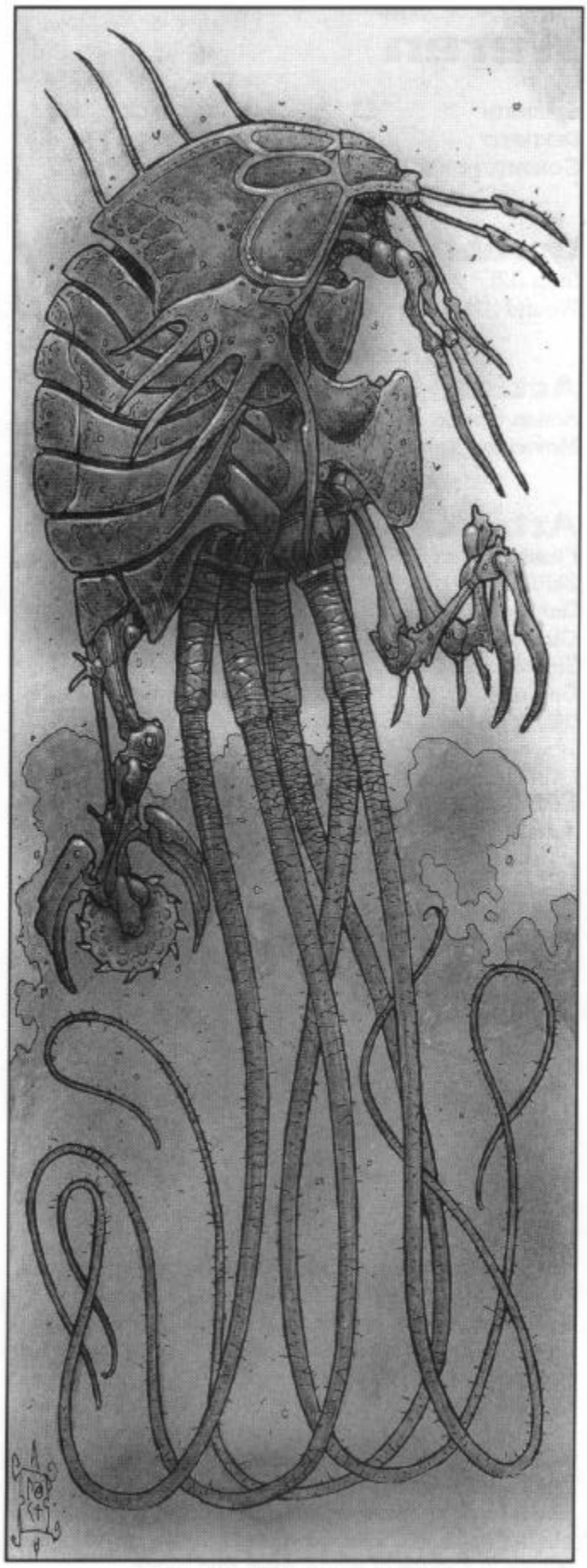
Defenses

Natural Armor: d4

Skills

Skill	Ordinary	Good	Amazing
Athletics	7	3	1
Unarmed Attack	7	3	1
Brawl	8	4	2
Ranged Weapons	12	6	3
Pistol	13	6	3
Starship Operation	11	5	2
Engineering	12	6	3
Technical Science	11	5	2
Juryrig	14	7	3
Awareness	8	4	2
Intuition	9	4	2
Interaction	13	6	3
Bargain	15	7	3

T'sa are somewhat skittish reptilian creatures with an insatiable curiosity coupled with clever ingenuity. They like to tinker with things and find out how they work, and they are quite friendly. Slightly smaller than humans, t'sa average 1.1 to 1.4 meters in height and weigh anywhere from 30 to 50 kilograms. They are covered in colorful scales that provide natural body armor. The t'sa are part of the human alliance and can be encountered throughout the known galaxy.



N'sss

Weren

Strength	13	Intelligence	8
Dexterity	7	Will	8
Constitution	12	Personality	7

Durability

Stun (12) ○○○○○○○○○○○○
Wound (12) ○○○○○○○○○○○○

Action

Action Check: Marginal
Movement Rate: Walk 6, Run 16

Attacks

Flintlock Pistol*	Ordinary	Good	Amazing
Skill Score	8	4	2
Damage	d6+2w	d8+2w	d8+4w
Claws			
Skill Score	14	7	3
Damage	d4+2w	d6+2w	d6+4w

**Short/medium/long range of 4/8/16 meters*

Defenses

Armor: None

Skills

Skill	Ordinary	Good	Amazing
Unarmed Attack	13	6	3
Brawl	14	7	3
Ranged Weapons	7	3	1
Pistol	8	4	2
Stamina	12	6	3
Endurance	13	6	3
Awareness	8	4	2
Perception	10	5	2
Interaction	7	3	1
Intimidate	10	5	2

Weren are a species of warrior-philosophers from the planet Kurg. They possess a technology roughly equivalent to that of Earth's sixteenth century, and they dislike any advanced devices or weapons. A typical weren stands 2.2 meters tall and weighs in at a massive 200 kilograms of fur, fangs, and muscle.

Although tough and aggressive, the weren don't believe it is honorable to battle a weaker opponent. They will defend themselves if attacked, but they prefer to fight worthy opponents who can actually challenge them on the battlefield. A weren's thick fur comes in shades of white, gray, and black.

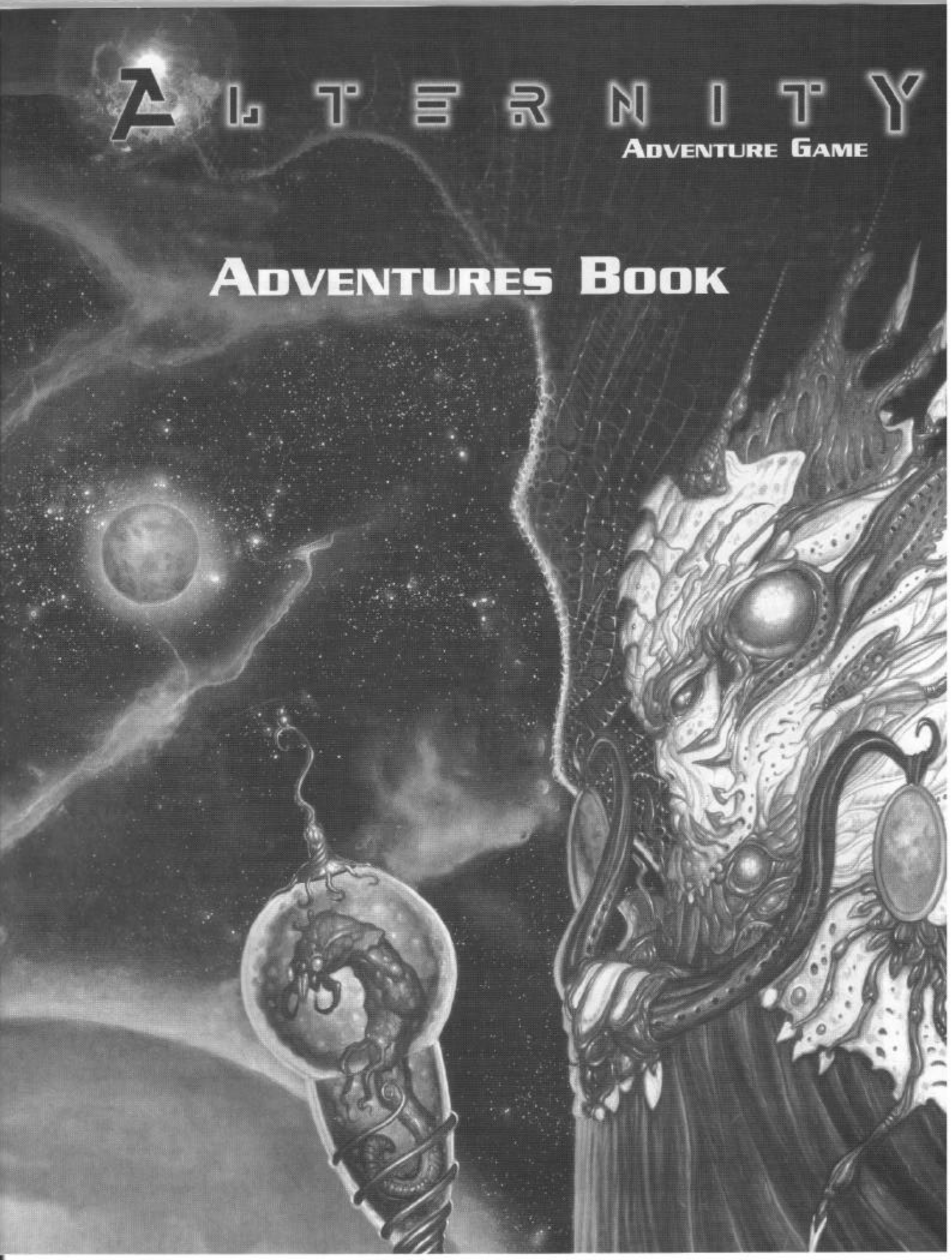
T'sa

Weren

ALTERNITY

ADVENTURE GAME

ADVENTURES BOOK



INTRODUCTION

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We reach for the stars and grasp them. Starships travel faster than the speed of light. Humans terraform deadly worlds into paradises. Strange aliens lurk at the fringes of human space. Imagine yourself five hundred years in the future, when these things are all true. Then get ready for adventure in the far reaches of known space. The stage is set for exciting missions and dangerous adventures in the realm of the ALTERNITY® game.

This book contains information written specifically for Gamemasters. If you're just playing a hero in the game, stop reading now. The rest of this book is filled with details that should remain mysterious until you encounter them during the play of the game. From this point forward, when we refer to "you," we are talking to the Gamemaster.

WHAT GAMEMASTERS SHOULD KNOW

The Gamemaster should read through the *Rules Book* and skim through the Hero Folders before reading this book. Also, take a look at the *Gamemaster Screen*. It summarizes the basic rules in the game and check results, lists all the skills available in the *ALTERNITY Adventure Game*, provides lists of modifiers for common situations, and provides tables for healing and for different types of hazard damage.

When you're ready, the following sections will prepare you to run your first ALTERNITY adventure. Review this material before reading or attempting to run the first adventure, "Escape from BXT-13."

THE ADVENTURES

This book contains three complete adventures designed for the heroes presented in the Hero Folders. After the players have finished an adventure, they can improve their heroes, which allows the heroes to handle more difficult scenarios. See "Improving the Heroes," on page 4, for more information.

Preparing to Play

You've read everything we asked you to, you've set a time for your first game session, and you've gotten your friends together to play. Now what?

First, pick a location to play that has enough flat surfaces for everyone to roll dice and write things down when they need to.

Make sure there are refreshments for everyone, including food and drink. It's usually a good idea to have all of the players share in the expense. Have everyone bring something for the group to share.

Set up your Gamemaster Screen, game books, pencil, and notepaper in a spot that allows the other players to see and hear you but doesn't leave them looking over your shoulder. (One end of a table is good.)

Hand each player a Hero Folder. Ask your players to choose someone to handle making the maps when necessary (so they don't get lost) and one or more people to write down clues discovered during the adventure.

Next, go over any rules the players find confusing. Sometimes it's better to just start playing and let everyone figure it out as you go along, but everyone should understand the basics before you begin to play. The basics include knowing how to roll the dice and read the results (checks and check results), understanding the contents of the Hero Folders, and understanding the underlying concept of the game. What is that concept, briefly? The Alternity *Adventure Game* is a game that utilizes imagination and a few basic rules to create interactive group storytelling. In other words, it's a game of "let's pretend." In this game, you pretend to be an imaginary character in an imaginary science fiction setting.

If you need more practice before playing a full adventure, see the Skirmish Scenario in the Rules Book. It provides a combat scene that demonstrates how the game mechanics work.

Tips for Adventuring

Remind players of these details before starting the first adventure.

► Communications gear (comm gear) allows you keep in contact with other heroes in the group, even if someone gets lost or stays behind.

► A first aid kit or trauma pack is useful for treating someone who is injured. Every hero with the *first aid* skill should carry a first aid kit or trauma pack in potentially dangerous situations, and most heroes with the *treatment* skill should definitely carry a trauma pack to gain the full benefit of that skill.

► Flares are good for marking locations.

► Flashlights are a must if you're going to go exploring in the dark.

► Rope can be used to restrain prisoners (as can duct tape and handcuffs), navigate deep holes, or rescue friends.

► A toolkit is necessary for anyone with *juryrig* or *repair* skills, and handy for people who just want to whack something with a hammer, drill with a laser cutter, or remove a grate on a ventilator shaft.

► Videorecorders are good for recording evidence and strange finds. A videorecorder is a palm-sized unit with a lens array at one edge and a video screen sticking off to the right-hand side. It records 3D video on holographic crystals for data storage. One crystal holds 10 hours of video. The videorecorder can run for 20 hours before its energy pack needs to be replaced or recharged.

► The Gamemaster keeps track of time in the game and decides how long unusual actions attempted by the heroes take. During combat, time is measured in rounds. A battle that fills only a few minutes of game time may take as long as an hour of real time as the players roll dice and consider their options. In other scenes, many hours or even days may pass in the game in a matter of seconds in the real world when the Gamemaster says something like "You travel for three days and land on planet Spes."

► Many mines and other unusual sites are dark places that don't have their own light sources. Most heroes need light to see by. They can use flashlights or lanterns. A lantern provides enough light to illuminate an area 20 meters in all directions. A flashlight shines just as far, but in one direction. Power sources for lanterns and flashlights last for over a week of continuous use. Of course, a hero carrying a light is clearly visible to any nearby hostile creatures. Flashlights can be clipped to weapons, wrists, shoulders, or helmets.

► Remember that if a hero does not have a specialty skill, she can make a broad skill check if she knows the broad skill that's appropriate. If a hero does not have a skill at all, she can make a check against the Ability Score that governs the skill. (A few skills can't be used untrained; see the *Rules Book* for more information.)

Postcognition

The hero Dea Futako has a telepathic ability called *postcognition* that allows her to sense the mood of an area or even "see" events that happened there in the recent past. (The things she perceives are only emotional and possibly visual. She never gets audio.) If one of the players is playing Dea, you will need to be ready to tell what she sees with this ability.

Key areas in Adventure 2 have clearly labeled boxes with descriptions for the *postcognition* abil-

ity. When the player wants to use Dea's power, have him or her roll a *postcognition* skill check and mark off one of Dea's psionic energy points. On a Failure result, the hero isn't able to determine anything. On an Ordinary, Good, or Amazing result, read the appropriate psychic clue in the box. If there is no box for a specific area, the hero gets several overlapping mundane images appropriate to the area (people eating in the mess hall, miners digging in the tunnels, and so on). You will have to make these up.

Note that if the players are stuck and could use a hint, you can activate Dea's *postcognition* and tell them any of the clues for an area or make up a suitable clue if none are listed. However, to be fair, if you activate Dea's power, it doesn't cost her any psionic energy points.

Improving The Heroes

Adventures are learning experiences for heroes, and an experienced hero should be better at things than a novice. In the *Alternity Adventure Game*, this is reflected in heroes getting higher scores for their skills.

At the end of each adventure, you decide how well the heroes did. Ask yourself these questions: Did they defeat the villains? Did they succeed at the goal of the adventure? Did the players portray their heroes well? Did everyone have a good time? Then, depending on what you decide, award each hero some achievement points.

▶ If the heroes completed the adventure and defeated the villains in spectacular fashion, give each hero 3 achievement points.

▶ If the heroes completed the adventure but had some problems, give each hero 2 achievement points.

▶ If the heroes survived but weren't able to complete the adventure—they retreated, for example—give each hero 1 achievement point.

▶ If the heroes fail completely, award no achievement points.

What can a player do with a hero's achievement points? The player can spend them between adventures to improve that hero, increasing skill scores or action check scores, or even purchasing a new skill for the hero. Here's how to do that.

Increasing a Specialty Skill Score. A player can spend 1 achievement point to increase a single specialty skill score by 1 point. (Broad skill scores can't be increased.) No specialty skill score may be increased by more than 1 point between adventures.

◆ *Example:* Azore has a Pistol skill score of 14. After the end of Adventure 1, his player spends 1 achievement point to increase the score to 15. Azore's Pistol score is now 15/7/3. Mark the new score on the Hero Folder.

Buying a New Skill. A player can spend 2 achievement points to purchase a broad or specialty skill her hero doesn't have. Select one from the list in the Rules Book or on the Gamemaster Screen and write it on the Hero Folder. Only one new skill can be purchased between adventures.

A new broad skill has the same score as the ability it is related to. A new specialty skill has a score of the related ability score plus one.

Increasing an Action Check Score. A player can spend 3 achievement points to increase his hero's action check score by 1 point between adventures.

◆ *Example:* Azore has an action check score of 13+/12/6/3. After the end of Adventure 2, his player spends 3 achievement points to increase the score to 14+/13/6/3. Mark the new score on the Hero Folder.

If your players would like to further improve their heroes' skills and abilities beyond the levels indicated in this game, you should try the complete Alternity game, starting with the *Alternity Player's Handbook*. The *Alternity Player's Handbook* has rules for increasing skills to higher levels, adding new skills, and even features advanced improvements such as increasing a hero's ability scores and health points.

GM Characters

The Gamemaster controls all of the characters in the game with the exception of the heroes. The Gamemaster can run any unused heroes, or they can be left out and their rooms or bunks in the *Lancelot* (the heroes' ship) can be used for extra storage.

Explain to the players whenever you take on a role so that they can imagine the scene and understand what's happening. For example, tell them "I'm speaking as Commander Justin now" when they get a communication from their boss in the Galactic Concord.

If you want to have some fun with playing GM characters, adopt a different voice for every character. Speak slower for some and louder for others. Use accents if you're even a little good at it, or an old man's voice, or a deep voice, or a squeaky voice. You don't have to do this, of course. Just informing the players that you're playing a role is sufficient. But the game can be a lot more fun with little touches like these.

Hammer's Star

The heroes are currently operating in the Hammer's Star system, a place that is busy rebuilding after a galactic war. Hammer's Star is a young yellow star, orbited by four planets: Spes (a colonized world), Platon (a gas giant, with a cold habitable moon), Iniad (a very large gas giant), and Bruelt (a rock). Iniad is flanked by two asteroid belts, Revik (the inner) and Vicek (the outer). The system also has a black hole (called the Pit) far beyond the orbit of Bruelt.

Both of the asteroid belts are rich in minerals, making this system a paradise for miners. Unfortunately, there are large numbers of pirates and occasional attacks by mysterious alien ships that require the help of special teams like those to which the heroes belong.

The *Lancelot*

The heroes own a ship called the *Lancelot*. It comfortably holds eight crew members and two officers, but it can easily be operated by only three people. With some difficulty, a lone crewmember can run the ship for some time. The ship is owned by the Concord Special Service. The heroes are expected to take good care of it, or their paychecks will suffer for a long time.

The ship is state-of-the-art, equipped with a small theater, a sick bay (where injured heroes can be treated), a life support system, an engine that works by bending gravity, a faster-than-light travel device called a stardrive, a computer room, an engineering room, an airlock, a mass cannon, crew cabins, a mess hall, and a galley (kitchen). Anything that you would expect to be in the appropriate room ought to be there. For example, there are high-tech food preparation devices in the kitchen, air and water recyclers in the life support room, medical supplies in the sick bay, and so on. However, the heroes should not be able to find explosives, nuclear material, machine guns, or anything else that you consider out of the ordinary for a non-military spacecraft.

Adventure 1: Escape from BXT-13

This adventure is a fast and furious introduction to this ALTERNITY game. We'll explain everything you need to know as we go along. It starts in the middle of the action and keeps going strong until the heroes blast their way out of danger. If you played the ALTERNITY *Fast-Play Game*, the situation will be familiar to you. If not, don't worry; you and your players can quickly get involved in the action.

Background

The heroes are all civilians under contract to an interstellar organization called the Galactic Concord. They are a troubleshooting, investigating, and quick-rescue team that intervenes whenever employees of the Concord need assistance.

In this mission, the heroes need to fight their way into a heavily guarded hangar bay, get aboard their starship, and escape from the Serin-Ru prison space station. Standing between them and freedom is a squadron of surge-soldiers. All the while, they have to make sure to protect the Concord ambassador they rescued from a prison cell until their ship is away.

Read this background material to the players to get them up to speed. After that, we start the action in the middle of a tense situation. The heroes will need to be brave, bold, and fast to escape this situation in one piece. . . .

> You were sent on an important mission for the Galactic Concord. The Serin-Ru, an aggressive alien species from beyond the bounds of known space, have been making increasingly bolder raids into Concord space. On a recent raid, they captured the high-ranking Concord Ambassador Talo Kestrul. You were sent to rescue him.
>
> Everything was going perfectly. You quietly maneuvered your starship, the *Lancelot*, into an empty hangar bay on the Serin-Ru space-station prison. Then you made your way into the detention block, located the ambassador, and returned to the hangar. Now all you have to do is get aboard your ship and take off.
>
> You open the door to the hangar and pause. A squadron of Serin-Ru surge-soldiers stands in front of your ship! One of the soldiers stares directly at you and shouts, "Halt right there!"
>
> What are you going to do?

