



The Last SURVIVOR

by Jacob Rodgers

Explore a ship, discover its secrets, and then fight against an Ogron warlord to save its crew in this W.O.I.N. sci-fi adventure for Grade 5 PCs!

WELCOME TO THE NEREID SECTOR

The Last Survivor is an adventure set in the Nereid Sector, which represents the frontier that humanity has begun to explore. This far out, military ships are few and far between, but there are plenty of merchant ships, as this is a time of a great Space Rush — ever since Selma Jones sold each of the crystalline flowers of Arethusa in her hold for over a million credits apiece, folks have been exploring the frontier, looking to strike it rich.

Humanity, short on material and stretched thin across nearly a quadrant of the galaxy, insists that merchant crews train for (and adhere to) protocols for first contact situations, recovering alien artifacts and dealing with all the strange things that are found in the vastness of space. Perhaps the characters are the crew of a merchant ship, or represent the officers of one of the few military ships in the sector, or they might be civilian contractors that occupy a middle place.

Advancement Level. This adventure works best as an AL9 adventure. The ships available in the Nereid sector use standard FTL drives, with most ships capable of speeds from FTL-5 to FTL-8. Only military ships (and some alien craft) are faster, and not by much.

THE PLOT OF THE LAST SURVIVOR

The characters find themselves at Orchid Station, when the merchant vessel *S.S. Selkirk*

arrives in system. The space station command staff detects the ship travelling on a collision course for the station at half light speed, and asks the characters to investigate. Once the crew reaches the merchant vessel, they will need to board the ship somehow, only to discover that most of the ship has been taken over by an alien lifeform. The heroes might even mistake the single alien for a group of aliens. Eventually, the heroes learn enough to understand that the alien means no harm, but the crew of the ship had to evacuate.

Then the characters will need use their starship to save the crew and battle the ruthless Ogron slaver Bauk in a dangerous asteroid field before he captures the stranded crew members.

NEREID SECTOR

The Nereid Sector is designed to be dropped into your own sci-fi setting. It is at the fringes of settled space, recently surveyed and home to prospectors, explorers, merchants and other folk who survive best at the edge of civilization. The few military ships and outposts (like Orchid Station) are far away from Command, and backup takes some time to arrive... they often have to work without support and in dangerous circumstances.

W.O.I.N.
ROLEPLAYING GAME SYSTEM

The sector survey team, faced with cataloging dozens of star systems, used names from classical mythology. Thus the first settled systems bear names like Thetis, Arethusa, and Galatea. We concern ourselves in the adventure with less-explored systems: Ione, a sparse system that is dominated by Orchid Station, a space station where our story begins; Lycorias, a system with twelve planets, where the *S.S. Selkirk* found the wreckage of an alien spaceship and Beroe, where a massive asteroid belt dominates the star system and the lifeboats of the abandoned *Selkirk* will be found.

If your chosen setting already has room for merchant vessels to be exploring the fringes of settled space, occasionally reporting to — however reluctantly — a central authority, then *The Last Survivor* should fit without too much tweaking. Even if all your ships are military (or a civilian peace-keeping force), the

scenario can work with little adjustment. If your setting does not have room for an Ogron warlord (even a renegade one), then Bauk may be of a different species or you might substitute a more familiar foe for your characters.

If your setting instead has a group of ships on a journey, the command ship can serve as Orchid Station, and the *Selkirk* can be a straggler that is rejoining the fleet at the beginning of the adventure. Whatever enemy dogs the fleet can substitute for the Ogron warlord Bauk. Other settings, such as a generational ship, or a setting based on a single world, can incorporate the scenario less easily and thus it might be best to run this adventure as a one-off for such groups.

This adventure refers to the Union from time to time. You should use the Union, Alliance, Earth, Federation, Empire, or whatever your setting demands.

“Yep, Nereid Sector is the frontier... ten years from now this will just be another way-station where ships put in when they’re looking for a place that has clean restrooms and no gravity well to worry about. But right now, it’s the dead-level frontier. Out here, private ships do a lot of the exploration; you know they make every private merchant take a two-week course on survey procedures and then pass the test in order to get their merchant license? Of course, you can find the answers online but they keep changing the regs so that the test keeps changing... I’ve got the latest version, available for just a few creds.’

‘So what’s here at Orchid Station? Yeah, I know the official name is Outpost Number Seven, Ione System, but us locals call it Orchid Station. Not just for the flowers in the center hub, but also for the fact that apparently the contractor had a lot of purple plasteel to unload and we got it all.’

‘Anyways, back to the tour. There’s the central hub, where if you’re looking for a meal or some entertainment and don’t mind paying more than is reasonable, you can have a nice time. Then there are the six spokes, which is really where the action is.’

‘You came in on Gold Spoke, which is where Command is. Silver spoke is opposite it, and that’s got another docking ring. It’s rated for personnel and cargo, but honestly it’s mostly cargo. If you ever want something to get on station without Command knowing about it, Silver is your bet.’

‘Orange and Green are the hab spokes. Not a lot going on there, but there are a few bars that are cheaper than the hub. Of course, don’t start trouble there... if you want a bar fight, your cover charge at the Hub makes it okay. At the Green Inn, they’ll just report your ass and you’ll get to spend the night in the worst part of Gold Spoke... Confinement. I’ve been there once or twice, sure.’

‘Technically speaking Tan and Brown spokes are for maintenance, storage and future expansion. The reality is that pretty much all the maintenance equipment and workshops are in Tan, and Brown is just warehousing. Now, I’ll tell you... don’t go wandering too far down Brown without me around. You might just interrupt someone’s privacy and we don’t want that.’

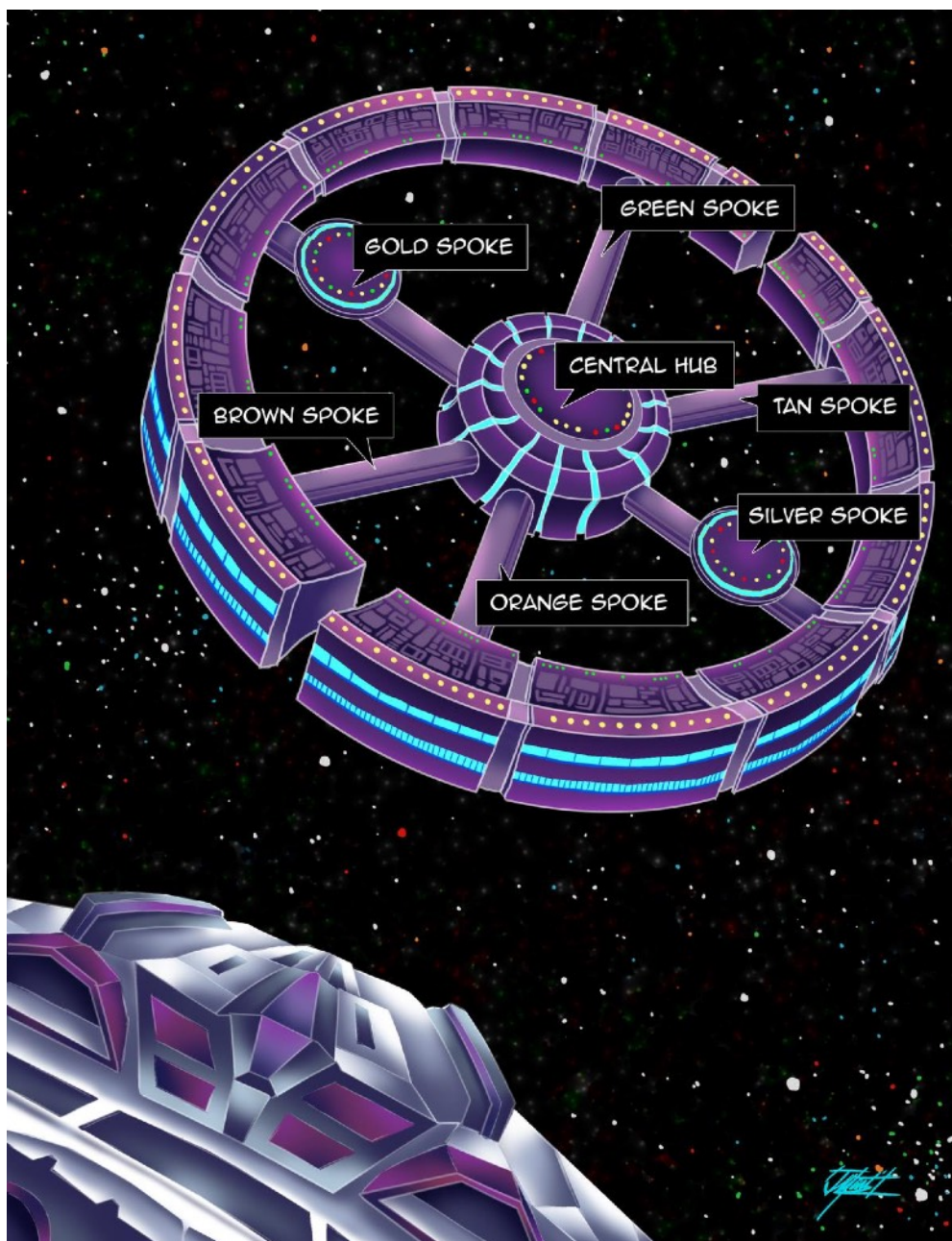
‘Of course, there’s a lot more to it than that. Each of the spokes is a kilometer long. Oh yeah... remember I told you about all the purple plasteel? Don’t expect the spokes to be color-coded. Keep an eye on the screens, they’ll show where you’re at. Course I’ve got a handy app, costs just a few creds and then you don’t have to tie into the station’s systems. You know they’re watching everything that happens on their network right? Anyways.... that’s what you get for free. You tell me what you’re here for exactly, and we can get into details...”

