

CRYONAUT RISING

A Fate: Accelerated Solo Adventure

by Leo Winstead



The spaceship *Paralos* is mankind's last hope for survival in the final years of the 21st century. This floating ark carries the last of humanity towards *Proxima Centauri b*; but will it make it there in one piece? It's up to you to defend the ship and its cargo from an alien threat intent on total annihilation! This module contains a complete setting for play of the *Fate: Accelerated* rules.

Module FAS2

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“Cryonaut Rising” is a futuristic sci fi Solo *Fate:Accelerated* adventure. The adventure takes place in the last years of the 21st century where all life on earth is under threat from environmental catastrophes and humanity’s only hope is to find a new home (think films like *Titan A.E.* or radio dramas like *X Minus One* and *Hitchhiker’s Guide to the Galaxy*). The PC awakens on a floating ark in space and must defend the crew against an alien threat in order to get the ship back on its course to a new homeworld mankind is attempting to colonize. Because the ship must conserve energy, it is up to one individual, the PC, to figure out what went wrong and make things right. The term “cryonaut” refers to the fact that the ship’s crew was cryogenically frozen to enable humans to survive the long trip through space. The ship, the “Paralos,” is manned by a core group of technicians, pilots, guards, medics, and science officers who are in charge of the launch and landing of the ship. The entire ship’s staff is placed in cryosleep for the majority of the journey and only those members who are qualified to respond are awakened in emergency situations. Players are free to adapt characters previously designed for other scenarios or they can build their characters from scratch using some of the **Aspects** listed below. All that you need to play this scenario is a copy of *Fate: Accelerated*, 4 Fate dice (or 4D6s), poker chips (or something to represent Fate points), a character sheet, and a pen or pencil.

The player plays an iteration of a pulp-scifi character by choosing from a list of aspects, assigning values to approaches, and assigning 2 stunts to their character. Depending on the characters motivations (Aspects), certain actions might be appropriate and others not. If you want to run this adventure, you will need 3 Aspects, or phrases that define your character: one High Concept, one Trouble, and one Secondary Aspect. Situation aspects may be added and/or removed during gameplay.

High Concepts

(The character’s role onboard the ship.)

I’m a doctor, not an astrophysicist.
I am the ultimate space marine.
I come in peace.
I’m the chief engineer aboard this ship.
I’m the science officer.

Troubles

(Baggage each member has brought aboard the vessel.)

“I’m addicted to the sauce.”
“I’ve never felt at home around other humans.”
“I’m just looking out for #1!”
“I’ve got a hair trigger.”
“Why don’t you put her in charge?”
“I’ve always had a curious streak.”
“Get your hands off me, you d*mn dirty alien!”

Secondary Aspects

(These highlight skills, equipment, or innate strengths of each member.)

Locked and Loaded.

I know the ship like the back of my hand.

I can pilot the ship just as good as anybody.

I'm a crackshot in a firefight.

I know how to work this machine.

Name, description, and approaches should be determined by the player as per usual (the character should start the game with 3 refresh). Stunts can also be assigned freely, however, here are some that might be especially pertinent (You should start the game with no more than 2 stunts):

Because I flew bombing raids in the Indo-Chinese War of 2072, I have +2 to **Carefully** set charges.

Because I served as a military police officer for many years, I have +2 to **Forcefully** shoot my gun.

Because I've studied cryogenics in graduate school, I have +2 to **Cleverly** resuscitate frozen crew members.

Because I'm a trained psychiatrist, I gain a +2 when **Flashily** negotiating with other lifeforms.

Because I am a fast talker, I have a +2 to **Sneakily** avoid conflicts with others.

Because I grew up on a steady diet of video games, my reflexes are well-honed and I gain a +2 to **Quickly** avoid attacks in combat.

Because I've had to survive on rattlesnake meat during army training, I can tolerate toxins and other harmful drugs once per game session.

Because I helped build the ship, I can gain access to any room once per game session.

Because I am an I.T. nerd, I can break into any computer system once per game session.

Because I'm a medical doctor, I can dress a minor wound (removing a mild consequence) once per game session.

Typically you will start the game (or "story arc" if this is just one side-chapter in a larger campaign) with no stress points, no consequences, and 3 refresh. Unlike a typical game of *Fate: Accelerated*, if you use up your stress and consequence boxes (or the text dictates a specific outcome); you must adhere to the outcome provided in the text (this might mean you are **Taken Out** of the game through death, entrapment, or some other means and must start over with a new character).

Like a normal *Fate: Accelerated* game, the four basic actions in this game (Gain an Advantage, Overcome an obstacle, Attack an opponent, or Defend against a threat) are determined through dice rolls. Unlike a normal *Fate: Accelerated* game, the text will prompt you as to what Approaches you can use. When you roll to perform an action, you can also **Invoke an Aspect**. Invoking an Aspect costs you 1 Fate point and gives you a +2 to your roll or the chance to re-roll. This is allowed as long as you have fate points to spend, but remember, Invoking an Aspect should only be done when it fits within the context of the scene. You can also use a **Stunt**, if the text calls for it or it makes sense to do so. Just keep in mind, certain stunts can only be used once for the adventure! Sometimes the text will **Compel an Aspect**, which results in you gaining a Fate point. The text will specifically prompt you when this happens (for example you might see a sentence like: "If you have the Aspect 'I know the ship like the back of my hand.' Go to section 87.").

Although there are situation aspects that arise from time to time (these are established using dice rolls or through decision-making), any significant changes to the character's Aspects should only occur at the conclusion of the adventure (see the section entitled "Aftermath" for more details).

When you have completed your character, read the introduction below:

Introduction

The end came slowly for most of mankind. First, there was acknowledgment that the polar ice caps would completely melt by 2058. The scientists and conservationists had proposed severe environmental rollbacks, but too much red tape stood in the way of common sense. The geostorms that wreaked havoc on earth's major cities in the 2040s were replaced by a single threat, that the rising sea levels would completely transform the landscape and render life on the planet all but uninhabitable by 2060. By 2054, 80% of the world's population had perished. So many people had died from extreme weather, including floods, heatstroke, deadly hailstorms, earthquakes, and tornadoes that the World Health Organization, broken down and corrupted by a handful of wealthy leaders in power, implemented a system of economic "triage" that preserved a select number of communities, mostly along New England and parts of Europe. Sure, there were already three well-established space stations orbiting the moon. One for each of the three economic world powers: China, India, and Brazil. But even they were prepared to admit that resources were finite and that by the end of the century further expansion, beyond our solar system, was necessary for the human race to survive. The head of the program, Ganesh Kapoor (former child prodigy and business partner of the late Egon Mosk), had brokered a deal with western nations including the Brazil, the U.S. and Canada to combine their resources into funding his pet project: The Exodus Initiative.

The Exodus Initiative was not the first attempt by mankind to launch mass caravans into space. In the summer of 2042, at the height of the heavy storm season that decimated much of the eastern seaboard, an enormous space vessel had launched, designed to carry upwards of 2,000 individuals who would establish a colony on Mars. Unfortunately, the vessel was sabotaged by anarchists, an organization called “EON” (Earth Or Nothing), with the idea that the few to survive the holocaust humanity was facing would mutate and adapt, quite literally into a new species, the “true” inheritors of the earth. An attempt was made to bring the saboteurs to justice, but so many resources had already been expended that the coordinator behind the Exodus Initiative settled for increased security in hopes of eliminating future threats. After establishing opposing colonies on the red planet, the Chinese and the Brazilians began a heated battle for land rights on the surface, which further slowed progress on the project. The situation became much worse.

When news surfaced that a long dormant virus had eradicated both camps, the world’s economic powers pulled back from their focus on Mars entirely and began frantically searching for a new solution. Then, in 2069, exactly 100 years since the first successful moon landing, mankind made a tremendous technological leap: successful human cryogenics. When the ability for humans to survive deep freeze became viable, everything changed.

The Exodus Initiative went into overdrive. The remaining manufacturing giants of the world pooled their resources together, totally aware of the significance of the project, and signed up to be the first aboard the Salamina, one of two vessels launched that would carry approximately 5,000 of the best and brightest remaining humans to the nearest inhabitable planet outside our own solar system, Proxima Centauri. The 4.22 light year travel would take a combined effort of 12 nations to staff, supply food, and provide vital services aboard the vessel. Another ship, the Paralos, would launch 10 weeks later, and carry another 5,000 lucky souls to the “Goldie Locks” planet. Obviously, when word got out that the remaining 50,000 humans would be effectively left on earth to die, a massive war broke out. Enough people believed in the project, however, that resources existed to thwart any perceived threat to the launch of the Salamina.

When you first heard the news that you had been chosen for the mission, you thought it was a joke. But sure enough, after meeting with Ganesh in person, he assured you that your role would be essential on board the Paralos. “Officially, you’ll be an employee of MOSKAPOOR TECHNOLOGIES. But on a personal level, you’ll be ensuring not only the protection of myself and my family, but the elite members of 12 nations who’ve sworn to preserve what’s left of humanity. Afterall, we can’t let the dolphins be the only ones to survive!” You didn’t pick up on the reference at first, but you did take his offer seriously. And after everything that had happened over the last decade, the wars, famine, rationing, mass internments, and quarantines, you figured the journey would ease your conscience. But as you stared into a mirror, zipping up your flight suit on that fateful launch day of May 6th, 2076, you had to admit to yourself the cold, hard truth: It wasn’t about preserving humanity for another day, but rather your own selfish life.

