

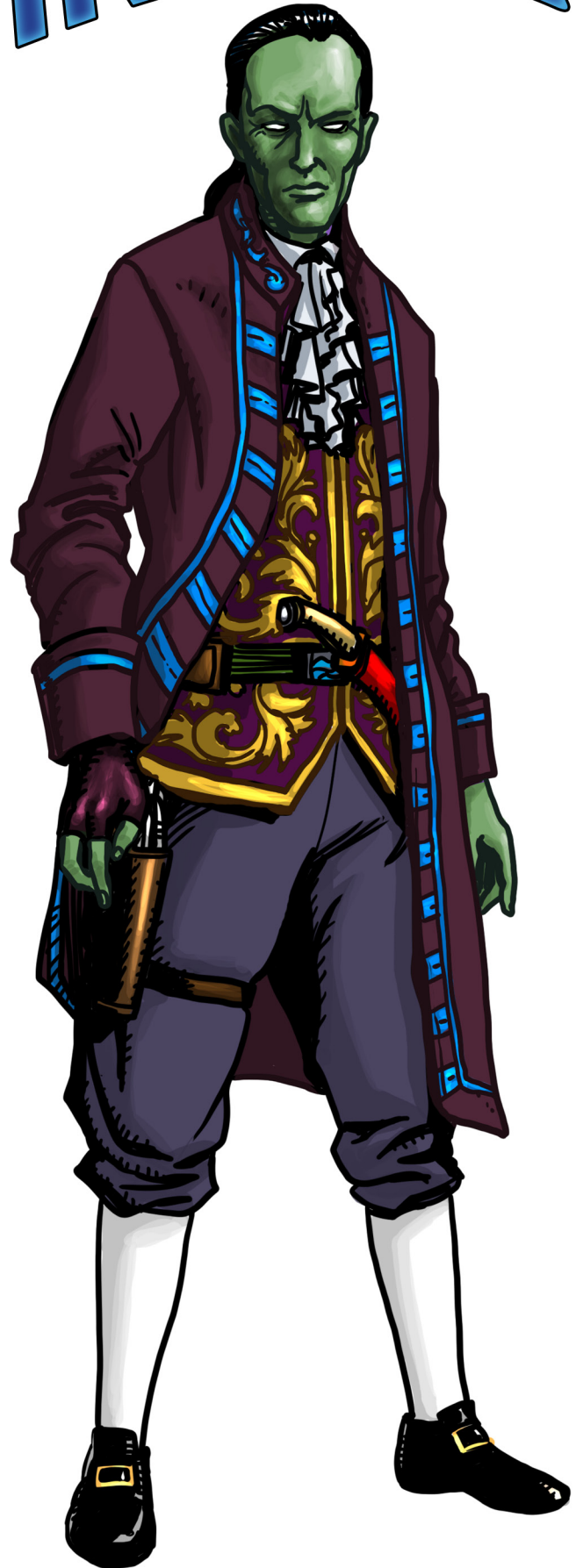
BULLDOGS!
SCI-FI THAT KICKS ASS

GHOST PIRATES

of the Bandeth Sector

**Adventure
Scenario**

by
Nick Bate



How to Run an Adventure in Bulldogs!

There's something of a trick to running an adventure scenario using the FATE system. This is a brief introduction for GMs like you who are going to present an adventure to your players.

Unlike a lot of game systems, FATE allows players to take a very flexible and often unpredictable approach to problem solving. For example, a party confronted with a reluctant witness is going to handle the obstacle very differently if it is led by an incorrigible con artist than if the party is led by a veteran pit fighter.

Because of this, the scenarios that we're releasing for **Bulldogs!** present not a step-by-step plot, but instead a series of challenges called **Problems** that you, as the GM, use to confront the players with opposition.

Each Problem includes a situation and possibly some characters that create an obstacle for the player characters. Guidelines on how to handle some of the more predictable methods that players

use to bypass the Problem are described, such as Difficulty numbers for skill checks, stunts and skills that the non-player characters have, etc.

The key to running FATE is flexibility. You need to be ready to roll with what the players try to do. Players may throw you for a loop by taking a completely unexpected action, or bypassing the Problem altogether. That's OK! If the players take you by surprise and do something nobody anticipated, just set a Difficulty for them and let it roll. If the players bypass a Problem completely, move it to a point later in the session, or just toss it out completely.

Despite all this, you've got a powerful tool in your arsenal to get the players to engage with a Problem. Grab an aspect on one of the characters confronted by the Problem and compel it! Players are going to be happy to dig into the complications if they get a fate point for it. If your players are familiar with FATE, they might even do this to themselves when you put a Problem in their way.

What's in This Adventure

Each adventure scenario for **Bulldogs!** includes a basic setup, usually a delivery assigned by TransGalaxy.

Following the basic setup is a series of Problems. These are presented in the most likely order the characters will encounter them, but like we said before, don't feel like you have to give them to your players in order. Mix them up, move them around, whatever makes sense for your group and for the consequences of the actions they take to solve earlier Problems.

Next, you'll find the non-player characters from the adventure mostly filled out. These non-player characters are missing some of the skills at the bottom of their list. Feel free to fill in a skill they are missing if you need it in play.

You'll also see that there are four sets of these characters. Each set is for a different starting power level. The page numbers are repeated so you can find the right character based on the reference earlier in the adventure, but discard or ignore the non-player characters for the power levels that don't match your players' characters.

Lastly, we have a page of player handouts with aspects described in the adventure set apart and easy to print out and cut up. It's a lot easier just to slap a card or bit of paper with the aspect printed out than to have to write down all these aspects yourself. Use the handouts if it makes your life easier, we find them extremely useful when we run these adventures at conventions.



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Ghost Pirates of Bandeth Sector

It's not always easy working out where to deliver a package. The galaxy is big, and sometimes people don't want to be found. But this is ridiculous. The manifest says these crates are for delivery to Admiral Iron Prophet, and he's a myth. How do you deliver a package to someone who isn't real?

Setup: The Joke's on You

Thomas, the crew's usual TransGalaxy dispatch agent, presents them with the manifest when they arrive on Job Tower. Everything looks standard – a dozen heavy crates, sealed, for delivery to **Admiral Don 'Iron' Prophet** in the **Bandeth Sector**. Thomas seems amused, though. Like someone is playing a joke, and the crew isn't in on it.