-Dav, local “fixer” on Orchid Station

ORCHID STATION

A SPACE STATION, with a central hub and six spokes, hanging in the black against a backdrop of stars. Lights on the station twinkle as a TRANSPORT SHIP approaches.

The characters find themselves at Outpost Number Seven, Ione System, Nereid Sector, otherwise known as Orchid Station. There is little other than the space station in the Ione System, but something (perhaps the location of a permanent jump-gate or a fuel refinery) makes it an important stop for ships continuing on into the uncharted depths of the sector.



In this adventure, monsters and NPCs are sometimes denoted in **bold**. When you see a monster noted in bold, this means that you should refer to the appendix or a bestiary for its statistics. There is a free online bestiary at woinrpg.com.

Attribute checks are often followed by a skill name in parenthesis, such as a *Difficult [16] AGI (zero-g)* check. The listed skill(s) are suggestions of likely relevant skills for the GM's convenience, but as always a player may be able to justify other skills.

It is recommended that *Routine* checks be accomplished automatically by characters with the specified skill.

If the crew are merchants or explorers themselves, they might be resting here before going out into unexplored space, or they intend to return core-ward but have not yet left. If they are military or civilian contractors they have been ordered to Orchid Station as a standby-crew. Most activity so far has been little more than tug-boating or the occasional search or recovery operation when someone has fouled up something on their ship.

As you open the adventure, you should give the players a bit of the feel for the station and set the scene for them. Perhaps they have just received a briefing from their higher-ups (or seen a 'cast showing in a public place) about the Ogron warlord Bauk and his increased activities in Nereid Sector. There are rumors of him capturing

spacecraft, selling the crews into slavery and the ships for scrap. There are even rumors that he's hunting the sector for something special.

A DEEP SPACE MISSION

DEEP SPACE, with two SPACESHIPS, in parallel courses. Zoom into the space between the ships as a SPACESUITED FIGURE crosses the distance, an umbilical following behind them.

Once the characters have a feel for the station, they will be summoned to the Gold Spoke for a visit with Commander Del Yauna (a **functionary**). She will make introductions, and then get right down to business. Long-range scanners have identified the *Selkirk*, a merchant vessel whose crew is well known to Orchid Station, at the edge of the system. It is on a collision course with the station, and it is not coming in on a standard vector and readings from the ship are highly unusual. Attempts at communication have failed so far. Commander Yauna asks the characters to make contact with the *Selkirk*, by boarding her if necessary, and do whatever it takes to make sure that the ship and its crew can be safely recovered, if at all possible. Yauna offers 1,000cr to the PCs for this job.

If the crew asks about the long-range scanner data, Commander Yauna will volunteer to send the raw data to their ship's computer. See *Approaching the Selkirk*, below. If the characters refuse the mission, Yauna will at first raise their payment to 1,500cr, then (if they continue to stall) become distraught. A character might make a *Challenging* [13] INT (*perception*) check to determine the cause of Yauna's emotions or make a *Routine* [10] CHA (*persuasion*) check to get the Commander to directly reveal that her spouse serves as engineer on the *Selkirk*.

ABOARD THE SELKIRK

Once the crew has accepted the mission, they are likely to immediately depart Orchid Station, heading for the mysterious merchant vessel. The ship is about 50 AU from the station, in the "safe" FTL zone of the system. This means for most ships it could take days to reach the ship. The good news is that *Selkirk* is underway herself at 0.5c, meaning that the crew's time to reach the ship will likely be cut in half. Plotting such a intercept course is a

EXTENDED TASKS

The rules for extended skill tasks can be found in the core rules. This is a quick reminder.

A *quick* task has check intervals of one minute, a *minor* task has check intervals of one hour, and a *major* task has check intervals of one day. The check difficulty is indicated by the benchmark used; the tasks below include *Routine* [10], *Challenging* [13], *Difficult* [16], and *Demanding* [21].

Unless otherwise noted, three successful checks are required to complete an extended skill task.

Routine [10] LOG (*astrogation*) check. Failure means that the *Selkirk* is just that much closer to the space station, on a collision course.

APPROACHING THE SELKIRK

As their ship approaches the rendezvous point, it's likely the crew will be busy trying to analyze the merchant vessel. The characters can make scanning checks. Scientific or tactical scans that utilize data provided by Orchid Station (if the crew received the help of Commander Yauna) are *Challenging* [13] while all other scans are *Difficult* [16]. Failed scans simply indicate that the characters cannot determine anything. Remember that a successful scanning check allows the character to ask one question. The following information can be obtained with successful scans.

1. There are a large number (three dozen or more) of distinguishable lifeforms aboard the vessel.
2. The multiple life-forms do not correspond to the signatures of any known races.
3. All of the lifeforms have extreme similarity to each other, and correspond to no known species.
4. None of the life-forms seem to be carrying weaponry.
5. There is a haze of other some sort of biomass diffused throughout the ship.
6. Official registries would give the ship a crew of twenty at maximum, though it could easily run with fewer.
7. Many subsystems aboard the *Selkirk* are switched off, or running on emergency power.
8. There seem to be multiple breaks in the power conduits.

CAPTAIN'S LOGS | SS SELKIRK

Captain's Log 0A1044C6011

We've entered the Lycorias System, for refuelling. While here, we did a standard scan and picked up some tech signs. We decided to investigate, and found the wreck of an alien ship in orbit around the fourth planet. I've never seen anything quite like it. The ship wasn't salvageable, but we have taken aboard the only one of their cryopods that is still working. I hope to drop it off at Orchid, once we get done delivering the supplies to the Arethusa colony.

Captain's Log 0A1044C6029

Ensign Xo has reported that the alien cryostasis pod is unstable. I'm going to have Jono look at it when he gets up.

Captain's Log 0A1044C6031

Jono says that he can't stop the pod from opening. Apparently, it's happy with our environmental parameters and thus has gone into an awakening cycle that he can't shutdown. I'm not ready for a First Contact!

Captain's Log 0A1044C6045

The alien lifeform has emerged from the cryostasis pod. While it is from what might be an intelligent star-faring species, this one might have been affected by its long sleep. Li has filed a more detailed report on the alien's biology, but it has barely moved and does not seem to have any limbs.

Captain's Log 0A1044C6049

The alien has begun to produce some sort of spores or pollen that is spreading in the air. I've asked Jono to figure out a way to seal off the Infirmary.

Captain's Log 0A1044C6050

Li... um, Ensign Xo... has reported that the alien has produced some sort of budding growths.

Captain's Log 0A1044C6055

Xo reports that the growths have detached from the main body of the alien and seem to be roughly humanoid in shape, although much smaller in size.

Captain's Log 0A1044C6064

I've just returned from visiting with Ensign Xo. Apparently, she violated containment protocols to bring one of the detached alien life-forms up here. She said that the little humanoid lifeform seemed to dance as she carried it; however it died soon afterwards. She thinks it's to do with the spores... they're not a reproductive thing, but some sort of exchange medium for the creatures.

