

The background is a dark space filled with numerous small blue stars. A prominent red nebula or comet tail streaks across the left side of the frame. Several bright stars have lens flare effects. The title 'STARSHIP TYCHE' is centered in the upper half of the image.

**STARSHIP
TYCHE**

"Be Not Afraid"
Season 1

BE NOT AFRAID

Designed and Written by Berin Kinsman

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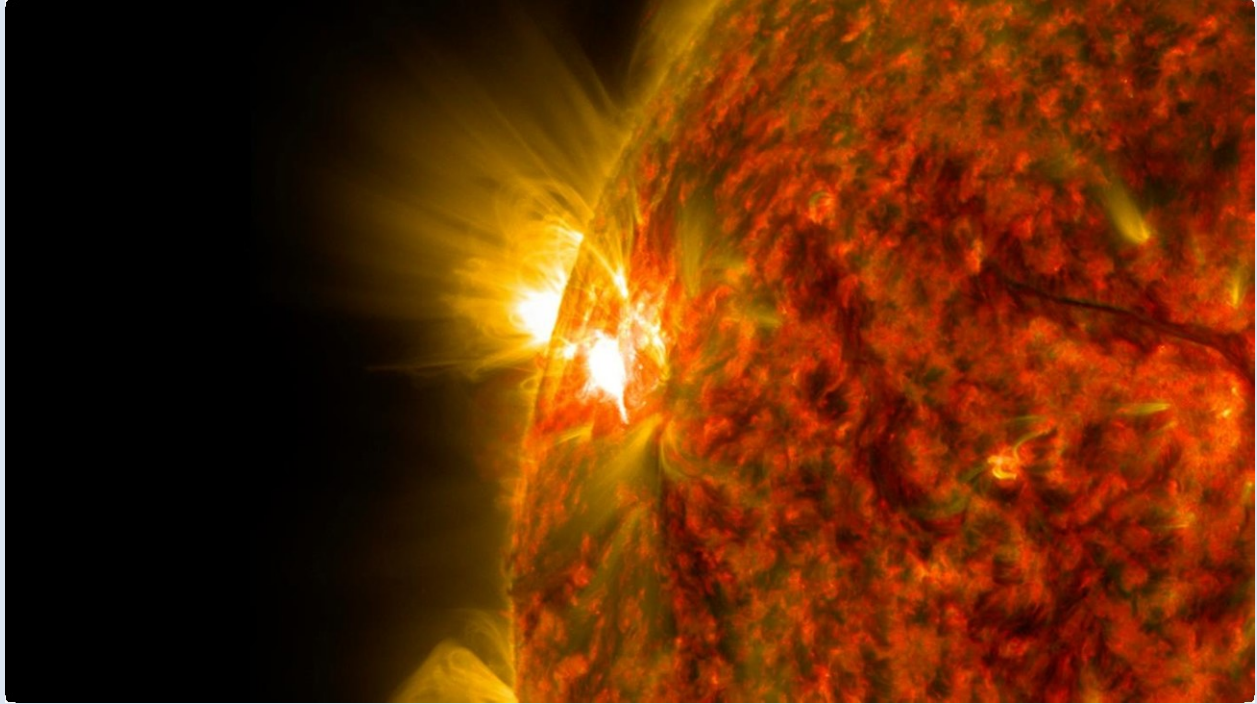
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Be Not Afraid

Episode 1

***"Be not afraid of greatness: some are born great, some achieve greatness,
And some have greatness thrust upon 'em."***

—William Shakespeare, Twelfth Night, Act 2: Exploration, Scene 5.

Players and Crew Members

This episode assumes that you are using the Tyche and her crew, as provided in the *Starship Tyche RPG* core rulebook, but that's not required for play. You can use any ship or any player characters, substituting them for the named characters mentioned, inserting equivalent characters based on their high concept and other aspects. The gamemaster should further make any tweaks necessary to the story to make it fit with the troubles and other aspects of original characters created by your players so that this story becomes truly unique to your series.

Gamemasters and Continuity

This episode is intended to act as a pilot for your Starship Tyche series. If you've played other published episodes, or created your own, that's okay. These episodes were written so that they can be played as stand-alone adventures and in any order. When played together there are some arcs and bits continuity that will be revealed, but that's more of a bonus. You won't be missing anything important if you're not playing that way. Read over the story synopsis, and make whatever adjustments you need to fit this adventure into your own series continuity.