Nobody has ordered Thomas to keep quiet, so provided the crew are nice about it a **Rapport** roll against Mediocre (+0) difficulty will get him talking. The joke is this: Iron Prophet is a myth.

According to the story, Admiral Prophet was the vicious commander of a deadly war fleet. Passing through the Bandeth Sector, hundreds of years ago, his crew mutinied. Rather than surrender his command, he blew all the airlocks in the fleet, killing everyone. Now they are cursed forever to roam the Bandeth Sector, preying on any ships that pass through.

Thomas is convinced the crew is being sent on a wild goose chase. The danger, though, is very real. Ships that are foolish (or unlucky) enough to enter the Bandeth Sector do tend to mysteriously disappear...

Problem: The Client

A good place to start might be the client. Who orders a dozen crates shipped to a myth? Who pays? And what do the crates contain, anyway?

1. Each of the crates is secured with a complex mechanical lock. A **Burglary** roll against a Fair (+2) difficulty reveals it to be an old-fashioned Ken Reeg tamper-proof design. Cracking the lock requires a **Burglary** roll against a Good (+3) difficulty. Doing so without revealing the tampering requires a Fantastic (+6) result; failure results in the crate gaining the **TAMPHERED WITH** aspect.

The crates contain stacks of fiercely barbed electromagnetic harpoons. Fired from an appropriate launcher, a successful **Artillery** roll places the **TETHERED** aspect on the target.

2. The manifest contains the client's name: **Superb Rosa**. It's clearly Ken Reeg, and female. Asking around (**Contacting** roll against Fair (+2) difficulty) turns up a number of people who saw her while she was on Job Tower, but nobody who knows much about her.

According to Job Tower archives, Superb Rosa left a week previously. Strangely, the name and destination of the ship on which she left are missing. A **Systems** check against Great (+4) difficulty reveals that the computer records were deliberately scrambled. They are irretrievable.

An **Investigation** roll against Good (+3) difficulty will turn up a little bit of information about Superb Rosa. The most pertinent fact is that she was a crewman aboard a ship – the **Skylark** – when it was supposedly lost with all hands in the Bandeth Sector.

Problem: Border Town

The area around the Bandeth Sector doesn't see much traffic. The closest world to its borders is a dusty frontier called **Constance**, populated largely by rough Arsubaran colonists. This is a good place for the players to begin searching for information.

Flying in for a landing takes the ship past an abandoned city. The first signs of life are a rough looking shantytown, built up around the too-large port. A huge cannon points skyward, dominating the town. It's the kind of thing you'd use to shoot down warships; much larger than is necessary for scaring off pirates. An **Artillery** roll against a Fair (+2) difficulty reveals that it hasn't been used in a long time.

TIMES ARE TOUGH

Invoke: a little bit of cash goes a long way with people this desperate, "Galactic credits? Anything you want, boss."

Compel: the desperate sometimes do desperate things, "Yeah, hands up! Let's have your wallet."

SUPERSTITIOUS

Invoke: the superstitious are often eager to believe, "I heard it was bad luck to fire a weapon under the crescent moon."

Compel: ask the wrong questions and you may get a response you didn't bargain for, "You don't know about the star ghosts? They haunt the asteroid field."

Asking around, the crew will get the standard myth parroted back at them by the locals. The only difference is that the people of Constance swear the story is true. They blame the **Ghost Fleet** for the failure of their colony, and point to the cannon as their defense against its raids.

Push a little harder (**Rapport** or **Intimidate** rolls against Great (+4) difficulty) and the crew will learn that nobody credible has ever actually seen the Ghost Fleet. Nobody, that is, except a lowly Rhomb XL-3 cleaning and repair robot called 'Sweep' (pg. 5).

Should the cannon be needed for any reason, an **Engineering** roll will be required to get it working (Fair (+2) difficulty with a base time increment of a few hours). Treat it as standard ship-based ordnance (see page 141 of the **Bulldogs!** rules).

Problem: "We Don't Talk About That Here."

Some of the younger and rougher locals on Constance, led by an angry Arsubaran called **Banister**, won't take kindly to the crew asking too many questions. They're superstitious, and it doesn't do well to risk bringing down the attention of Admiral Iron Prophet. A bar fight or confrontation in a dusty street would be appropriate. There are four thugs plus one per crew member (pg 5). Feel free to compel any appropriate aspects to add to this number. Arrogance and flamboyance are both likely to particularly annoy the simple folk of Constance.

The thugs won't fight to the death, but they are desperate enough to stick around longer than the crew might expect. The **TIMES ARE TOUGH** aspect can be compelled to ensure this is the case.

Problem: "Oh No! I'm Not Going Back There!"

It will take advice from the locals on Constance, and probably a Good (+3) **Investigation** roll, to find the Awakened Rhomb XL-3 cleaning robot called Sweep. It'll be in the deserted city, uselessly polishing its way up a window on the 15th floor of an empty skyscraper.

It will take even more work to convince it to come down and talk. Run this scene as a social conflict. Sweep just wants to be left alone, to the endless quiet of cleaning the deserted city. Talk of the Bandeth Sector makes it particularly nervous.

Sweep's story is this: it once worked aboard a freighter called the **Nightjar**, which was attacked while passing through the Bandeth Sector. Sweep was on the hull at the time, smoothing over the ice shield. It buried itself to hide from the attackers, and remained there as the ship was stripped down and hauled to a vast ship

graveyard. It took almost 20 years, but Sweep eventually managed to gather together enough reaction mass to fire itself back to Constance.

Sweep assumes that the Ghost Fleet attacked the Nightjar. What it doesn't know is that the Leviathan destroyed the Nightjar's drive section. It was only later that Admiral Prophet, in pursuit of the beast, stumbled across the hulk, boarded it, and towed it to the ship graveyard.

Provided the crew can convince it to talk, Sweep can confirm that the Ghost Fleet is real, and consists of roughly a dozen ships. It can also take the crew to the ship graveyard – the last known sighting of the Ghost Fleet, eighteen years earlier.