Captain's Log 0A1044C6078

The humanoid forms (a larval form of offspring) have grown much bigger. We have held over in the Beroe System... I'm not sure that continuing to Arethusa is a good idea.

Captain's Log 0A1044C6081

The alien has broken the confinement of the Infirmary. Xo said that she thinks that something's wrong with the alien before we lost her. I can't even recover her body...

Captain's Log 0A1044C7095

Everyone is gone. It's just me and Caper now. That's what Li called it, I don't really know why. I don't think it meant harm, but what's done is done. I've plotted the course to Orchid. If the engines hold, maybe we'll make it. If, by fortune, this record actually reaches someone, look for my crew at Beroe. And, if I do pull the trigger, forgive me, I've lost so much...

9. Life support and the main reactor are the only two systems at full power.
10. The reactor readings indicate that it will probably enter a safety shut-down procedure in the next few hours.
11. All of the *Selkirk's* lifeboats are missing.

Characters that attempt communication with the *Selkirk* receive no response, as if the actual communication equipment is switched off — even the automatic handshaking part of the hail procedure fails every time.

REACHING THE SELKIRK

The following methods can be used to board the *Selkirk*.

Transporters. Pre-teleport scans indicate the main pad of the *Selkirk* seems to be occupied by some sort of biological material, similar in composition to the lifeforms moving throughout the ship. More viable targets are the ventral airlock — *Challenging [13] LOG check* — or the heavily shielded bridge — a *Demanding [21] LOG check*.

Shuttlecraft. Preliminary scans indicate that only the ventral airlock has power... the other airlocks are completely dead. Due to the erratic motion of the vessel and the lack of transponders and navigational assistance from the host ship, docking with the *Selkirk* is a *Challenging [13] AGI (piloting) check*.

Spacewalk. Establishing an umbilical cable between the two ships is a *Difficult [16] AGI (zero-g) check* for the first spacewalker. Other crewmembers can then cross without making a check.

Once they've reached the vessel, use the appropriate section for whichever area of the ship they have found themselves in.

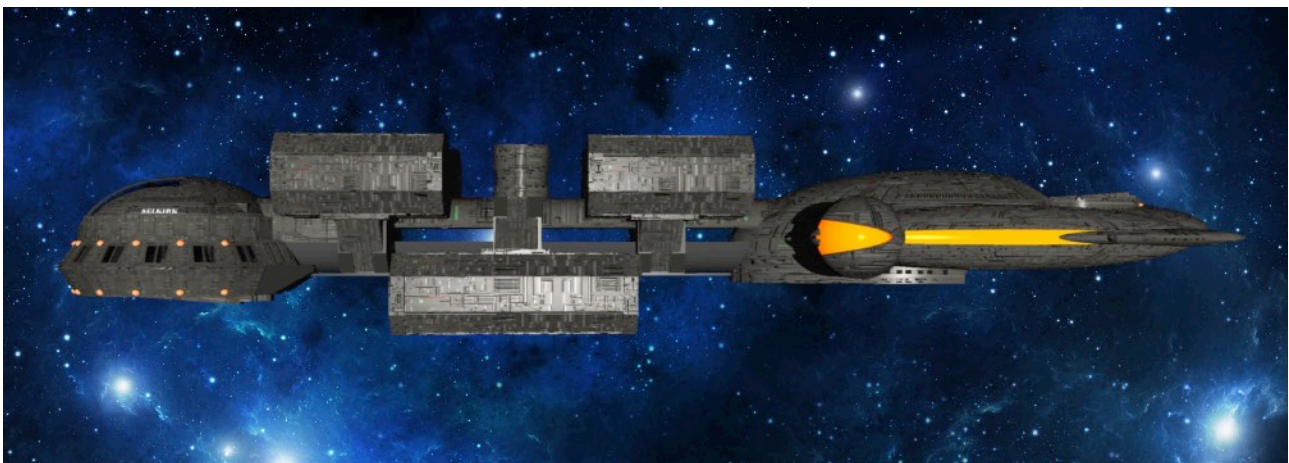
THE CHALLENGES OF THE SELKIRK

The damaged vessel has three major environmental issues, that the characters will need to resolve as they explore the ship:

The Spores. Caper (the alien, which is the sole known member of the *Virosa* species) is constantly emitting spores at a vastly accelerated rate. These cloud the air in a green haze, contaminating electronics, ventilation systems and even the reactor cooling system. The rate of release can be reduced by reaching *Section F Primary Life Support* or *Section L The Infirmary*. If the characters operate without environmental suits, they will lose 1 HEALTH per hour until they die and become a green mummy like Captain Bana and Ensign Xo. With environmental suits, describe that spores seem to be slowly eating away at the material... such damage would take weeks to break through, but it hopefully will add some tension to the proceedings.

Any characters that have any psionic abilities will note an ever-present "background noise" present on the *Selkirk* due to the spores. Attempts to interact with this psionic field using telepathic powers fail automatically, although other psionic abilities can affect the spores themselves. It seems there is no mind to work with (at least in the ways that characters are used to dealing with).

Broken Conduits. The *Selkirk* uses optical links for data and energy transmission along the spine of the ship. In normal operation, these allow the bridge and the engine room to exchange information and for most all engine and reactor operations to be controlled from the bridge, or the ship to be steered from the engine room in the case the bridge is compromised. Repairing the conduits is possible; cleaning the data links counts as a



minor challenging engineering task, while cleaning the power links is either a minor routine engineering task if the reactor is shut down (though see the next challenge) or counts as a minor demanding engineering task if the reactor is operational.

As an alternative solution, there are spools of conduit in the *Section H Modular Cargo Areas* that could be used to create a new connection between the engine room and the bridge. A *Routine [10] LOG (computers) check* will reveal the spools, or characters visiting the cargo area will spot them on a *Routine [10] INT (perception) check*. To prevent the new conduits from being fouled, it is quickest to connect them outside of the ship. This requires a minor routine engineering task to complete the spacewalk but each check must also be accompanied by a *Routine [10] AGI (zero-g) check*. If the AGI check is failed, then that time interval has been wasted. If the crew instead elects to run the new conduit inside the ship then it is a major routine engineering task.

Failing Reactor. The reactor that powers the *Selkirk* is becoming contaminated by the ever-present spores released by Caper. Soon after the characters begin to investigate the ship, it

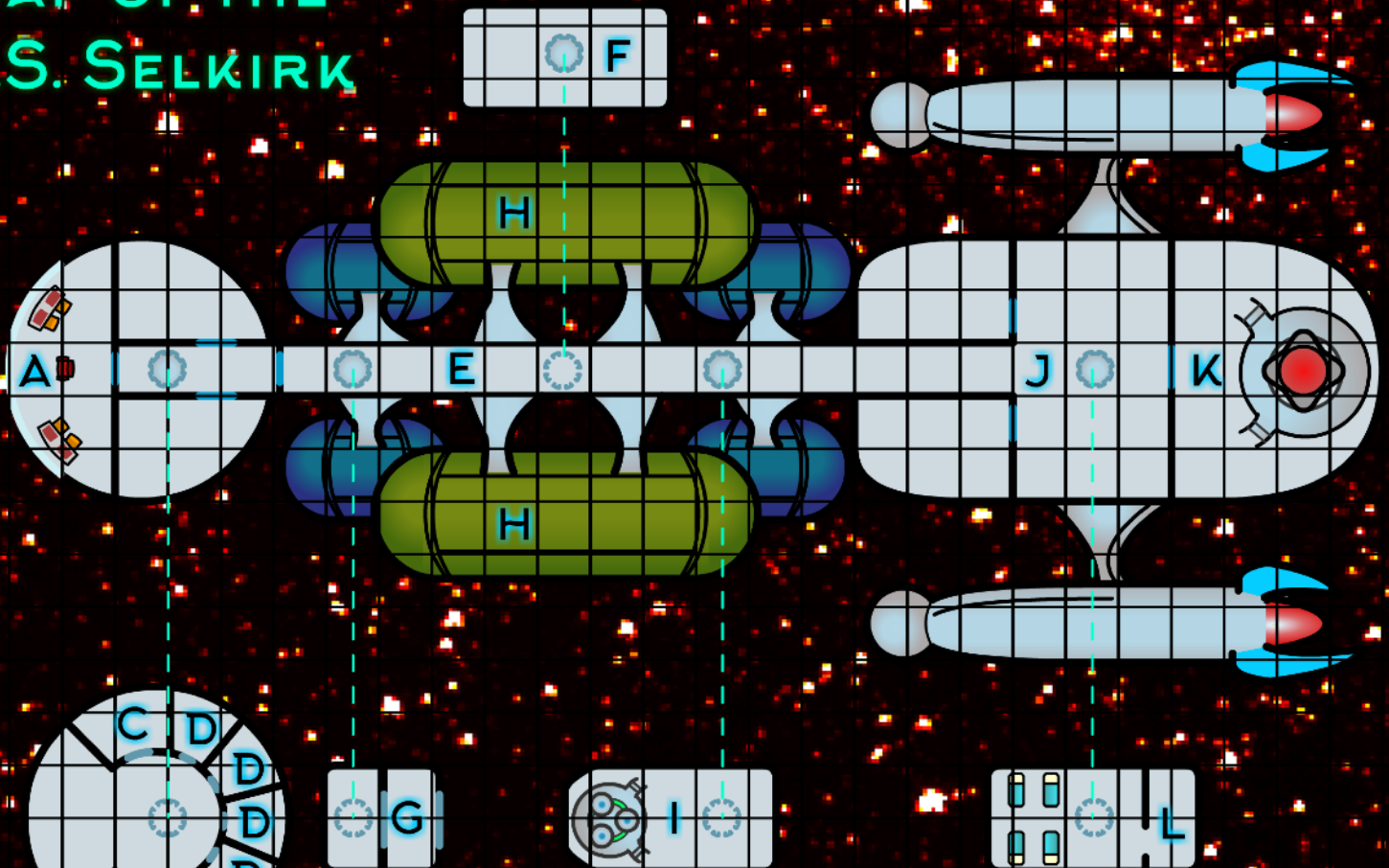
will go into a safe shutdown mode. This happens whenever the characters reach the third section they explore, no matter what location that happens to be. At this point, begin a slow 6d6 countdown with one-minute intervals; when this countdown expires the reactor is permanently shut down. Each minute of the countdown, a character moving at maximum speed may move to a new section of the ship, or make one check. If the characters have already turned off the primary life-support or have somehow isolated the reactor room from the remainder of the ship by using some sort of technobabble, then there is no need to begin the countdown. See *Section K The Reactor* for more information.