Story Synopsis

When the Starship Tyche encounters a strange energy field that causes a crewman to suddenly develop psionic powers, the crew must find a way to escape, or else the ship will be destroyed!

Act 1: Discovery of the Starship Goodall

Starship Tyche is dispatched to locate the Starship Jane Goodall, a science ship and the first Coalition vessel in this area of space, which ceased contact a little over a month ago. The Goodall is discovered powerless and deriect in orbit around a planet, with no life signs aboard. Sensors indicate no damage to the ship's hull, with internal atmosphere still intact, so it is safe to fold over without space suits. The planet below contains a breathable atmosphere and some plant and animal life, so it is reasonable to assume that the crew folded down to the surface.

The gamemaster can ask for sensor scan rolls to be made by the crew members to detect the Goodall, look for life signs, and so on. These are all Mediocre (+0) tasks, and they should be allowed to easily gain any information they seek. Players should be allowed to ask questions and formulate their own plans, but the strangeness of the situation should be played up so that the characters are unnerved and a bit paranoid about what might be going on.

Once the characters have found the Goodall and established that there are no life signs, this act is over. It's only meant to be a short introduction to the scenario.

Issues

- *What happened to the Goodall?*
- *Why are there no lie signs?*
- *What role does the planet play in this?*
- *If you have a subplot involving a player character's trouble, this is a good point to introduce it*

Zones and Aspects

- **The bridge of Starship Tyche:** *long-range scanners*
- **Crew member's cabin:** *crew member's trouble*

Stress and Consequences

At the end of this act players can clear all stress their characters may have taken. If any characters have taken mild consequences those can be cleared at well, provided the characters have had the opportunity to rest and receive necessary medical assistance.



Act 2: Exploration of Gombe-IV

If the player characters board the Goodall, they will find the entire crew dead. Almost all appear physically unharmed, but a Mediocre (+0) result with a medical telemeter will show that they appear to have been electrocuted. A Fair (+2) result will show that something shorted out their brains and central nervous systems, but there are no other telltale signs on the bodies consistent with electrocution. Two of the crew members are found burned practically to ashes, with their hands around each others' throats. If the Tyche's boarding party bothers to count bodies, they will discover that one member of the Goodall's crew, Lt. Raymond Turner, is missing.

The Goodalls engines are offline, and a Mediocre (+0) check will reveal that they seem to have been overloaded by a powerful electrical surge. The boarding crew can initiate repairs to the Goodall and get enough emergency power to access the ship's logs and data banks with a Good (+3) result on an appropriate ability check. They cannot get the engines back on line or make the ship operational without several days' worth of work. The logs will indicate that there was a solar eruption from the system's star, which they named Gombe, with a powerful coronal mass ejection. Although they had a few minutes' warning, they did not have time to get out of the system or move to a safe distance. The best they could do was get onto the far side of the planet, which they refer to as Gombe-IV, in the hope that it would shield them from eruption. At the point that this information is discovered, the alarms on the Tyche begin to sound, indicating that Gombe has begun another solar eruption.

If the crew folds down to the planet, they will find that it is dry and rocky, with scrub brush for plant life and mainly small reptiles and insects for animal life. There is no sign of the Goodall's crew, or any indication that they ever set foot in the surface. If they confer with a boarding party on the Goodall, and the logs are accessible, a Mediocre (+0) result on an appropriate check will indicate that just as the eruption struck the Goodall, a single crew member attempted to fold down to the Tyche.

As they poke around they will get life sign readings from something coming out from underground and among the rocks. These are Gombeyan cusimasaur, weasel-like reptiles the size of a man with sharp fangs. There is one creature for every two landing party members. The cusemasaur will try to gain the high ground in the rocks and jump down onto crew members. They will attack extras first, but will also attack player characters.

At this point in the story, the landing party will discover Lt. Raymond Turner unconscious among some boulders. The explanation is that he was previously undetectable by telemeter scans due to the rock formations and residual electromagnetic interference from the last solar eruption.

Turner is comatose, and can only be revived with a Great (+4) medical treatment check. A Mediocre (+0) check will reveal that his life signs are good. A Good (+3) scan result will reveal that he does not show the same signs of electrocution that the other crew members' brains revealed, but his brain waves are displaying unusual patterns. The crew will likely want to question him, and can either attempt to provide medical care here or fold him back with them to the sick bay on Tyche. The players should be reminded that there are better resources for them back on Tyche. They may wish to take him to the sick bay on the Goodall instead, and they should be allowed to do that. Remind them that the power is still out, and getting the sick bay equipment to work will require additional time for the repair of that equipment to replace shorted out components.