Scene 1: The Surge-Soldiers

The soldiers have cried for the strangers aboard their ship to halt, and now the heroes have a chance to react. Their most likely options—combat, trickery, retreat, and surrender—are described below. Once the heroes decide what to do, refer to the appropriate section.

The hangar bay is a large rectangular box that's deeper than it is wide. The far end is open to space, protected by an invisible magnetic field that allows ships to pass through but keeps the station's atmosphere inside.

There are no other ships inside the hangar. The *Lancelot* is parked about two-thirds of the depth of the bay away from the door the heroes have just opened. In between them and the ship, a squadron of surge-soldiers stands fast.

Note: Ambassador Kestrul is very weak from his ordeal and imprisonment. He can walk, but he's too weak to be any help in a fight. Besides, he's not trained to be a warrior.

Surrender

If the heroes decide to surrender to the surge-soldiers, the soldiers order them to drop their weapons. If the heroes don't comply, the surge-soldiers attack (see "Combat" below). If the heroes do drop their weapons, half of the remaining surge-soldiers move over to them and train their quantum blasters upon them. The others stand back in case the heroes try something.

If the heroes really want to surrender, Ambassador Kestrul tries to convince them otherwise. Read the following text:

> The Ambassador looks at you like you've gone crazy. "Surrender?" he asks disgustedly. "What kind of heroes are you? You have a duty, to the Galactic Concord and to yourselves, to stop these alien marauders before more innocent worlds suffer. Consider your actions carefully. I have been a prisoner of the Serin-Ru and I have no desire to repeat the experience."

If the heroes can't be convinced to fight their way to freedom, the surge-soldiers lead them back to the

detention block. There, the heroes are stripped of all equipment and locked in separate cells. See the sidebar, "Breaking Out," later in this adventure.

Tricking the Surge-Soldiers

The heroes could try any number of bluffs, cons, or tall tales in order to trick the surge-soldiers. Let the players describe the type of trick they want to try and what they think it will accomplish. Then have one of the heroes make a Deception–*bluff* skill check. If the trick seems particularly clever to you, give the player a –1 step bonus (–d4) or even a –2 step bonus (–d6). If the check succeeds, the surge-soldiers have been tricked.

What happens next depends on the type of trick the heroes attempted. Some sort of distraction ploy may allow the heroes to catch the soldiers completely off guard and get a free round of attacks. If the trick just provides a bonus of some sort, combat breaks out in the following round (see "Combat" below). If they could somehow deceive the soldiers that they're just transferring the ambassador under orders, they could dismiss the soldiers and gain a clear path to their ship.

If the heroes actually manage to dismiss the soldiers, go to the next scene, "The Ripper Attacks."

Run Away

The heroes might decide to run away. This isn't really practical, since they're on board an enemy space station and their starship is in front of them. If they still want to flee, Ambassador Kestrul tries to dissuade them. Read the following text:

> The Ambassador looks at you like you've gone crazy. "You're running away?" he asks disgustedly. "What kind of heroes are you? You have a duty to get me away from these alien marauders and back to civilized space. Your starship is in front of you. Nothing but capture and imprisonment waits behind you. Consider your actions carefully."

If the heroes still decide to run, they can backtrack about 20 meters down the corridor. Then they run into a force field that blocks their escape. None of the weapons the heroes are carrying can break through the force field. So, instead of fighting in the hangar, they must face the surge-soldiers in the corridor.

The corridor is about 4 meters wide and 3 meters high. There are no other doors or corridors between the force field and the hangar bay. A few moments after the heroes have reached the force field that blocks their path, the surge-soldiers storm into the corridor and attack. See "Combat" below.

Surge-Soldier

Abilities

Strength	8	Intelligence	7
Dexterity	10	Will	8
Constitution	8	Personality	7

Durability

Stun (8) ●●●●●●●●
Wound (8) ●●●●●●●●

Action

Action Check: Ordinary
Movement Rate: Walk 4, Run 12

Attacks

Quantum blaster*	Ordinary	Good	Amazing
Skill Score	11	5	2
Damage	d4+2w	d6+3w	d8+4w
Unarmed Attack			
Skill Score	9	4	2
Damage	d4s	d4+1s	d4+2s

**Short/medium/long range of 10/20/80 meters*

Defenses

Armor: d4

Other Skills

Skill	Ordinary	Good	Amazing
Athletics	8	4	2
Stamina	8	4	2
Awareness	8	4	2

The surge-soldiers are the backbone of the Serin-Ru military. Protected by dark red armor decorated with the silver slash marks of the Serin-Ru, surge-soldiers appear in large numbers but aren't the best of warriors. They carry quantum blasters, powerful energy pistols that look more like stocky rifles than handguns.

Combat

There are 10 surge-soldiers guarding the heroes' starship. As soon as the heroes decide to draw their weapons and begin firing, call for action checks. Have each player make an action check for his or her hero. The soldiers act in the Ordinary phase

The surge-soldiers spread out and begin firing at the heroes as soon as they can. Two soldiers target a single hero, if possible, trying to gang up to take the hero down. They avoid firing at the ambassador, as the Serin-Ru want to keep him alive. They don't care what happens to the heroes.

Ambassador Kestrul

Abilities

Strength	7	Intelligence	11
Dexterity	8	Will	12
Constitution	8	Personality	11

Durability

Stun (8) ●●●●●●●●
Wound (8) ●●●●●●●●

Action

Action Check: Marginal
Movement Rate: Walk 4, Run 12

Attacks

Unarmed Attack	Ordinary	Good	Amazing
Skill Score	7	3	1
Damage	d4s	d4+1s	d4+2s

**Short/medium/long range of 10/20/80 meters*

Defenses

Armor: d4–1

The ambassador isn't a warrior. He'll do his best, but he's really counting on the heroes to protect him.

The heroes can use the doorway for partial cover. Any hero who says he's utilizing the doorway in this way provides a +1 step penalty (+d4) to the surge-soldiers targeting him. A hero can also hide completely behind the doorway and not get fired at, but that hero can't attack from such a position, either.

At the first opportunity, four of the soldiers get behind the *Lancelot* and use it for partial cover. (Moving to this position requires the use of their action in the first round.) Anyone shooting at these soldiers thereafter receives a +1 step penalty (+d4) due to the cover.

The surge-soldiers battle until they are killed or knocked unconscious. They won't surrender or flee from the fight. When five of the soldiers go down, they call in reinforcements. Go to the next scene, "The Ripper Attacks."

If the heroes are defeated, see the sidebar "Breaking Out" later in this adventure.

Scene 2: The Ripper Attacks

This scene begins after one of two outcomes takes place in the first scene: The heroes defeat at least five of the surge-soldiers, or the heroes trick the surge-soldiers into leaving. Either of these outcomes triggers the start of the second scene. Read the following text:

A powerful hum fills the hangar bay as a small pod-shaped vessel enters through the magnetic field that separates the bay from space. The pod, a three-meter sphere, drifts toward you. As it draws closer, metal appendages extend and unfold from the pod, revealing a wicked combination of jagged blades, sharp-tipped spears, and the twin barrels of some kind of projectile weapon.

A mechanical voice echoes from the pod: "I am a Ripper Attack Robot, model XX-219. Attack is unwise, as I cannot be defeated. Death to the organic entities!" The robot surges forward.

Call for Action Checks

Have each player make an action check for his or her hero. The ripper acts in the Ordinary phase. (If there are still surge-soldiers present, they also act in the Ordinary phase.)

Play out the rest of the combat, going through phases in each action round until the ripper and remaining soldiers are defeated, or the heroes fall.

Ripper-Enhanced Combat

With the arrival of the ripper robot, any remaining surge-soldiers get a new burst of confidence. They

Sidebar: Breaking Out

The heroes might surrender to the surge-soldiers, or they might all wind up unconscious if the battle doesn't go in their favor. Either way, they wake up later to find themselves in separate detention cells somewhere in the bowels of the space station. They can call to each other and determine that they are all in adjoining cells. Even the ambassador is nearby. But they have no equipment and no obvious means of escape.

So, what happens next? Well, the heroes really don't have a lot of options inside detention cells. To get the adventure back on track, have another Concord agent show up to open the cell doors. She lets out the heroes and the ambassador and gives them their equipment, but then a quantum blast knocks her out. Now the heroes have two people to rescue.

The squadron of surge-soldiers rushes into the detention block, blasters blazing. The "Combat" described above takes place here in the detention block instead of the hangar, but there are only eight soldiers this time (instead of ten). When the heroes defeat the surge-soldiers, they can run back to the hangar bay. Go on to the next scene, "The Ripper Attacks."

Ripper

Abilities

Strength	11	Intelligence	8
Dexterity	11	Will	4
Constitution	10	Personality	6

Durability

Stun (10) ●●●●●●●●●●
Wound (10) ●●●●●●●●●●

Action

Action Check: Ordinary
Movement Rate: Walk 4, Run 12

Attacks

Ripper Blades*	Ordinary	Good	Amazing
Skill Score	13	6	3
Damage	d4+2s	d4+2w	d4+4w
Ripper Projectiles			
Skill Score	12	6	3
Damage	d4w	d4+1w	d4+2w

**Attacks in the Ordinary and Marginal phases, if close enough to use*

Defenses

Armor: d4+1

Other Skills

Skill	Ordinary	Good	Amazing
Awareness	5	2	1
Perception	9	4	2

The ripper attack robot is sent to provide backup for the surge-soldiers. It doesn't do a lot, but it is pretty good at the things it does do. It can attack twice in a round with its deadly ripper blades, and it prefers to get into close combat to better utilize these weapons. It also has a rifle that fires sharp, slicing ripper rounds that can rain death on any target.

fight at the robot's side, trying to take down the heroes and recapture the ambassador.

This robot fires its projectile weapon while it is at least 3 meters away from a target. It prefers to get close enough to a target to employ its ripper blades, making two slice-and-dice attacks per round. As soon as a target goes down (dead or unconscious), it turns its attention to the next target. The ripper attacks the most dangerous-looking opponents first.

The ripper fights until it is defeated or destroyed. It isn't programmed to accept surrender or to relent in its attacks. Unlike normal creatures, if the ripper suffers 10 or more points of stun damage, it keeps fighting. If the ripper takes 10 points of wound damage, it collapses to the deck, sparking from numerous short circuits before exploding into fiery shards.

When the ripper is defeated or destroyed, go on to the third scene, "The Last Opponent."

Scene 3:
The Last Opponent

This scene starts as soon as the ripper robot shorts out or is destroyed. The heroes should have a clear path to their starship when this occurs, although there might still be a surge-soldier or two in the area. Read:

> With the threat posed by the ripper robot dealt with, the path to the Lancelot stands clear before you. When you reach the ramp leading to the starship's airlock, the airlock door suddenly

Warden Klu-donn

Abilities

Strength	14	Intelligence	11
Dexterity	12	Will	13
Constitution	12	Personality	9

Durability

Stun (12) ●●●●●●●●●●●●
Wound (12) ●●●●●●●●●●●●

Action

Action Check: Good
Movement Rate: Walk 4, Run 12

Attacks

Quantum Disruptor*	Ordinary	Good	Amazing
Skill Score	14	7	3
Damage	d6+2w	d8+2w	d8+4w
Unarmed Attack			
Skill Score	15	7	3
Damage	d4+2s	d4+3s	d4+4w

**Short/medium/long range of 30/60/200 meters*

Defenses

Armor: d6+1

Other Skills

Skill	Ordinary	Good	Amazing
Athletics	14	7	3
Jump	15	7	3
Awareness	13	6	3
Perception	14	7	3

Warden Klu-donn is a fearsome opponent. He runs this portion of the prison station with an iron fist, keeping his prisoners in line through fear and harsh punishment. He carries a quantum disruptor, a short-barreled energy rifle that deals intense damage to its target.

cycles open above you. You see a tall figure standing in the shadowy doorway. He wears dark red armor that appears more massive and ornate than the type worn by the surge-soldiers. He carries a nasty-looking energy weapon.

"You thought to escape?" the armored warrior asks. "I don't think so. No one escapes from my prison station. Surrender! You are now in the custody of Warden Klu-donn of the Serin-Ru!"

If you played the ALTERNITY *Fast-Play Game*, then you and your players may recognize the warden. The last time you saw him, he was falling into the central shaft of the detention block. As villains often do, he survived the fall and underwent a quick healing session before he made his way to the *Lancelot*. He knew the heroes would return to their ship, and he wanted to make sure he was in a position to have a rematch against them.

Call for Action Checks

Have each player make an action check for his or her hero. The warden acts in the Good phase.

Play out the rest of the combat, going through phases in each action round until the warden and remaining soldiers are defeated, or the heroes fall.

Fighting Klu-donn

Warden Klu-donn considers himself to be superior to any opponent—including the heroes. He uses his quantum rifle to soften up a target, but he isn't afraid to wade in and strike with his armored fists. Throughout the battle, he tries to rattle the heroes by taunting them and threatening them. Here are some sample lines you can intersperse with descriptions of the action:

"I've killed tougher opponents than you."

"Surely you can hit harder than that."

"You aren't even worthy of being my prisoner."

This battle ends when the heroes defeat Klu-donn or Klu-donn defeats the heroes. If Klu-donn is knocked unconscious or killed, he crashes to the floor of the hangar bay. In that case, read:

Sirens begin to sound, filling the hangar bay with a deafening scream. Lights flash, and a great rumbling wells up from the floor and walls of the hangar bay. Then you notice the source of the rumble—the blast doors begin to slowly slide closed, blocking off the bay's exit to space! You have only moments before the doors slam shut and trap you within the space station!

Proceed to the next scene, "The Last Obstacle."

Scene 4: The Last Obstacle

This scene starts when Klu-donn crashes to the floor and the hangar bay blast doors begin to close. These blast doors are designed to seal the bay so that ships can't enter or depart. If the doors close before the *Lancelot* takes off, the heroes will be trapped.

The doors are large and heavy. They close slowly, but the heroes don't have forever. A warning erupts from the space station's internal computer system. Read the following text to the players.

"Warning! Warning!" a computerized voice announces over the blare of the sirens and the rumble of the closing blast doors. "The hangar bay blast doors are closing. No vessels may enter or exit at this time. Repeat . . . Warning! Warning!"

Boarding the *Lancelot*

With Klu-donn defeated, the heroes can enter their starship without any problem. Time is a factor, however, unless they want to be permanent guests of the space station. The map of the *Lancelot* shows where everything is inside the vessel. The heroes should head directly to the command deck so they can get the ship ready to take off.

One hero must be designated as the starship's pilot. To fly the ship, a hero uses the Vehicle Operation–*space vehicles* skill.

Another hero can leap into the sensors station and utilize the ship's sensor array. This requires the use of the Spaceship Operation–*sensors* skill. If the rest of the heroes want, they can search the *Lancelot* to make sure Klu-donn hasn't left behind any tracing signals or bombs. This requires the use of either Awareness–*perception* or Investigate–*search*.

Call for Action Checks

Have each player make an action check for his or her hero. The closing blast doors act in the Marginal phase.

Every round, the blast doors close a little more. In every round, they slide 3 meters shut. When the doors have slid 30 meters (meaning they've acted in 10 rounds), the doors seal and lock.

In the phases of a round in which the heroes can act, they can pilot the ship, use the sensors, or use the weapons system. These tasks are described below.

There's also a handy track to keep track of how far the doors have moved and how well the pilot is flying.

Piloting the Ship

The pilot must generate a total of 8 successes to start the *Lancelot's* engine and maneuver it through the closing doors. Hopefully, the pilot can generate enough successes before the doors slide together and slam shut.

Every round, the hero should make a Vehicle Operation–*space vehicles* skill check. If the check fails, the pilot doesn't generate any successes in that round. Any other result generates the following number of successes: Ordinary, 1 success; Good, 2 successes; Amazing, 3 successes.

After the blast doors have moved 18 meters (6 boxes on the track), the pilot's skill check receives a +1 step penalty (+d4). After the blast doors have moved 24 meters (8 boxes on the track), the pilot's skill check receives a +2 step penalty (+d6).

Blast Doors Movement Track

□□□□□□ (+1) □□ (+2) □□ (Shut)
→ → → → *(Check boxes in this direction)*

Pilot Success Track

□□□□□□□□ (Escape!)
→ → → → *(Check boxes in this direction)*

Sensors

A hero using the sensors can provide the pilot with a bonus to his or her Vehicle Operation–*space vehicles* skill check. The bonus is determined by the success of a Spaceship Operation–*sensors* skill check:

Failure, no bonus; Ordinary, –1 step (–d4); Good, –2 steps (–d6); Amazing, –3 steps (–d8).

Other Actions

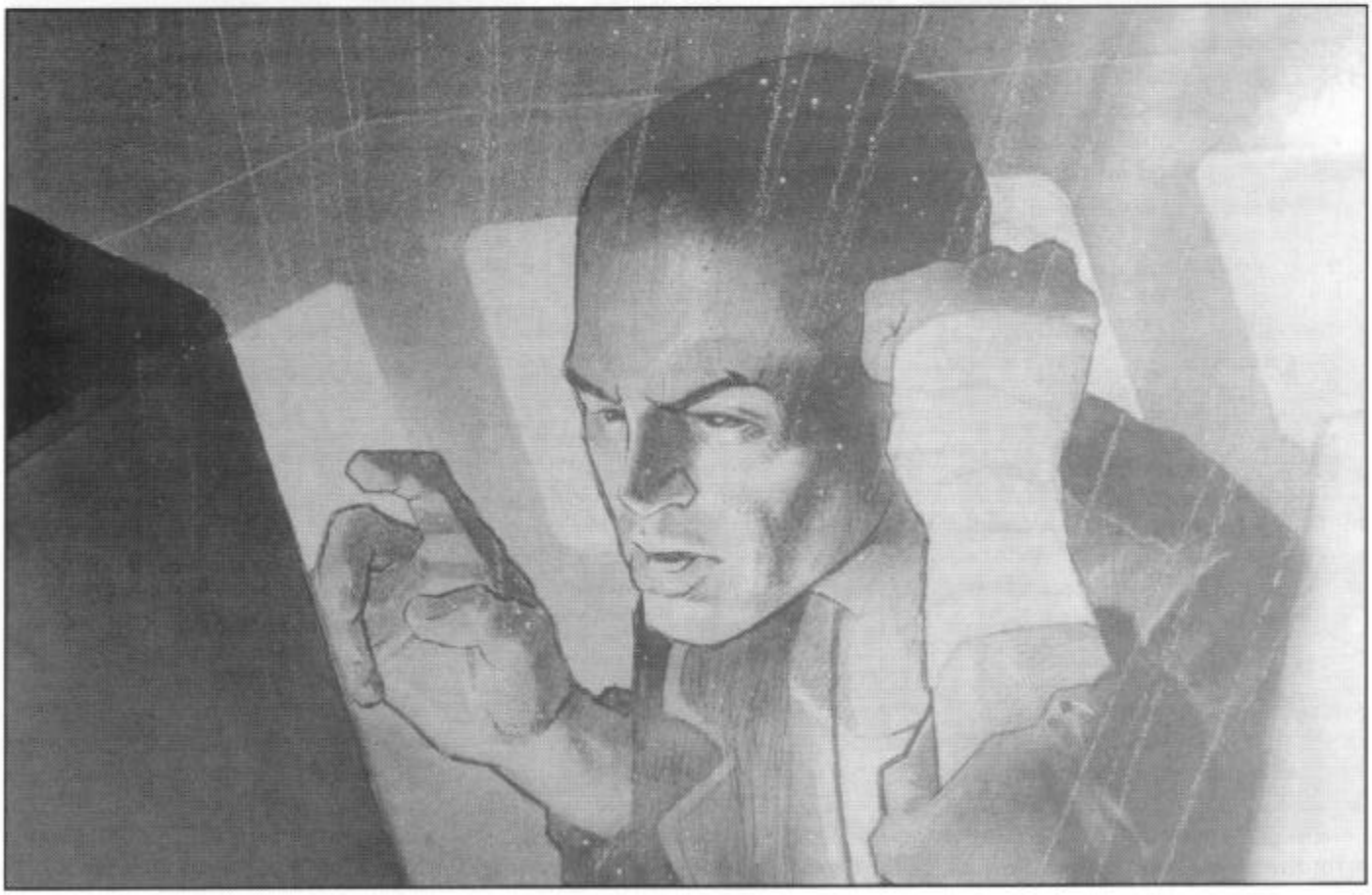
The ship's weapons won't damage the huge blast doors, so a hero utilizing the weapons station won't accomplish anything. The heroes searching the ship discover that nothing out of the ordinary has been left behind—no bombs, no tracking devices, nothing.

Ending the Adventure

When the pilot slips the starship through the blast doors, this adventure ends. The heroes gain the gratitude of the Concord and Ambassador Kestrul.

Turn to "Improving Heroes" at the beginning of this book. It tells you how to award the heroes so the players can make them better. That's one of the benefits of playing heroes in a series of adventures.

When everyone is ready to play again, go on to "The Mine of Misfortune," the second adventure in this booklet.