As the launch pad pulled away, you and a primary crew of 10 pilots, doctors, science officers, and technicians were already prepping for cryosleep. Ganesh and his family and approximately 5,000 others were fast asleep in the ship's cryohold on the lowest level. The vessel lifted off on time and you watched pensively, as the exhaust rockets broke away and disintegrated into earth's atmosphere. Another 3 hours passed and the coordinates checked and rechecked as you joined your fellow cryonauts in a final meeting before the hibernation chamber. "Remember," you heard the chief science officer warn, "The ship has a limited fuel source. If anything goes wrong between now and PCb (his shorthand for Proxima Centauri b), it'll be up to one of us to fix the problem. Got it?" A low grumbling of acknowledgment escaped each pair of lips as a general sense of cautious optimism filled the air. You then, one by one, were sealed in your cryogenic chambers and put into hypersleep. The last thing you remember was staring straight ahead at the blue light on the wall compartment in front to you. "Fully operational," you quip, "let's just hope it stays that way."

1) You are drawn awake by a high-pitched hum in your ear. After a second, your eyes flutter open and you peer out at the cryo chamber wall. The first thing you notice is that the blue maintenance light is no longer blue, but yellow. "Warning: Malfunction," you think to yourself, still trying to make sense of what, who, and where you are. The last vestiges of the cryo gas are vacuumed out of the chamber and you hear a whooshing sound as the air filter clicks shut. A second later, the door to your chamber slides back and you breath in the stale air of the ship.



You slowly step out of the tube-shaped chamber and get your bearings. The chamber is lit poorly, with only a few ceiling lights to illuminate the corridor as it winds its way down to your left. To your right is a lift designed to carry larger maintenance equipment from floor to floor. Next to the lift is a sign reading "Level 4." You faintly recall that the cryo chamber for primary staff is on this level, but much of your memory is fuzzy and obscured by the disorientation of hyper sleep. "What's happening? How long have I been asleep?" you begin to ask yourself, but then a bigger question takes hold, sending a chill down your spine. You quickly glance at the nine remaining cryo chambers making up the crew of the Paralos and realize to your horror that you are the only one awake. "Why me?" you think rhetorically to yourself. You already know the answer as you step slowly from the raised dais of the cryo chamber onto the cold hard walkway. Immediately, a pale neon pathway lights up directing you further into the ship. You have the foggiest recollection that a diagnostics or medical lab and maintenance panels are accessible down that way, but in your confused state you can't be sure. You take one more look at the ominous yellow light on the wall in front of you, before taking action. What do you do?

Do you want to **Carefully** examine the cryo chamber? (Roll to Gain an Advantage +1). If you tie or succeed, go to 34. If you fail, go to 3.

Do you follow the pathway into the next room? Go to 6.

If you have the **Aspect** "I'm not comfortable being the one in charge.," you may **Cleverly** try to revive the rest of the crew. (Roll to Overcome +2). If you tie or succeed, go to 9. If you fail, go to 5.

Take the lift up to the bridge? Go to 4.

2) You begin to cross the room, when your foot strikes a dumbbell and you trip and fall over some free weights. The tremendous clatter summons the noise maker from the kitchen, a bloated green alien with a toad-like mouth and insect eyes. "Eeeetch!" he yells demonstrably, before brandishing a shiny pistol in your direction. Do you:

Surrender? Go to 90.

Try to **Quickly** duck into the pool room? (Roll to Defend against +1). If you tie or succeed, go to 23. If you fail, go to 33.

3) You see flashing lights and a the chronometer dial on a the display next to the cryo chamber. The screen keeps flipping and cycling and you aren't able to make heads or tails of it. You abandon the chamber in frustration.

Follow the path to the next room. Go to 6.

4) You approach the lift, but pause when you see there is a wall slot for the door. Looking around, you see a maintenance locker on the adjacent wall containing a fire extinguisher and first aid kit.

You may take the **Aspect** "I have a first aid kit," and use it once during the adventure to remove up to 2 stress boxes.

You may also take the **Aspect** "I have a fire extinguisher," and add +2 to any **Forceful** roll as well as extinguish 1 fire during the adventure (it can only be used once, then must be discarded immediately).

If you have a priority 1 access card, you may use it to gain access to the lift. Go to 10.

If you don't have a card, you may attempt to **Forcefully** pry the door open. (Roll to Overcome +5). If you tie or succeed, go to 18. If you fail, go to 7.

5) You are not comfortable being the one in charge, so you decide that you need to unfreeze the other crew members. You see there is a master control panel regulating the freezing mechanism for the pods in the center of the room. You approach it and lower the temperature to 70 degrees Fahrenheit. Hastily, you then pry the first pod open and attempt to resuscitate the woman inside. Her freeze-dried corpse stares back at you, the skin icy blue as you sense that something is dreadfully wrong. It's only then that you realize the error of your ways as there is a complex procedure you've overlooked. Specifically, you needed to pump oxygen and several other gases into the compartment for several minutes before lowering the temperature! Mad with grief (You now have the Moderate Consequence "I killed the ship's crew!" and must add a -3 penalty to all Approaches for the rest of the adventure), you turn towards the corridor.

You follow the pathway into the next room. Go to 6.

6) Slowly, you work your way along the long corridor of the ship. Low level lights flicker on as you approach sensors built into the ceiling. To the right up ahead, you see a door made of Plexiglas. A plaque next to the door reads "43-D" and you identify the room as the primary medical laboratory on board the ship. There are pools of a faint glistening liquid at the foot of the door. You can also see the corridor continues along for some distance before splitting into two directions. What do you do?

If you have a Priority 1 Access Card, go to 24.

Carefully examine the pool of liquid? (Roll to Gain an Advantage +0). If you tie or succeed, go to 17. If you fail, go to 20.

Follow the left corridor? Go to 14.

Follow the right corridor Go to 16.

7) The fire extinguisher proves useless in your attempt to gain access to the lift.

Do you want to **Carefully** examine the cryo chamber? (Roll to Gain an Advantage +1). If you tie or succeed, go to 34. If you fail, go to 3.

Do you follow the pathway into the next room? Go to 6.

8) A centipede-like creature falls from the ceiling, coiling its long body around your neck. You barely have a chance to gasp, before the air is squeezed from your lungs. You have just been **Taken Out** (You're dead!). Roll up a new character and begin again at the Introduction.

9) You remember the right sequence of switches to resuscitate the ship's crew. Watching with amazement, each pod fills with blue gas which begins a slow thawing process for the 9 remaining crew members. Soon the gas is vented from the pods and they open simultaneously. The crew slowly flickers to life, looks of bewilderment etched into each one of their faces. You recognize your commanding officer, Captain Vorhees, as he climbs out of the pod and addresses you directly. "What have you done?!" he shouts, "Can't you see we're light years away from our destination! Fool!" You begin to explain, but the captain refuses to listen to a thing you say. "Take this fool to the brig!" he orders. You are escorted away and locked inside a holding cell on one of the lower floors. For three days, you bang away at the bars of the cell, but no one comes to check on you or bring you food. "If only they had listened to me!" you think in frustration. But sadly, they didn't. You realize whatever threat the ship was facing must've caught the rest of the crew by surprise. You spend the next few days slowly going mad from thirst and hunger. When the end finally comes, it isn't pretty. You have just been **Taken Out** (You're dead!). Roll up a new character and begin again at the Introduction.

10) You slide the card into the door slot and watch as the lift opens. To your horror, the body of the ship's captain, Blake Vorhees, tumbles out into the room. You examine the pale corpse, observing a series of bite wounds near his jugular. "So I wasn't the first to be woken up," you surmise, trying to piece together the facts.

Go to 12.

11) The centipede creature is upon you before you can do anything. It quickly coils its body around your legs, its venomous claws sinking deep into your flesh. You give out a scream, but realize everyone who would come to your help is probably still fast asleep. At last, the creature's pincer-like jaws close around your head as you breathe your last breathe. You have just been **Taken Out** and must roll up a new character. When you are ready, begin again at the Introduction.



12) Ascending to the bridge, you walk out onto the deck and behold an awesome sight. The shields have been raised and you behold a vast sea of stars in every direction. One large planet looms relatively close, its fiery red surface reminding you a bit of Jupiter. For a moment, you try to convince yourself it could be Proxima Centauri, but you know from photos that the planet's surface appears far different. You're so taken by the grandeur of the sight in front of you that you barely notice the log which is cycling on a view screen mounted to the captain's chair. You walk over and read the frightening words:

"Captain's log entry 21 - I've been brought out of cryo sleep unexpectedly by the advance alert systems on board the Paralos. The sensors indicated a vessel of unknown origin within several thousand miles of the ship and approaching fast. Our worst fears have been realized as the invaders managed to breach our outer hull and are now exploring the lower levels of the ship. I will make every effort to thwart their agenda, but clearly they mean us great harm. I pray for the survival of the human race. Was it a mistake for us to aim for the stars? Only time will tell. I hear a noise in the corridor below. We are still years from our destination, but as long as the crew remains in stasis, we should be able to reach our goal by the year 2102. However If anything happens, I will attempt to resuscitate one more crew member; may they succeed where I failed..."

You finish reading and let the agonizing truth sink in. The captain choose you for this mission: to save the Paralos from annihilation. Steeling yourself for the battle ahead, you turn to exit the bridge and explore the corridor on level 4 below.