In any event, once the players have found Turner and decided what they want to do with them, that is the end of the act. It doesn't matter if they've been able to access the Goodall's log files or not.

Issues

- *What knocked out the power?*
- *What killed the crew members?*
- *Where is Lt. Turner?*
- *What's wrong with Lt. Turner?*
- *If using a character's trouble as a subplot, it can be escalated during this act.*

Zones and Aspects

- **Goodall bridge:** *power is out, ship's logs are intact*
- **Goodall engineering:** *engines are offline*
- **Goodall corridors:** *dead crew members everywhere*
- *Gombe-IV surface: rocks and dirt*

Stress and Consequences

At the end of this act players can clear all stress their characters may have taken. If any characters have taken mild consequences those can be cleared as well, provided the characters have had the opportunity to rest and receive necessary medical assistance.

Act 3: The Troubles of Lt. Turner

If the characters manage to awaken Turner on the planet, he appears normal but disoriented and claims to have no memory of what happened. He will state that his head feels funny, and then he will faint. He will do whatever it takes to be taken aboard the Tyche, or at least the Goodall.

If Turner is about ship when his is revived, his eyes glow with a silvery sheen like the surface of the mirror. He holds his head at strange, inhuman angles when he speaks. Turner knows the names of all of the crew members and details about their lives, even though he's never met them before. He will use the knowledge he's gain via telepathy to attempt to cleverly manipulate people's fears and weaknesses to gain allied. He will go as far as to develop and exploit a romantic relationship with a player character. Then he'll attempt to take over the ship.

A character with reason to know about psionics can identify them as such without a roll. A medical scan check can confirm this with an Average (+1) result. The changes to Turner's brain which have given him powers have also driven him mad. He thinks that he is destined to become a god and rule the universe. He will first escalate to using telekinesis to push and disarm people who threaten him. That will quickly escalate to disintegrating weapons, and then extras, if he is threatened. No brig can hold him, because he can disintegrate walls. If he can't get people to follow him, he'll threaten them with disintegration. If he cannot get to the bridge he will attempt to get to engineering and take over auxiliary control.

If any crew member is scanning the planet or the general area in space they will detect another eruption from Gombe. If they are not watching, the ship's computer will detect it and sound an emergency alert. From that point the ship only has about 20 minutes in-game time to either leave the system, or at least move to the far side of the planet, or suffer the same fate as the Goodall. Unfortunately, this is happened while Turner has taken over or is attempting to take over the ship.

Once Turner is out about his abilities, has created some mayhem, and the solar flare has been detected, this act is over. It should be clear that the ship is in danger, and the next act will be about solving these issues.

Issues

- *Turner thinks he's a god now*
- *Gombe's star is putting out dangerous solar flare*
- *A character's trouble subplot can be escalated further*

Zones and Aspects

- **Sick bay:** *medical science can't explain this*
- **Tyche bridge:** *the controls aren't responding*
- **Tyche engineering:** *auxiliary control*
- **Tyche brig:** *Walls can be disintegrated*

Stress and Consequences

At the end of this act players can clear all stress their characters may have taken. If any characters have taken mild consequences those can be cleared at well, provided the characters have had the opportunity to rest and receive necessary medical assistance.



Act 4: The Question of Humanity

The crew now has two issues going on at the same time. They need to save the ship, but in order to do so they need to wrest control away from Turner. If they haven't already figured it out, Turner will reveal that the solar flare gave him his psionic powers. He reveals that while it killed more of the crew, it did uplift two other crew members, but while they were killing each other for dominance he folded down to the planet, where he could better absorb Gombe's unusual rays. He has no intentions of escaping from this latest coronal mass ejection, because while it may destroy the ship he believes he will be transformed into a god and be able to survive. His goal is to get the Tyche as close to the star as possible, to better absorb the strange radiations.

If Turner takes control of the ship, the crew should be able to regain control (from auxiliary control if he is on the bridge and vice-versa) through a contest. A crew member and Turner will make opposed rolls. If they can somehow distract him, the crew member gains a +2 advantage on their rolls. The best way to distract Turner will be to appeal to his humanity. If a character has had a relationship with him, they can try to talk to him. Any member of the crew can appeal to his sense of duty to the Fleet and what the Coalition stands for. In the worst case scenario, they can shoot at him. This distraction should lead to them regaining control and getting away. Then they can deal with Turner himself.