Once the countdown begins, klaxons sound and an automated voice will indicate that the reactor is going into shutdown mode. The crew might not at alarmed at first, but remind them that the *Selkirk* is still pointed at Orchid Station and is still travelling at 0.5c. Also, the ship is valuable, if it can be recovered.

Once the reactor begins the shutdown process, any checks to power a console have a -2d6 penalty applied to them.

MAP OF THE S.S. SELKIRK

UPPER DECK



LOWER DECKS

AREAS OF THE SELKIRK

The following sections describe important areas of the merchant vessel, but this is not a comprehensive breakdown of the entire ship. The ship has three primary sections: the forward hull which contains the bridge and the habitation area, the long spine where modular cargo connectors are attached and other areas like primary life support and the ventral airlock is located, and the rear hull where the engine room, reactor, and the infirmary are located.

As the characters move through the ship, remember to describe the green haze that always hangs in the air. The *Virosa* **pseudo-avatars** will stumble through corridors on occasion (see the entry on the *Virosa* at the end of this adventure). They rarely will interact with the crew, at least until the life support situation is dealt with. If the characters engage the **pseudo-avatars**, it is important to note that Caper will never knowingly threaten the characters. Once attacked, an individual **pseudo-avatar** will strike back as an involuntary reaction. They do not pursue characters who retreat, however.

SECTION A THE BRIDGE

The bridge of the *Selkirk* is a small affair, with only five primary stations: a combined navigation/piloting console, an engineering console, a combined sensors/communications console, a tactical console, and a command chair. The room is spartan and the only thing of note is the body of Captain Bana still upright in her command chair. Her body is green and rigid, covered by the spores that permeate the atmosphere. In her lap is her sidearm, which has not been discharged. If the characters touch the corpse it instantly collapses, revealing that it was nothing more than a shell.

There is no power to any of the consoles. It is a *Routine [10] LOG (engineering) check* to supply emergency power to a console, but only one console can be so powered at a time, due to the very low charge in the emergency batteries. If a character gets power to the nav console, they can determine that Bana programmed the course for Orchid Station. If a character gets power to the engineering console, they will receive a report on the reactor status. Neither the tactical console nor the sensors console have any relevant

information, since their associated systems have no power at all.

If the heroes supply power to the command chair and make a *Routine [10] LOG (computers) check*, they can retrieve several of the Captain's logs that have not been corrupted (see above).

From the bridge, it is easy to reach *Section B Ensign Xo's Quarters*, or *Section C Captain Bana's Quarters*.

SECTION B ENSIGN XO'S QUARTERS

In these quarters there's a double-wide bed, a small washroom, and a desk with an integrated computer system. On top of the desk is a dissection tray, with the remains of a small humanoid that seems to be very similar to ones that the crew might have already encountered. A *Difficult [16] INT (xenobiology) check* can interpret Xo's notes attached to the dissection... she believed that the humanoids are something she called **pseudo-avatars**. They are not offspring of the alien, but instead clones that have limited independence.

A *Routine [10] LOG (computers) check* will allow the characters to play back a personal video-log belonging to Ensign Xo. In the video she can be seen interacting with the pseudo-avatar... she holds up a hand, it holds up one of its tentacles. Over the course of the video, it can be seen that the avatar is losing coherence. It soon stumbles over, and then grows still. Xo can be seen using a medical scanner on it and then she puts the humanoid down on the tray and sits on her bed. Soon thereafter, Captain Bana enters the quarters and Xo switches off the camera.

From here, it is easy to reach *Section A The Bridge*, or *Section C Captain Bana's Quarters* or *Section D Other Crew Quarters*.

SECTION C CAPTAIN BANA'S QUARTERS

These quarters are not much larger than Ensign Xo's and seem to be furnished in much the same way... a double-bed, a washroom, and desk with a computer system. Characters that make a *Demanding [21] LOG (computers) check* can access Bana's official logs from this computer system. See *Section A The Bridge* for further information.

From the captain's quarters, it is easy to reach *Section B Ensign Xo's Quarters*, *Section A The Bridge* or *Section D Other Crew Quarters*.

ENSIGN XO'S REPORT ON THE ALIEN

Ensign Li Xo, acting medical officer for the S.S. *Selkirk*, preliminary medical report.

The alien recovered from the derelict vessel in the Lycorias System is an unknown lifeform. I propose *Virosa* as a name for the species, as they are extremely dangerous to other known lifeforms, though I do not believe that this is intentional.

I have attached a number of visual and medical scanner records as to the anatomy of the alien. Most particular is that while it seems to be nearly sessile, it possesses an array of complex sensory organs and a large brain.

Organs along the central torso of the alien emit and retrieve a spore-like byproduct in what seems to almost be a breathing process. I believe that the spores are part of the alien's feeding process. It seems attracted to water and other proto-biological compounds. It also seems to make use of waste materials, which is a potential benefit to ship life support systems.

Once the alien had "eaten" enough, it began to bud off small humanoids. These humanoids, exposed to the spores that are exchanging biomass, began to grow as well. At first, I thought that they were larval forms of the *Virosa*, but I now believe that they are servitors, somehow controlled by the spores.

Further analysis of the alien is warranted. I believe that our life support systems produce an environment that has euphoric effects on the *Virosa*. In fact, I have suggested to Mari — Captain Bana — that we should call this alien *Caper*. I cannot imagine that this is their natural state.

I have made contact with the alien. It was so simple; the environmental suit was preventing the spores from being used as a communication medium! However, it still seems agitated and affected by something. I will continue to work on isolating the environmental factors.

SECTION D OTHER CREW QUARTERS

These are the quarters for the other members of the *Selkirk's* crew. Most all of these doors are locked, it requires a *Challenging [13] LOG (computers)* check to bypass the locks. Inside, the quarters show evidence of a rushed departure... things are scattered about and none of these quarters have any power. It is possible that the characters may encounter pseudo-avatars in the crew quarter corridors. They will not encounter any avatars near Xo or Bana's quarters.

From these quarters, it is easy to reach *Section B Ensign Xo's Quarters*, *Section C Captain Bana's Quarters*, or *Section E The Spine Corridors*.

SECTION E THE SPINE CORRIDORS

These are small hallways that run the length of the long central spine. Occasionally the bulkheads are broken up by airlock doors, each leading to a modular cargo module.