Go to 6.

13) You pull out the card, hoping to barter your life in exchange for it. The alien snatches it out of your hand (You no longer possess a priority 1 access card.) The larger of the two aliens gives out a low pitched chuckle, like the cat who ate a canary, and drops you to the floor unceremoniously. With a gesture towards his companion, he slides the card into the wall panel and enters the medical bay within. You are now free to follow the right corridor.

Go to 16.

14) The corridor snakes off to the left and you hear the low hum of the ventilation system as it slowly filters fresh oxygen into the shaft. A sign on the wall indicates that further down the shaft are ancillary medic units and a surgical room. You stop abruptly in front of the first of several sliding doors when you hear a noise coming from further down the corridor. Quickly, you must act!

Do you have a Priority 1 Access card? If so, go to 32.
If not, you may **Flashily** stand your ground and confront the strangers? (Roll to Overcome +4). If you tie or succeed, go to 19. If you fail, go to 32.

15) “I must be hearing things!” you say, peering into the shaft expectantly. After you are sure it is safe, you exit the cortex and head for the elevator.

If you take the elevator to level 1, go to 56.

If you take the elevator to level 2, go to 66.

If you take the elevator to level 3, go to 76.

16) The corridor turns abruptly and you enter a large antechamber with two doors against the far wall and a sealed hatch leading off to your right. One door ahead appears to be an elevator shaft leading to different levels of the ship. The other door appears to be a stairwell leading down. The hatch to the right has an access panel. Do you:

Have a priority 1 access card? If so, you may use it to open the hatch. Go to 39.

If you take the elevator to level 1, go to 56.

If you take the elevator to level 2, go to 66.

If you take the elevator to level 3, go to 76.

If you take the stairs down, go to 89.

17) You take a pen from a digi-tablet hanging from the wall and stoop down to examine the liquid. With the tip of your pen, you press down into the substance. The plasm sticks to the pen and has the consistency of syrup. You then notice that one pool of the icky goo has leaked into the adjoining med lab. You stare through the glass, but you don't see any signs of movement in the dark. What do you do?

If you have a Priority 1 Access Card and would like to enter the lab, go to 24.

Follow the left corridor? Go to 14.

Follow the right corridor? Go to 16.

18) You take the blunt end of the fire extinguisher and pound away at the door in front of you. At last, it gives way and you manage to squeeze through the hole you've created. Inside, you realize too late the lift will not function properly, but luckily there is another room on the opposite side of the lift. Do you:

Carefully explore the room ahead? (Roll to Defend against +2). If you tie or succeed, go to 27. If you fail, go to 8.

Follow the path from the cryo chamber to the next room. Go to 6.

19) Two strange creatures about the size of humans emerge from the shadows in front of you. Their appearance is nothing like anything you've seen on earth, with bulbous leathery green skin and long arms ending in five-fingered hands. They're strange bodies stand on two legs like normal men, which they use to quickly move down the hall, grabbing and balancing themselves on pipes and grating as they make their approach. They carry what you think are hand cannons (or some other type of weapon) which they point menacingly at you. “Eeet cha!” says the larger of the two, with his weapon held inches from your face. Do you:

Try to **Sneakily** convince the alien you are not a threat? (Roll to Overcome against +2). If you tie or succeed, go to 92. If you fail, go to 33.

Try to **Quickly** disarm the alien? (Roll to Attack against +4). If you tie or succeed, go to 30. If you fail, go to 33.

20) You reach down and scrape some of the goo off the floor with your index finger. You lick the sweet, syrupy liquid as you think to yourself, “What I wouldn’t do for a plate of pancakes right about now!” Just then, you think you hear a noise from somewhere down the corridor.

Roll a FATE die.

If you roll a -1 or blank, go to 19.

If you roll a +1, go to 8.

21) You exit out into the lower level of the Paralos. There are blast marks on the far wall, as if a fire fight broke out, and you notice that the door (or what’s left of it) to the elevator is badly damaged. To your left appears to be the engine room and another room filled with various tools and equipment for the ship. To your right is a short corridor cluttered with various crates and storage bins which leads out into the hangar area. Over the din of the engines, you can just barely make out the sound of alien voices. You may:

Sneakily try to investigate the hangar? (If you went through the elevator to get here, Roll to Overcome against +4 otherwise Roll to Overcome against +2). If you tie or succeed, go to 47. If you fail, go to 36.

Explore the rooms to your left? (Roll to Overcome against +2). If you tie or succeed, go to 80. If you fail, go to 75.

22) You begin to advance down the hall, when suddenly you sense something from behind you.

If you have the **Aspect** “I have a fire extinguisher,” go to 84.

If not, you must **Quickly** (Defend against +4). If you tie or succeed, go to 82. If you fail, go to 75.

23) The alien lumbers after you. Just at the right moment, you tip a pale of water at the feet of the alien, who loses his footing and ends up plunging head first into the pool. You watch in disbelief as the alien writhes around in pain before shriveling up into a husk. “That was different!” you say to yourself, as the creature’s body floats idly on the top of the pool.

You have one more level to explore on the ship. Go to 21.

24) You cautiously enter the medical lab, which appears at first glance to be undisturbed. A panel of lights built into the floor flicker to life and you take in your surroundings. A low hum cycles through the semi-circular room. At the center of the room is a tall pillar with diagnostics equipment and life-support systems jutting out at various angles. Branching away from the pillar are four medical bunks, all empty. A wide panel curves half way around the room and contains specimen jars, various surgical tools and a blood filtration machine. You think you spot a shadow out of the corner of your eye as something darts from underneath one of the beds and disappears behind the pillar. What do you do?

If you want to leave the lab and head left, go to 14.

If you want to leave the lab and head right, go to 16.

If you want to take a closer look at the pillar, go to 60.

If you want to examine the panel, go to 61.

25) “Come on!” you shout at the aliens, “Kill me!” The aliens take aim and fire at a conveyor line above you. You look up in horror as a vat of acid sprays down upon you. The last thing you hear before you die is the low chuckling of the aliens as they watch you getting eaten away by the toxic liquid. You have been **Taken Out**. Roll up a new character and begin the adventure again at the Introduction.

26) You realize the noise is simply the ringing in your ears, which may have permanently destabilized your hearing (you have a **Mild Consequence** of “Ringing in Ears” for the remainder of the adventure and have a -1 penalty to all Approaches).

You may take the ladder up to the bridge? Go to 12.
or follow the path from the cryo chamber to the next room. Go to 6.

27) The door slides open and you step into what appears to be the operation’s room. Several control panels line the walls with view screens overhead. A table in the center of the room has shelves of maps and navigational equipment. Several interstellar charts are tacked on the wall to your immediate left. Along the far wall is a step ladder leading up. Your foot trips an electrical eye and you bring your hands to your eyes as the blaring of a security alarm goes off. The noise fills the room as you scramble to find the ‘turn off’ switch. After a minute, you locate a button on the security panel to your right. The ringing in your ears begins to die down just as you think you hear a sound of someone approaching from the cryo chamber.

Roll a FATE die.
If you roll a -1 or blank, go to 26.
If you roll a +1, go to 8.

28) You come to and find yourself the prisoner of two alien invaders. The two aliens drag you down to the hangar bay. There is a huge hole that’s been drilled into the side of the hull by the alien’s ship. Several of the green aliens are busy loading crew members, still frozen inside their cryogenic pods, on board their vessel. A very fat, bloated alien with an elaborate headdress (obviously their leader) emerges from the ship and walks over to you. He eyes you hungrily, licking his toad-like lips in anticipation of the coming feast. Looking around the room, you notice an escape pod in a room at the other end of the hangar.

If you have the **Aspect** “I’ve never felt at home among other humans,” Invoke it now!
Go to 35.
You may attempt to **Quickly** flee in the escape pod (Roll to Overcome against +3). If you tie or succeed, go to 29.

29) You reach up and pull the headdress over the eyes of the lead alien. The two guards fumble to react as you make a mad dash for the escape pod. The other aliens start to blast away, but they are all terrible shots. Just as you reach the pod, a laser blast tears through your thigh and you stumble forward from the pain (take a **Mild Consequence** of “Burned by Laser Fire” and a -1 penalty to all Approaches for the rest of the Adventure).

Go to 50.

30) You manage to pull the heavy weapon from the alien's grasp. But before you can use it, the other alien lands a blow with the butt of his laser rifle and you are knocked semi-unconscious.

Go to 28.

31) The pool and showers are unremarkable.

If you've already been to the kitchen, return to the elevator and head to the lowest level. Go to 21.

If you have yet to investigate the kitchen, go to 77.

32) Before you can act, you are blown off your feet by a intense concussive force which shakes the corridor. You hear the low pitched garbling of two individuals and turn in horror as the creatures amble up to you. Their appearance is nothing like anything you've seen on earth, with bulbous leathery green skin and long arms ending in five-fingered hands. They're strange bodies end in two legs, which they use to quickly move down the hall, grabbing and balancing themselves on pipes and grating as they make their approach. They carry hand cannons, or some other type of weapon pointed menacingly at you. "Eeet cha!" says the larger of the two, with his weapon held inches from your face. Do you:

Try to **Sneakily** convince the alien you are not a threat? (Roll to Overcome against +2). If you tie or succeed, go to 92. If you fail, go to 33.

Try to **Quickly** disarm the alien? (Roll to Attack against +3). If you tie or succeed, go to 30. If you fail, go to 33.