The players should be allowed to resolve this in any way they come up with. All ideas are good ideas, and as gamemaster you can improvise and run with it. If they look for a way to cure Turner, they might be able to create a field or compound that removes or neutralizes the radiation and his powers. They may be able to open a warp field and fold him down to the planet, although he will resist. They might be able to use the Goodall somehow.

Issues

- *Can the Tyche escape the solar flare?*
- *Can the crew stop Turner?*
- *Any character trouble aspect subplots should find resolutions.*

Zones and Situation Aspects

- **Tyche bridge:** *the controls aren't responding*
- **Tyche engineering:** *auxiliary control*

Epilogue

The crew can take some time to play out what they're doing in the aftermath. Injured characters can be taken to sick bay, repairs to the ship initiated, and Fleet command contacted. Subplots have been resolved, and Turner has been dealt with. The episode will end with a shot of the Tyche leaving orbit, heading off to her next adventure.

Stress and Consequences

At the end of this act players can clear all stress their characters may have taken. If any characters have taken mild consequences those can be cleared as well, provided the characters have had the opportunity to rest and receive necessary medical assistance.

Because this episode was designed to be played out in a single game session, moderate consequences can be cleared. Unless the gamemaster has other plans, it is assumed that the characters will have the opportunity to rest and receive necessary medical assistance prior to the start of the next episode.

If a character has a severe consequence, the player can choose to resolve it using the end-of-scenario milestone (see below).

Milestones

The end of the scenario represents a significant milestone. In addition to the benefit of a minor milestone, player characters also gain both of the following rewards. If a character has a severe consequence that's been around for at least two sessions, it can be cleared now. The player can also raise the bonus of one of the character's approaches by one.

What Happens Next

If Turner is somehow killed or cured by the end of the story, that's the end. If he is left marooned on the Goodall, he will eventually repair it well enough to make his way to an inhabited planet or starbase; he is, after all, a competent and resourceful officer of the Coalition Fleet as well as a powerful madman with delusions of godhood. If he's marooned on Gombe-IV, he will eventually find a way to use his telepathic powers to lure a passing ship down, kill or dominate the crew, and make his escape. If he is left alive, in short, he can be used as a recurring villain seeking revenge on the Tyche and her crew, and he's smart enough to fall for the same tricks twice.

The Goodall, if she survives the episode, can either be left where she is for another Coalition Starship to deal with later, be repaired and sent off to the nearest starbase with a skeleton crew, or towed by the Tyche with a tractor beam. In any event she will be gone by the next episode, because the players don't get to keep two starships. If she's able to be repaired and recommissioned, she might be encountered in a future episode with a new crew.

If for some reason Turner isn't defeated and takes over the Tyche, he'll order a course for the nearest inhabited planet or starbase, and will threaten them with the ship's weapons if they don't bring him supplies and things he wants. The Coalition will then assemble a Fleet armada to launch against him, and the Tyche will either lose the battle or Turner will destroy the Tyche himself rather than be captured. That ending would really suck. Try your best to avoid that ending.

Characters

There is only one significant supporting character in this story, the antagonist himself, Lt. Raymond Turner.

Lt. Raymond Turner

According to Turner's Fleet file, he is 28 years old and was born in London, England. He is single, has two older brothers, and both of his parents are still living. He is a helm officer, on a career path to become a starship captain someday, and is considered above-average in his abilities. He has never had any discipline problems, and has never shown any aptitude for psionic abilities.

If there is a player character with a romantic-themed trouble aspect, Turner will become enamored with either that character or with the object of that character's affection, whichever creates the most dramatic tension and story possibilities. It is regardless of the race, species, or gender of the romantic interest. If you need, Turner's race, gender, or species can be changed and the character can be renamed to better accommodate the needs of your group's story.

If there is a player character with psionic abilities, Turner will immediately hate that character, consider them his arch enemy, and begin by trying to humiliate them, frame them, and then kill them. He'll proclaim that the character is jealous of his advanced abilities, but he really just threatened emotionally by someone with more experience and knowledge about psionics.