Routing power to an airlock door is a *Routine [10] LOG (engineering)* check, see the *Section H Modular Cargo Areas* for more information.

This is the most likely place for the heroes to encounter the *Virosa pseudo-avatars* (see the *Virosa* species entry at the end of this adventure). They are barrel shaped, with a ring of sensor organs around their top, a number of vertical slits that they use to breathe in the spores and exhale them, and prehensile tentacles for both locomotion and manipulation. They will not attack the characters without provocation but can be found clustered around the entrances to the other sections that characters can reach from here like *Section F Primary Life Support*, *Section G Ventral Airlock*, *Section J The Engine Room* and *Section L The Infirmary*. They are not present near *Section H Modular Cargo Areas* and sparse around *Section D Other Crew Quarters*.

Characters who have psychic abilities or who succeed at making a *Demanding [21] INT (perception)* check might realize that the pseudo-avatars are herding the characters, making certain areas of the ship easier to access than others.

SECTION F PRIMARY LIFE SUPPORT

While the *Selkirk* has independent secondary backup life support systems in each area, this compartment is the central hub for the primary life support system. If the characters gain access to this area they will be able to change or shut down the atmospheric processing, the water flow, and the waste

processing. Unfortunately, there are always several **pseudo-avatars** directly outside the door to this compartment (see the *Virosa* stats at the end of this adventure). Caper (the *Virosa* alien), while not in its right mind, has some sense that its current euphoric state is related to this compartment's continued operation.

The **pseudo-avatars** will not attack the characters, but they will not move without physical force or some sort of trick being applied. They are attracted to open containers of water and are afraid of fire.

Once inside, it requires either a *Routine [10] LOG (engineering, medicine) check* to shut down the life support systems, or a *Difficult [16] LOG (engineering, medicine) check* to reconfigure the life support to produce a regular environment for the **Virosa** (most other species can survive in this environment with a breathing mask). See *Section L The Infirmary* for another way to accomplish this task.

The only area that can be reached from life support is *Section E The Spine Corridors*.

SECTION G VENTRAL AIRLOCK

This is the only airlock that has power from the reactor still connected, and is the most likely way the characters gain access to the *Selkirk* if they do not have teleportation technology. As soon as the characters enter the pressurized part of the airlock, a speaker begins to play a pre-recorded message... a synthetic voice saying "Leave Now! This ship is contaminated! You must leave now!" A *Routine [10] LOG (computers) check* reveals that it was programmed into the system days ago (it was Captain Bana's last plea for her crew to evacuate the ship).

From the airlock, the characters can gain access to *Section E The Spine Corridors*.

SECTION H MODULAR CARGO AREAS

Most of these cargo pods are empty. The remainder have supplies intended for the colony in the *Arethusa* system, and several of the cargo containers have been broken into and are covered by the green spores. Cleaning all of the containers will be a major routine task that the characters can approach with either brute force or chemistry. A *Difficult [16] INT (medicine, biology, chemistry) check* could reveal that all of the cargo containers that have been broken open would have contained large amounts of carbon and water in their makeup.

In another cargo module, the spools of conduit can be found, there is a light dusting of the spores on the outside of the containers but the cabling itself is unaffected. For more information on using the conduit wire, see *The Challenges of the Selkirk*.

From the cargo pods, the only way out is to return to *Section E The Spine Corridors*.

SECTION I TRANSPORTER PAD

This section only exists if your setting features common ship-to-ship teleportation technology. Due to its location close to *Section L The Infirmary*, the clouds of spores are extraordinarily thick here and the equipment is mostly inoperable. It would require a minor challenging engineering task to restore the room to its proper working order.

From the transporter pad, the only exit leads to *Section E The Spine Corridors*.

SECTION J THE ENGINE ROOM

This room is very long and narrow, with many consoles on each side. Most of the panels are switched off or only halfway operational. A *Routine [10] LOG (computers) check* will reveal that there is no substantial communication between the engine room and the bridge. A *Challenging [13] LOG (engineering) check* will allow the crew to determine the current status of the reactor. See *The Challenges of the Selkirk* and *Section K The Reactor* for more information.

The crew can easily note that the engine room has sufficient instrumentation to serve as a backup bridge, but the conduits from the bridge are disrupted and thus the characters cannot easily take control of the ship from the engine room.

From the engine room, there are two exits, one leading back to *Section E The Spine Corridors* and one leading to *Section K The Reactor*.

SECTION K THE REACTOR

At the far end of the engine room is a sealed door that leads to the ship's reactor, which provides both the primary power-source for ship's systems but also the power for both the FTL systems and the sub-light engines.

If the reactor is still operational when the characters reach this door, opening it requires a *Demanding [21] LOG (computers) check* to override the safety protocols. If the reactor has already gone into its shutdown mode, but has not reached the permanent shutdown stage (see below), then the check is simply *Difficult*

[16]. If the reactor is completely dead, the check is *Routine [10]*.

Once inside, the crew will notice that the reactor seems to be water-cooled, and the green spores that infest the entire ship cling to the water-pipes. They have already contaminated several minor systems to the point of failure and the reactor has gone into a safety shutdown mode as it detected the cooling system failing.

If somehow the characters have reached the reactor before it has begun the countdown process, then the heroes can perform a quick routine engineering task to clean the fouled system. Only three checks are required but each character working around a working reactor receives 3 HEALTH damage each time interval.

If the reactor has already begun the countdown, then the process will require a quick difficult engineering task in order to clear the contamination. Six checks are required in this case, and each character in the reactor room receives 1 HEALTH damage for each time interval. If the crew have either turned off the primary life support (or reconfigured it according to Ensign Xo's notes) then the checks become *Routine [10]* instead. If the characters instead somehow seal the reactor room off from the rest of the ship (such that the spores cannot enter or leave) then this has the same effect.

If the reactor has gone into permanent shutdown mode, the cleaning process is a minor routine engineering task with no damage sustained. However, getting the reactor to operational status if it went to permanent shutdown is a major difficult engineering task.

SECTION L THE INFIRMARY

The Infirmary is downstairs from the engine room, and usually requires no special effort to enter. However, when the crew arrive, there are several pseudo-avatars near the entrance (at least one for each character) and they will block any attempt by the characters to enter the sick bay. The characters will almost certainly have to resort to some sort of physical effort to move past the avatars.

Characters that have psionic abilities will be able to detect the presence of an alien mind in close proximity. This is Caper, the **Virosa** alien. The psionist may attempt to communicate with Caper, but it receives +7 to its MENTAL DEFENSE due to its current euphoric state. If

the crew has turned off the life support systems or reconfigured them, this bonus is no longer in effect. A successful Psychic Suggestion will cause the pseudo-avatars to move out of the way.

Once the characters enter the infirmary, they will notice that there is a very thick cloud of green spores here, and they seem to almost move or pulse. The sick bay is divided into two sections, a front area where there is a computer desk and other office equipment and an examination area with two medical beds and other associated equipment.

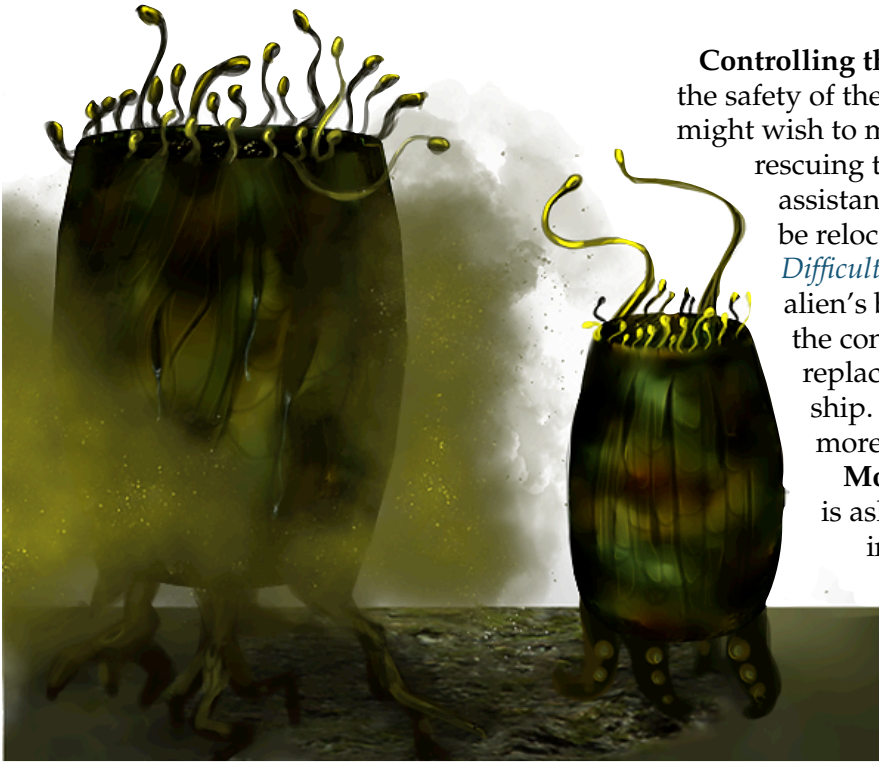
In the office area, the green mummy of Ensign Xo is seated at the computer desk, her hands on the touchscreen keyboard. It is a *Routine [10] LOG (engineering) check* to supply power back to the computer desk, but the characters will have to attempt to move Ensign Xo in order to access the computer. Her mummy will immediately disintegrate into green dust. It then requires a *Difficult [16] LOG (computers) check* to access her file on the alien.

