

Local Drive (MS:/) 165000 Free

[WHY DOESN'T THEIR JUMP DRIVE WORK?]

d100 JUMP DRIVE MALFUNCTION

- 01- A LARGE AQUARIUM IN THE MESS IS FILLED WITH: 1) TILAPIA 2) TROUT 3) SALMON
05 4) JELLYFISH 5) CATFISH 6) OYSTERS 7) OCTOPI 8) SQUID 9) SNAILS 10) STRANGE MASS
- 06- THREE BEFUDDLED SPACEFARERS LOUNGE ABOUT THE DECK, PERPLEXED THIS IS NOT THE GOLDEN
10 HEART. THEY ARE: RIO URIBE, CARA DELEUINGE AND IRINA LAZAREANU (FASHIONABLE
SOCIALITES). THEY WEAR CORSETED JACKETS, CRINOLINED BALLERINA SKIRTS AND TOWERING
STILETTOS AND MAKE EXCELLENT NEGOTIATORS AND ALWAYS HAVE A CONTACT ANYWHERE THE CREW
MAY WIND UP. THEIR SALARY IS 7,000 CREDITS AND THEY ONLY WORK AS A TEAM.
- 11- PASS YOUR CHARACTER SHEET ONE SPACE CLOCKWISE; YOU ARE NOW THE CHARACTER PASSED TO YOU
15 (IF APPLICABLE, AN NPC CONTROLLED BY THE DM IS PART OF THIS CIRCLE).
- 16- WITHIN THE SHIP: GRAVITY IS DELAYED 3 SECONDS (OBJECTS REMAIN SUSPENDED FOR 3 SECONDS
20 BEFORE FALLING) FOR 1D4 HOURS.
- 21- TIME MOVES DIFFERENTLY FOR EVERYONE. TIME TO PHYSICALLY TRAVEL FOR EACH CREW MEMBER IS
25 MEASURED IN (ROLLED INDIVIDUALLY): 1D4 SECONDS, MINUTES, HOURS, DAYS. LASTS 24 HOURS.
- 26- IN THE POCKET OF EVERY CREW MEMBER IS A SEALED LETTER SIGNED BY A CREW MEMBER
30 SELECTED AT RANDOM. THE LETTER IS AN ARDUOUS CONFESSION TO ACTS SO SINGULARLY VILE
AND UNCONSCIONABLE THAT READING THEM TRIGGERS A STRESS TEST (D10/2). TO AID THE CREW
MEMBER WHO "WROTE" EACH LETTER REQUIRES A FEAR SAVE.
- 31- THERE IS AN ELABORATE LACQUERED BOX. INSIDE IS A BLACK CAT WITH WHITE EYES; ALL SCANS
35 SHOW IT TO BE DEAD. IT IS PERFECTLY ALIVE AND SOMEWHAT FRIENDLY.
- 36- A "BIRD"—THAT LOOKS LIKE A CUBIST PAINTING—FLUTTERS ABOUT, RECITING THE DIGITS TO PI.
40 AT AN ARBITRARY POINT THE BIRD EXPLODES IN A SOFT HISS OF INK. THE NEXT MATHEMATICS
CHECK EACH CREWMEMBER MAKES IS WITH ADVANTAGE.
- 41- MOVEMENT IS BLINDINGLY FAST. YOU ACCELERATE AT BREAKNECK SPEED. YOU CAN VAPORIZE
45 YOURSELF RUNNING INTO A WALL—BODY[-] SAVE TO NOT SMASH INTO A WALL FOR 4D10 DAMAGE.
THIS ENDS IN WHAT FEELS LIKE SECONDS BUT IS ACTUALLY 4 HOURS.