Adventure 2: The Mine of Misfortune

As the adventure begins, the heroes meet with the *Beltar*, a mining ship that has landed on an asteroid. Communications from the mining ship have halted, and the Concord is concerned about what has happened to the miners. The heroes are the closest available action team and are sent to investigate. They'll soon figure out that the ship is empty and that the missing miners are probably in the mine itself.

The read-aloud section below brings the players up to speed and gives them enough details to begin play. Everything else should become clear as the adventure unfolds.

The full-page map on page 13 shows the layout of the *Beltar*. The heroes are equipped with everything listed on their Hero Folders.

Read the boxed text below to start the action.

> Since rescuing Ambassador Kestrul, you and the other crew members of the starship *Lancelot* have been anxiously awaiting your next mission and fighting off cabin fever. Just then, you get a message from your boss, Commander Michael Justin of the Galactic Concord.
>
> The transmission from Commander Justin speaks of the mining ship *Beltar*, which has been working on an asteroid in the Vicek belt for the past 2 weeks.
>
> "We normally get daily transmissions from them, but we haven't heard from the *Beltar* since late evening two days ago. It's probably something as simple as a broken transmitter, but we'd like you to check it out and make sure they're okay," says Commander Justin.
>
> "Please get on this as soon as possible."

If the heroes want to talk further to Commander Justin, he is polite and businesslike but doesn't know much more about the *Beltar*. Heroes who succeed at an Awareness–*intuition* or an Interaction skill check either sense or determine from the commander's manner of speech that he is moderately concerned about this matter. If pressured for more information, Commander Justin says he can't give out what he doesn't have and suggests that the heroes check their ship's computer for common knowledge about the *Beltar*.

If the heroes call up information on the *Beltar* with their ship's computer, they discover that:

- The *Beltar* is a standard *Mokthar*-model mining ship made by a company called StarMech.
- The captain, a weren named Motch, leases the ship from the Concord.
- Normal procedure for this sort of mining ship is to land on an asteroid, dig downward, and connect the ship's bottom docking sleeve to the mine shaft. The shaft is then pressurized, and the workers can climb down a ladder into it and tunnel horizontally to find valuable deposits of rhodium. As these side tunnels are depleted, they are sealed off and new ones are started.

When the heroes are ready to proceed, read the following:

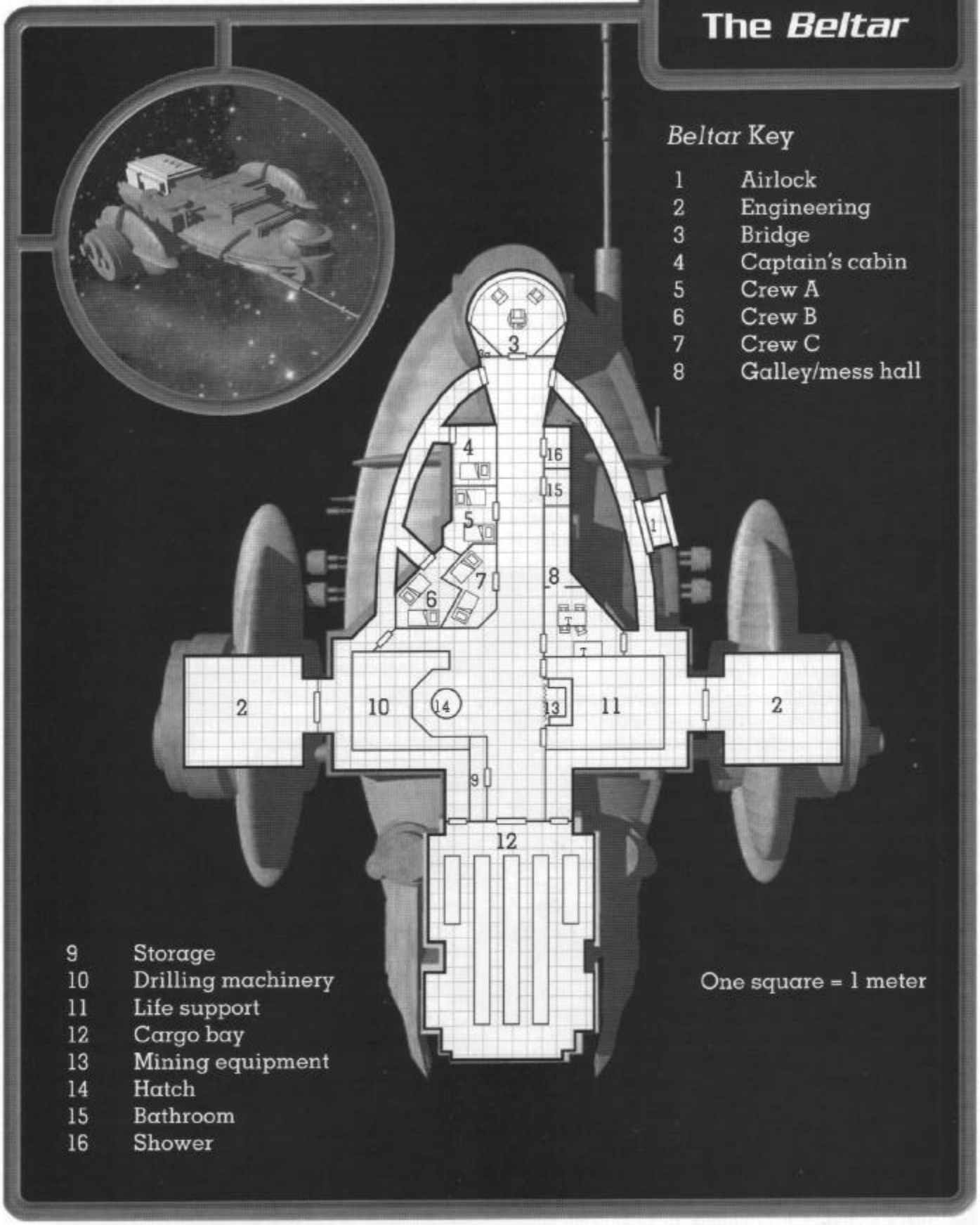
> Your ship reaches the *Beltar* in just under two hours. It has landed on a large asteroid, designated T109356961 13, which the ship's scanners indicate is rich in rhodium, a valuable element necessary for building the stardrive that allows your ship to make the jump between star systems.
>
> From a safe distance of 2,000 meters, your scanners can tell that the *Beltar* still has power and doesn't appear to have suffered any damage. However, it doesn't respond to any hailing transmissions, and there seems to be no movement going on within the ship. Also, a powerful coded radio transmission is coming from an area inside the asteroid.

There isn't much else that can be determined from outside the *Beltar*. The coded transmission cannot be deciphered by the *Lancelot's* computers. The best bet for the heroes is to bring their ship closer and dock it to the *Beltar's* airlock. Any hero with Vehicle Operation–*space vehicles* can dock without even making a skill check. Then, the heroes can board the ship. The heroes can bring any of their gear along that they can carry. When they board the ship, they start in the location marked "1" on the *Beltar* map (the airlock).

Quick Gamemaster Info on the Beltar

The *Beltar* has been deserted for nearly two days. Forty hours ago, one of the miners working on

The *Beltar*



Beltar Key

1 Airlock
2 Engineering
3 Bridge
4 Captain's cabin
5 Crew A
6 Crew B
7 Crew C
8 Galley/mess hall

9 Storage
10 Drilling machinery
11 Life support
12 Cargo bay
13 Mining equipment
14 Hatch
15 Bathroom
16 Shower

One square = 1 meter

expanding a tunnel broke into an open area. This area didn't appear to be a natural formation, so he radioed back to the ship and went in to look around. When his fellow miners didn't get an answer from him after an hour, they went after him. Eventually the entire crew left the ship to investigate, and no one has returned. Of course, the heroes need to find this out over the course of this adventure.

The *Beltar* is a medium-sized spaceship. It's not too fancy and has enough accommodations to make it livable, if not entirely homey or comfortable. The ship has artificial gravity, a crew of seven, and one ship-mounted laser. The floors are bare metal unless otherwise noted. Hallways and rooms are illuminated by small electric lights. Interior doors open at the press of a button.

If the heroes wish to look around the mining ship, proceed to the section called "The *Beltar*." If they decide to get to the mine as soon as possible, or once they have finished looking around the *Beltar*, move ahead to the section called "The Mine."

The *Beltar*

Each of the rooms of the *Beltar* has a section of boxed text (which you can read aloud to the players) and regular text (which contains more information that can be discovered if the heroes look around).

1. Airlock

The *Beltar's* outer airlock cycles open with a hiss, revealing an empty airlock chamber. Even from outside the outer door, you can see that the status panel on the inner airlock door shows a series of green lights. The inner airlock door is on the other side of this room, next to the status panel. The floor is covered with a nonskid pad that has a lot of scuffs, oil stains, and scrapes on it.

The status panel contains a small graphical display, an alphanumeric keypad, and a two-way communicator that connects to a similar panel on the other side of the inner airlock door. Any of the heroes will be able to use the keypad to open the airlock door without making a skill check.

2. Engineering Room

This room buzzes with high-tech machinery. Battered, dirty service panels, storage compartments, and computer terminals line the walls. Litter has been pushed into the corners.

Crew of the Beltar

Motch Krajal, Captain
Motch is a weren and has been a mining captain for the Concord for the past eight years. Incarcerated several times for extortion, he was released to his current position after being rehabilitated. Motch is obsessed with control. As long as the crew defers to his authority, he remains pleasant.

Appearance: Tall, broad, stiff mane of hair.

Janet Warhol, Pilot
Warhol is a profanity-spouting, internet-surfing, middle-aged human female. She has been working with Motch for three years. She keeps emotionally apart from the rest of the crew, probably due to her history of depression.

Appearance: Short, very thin, medium-length blonde hair.

Don Webber, Technical Officer
Webber is a human male in his late twenties. A skilled engineer and computer operator, he has been keeping the ship running since Motch took over as captain. He has a fondness for old Earth musicals.

Appearance: Short, slightly overweight, long, curly, black hair.

Yatil Montanya, Miner
Yatil is a quiet-talking human with an obvious cybernetic eye. He is a third-generation asteroid miner. He likes electronic games and holomovies.

Appearance: Tall, prominent nose and cheekbones, slight mustache.

Nan Vareet, Miner
Nan is a young human male. He is the newest member of the crew, and his posting to the *Beltar* is his first mission in space. Nan studied seismology and geology in college. He is enthusiastic and inquisitive.

Appearance: Slender, dusky skin, short black hair.

Nestor Payeva, Security
Nestor is a middle-aged human male. He joined the *Beltar* crew after being removed from a law-enforcement job for taking bribes. He is sarcastic and talkative.

Appearance: Medium height, fair skin, long red hair and beard.

Walter Jackson, Miner/Medic
Jackson is a male human born on Spes. He was trained in the Concord military as an airborne infantryman. He took the job on the *Beltar* after mustering out of the armed forces. He enjoys wargames and model building.

Appearance: Tall, muscular, dark skin, short hair.

There doesn't seem to be anything out of the ordinary in either of these rooms. (The room on the left is engineering room 2A, and the one on the right is 2B.) The computer screens show data on the power output of the engine, power consumption of various compartments and ship systems, and so on.

The storage compartments contain engineering tools, spare parts (including light bulbs), old candy wrappers, and miscellaneous junk. The litter is similar materials.

Anyone who tries to use the computers here gets a –1 step bonus (–d4) to their Knowledge–*computer operation*, Computer Science–*hacking*, or Spaceship Operation skill check. With at least an Ordinary success, a hero is able to determine that:

► All of the ship's systems are receiving power, even the communications and sensors systems.

► The belly rear hatch (leading to the mine shaft) is open.

► Nothing on the ship has been manually activated since two days ago.

3. Bridge

Fastened to the wall opposite the doors to this narrow command deck are a wide series of panels set with dials, buttons, keyboards, and computer monitors. Three chairs are bolted to the floor in front of these panels. The middle chair is considerably larger than the other two. The wall above the panels is a large curved display monitor currently showing the asteroid outside the front of the ship. The floor is covered in a durable short-fiber carpet.

Anyone who tries to use the computers needs to make a successful Knowledge–*computer operation* or Spaceship Operation skill check (with a –2 step bonus in either case). If the hero gets at least an Ordinary success, she or he discovers:

► A schematic of the ship. Sketch or trace the map of the *Beltar* for the players.

► The computers all work normally.

► Any information that could be discovered with the computers in the engineering section (area 2) can be discovered or verified here.

► The communications system is also fully functional. The heroes can contact Commander Justin from the *Beltar* if they wish. If they do so now, he insists that they continue their investigation until they discover what has happened to the crew. You can decide to allow heroes to make Awareness–*intuition* or Interaction skill checks; anyone who succeeds can sense or determine from the commander's manner of speech that he is now very worried about the crew of the *Beltar* but is trying to hide the degree of his concern. He has no new information for the heroes.

► The computer contains mission logs for the *Beltar*. These logs contain the captain's reports of the crew's status and the amount of ore it has mined from the asteroid. The last two records are the only ones of any interest:

19:52: "Yatil's group broke through into an open space in the asteroid. They are proceeding with caution."

20:35: "Haven't heard anything from Yatil's group or any of the others. Webber, Warhol, and myself are entering the mine to investigate."

► General information on each crewmember, including ID picture, brief history, and psychological profile. Feel free to read or paraphrase the information in the sidebar on page 14.

4. Captain's Cabin

This L-shaped room contains a large refrigerator and a bed big enough for a weren. Posters of snowy landscapes decorate the walls. A large footlocker is pushed against the side of the bed.

The refrigerator contains carefully wrapped and labeled hunks of meat from various animals. This is Motch's personal stash of his favorite foods. The meat is unspoiled, although some of the animals are exotic enough that anyone but a weren would not find them very appetizing.

The footlocker contains a weren-sized jumpsuit, an assortment of weren personal grooming items (tools for keeping claws clean and sharp, for example), a book, and a broken sword. The book is a text of weren philosophy. The handle of the sword is sized for a weren, and the blade probably would be almost 2 meters long if it hadn't been broken off about 30 centimeters from the handle. The break does not look recent. The rest of the blade is missing.

5. Crew Cabin A

This cramped room holds two beds and two footlockers. The left corner has a personal computer terminal, a stack of books, and a calendar with holographic pictures of attractive male fighter pilots. The other corner features plastic and wooden models of ships, cars, planes, and space vehicles hanging from the ceiling.

The left side belongs to the *Beltar*'s pilot, Janet Warhol. The right side is used by Walter Jackson. Warhol's books are all about conspiracy theories. Jackson's models are scaled-down versions of current and historical craft.

6. Crew Cabin B

This is a very messy crew cabin, with piles of clothes and clutter everywhere. One side contains a personal computer and a hand-held video unit. Brightly colored magazines are stacked up next to them. Several cardboard boxes are stuffed under the bed, and a battered footlocker stands at the bed's foot. The right side of the cabin is in similar disarray, with books of a more muted color than the magazines crammed into every available space. The footlocker on this side looks relatively new.

Yatil Montanya and Nan Vareet share this cabin, as they appreciate the same sort of decor and have the same lack of regard for organization. The cabin's left half is Montanya's; the computer is loaded with the newest games, the magazines are game magazines, and his boxes and footlocker hold yet more games. The books on Vareet's side are on various religions, science, philosophy, and politics. His footlocker contains some personal effects and letters from home.

7. Crew Cabin C

This cabin is somewhat unkempt but not entirely messy. The left-hand side has a bed, a footlocker, and a compact refrigerator. A large stack of beer bottles takes up most of the left wall.

The right-hand side also has a bed and a footlocker, as well as a portable holoviewer. A pile of candy wrappers has been halfheartedly pushed under the bed. The smell of chocolate is strong near them.

Nestor Payeva and Don Webber use this cabin. Payeva's footlocker (on the left) contains clothes, some old photos of groups of police officers, personal effects, and a charge pistol with no bullets. The little fridge holds a dozen bottles of high-quality beer. Webber's area is fairly neat aside from the candy wrappers; his footlocker contains many holographic crystals of Earth musicals.

8. Galley/Mess Hall

The fore section of this cramped cabin holds a small kitchen unit and pantry. The remainder of the cabin is filled with two rectangular tables and eight chairs. All are made of tough plastic and metal. The remains of two meals molder on one of the tables. A small book rests open next to one of the two place settings. The smell of spoiled food has started to fill the room.

This is the food preparation and dining area of the ship. The pantry is filled with enough food to last all seven crew members two months or more. The kitchen doesn't appear to have been cleaned for a week, and numerous dirty dishes are stacked on the sink and countertop. The tables are covered in old water rings, spills, and scratches. Little effort has been made to keep them anything more than nominally clean. The book is about a conspiracy by the government to control people's minds through radio transmissions.

9. Storage Closet

This small utility closet contains a first aid kit, a fire extinguisher, extra vacuum masks, cleaning supplies, a hand truck, and other miscellaneous items common to supply closets everywhere.

The door of the closet has "STORAGE" stenciled on it. Any item that could normally be found in a mining ship's supply closet has a good chance of being here.

10. Drilling Machinery

This area is not easily accessible to the crew, as it is operated remotely from a computer; there are no doors leading to this compartment, but this machinery can be accessed through closed hatches on the walls along this room. If the heroes take the time to look in here, they find drilling machinery, currently turned off.

11. Life Support

This large compartment is devoted to maintaining the ship's ability to keep its inhabitants alive. This equipment emits a cyclic rumbling noise that quickly becomes annoying.

All of the life-support equipment is functioning normally. The *Beltar* has a much larger life-support compartment than most ships its size because it also controls and supports the environment of the mine. Long hoses extend from the underside of the ship through the bottom rear docking sleeve and into the mine tunnels to facilitate air circulation.

12. Cargo Bay

This large room is built much like a warehouse. Broad metal shelving units stretch out from the aft wall of the compartment in rows. The shelves are filled with rows of gray plastic crates. The floor is littered with small pebbles, grit, and rock dust.

This compartment is where the crew stores the ore mined from asteroids before depositing it at a Concord refinery. The crates contain nuggets of rhodium ore. Each nugget is about the size of a human thumbnail. About one-fifth of the crates have been filled.

13. Mining Equipment

The door to this area is a long sectioned panel that collapses, accordion-style, to reveal a storage space. It is about halfway open when the heroes first arrive.

This wide closet is divided into three smaller sections. The first section is lined with vacuum masks and replacement oxygen candles (to refresh the oxygen supplies in the suits). The second is a garment rack that holds a few vacuum-proof jumpsuits (like the ones you are wearing) and seven empty hangers. The third section has portable mining equipment: rifle-sized drills, grav shovels, and ore sifters.

This is a convenient place for the workers to stow their gear when they leave the mines. Workers typically each carry a vacuum mask just in case the air goes bad in the tunnel. The jumpsuit is a tough garment that not only maintains air pressure but protects against injuries from sharp rock.

The drills are combination drills and cutting blades. They are generally too unwieldy to be used in a fight. A grav shovel is a high-tech scoop that automatically counteracts whatever mass is on it, making it weigh almost nothing. The ore sifter looks like a bucket with an electronic funnel on top.

14. Hatch

This area has a large, airlock-type door in the floor. The door is open, and a metal ladder extends downward through it. Small artificial lights affixed to the wall interrupt the darkness below.

The airlock on the floor is the mine access hatch. It connects to the mine through the belly airlock. When the heroes decide to go into the mine to continue their exploration, proceed to the section of this adventure called "The Mine."

15. Bathroom

This is a bathroom. A toilet and sink take up most of the room. A large cabinet here holds toiletries and other supplies for the seven crew members.

There is nothing out of the ordinary in the bathroom.

16. Shower

This is a shower unit and full-body air dryer that is also used for cleaning clothes. The drain looks like it is partially clogged by weren hair.

As with the bathroom, there is nothing unusual here.

The Mine

At the start of this part of the adventure, the heroes should have come through the spaceship *Beltar* and decided to enter the mine in search of the missing crew. Try to make sure the heroes stick together and enter the mine as a group. The player of any hero left behind in the *Beltar* or the *Lancelot* isn't going to have much to do.

This mine is in a fairly large asteroid. Gravity on the asteroid is about one-fourth Earth normal. The heroes will find this a little strange at first, but they will quickly get used to it. The narrow tunnels twist frequently, so heroes won't be helped or hindered much by the low gravity.

The main vertical mine shaft is very smooth. Short metal ladders have been bonded to its walls to allow easy climbing. The positioning of the side tunnels requires that there be an allowance for some horizontal movement in the vertical shaft, and at these points there are two columns of ladders.

The miners have sealed off parts of the mine. As these sections were depleted of rhodium ore, the miners didn't want to waste life support on them. They used plasticrete (a fast-setting epoxy resin) to place airtight doors in the tunnels. The doors look and work like the wheel-cranked airlock doors on a submarine. The doors allow the crew to access these areas at a later time if necessary. The air in the

places without recent life support is cold and stale, but not deadly.

The parts of the mine that were still being used (the vertical shaft and the most recent digs) have artificial lights every 10 meters. The rest of the mine is dark, and the heroes need to bring lights with them if they want to see. (The room descriptions below assume that the heroes have lights.)