After reading the medical report, it is only a *Routine [10] LOG (computers) check* for the characters to realize that Ensign Xo has determined the environmental parameters, but was overcome by the spores before committing them. If they used the conduit to reconnect the ship's systems, then it is trivial to send the commands to the primary life support system. If not, someone can go to *Section F Primary Life Support* and input the changes manually.

Inside the examination area is the alien. The spores are thick here, and there is a wet, slick coating of dead spores on the floor. If combat occurs here, apply a 2d6 penalty to actions because of the dangerous footing. In the center of the room is the cryopod, and just outside is the alien. It is slightly over 2 meters tall, with a diameter of about 70 centimeters at its thickest point. There are long vertical "gills" in the trunk that constantly breathe in and expel out spores. Above this is a circle of sensory organs that afford Caper a full view of the entire room. There are no pseudo-avatars in here.

MEETING CAPER

If the characters choose to interact with Caper before adjusting the life support system (by exposing themselves to the spores) then they will experience the same sort of euphoria that warps their own perceptions of reality.



Controlling the Ship. Characters that have the safety of the crew foremost in their mind might wish to make use of the *Selkirk* in rescuing the crew. They might even want assistance from Caper. If the alien can be relocated to the engine room (a *Difficult [16] STR check* due to the alien's bulk and limited mobility) and the conduits have been cleaned or replaced, then Caper can control the ship. See *Saving the Selkirk's Crew* for more information on this prospect.

More About the Virosa. If Caper is asked about its species, it will indicate that it was only a junior medical staff member on their ship. They were on a long-range exploratory mission. It feels confident that if it could get back to the ruins of the ship, it could extract out coordinate

information to allow the characters to reach one of the Virosa worlds.

About the Name. Due to the telepathic connections, Caper will understand the meaning of its name. It does not feel that it is very appropriate, but its actual name cannot be reproduced except by psionics, so it will accept it for the time being.

Once the characters have made their peace with Caper, or have otherwise dealt with the alien, the most pressing concerns are making sure that the *Selkirk* does not impact Orchid Station and the rescue of the crew. Caper will volunteer to steer the ship into Orchid Station and will even agree (if the characters propose it) to have the FTL engines cut so that the ship cannot leave the system.

Otherwise, the characters will want to go to the Beroe system to rescue the crew of the *Selkirk*, either in their own ship, the *Selkirk*, or both.

Once they change or switch off the life support system, Caper will rapidly come down from this state. In this case, the spores become much less aggressive, and the characters find that exposing themselves to them is less hazardous (there is no HEALTH damage anymore). Characters that are in contact with the spores can use Telepathic Message with Caper, even if they do not have psionic abilities. Characters with psionics can communicate directly without exposing themselves to the spores.

Caper is intelligent. The crew will probably wish to talk to it. Here are a few likely subjects:

The Euphoria State. If Caper is provided with the relevant data - a *Difficult [16] INT (medicine) check* - it can confirm the standard environmental conditions of the *Selkirk* created a "natural high" and it was not aware of the consequences of its actions. However, it did try to steer the characters towards certain areas, whenever it could gain temporary control over the euphoria.

The Crew. As a creature used to producing semi-independent disposable pseudo-avatars to perform tasks, it will take some explaining to Caper for it to understand that each of the crew was an individual. Once it understands, it will be remorseful for the deaths of Bana and Xo. If the characters insist on Caper facing judgement, it will agree to be interviewed by the authorities. If the crew attempts to carry out summary judgement, it will protest, and then summon pseudo-avatars (at least two per character) to protect itself.

RESCUING THE CREW

An ASTEROID BELT, with ESCAPE PODS hiding in the tumbling rocks. Zoom out to see a OGRON WARSHIP at the edge of the belt, waiting.

The most prominent feature of the Beroe system is an asteroid belt that occupies the space between the orbit of the second planet (a standard terrestrial rocky world) and the third planet (a massive gas giant). The belt is highly chaotic and filled with asteroids of all sizes. The surveyors theorized that it must have formed very recently, perhaps only a thousand years ago or so.

Captain Bana (a **captain**) had her crews take the lifeboats close to the second planet. However, the ship's engineer — Jono Anst, a **worker** — detected signs of an Ogron survey probe and decided to retreat to the asteroid belt. It was a wise move, for recently an Ogron warship has appeared in system.

ARRIVING IN THE BEROE SYSTEM

Depending on the type of FTL technology in your setting, the characters may be able to spot the Ogron warship from some distance. Even if they do not have that opportunity, the characters will be lucky... wherever the characters appear in system, the warship is on the opposite side of the asteroid belt.

A *Routine [10] LOG (computers)* check will indicate that there is no sign of the lifeboats at the second planet. A *Demanding [21] LOG (computers)* check will detect faint signatures that indicate they might be hiding in the asteroid belt. If the crew fails this check, then the Ogron warship will have enough time to

THEATER OF THE MIND

This battle works well as a Newtonian Tactical encounter, especially with the moving asteroids. However, some groups may prefer to run this as a Theater of the Mind encounter.

For Theater of the Mind, set the scene by describing the whirling mass of asteroids encircling the larger one.

At the beginning of each round, the asteroids will move. For Theater of the Mind, roll 2d6. On a roll of a 2, the character's ship will be threatened by the large asteroid. On a roll of 4, the character's ship is threatened by a small asteroid. On a roll of 10, the Ogron warship is threatened by a small asteroid. On a roll of 12, the Ogron warship is threatened by the large asteroid.

If the character's ship has a tractor or pressor beam, then any time it is used, roll 3d6 at the start of the round and allow the players to select which two dice they would like to count.



BAUK IN STARSHIP COMBAT

Bauk's vessel, an Ogron AI-Master Class IX Warship, can be found in the appendix.

The following items from Bauk's stat block are important to note when engaging in starship combat.

His ship gains +2 DEFENSE from his Evasive Flying ability, taking it up to DEFENSE 15.

He has a Warp Maneuver exploit which he can use once during the combat (once it is used, his FTL drive goes offline for an hour). This allows him to reposition his ship anywhere on the starmap.

He rolls 5d6 for a starship weapons attack (his AGI plus *gunnery* skill) and the same for piloting checks (his AGI plus *piloting* skill).

His starship tactics skill gives him an INITIATIVE roll of 6d6 in starship combat.

His crew is average, and rolls 4d6 for all checks.

His ship has 150 slaves on board, a fact easily determined with scanners. Destroying it will kill them all. If necessary, Bauk will make sure the PCs are aware of this.

Remember, also, that his ship's LUXURY core is low - *all* checks (including those listed above) take a -1d6 penalty because of this. Checks not being made by Bauk himself are made by his crew instead - it's a standard crew (rolls 4d6, or 3d6 taking into account the poor LUXURY score). Bauk will generally handle the gunnery personally, as he is better than his crew at such things.

get itself into a favorable position; see *The Battle of the Asteroid Belt* below.

Characters that attempt to hail the lifeboats will receive no response, as they are trying to hide from Bauk. However, once the ship enters the asteroid belt itself, Anst will make a short-range transmission to establish contact with the rescuers. Jono Anst is a no-nonsense sort of practical individual. He is focused on keeping his crew alive and is willing to entertain reasonable plans to help get rid of the Ogron warship.

THE BATTLE OF THE ASTEROID BELT

The area of the asteroid belt where the characters detected the lifeboats is a section where one large asteroid dominates the orbital paths of many other smaller asteroids.