- 46- THE CREW ARE WHOLLY CONVINCED THEY ARE SOMEONE ELSE'S DREAM; THAT THEIR ENTIRE
50 EXISTENCE IS SIMPLY FRAGMENTS OF A DREAMING STATE. THEY ARE IMMUNE TO STRESS CHECKS
UNLESS SOMEONE SUGGESTS THE DREAMER MAY AWAKEN. IT ALSO REQUIRES A SANITY SAVE TO TAKE
RAPID SELF PRESERVING ACTION.
- 51- PHYSICAL CONTINUITY IS OUT OF WHACK. WHEN THE CREW WALKS INTO A ROOM, INDIVIDUALLY
55 ROLL FOR WHAT ROOM THEY WIND UP IN. THE ROOM'S ORIENTATION IS: D10 1-5: NORMAL, 6-8:
INVERTED (LEFT-RIGHT), 9-10: INVERTED (UPSIDE DOWN).
- 56- EXITING WARP: THERE IS A TABLE SET WITH A FEAST AND A MARBLE BUST OF EACH CREW MEMBER
60 ON THE TABLE FACING THEIR SEAT.
- 61- EVERYONE BECOMES A MIRROR VERSION OF THEMSELVES (RIGHT HANDED PEOPLE BECOME LEFT HANDED,
65 SCARS ARE ON OPPOSITE SIDE, ETC.). GAIN 2 STRESS. SOME GEAR MAY BE DIFFICULT TO USE.
- 66- THE SHIP AND CREW HAVE BEEN BOUNCED BACKWARD BY A TIME RIPPLE. 1-4 THEY EACH HAVE
70 5 MORE XP 5-6 THEY CAN ROLL ADVANTAGE ON ALL SAVES THIS SESSION 7-8 THEY CAN ROLL
ADVANTAGE ON ALL CHECKS THIS SESSION. 9 THE SHIP HAS A NEW MODULE THAT WAS NEVER THERE
BEFORE 10 EVERYONE HAS D10 MORE STRESS.
- 71- A DUPLICATE OF EVERY CREW MEMBER APPEARS. THE WARDEN ROLLS SECRETLY TO DETERMINE
75 WHETHER EACH PLAYER IS THE ORIGINAL OR DUPLICATE.
- 76- THERE'S A HEAVY MIST THROUGHOUT THE SHIP AND ALL SOUNDS ECHO FOR THE NEXT D10/2 HOURS.
80
- 81- EVERYONE'S CLOTHING IS WORN THIN AND PATCHED UP AND IT WASN'T LIKE THAT BEFORE THEY
85 ENTERED THE CRYOPODS.
- 86- SHADOWS SEPARATE FROM THEIR OWNER, MOVING AHEAD OF THEM UNTIL A SANITY SAVE IS MADE.
90
- 91- EVERY WOUND EVER RECEIVED REOPENS AND BLEEDS. PANIC CHECK. EVERYONE IS COVERED IN
95 BLOOD UNTIL A SANITY SAVE IS MADE AND THE CREW REALIZES IT'S AN ILLUSION.
- 96- EVERYONE THE CREWMEMBERS HAVE EVER LOVED AND LEFT BEHIND IS LOOKING AT THEM IN EVERY
00 REFLECTION. THIS FADES GRADUALLY AFTER D10 DAYS. ROLL A DIE; EVEN RESULT: SANITY CHECK
OR 1D10 STRESS EACH TIME THEY LOOK INTO A MIRROR, ODD RESULT: GAIN ADVANTAGE ON FEAR
CHECKS FOR ONE DAY.