The walls, floor, and ceiling of the tunnels are rough but not sharp enough to cut through a standard jumpsuit. There are plenty of hand- and footholds should someone want to climb along a wall or up a vertical shaft. Long hoses run from the ship into the lighted tunnels. The hoses bring fresh warm air to the miners. Areas that are sealed off don't have the hoses in them to warm and refresh the air.

The three horizontal levels of the mine are Alpha, Beta, and Gamma. The miners have closed off Alpha and Beta, but the heroes will discover those tunnels are not empty anymore.

Entering the Mine Shaft

It is an easy matter for a hero to climb down the sturdy access ladder and enter the mine shaft. As long as the heroes aren't trying anything strange, they can climb the access ladder without making any skill checks or feat checks.

Should a hero jump or fall down the shaft, he or she must make a Dexterity check. If the result is a Critical Failure, the hero suffers d4+2 points of wound damage. A Failure result means the hero sustains d4 wound points. An Ordinary success means the hero suffers d6 stuns. A Good or Amazing success means the hero only falls a short distance before grabbing onto the ladder or a ledge, stopping the fall and preventing injury.

There is nothing interesting at the bottom of the shaft.

Dealing with Encounters

In this adventure, the heroes are going to run into some hostile alien robots called cryosentries. Their starting locations are marked on the the map of the mine. These robots attack the heroes on sight. If a fight breaks out, check to see if there is another robot on the same level of the mine within 15 meters of the fight; if so, that second robot arrives in the second round and joins the fight.

Mine Locations

Each unexplored area of the mine is considered a scene for the purposes of regaining stun damage (in other words, all stun points are regained after a fight is over).

Klick Cryosentry

Abilities

Strength	8	Intelligence	9
Dexterity	13	Will	7
Constitution	8	Personality	1

Durability

Stun (8) ●●●●●●●●
Wound (8) ●●●●●●●●

Action

Action Check: Ordinary
Movement Rate: Glide 6, Fly 18

Attacks

Cold Spray*	Ordinary	Good	Amazing
Skill Score	14	7	3
Damage	d6s	d4w	d4+2w
Tentacle			
Skill Score	9	4	2
Damage	d4s	d4+1s	d4+2s

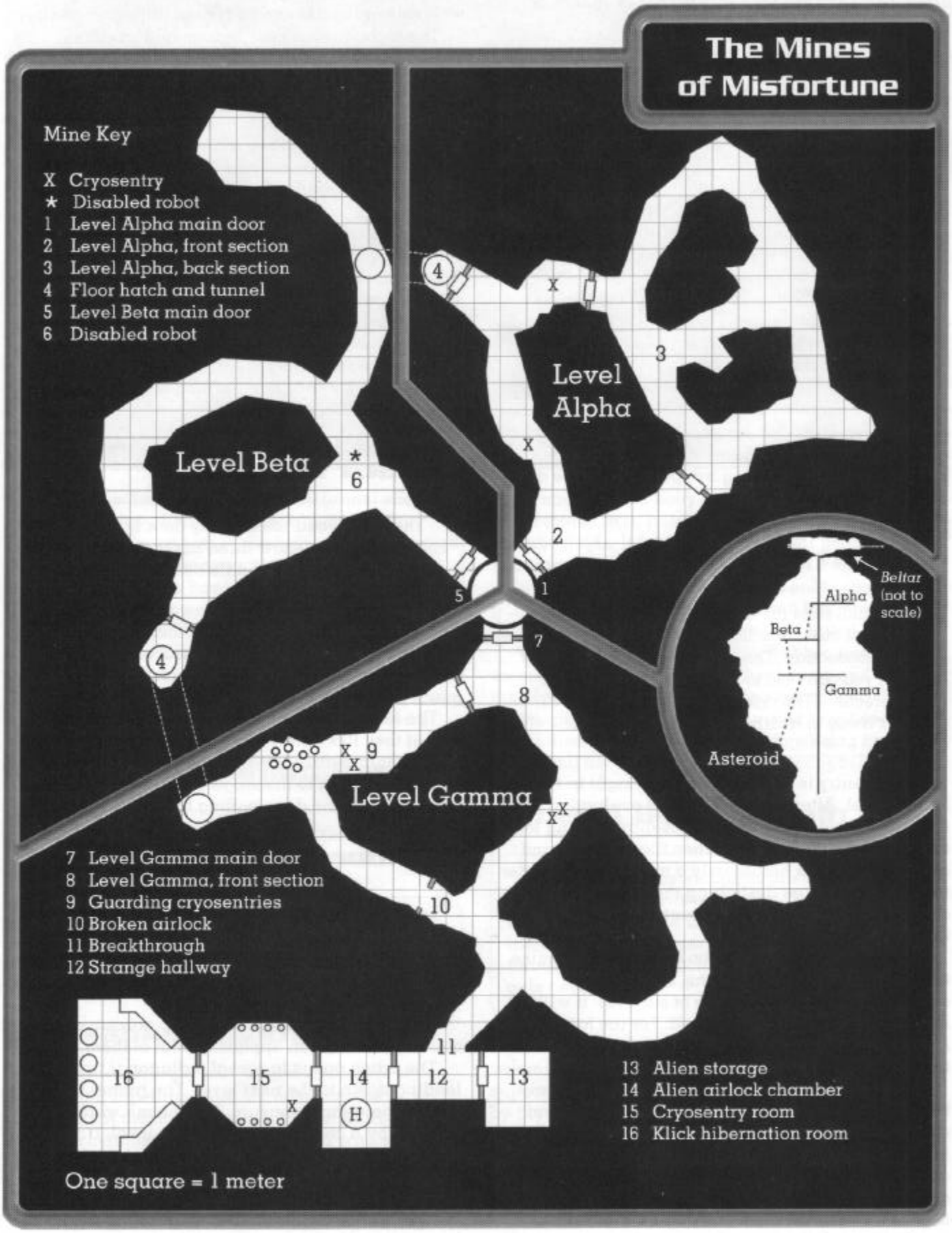
**Short/medium/long range of 6/12/30 meters*

Defenses

Armor: d6
Speed: +1 step penalty (+d4) to attacker

Klick cryosentries are 1-meter-tall techno-organic robots designed to monitor and defend klicks in suspended animation. They are capable of maintaining the cryogenic devices the klicks use; they can free a klick in coldsleep stasis or put one into stasis. Their roughly cylindrical bodies can float above the ground, moving quickly in any direction using their internal antigravity flight mechanism. Evenly spaced around their trunks are three tentacle arms for manipulating objects. Three smaller tentacles with eyes on the ends sprout from the underside of their trunks. Because of cryosentries' trilateral symmetry, they do not have backs and can attack in any direction. The tops of their trunks have a single long tentacle with a hole at its end. This tentacle can spray a freezing liquid (cold spray) either to seal a breach in a cryogenics chamber or to disable threats. Cryosentries appear to be alive but are really just complex, organically grown machines. They do not feel pain when injured, although they leak fluids if severely wounded.

The Mines of Misfortune



1. Level Alpha, Main Door

This small landing has barely enough floor space for one person to stand on it. A manual airlock door has been installed here, closing off access to whatever is behind it. The life-support cables extend past this landing into the lower parts of the mine.

Turning the locking wheel easily opens the door, although the wheel and the door are cold to the touch (about the temperature of a tiled kitchen floor in the morning). If they open the door, the heroes notice that the air beyond the door is a little stale and much colder than the air in the vertical shaft. It is about 7°C (45°F).

Fortunately, the jumpsuits the heroes wear are enough to keep them warm for several hours at this temperature. The door remains open by itself if it isn't closed. It can be opened from either side, so there is no chance of being trapped behind the door.

2. Level Alpha, Front Section

The cold, stale air in this section smells strongly of dust. Your lights reveal that just ahead is a Y intersection. The left passage turns sharply so that you can't see more than a few meters in that direction. The right passage ends about 10 meters away in another manual airlock door.

A cryosentry is waiting just out of sight in the left-hand tunnel. After a few seconds of evaluating the situation, it radios the other cryosentry waiting farther down the same tunnel, then flies forward and attacks. Allow the heroes only a moment to consider their options before describing the sudden and menacing appearance of the cryosentry (see the description on page 18).

Have the players roll action checks to determine the order of the heroes' actions. Because the cryosentry has the advantage of surprise, it will act in the Amazing phase this round. For the later rounds of combat, the cryosentries take their actions in the Ordinary phase.

Note that the robots are small enough that only two heroes can fight one of them in hand-to-hand combat at a time—make sure the players know this before they decide what to do with their heroes' first actions. In addition, if two people are fighting a cryosentry in melee combat, other heroes won't be able to shoot at the cryosentry without hitting another hero. If the heroes can attack a cryosentry at a distance, all of them can fire their missile weapons at it without a chance of hitting each other.

The second cryosentry arrives at the beginning of the second round and attacks a hero different from the one the first robot attacked.

Retreat Options

Should the heroes retreat from the fight, the cryosentries follow them as they flee. If the heroes leave this level, the cryosentries follow them out unless the door in area 1 is closed and sealed shut somehow. (The robots can open the door if it's just closed.) A couple of shots from a laser pistol should seal the door. If blocked off in this fashion, the cryosentries use their cold spray to weaken the door until they can break through it. This takes 5 minutes. If the heroes are not in the immediate vicinity of Level Alpha when the robots break through the door, the cryosentries go back to patrolling this floor.

3. Level Alpha, Back Section

The air beyond the security door is stale and cold. Your lights show three passages leading out of this area. The middle one has a small alcove cut into it.

The cryosentries explored this area and found nothing worth their attention. Since the cryosentries guard the only access to this, they left it closed off.

The heroes can wander around and explore this area if they like. There is nothing interesting, valuable, or informative left behind. Eventually the heroes will want to investigate another part of the mine, such as the door leading to area 4.

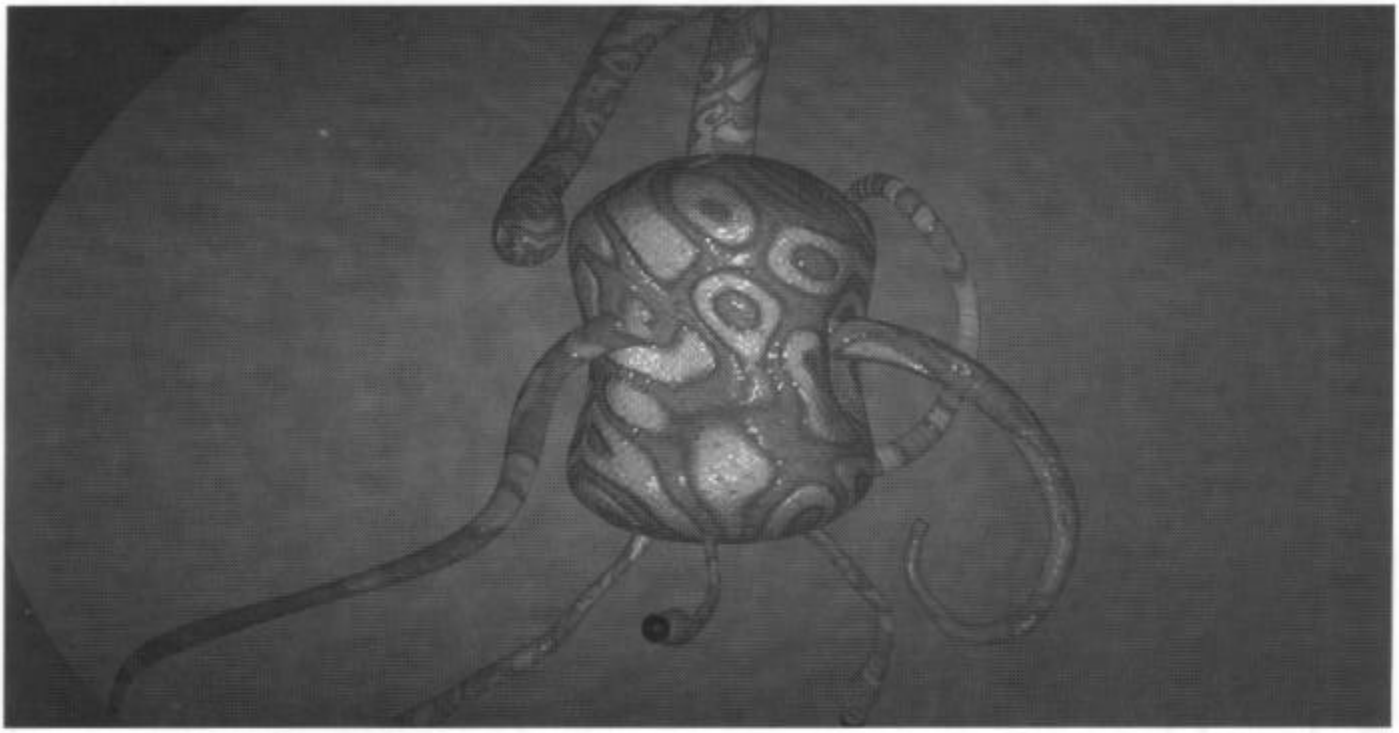
4. Floor Hatch and Tunnel

This short space is only unusual because of the airlock hatch set into its floor. There are no other exits.

Note that two places on the map are marked with a 4. This description applies to both of them.

The hatch opens to reveal a diagonal tunnel leading down to the next level. The tunnel was dug as an emergency measure. If someone were trapped by a collapse in the upper level, it would be possible to use this tunnel escape to safety on a lower level.

The tunnel is not smooth enough to slide down. Heroes must crawl through it to reach the next floor. The angle is steep enough and the trip long enough



that anyone wanting to crawl up the tunnel should roll an Athletics–*climb* skill check to make it up. Those who fail must rest at the halfway point for one minute before continuing on to the top.

If the cryosentries have followed the heroes here, they can fly up or down this diagonal tunnel at their normal speed, which means that they can easily catch up with any heroes in the shaft. Furthermore, any close-up attacks using the Melee Weapons or Unarmed Attack skills that the heroes try in the awkward-angled tunnel are at a +1 step penalty (+d4).

5. Level Beta Main Door

Like the landing at Level Alpha, there is barely enough room for a person to stand here. The airlock door is slightly ajar.

See the description of area 1, above. Level Beta is mostly deserted of activity, as the mining had moved down to the lower level.

6. Disabled Robot

A slight repetitive clicking noise can be in this area of the hall, apparently coming from a strange cylinder lying on the ground with several tentacles extending from it.

The cylinder is a severely damaged cryosentry. Its main tentacle has been almost completely severed, and its main body section has two sets of large slash marks in it. It lies on the ground in a pool of strange fluids. It is struggling to right itself with its one intact manipulation tentacle and failing repeatedly and miserably. The robot has only 1 wound point left, and any weapon that can inflict wound damage causes it to collapse with a hit.

What Happened Here: Krajal, Webber, and Warhol entered this area to find the other miners and were attacked by two cryosentries. The weren held the robots off while the two humans tried to get away. Krajal disabled one cryosentry before being brought down, and the fleeing humans were caught soon after.

7. Level Gamma Main Door

Like the previous landings, this landing is short on space. However, unlike the others, the manual airlock door here is wide open, and the life-support hoses from the Beltar extend through the open hatchway into the lighted tunnels beyond.

Level Gamma is where the active mining of the asteroid was taking place, which is why the life-support cables extend into here. This level is also lit by the same kind of artificial electric lights used in the main vertical shaft. Here the heroes can discover some strange things, including where the cryosentries came from.

Postcognition—Area 6

Ordinary: Dea senses anger, frenzy, and pain.

Good: Dea sees a still image of a weren slashing one of two cryosentries with his claws. The cryosentry looks to be severely damaged, but the weren's fur is covered in frost, and he is bleeding from the mouth.

Amazing: Dea sees the same fight, but at an earlier stage. A short, slightly overweight, obviously frightened man can be seen crawling through the airlock door while the weren squares off against two many-tentacled flying things. The weren and the tentacled things fight for a while, and the weren manages to knock one out of the air, but the other one finally brings him down with a spray of steaming liquid and a hit from a tentacle.

8. Level Gamma Front Section

To the right is a closed manual airlock. To the left is a tunnel that splits into a Y intersection. The right fork of the Y turns to the right, while the left fork stays straight and forks again about 20 to 25 meters away. Life-support hoses run along the floor in both forks.

Just off of the right side of the "Y" are two cryosentries: one damaged and one unharmed one. The damaged one was struck by Krajal in area 6 and has obvious deep cuts on its central body; it has 5 wound points remaining instead of the normal 8. As soon as the heroes pass through the airlock, the two robots move forward and attack. As soon as combat begins, have the players roll action checks.

9. Guarding Cryosentries

To the right is a closed manual airlock. To the left is a tunnel that splits into a Y intersection. The right fork of the Y turns to the right, while the left fork stays straight and forks again about 20 to 25 meters away. Life-support hoses run along the floor in both forks.

None of the air cables leads into this area. It is colder here, and the air is a little stale. In the center of the mining tunnel are the unconscious bodies of the crew of the *Beltar*. Guarding them are two of the flying robots, which sweep toward you moments after they spot your arrival.

The two cryosentries attack immediately. Once the robots are defeated, the heroes can look after the fallen crew of the Beltar. All of them are present and alive, but in bad shape. A hero with Knowledge–*first aid* or Medical Science–*treatment* can revive one of them with a successful skill check. The crew members are injured (with minor bone fractures, moderate frostbite on exposed skin, and so on) and have been breathing poor air. They are unable to help in a fight and may need help walking. The best bet for the heroes is to help the crew back to their ship and let them get some rest, or take them to the sick bay on the *Lancelot* and get them treated.

Yatil will warn the heroes about what he found in the far part of this mining level:

"We broke through a wall into some sort of alien secret tunnel. That's where we saw all of these little flying guys. There's something weird going on in that room, I'm sure of it."

At this point, the heroes have succeeded in their mission; they have found the miners, and all of them are alive. However, there is still the mystery of the alien tunnels to investigate . . . a puzzle no true hero would ignore. Should the heroes decide not to look into the alien tunnels, but report their presence to Commander Justin, he will order them to make at least a cautious investigation of the area.

10. Broken Airlock

This is the location of a manual airlock door. Unlike the others you have seen, this one seems to have been broken into several small pieces, as if it were made of glass or porcelain. There are odd cracks around the edges of the break. The hole left in the door is unquestionably large enough for one of the flying drones to get through.

The door pieces are on the side of the airlock leading toward area 9. Life-support hoses run past this door and toward area 12. The electric lights follow the hoses. (The tunnel on the other side of the door is dark.)

If the heroes can't figure out what happened here, have them make Knowledge–*deduce* checks with a –1 step bonus (–d4). Those who succeed realize that the cryosentries probably froze the door with their cold spray and were able to break it while it was superchilled. Later doors were opened normally when the robots figured out how to operate the doors.

Postcognition—Area 10

Ordinary: Dea senses determination.

Good: Dea sees a vision of two of the many-tentacled alien robots spraying the door with their top tentacles.

Amazing: Dea sees the two flying robots spray the door repeatedly with their top tentacles until it is covered in a thin layer of frost. After pausing for a moment, they whack it with their tentacles several times until it shatters, and then fly through the opening.

11. Breakthrough

The rough-hewn walls of the mine tunnel end. Here, the miners seem to have broken through into an existing chamber. While the electric lights and life-support hoses stop halfway down this branch of the tunnel, air is blowing gently from this new area, and it is illuminated by dim yellowish lights. The air has a slightly sour smell but lacks the stale taste of the dead air from the closed-off mine tunnels. Two grav shovels and ore sifters and one drill are on the floor in front of the hole.

This is the discovery Yatil made that was mentioned in the ship's logs on the *Beltar*. The mine tunnel intersected area 12 at an angle. The miners widened the breakthrough opening a bit before moving into the area beyond. As it is, the opening is a tight fit for a weren, but any human or smaller creature can fit through it with no trouble.

12. Strange Hallway

As your eyes adjust to the dim lights in this hallway, you identify two strange features. First, the light fixtures don't seem to be made of metal. If anything, they're like the smooth, leathery skin of the flying robots. The light they give off comes from a featureless eye in the middle of the hemispherical light fixture.

Second, the exits at either end of the hallway don't resemble anything you have seen before. The floor, walls, and ceiling are covered in a smooth-looking resin, not unlike the material of which the light fixtures and robots are made. The exits—or what you assume are exits—are sections of similar resin-stuff, looking much like the top of a human fist. One of the exits is in really bad shape. It has been cut open with something sharp, and only a few ragged strips remain to block access into the next room. The sour smell seems to be coming from the damaged door.

This is a section of an alien secret base. The aliens—klicks—use a lot of biotechnology, and the doors are quasi-living organic robots, as are the cryosentries. The miner Nestor Payeva used his drill to cut through the door leading to area 17.

The other door is fully functional and very tough. It opens automatically if a cryosentry touches it with a tentacle or a klick touches it with one of its pincers. Touching such a tentacle—even from a dead cryosentry—to the door causes it to spiral open and remain open for 5 minutes. The door does not close on anything alive (it waits until the living thing moves, then closes). The door can be forced open with a Strength check (with a +3 step penalty) or by a successful Technical Science–*repair* skill check.