If a social conflict isn't enough to motivate the players, you could spice this scene up with a raid from the Ghost Fleet. Falling masonry and explosions might just provide extra ammunition for convincing Sweep to help out.

Problem: Ship Graveyard

Sooner or later, the crew will have to enter the Bandeth Sector. When they do, they'll eventually come across a huge graveyard of shattered ship hulks.

The easiest way to find it is if they've already met the robot Sweep; it can (reluctantly) direct them straight there. An alternative approach might include searching the Sector systematically. This takes a base time increment of a month (modified by any shifts from an Investigation roll). If that doesn't look appealing, then rumors of a navigation chart to a treasure trove hidden in the Sector might motivate the players.

The graveyard is an incredibly dangerous, extremely dense field of debris and ruined ships, a long way from the light of a friendly star. Superb (+5) **Pilot** rolls are required to avoid damage if the players wish to get close.

This is an excellent scene for building tension. So many ships – perhaps thousands – all destroyed. In the darkness of interstellar space, the only lights will be those on the TransGalaxy ship.

DENSE DEBRIS FIELD

Invoke: a good place to hide, "Cut power and drift behind that big one."

Compel: just as likely to punch a hole in your hull, "That massive shard is headed right for the port side!"

WHERE SHIPS GO TO DIE

Invoke: if you're looking for something in particular this is a good place to find it, "Hey, a model XT354. That'll have the part we need."

Compel: it's eerie, "Wait. Did you see something moving in there?"

Should the players decide to board any hulks, they will likely come across the desiccated remains of their crews. Don't forget that these are zero-g environments (see page 76 of the **Bulldogs!** rules).

There are three useful pieces of information hiding in the ship graveyard for the players to discover:

1. The engines and drive sections have been violently torn off virtually all of the ships. A successful **Artillery** roll against Great (+4) difficulty leads to the conclusion that no conventional weapon causes such damage.
2. An **Investigation** roll against a Great (+4) difficulty with a base time increment of a few days, and the crew will discover that the Skylark (the ship belonging to the client Superb Rosa, supposedly lost in the Bandeth Sector with all hands) is not in the graveyard.
3. An **Investigation** roll against Superb (+5) difficulty will reveal that many of the ships have been stripped for parts by ordinary alien hands. If the crew actually boards some of the ruined ships (a hazardous undertaking), the difficulty of the **Investigation** roll drops to Fair (+2).

If the players are looking for any particular piece of equipment to support a plan, they can probably find it here. Use shifts on their **Investigation** roll to reduce the time spent searching from a week. Anything relating specifically to engines or fusion drives should be considerably harder to find – begin with a base time increment of a month.

Problem: Leviathan!

The first sign that something is up will be a sudden dazzling light, like somebody switched on a star in the depths of space. Then the ship will begin to feel a slight gravitational pull. A glance out a portal, and the crew will see some sort of giant creature, bigger than any battleship, undulating through the vacuum like an eel!

The best time to spring the **Leviathan** (pg. 6) on the crew is during a lull. Perhaps they're in the ship graveyard, and everything is eerie and quiet, or else they're searching a random (empty) quadrant of the Bandeth sector. Emphasize just how big this creature is – it dwarfs the players' ship. An unholy hybrid of eel and anglerfish, a dazzling globe of light the size of a freighter hangs from its forehead. It creates ripples in space as it moves that shake the ship.

This scene as a desperate chase (see page 147 of the **Bulldogs!** rules). Skin dancing along the creature's pitted and marred hide, as well as diving through asteroid fields and planetary rings to give it the slip, are all encouraged. It is important to remember that victory

in the chase simply means the crew has given the monster the slip. Unless something truly epic takes place, they should not be able to kill it.

The Leviathan has no eyes, and so the players may wonder how it is tracking them. Particularly if they have been to the ship graveyard, they will perhaps realize that the beast is after their fusion drive. Encourage any clever plans to trick it that the players come up with.

An **Alertness** roll against Good (+3) difficulty will reveal to any crewmember looking at the beast (with sensors or the naked eye) that its hide is studded with harpoons, a few still trailing the wreckage of ships.

Problem: Finding Prophet

The players will need a plan to locate Admiral Prophet (pg. 6) and his fleet. Here are some suggestions, but alternatives are encouraged:

1. The players may choose to set themselves up as a juicy target for the Ghost Fleet, with phony distress calls or fake (exaggerated) ship IDs. Such a plan could well bring both the Leviathan and Admiral Prophet down on their ship.
2. Having encountered the Leviathan, the players may (correctly) conclude that Admiral Prophet is hunting it. If they can find some way to safely follow it for long enough, eventually they will come across the Admiral.
3. The Ghost Fleet uses the ship graveyard for repairs and refits. This is an excellent place for the crew to lay a trap.

The Admiral's fleet consists of a flotilla of thirteen ships of various designs. One of them is Skylark (pg. 7) captained by Superb Rosa (pg. 8). All have been patched and modified until their underlying hulls are barely recognizable. They're an intimidating sight, bristling with gun ports, reinforced armor, and the scars of countless battles.

How the crew gets aboard Admiral Prophet's flagship, the **Bloody Harpoon** (pg. 7), with the cargo will depend on their skills. Sneaking aboard, negotiating (**Rapport**), lying (**Deceit**), or even allowing themselves to be captured may all work. Prophet and his crew will be highly suspicious, and very reluctant to let them anywhere near the flotilla, particularly with cargo. They're not expecting the delivery.

Problem: “Of Course, Now I Can’t Let You Leave...”

Once the delivery is made, Prophet will be overjoyed with the new harpoons. The method of delivery will determine whether he is overjoyed with the couriers. Either way, his secret is revealed: he is not a ghost at all, just a Ken Reeg consumed by the hunt for the Leviathan. He cultivates the Ghost Fleet myth for the purposes of keeping the galaxy’s big game hunters away from the glory of killing the beast.

Now that the crew knows his secret, of course he cannot permit them to leave. If they’ve TAMPERED WITH his cargo, then the matter is personal too.

This scene is all about ending the session with a bang. If the players prefer to negotiate for their freedom, they may do so, but it should be very difficult to sway Prophet from his passion (consider **Rapport** difficulties of Fantastic (+6) or even higher). Even if they succeed, now might be a good time for the Leviathan to return for a dramatic finale.