If you have an Access Card, you may **Flashily** attempt to offer it up in exchange for your freedom (Roll to Overcome against +0). If you tie or succeed, go to 13. If you fail, go to 59.

33) The alien hits you right between the eyes with its blaster. You die instantly. You have just been **Taken Out**. Roll up a new character and begin again at the Introduction.

34) You turn back towards the cryo chamber and examine the unit. Inside the cryo chamber is a thin plastic sheathe holding an access card which reads "Priority 1: Alpha." Several cords and maintenance tubes run from the chamber to a standalone regulator, which features several dials and health meters. The first thing you notice is the chronometer, which tracks the amount of time spent inside the chamber: 18 years and 9 months. The trip to Proxima Centauri was supposed to take approximately 25 years. You scratch your head trying desperately to make sense of the readings. Your heart sinks as you realize the computer must've woke you up prematurely for maintenance. Then you notice a small flashing light on a panel next to the unit indicating that it was deactivated manually, which would mean there is someone else (or perhaps some thing) awake aboard the ship! You take a few seconds to try to make sense of the situation. How is that possible? You then notice there is a trail of thin slime leading down the lighted corridor that you hadn't noticed before. "No matter what," you say unconvincingly to yourself, "it's up to me to protect the ship!" Or is it?

You may take the access card (you now have the situation **Aspect**: "I have a priority 1 access card.").

If you want, you may still **Cleverly** try to revive the rest of the crew? (Roll to Overcome +5). If you tie or succeed, go to 9. If you fail, go to 5.

Do you follow the pathway into the next room? Go to 6.

35) You attempt to communicate with the aliens. “Me!” you point to yourself, “I don’t even know these people!” gesturing to the cryogenic pods making up the last of the human race. “But y’know what?” You gesture excitedly, “I know where the king crab of humanity is! Just follow me!” you lead the aliens up to level 4 and into the cryo chamber which holds the chief crew members aboard the Paralos. The aliens are especially intrigued by the find and, just when their backs are turned, you make a mad dash for the elevator. Rushing down to the escape pod on the lower level, you give a final salute to the 2,000 souls you’ve sacrificed to save your own sorry existence.

Go to 50.

36) You enter the corridor only to be met with volley of laser fire. “Eeetchaaa!” you hear from a quartet of strange green aliens that are racing towards you. Do you have the right stuff to handle them all?

You may **Forcefully** stand your ground and attempt to strike down all four aliens. (Roll to Attack against +5). If you tie or succeed, go to 53. If you fail, go to 49.
You may **Quickly** retreat to the engine room. (Roll to Defend against +2). If you tie or succeed, go to 81. If you fail, go to 57.

37) You inch your way along the ventilation shaft for what feels like an eternity, the thin metal shifting and groaning under the weight of your every move. Finally, you reach screen in the floor of the shaft and peer down. You see the room is another antechamber for storing larger machinery and mining equipment. Your heart skips a beat, when you spot a mechanical exoskeleton used to carry heavy loads. “A work loader!” you think to yourself, “Genius!!”

If you would like to climb down and investigate the loader, go to 80.

If you would rather continue down the shaft, go to 85.



38) You stare up at the huge exosuit in front of you. Truly a feat of 21st century human engineering, the hydraulic loader is used to carry all sorts of heavy equipment and supplies around the hangar. You waste no time, but climb into the seat, sliding your arms and legs into place. Pressing the “on” switch, you bolt upright, as a handful of the green aliens turn the corner. Shocked by the huge, yellow machine, towering above them, the aliens freeze in their tracks. You swing both arms wildly, tearing into the throng of green toad-like creatures. After regaining their senses, one of the aliens fires wildly with laser blasts ricocheting off the exosuit and across the room in all directions. You scoop up the remaining three aliens with one giant servo arm and thrust it forward, pinning the them to the wall. “EEEEeeenuf! you hear someone bellow from across the room. Turning to look, you see one of the aliens dressed in purple (clearly their leader) as he emerges from the entrance. He holds up his hands in a sign of ‘truce.’” Slowly and with great hesitation, you exit the hauler and approach. The lead alien extends his hand in peace, “Eeeeequals!” he says, nodding and looking up. From the look on his face, he seems truly impressed at how you valiantly dispatched his troops. You shake his hand reluctantly, then pause a moment as he gestures for you to follow him. You’re not sure what to think: A few minutes ago, they were firing at you and now they seem to want to make peace. “Is this some sort of a trap?,” you wonder. Perhaps if they free the other humans, you might believe them. What do you do?

If you have the **Aspect** “I’ve never felt comfortable around humans,” go to 100.

If you have the **Aspect** “Get your hands off me, you d*mn dirty alien!” go to 98.

If you have neither Aspect, go to 97.

39) You feed the card into the wall panel as a series of lights flicker on the display above. After a second the heavy blast door slides up revealing a hexagonal shaft with flashing lights and wall apertures spaced out at regular intervals. You climb into the shaft which leads to a small room with a central terminal on one end. “This must be the ship’s cortex,” you whisper to yourself, recognizing the basic layout of the room from schematics you viewed at the time of the mission’s briefing. You take a seat at the computer, hoping to access the ship’s log or download a diagnostic’s report. The large black screen lights up with neon green symbols as you see the logo mark for “MOSKAPOOR TECHNOLOGIES” flash briefly in front of you. The computer then prompts you for a password:

If you guess it is “AVATAR,” go to 44.

If you guess it is “42,” go to 42.

40) You see that the entry way leading to the alien spacecraft has shut for the moment and waste no time sneaking over to take a closer look. You work quickly, attaching several detonators to the sides of the hole. Then retreat to the life support chamber. Just as you turn the corner, the door slides open and it is clear the aliens have spotted you. “Eeeetcha!” the cry goes out, as they begin to fire in your direction. You set off the charges and wait. A huge explosion takes out several of the aliens, whose screams fill the hangar. Unfortunately, you hadn’t counted on the explosion to be so powerful and you realize too late that the alien ship is now floating free of the Paralos! The oxygen rushes out of the hangar as the pressurization of the cabin is lost to deep space! Your only hope is to reach one of the suits!

You must **Quickly** don one of the space suits (Roll to Overcome against +4). If you tie or succeed, go to 46. If you fail, go to 86.

41) You pull yourself towards the life support units as anything not tied down goes flying past you. You work as fast as your hands can manage, zipping up one of the space suits. You just barely manage to secure the helmet as the oxygen runs out and after a few minutes, the entire hangar has depressurized. You observe that several emergency airlocks have automatically shut in order to maintain pressure in the rest of the vessel. Although several of the cryo were jettisoned during the explosion, the vast majority remain intact. “The loss of cabin pressure should have no effect on life support,” you muse, as you stare out the gaping hole left by the charges. You stop to stare out at the vastness of space one last time, taking note of the aliens ship as it drifts off into space.

If you have the **Aspect** “I must stop the invaders at any cost,” go to 74.

If you have the **Aspect** “I’ve never felt comfortable around other people,” or “I’ve always had a curious streak,” go to 43.

If you have the **Aspect** “I’m just looking out for #1!” or “I’m addicted to the sauce,” go to 51.

42) You recall that Ganesh made an obscure reference to the 20th century book series “The Hitchiker’s Guide to the Galaxy” the first time you met. Typing in the numbers, you hold your breath momentarily as the computer processes the data. You heave a sigh of relief when the on board computer, “Sally” greets you with a warm “Hello, how may I be of service?” “I need to know why I’ve been awakened,” you begin to ask. The words seem to hang in the air momentarily, before a diagnostic grid appears showing a layout of the lower level (level 1) of the ship. You see that less than ten hours ago, the ship’s hull was breached by an unidentified vessel of alien origin. You are unsure where the invaders are, however, because the ship’s sensors track individuals using body heat. “The aliens must be cold-blooded or cybernetic, perhaps? Whoever they are, they’re not friendly,” you think to yourself as the schematic zooms into reveal the extent of the damage. You know that most of the ship’s cargo and personnel are held on level 1, but It appears that none of the cryo chambers have been disturbed — yet. You make note of the other levels, which show no signs of disturbance, and take special note of the munitions bay on level 3. “The ship might’ve randomly selected me for this mission,” you ponder, “but I’m in way over my head.”

You now have the **Aspect** “I must stop the invaders at any cost.” If you haven’t already armed yourself, go to 76.

If you already have a weapon, go to 56.