13. Alien Storage

This room is lit much like the connecting hallway with odd hemispherical eyes of light. The walls are lined with stacks of small cubes of various colors—brown, yellow, and red being most common—made of some kind of gelatin.

This is a storage room for supplies for the klicks. The cubes are actually liquid or semisolid matter encased in a sort of clear sealed plastic wrap. Some of the cubes are food, some medicine, some the alien equivalent of motor oil, and so on. In every case, the items are of alien origin and are fairly toxic to the heroes if eaten. (Use the rules for poison presented in the "Hazards" section of the *Rules Book*.)

As they look through this stuff, have each hero make an Awareness–*perception* skill check. Anyone who succeeds notices a small pile of discarded plastic wrap. This stuff has some of the brownish material on it. (The klicks ate some of their food.)

14. Alien Airlock Chamber

As you make your way through the chopped-up door, you reach a larger room of similar style and alien origin to the previous room. There is a large door on the far side of the room and a circular raised area on the floor made out of the resin. The door has been cut open like its predecessor. The raised area on the floor has some sort of clear section, like a window.

The big door into this chamber was also chopped open by Payeva with his mining drill. The raised area is an airlock. It connects to a 30-meter-long tunnel that ends in another airlock on the opposite side of the asteroid. The far airlock is camouflaged on the outside to look like stone that matches the rocky exterior of the asteroid. The two airlocks operate as a pair much like human-built airlocks, but can only be opened if cut or touched by an alien. Cutting an airlock door is a very easy way to get yourself sucked out into space if you don't know that the other side is open to vacuum.

Any movement in this room automatically alerts the cryosentry in room 15, which waits in ambush; it will not leave room 15 to attack. The door into room 15 is only partially cut, so heroes will have to enlarge the opening or crawl through the small hole.

15. Cryosentry Room

If a hero peeks through the opening into this room or crawls through the damaged door, read the following:

> On the ground here are two miner's drills. The entirety of the room on the other side—floor, walls, and ceiling—is covered in the plasticlike alien resin. The yellow lights show that another large alien door appears to be on the far side of the room. Lining each of the side walls are four short pedestals similar in color to the flying robots.

The cryosentry in this room is lurking on the left side of the door and waiting for someone to crawl through. As soon as a hero sticks his or her head into the room or begins to crawl through the damaged door, it opens fire with its cold spray. Because it is prepared for invaders, the cryosentry gets to act first; just like in area 2 of the mine, roll an action check for the heroes, but the cryosentry automatically gets to go in the Amazing phase for this first round. In later rounds, it acts in the Ordinary phase.

The cryosentry does not leave this room. If brought to 2 or fewer stun or wound points, it retreats to area 16. It returns to its current position if the heroes retreat.

The eight pedestals are rechargers where the robots sit when inactive. Each pedestal has special grooves where a cryosentry's eye tentacles rest. The cryosentries are fully charged and won't need another charge for nearly a month.

The door on the far wall is just like the other alien doors found in this part of the mine.

Postcognition—Area 15

Ordinary: Dea senses curiosity turning to panic.

Good: Dea sees two men standing in this room; resting on the eight pedestals are robots. Behind the men, two of the robots risen from their resting places.

Amazing: Dea sees two men carrying drills stare about in wonder at the alien room. Behind them, two robots rise from their perches; the men spin to face them, and the other six rise up and move in.

16. Klick Hibernation Room

> Like the previous room, this place is completely coated in the plasticlike leathery alien resin. Two areas to the left and right look like desks or control panels, with sickly-colored lights and odd depressions containing buttons, switches, and keyboards. On the far side of the room are four circular areas on the ground. Each is almost 2 meters across. Each circle is defined by a deep groove, and encompassing the groove are dozens of regularly spaced holes.
>
> Standing in front of the desks are four buglike creatures with several legs and wedge-shaped bodies. They are facing you, each with a strange alien device held in its hand.

The four creatures are klicks. They were awakened by the cryosentries after the *Beltar*'s crew was captured. They are using their computers to radio a klick ship to pick them up. They attack the heroes immediately and will not surrender. They will not follow heroes out of the room unless the heroes persist in shooting at them through the doorway.

The desks are klick computer terminals. The depressions are alien skin-sensitive touchpads that serve the same purpose as keys on a human keyboard. Anything that isn't a klick or a cryosentry has a hard time getting anything to function using the terminals, because the colored lights are the only indicators. If any hero tries manipulating the computer desks with a cryosentry tentacle, have him or her make a Personality check. On a Failure, nothing happens. On any success, roll d4 and consult the following table:

Roll	Result
1	A strange red light comes on in the ceiling, and everyone in the room suffers d6 points of stun damage from mental pain. (Armor does not prevent this damage.) The light then shuts off.
2	The lights on the desk change color, and an odd buzzing sound is heard.
3	The overhead lights turn off. (If this is rolled again, they turn back on.)
4	The entire desk shuts down for 5 minutes. It then turns back on.

The circles are the bottoms of klick hibernation chambers. When in use, a translucent shield rises from the circle, and a preservative fluid seeps in through the holes in the floor until it covers the klick inside. This fluid keeps the klick alive in suspended animation and helps heal damage. When the inhabitant of a hibernation chamber is to be freed, the computer is activated, the fluid is drained, and the shield retracted. The klick recovers from hibernation in only a few rounds. The circular groove is at least 1 meter deep, and the holes are each about 0.5 meter deep.

Ending The Adventure

If the heroes have rescued the miners, they have succeeded. They should contact Commander Justin and give him a full report. If they report that they have seen klicks in the tunnels, the commander tells them to take their ship and the *Beltar* away from the asteroid as quickly as possible. He will send a ship full of soldiers to secure the asteroid. He commends them on their mission and directs them to get the crew of the *Beltar* whatever medical attention they need, taking them to the planet Spes if necessary.

Turn to "Improving Heroes" at the beginning of this book. It tells you how to award the heroes so the players can make them better.

When everyone is ready to play again, go on to "Space Invasion," the third and final adventure in this book.

Klick

Abilities

Strength	11	Intelligence	9
Dexterity	11	Will	8
Constitution	10	Personality	6

Durability

Stun (10) ●●●●●●●●●●
Wound (10) ●●●●●●●●●●

Action

Action Check: Ordinary
Movement Rate: Walk 6, Run 16

Attacks

Pincers	Ordinary	Good	Amazing
Skill Score	14	7	3
Damage	d6w	d6+2w	d8+2w
Blacklaser Pistol*			
Skill Score	12	6	3
Damage	d4w	d4+2w	d6+2w

Short/medium/long range of 20/40/100 meters

Defenses

Armor: d6+1
Speed: +1 step penalty (+d4) to attacker

Other Skills

Skill	Ordinary	Good	Amazing
Athletics	11	5	2
Jump	12	6	3
Stealth	11	5	2
Sneak	13	6	3
Awareness	8	4	2
Perception	10	5	2

Klicks are a mysterious alien race. They have shown nothing but aggression and ferocity toward humans and human-allied species. Klicks have wedge-shaped bodies that are 2 meters long with six multijointed legs. Their bodies are protected by hard chitinous armor, with only their bulbous sensory organs covered in softer tissue. Next to the sensory organs are two forelimbs with pincers that can manipulate objects. Klicks are named for the strange and annoying noises they make while they fight, and for the sounds their hard, pincerlike feet make when they walk on hard surfaces. No attempts to communicate with klicks have been successful.

Klicks are intelligent, cooperate with others of their kind, and use technological items that seem to have been biologically grown. Even their strange blacklaser pistols appear to be made of organic substances rather than metals. Klicks prefer to ambush their foes, with individual klicks picking off single targets or groups of them swarming over multiple opponents. Klicks that are captured quickly die.

Adventure 3: Space Invasion

In this adventure, the heroes once again come to the aid of Ambassador Talo Kestrul. This time, the Concord diplomat needs a ride to the Trade Consortium conference. Along the way, trouble finds the ambassador again and the heroes must keep him out of the clutches of the terrible Serin-Ru.

The adventure begins with a space battle. Dozens of Serin-Ru attack pods swarm around the *Lancelot*, seeking to disable the craft and attach to the side of the vessel. From there, the pods bore through the hull and create entryways for Serin-Ru boarding parties. The heroes must defend the ship from elite surge-soldiers and battlescreamer robots intent on destroying them and capturing the ambassador. As the action unfolds, the heroes must overcome a variety of hazards and obstacles that turn their own vessel into a death trap!

Background

Ambassador Kestrul plans to conduct some delicate negotiations between two governments in the Consortium, and without him the arguments between the two are likely to escalate to war. This adventure begins as the *Lancelot* streaks toward the location of the conference. In the depths of space, the forces of the Serin-Ru converge on the small starship. In a few moments, the heroes will be fighting for their lives and the life of the ambassador. . . .

Read this material to the players to start this adventure. After that, the first scene unfolds in rapid succession as the players describe what their heroes are doing and you explain what happens:

> After some well-deserved rest and a complete overhaul of the *Lancelot*, you're back on the space lanes and deep into another mission. This time, Ambassador Talo Kestrul of the Galactic Concord has asked for you to transport him to a trade conference on Boruntar 5. The ambassador has been spending his short time aboard the *Lancelot* by hanging out on the command deck and conversing with you.
>
> ". . . And then the fraal representative said in a calm voice, 'These aren't the datachips you're looking for,' " the ambassador says, finishing his story and struggling not to break into a fit of laughter. "I guess you had to be there," he adds with an unexpected giggle.
>
> Suddenly a light begins flashing at the sensor station. "Warning!" the ship's computer declares in its familiar, mechanical voice, "Unidentified vessels approaching our position at extreme speeds!" What are you going to do?

Scene 1: The Swarm

Someone needs to check out the sensor display and get some details on those approaching vessels. A hero must make a Spaceship Operation–*sensors* skill check to interpret the data. Depending on the result of the skill check, relate the following information to the players. Include the information of the success the hero achieves and that of the lesser successes listed below it. For example, if the hero achieves an Ordinary success, impart the information for both a Marginal and an Ordinary result.

Amazing Success—The craft appear to be Serin-Ru attack pods, designed to attach to the ship and open the hull so that they can drop troops into the vessel.

Good Success—The craft have no weapons, but they seem to be designed to attach to larger ships.

Ordinary Success—The craft have no identifying marks and are not broadcasting any messages.

Marginal Success—There are approximately two dozen small, fast craft converging on the *Lancelot*.

The swarm of attack pods seeks to surround the *Lancelot* and attach to the starship's hull. Once they are attached, powerful lasers slice through the hull and provide an entry for Serin-Ru forces.

Some attack pods will reach the *Lancelot's* hull. The heroes can do two things to reduce the number of pods that reach the hull: they can outfly the attack pods, or they can shoot them out of space.

Call for Action Checks

Have each player make an action check for his or her hero.

At least two attack pods will make it to the hull of the *Lancelot*. (The heroes don't know this, but it's necessary for the adventure to continue.) As many

as eight can attach to the hull if the heroes are slow to react or fail their skill checks. Details on how the action rounds might play out are listed below, followed by the game statistics for the pods.

Action Round 1

One attack pod (the primary pod) adheres to the *Lancelot*'s hull in the first round, during the Amazing phase. Three additional pods may or may not succeed in attaching to the *Lancelot*. Of course, the heroes can try to prevent this with fancy maneuvers or the ship weapons (see below).

At the end of each phase (Good, Ordinary, Marginal), you roll an "Attach to Hull" skill check for one pod. A success indicates that the pod has adhered to the hull. If a phase ends and a pod has failed to attach, it goes spinning off into space, never to be seen again. Note that the primary pod doesn't require a skill check; it automatically reaches the starship and adheres to the hull in the Amazing phase. Whenever a pod successfully attaches to a hull, read:

> Thud! You hear a clang and feel a strange vibration as something collides with the side of your ship.

A check of the sensors (and a successful Spaceship Operation–*sensors* skill check) indicates that one of the pods has connected to the hull of the ship. The better the success, the more precise the sensor operator is able to pinpoint the pod's location (above the mess deck, for example, or on the outer wall of engineering).

Outfly

Whenever a hero makes a Vehicle Operation–*space vehicles* skill check, he or she makes it more difficult for the pods that haven't acted yet in the round. A penalty is applied to the "Attach to Hull" skill check of pods that have yet to act in the round. Penalties are determined by the success of the skill check—Ordinary, +1 step; Good, +2 steps; Amazing, +3 steps.

Shoot 'Em Down

Whenever the hero at the weapons station makes a Spaceship Operation–*weapons* skill check to fire the *Lancelot*'s mass cannon, there's a chance she can delay or destroy one of the additional pods. If all of the additional pods have already acted in this round, the hero can target one from Round 2 (thereby possibly reducing the number of additional pods available in the second round).

The attack pods are extremely fragile, especially when attacked by the *Lancelot*'s mass cannon. With an Ordinary success, the gunner delays a pod by one phase (if this delays the pod past the Marginal phase, it spins off into space and fails to attach to the *Lancelot*). With a Good success, the gunner sends a pod spinning out of the battle and into space. With an Amazing success, the gunner destroys a pod.

Attack Pods

Skill			
Attach to Hull	Ordinary	Good	Amazing
Skill Score	12	6	3

Action Round 2

This round works just like the first round. Another pod, the secondary pod, adheres to the hull at the end of the Amazing phase. In addition, three additional pods have a chance to attach themselves. Follow the same rules as presented above.

At the end of this round, the *Lancelot* finally outflies the swarm and zooms on toward its original destination.

Send a Distress Call

At any time, the heroes might decide to send a distress call. The nearest Concord vessel, a patrol ship named the *Forbiddance*, picks up their message but is at least an hour away. The heroes will have to hold out until help can arrive.

Where Do the Attack Pods Go?

The primary attack pod carries eight elite surge-soldiers. The secondary pod carries a battlescreamer assault robot. Each additional pod that attaches itself to the *Lancelot* carries three elite surge-soldiers.

Refer to the *Lancelot* ship map. The primary pod attaches to the hull and makes an opening into the ship's mess deck (area 10 on the map). The secondary pod breaks through into engineering (area 12). The pods lock to the hull, forming a seal that maintains hull integrity. Unless the pods are somehow disengaged from the hull, there's no danger of the ship being exposed to vacuum.

Additional pods bust into these locations, in order of attachment: auxiliary power (15), engine room (17), holoprojection bay (1), Futako's cabin (2), galley (8), Chandor's cabin (3). The forces within the additional pods try to join with either the primary or secondary force, depending on where they enter the ship.

Go to the next scene, "The Primary Force."

Scene 2:
The Primary Force

The forces inside the attack pods have a primary and a secondary mission. The primary mission is to board the *Lancelot*, subdue its crew, capture Ambassador Kestrul, and take control of the ship. The secondary mission, should the primary mission fail, is to kill the ambassador. When the Serin-Ru forces are nearly defeated and only two surge-soldiers or a single battlescreamer remain active, the mission changes from "Capture the ambassador" to "Kill the ambassador." Throughout the adventure, the Serin-Ru forces have no qualms about killing the heroes.

Begin using the map of the *Lancelot*. The primary attack pod dumps the main force of elite surge-soldiers into the mess deck (area 10). Meanwhile, the secondary pod drops off the battlescreamer in the engineering section. If the heroes react quickly, they can rush to defend either area. If not, the surge-soldiers exit the mess deck and head toward the command deck (11), rushing the door on the left side of the chamber.

There are at least eight elite surge-soldiers aboard the *Lancelot* at the start of this scene. There may be more, depending on how many additional pods made it to the hull of the starship. The soldiers in the mess deck (area 10) spend the first round, getting into the ship. In the second round, they get closer to the command deck.

Additional surge-soldiers (from other pods) follow a similar pattern. They spend the first round entering the ship, then use subsequent rounds to head out and meet up with the primary force.

Options

The heroes could hang out and defend the command deck, they could head toward one of the rooms where a pod attached to the hull, or they could look for a different location to defend. The heroes might also decide to split up and each try something different. That's okay. Find the section below that comes closest to what a hero wants to do and use that information to determine what happens.

If the heroes leave the command deck, the Serin-Ru take control of the ship. Then they send part of their forces to locate the ambassador. This might actually work out better for the heroes, as they can deal with a smaller number of opponents at a time.

If the heroes decide to hide somewhere other than the command deck, the primary force will secure possession of the ship and then begin a search. Skip ahead to "Hiding Out" below.

Defending the Command Deck

If the heroes decide to tough it out and defend the ship and the ambassador from the command deck, read the following text:

> The door glows, and you hear a sizzle from the other side. A moment later the door blows open from a powerful but extremely concentrated blast. Before the smoke clears, red-armored warriors step through the door—surge-soldiers!

Have each player make an action check for his or her hero. The surge-soldiers act in the Good phase.

If the surge-soldiers act first in the round, four of them move into the chamber while two remain in the doorway (receiving partial cover, +1 step penalty to attack them). The last two stay in the corridor until an opportunity presents itself. If the heroes act first, they can pin them in the doorway so they only have to deal with two attackers at a time.

The soldiers avoid firing at the ambassador. Unless they take heavy losses, their mission is to capture the ambassador for the Serin-Ru.

If the heroes are clearly separated from the surge-soldiers, one or two of the soldiers might decide to toss a stun grenade. The better the result, the closer the grenade gets to its target. On an Amazing result it explodes almost on top of where the soldier threw it, causing the most damage. On a Good or Ordinary result, it explodes somewhat off target, causing less damage. A Failure result indicates that the throw was too wide; it explodes too far from the heroes to affect them.

When only four surge-soldiers remain active, they flee. Go to the fourth scene, "Suicide Soldiers."

Defending Another Room

If the heroes decide to go to one of the other locations being boarded, what happens depends on where they go and who's there. Of course, by abandoning the command deck, they're making it easy for the surge-soldiers to take control of the ship.

If the heroes head for engineering (area 12), go to the third scene, "The Secondary Force."

If the heroes head for the mess deck (area 10) immediately, they can delay the primary force and conduct the battle there. The surge-soldiers are spread throughout the room, getting their bearings after disembarking from the attack pod. The heroes notice that a portion of the hull has been melted away, providing the access the soldiers needed to board the ship. If attacked here, the surge-soldiers battle to the last man. In this case, they change tactics from capture to kill the

Elite Surge-Soldier

Abilities

Strength	9	Intelligence	8
Dexterity	11	Will	9
Constitution	10	Personality	8

Durability

Stun (10) ●●●●●●●●●●
Wound (10) ●●●●●●●●●●

Action

Action Check: Good
Movement Rate: Walk 4, Run 12

Attacks

Quantum Blaster*	Ordinary	Good	Amazing
Skill Score	13	6	3
Damage	d4+2w	d6+3w	d8+4w
Unarmed Attack			
Skill Score	11	5	2
Damage	d4s	d4+1s	d4+2s
Stun Grenade			
Skill Score	10	5	2
Damage	d6s	d6+2s	d8+2s

**Short/medium/long range of 10/20/80 meters*

Defenses

Armor: d6

Other Skills

Skill	Ordinary	Good	Amazing
Stamina	10	5	2
Awareness	9	4	2

Elite surge-soldiers are the best regular troops in the Serin-Ru arsenal. Protected by slightly more sinister and bulky armor than normal surge-soldiers, they nevertheless have the dark red color and silver slash marks that identify them as members of the Serin-Ru. In addition to quantum blasters, these elite troops have one stun grenade and one sphere of plasma jelly apiece. Plasma jelly is a contact explosive they use to blow open locked doors.

moment they are reduced to two soldiers. If the ambassador is present, the last two soldiers will try to kill Kestrul.

If the heroes go to any of the locations where the additional pods arrived, the primary force takes control of the command deck.

Hiding Out

If the heroes decide to find a place to hide with the ambassador, the primary force takes over the command deck. Then the battlescreamer and two of the surge-soldiers start looking for the ambassador.

While hiding, the heroes hear the engines reverse and feel the ship abruptly change course. They hear the sounds of the enemy conducting searches elsewhere in the ship. When the battlescreamer and the pair of surge-soldiers reach their hiding place, read:

> You hear a constant whirring that sounds very much like a scream coming from the other side of the door. Something taps on the door, rattles it, then falls silent. What are you going to do?

If the heroes leap to action, they can bust out of hiding and get the drop on the three searchers. This means they get a free round to act in. The players should still make action checks for their heroes to see which phases they can act in, but the two soldiers and the battlescreamer take no action. After the first round, the battle proceeds normally.

If the heroes wait, they risk being discovered. Make an Awareness check for the three searchers, using the battlescreamer's skill score. If the Awareness check succeeds, the searchers open the door and discover the heroes! They get a free round to act in, as they surprise the heroes. If the check fails, the searchers move on. The heroes hear them departing and can either leap out or let them leave.

Even if they aren't found now, as long as the heroes remain in hiding, the Serin-Ru keep searching. Eventually, they will be discovered. Urge the heroes to come up with a heroic plan of some sort so the adventure can continue.