This battle assumes that you are using Newtonian Tactical starship combat rules. If

you are using Theater of the Mind instead, see the sidebar.

Place a two-hex diameter counter in the center of the map, surrounded by 2d6+3 counters that are one hex in diameter and at least nine hexes away from the large asteroid. Each smaller counter represents a smaller asteroid, and three of them represent the asteroids that the lifeboats are hiding next to (one lifeboat for each of the three asteroids).

At the beginning of each round, the asteroids will move. Roll a d6 to indicate a direction that the large asteroid will move, and a d6 for the number of hexes. Then each of the small asteroids will move one hex closer to the large asteroid's new placement. If the large asteroid strikes a small asteroid, the small asteroid is removed. If two small asteroids strike each other, both are removed. In either case, if a lifeboat was hiding in one of the destroyed asteroids, then reveal it in the same hex as the asteroid used to occupy. If the large asteroid moves into the space of a revealed lifeboat, it is destroyed. If a small asteroid moves into the space of a lifeboat, it hides in that asteroid.

If a small asteroid moves into the space occupied by the character's ship (i.e. threatens it), then the pilot must make a *Challenging* [13] AGI (*piloting*) check to avoid the asteroid. Failure means that the ship takes 2d6 kinetic damage. If the large asteroid threatens the ship, then a *Demanding* [21] AGI (*piloting*) check is in order, or the ship takes 4d6 kinetic damage from the asteroid. Small asteroids are destroyed by impacting the ship, the large asteroid is not. The Ogron warship might be struck as well, see the relevant section for any needed checks.

If the character's ship has a tractor or pressor beam, use the standard rules for tractor/pressor beams. The small asteroids are Class II, and the larger asteroid is Class VIII.

Once the characters have entered the asteroid field, the Ogron warship will feel obligated to chase them in. Bauk will use his ion weaponry in order to capture the ships and crews; slavery is the fate of any captured crew. If his ship takes more than half damage, Bauk will judge that further pursuit is not profitable. He retreats to the edge of the asteroid belt.

RESCUING THE CREW

If the characters can get their ship in close to one of the asteroids that a lifeboat is hiding on, then they will be able to rescue the crew. If

Bauk has been destroyed or run off, then this can happen automatically. If the crew rescue occurs during the battle, then the lifeboat can re-dock with the *Selkirk* by the pilot of the ship making a *Routine [10] AGI (piloting) check*. If Caper is controlling the *Selkirk* then this check is automatically successful. If the characters are using their own ship, then rescue will depend on that ship's capabilities.

There are three lifeboats, each with six crewmembers onboard (the *Selkirk* had a full crew of twenty). The most prominent of the crew is Engineer Jono Anst; if he is brought aboard the *Selkirk* and in the engine room, any engineering type checks receive a 1d6 bonus die from his presence.

ESCAPING THE SYSTEM

Once the crew has been rescued, the characters will almost certainly want to escape the system. If Bauk and his warship have already been destroyed, this is trivial. However, it's much more likely that Bauk retreated to outside the asteroid belt and is laying in wait for their ship. This means that going to FTL will be a chase scene of sorts.

If your setting uses jumpgates or wormholes for FTL travel, then you can run the trip to the jumpgate as a standard chase. The characters can make all of their checks before leaving the asteroid belt. If your setting uses other modes of transport, they can make the Engineer and Navigator checks in the asteroid belt, but must make the Sensors check as they reach the safe zone. Ambitious characters might decide to go to FTL inside the asteroid belt, such a risky move applies a -2d6 penalty.

REPORTING TO ORCHID STATION

The characters will almost certainly be returning to Orchid Station in order to make a report to Commander Yauna. Hopefully they will be able to return Engineer Anst to his beloved spouse as well. Yauna's assessment of the characters depends highly on how they dealt with the new alien lifeform they had a chance to meet.

If the crew were bloodthirsty and destroyed Caper then Yauna will quickly dismiss them... a great opportunity has been lost. If the crew was able to make contact with Caper and took the alien into custody or otherwise have allowed Orchid Station to become responsible for the first contact situation, the Commander

is very pleased. If the crew have befriended Caper and are reluctant to share information with Yauna, then the Commander is careful... they would like to be involved in further attempts to make contact with the Virosa alien.

FOLLOW THE STORY

You'll learn more about the Nereid Sector and what Bauk wants with his slaves in *Harvester Moon* and *The Virosa Accord*, the rest of the *Nereid Trilogy*!

SS SELKIRK CLASS V FREIGHTER



A mid-sized exploration vessel, the *SS Selkirk* is a private ship under the command of Captain Bana.

Weight 43,383 tons; **Cargo Units** 600 (498.5 available; capacity 24,925 tons)
Hull Class V (INIT -1d6) Length 69m; Width 24m; Height 20m
Crew 20 (cost 4,000 Cr/m; standard 4d6); **Troops** 0;
Passengers 200 (0 standard, 0 luxury)

COMMAND & CONTROL SYSTEMS

Computer 1x Frontier Products MM-2
Command Computer (CPU cycles 12; max FTL 3; checks +0d6)
Sensors Interstellar Enterprises MS-2 (range 6; check +0d6)

ENGINE & PROPULSION DATA

Subluminal 1x Oshiro Shipping MI-2 Ion Engine (power 21; SPEED 4.2; fuel efficiency 1.6)
FTL 2x Warpdyne Asteroid Mining SA-2 Antimatter Engine (power 8 ea; FTL 3.0; fuel efficiency 1.1)
Backup FTL -
Operational Range 138 parsecs

DEFENSIVE DATA

Superstructure 20; **DEFENSE** 16; **E-DEFENSE** 10
Armor -

Shields 4x Tyler Mechanics SSM-2 Combat Shield System (power 7 ea; SOAK 5)
Point Defenses -

WEAPONS DATA

1x Tan-Korovin Enterprises SBP-1 Hotbuster Pulse Blaster (range 2; damage 2d6 heat; attack +0d6)
1x Galactic Company MLB-1 Skysteel Beam Laser (range 5; damage 2d6 heat; attack +0d6)

FACILITIES

Luxury 98% (adequate; +0d6)
Facilities Cabin, Standard (16), Cabin, Luxury/Environmental (4), Transporter Pad (1), Sickbay (1), Stateroom (1), Replicator (1), Galley (1), Escape Pod (20),

GENERAL SYSTEMS

Fueling 1x Over Prime O68 Fuel Scoop
Electronic Warfare -
Tractor Beams 1x Warp Sun Metallurgy G75 Tractor/Pressor System (STR 6; range 10)
Cloaking Device -
Engineering -
Shuttles 4 (1x Megalight EI93 Hangar Deck);
Fighters 0; **Vehicles** 0

Market Value 621.60 MCr

OGRON ALL-MASTER CLASS X WARSHIP



This ugly Ogron vessel is a large warship converted to carry up to 200 slaves at a time. Slow and ponderous, it is still well-armed with a pair of forward mounted concussion missiles and two broadside blasters on each side.

Weight 138,314 tons; **Cargo Units** 1,400 (118 available; capacity 5,900 tons)
Hull Class IX (INIT -1d6); Length 300m; Width 100m; Height 100m
Crew 198 (cost 4000 Cr/m; standard 4d6); **Troops** 0;
Passengers 200 (0 standard, 0 luxury, 200 slaves)

COMMAND & CONTROL SYSTEMS

Computer 2x Chemerkin-Liang Products LM-2 Command Computer (CPU cycles 20 ea; max FTL 5; checks +0d6)
Sensors Interstellar Enterprises MS-1H (range 8; check +1d6)

ENGINE & PROPULSION DATA

Subluminal 3x Satellite Concepts SI-2 Ion Engine (power 11 ea; SPEED 3.7; fuel efficiency 1.4)
FTL 2x Newdyne Concepts LA-1 Antimatter Engine (power 20 ea; FTL 4.4; fuel efficiency 0.9)
Backup FTL -
Operational Range 729 parsecs

DEFENSIVE DATA

Superstructure 80
DEFENSE 13; **E-DEFENSE** 10
Armor 32x ablative (SOAK 5 ballistic, 4 energy)
Shields -
Point Defenses -

WEAPONS DATA

2x Arakyd ST2 Concussion Missile Tube (2f; range 6; damage 2d6 ballistic; attack +0d6)
4x Translight Colonization MIC-2 Girder Ion Cannons (2p/2s; range 3; damage 2d6 ion; attack +0d6)

FACILITIES

Luxury 85% (poor; -1d6)
Facilities Brig (5), Cabin, Hotbunk (70), Armory (10), Gymnasium (10), Messhall (40), Sickbay (5), Turbolifts (10), Zero-G Sports Hall (6), Escape Pod (100), Galley (20), Replicator (20)

GENERAL SYSTEMS

Fueling -
Electronic Warfare -
Tractor Beams 1x Transwatch L4 Magnetic Beam (STR 4; range 7)
Cloaking Device -
Engineering -
Shuttles 4 (1x Megalight EI93 Hangar Deck); **Fighters** 0; **Vehicles** 0

Market Value 2,596 MCr

THE VIROSA

Medium sentient plant (7d6)

Virosa are aliens that are nearly stationary, using their pseudo-avatars and powerful psionic abilities to interact with the environment. They are tall, barrel-like, and green, with vertical breathing slots that they use to inhale and exhale spores that help extend their psionic fields and also collect water and other nutrients.