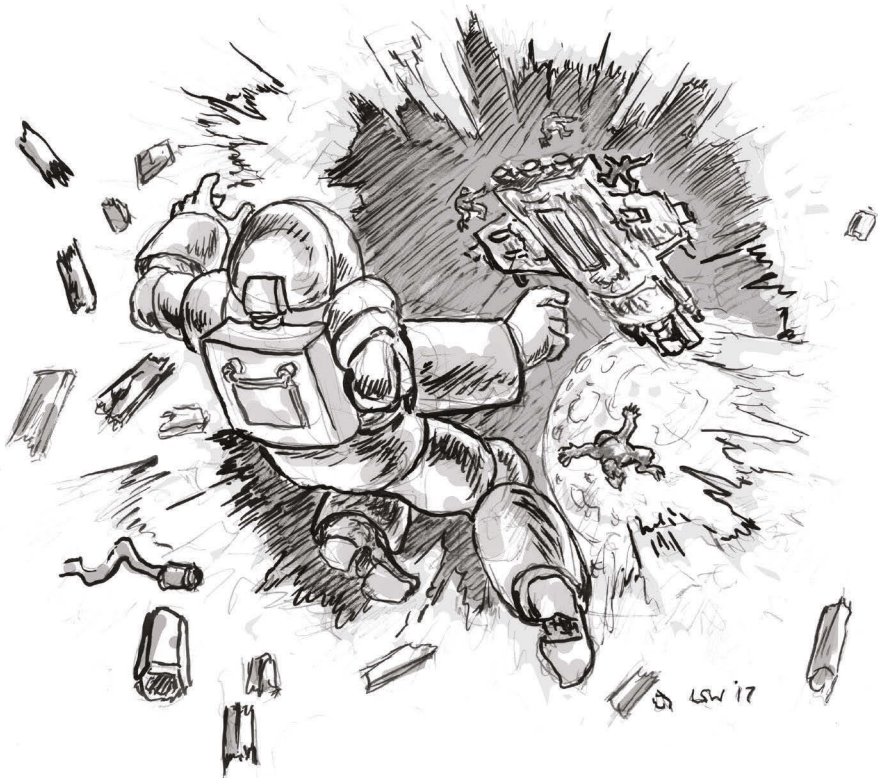
43) You patch the hole in the ship and, by some miracle, are able to regain pressure to the hangar area without further loss of life. After checking to make sure the systems are all in working order, you bid farewell to the crew and the Paralos and climb into the escape pod. “I’ve always wanted to explore other planets,” you think to yourself, “Humanity can have Proxima Centauri; I’ll settle for the unexpected!” And with that, you pilot the small pod towards a large Jupiter-like planet within fuel range. Who knows what surprises await you there? “Maybe that’s where all the dolphins went!” you joke to yourself, ready for your next solo adventure in space.

You have successfully completed the mission and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

44) “It’s a bit of a stretch,” you reason, “but Ganesh was a huge fan of vintage computer games and Exodus was a prominent title in the Avatar series by Richard Garriott.” You type in the name, hoping that it will accept. Immediately a flashing screen comes up, “ACCESS DENIED.” You are about to try a different password, when you hear someone or something coming up from behind.

Quickly (Roll to Defend against +3). If you tie or succeed, go to 15. If you fail, go to 62.

45) You rush up to the edge of the hole and begin planting charges. Just as you are about to set the last charge, the door opens and the aliens pour into the hangar with guns blazing. You try to get them to stop firing, but it’s too late as one of the blasters ricochets off the walls and strikes the switch in your hand. You are engulfed in a ball of flame along with several of the aliens and die instantly. You have been **Taken Out**. Roll up a new character and begin again at the Introduction.



46) You pull yourself towards the life support units as anything not tied down goes flying past you. You work as fast as your hands can manage, zipping up one of the space suits. You just barely manage to secure the helmet as the oxygen runs out and after a few minutes, the entire hangar has depressurized. You observe that several emergency airlocks have automatically shut in order to maintain pressure in the rest of the vessel. Although several of the cryo were jettisoned during the explosion, the vast majority remain intact. “The loss of cabin pressure should have no effect on life support,” you muse, as you stare out the gaping hole left by the charges. You stop to stare out at the vastness of space one last time, taking note of the alien ship as it drifts off into space.

If you have the **Aspect** “I must stop the invaders at any cost,” go to 74.

If you have the **Aspect** “I’ve never felt comfortable around other people,” or “I’ve always had a curious streak,” go to 43.

If you have the **Aspect** “I’m just looking out for #1!” or “I’m addicted to the sauce,” go to 51.

47) The sight that greets you is truly diabolical. The hangar opens up into a large loading dock and holding cell. Out of the roughly 2,000 souls aboard the Paralos, the majority are held in stasis here. A huge hole has been drilled through the far end of the hull wall and the alien space craft juts into the ship’s hangar like a worm eating its way through an apple. A handful of the aliens are moving cargo into their ship and as you get up closer you notice the cargo is entirely made up of stasis pods. “They’re eating people!” you realize in disgust. Trying to think of a way to over-power the aliens you notice a life support chamber at the other end of the hangar. There are several flight suits and an escape pod housed there, if you recall correctly. You see the aliens retreat inside their ship momentarily, giving you a chance to act. You may:

If you have the **Aspect** “Locked and Loaded” you may **Carefully** set thermal charges around the aperture of the alien ship. (Roll to Overcome +2). If you tie or succeed, go to 40. If you fail, go to 45.

Cleverly attempt to leaving the ship using the escape pod. (Roll to Overcome +1). If you tie or succeed, go to 50. If you fail, go to 48.

48) You begin to strap yourself into the pod, but then you notice there’s a hydraulic loader, a virtual mech suit, that has been left here to help move equipment on the Paralos. An idea begins to form in your head, just as the sound of the aliens alerts you to danger.

Go to 38.



49) You take fire from the aliens, ducking behind a giant cannister of diet soda. The strange garbled orders of the aliens “Eeeeghta!” takes on a more menacing tone as they begin to converge on you. You lay down suppressing fire, just as an electrical surge lashes the cannister. Leaping out of harm’s way just at the last moment, the cannister explodes and a frothy, sticky mess sprays the corridor. You know you’re outnumbered, but you double back towards the elevator, determined to take as many of the green aliens down with you as you can.

Do you **Flashily** try to lure them into the engine room? (Roll to Gain an Advantage +2). If you succeed, you have the **Aspect** “I know the layout of the ship, they don’t.” If you tie or succeed, go to 81. If you fail, go to 25.

Alternatively, you could **Sneakily** try to hide in the stairwell? (Roll to Defend against +4). If you tie or succeed, go to 52. If you fail, go to 78.

50) “Game over, man!” you say to yourself, happy to relinquish command of the ship to the aliens. You seal yourself inside the escape pod and initiate the launch procedure. After a tense moment, you are jettisoned into space and away from the Paralos. Just as you are gloating in your epic cowardice, a piece of floating space junk shatters the glass of your pod and you are frozen solid by the cold, harsh void of space. You have just been **Taken Out** (You’re dead!). Roll up a new character and begin the adventure again at the Introduction.

51) You turn to enter the ship, but find that you are unable to get past any of the airlocks without a “priority 1 access” card, which is in a chest pocket inside the space suit. You slowly go insane, trying to figure out a way back into the ship. In a move of desperation, you remove your space helmet and the icy cold of space freezes you solid. You have been **Taken Out** and must now roll up a new character. Once you have done so, you may begin again at the Introduction.

52) You hear the aliens rush past as you cower in the stairwell. After several minutes the commotion dies away and you carefully make your way back towards the hangar.

Go to 47.

53) You fire into the fray, your weapon tearing a golf ball-sized hole in the closest alien’s chest. The laser pistols wielded by the alien creatures fire back, but you manage to dodge and weave, making use of the cargo scattered around the room to provide cover. You bring another two aliens down by wildly firing over the top of a large steel crate. Then, mimicking a moment you’ve seen countless times in movies, you roll into the open blasting away at the final alien. Its body tumbles forward as each shot lands a critical blow and you rise slowly, blowing smoke from the tip of your gun. “That was easy!” you begin to think, but realize quickly that things are just getting warmed up.

Go to 87.

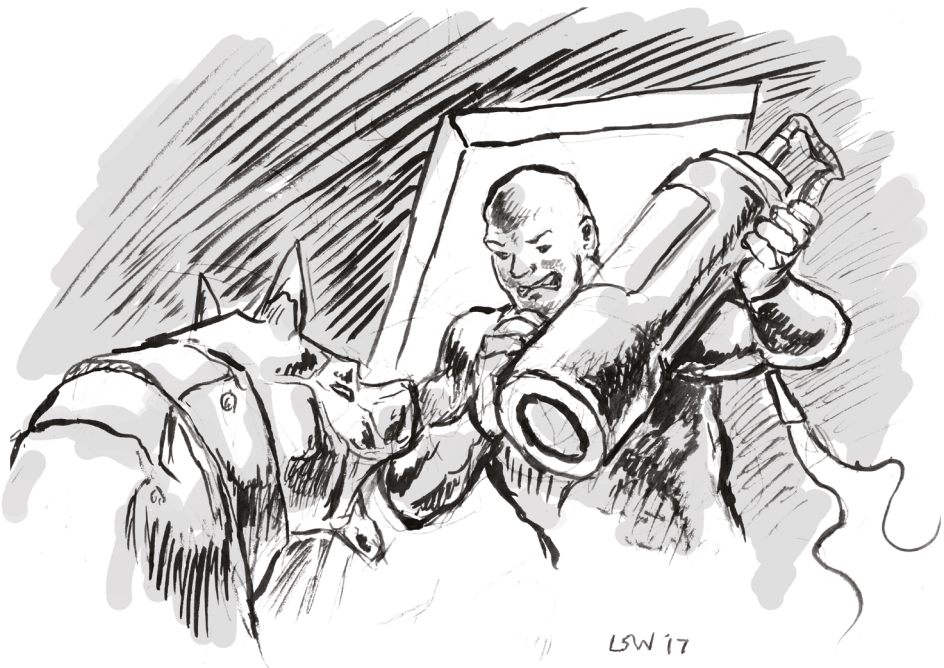
54) You duck just in time as the cyber hound leaps. Its body crashes into the door, leaving a small dent. You wrench the door open, flinging it back and pin the robotic hound against the wall. Before it can react, you are through the door and have slammed it shut. From the other side, you can hear its metallic claws scraping the door in frustration. Secure that the threat is behind you, you heave a sigh of relief and take a look around. To the right is a tunnel leading off to the unknown. To your left is a heavy vault door, clearly design to protect something of great importance. There is also the elevator and stairwell you acknowledge, before making your next move. Do you:

Investigate the right tunnel? Go to 63.