Choose a single type of scene to cover the escape, and gloss over the remaining details. Possibilities include: a running gunfight through the Admiral’s flagship; a desperate chase as the crew try to flee the flotilla; or a rush to their ship as the Leviathan chews up the Ghost Fleet, and Admiral Prophet leads his flagship on a desperate charge into the mouth of the beast.

Prophet’s flagship, the Bloody Harpoon, is filled with a huge number of hardy Leviathan hunters; many more than the crew can hope to fight head-on. The Admiral himself will happily join any fray, particularly if provoked, although his behavior will be erratic. He’ll switch freely and randomly between ranting, swinging his cutlass, and issuing orders to his loyal crew. Should the Leviathan enter the scene, all of his attention will swing to it.

However you choose to end the adventure, make it fast and dramatic!

Fresh Meat

Rhomb XL-3 'Sweep'

Sweep is so nervous and flighty, it can be difficult to get it to sit still. Originally a cleaning and repair robot designed for work in space, it resembles an over-sized spider. Eight adhesive legs allow it to stick to any surface. Sweep is uncomfortable with its own Awakening, and would prefer to return to a simple life of cleaning. Sweep is newly Awakened, and largely disinterested in bettering itself.

Stress: □□□ □□

Armor/Shields: None

Fate: 2

Skills

Engineering Great (+4), Athletics Good (+3), Systems Good (+3), Alertness Fair (+2), Pilot Fair (+2), Resolve Fair (+2), Empathy Average (+1), Endurance Average (+1), [] Average (+1), [] Average (+1)

Aspects

NEVER EAT, NEVER SLEEP, NEVER STOP; JUST A MACHINE; LEAVE ME ALONE!; CONSTANTLY IN MOTION; BUILT FOR THE VACUUM; TERRIFIED OF THE GHOST FLEET

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electromagnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Extra Limbs (pg. 29), Danger Sense (pg. 109)

Gear

Adhesive pads (stick to any surface), all manner of cleaning apparatus, engineer's toolbox

Banister's Gang

Banister is a scruffy young local with a gang of bully-boys backing him up. He and his friends don't take kindly to strangers asking lots of questions. Treat Banister himself as a minion as well.

Constance Toughs

Average (+1) Physical minions, armed with cudgels (Damage: 1, 2 vs shields, -1 vs. armor) and fists.

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Fresh Meat

The Leviathan

The Leviathan is the true reason behind all the disappearances in the Bandeth Sector. Larger even than the largest battleship, with a hide tough enough to resist the void, it feeds on fusion drives.

Stress: □□□ □□□ □□□ □

Maneuverability: Terrible (-2)

Speed: Good (+3)

Shields: 3

Aspects

BIGGER THAN A BATTLESHIP; EATS FUSION DRIVES FOR LUNCH; EYELESS

Weapons

Jaws as big as a cruiser (Damage 4, Range 2)

Crew

For the purposes of any rolls the Leviathan needs to make, it counts as a Fair (+2) minion.

Admiral Don 'Iron' Prophet

Once, a long time ago, Prophet was a Ken Reeg. Decades spent hunting the Leviathan have taken their toll, on his body as well as his mind. Piece by piece, he has cut away the frail and failing parts of his body, until he appears more machine than man – taller than any Ken Reeg, stretched thin for low gravity environments, all whirring gears and clicking machinery.

'Iron' Prophet is interested in one thing – slaying the Leviathan. Any obstacle, real or imagined, will be smashed aside.

Stress: □□□ □□□

Armor/Shields: Armor 2

Fate: 3

Skills

Intimidation Great (+4), Resolve Great (+4), Alertness Good (+3), Leadership Good (+3), Artillery Fair (+2), Endurance Fair (+2), Guns Average (+1), [] Average (+1)

Aspects

VORACIOUS GREED; MONOMANIACAL; "FROM HELL'S HEART I STAB AT THEE!"; MORE MACHINE THAN MAN; MYTHICAL FIGURE; A SOFT SPOT FOR ROSA; SO VERY TIRED

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), One Step Ahead (pg. 109), Devastating Barrage (pg. 109), Aura of Menace (pg. 115), Chain of Command (pg. 116)

Gear

Iron body (Armor 2, Ray-Coating, protects against vacuum), Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Heavy Cutlass (Damage 2, 3 vs. shields, 0 vs. armor)

Leviathan Hunters

Fair (+2) Physical minions with Armor 1, blast pistols (Damage 2, Range 2) and knives (Damage 1, 2 vs. shields, -1 vs. armor)

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Fresh Meat

The Bloody Harpoon

Flagship of the Ghost Fleet of Bandeth Sector, the Bloody Harpoon is a monster. Based on battleship hull, it has been so heavily modified, augmented and repaired that its original design is complete lost. It's bridge rises on a reinforced pylon above its whale-like hull, giving Admiral Prophet an uninterrupted view of surrounding space.

Stress: □□□ □□□ □□
Base Cost: Legendary (+8)
Maneuverability: Medicare (+0)
Speed: Fair (+2)
Shields: 2

Aspects

FLAGSHIP OF THE GHOST FLEET; INTIMIDATING; LEVIATHAN HUNTER

Weapons

Cannon Batteries (Damage 4, 5 vs. shields, Range 2), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED), Kill Shot (Damage 5, Range 1, single use ordnance)

Crew

Pilot Fair (+2), Engineer Fair (+2), Systems Tech Fair (+2), Gunner Fair (+2)

The Ghost Fleet

Admiral Prophet's flagship is backed up by a flotilla of 12 ships, varying in size from small, nimble cutters to lumbering cruisers. Treat them as Fair (+2) minions, armed with Cannon Batteries and Harpoons.

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The Skylark

Superb Rosa's ship is smaller and sleeker than the fleet's flagship. Her Skylark acts as a scout and advance fighter for the fleet, and she spends much of her time seeking the Leviathan throughout Bandeth Sector.