The *Lancelot*

The following information details each of the individual rooms on the *Lancelot*. It includes suggestions for things the heroes might be able to do with items in that room. Locked doors can be opened by *Lancelot* crewmembers. Those without access, such as the elite surge-soldiers, must spend one round to use plasma jelly explosives or two rounds of firing at a door with a laser pistol to melt the lock and allow access. If necessary, a hole large enough to fit a human can be made in a wall with laser pistols in 5 rounds; this would allow desperate heroes to move between rooms without using the hallways.

Refer to the *Lancelot* ship map and the descriptions of each area below.

1. Holoprojection Bay

This is a personal holotheater. The two large couches can be used as cover (+1 penalty to attack) or to block a door. This door can be locked.

2. Futako and Dr. Al-moot's Cabin

This long cabin is used by Dea Futako and Dr. Fenras Al-Moot. The door to this room is locked.

3. Chandor's Cabin
Chandor's room has normal furniture and a large metal piece of exercise equipment (which provides a +2 penalty if used as cover). The door is locked.

4. Captain's Cabin & Office
The door to the captain's bedroom is locked, but the office is not.

5. Sick Bay
The sick bay is a fully equipped medical facility, with electronic reference texts, pharmaceuticals, and surgical equipment. Any hero using *first aid*, *treatment*, or *surgery* in the sick bay receives a –3 step bonus to his or her skill check. The door can be locked.

6. Airlock
The airlock door is very tough, and its locking mechanism cannot be melted open. The door itself must be melted open; this takes 8 rounds.

7. Weapon Station
This compartment contains the *Lancelot's* weapon system controls. The equipment locker contains spare laser pistols and ammunition for Chandor's shotgun. There is not enough ammo to make any sort of explosive device.

8. Galley
This is a standard spaceship kitchen, equipped with food preparation devices and stocked with food. A fire could be started here as a distraction, and cooking oil could be used to coat a part of the hallway (requiring anyone crossing it to succeed on a Dexterity check or fall down).

9. Life Support Station
This room contains the equipment that maintains the temperature and atmosphere of the ship, as well as the computers that control it. There is a single spacesuit here. Any damage to the life-support equipment causes the *Lancelot*'s air to go bad in less than a day.

10. Mess Deck
The metal tables in this dining room provide a +2 step penalty to attacks if used as cover.

11. Command Deck
This is the bridge of the ship, where most of the crew works. The central curved desk is made of tough metal and gives a +2 step penalty for cover. The doors here may be locked.

12. Main Engineering
Many of the mechanical and electrical systems of the ship can be accessed or routed through here.

13. Crew Cabin
This large cabin is shared by Azore, Bear, Elgar, and G'len. Both of the doors here may be locked.

14. Computer Room
This room contains walls of computer equipment; any of the ship's systems can be controlled from here, although it is more difficult than using the main terminals. Any damage to these terminals tends to make the lights flicker and cause other harmless side effects.

15. Auxiliary Power Room
These sections hold the mass reactors that power the ship's systems. The mass reactors provide a +2 step penalty for cover.

16. Stardrive Chamber
This is the machinery that allows the ship to travel the vast distances between stars in a very short time. The stardrive is very expensive and the heroes should want to keep it safe.

17. Induction Engine
The gravity induction engine allows the ship to travel at speeds less than the speed of light. The engine provides a +2 step penalty for cover, but any damage to the engine reduces the ship's ability to travel, and might result in small fires, overheated equipment, or electrical sparks.

Scene 3: The Secondary Force

The secondary attack pod dumps a battlescreamer robot into engineering (area 12). The heroes may rush to defend the engineering section. If the heroes don't move to investigate the pod that invaded this area, the battlescreamer waits until it receives orders from the commander of the surge-soldiers (in the next scene).

If the heroes move to check out the engineering compartment, they must battle the robot. Read:

> You hear heavy footfalls and a high-pitched whine as you open the door leading to engineering. Amid the computer consoles, power relays, and system conduits, you see a large humanoid form. It's a robot of some sort, about the size of a large human but with a distinctive insectlike appearance. It has numerous multi-jointed limbs, the forward pair ending in deadly, curved blades. It moves surprisingly quickly on its rear legs, holding its forward section erect like any humanoid creature. The whine comes from its head, which consists of a cluster of whirling circular saws.

Call for Action Checks

Have each player make an action check for his or her hero. The battlescreamer acts in the Ordinary phase.

The robot initially ignores the heroes as it scans the equipment and mechanical systems within the engineering station, but it will defend itself if the heroes attack it. After 3 rounds of examining the contents of the room, the battlescreamer turns toward the heroes (if they haven't left the area yet or started shooting already). It identifies them as enemy targets and attacks. If the ambassador is with the heroes, the battlescreamer makes a specific effort not to injure him.

Otherwise, the robot is programmed to aid the surge-soldiers. Until the surge-soldiers call for it, it waits within the engineering station. If the surge-soldiers come under heavy attack and begin to take significant casualties, its secondary programming takes over, and it goes to help them.

Battlescreamer

Abilities

Strength	13	Intelligence	9
Dexterity	12	Will	8
Constitution	14	Personality	4

Durability

Stun (14) ●●●●●●●●●●●●●●
Wound (14) ●●●●●●●●●●●●●●

Action

Action Check: Ordinary
Movement Rate: Walk 6, Run 16

Attacks

	Ordinary	Good	Amazing
Arm Blades			
Skill Score	15	7	3
Damage	d4w	d6w	d8w
Head Saw			
Skill Score	15	7	3
Damage	d4+1w	d6+2w	d8+3w

Defenses

Armor: d6+2

Other Skills

Skill	Ordinary	Good	Amazing
Stealth	12	6	3
Awareness	8	4	2
Perception	11	5	2

Battlescreamers are assault robots. Built roughly in the shape of a human, their arms have multiple joints and a blade on the end, while their heads are covered in a mass of vibrating saws. They move in rapidly to fight their opponents hand-to-hand, as they have no ranged attacks. They get their name from the high-pitched whine their saws make.

Scene 4:
Suicide Soldiers

The most likely outcome for this adventure is that the heroes will defeat the majority of the surge-soldiers. When only two surge-soldiers are left standing, their mission changes from capture to kill. They are trained to attempt to accomplish that mission at all costs—including their own lives.

If the battlescreamer is still operational, the surge-soldiers order it to attack the heroes and kill Ambassador Kestrul. Meanwhile, they use the opportunity to head for the stardrive chamber (area 16) to sabotage it and blow up the ship.

These last two surge-soldiers try their best to complete their mission, so play them as intelligent, tactical warriors. If no battlescreamers remain to assist them, the soldiers switch to guerrilla-combat mode. This means they attack from hiding and cover whenever possible, they run away when necessary, and they use tricks and ambushes to hurt and hinder the heroes.

In the end, the heroes should meet up with at least one last surge-soldier in the stardrive chamber. When they do, read the following text:

> Flashing red light paints the pulsing stardrive chamber with a desperate mood. The faster-than-light engine is reaching critical and an explosion is imminent! From somewhere inside the chamber, a voice calls out: "You may have beaten my squadron, but you haven't won the day. The ambassador will die today. And we will join him in whatever afterlife awaits us!"

Call for Action Checks

Have each player make an action check for his or her hero. The commander of the surge-soldiers acts in the Good phase.

The heroes have a limited amount of time to repair the stardrive so it doesn't explode. Every round, make "Critical Breakdown" skill checks for the sabotaged stardrive in the Marginal phase. The result indicates how much closer the explosion is to occurring: Failure, no boxes; Ordinary, 1 box; Good, 2 boxes; Amazing, 3 boxes. Mark off the proper number of boxes on the Stardrive Critical Breakdown Track below.

To repair the stardrive, every hero can make one of the following skill checks in any phase that hero can act: Security–*security devices*, Technical Science–*juryrig*, Technical Science–*repair*, or Spaceship

Operations–*engineering*. The level of success indicates how much closer to stopping the critical breakdown the heroes are: Failure, no boxes; Ordinary, 1 box; Good, 2 boxes; Amazing, 3 boxes. Mark off the heroes' successes on the Stardrive Repair Track below.

Remember, the final surge-soldier is still around, too. He won't let the heroes try to fix the stardrive without a fight. He stays hidden deep in the chamber, using the cover provided by the stardrive components to give a +2 step penalty to any ranged attacks made against him. If a hero gets close enough to fight hand-to-hand, the surge-soldier can't utilize the cover. The soldier has no qualms about taking shots at the heroes as they try to repair the stardrive, and he'll aim at Ambassador Kestrul if the diplomat is in the chamber.

Stardrive Critical Breakdown Track

□□□□□□□□□□□□□□□□□□□□ Explosion!

→→→ *(Check boxes in this direction)*

Stardrive Repair Track

□□□□□□□□□□□□□□□□□□□□

□□□□□□□ Repaired!

→→→ *(Check boxes in this direction)*

The Big Bang

If the heroes fail to repair the sabotaged stardrive before the Critical Breakdown Track reaches "Explosion," read:

> The red lights flash faster and the angry hum vibrating out of the stardrive becomes almost deafening. You can feel it in your bones. Then the FTL engine explodes, destroying you and the ship in a brief but intense fireball that momentarily flares like a sun and then winks out.

Sabotaged Stardrive

Actions

Action Check: Marginal

Defenses

Because the surge-soldier used Serin-Ru technology to sabotage the stardrive, anyone attempting to repair it receives a +1 step penalty to any skill checks made to reverse the critical overload.

Skill

Critical Breakdown	Ordinary	Good	Amazing
Skill Score	14	7	3

The heroes have lost this adventure, but the excitement is just beginning! See "What's Next?" (below) for details.

The Cavalry Arrives

If the heroes repair the stardrive and defeat the surge-soldiers, they have won the day. At this point the *Forbiddance* arrives. It's a huge vessel when compared to the *Lancelot*. Read:

> The sensor alarm flares, warning of an incoming vessel. Then the comm unit blurts: "*Forbiddance* calling *Lancelot*, do you read me? Over."

Let the heroes talk to the Concord vessel and advise the *Forbiddance*'s commander of the situation. The commander offers to assist with any repairs and escort the *Lancelot* to the trade conference.

Ending The Adventure

If the heroes manage to keep Ambassador Kestrul safe and stop their stardrive from exploding, then they have succeeded at this adventure. The ambassador is once more impressed with the heroes' skills, and he'd be honored if they would work for him again sometime in the future.

If the surge-soldiers capture the ship and defeat the heroes, they take the *Lancelot* back to the prison space station. You could end the adventure there or create a prison breakout adventure.

If the heroes won the day, turn to "Improving Heroes" at the beginning of this book. The heroes have earned a chance to increase their skills.

What's Next?

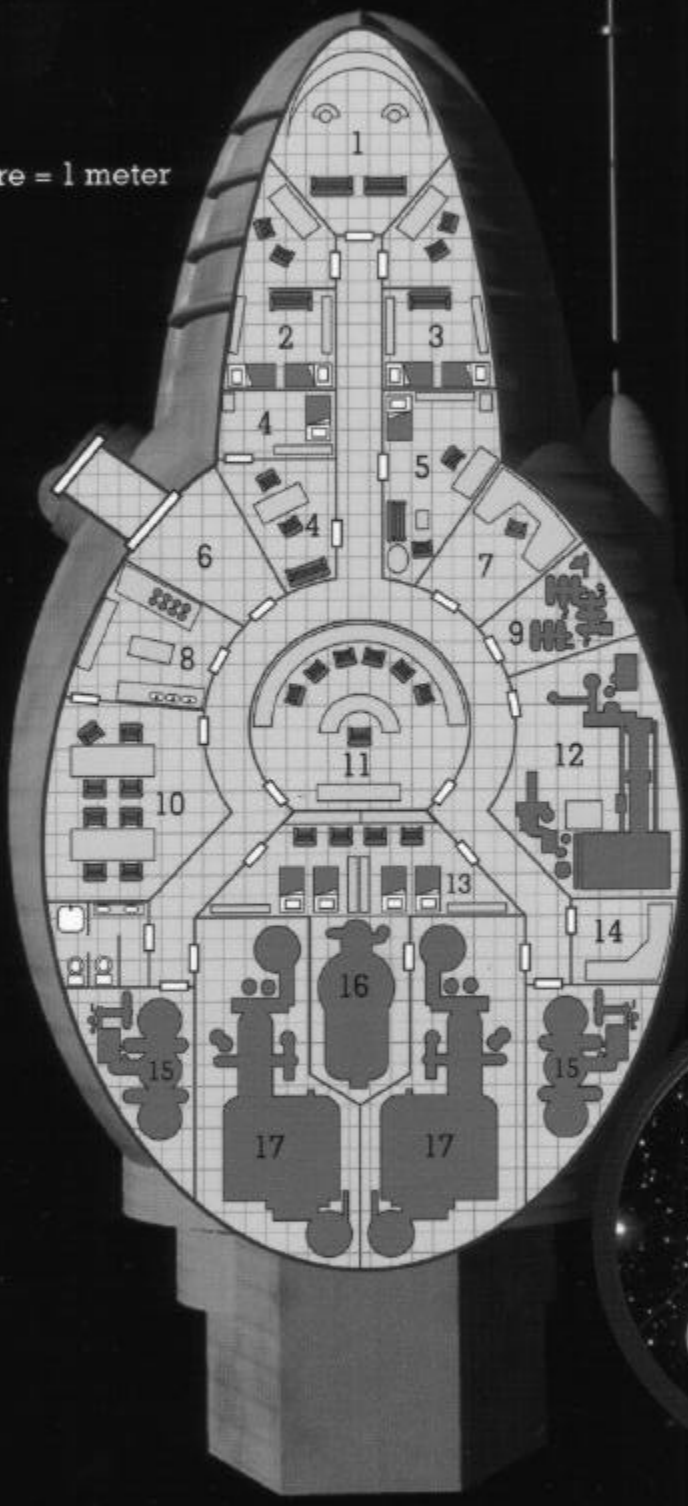
That depends on you. If you had fun with this product and are interested in playing some more of the Alternity game, look for the *Alternity Player's Handbook* and *Gamemaster Guide*. Those two books form the core of the complete Alternity Science Fiction Roleplaying Game and provide rules for creating hero characters from scratch, adding more skills and options, and improving heroes after each adventure. They also contain new weapons, armor, and equipment for the heroes to use, and they feature options like psionics, mutations, cybernetics, and space vehicle combat.

Look for these Alternity game products at hobby shops, book stores, or online at www.tsr.com

The *Lancelot*

A *Lophir Herald*-class Courier

One square = 1 meter



Lancelot Key

1	Holoprojection bay
2	Futako/Al-moot cabin
3	Chandor's cabin
4	Captain's cabin and office
5	Sick bay
6	Airlock
7	Weapon station
8	Galley
9	Life support
10	Mess deck
11	Command deck
12	Engineering
13	Crew cabin
14	Computer room
15	Auxiliary power
16	Stardrive chamber
17	Induction engine

GAMEMAST

Situation Die Table

Situation Description	No. of Steps	Situation Die Type
Impossible	+4 or more	+d12
Nearly impossible	+3	+d8
Very hard	+2	+d6
Challenging	+1	+d4
Average	None	None
Not too tough	-1	-d4
Really easy	-2	-d6
No sweat	-3	-d8
A sure thing	-4 or more	-d12

Add the situation die to the control die if success is less likely.

Subtract the situation die from the control die if success is more likely.

Action Round Sequence

1. Roll Action Checks
2. Amazing Phase
   a. Heroes Act
   b. GM Characters Act
3. Good Phase
   a. Heroes Act
   b. GM Characters Act
4. Ordinary Phase
   a. Heroes Act
   b. GM Characters Act
5. Marginal Phase
   a. Heroes Act
   b. GM Characters Act
6. New Round; Repeat steps 1-5, go on to new rounds as needed

Combat Situation Dice

Situation Description	No. of Steps	Situation Die Type
Extreme range	+3	+d8
Heavy cover	+3	+d8
Target dodges	+2	+d6
Long range	+2	+d6
Medium cover	+2	+d6
Medium range	+1	+d4
Light cover	+1	+d4
Short range	None	None
Point blank range	-1	-d4

Use the largest modifier (either positive or negative) if more than one applies. For example, a dodging target at extreme range provides a +3 step penalty (d8 situation die), the larger of the two modifiers.

Playing the Game

Action Checks

At the start of each round of combat, players roll action checks to find out which phase of the round their hero acts in. GM characters have a specific round listed in their entries, so no roll is required.

How to Roll an Action Check

▶ Players roll d20. They compare that number to their hero's action check score. The result indicates which phase of the round (Amazing, Good, Ordinary, or Marginal) the hero can act in.

Skill Checks

Characters use skills to perform actions, including operating equipment, utilizing knowledge, and making attacks. Use skill checks to determine the outcome of a character's actions.

How to Roll a Skill Check

▶ Roll d20. As Gamemaster, you determine if players should add a bonus or penalty die to the roll, depending on the situation. Add the situation die to the d20 if it is a penalty die. Subtract the situation die from the d20 if it is a bonus die.

▶ Compare the total to the character's skill score. This determines the degree of success achieved using the skill.

▶ If the skill was an attack skill used during combat, the degree of success indicates what kind of damage dice to roll.

Armor Checks

Many characters wear protective armor. This protection is rated as a die type (d6-1, for example). When a character is successfully attacked, roll an armor check using the indicated die type. The result is subtracted from the damage roll.

Ability Checks

Most actions are based on one of a character's skills. Sometimes, however, something comes up that is better covered by an ability score.

How to Roll an Ability Check

▶ Roll d20. As Gamemaster, you determine if players add a bonus or penalty die to the roll, depending on the situation. Add the situation die to the d20 if it is a penalty die. Subtract the situation die from the d20 if it is a bonus die.

▶ Compare the total to the character's ability score. This determines the degree of success achieved using the skill.

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Degrees of Success

Whenever a check is made, there are a number of possible results. These results are defined below.

Automatic Success

Any roll of 1 on the control die (the d20) indicates at least an Ordinary success, no matter what the total of the control die and situation die is.

Critical Failure

Any roll of 20 on the control die (the d20) indicates a failure, no matter what the total of the control die and situation die is.

Failure

Whenever the total result of the control die and the situation die is greater than the number listed in the Ordinary column of a score, the action fails.

Ordinary Success

When the total result of the control die and the situation die is equal to or less than the Ordinary score indicated for the skill being used, the action succeeds.

Good Success

When the total result of the control die and the situation die is equal to or less than the Good score indicated for the skill being used, the action succeeds better than planned.

Amazing Success

When the total result of the control die and the situation die is equal to or less than the Amazing score indicated for the skill being used, the action succeeds far better than anticipated.

Improving Skills

A hero earns achievement points for successfully completing adventures. Between adventures, those points can be spent to improve the hero. Here's how.

Increasing a Specialty Skill

A player can spend 1 achievement point to increase a specialty skill score by 1 point. A player can't increase a score by more than 1 point between adventures.

Buying a New Skill

A player can spend 2 achievement points to purchase a broad or specialty skill a hero doesn't have, selected from the list in the Rules Book or on the Gamemaster Screen. Only one new skill can be purchased between adventures.

Increasing an Action Check Score

A player can spend 3 achievement points to increase a hero's action check score by 1 point between adventures.

Healing

First Aid

Success Level	Points Recovered Stun/Wounds
Critical Failure	— / —
Failure	— / —*
Ordinary	Heal 2s/1w or 2w*
Good	Heal 3s/1w or 2w*
Amazing	Heal 4s/2w or 3w*

Treatment

Success Level	Points Recovered
Critical Failure	Suffer 1w
Failure	—
Ordinary	Heal 2w
Good	Heal 3w
Amazing	Heal 4w

Surgery

Success Level	Points Recovered
Critical Failure	Suffer 2w
Failure	—
Ordinary	Heal 4w
Good	Heal 8w
Amazing	Heal 12w

A dash (—) means no effect. Attempting to administer first aid or treatment without at least a first aid kit adds a +3 step penalty to the roll.

*In order to heal 2 or 3 points of wound damage, a trauma pack (not a first aid kit) must be used.

Common Hazard Damage

These hazards threaten far-future heroes. Use this table if a hero encounters a hazard.