If you have a Priority 1 Access Card, you may enter the vault. Go to 65.

55) The cyber hound lunges at you, its razor sharp canines digging into your neck (you take 2 points of stress damage). You manage to kick it away, but it rebounds almost instantly and you are pinned to the ground by the savagery of its assault.

Your only chance is to **Forcefully** confront the metal creature (Roll to Attack +4. If you have an **Aspect** like “Locked and Loaded” or “I have a fire extinguisher,” you may add +2 to your roll). If you tie or succeed, go to 64. If you fail, go to 79.



56) You reach the lowest level, but the outer door refuses to budge. “Something’s fused it shut!” you realize in horror.

If you have the **Aspect** “Locked and Loaded,” you can **Forcefully** try to gain entrance to the floor (Roll to Overcome +3). If you tie or succeed, go to 67. If you fail, go to 75.

You may also double back and take the stairwell to the lowest level. Go to 21.

57) To turn around to make a hasty retreat, but just as you are about to disappear into the relative safety of the engine room, a plasma blast hits you square in the back and you crumple to the ground. The last thing you remember before you black out are the aliens converging around you with their blasters ready to turn you into mush. You have just been **Taken Out** (You're dead!). Roll up a new character and begin again at the Introduction.

58) You dodge and weave across the surface of the bins with the aliens hot on your heels. Up ahead, the nuclear incinerators fire perpetually making the heat from the room almost unbearable at close range. You fire off a few shots just right and two of the aliens plunge into a vat of human fat. You leap off the conveyor and hide behind a hug crane device as the remaining aliens rush past. A well-placed shot blows the lid on a huge crate filled with "nurf" and the aliens plunge headlong into the waste. You hear the desperate sounds as the aliens try to free themselves, but the crate reaches the incinerator, tipping its contents into the flames and the aliens along with it. When you see there are no more reinforcements, you return to the hangar.

Go to 47.

59) You pull the card from your breast pocket and quickly hold it up to the alien's bug-like multi-faceted eyes. It jerks back at first, cocking its head to one side in bemusement. "See this?" you exclaim, "Access card!" You make a sweeping gesture with your free arm, "Entire ship!" Then, without giving you any warning, the alien grabs hold of the card and bites off a chunk. After a second, it spits the plastic out and angrily raise its cannon to your face. "Eetcha!!!" It roars from a place of true wrath. "I guess they don't take plastic," you think to yourself.

Try to **Sneakily** convince the alien you are not a threat? (Roll to Overcome against +4). If you tie or succeed, go to 92. If you fail, go to 33.

Try to **Quickly** disarm the alien? (Roll to Attack against +4). If you tie or succeed, go to 30. If you fail, go to 33.

60) You creep across the room, making as little noise as possible. Rounding the pillar, you slip and fall in a puddle of some strange liquid. You stare up at a thin centipede-like creature hanging off the pillar. Without hesitation, it drops to the floor and begins to scuttle towards you!

You may try to **Quickly** recover from your fall and escape the creature. (Roll to Defend against +3). If you tie or succeed, go to 68.

You may try to **Forcefully** kick away at the creature. (Roll to Defend against +4). If you tie or succeed, you are able to break free of the centipede's grasp. Go to 68.

If you fail either way, go to 11.

61) You see various medical instruments and paraphernalia, but none of it that you can use at the moment. Then you spot a vial of morphine.

If you have the **Aspect** "I'm addicted to the sauce," you can't help but take a hit of the drug (you have a -2 penalty to all Approaches for the rest of the adventure).

If you want to leave the lab and head left, go to 14.

If you want to leave the lab and head right, go to 16.

62) So absorbed in accessing the ship's computer are you that you don't notice the two aliens sneaking up from behind. Turning away from the computer, the heavy end of a rifle butt comes down hard on your head and you fall limp into momentary unconsciousness.

Go to 28.

63) You follow the tunnel as it opens up into a large observation deck and gallery. Large, steel slats ascend to a height of 30 feet interspersed with priceless artifacts and works of art. You recognize the room as the main dining hall for the officers and the crew. Against the far wall, a holographic projection unit sits idle. One long conference table takes up most the center of the room. There is a strange, eerie quality to the stillness of the room and in the dim darkness, you can't help but get the sense that someone is watching you.

Cleverly (Roll to Defend against +2). If you tie or succeed, go to 69. If you fail, go to 70.

64) Your attack is swift and relentless. You stare down at the pile of servos, wires, and metallic gears that was once the robot dog and smile. "Score one for the human race!" you gloat, before deciding what to do next. Do you:

Explore the third level? Go to 76.

Exit the stairwell down at level 2? Go to 66.

Try the lowest level? Go to 21.



65) You run the card through the slot on the wall panel and you hear a large *click*. A second later, the vault door begins sliding open and you enter a room with several racks of state-of-the-art (for 2076 at least) munitions and weaponry. Pulse cannons: check. High-intensity heat guns: Check. Thermal Detonator: Check. Phase Plasma Rifle in a 40-watt range: Check. Bowie Knife: Check. You load up with everything you can carry and head for the door.

You now have the **Aspect** “Locked and Loaded.” Proceed to the lower level, go to 56.

66) As you exit onto the second floor, the first thing you notice is the noise level has increased drastically, making it almost impossible to hear your own movements. The lights in this room are flickering on and off, as if there is an electrical shortage. You smell the faint smell of burnt metal and various aromas waft in a tunnel leading off to the right. There is a stairwell and the elevator behind you leading to the upper floors and down to the lowest level.

You may take the right tunnel. Go to 71.

You may take elevator to the lowest level. Go to 21.

67) Using your most powerful weapon, you blow a giant hole through the door. The sound is deafening and you are somewhat dazed by the blast (You now have the **Mild Consequence** “Ringing in Ears” and have a -1 to all Approaches for the rest of the adventure).

Go to 21.

68) You roll out of the way, just as the centipede pounces. You move fast, grabbing at the nearest object in the room. Quickly:

Roll one FATE die.

If you roll a -1 or blank, go to 72.

If you roll +1, go to 73.

69) You realize that the eyes of the famous “Mona Lisa” by Leonardo da Vinci were staring at you from across the room. Heaving a sigh of relief, you determine its better to leave the room before you end up destroying something of value. You return to the elevator and:

Descend to the lowest level? Go to 56.

Descend to the second level? Go to 66.

If you have a Priority 1 Access Card, you may enter the vault. Go to 65.



70) You take a defensive stance as a pair of eyes lock onto yours from across the room. Inching back, you bring your hand up and flip a switch on the wall, activating the sliding panels which slowly raise up revealing a blinding light of a distant star. When you eyes adjust, you stare out in disbelief at the vast expanse of space that greets you. Approaching the window, you stare down at the top of an alien craft about the length of half a football field. Faint sounds of metal being dragged and shouting filters in from below. The voices are rough and hostile, not the voices of “friendly” extraterrestrials like the ones in movies you remember from your childhood. In stunned silence, you realize the gravity of the situation: you’ve got to get down to the lower level and drive off the invading force one way or the other. “It’s me vs. them,” you say to yourself, “There’s no turning back now.”

If you don’t already, you now have the **Aspect** “I must stop the invaders at any cost.”

You may explore the second level. Go to 66.

You may explore the first level. Go to 56.

71) You enter the shaft which quickly splits into two directions. To the left are what appear to be private sleeping quarters. To the right, the hall opens up into a large rec room and mess hall.

If you want to explore the rooms to your left, go to 22.

If you want to investigate the rec room and mess hall, go to 83.

72) You manage to grab hold a chair. With all your weight, you pin the creature down on the hard tile floor of the lab. You quickly beat a hasty retreat back into the corridor, making sure to lock the door behind you.

Go to 19.

73) You grab a warm blanket off the nearest bed. The centipede leaps towards you, almost making contact, as you attempt to wrap the creature in the piece of fabric. It whips about wildly, managing to sting you once or twice (check off 1 stress box), but you hold on to it with all the strength you have. Enraged, you slam the creature against the pillar over and over until it goes limp. Translucent slime oozes from the towel and you finally relax your guard, tossing the dead creature to the floor.

If you want to leave the lab and head left, go to 14.

If you want to leave the lab and head right, go to 16.

If you want to examine the panel, go to 61.

74) Twenty-four hours pass as you work hard to seal up the hole in the ship. After welding the final pieces in place, you initiate pressurization of the hangar and hold your breath as oxygen and artificial gravity flood the area. Making your way back to the cryo chamber on the upper levels, you initiate the hibernation sequence for your pod and climb in. As the pod slides shut, you ponder the threats awaiting you and the rest of the crew once you arrive on Proxima Centauri. "What will the alien lifeforms be like? Will they greet you with open arms?" you wonder as dreamy sleep relieves you of consciousness, "As long as they don't serve us on a platter, I think we'll do just fine." Only time will tell...

You have successfully completed the mission and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

75) A blast of light fills the space, knocking you off your feet. You strike your head on the hard metallic floor losing consciousness.

Go to 28.