Stress: □□□ □□□
Base Cost: Superb (+5)
Maneuverability: Fair (+2)
Speed: Fair (+2)
Shields: None

Improvements

Agility

Aspects

FORWARD SCOUT; QUICK AND QUIET; LEVIATHAN HUNTER

Weapons

Laser Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED)

Crew

Pilot Fair (+2), Engineer Fair (+2), Systems Tech Fair (+2), Gunner Fair (+2)

Fresh Meat

Superb Rosa

Superb Rosa wasn't always a Leviathan hunter. When the Skylark ventured into Bandeth Sector, it was attacked by the Leviathan and Rosa and her crew were saved only because Iron Prophet swooped in to attack the beast just as it was about to devour the Skylark's fusion drive. Since then, Rosa has been loyal to the Admiral. She wants to help him catch the Leviathan so he can cease his endless wandering, and perhaps find love and happiness, maybe even with Rosa.

Stress: □□□ □

Armor/Shields: Shields 1

Fate: 2

Skills

Leadership Great (+4), Rapport Good (+3), Intimidation Good (+3), Guns Fair (+2), Artillery Fair (+2), Resolve Fair (+2), Alertness Average (+1), Weapons Average (+1), [] Average (+1), [] Average (+1)

Aspects

TRUST NO ONE; SLIPPERY AS A SNAKE; THEY DON'T CALL ME SUPERB FOR NOTHING; LOYAL TO ADMIRAL PROPHET; HOLDING A TORCH FOR THE ADMIRAL; KILL THAT DAMN LEVIATHAN

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Center of Attention (pg. 118), Subtle Menace (pg. 115)

Gear

Blast Pistol (Damage 2, Range 2), Defense Screen (Shields 1)

Rosa's Crew

Fair (+2) Physical minions with Armor 1, blast pistols (Damage 2, Range 2) and knives (Damage 1, 2 vs. shields, -1 vs. armor).

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Trouble

Rhomb XL-3 'Sweep'

Sweep is so nervous and flighty, it can be difficult to get it to sit still. Originally a cleaning and repair robot designed for work in space, it resembles an over-sized spider. Eight adhesive legs allow it to stick to any surface. Sweep is uncomfortable with its own Awakening, and would prefer to return to a simple life of cleaning. Sweep is newly Awakened, and largely disinterested in bettering itself.

Stress: □□□ □□

Armor/Shields: None

Fate: 2

Skills

Engineering Great (+4), Athletics Good (+3), Systems Good (+3), Alertness Fair (+2), Pilot Fair (+2), Resolve Fair (+2), Empathy Average (+1), Endurance Average (+1), [] Average (+1), [] Average (+1)

Aspects

NEVER EAT, NEVER SLEEP, NEVER STOP; JUST A MACHINE; LEAVE ME ALONE!; CONSTANTLY IN MOTION; BUILT FOR THE VACUUM; TERRIFIED OF THE GHOST FLEET

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electromagnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Extra Limbs (pg. 29), Danger Sense (pg. 109)

Gear

Adhesive pads (stick to any surface), all manner of cleaning apparatus, engineer's toolbox

Banister's Gang

Banister is a scruffy young local with a gang of bully-boys backing him up. He and his friends don't take kindly to strangers asking lots of questions. Treat Banister himself as a minion as well.

Constance Toughs

Fair (+2) Physical minions, armed with cudgels (Damage: 1, 2 vs shields, -1 vs. armor) and fists.

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Trouble

The Leviathan

The Leviathan is the true reason behind all the disappearances in the Bandeth Sector. Larger even than the largest battleship, with a hide tough enough to resist the void, it feeds on fusion drives.

Stress: □□□ □□□ □□□ □□

Maneuverability: Terrible (-2)

Speed: Good (+3)

Shields: 4

Aspects

BIGGER THAN A BATTLESHIP; EATS FUSION DRIVES FOR LUNCH; EYELESS; “WHERE’D THAT COME FROM?”

Weapons

Jaws as big as a cruiser (Damage 4, Range 2)

Crew

For the purposes of any rolls the Leviathan needs to make, it counts as a Fair (+2) minion.

Admiral Don ‘Iron’ Prophet

Once, a long time ago, Prophet was a Ken Reeg. Decades spent hunting the Leviathan have taken their toll, on his body as well as his mind. Piece by piece, he has cut away the frail and failing parts of his body, until he appears more machine than man – taller than any Ken Reeg, stretched thin for low gravity environments, all whirring gears and clicking machinery.

‘Iron’ Prophet is interested in one thing – slaying the Leviathan. Any obstacle, real or imagined, will be smashed aside.

Stress: □□□ □□□

Armor/Shields: Armor 2

Fate: 3

Skills

Intimidation Great (+4), Resolve Great (+4), Alertness Good (+3), Leadership Good (+3), Artillery Fair (+2), Endurance Fair (+2), Guns Fair (+2), Investigation Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

VORACIOUS GREED; MONOMANIACAL; “FROM HELL’S HEART I STAB AT THEE!”; MORE MACHINE THAN MAN; MYTHICAL FIGURE; A SOFT SPOT FOR ROSA; SO VERY TIRED

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), One Step Ahead (pg. 109), Devastating Barrage (pg. 109), Aura of Menace (pg. 115), Chain of Command (pg. 116), Feel the Burn (pg. 112)

Gear

Iron body (Armor 2, Ray-Coating, protects against vacuum), Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Heavy Cutlass (Damage 2, 3 vs. shields, 0 vs. armor)

Leviathan Hunters

Fair (+2) Physical minions with Armor 2, blast pistols (Damage 2, Range 2) and heavy cutlasses (Damage 2, 3 vs. shields, 0 vs. armor).

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Trouble

The Bloody Harpoon

Flagship of the Ghost Fleet of Bandeth Sector, the Bloody Harpoon is a monster. Based on battleship hull, it has been so heavily modified, augmented and repaired that its original design is complete lost. It's bridge rises on a reinforced pylon above its whale-like hull, giving Admiral Prophet an uninterrupted view of surrounding space.