Drowning/Suffocation

Stamina Check Result	Damage
Critical Failure	4s
Failure	3s
Ordinary	2s
Good	1s
Amazing	—

Falling

Dexterity Check Result	Distance Fallen: up to 10m	11–30m	30m+
Critical Failure	d6+2w	d12+6w	d12+8w
Failure	d4+2w	d12+4w	d12+6w
Ordinary	d4w	d12+2w	d12+4w
Good	d4+2s	d8+2w	d12+2w
Amazing	d4–2s	d6+2w	d8+2w

Constitution Check Result	*Fire* Damage	*Poison* Damage
Critical Failure	3d6w	d8+1w
Failure	2d6w	d6+1w
Ordinary	d6w	d6w
Good	d4w	d4w
Amazing	—	d6s

Skills

Strength Skills
Athletics
- ***Climb***
- ***Jump***
- ***Throw***

Melee Weapons
- ***Blade***
- ***Bludgeon***
- ***Powered Weapon***

Unarmed Attack
- ***Brawl***
- ***Martial Arts***

Dexterity Skills
Acrobatics
- ***Dodge***

Manipulation

Ranged Weapons
- ***Pistol***
- ***Rifle***

Stealth
- ***Sneak***

Vehicle Operation
- ***Space Vehicle***

Constitution Skills
Stamina
- ***Endurance***

Survival
- ***Space Station Survival***

Intelligence Skills
Computer Science
- ***Hacking***
- ***Hardware***
- ***Programming***

Extrasensory Perception (ESP)
- ***Postcognition***

Knowledge
- ***Computer Operation***
- ***Deduce***
- ***First Aid***

Life Science
- ***Biology***
- ***Botany***
- ***Genetics***
- ***Xenology***
- ***Zoology***

Medical Science
- ***Forensics***
- ***Medical Knowledge***
- ***Psychology***
- ***Surgery***
- ***Treatment***
- ***Xenomedicine (T'sa Medicine)***
- ***Xenomedicine (Weren Medicine)***

Navigation
- ***Drivespace Astrogation***
- ***System Astrogation***

Security
- ***Security Devices***

Starship Operation
- ***Communications***
- ***Engineering***
- ***Sensors***
- ***Weapons***

Technical Science
- ***Jurygrig***
- ***Repair***
- ***Technical Knowledge***

Will Skills
Awareness
- ***Intuition***
- ***Perception***

Investigate
- ***Interrogate***
- ***Search***

Resolve
- ***Mental Resolve***

Street Smart

Personality Skills
Deception
- ***Bluff***

Interaction
- ***Bargain***
- ***Charm***
- ***Intimidate***

Leadership
- ***Command***

Skills in bold are broad skills.

Skills in *bold italic* are specialty skills.

Skills in red cannot be used to make untrained checks.

Checks

To Make an Action Check
Roll d20. Compare to the action check score on your Hero Folder to see which phase the hero acts in.

To Make an Ability Check
Roll d20 plus d4 (base) equal to or less than the Ability Score (for an Ordinary success). The d4 can change to a different die due to situation step modifiers.

To Make a Broad Skill Check
Roll d20 plus d4 (base) equal to or less than the broad skill score (for an Ordinary success). The d4 can change to a different die due to situation step modifiers.

To Make a Specialty Skill Check
Roll d20 and compare to the skill score (for an Ordinary success). The roll of a situation die can be added to or subtracted from the result due to situation step modifiers.

To Make an Untrained Check
Roll d20 plus a d4 (base) and compare to the half the Ability Score (for an Ordinary success). The d4 can change to a different die due to situation step modifiers.

Degrees of Success
Whenever you make a check, you have a number of possible results.

Automatic Success
Any roll of 1 on the control die (the d20) indicates at least an Ordinary success, no matter what the total of the control die and the situation die is.

Critical Failure
Any roll of 20 on the control die (the d20) indicates a failure, no matter what the total of the control die and the situation die is.

Failure
Whenever the total result of the control die and the situation die is greater than the number listed in the Ordinary column of a score, the action fails.

Ordinary Success
When the total result is equal to or less than the Ordinary score, the action succeeds.

Good Success
When the total result is equal to or less than the Good score, the action succeeds better than planned.

Amazing Success
When the total result is equal to or less than the Amazing score, the action succeeds far better than anticipated.

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Azore Jans

Azore may not be the brightest guy in the Concord security division, but he's one of the toughest. His loyalty to the Concord is unquestioned, and his ability to take care of himself and those around him makes him a valuable asset.

Background Information

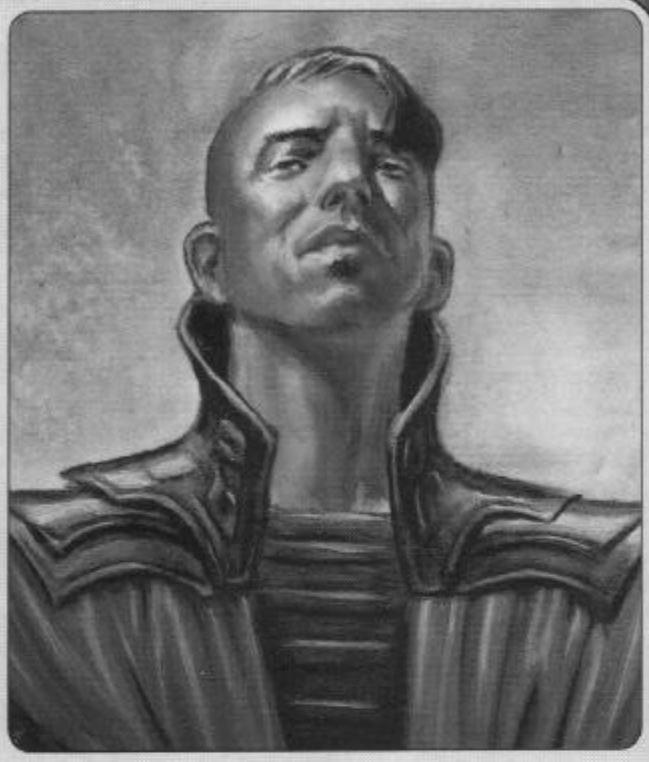
Species	**Human**
Profession	**Combat Specialist**
Career	**Corporate Security**

Ability Scores

Strength	13	Intelligence	7
Dexterity	12	Will	7
Constitution	14	Personality	7

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	13	6	3
Melee Weapons	13	6	3
Blade			
Unarmed Attack	13	6	3
Brawl			
Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	12	6	3
Pistol			
Vehicle Operation	12	6	3
Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	14	7	3
Endurance			
Intelligence	**Ordinary**	**Good**	**Amazing**
Knowledge	7	3	1
Deduce			
Security	7	3	1
Devices			
Starship Operation	7	3	1
Sensors			
Weapons			
Will	**Ordinary**	**Good**	**Amazing**
Awareness	7	3	1
Perception			
Investigate	7	3	1
Search			
Personality	**Ordinary**	**Good**	**Amazing**
Interaction	7	3	1



Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
13+	12	6	3

Movement Rate: Walk 6 Run 16

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score			
Damage	d4+2s	d4+3s	d4+4s
Laser Pistol*	**Ordinary**	**Good**	**Amazing**
Skill Score			
Damage	d4+1w	d6+1w	d8+1w

** Short/medium/long range of 20/40/200 meters*

Defenses

Armor: Softsuit d6-1

Durability

Stun 17

Wound 14

Genetic Engineering

Azore's body has been genetically engineered to withstand the rigors of high gravity, providing 3 extra stun points (see above).

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Azore Jans's Background

Use this information to develop Azore's personality, or alter it as you see fit to make this hero your own. If you do make changes, discuss them with your Gamemaster before playing the first adventure.

Born on the mining planet of Lison, Azore was genetically engineered to be able to withstand the difficulties of working for hours under that world's high gravity. However, he was uninterested in the life of a miner and decided to work in a field more in line with his inclinations.

Azore started his career in the Galactic Concord as a security guard at an embassy. Later, after he proved himself, the Concord provided training in weapons, security devices, and starship operation. After serving as a bodyguard for two diplomats, he was awarded a position on a small Concord Special Service troubleshooting vessel, the *Lancelot*. His best friend, Benitto "Bear" Rikardi, was also assigned to the vessel.

As head of security, it's Azore's job to make sure that the members of the team and their ship are as safe as they can be under the circumstances. Azore likes his work and knows that his job is to carry out the orders he's given. He is a loyal member of the Galactic Concord. Eventually he would like to return to his roots and work as head of security for a Concord embassy.

Customizing Skills

Azore has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. He also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Azore by assigning scores to the specialty skills you want Azore to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Azore has 7 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Azore has a Ranged Weapons broad skill score of 13. If you assign 2 points to the *pistol* specialty skill, then Azore's *pistol* skill score is 15 (13+2=15).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Azore's 7 points.

Example: You can assign Azore's points in a variety of ways, including: 3 to one skill, 3 to another, and 1 to a third; 1 to seven different skills; 2 to three skills and 1 to a fourth skill; or some other combination that adds up to 7 points.

After Azore's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Azore's action check score. The blank lines under the skill section can be used to record any new skills you buy for Azore later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Azore has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that he keeps in his quarters aboard the *Lancelot*.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Azore to communicate with his teammates.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

Handcuffs: These heavy-duty restraints can keep even a weren incapacitated.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

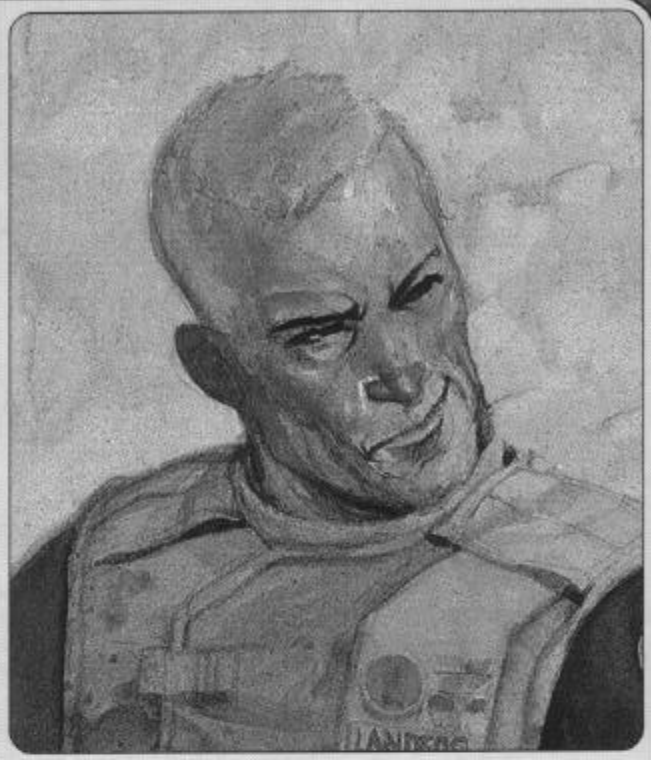
Laser Pistol: This high-tech weapon uses an electrical charge to create intense light that is focused by artificial crystals into a white-hot beam.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Notes

Benitto Rikardi

Benitto, who prefers to be called "Bear," is a hardened soldier who has seen action on a dozen worlds. He's left behind the rigid of a space trooper, but he continues to carry heavy firepower as an enforcer for the Concord.



Background Information

Species	**Human**
Profession	**Combat Specialist**
Career	**Soldier**

Ability Scores

Strength	13	Intelligence	8
Dexterity	13	Will	6
Constitution	12	Personality	8

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	13	6	3
Climb	____	____	____
Melee Weapons	13	6	3
Powered	____	____	____
Unarmed Attack	13	6	3
Brawl	____	____	____
____	____	____	____

Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	13	6	3
Pistol	____	____	____
Rifle	____	____	____
Vehicle Operation	13	6	3
____	____	____	____

Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	12	6	3
Endurance	____	____	____

Intelligence	**Ordinary**	**Good**	**Amazing**
Knowledge	8	4	2
First Aid	____	____	____
Starship Operation	8	4	2
Comm.	____	____	____
Weapons	____	____	____
____	____	____	____

Will	**Ordinary**	**Good**	**Amazing**
Awareness	6	3	1
Perception	____	____	____
____	____	____	____

Personality	**Ordinary**	**Good**	**Amazing**
Interaction	8	4	2
Intimidate	____	____	____
Leadership	8	4	2
____	____	____	____

Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
14+	13	6	3
____	____	____	____

Movement Rate: Walk 6 Run 16

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4+2s	d4+3s	d4+4s

Quantum Rifle*	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4+3w	d6+4w	d8+5w

** Short/medium/long range 80/200/400 meters*

____	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	____	____	____

Defenses

Armor: Softsuit d6–1

Durability

Stun 12 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐■■■ ■■■■■

Wound 12 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐■■■ ■■■■■

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Benitto Rikardi's Background

Benitto Rikardi—Bear—was born on the warlike planet of Galvin. Galvin and its sister planet, Alitar, were at war off and on for over a hundred years. Bear's parents grew weary of the constant fighting and eventually volunteered their services to the Galactic Concord, seeing it as the only way their son could avoid dying in combat. Much to their chagrin, Bear grew up with his own penchant for action and eventually enlisted in the Concord Marines.

In the armed forces, Bear specialized in marksmanship with the flashy quantum rifle. Bear finished his tour of duty and mustered out into civilian life.

Finding that his skills weren't particularly suited for a desk job, he hired on to the Special Service division of the Concord as a quasi-military operative. The work suited him. He got to use his rifle, rough up shady and immoral people, and look tough.

After a short stint rooting out pirate installations, he got transferred to work on the Lancelot, a Special Service troubleshooting vessel. The composition of the Lancelot's crew has changed in the past two years. He's working with a good friend, Azore Jans, gets to travel a lot, and is paid well. Sure, there are some rough spots, but that's the sort of thing he's learned to expect as a professional soldier.

Customizing Skills

Bear has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. He also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Bear by assigning scores to the specialty skills you want him to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Bear has 8 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Bear has a Ranged Weapons broad skill score of 13. If you assign 2 points to the *rifle* specialty skill, then Bear's *rifle* skill score is 15 (13+2=15).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Bear's 8 points.

Example: You can assign Bear's points in a variety of ways, including: 3 to one skill, 3 to another, and 2 to a third; 1 to eight different skills; 2 to four skills; or some other combination that adds up to 8 points.

After Bear's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Bear's action check score. The blank lines under the skill section can be used to record any new skills you buy for Bear later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Bear has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that he keeps in his quarters.

Duct Tape: This 20-meter roll of duct tape is useful for repairs or to bind a prisoner in a pinch.

Quantum Rifle: The quantum rifle is a powerful energy weapon. It fires high-energy subatomic particles accelerated by a series of miniature magnets. Bear has a special permit to carry this weapon, which is otherwise illegal or restricted on most civilized planets.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Bear to communicate with his teammates.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Notes

Chandor

Chandor is a weren, a member of a large, powerful species. She's a rough-and-ready soul who enjoys a good brawl more than anything in the galaxy. She prefers close combat, but if she has to use a ranged weapon, she likes one with some kick.

Background Information

Species	**Weren**
Profession	**Combat Specialist**
Career	**Brawler**

Ability Scores

Strength	15	Intelligence	8
Dexterity	8	Will	7
Constitution	12	Personality	10

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	15	7	3
Climb	____	____	____
Throw	____	____	____
Melee Weapons	15	7	3
Bludgeon	____	____	____
Unarmed Attack	15	7	3
Brawl	____	____	____
____	____	____	____

Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	8	4	2
Rifle	____	____	____
Stealth	8	4	2
Sneak	____	____	____
____	____	____	____

Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	12	6	3
Endurance	____	____	____

Intelligence	**Ordinary**	**Good**	**Amazing**
Knowledge	8	4	2
Computer Op	____	____	____
____	____	____	____

Will	**Ordinary**	**Good**	**Amazing**
Awareness	7	3	1
Intuition	____	____	____
____	____	____	____

Personality	**Ordinary**	**Good**	**Amazing**
Interaction	10	5	2
Bargain	____	____	____
Charm	____	____	____
Intimidate	____	____	____
____	____	____	____

Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
12+	11	5	2
____	____	____	____

Movement Rate: Walk 6 Run 16

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage (claws)	d4+3W	d4+5w	d6+5w

Shotgun*	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4w	d6w	d8w

** Short/medium/long range of 6/12/30 meters*

Defenses

Armor: Softsuit d6–1

Durability

Stun 18 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐■■

Wound 18 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐■■

Alien Biology

Chandor has an increased number of stun and wound points due to her rugged weren biology. She also has retractable claws that she uses in unarmed combat.

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Chandor's Background

Chandor was born on Arist, a large moon of the planet Platon in the Hammer's Star system. Extremely cold (like the original weren homeworld, Kurg), Arist is a colony of weren living like weren, free of human influence and technology. Only a few weren of Arist choose to leave the frosty embrace of that large moon and join modern spacefaring society. An orphan, Chandor found traditional life on Arist boring and longed to see what the rest of the galaxy was like.

After declaring her allegiance to the Galactic Concord and earning her ticket off the moon, she found work as a bouncer, then as a bodyguard, then as a minor character in a gladiatorial fighting show. She grew tired of the staged performances and longed for the good old days of friendly brawls. Taking a leave of absence from the show, she visited a coastal city on the planet Spes and worked part-time as a bouncer. A big human named Bear challenged her to arm wrestle, with the loser to buy the other drinks. Bear bought the first round, and the two have since become crewmates aboard the Concord Special Service troubleshooting vessel *Lancelot*. Chandor has enjoyed her time as part of the crew. Her duties are light, and her main job is doing what she does best—either looking intimidating or pounding opponents.

Customizing Skills

Chandor has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. She also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Chandor by assigning scores to the specialty skills you want her to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Chandor has 8 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Chandor has an Unarmed Attack broad skill score of 15. If you assign 3 points to the *brawl* specialty skill, then Chandor's *brawl* skill score is 18 (15+3=18).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Chandor's 8 points.

Example: You can assign Chandor's points in a variety of ways, including: 3 to one skill, 3 to another, and 2 to a third; 1 to eight different skills; 2 to four skills; or some other combination that adds up to 8 points.

After Chandor's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Chandor's action check score. The blank lines under the skill section can be used to record any new skills you buy for Chandor later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Chandor has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that she keeps in her quarters.

Shotgun: This pump-action, single-barrel shotgun has been modified to fit the large hands of a weren. It inflicts double damage when fired at short range, and only half damage when fired at long range.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Chandor to communicate with her teammates.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Notes

Dea Futako

Dea is a telepath, trained to sense mental images of past events. She is a skilled investigator and a valued member of the Concord vessel, *Lancelot*.

Background Information

Species	**Human**
Profession	**Free Agent**
Career	**Investigator**

Ability Scores

Strength	7	Intelligence	12
Dexterity	11	Will	13
Constitution	8	Personality	9

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	7	3	1
Jump			
Unarmed Attack	7	3	1
Brawl			

Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	11	5	2
Pistol			
Vehicle Operation	11	5	2

Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	8	4	2
Endurance			

Intelligence	**Ordinary**	**Good**	**Amazing**
ESP	12	6	3
Postcognition			
Knowledge	12	6	3
Computer Op			
Deduce			
First Aid			
Security	12	6	3
Devices			

Will	**Ordinary**	**Good**	**Amazing**
Awareness	13	6	3
Perception			
Investigate	13	6	3
Search			
Street Smart	13	6	3

Personality	**Ordinary**	**Good**	**Amazing**
Interaction	9	4	2
Bargain			

Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
14+	13	6	3

Movement Rate: Walk 4 Run 12

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score			
Damage	d4s	d4+1s	d4+2s

Laser Pistol*	**Ordinary**	**Good**	**Amazing**
Skill Score			
Damage	d4+1w	d6+1w	d8+1w

** Short/medium/long range 20/40/200 meters*

	Ordinary	**Good**	**Amazing**
Skill Score			
Damage			

Defenses

Armor: Softsuit d6-1

Durability

Stun 8

Wound 8

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Dea Futako's Background

Dea's telepathic powers began manifesting when she was a teenager, giving her visions of past events and causing her to sometimes sense emotions. She left home because her parents feared her, but she was discovered by another telepath and given a home where she could learn to use her abilities.

Because of her rare telepathic abilities, she was asked to join the Galactic Concord. She accepted and went through extensive training. Armed with her own knowledge and special instruction from the best of the Concord's detectives, Dea began working for the Concord's Special Service division. She rooted out security leaks, discovered industrial thieves, and thwarted a few minor spies. She also gained a lot of self-confidence.

Dea was assigned to the Concord troubleshooting ship *Lancelot* six months ago. Its new captain, Horst Gustofson, has proven himself to be a good leader. Her friendship with Fenras, the ship's doctor, has given her someone that she can talk to about her problems and feelings. Inspired by the captain, counseled by Fenras, educated by G'len, and developing a camaraderie with Elgar should give Dea the personal network she needs to advance in the Concord.

Customizing Skills

Dea has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. She also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Dea by assigning scores to the specialty skills you want her to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Dea has 12 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Dea has an ESP broad skill score of 12. If you assign 2 points to the *postcognition* specialty skill, then Dea's *postcognition* skill score is 14 (12+2=14).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Dea's 12 points.

Example: You can assign Dea's points in a variety of ways, including: 3 to one skill, 3 to another, and 2 to three others; 1 to twelve different skills; 2 to six skills; or some other combination that adds up to 12 points.

After Dea's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Dea's action check score. The blank lines under the skill section can be used to record any new skills you buy for Dea later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Dea has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that she keeps in her quarters.

Binoculars: These durable binoculars provide 50× magnification of distant objects.

Data Slate: This palm-sized computer can store text data (inputted with a stylus) or even record up to 10 hours of audio on its 3D holographic storage crystal.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Dea to communicate with her teammates.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

Laser Pistol: This high-tech weapon uses an electrical charge to create intense light that is focused by artificial crystals into a white-hot beam.

Notes

Elgar Longshadow

Elgar lost his entire family in a starship crash when he was very young. He survived the accident, but he has been a loner ever since. He has pursued a career as an explorer, eventually finding a place in the Concord Special Service aboard the *Lancelot*.