76) The door to level 3 opens and you peer into the black void beyond for a brief moment. Not sensing any danger, you step into the room and several wall lights flicker to life. The low hum of the upper level is replaced with a slightly louder droning, but it is not an unpleasant sound. To the right is a tunnel leading off to the unknown. To your left is a heavy vault door. Clearly designed to protect something of great importance. There is also the elevator and stairwell you acknowledge, before making your next move. Do you:

Take the stairs to level 2? Go to 66.

Investigate the right tunnel? Go to 63.

If you have a Priority 1 Access Card, you may enter the vault. Go to 65.

77) You maneuver around several tables and peer into the kitchen. You see a hulking, bloated green alien rummaging through several dry goods. It savagely breaks open a vat of baked beans, which spills out onto the floor and leaves the alien covered in a sweet sticky mess. You yell, "Freeze!" at the large creature and take an imposing stance. Instead of heeding your warning, the alien begins to advance towards you licking its lips. The mess from scattered food and waste trips the alien up, however, and it falls hard slamming its head on a counter top on the way down. You make sure the alien poses no more immediate threat and head towards the pool to complete your search.

Go to 31.

78) You duck into the stairwell and scramble up to the next level. As each alien follows in pursuit, you fire off a critical hit. After the second alien goes down, the remaining three try to rush you. One gets a successful shot off (check off 2 stress boxes or a **Mild Consequence** "grazed" with -1 to all Approaches). You drop a thermal grenade down the shaft, blowing the remaining aliens to smithereens. "Take that!" you shout with glee.

You may now investigate the hangar. Go to 47.

79) The creature is too fierce for you. It claws relentlessly at your chest and neck and soon you lose consciousness from lack of blood. You have been **Taken Out** (You're dead!) and must roll up a new character and begin again at the Introduction.

80) You find yourself in a section of the lower level that holds larger power tools and various machinery. In front of you is an incredible sight, a 12-foot tall mech suit, truly a marvel of late 21st century human engineering. You think you hear the aliens as they are searching next door. You must act quickly!

Go to 38.

81) Steam from several pistons covers your escape as you dart into what appears to be the engine room. The smell hits you first. Millions upon millions of tons of garbage move along conveyors towards one of four giant incinerators that perpetually feed the ship's engines. You know from briefings before takeoff that there is more than enough trash here to fuel the 25-year journey. More like the floor of a recycling plant than something cooked up for a science fiction movie, the engine room was designed to exploit the most readily available fuel source still available near the end of the 21st century: landfill waste. You duck and weave through the chamber, finally ducking behind a trash sorting machine as a squadron of aliens emerges from the smoke. You finally get a good look at them: Standing on two nobby legs, the strange green aliens vaguely resemble bullfrogs, but their eyes are multifaceted like those of a housefly.

They fan out, peering under gears and pistons. One of the aliens spots a figure in the darkness, but firing away, the cardboard cut-out of "Nar-Nar Finks" splinters into pieces. Before the alien can make sense what has happened, a robotic arm comes out and snatches him off the ground and into a giant bin of cel phones. The creature scrambles to get out, just as a giant press comes down and crushes the life from its body. "Reach out and touch someone!" you quip. Just then, the remaining aliens begin to fire wildly in your direction. You pull yourself up the side of one conveyor, hoping to take advantage of higher ground. In hot pursuit, the aliens clamber up the rails and make chase. You manage to pick off a couple as they climb after you, but you take a couple hits in turn (check off 2 stress boxes or take 1 mild consequence "laser burn" and a -1 penalty to all Approaches). "Perhaps I need to switch tactics!" you think to yourself.

You may **Cleverly** try to lure the remaining aliens into a trap? (Roll to Overcome against +3). If you tie or succeed, go to 58. If you fail, go to 25.

You may **Forcefully** make a last stand against the aliens? (Roll to Overcome against +3). If you tie or succeed, go to 91. If you fail, go to 92.

82) You swivel around as a floating metal orb flies past. It stops on a dime, then whips back around, lightning arcing from its softball-sized casing. You are about to act, when an intense beam of light shoots out from the center of the orb, knocking you off your feet and into an unconscious state.

Go to 28.



83) You creep into what serves as recreational space on board the ship. You hear pots and pans being flung around and smashed in near distance. Keeping low, you move around weight benches and several elliptical machines designed to keep a crew of dozens in shape in zero gravity. The room has two exits besides the hallway leading back to the elevator. To the left is the mess hall and kitchen and to the right are a pool and showers. It's obvious from the commotion that someone or something is busy causing a stir in the kitchen.

You may **Carefully** attempt to get the drop on whoever is in the kitchen. (Roll to Overcome against +2). If you tie or succeed, go to 77.

You may **Sneakily** try to examine the pool and showers. (Roll to Overcome against +3). If you tie or succeed, go to 31.

If you fail either way, go to 2.

84) You arc around swiftly, spraying the corridor with the cold foam of your fire extinguisher. You tag a floating metal orb that has been tracking you from behind. It sits in mid-air for a second before shorting out and the explodes, sending shards of metal and glass in every direction (take 2 points of stress damage). After a quick search of the rooms, you realize there is nothing to gain from exploring the area further.

If you want to search the mess hall, go to 83.

If you'd rather head for the lower level, go to 56.

85) You work your way along the tunnel for sometime as it bobs and weaves snakelike through the guts of the ship. The air becomes intensely hot and thin and fearing you might pass out, you hurry your pace along. Finally, when you feel you are at the point of passing out, you spot an exit to another chamber. You kick the screen out, then stick your head out to take a look. Before you can act, the butt of an alien pistol strikes you on the back of the head and you black out momentarily.

Go to 28.

86) You desperately fumble with the spacesuit, but accidentally rip a hole in the leg frantically putting it on. You keel over, the suit pooling around your legs, as the air is wrenched from you throat. The g-forces pick you up and toss you through the hole in the hangar wall. The last thing you see before you die is the Paralos, cruising by on its way to Proxima Centauri. Will it complete the trip? You'll never know! You have just been **Taken Out**. Roll up a new character and start again at the Introduction.

87) You work your way around several large crates and bins and peer out over the loading dock.

Go to 47.

88) The tunnel is tight and claustrophobic, but you're determined to follow it to the bitter end. The air vent vibrates and you feel at any moment like it will collapse, but it never does. Eventually, the tunnel splits once more in two. Do you:

Take the right tunnel? Go to 37.

Take the left tunnel? Go to 92.

89) You enter the stairwell on the top floor and slowly begin to make your way down the iron wrought stairs. You reach the landing for level 3, when you think you hear something below you.

Sneakily (Roll to Overcome against +4). If you tie or succeed, go to 94. If you fail, go to 99.

90) "I'm sorry to have disturbed your business!" you say, trying desperately to placate the obese alien. "Eetcha!" he says with drool dripping from his lips. "Now wait one minute, I'm —!*" you start to say, but are cut short by a blow to the head (take 1 box of stress damage or a **Mild Consequence** or "pounding headache" and a -1 penalty to all Approaches for the remainder of the game).

Go to 28.

91) Your ammo is running low and you're fresh out of charges. "Come get some!" You yell at the husky green alien closest to you. The alien, amused at your bravado, tosses aside his pistol and assumes a fighting stance. The two of you trade blows, each one unwilling to yield to the other. You notice that the remaining toadmen are holding back, apparently honoring the rules of engagement. Finally, the big alien throws too much of his weight at you and with all your strength, you judo flip him and pin him to the ground. "Enough!" you shout hoarsely, "Surrender now, or he dies!" you say taking on a tone of diplomacy. Will they heed your warning or blow you to smithereens? Quick:

You must roll to **Flashily** impress the aliens with your speech. (Roll to Overcome +3). If you tie or succeed, go to 93. If you fail, go to 95.



92) You try to reason with the aliens, "Are you hungry?" you pantomime by rubbing your stomach. The aliens look at each other thoroughly confused. "I know where the food is!" you say, "In there!" you point excitedly towards the med lab. The two aliens stare inside for a moment, before ruefully firing out the Plexiglas and trudging into the dark room. They are so preoccupied with their search for food, they lose track of you altogether.

You are free to follow the right corridor. Go to 16.

93) “It’s been real,” You say to yourself, as the aliens draw their weapons and aim them at you and your opponent. Then, through the dense steam, you hear a loud demonstrative shout in the language of the green aliens, “Eeeeeenufff!” the voices cries out. Then suddenly, one of the aliens, clearly their leader, dressed in a purple robe and wearing an elaborate headdress separates the bevy of toadmen and addresses you. “Eeeeequal!” he says, slapping his chest and then pointing to you. He then extends his arm in friendship. You pause a moment, not sure if this is a trick, then walking up to the strange being you accept his offer of peace. “Eeeeven! you say, as the aliens nod agreeably.

If you have the **Aspect** “I’ve never felt comfortable around humans,” go to 100.

If you have the **Aspect** “Get your hands off me, you d*mnn dirty alien!” go to 98.

If you have neither Aspect, go to 97.

94) You realize it was just the vents filtering clean air into the area. Would you like to:

Explore level 3? Go to 76.

Exit the stairwell down at level 2? Go to 66.

Try the lowest level? Go to 21.

95) The toadmen look at each other for a split second, then raising their pistols, they begin shooting at you! Your adversary takes a direct hit in the head, but you are fortunate enough to dodge most of the blasts and throw yourself behind a large metal tank. “Sore losers!” you think. You are about to surrender, when you spot something awesome out of the corner of your eye. What is it?