Stress: □□□ □□□ □□
Base Cost: Legendary (+8)
Maneuverability: Medicores (+0)
Speed: Fair (+2)
Shields: 2

Aspects

FLAGSHIP OF THE GHOST FLEET; INTIMIDATING; LEVIATHAN HUNTER

Weapons

Cannon Batteries (Damage 4, 5 vs. shields, Range 2), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED), Kill Shot (Damage 5, Range 1, single use ordnance)

Crew

Pilot Fair (+2), Engineer Fair (+2), Systems Tech Fair (+2), Gunner Fair (+2)

The Ghost Fleet

Admiral Prophet's flagship is backed up by a flotilla of 12 ships, varying in size from small, nimble cutters to lumbering cruisers. Treat them as Fair (+2) minions, armed with Cannon Batteries and Harpoons.

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The Skylark

Superb Rosa's ship is smaller and sleeker than the fleet's flagship. Her Skylark acts as a scout and advance fighter for the fleet, and she spends much of her time seeking the Leviathan throughout Bandeth Sector.

Stress: □□□ □□□
Base Cost: Superb (+5)
Maneuverability: Fair (+2)
Speed: Fair (+2)
Shields: None

Improvements

Agility

Aspects

FORWARD SCOUT; QUICK AND QUIET; LEVIATHAN HUNTER

Weapons

Laser Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED)

Crew

Pilot Fair (+2), Engineer Fair (+2), Systems Tech Fair (+2), Gunner Fair (+2)

Trouble

Superb Rosa

Superb Rosa wasn't always a Leviathan hunter. When the Skylark ventured into Bandeth Sector, it was attacked by the Leviathan and Rosa and her crew were saved only because Iron Prophet swooped in to attack the beast just as it was about to devour the Skylark's fusion drive. Since then, Rosa has been loyal to the Admiral. She wants to help him catch the Leviathan so he can cease his endless wandering, and perhaps find love and happiness, maybe even with Rosa.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 1

Fate: 3

Skills

Leadership Great (+4), Rapport Great (+4), Intimidation Good (+3), Guns Good (+3), Artillery Fair (+2), Resolve Fair (+2), Alertness Fair (+2), Weapons Average (+1), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

TRUST NO ONE; SLIPPERY AS A SNAKE; THEY DON'T CALL ME SUPERB FOR NOTHING; LOYAL TO ADMIRAL PROPHET; HOLDING A TORCH FOR THE ADMIRAL; KILL THAT DAMN LEVIATHAN

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Center of Attention (pg. 118), Subtle Menace (pg. 115)

Gear

Blast Pistol (Damage 2, Range 2), Defense Screen (Shields 1), Ballistic Cloth (Armor 1, HARD TO DETECT)

Rosa's Crew

Fair (+2) Physical minions with Armor 2, blast pistols (Damage 2, Range 2) and heavy cutlasses (Damage 2, 3 vs. shields, 0 vs. armor).

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Hard Boiled

Rhomb XL-3 'Sweep'

Sweep is so nervous and flighty, it can be difficult to get it to sit still. Originally a cleaning and repair robot designed for work in space, it resembles an over-sized spider. Eight adhesive legs allow it to stick to any surface. Sweep is uncomfortable with its own Awakening, and would prefer to return to a simple life of cleaning. Sweep is newly Awakened, and largely disinterested in bettering itself.

Stress: □□□ □□

Armor/Shields: None

Fate: 2

Skills

Engineering Great (+4), Athletics Good (+3), Systems Good (+3), Alertness Fair (+2), Pilot Fair (+2), Resolve Fair (+2), Empathy Average (+1), Endurance Average (+1), [] Average (+1), [] Average (+1)

Aspects

NEVER EAT, NEVER SLEEP, NEVER STOP; JUST A MACHINE; LEAVE ME ALONE!; CONSTANTLY IN MOTION; BUILT FOR THE VACUUM; TERRIFIED OF THE GHOST FLEET

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electromagnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Extra Limbs (pg. 29), Danger Sense (pg. 109)

Gear

Adhesive pads (stick to any surface), all manner of cleaning apparatus, engineer's toolbox

Banister's Gang

Banister is a scruffy young local with a gang of bully-boys backing him up. He and his friends don't take kindly to strangers asking lots of questions. Treat Banister himself as a minion as well.

Constance Toughs

Fair (+2) Physical minions, armed with cudgels (Damage: 1, 2 vs shields, -1 vs. armor) and fists.

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Hard Boiled

The Leviathan

The Leviathan is the true reason behind all the disappearances in the Bandeth Sector. Larger even than the largest battleship, with a hide tough enough to resist the void, it feeds on fusion drives.

Stress: □□□ □□□ □□□ □□□
Maneuverability: Terrible (-2)
Speed: Good (+3)
Shields: 4

Aspects

BIGGER THAN A BATTLESHIP; EATS FUSION DRIVES FOR LUNCH; EYELESS; "WHERE'D THAT COME FROM?"

Weapons

Jaws as big as a cruiser (Damage 4, Range 2)

Crew

For the purposes of any rolls the Leviathan needs to make, it counts as a Good (+3) minion.

Admiral Don 'Iron' Prophet

Once, a long time ago, Prophet was a Ken Reeg. Decades spent hunting the Leviathan have taken their toll, on his body as well as his mind. Piece by piece, he has cut away the frail and failing parts of his body, until he appears more machine than man – taller than any Ken Reeg, stretched thin for low gravity environments, all whirring gears and clicking machinery.

'Iron' Prophet is interested in one thing – slaying the Leviathan. Any obstacle, real or imagined, will be smashed aside.

Stress: □□□ □□□ □□
Armor/Shields: Armor 3
Fate: 4

Skills

Intimidation Superb (+5), Resolve Superb (+5), Alertness Great (+4), Leadership Great (+4), Artillery Good (+3), Endurance Good (+3), Guns Fair (+2), Investigation Fair (+2), [] Average (+1), [] Average (+1)

Aspects

VORACIOUS GREED; MONOMANIACAL; "FROM HELL'S HEART I STAB AT THEE!"; MORE MACHINE THAN MAN; MYTHICAL FIGURE; A SOFT SPOT FOR ROSA; SO VERY TIRED

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), One Step Ahead (pg. 109), Devastating Barrage (pg. 109), Aura of Menace (pg. 115), Chain of Command (pg. 116), Feel the Burn (pg. 112)

Gear

Iron body (Armor 3, Ray-Coating, protects against vacuum, controlled flight in low and zero-g), Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Chain Cutlass (Damage 5, Accuracy -1, REALLY DAMN SCARY)

Leviathan Hunters

Good (+3) Physical minions with Armor 2, blast pistols (Damage 2, Range 2) and heavy cutlasses (Damage 2, 3 vs. shields, 0 vs. armor).