Background Information

Species	**Human**
Profession	**Free Agent**
Career	**Explorer**

Ability Scores

Strength	10	Intelligence	12
Dexterity	11	Will	10
Constitution	8	Personality	9

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	10	5	2
Jump	____	____	____
Melee Weapons	10	5	2
Blade	____	____	____
Unarmed Attack	10	5	2
Martial Arts	____	____	____
____	____	____	____

Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	11	5	2
Pistol	____	____	____
Stealth	11	5	2
Sneak	____	____	____
Vehicle Operation	11	5	2
Space Vehicle	____	____	____

Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	8	4	2
Endurance	____	____	____

Intelligence	**Ordinary**	**Good**	**Amazing**
Knowledge	12	6	3
Computer Op	____	____	____
First Aid	____	____	____
____	____	____	____

Will	**Ordinary**	**Good**	**Amazing**
Awareness	10	5	2
Perception	____	____	____
Investigate	10	5	2
Search	____	____	____
____	____	____	____

Personality	**Ordinary**	**Good**	**Amazing**
Deception	9	4	2
Bluff	____	____	____
____	____	____	____

Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
14+	13	6	3
____	____	____	____

Movement Rate: Walk 6 Run 16

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4s	d4+1s	d4+2s

Laser Pistol*	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4+1w	d6+1w	d8+1w

** Short/medium/long range of 20/40/200 meters*

Defenses

Armor: Softsuit d6–1

Durability

Stun 8 ☐☐☐☐☐ ☐☐☐■■ ■■■■■ ■■■■■

Wound 8 ☐☐☐☐☐ ☐☐☐■■ ■■■■■ ■■■■■

Cybernetic Limb

Eldar's left arm was lost in the accident was replaced with a cybernetic limb. The arm has a Strength of 14 and adds 2 to damage it causes in unarmed combat.

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Elgar Longshadow's Background

At age 13, the starship that Elgar and his family were traveling on suffered a mysterious explosion that caused it to crash shortly after starting its voyage. Most of the passengers were killed, but Elgar and three others survived. Elgar's left arm, severely mangled by the crash, had to be amputated and replaced with a cybernetic limb.

At the age of 18, Elgar enlisted in the Galactic Concord military as an explorer and scout. Elgar's work has carried him to many systems and planets. He has worked with a lot of people, but he fears becoming too emotionally attached to anyone—which would make him vulnerable if that person ever left or was killed.

Elgar's most recent assignment is to a troubleshooting Concord starship in the Special Service called the *Lancelot*. A few months after Elgar started this new assignment, he met Chandor, a weren and fellow orphan. Elgar's time on the *Lancelot* has been good for him. He has opened up a bit more to people and is getting over his loneliness and isolation.

Customizing Skills

Elgar has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. He also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Elgar by assigning scores to the specialty skills you want him to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Elgar has 12 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Elgar has an Unarmed Attack broad skill score of 10. If you assign 3 points to the *martial arts* specialty skill, then Elgar's *martial arts* skill score is 13 (10+3=13).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Elgar's 12 points.

Example: You can assign Elgar's points in a variety of ways, including: 3 to one skill, 3 to another, and 2 to three others; 1 to twelve different skills; 2 to six skills; or some other combination that adds up to 12 points.

After Elgar's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Elgar's action check score. The blank lines under the skill section can be used to record any new skills you buy for Elgar later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Elgar has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos he keeps in his quarters.

Binoculars: These durable binoculars provide 50× magnification of distant objects.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Elgar to communicate with his teammates.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

Laser Pistol: This high-tech weapon uses an electrical charge to create intense light that is focused by artificial crystals into a white-hot beam.

First Aid Kit: This kit weighs 2 kilograms and contains everything needed to treat minor injuries. After six treatments, the contents must be replaced.

Flares (10): These small signal rockets are visible for 10–20 kilometers, depending upon local conditions. If fired directly at a living creature, the action is considered a Ranged Weapons–*pistol* skill check with a +2 step penalty (+d6). It inflicts damage of d6s/d4w/d4+1w.

Rations: This bland but nutritious food can keep one person alive for a week.

Water Condenser: This device pulls water from the atmosphere, providing enough drinkable water for two people per day in normal situations.

Notes

Dr. Fenras Al-Moot

Dr. Al-Moot is a peace-loving woman with a keen mind and a wealth of medical experience. To her, mercy and compassion are not only rules to live by—they are a way of life.

Background Information

Species	**Human**
Profession	**Tech Op**
Career	**Doctor**

Ability Scores

Strength	7	Intelligence	13
Dexterity	13	Will	9
Constitution	8	Personality	10

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Unarmed Attack	7	3	1
Brawl	____	____	____
____	____	____	____
Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	13	6	3
Pistol	____	____	____
Vehicle Operation	13	6	3
____	____	____	____
Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	8	4	2
Endurance	____	____	____
Intelligence	**Ordinary**	**Good**	**Amazing**
Knowledge	13	6	3
Computer Op	____	____	____
Life Science	13	6	3
Biology	____	____	____
Xenology	____	____	____
Medical Science	13	6	3
Surgery	____	____	____
Treatment	____	____	____
Xeno (t'sa)	____	____	____
Xeno (weren)	____	____	____
____	____	____	____
Will	**Ordinary**	**Good**	**Amazing**
Awareness	9	4	2
Perception	____	____	____
Resolve	9	4	2
Mental	____	____	____
____	____	____	____
Personality	**Ordinary**	**Good**	**Amazing**
Interaction	10	5	2
Charm	____	____	____
____	____	____	____

Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
15+	14	7	3
____	____	____	____

Movement Rate: Walk 4 Run 12

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4s	d4+1s	d4+2s

Stutter Pistol*	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d6+2s	d8+2s	d8+4s

** Short/medium/long range 6/12/30 meters*

____	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	____	____	____

Defenses

Armor: Softsuit d6-1

Durability

Stun 8

Wound 8

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Dr. Fenras Al-moot's Background

Fenras was always a friendly child. She got in the habit of intervening in schoolyard fights and other violent situations to diffuse them. Meanwhile, her first science classes sparked a love for all sorts of scientific inquiry, and this pushed her on her course toward medical school. Fenras's early dislike of violence drew her to becoming a doctor, a career in which the wounds of violence could be repaired.

After medical school Fenras worked as a hospital intern, then took a resident position at a children's hospital. After three years at the hospital, she was approached by the Galactic Concord, which wanted to hire her to work as a doctor on a new colony world. She accepted. The journey through space to the colony was her first, and she couldn't wait to do it again. She spent sixteen months at the colony before her exceptional work was recognized and she was transferred to a second colony.

After a stint there, the Concord assigned her to the Special Service and the troubleshooting ship *Lancelot*. As the ship's doctor, Fenras is responsible for the physical and mental health of the crew and anyone they assist during the course of their assignments.

Fenras enjoys her current job. The ability to give individualized care to a small group of people is an intriguing difference from caring for larger populations. Plus, all of this space travel allows Fenras to explore the reaches of space and science.

Customizing Skills

Fenras has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. She also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Fenras by assigning scores to the specialty skills you want her to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Fenras has 13 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Fenras has a Medical Science broad skill score of 13. If you assign 3 points to the *surgery* specialty skill, then Fenras's *surgery* skill score is 16 (13+3=16).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Fenras's 13 points.

Example: You can assign Fenras's points in a variety of ways, including: 3 to three skills, 2 to another, and 1 to two others; 1 to thirteen different skills; 2 to six skills and 1 to a seventh; or some other combination that adds up to 13 points.

After Fenras's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Fenras's action check score. The blank lines under the skill section can be used to record any new skills you buy for Fenras later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Fenras has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that she keeps in her quarters.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Elgar to communicate with his teammates.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

Laser Pistol: This high-tech weapon uses an electrical charge to create intense light that is focused by artificial crystals into a white-hot beam.

Trauma Pack: This complex book-sized device is a dedicated computer with medicine injectors, applicators, pain medication, antibiotics, and artificial blood and skin used to treat serious injuries. After five treatments, the contents must be replaced.

Medical Gauntlet: This specialized medical computer covers the left forearm, leaving the hand free. Its scanner helps diagnose diseases and injuries, giving its wearer a –1 step bonus (–d4) when making Medical Science–*treatment* skill checks.

Stutter Pistol: This weapon fires sonic energy to disable opponents without the risk of permanent harm.

Surgical Kit: The surgical kit contains instruments, medicine, and other medical supplies sufficient for two surgical procedures.

Notes

G'LEN

G'len is a t'sa, a member of a reptilian alien species known for quick reflexes. G'len is a sharp-witted engineer whose skills are equaled only by his sense of humor.

Background Information

Species	**T'sa**
Profession	**Tech Op**
Career	**Engineer**

Ability Scores

STRENGTH	8	INTELLIGENCE	12
DEXTERITY	14	WILL	7
CONSTITUTION	8	PERSONALITY	11

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	8	4	2
Climb	____	____	____
Unarmed Attack	8	4	2
Brawl	____	____	____
____	____	____	____

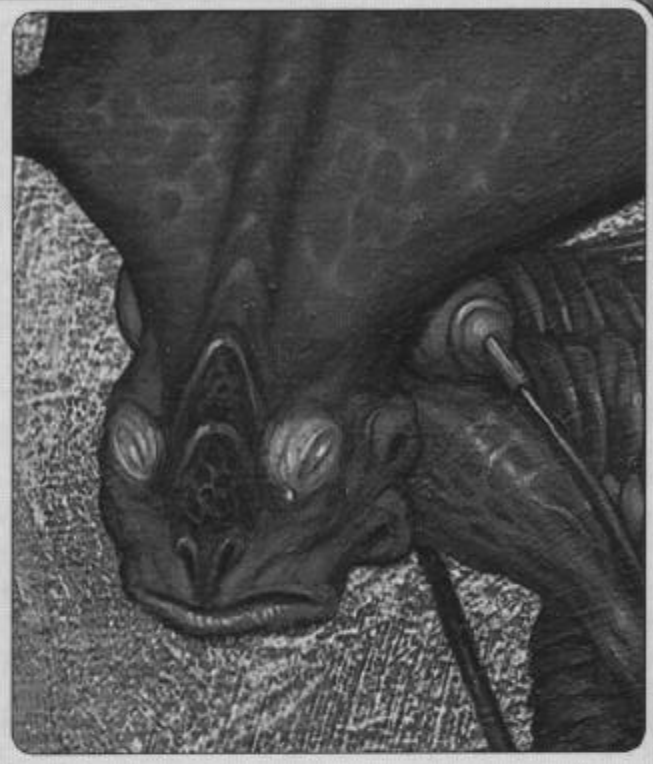
Dexterity	**Ordinary**	**Good**	**Amazing**
Manipulation	14	7	3
Ranged Weapons	14	7	3
Pistol	____	____	____
____	____	____	____

Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	8	4	2
Endurance	____	____	____

Intelligence	**Ordinary**	**Good**	**Amazing**
Computer Science	12	6	3
Hacking	____	____	____
Hardware	____	____	____
Knowledge	12	6	3
Deduce	____	____	____
Starship Operation	12	6	3
Engineering	____	____	____
Sensors	____	____	____
Technical Science	12	6	3
Juryrig	____	____	____
Repair	____	____	____
Knowledge	____	____	____
____	____	____	____

Will	**Ordinary**	**Good**	**Amazing**
Awareness	7	3	1
Perception	____	____	____
____	____	____	____

Personality	**Ordinary**	**Good**	**Amazing**
Interaction	11	5	2
Charm	____	____	____
____	____	____	____



Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
15+	14	7	3
____	____	____	____

Movement Rate: Walk 6 Run 16

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4s	d4+1s	d4+2s

Charge Pistol*	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4+2w	d6+2w	d8+2w

** Short/medium/long range of 8/16/60 meters*

Defenses

Armor: Softsuit d6–1 Scales* d4

** If wearing softsuit, only that defense applies*

Durability

Stun 8 □□□□□ □□□■■ ■■■■■ ■■■■■

Wound 8 □□□□□ □□□■■ ■■■■■ ■■■■■

Alien Biology

G'len's body is covered with fine scales that serve as natural armor. If G'len wears artificial armor, that defense supersedes the natural armor.

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G'len's Background

G'len was born on S'kith, one of the t'sa colony worlds. Like most of his people, he had an aptitude for electronic and mechanical systems, so he apprenticed himself to a technical school and graduated with honors. Always fond of the holomovies of famous t'sa explorers, G'len signed up with the Concord to work under contract in the far reaches of explored space.

G'len has had an opportunity to interact with a large number of other alien species, and to use his good sense of humor to keep the morale of those he works with high. He has also demonstrated a great ability to keep starships running at peak efficiency.

After spending six months on a patrol ship, G'len spent a similar amount of time on the *Lighthouse*, a huge mobile space station used by the Concord for diplomatic and military missions. G'len especially enjoyed his time there, for the *Lighthouse* was a political, social, and informational hub with quite a reputation throughout nearby star systems. It was on the *Lighthouse* that G'len was recruited by the Special Service and assigned to the *Lancelot*.

G'len has been working on the *Lancelot* for only three months, but has gotten to know his teammates very well. His contract with the Concord ends in another six months, but he hopes it will be renewed so that he can stay with his current team.

Customizing Skills

G'len has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. He also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize G'len by assigning scores to the specialty skills you want him to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. G'len has 12 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: G'len has a Technical Science broad skill score of 12. If you assign 2 points to the *repair* specialty skill, then G'len's *repair* skill score is 14 (12+2=14).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning G'len's 12 points.

Example: You can assign G'len's points in a variety of ways, including: 3 to three skills, 2 to another, and 1 to a fifth; 1 to twelve different skills; 2 to six skills; or some other combination that adds up to 12 points.

After G'len's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase G'len's action check score. The blank lines under the skill section can be used to record any new skills you buy for G'len later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

G'len has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that he keeps in his quarters.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Elgar to communicate with his teammates.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

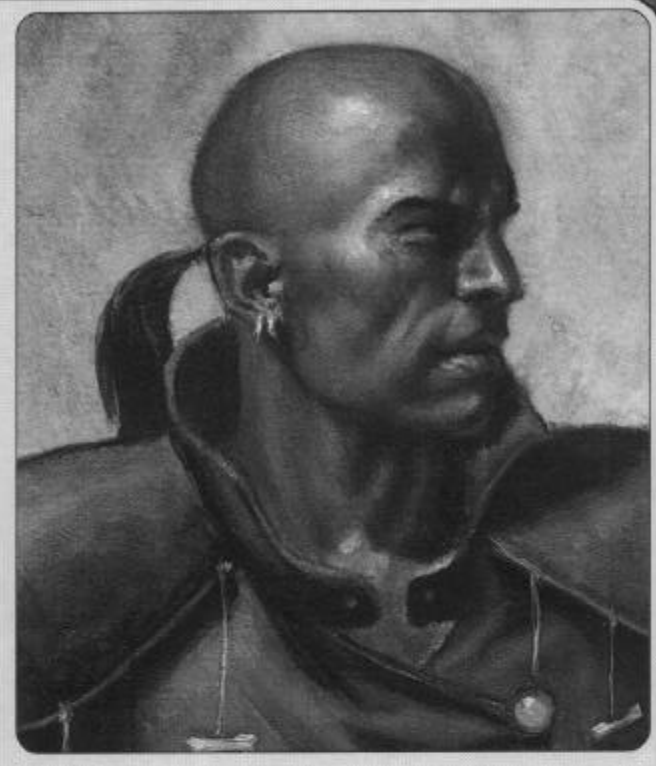
Charge Pistol: This high-tech weapon uses an electrical charge to propel an explosive bullet at a target.

Repair Kit: This kit of specialized tools provides G'len with a –2 step bonus (–d6) when he uses it while making Technical Science–*repair* skill checks.

Notes

Manx Gustofson

Gustofson is the captain of the *Lancelot*. As a loyal member of the Concord's Special Service, he has vowed that nothing will prevent him from completing his assignments.



Background Information

Species	**Human**
Profession	**Diplomat**
Career	**Ship Captain**

Ability Scores

Strength	7	Intelligence	11
Dexterity	8	Will	12
Constitution	9	Personality	13

Skills

Strength	**Ordinary**	**Good**	**Amazing**
Athletics	7	3	1
Jump	____	____	____
Unarmed Attack	7	3	1
Brawl	____	____	____
____	____	____	____

Dexterity	**Ordinary**	**Good**	**Amazing**
Ranged Weapons	8	4	2
Pistol	____	____	____
Vehicle Operation	8	4	2
Space Vehicle	____	____	____
____	____	____	____

Constitution	**Ordinary**	**Good**	**Amazing**
Stamina	9	4	2
Endurance	____	____	____

Intelligence	**Ordinary**	**Good**	**Amazing**
Knowledge	11	5	2
Deduce	____	____	____
Navigation	11	5	2
Drivespace	____	____	____
System	____	____	____
Starship Operation	11	5	2
Comm.	____	____	____
Sensors	____	____	____
Weapons	____	____	____
____	____	____	____

Will	**Ordinary**	**Good**	**Amazing**
Awareness	12	6	3
Perception	____	____	____
____	____	____	____

Personality	**Ordinary**	**Good**	**Amazing**
Leadership	13	6	3
Command	____	____	____
____	____	____	____

Action

Action Check Scores

Marginal	**Ordinary**	**Good**	**Amazing**
11+	10	5	2
____	____	____	____

Movement Rate: Walk 4 Run 12

Attacks

Unarmed	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4s	d4+1s	d4+2s

Charge Pistol*	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	d4+2w	d6+2w	d8+2w

** Short/medium/long range of 8/16/60 meters*

____	**Ordinary**	**Good**	**Amazing**
Skill Score	____	____	____
Damage	____	____	____

Defenses

Armor: Softsuit d6–1

Durability

Stun 9

Wound 9

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Manx Gustofson's Background

Manx Gustofson was born the son of two officers in the Galactic Concord stellar navy and raised in the Aegis system. Educated in a military institution, he thrived in an environment where loyalty and dedication to duty were of the utmost importance. Upon his graduation, he enlisted in the Concord's officer training school and spent four years learning the ropes of the military bureaucracy.

During this time, Manx was recruited to the Concord's Special Service division. After serving with some of the best commanders the Concord had to offer, he eventually received command of a troubleshooting vessel, the *Lancelot*.

Manx's dedication to the bottom line and his natural talent for leadership make him an excellent ship's captain. Now, with a great team and a proud starship, he applies his considerable talents to every mission that comes his way.

Customizing Skills

Manx has a number of broad skills already listed on the front page of this Hero Folder. These have scores listed, showing the numbers needed to achieve Ordinary, Good, and Amazing success. He also has a selection of specialty skills that have no scores assigned to them as yet. You get to customize Manx by assigning scores to the specialty skills you want him to have. Here's how to do that.

All specialty skill scores are based upon the broad skill score they are associated with. (The broad skill score is the same as the associated ability score, by the way.) Add the number of points you assign to a specialty skill to the broad skill score to determine the specialty skill score.

Assign Points. Manx has 11 points to assign to specialty skills. Assign all these points at this time. Add the number of points assigned to a specialty skill to the associated broad skill score to determine the specialty skill score.

Example: Manx has a Vehicle Operation broad skill score of 8. If you assign 3 points to the *space vehicle* specialty skill, then Manx's *space vehicle* skill score is 11 (8+3=11).

Limits. You can only assign 1, 2, or 3 points to a specialty skill. Later, you can improve a specialty skill further with achievement awards, but use this limit now when assigning Manx's 11 points.

Example: You can assign Manx's points in a variety of ways, including: 3 to three skills, and 2 to another; 1 to eleven different skills; 2 to five skills and 1 to another; or some other combination that adds up to 11 points.

After Manx's First Adventure. You'll receive additional points after playing the first adventure. These can be used to increase a specialty skill score, buy a new skill, or increase Manx's action check score. The blank lines under the skill section can be used to record any new skills you buy for Manx later.

Completing Page 1

Fill in the scores of the specialty skills you've selected. Remember, a specialty skill score is obtained by adding the number of assigned points to the broad skill score. This sum is the Ordinary score. The Good score is half of the Ordinary score, rounded down. The Amazing score is half of the Good score, rounded down.

Fill in the hero's attack scores, based on any pertinent specialty skills you selected.

That's it! You're ready to play!

Equipment

Manx has the following equipment, along with common everyday clothes and shoes, personal toiletries, and personal mementos that he keeps in his quarters.

Audiorecorder: Manx uses this recorder to make his personal log entries before downloading them to the ship's computer. It can store up to 20 hours of audio recordings on 3D crystals.

Comm Gear: This lightweight headset can send and receive radio signals up to 1000 kilometers, allowing Elgar to communicate with his teammates.

Jumpsuit: This one-piece light gray coverall comes with a detachable vacuum mask and thick gloves. When all of the pieces are worn, it provides protection against atmospheric decompression (the mask's oxygen supply lasts for 8 hours). The jumpsuit is normally worn over other clothing. It has several pockets and many places to attach equipment or tools.

Softsuit: This suit of carbonate fiber is specially designed to be strong and resistant to damage. It works like a bulletproof vest but looks like normal clothing.

Flashlight: This electrically powered flashlight has a battery that lasts for about 1 week of constant use. It throws light to illuminate up to 20 meters away.

Charge Pistol: This high-tech weapon uses an electrical charge to propel an explosive bullet at a target.

Notes