Specifically, any ships drawn into the Dead Planet's orbit will have their jump drive cease to work due to the pull from the Dead Gate on the surface. The first time the PCs try to use their jump drive, roll a critical hit for the ship and a Jump Drive Malfunction. If you're running a game where you don't want the PCs trapped here, or they're getting bored, then just let them leave with another two critical hits rolled and then roll another Jump Drive Malfunction when they leave.

D100 WEAPONS & SUPPLY CACHE

- 01-15 A ROTTING WOODEN BOX: ROSCO 556 NAIL GUN, 4 BOXES OF NAILS, MNC MODEL A
LASER CUTTER, SPARE BATTERY, PEABODY FLARE GUN, 6 FLARES (HUNTER GREEN).
- 16-25 A PICKED CLEAN ESCAPE POD: EVA MK-II HAND WELDER, HALLS B SERIES FOAM
GUN, EMERGENCY BEACON, CROWBAR, INFRARED GOGGLES, FLASHLIGHT, STRAY
BULLETS.
- 26-28 INSIDE A ROTTED TREE: A PRESERVED PRIMITIVE HUMANOID CORPSE CLUTCHES A
HARD METAL SPEAR (1D10 DAMAGE).
- 29-35 A PAIR OF RUSTED FOOTLOCKERS: AUTOMED(X6), FIELD RECORDER, MEDSCANNER,
HAZARD SUIT (4X), SCALPEL, MEDKIT, D&C 7 TRANQUILIZER PISTOL (2X).
- 36-40 BLACK SYNTHETIC LEATHER SUITCASE: ELECTRONIC TOOLKIT, FLASHLIGHT,
LOCKPICK SET, MRE (X7), PAIN PILLS (X18), FN "SLUG GUN" REVOLVER,
SPEEDLOADER (X2), BOOK: IUY LEAGUE GUIDE TO BYPASSING SECURITY.
- 41-50 A TARP STITCHED SHUT: SURVEY KIT, VIBECHETE, WATER FILTER, RADIO JAMMER,
REBREATH, SK 109 SEEKER SMARTRIFLE, GHILLIE SUIT (WHEN UNMOVING:
SEARCHING FOR YOU IS AN INTELLECT CHECK WITH DISADVANTAGE).
- 51-58 LYING ATOP AN OCTAGONAL ALTAR, BEDECKED IN ORNATE BELLS: A PAIR OF CRUEL
LOOKING ENERGY WHIPS (INTELLECT INSTEAD OF COMBAT, 2D10, 10% BREAK
CHANCE).
- 59-68 A WATER RESISTANT DUFFEL BAG: BINOCULARS, CAMPING GEAR, STIMPACK (X2),
WATER FILTER, LOCATOR, REBREATH, SK 109 SEEKER SMART RIFLE (2X), SPARE
MAGAZINES (X8, JUNGLE CLIPPED), 4X EROTIC PICTORIAL MAGAZINES.
- 69-70 AN OILCLOTH WRAPPING CONTAINS: HAN-290 RIGGING GUN (X2), D&C 7
TRANQUILIZER GUN (X4), A GUIDE TO BIG GAME HUNTING (MANFUL CONQUEST)
- 71-80 CANVAS "DOCTOR" BAG (CADUCEUS): BIOSCANNER, PAIN PILLS (X6), FIRST AID
KIT, STIMPACK (X2), CYBERNETIC DIAGNOSTIC SCANNER, D&C 7 TRANQUILIZER
PISTOL, ROSCO 556, BOOK: QUIETING THE SCREAMS: A PRIMER ON BEDSIDE
MANNER.
- 81-84 A HUMANOID HUSK—TALL, WITH FOUR CLUSTERED EYES—WEARS ONLY A PAIR OF
ORNATE BRACERS (1D10 DAMAGE, BLASTER OR EXTENDABLE BLADE; 10% BREAK
CHANCE).
- 85-88 BADLY CHARRED ASBESTOS FIRE SAFE: RAMHORN 1 FLAMETHROWER, FUEL TANK
(X4), 1 GALLON KEROSENE, ZIPPO (ENGRAVED: "WHAT THE HAND, DARE SEIZE THE
FIRE?").
- 89-91 A GEOMETRIC STACK OF UNKNOWN PURPOSE AROUND AN INTRICATELY WROUGHT METAL
STAVE (2D10 DAMAGE BLAST OR 1D10 STRIKE).
- 92-96 A HARDBODY GUITAR CASE: AZUREGLO RICKENBACKER 4001C64 ELECTRIC BASS IN
CHERRY RED FINISH, ARMA 29 SUBMACHINE GUN, SPARE MAGAZINE (4X).
- 97-99 RUSTED 10 FOOT SHIPPING CONTAINER (STENCILLED WITH PRIVATE MILITARY
CONTRACTOR LOGO): KANO X9 COMBAT SHOTGUN (X4), ARMA 29 SUBMACHINE GUN (X4),
F20 "ARBITER" PULSE RIFLE (X2) RAMHORN 1 FLAMETHROWER; BOXES: 200 SLUGS, 10
PULSE MAGAZINES, 20 ULTRA CAPACITY MAGAZINES, 4 FUEL TANKS.