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Hard Boiled

The Bloody Harpoon

Flagship of the Ghost Fleet of Bandeth Sector, the Bloody Harpoon is a monster. Based on battleship hull, it has been so heavily modified, augmented and repaired that its original design is complete lost. It's bridge rises on a reinforced pylon above its whale-like hull, giving Admiral Prophet an uninterrupted view of surrounding space.

Stress: □□□ □□□ □□
Base Cost: Legendary+ (+9)
Maneuverability: Medcore (+0)
Speed: Fair (+2)
Shields: 3

Aspects

FLAGSHIP OF THE GHOST FLEET; INTIMIDATING; LEVIATHAN HUNTER

Weapons

Cannon Batteries (Damage 4, 5 vs. shields, Range 2), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED), Kill Shot (Damage 7, Range 1, single use ordnance)

Crew

Pilot Good (+3), Engineer Good (+3), Systems Tech Good (+3), Gunner Good (+3)

The Ghost Fleet

Admiral Prophet's flagship is backed up by a flotilla of 12 ships, varying in size from small, nimble cutters to lumbering cruisers. Treat them as Good (+3) minions, armed with Cannon Batteries and Harpoons.

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The Skylark

Superb Rosa's ship is smaller and sleeker than the fleet's flagship. Her Skylark acts as a scout and advance fighter for the fleet, and she spends much of her time seeking the Leviathan throughout Bandeth Sector.

Stress: □□□ □□□
Base Cost: Fantastic (+6)
Maneuverability: Fair (+2)
Speed: Fair (+2)
Shields: 1

Improvements

Agility

Aspects

FORWARD SCOUT; QUICK AND QUIET; LEVIATHAN HUNTER

Weapons

Laser Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED)

Crew

Pilot Good (+3), Engineer Good (+3), Systems Tech Good (+3), Gunner Good (+3)

Hard Boiled

Superb Rosa

Superb Rosa wasn't always a Leviathan hunter. When the Skylark ventured into Bandeth Sector, it was attacked by the Leviathan and Rosa and her crew were saved only because Iron Prophet swooped in to attack the beast just as it was about to devour the Skylark's fusion drive. Since then, Rosa has been loyal to the Admiral. She wants to help him catch the Leviathan so he can cease his endless wandering, and perhaps find love and happiness, maybe even with Rosa.

Stress: □□□ □

Armor/Shields: Armor 2, Shields 1

Fate: 3

Skills

Leadership Great (+4), Rapport Great (+4), Intimidation Good (+3), Guns Good (+3), Artillery Good (+3), Resolve Fair (+2), Alertness Fair (+2), Weapons Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

TRUST NO ONE; SLIPPERY AS A SNAKE; THEY DON'T CALL ME SUPERB FOR NOTHING; LOYAL TO ADMIRAL PROPHET; HOLDING A TORCH FOR THE ADMIRAL; KILL THAT DAMN LEVIATHAN

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Center of Attention (pg. 118), Subtle Menace (pg. 115)

Gear

Blast Pistol (Damage 2, Range 2), Defense Screen (Shields 1), Synthetic Mesh (Armor 2, HARD TO DETECT)

Rosa's Crew

Good (+3) Physical minions with Armor 1, blast pistols (Damage 2, Range 2) and heavy cutlasses (Damage 2, 3 vs. shields, 0 vs. armor).

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Serious Badass

Rhomb XL-3 'Sweep'

Sweep is so nervous and flighty, it can be difficult to get it to sit still. Originally a cleaning and repair robot designed for work in space, it resembles an over-sized spider. Eight adhesive legs allow it to stick to any surface. Sweep is uncomfortable with its own Awakening, and would prefer to return to a simple life of cleaning. Sweep is newly Awakened, and largely disinterested in bettering itself.

Stress: □□□ □□

Armor/Shields: None

Fate: 2

Skills

Engineering Great (+4), Athletics Good (+3), Systems Good (+3), Alertness Fair (+2), Pilot Fair (+2), Resolve Fair (+2), Empathy Average (+1), Endurance Average (+1), [] Average (+1), [] Average (+1)

Aspects

NEVER EAT, NEVER SLEEP, NEVER STOP; JUST A MACHINE; LEAVE ME ALONE!; CONSTANTLY IN MOTION; BUILT FOR THE VACUUM; TERRIFIED OF THE GHOST FLEET

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electromagnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Extra Limbs (pg. 29), Danger Sense (pg. 109)

Gear

Adhesive pads (stick to any surface), all manner of cleaning apparatus, engineer's toolbox

Banister's Gang

Banister is a scruffy young local with a gang of bully-boys backing him up. He and his friends don't take kindly to strangers asking lots of questions. Treat Banister himself as a minion as well.

Constance Toughs

Good (+3) Physical minions, armed with cudgels (Damage: 1, 2 vs shields, -1 vs. armor) and fists.

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Serious Badass

The Leviathan

The Leviathan is the true reason behind all the disappearances in the Bandeth Sector. Larger even than the largest battleship, with a hide tough enough to resist the void, it feeds on fusion drives.

Stress: □□□ □□□ □□□ □
Maneuverability: Terrible (-2)
Speed: Good (+3)
Shields: 5

Aspects

BIGGER THAN A BATTLESHIP; EATS FUSION DRIVES FOR LUNCH; EYELESS; "WHERE'D THAT COME FROM?"

Weapons

Jaws as big as a cruiser (Damage 5, Range 2)

Crew

For the purposes of any rolls the Leviathan needs to make, it counts as a Good (+3) minion.

Admiral Don 'Iron' Prophet

Once, a long time ago, Prophet was a Ken Reeg. Decades spent hunting the Leviathan have taken their toll, on his body as well as his mind. Piece by piece, he has cut away the frail and failing parts of his body, until he appears more machine than man – taller than any Ken Reeg, stretched thin for low gravity environments, all whirring gears and clicking machinery. 'Iron' Prophet is interested in one thing – slaying the Leviathan. Any obstacle, real or imagined, will be smashed aside.