If you have the **Aspect** “I know the ship, they don’t,” or “I’m good with machines.” go to 38.

If you have neither Aspect, go to 96.

96) You spot a ventilation shaft along the wall above you. Timing your escape just right, you scurry along the side of the wall and disappear behind some piping. Your not sure if the aliens have spotted you, but not wasting any time, you pull open the screen on the shaft and disappear inside. You crawl along for several minutes, then the shaft splits in two. Which way will you take?

To take the left tunnel, go to 37.

To take the right tunnel, go to 85.

97) You and the green aliens adjourn to the hangar. Already, you see that the aliens have returned things to a semblance of normalcy. You point up at the giant hole in the hangar wall, “Eeeeeek!” you cry exasperatedly. The lead alien produces an orb that projects a force shield around the cavity, like a soap bubble on the lip of a cup. You watch as the aliens depart, passing through the shield and disappear inside the bowels of their ship. In another moment, the ship pulls away leaving you to reflect on man’s first encounter with an alien race. A few hours later, you are up in the cryo chamber, prepping your pod for deep sleep. “If the aliens are all this honorable, there may still be hope for the human race,” you think, as you ready yourself for extended hibernation, “Just so long as that bubble doesn’t pop!”

You have successfully completed the mission and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.

98) You are offered a tour of their alien ship as a sign of goodwill. The lead alien shows you the impressive hyper drive, cloaking device, and dylanium crystals the ship uses to move through the deep of space. Then he makes the unfortunate decision to show you the ship’s provisions. When you enter the room, you can barely contain yourself. Along a simple conveyor system, you see that the aliens have already begun “processing” the cryogenically frozen humans: first by thawing them out, then by butchering the corpses and boiling the remains down into a pulpy stew. “You Maniacs!” you say turning towards the alien leader. His eyes light up, amused at your strong reaction. Then a knowing smile spreads across his face and he bellows out, “EEEEETCHA!” while gesturing to you hungrily. Before you can react, several toadmen wrestle you to the ground. The last thing you remember is seeing one of them sharpening a man-sized skewer....

You have been **Taken Out**. Roll up a new character and begin again at the Introduction.

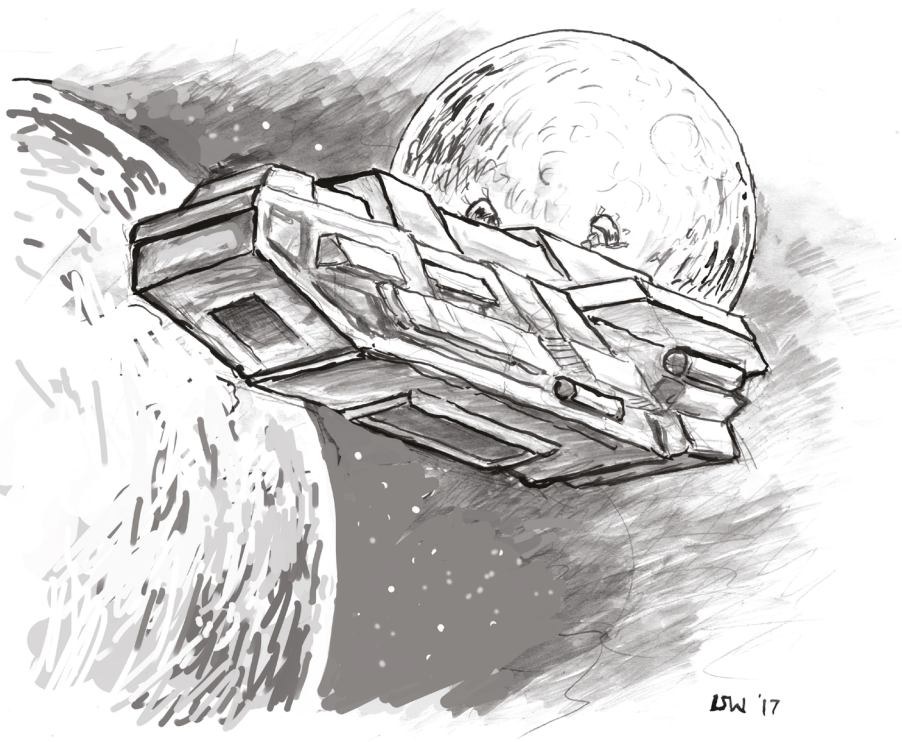
99) Suddenly from behind, you hear a robotic snarling sound. Then before you can turn around, a chrome plated dog-like creature with glowing red eyes lunges at you. You may:

Quickly (Roll to Defend +4) against the cyber hound. If you tie or succeed, go to 54. If you fail, go to 55.

Forcefully confront the metal creature (Roll to Attack +2. If you have an **Aspect** like “Locked and Loaded” or “I have a fire extinguisher,” you may add +2 to your roll). If you tie or succeed, go to 64. If you fail, go to 79.

100) Having convinced the aliens to leave the pods behind, you make it known that it's your desire to join them aboard their ship. At first, they don't care for the idea, but you plead and plead until they finally give in. You are delegated the task of ship's cook, which means boiling lots and lots of Ardurian cabbage. Eventually, you move up to a rank equal to the rest of the crew. They're on a 10-year mission to raid as many passing ships as possible. You slowly convince them to let go of their original mission and focus on making peace with other alien races. Eventually, they get sick of you and throw you in an escape pod. After jettisoning the pod, you are picked up by a third shuttle from earth. This one, however, is free of cryochambers. The humans embrace you and you are more than happy to regale them with stories about your time as a "space pirate" as they make their way to Proxima Centauri (they're about three quarters of the way through a 30-year voyage). You're a bit surprised that there are so few people under the age of 30 aboard the ship, but then you realize that without cryo chambers, everyone has been aging nonstop since they left earth. "I'll be an old (man/woman) before we get there!" you complain, as the ship winds its way through the galaxy, "Oh well, that's life!"

You have successfully completed the mission and accomplished a **minor milestone**. Congratulations! You may now proceed to the Aftermath.



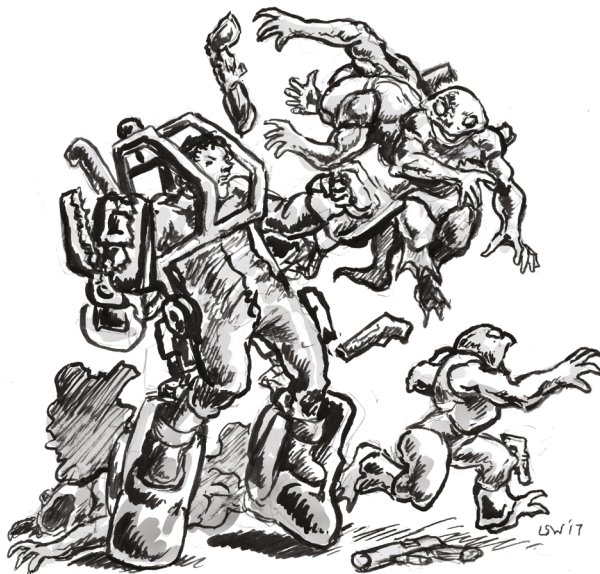
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Aftermath

The rules for handling minor milestones are easily adapted for Solo scenarios, like the one you just completed. Outlined on page 33 of the *Fate: Accelerated* rulebook, you typically have 4 choices:

- 1) You can switch ratings for any 2 Approaches.
- 2) Rename an Aspect that isn't your high concept (to reflect a new goal, provide detail about a mission, or to reflect your status).
- 3) Exchange one Stunt for a new one.
- 4) Create an additional Stunt (so you should have a total of three after the adventure).

The change that is likely to make the most sense, based on the free-standing scenario of your mission to save the crew of the *Paralos*, is to Rename your Secondary Aspect to reflect a new goal or attitude. For example, if you made friends with the aliens, you could switch out "I must stop the invaders," for "The Ardurians are my friends." However, if you feel that a new goal has yet to be defined or you simply want to update your character in other ways, you are more than welcome to choose another option. Also, any stress and/or mild consequences (like laser burns) that you've endured should clear before your next adventure (whether it is Solo or with a group). Lastly, and I can't emphasize this enough: Feel free to use your character in further scenarios, whether they are set in a sci fi adventure setting or take place in other campaign worlds. There will be more Solo adventures published in the near future, which will utilize elements and story tropes from various genres, while still allowing for cross pollination (after all, anything can happen in a book, movie, or TV show). So don't be grounded on earth by the conventions of normal storytelling, but allow your imagination to touch the stars!



Sample Character

Name: Ramon "Bro" Briones

Aspects

High Concept : I am the ultimate space marine.

Trouble: Get your hands off me, you alien scum!

Secondary Aspect: I'm a crackshot in a fight.

Approaches

CAREFUL +1
CLEVER +0
FLASHY +2
FORCEFUL +3
QUICK +2
SNEAKY +1

Description: Hispanic male around 25.
Served under general Ted "Ace" Barnes during the
"Bug Uprising" of 2073 and has a distinct distaste
for anything that walks on more than two legs.



Refresh:

3

Current
Fate Points:

Stunts

Because I've been trained by the military,
I have +2 to Forcefully shoot a gun.

Because I was assigned to a bomb squad during the war,
I get +2 to Carefully set charges.

Stress

--	--	--

1

2

3

Consequences

2

Mild

4

Moderate

6

Severe