Aspects

High Concept: *Helm officer, Starship Goodall (Earth human, Britain)*

Trouble: *Psionic powers lead to delusions of godhood*

Other Aspects: *There's a spark of humanity within him*

Approaches

Careful:	Average (+1)
Clever:	Fair (+2)
Flashy:	Fair (+2)
Forceful:	Good (+3)
Quick:	Average (+1)
Sneaky:	Mediocre (+0)

Stunts

Example: Because I am telepathic, I gain a +2 when I forcefully read minds.

Example: Because I am telekinetic, I gain a +2 when I forcefully attack.

Example: Because I am a disintegrator, I gain a +2 when I forcefully destroy things

Stress



Refresh: 3

Consequences:

Mild (2):

Moderate (4):

Severe (6):

Menagerie

This adventure introduces a new creature, the Gombeyan cusimasaur.



Gombeyan Cusimasaur

The Gombeyan cusimasaur is a large weasel-like reptile with brownish-orange fur, dark green eyes, short legs, and long, needle-like fangs. It is 2 meters long from pointed snout to tail. While they normally eat other reptiles and snakes, they will attack anything that might be a source of food, including people.

Creature Statistics

High Concept: *large predatory hunter*

The Gombeyan cusimasaur gets a +2 on all rolls related to stalking and killing prey, and a -2 on anything not related to hunting.

Stress



Refresh: 3

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The Tunguskium Gambit

The crew encounters a powerful alien ship whose master sets out to test them, but they may need to destroy the Tyche to protect the Coalition!

A Joy Forever

The Tyche rescues a ship full of beautiful women betrothed to inhabitants of a mining colony, but they harbor a dark secret!

Naked Villainy

A mishap with the fold pulls in crew members from an alternate dimension, and the evil doubles may destroy the Tyche!

The Rule of Extinction

The crew of the Tyche must find a way to stop a shapeshifting alien vampire before it kills again.

Invisible Spirit

The Tyche's crew becomes infected with an alien substance that destroys inhibitions and causes them to act out their greatest dreams and fears.

As Morning Shows the Day

The Tyche rescues a young man who has been stranded alone on an uninhabited planet, but is he really what he seems?

The Schemer Falls

The Tyche and a mysterious T'Leng ship play a game of cat-and-mouse along the No Man's Land between the Coalition and the Empire.

Taste of Death

A scientist doing research into artificial intelligence on an isolated planet has his own plans for the Starship Tyche and her crew.

The Tamelessness of a Wolf

The Tyche performs a routine stop at a Coalition penal colony, and discovers the governor has implemented some drastic policy changes.

Let Virtue Be As Wax

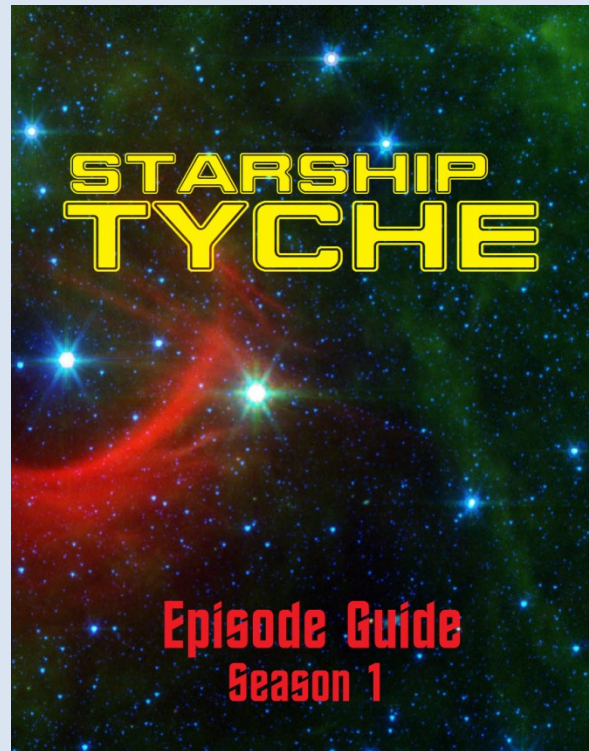
While investigating a seemingly dead planet, members of the Tyche's crew become infected with a disease that causes rapid aging.

The Serpent's Egg

A member of the Tyche's crew believes the head of a traveling theater company to be a fugitive wanted for mass murder.

The Starless Midnight

Members of the Tyche's crew are marooned on a planet with hostile natives, but the bigger threat may be one of their own.



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