Stress: □□□ □□□ □□
Armor/Shields: Armor 3
Fate: 6

Skills

Intimidation Superb (+5), Resolve Superb (+5), Alertness Great (+4), Leadership Great (+4), Artillery Good (+3), Endurance Good (+3), Guns Fair (+2), Investigation Fair (+2), []
 Fair (+3), [] Average (+1), []
 Average (+1), [] Average (+1), []
 Average (+1), [] Average (+1)

Aspects

VORACIOUS GREED; MONOMANIACAL; "FROM HELL'S HEART I STAB AT THEE!"; MORE MACHINE THAN MAN; MYTHICAL FIGURE; A SOFT SPOT FOR ROSA; SO VERY TIRED

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), One Step Ahead (pg. 109), Devastating Barrage (pg. 109), Aura of Menace (pg. 115), Chain of Command (pg. 116), Feel the Burn (pg. 112)

Gear

Iron body (Armor 3, Ray-Coating, controlled flight in low and zero-g, protects against vacuum), Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Chain Cutlass (Damage 5, Accuracy -1, Really Damn Scary)

Leviathan Hunters

Good (+3) Physical minions with Armor 2, heavy blast pistols (Damage 3, Range 2) and heavy cutlasses (Damage 2, 3 vs. shields, 0 vs. armor).

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Serious Badass

The Bloody Harpoon

Flagship of the Ghost Fleet of Bandeth Sector, the Bloody Harpoon is a monster. Based on battleship hull, it has been so heavily modified, augmented and repaired that its original design is complete lost. It's bridge rises on a reinforced pylon above its whale-like hull, giving Admiral Prophet an uninterrupted view of surrounding space.

Stress: □□□ □□□ □□
Base Cost: Legendary (+8)
Maneuverability: Medicare (+0)
Speed: Fair (+2)
Shields: 3

Aspects

FLAGSHIP OF THE GHOST FLEET; INTIMIDATING; LEVIATHAN HUNTER

Weapons

Cannon Batteries (Damage 4, 5 vs. shields, Range 2), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED), Kill Shot (Damage 7, Range 1, single use ordnance)

Crew

Pilot Good (+3), Engineer Good (+3), Systems Tech Good (+3), Gunner Good (+3)

The Ghost Fleet

Admiral Prophet's flagship is backed up by a flotilla of 12 ships, varying in size from small, nimble cutters to lumbering cruisers. Treat them as Fair (+2) minions, armed with Cannon Batteries and Harpoons.

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The Skylark

Superb Rosa's ship is smaller and sleeker than the fleet's flagship. Her Skylark acts as a scout and advance fighter for the fleet, and she spends much of her time seeking the Leviathan throughout Bandeth Sector.

Stress: □□□ □□□
Base Cost: Superb (+5)
Maneuverability: Fair (+2)
Speed: Fair (+2)
Shields: 1

Improvements

Agility

Aspects

FORWARD SCOUT; QUICK AND QUIET; LEVIATHAN HUNTER

Weapons

Laser Cannon (Damage 2, 1 vs. shields, Accuracy 1, Range 3), Harpoons (Damage 1, 2 vs. shields, Accuracy 1, Range 1, Persistent Effect: TETHERED)

Crew

Pilot Good (+3), Engineer Good (+3), Systems Tech Good (+3), Gunner Good (+3)

Serious Badass

Superb Rosa

Superb Rosa wasn't always a Leviathan hunter. When the Skylark ventured into Bandeth Sector, it was attacked by the Leviathan and Rosa and her crew were saved only because Iron Prophet swooped in to attack the beast just as it was about to devour the Skylark's fusion drive. Since then, Rosa has been loyal to the Admiral. She wants to help him catch the Leviathan so he can cease his endless wandering, and perhaps find love and happiness, maybe even with Rosa.

Stress: □□□ □□

Armor/Shields: Armor 2, Shields 2

Fate: 4

Skills

Leadership Superb (+4), Rapport Great (+4), Intimidation Great (+4), Guns Good (+3), Artillery Good (+3), Resolve Good (+3), Alertness Fair (+2), Weapons Fair (+2), [] Fair (+2), [] Fair (+2), [] Average (+1), [] Average (+1), [] Average (+1), [] Average (+1)

Aspects

TRUST NO ONE; SLIPPERY AS A SNAKE; THEY DON'T CALL ME SUPERB FOR NOTHING; LOYAL TO ADMIRAL PROPHET; HOLDING A TORCH FOR THE ADMIRAL; KILL THAT DAMN LEVIATHAN

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Center of Attention (pg. 118), Subtle Menace (pg. 115)

Gear

Heavy Blast Pistol (Damage 3, Range 2, BIG AND INTIMIDATING), Combat Screen (Shields 2), Synthetic Mesh (Armor 2, HARD TO DETECT)

Rosa's Crew

Good (+3) Physical minions with Armor 2, heavy blast pistols (Damage 3, Range 2) and heavy cutlasses (Damage 2, 3 vs. shields, 0 vs. armor).

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PORT CONSTANCE

A dusty frontier town on the edge of Bandeth Sector. Since the Ghost Fleet, Constance has been poor and rarely visited.

TIMES ARE TOUGH

Invoke: a little bit of cash goes a long way with people this desperate, “Galactic credits? Anything you want, boss.”

Compel: the desperate sometimes do desperate things, “Yeah, hands up! Let’s have your wallet.”

SUPERSTITIOUS

Invoke: the superstitious are often eager to believe, “I heard it was bad luck to fire a weapon under the crescent moon.”

Compel: ask the wrong questions and you may get a response you didn’t bargain for, “You don’t know about the star ghosts? They haunt the asteroid field.”

SHIP GRAVEYARD

A huge field of wrecks deep in Bandeth Sector, each horribly torn apart and left adrift..

DENSE DEBRIS FIELD

Invoke: a good place to hide, “Cut power and drift behind that big one.”

Compel: just as likely to punch a hole in your hull, “That massive shard is headed right for the port side!”

WHERE SHIPS GO TO DIE

Invoke: if you’re looking for something in particular this is a good place to find it, “Hey, a model XT354. That’ll have the part we need.”

Compel: it’s eerie, “Wait. Did you see something moving in there?”