STR 4 (2d6) **AGI** 2 (1d6) **END** 14 (4d6)
INT 12 (4d6) **LOG** 12 (4d6) **WIL** 4 (2d6)
CHA 4 (2d6) **LUC** 0 (0d6) **REP** 0 (0d6) **PSI** 14 (4d6)

HEALTH 40
MELEE DEFENSE 10; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 14
SOAK 4 (natural armor); **VULN** -
STATUS IMMUNITIES Drowsiness, Fear, Tiredness

INITIATIVE 4d6
SPEED 1; **CLIMB** 1; **JUMP** -
CARRY 180 lb (max lift 200 lb)
ACTIONS 2

NATURAL DAMAGE 1d6+2
REACH 5'

Tentacle 3d6 (1d6+2 blunt damage)

Skills *combat* 1 (1d6), *biopsionics** 6 (3d6), *telekinesis** 3 (2d6), *telepathy** 6 (3d6), *perception* 3 (2d6), *medicine* 6 (3d6)

Gear -

Non-mobile. Virosa cannot have a **SPEED** greater than 1.

Spore cloud. Virosa use their spores for feeding, psionic projection and reproduction. A Virosa can elect to have its spores feed aggressively and indiscriminately. Any characters exposed to such a spore cloud take 1 **HEALTH** damage per turn.

Pseudo-avatars. Virosa can produce pseudo-avatars, smaller versions of themselves with manipulator tentacles and locomotion tentacles. A Virosa can control a number of pseudo-avatars equal to its **INT** dice pool, and they can only be controlled within the spore



cloud (usually about 30 feet in diameter in normal conditions - Caper's condition was highly unusual).

Pseudo-avatars have the follow statistics and abilities:

STR 3 (2d6) **AGI** 3 (2d6) **END** 4 (2d6)
INT 0 (0d6) **LOG** 0 (0d6) **WIL** 0 (0d6)
CHA 0 (0d6) **LUC** 0 (0d6) **REP** 0 (0d6)

HEALTH 10
MELEE DEFENSE 10; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 10*
SOAK 0; **VULN** -
STATUS IMMUNITIES -

INITIATIVE 4d6 (uses Virosa's)
SPEED 4; **CLIMB** 2; **JUMP** 6' / 3'
CARRY 40 lb (max lift 150lb)
ACTIONS 1

NATURAL DAMAGE 1d6+2
REACH 5'

Tentacle 3d6 (1d6+2 blunt damage)

Skills *combat* 1 (1d6), *stealth* 3 (2d6)

*Pseudo-avatars in the spore cloud are invulnerable to all mental psionic attacks.

BAUK

Large sentient humanoid (8d6)

A vicious Ogron slaver.

STR 12 (4d6) **AGI** 4 (2d6) **END** 8 (3d6)
INT 6 (3d6) **LOG** 8 (3d6) **WIL** 6 (3d6) **CHA** 6
(3d6) **LUC** 6 (3d6) **REP** 6 (3d6)

HEALTH 32

MELEE DEFENSE 21; **RANGED DEFENSE**
10; **MENTAL DEFENSE** 25
SOAK 7 (kevlar breastplate, street tough);
VULN -

INITIATIVE 6d6 (starships 6d6)
PERCEPTION 3d6
SPEED 7; **CLIMB** 4; **JUMP** 8' / 12'
CARRY 450lb (max lift 1,350lb)

ACTIONS 2

NATURAL DAMAGE 2d6+4

Brawling 7d6 (2d6+4 blunt damage)
High quality longsword 8d6 (2d6+7 slashing
damage)
Pistol 3d6 (2d6 ballistic damage; range 8)

Skills *starship tactics* 6 (3d6), *piloting* 6 (3d6),
gunnery 6 (3d6), *computers* 3 (2d6), *brawling* 6
(3d6), *intimidation* 6 (3d6), *leadership* 6 (3d6),
hardy 3 (2d6), *tactics* 6 (3d6), *swords* 6 (3d6),
engineering 1 (1d6).

Gear high quality longsword, kevlar
breastplate, pistol

Dull-witted. Although slow-witted, Ogron
minds are hard to penetrate. Bauk gains a +4
bonus to **MENTAL DEFENSE** (included,
above).

Smelly. No matter what they do, Ogrons smell
bad. Bauk takes a permanent -1d6 penalty to
any attempts at stealth.

Brawny. Ogrons increase their carrying
capacity by 50% (included, above).

Stronger with age. Unlike most species,
Ogrons can continue to increase their **STR**
attribute into old age. Ancient Ogrons are
incredibly strong.



Evasive flying. A ship which Bauk pilots gains
a **DEFENSE** bonus equal to his **AGI** attribute
dice pool (+2).

Street tough. Life on the streets is tough. Bauk
gains a natural +2 **SOAK** (included, above).

Warp maneuver. A very dangerous maneuver,
Bauk can use his ship's **FTL** capability to
reposition his ship on the battlemat. He can
move to any location to which he has direct
line-of-sight, but his resultant facing is
randomized (roll 1d6). This takes his ship's
FTL engines offline, and they require an hour
to repair.

THE NEREID SECTOR

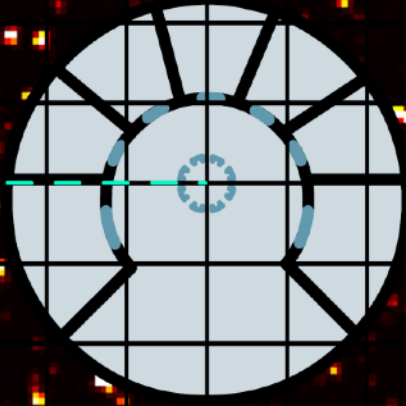
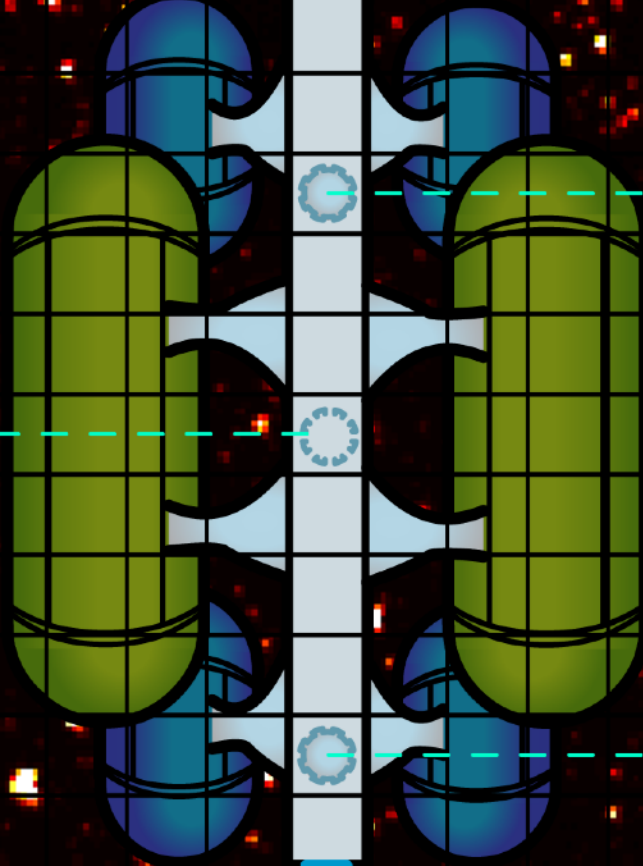
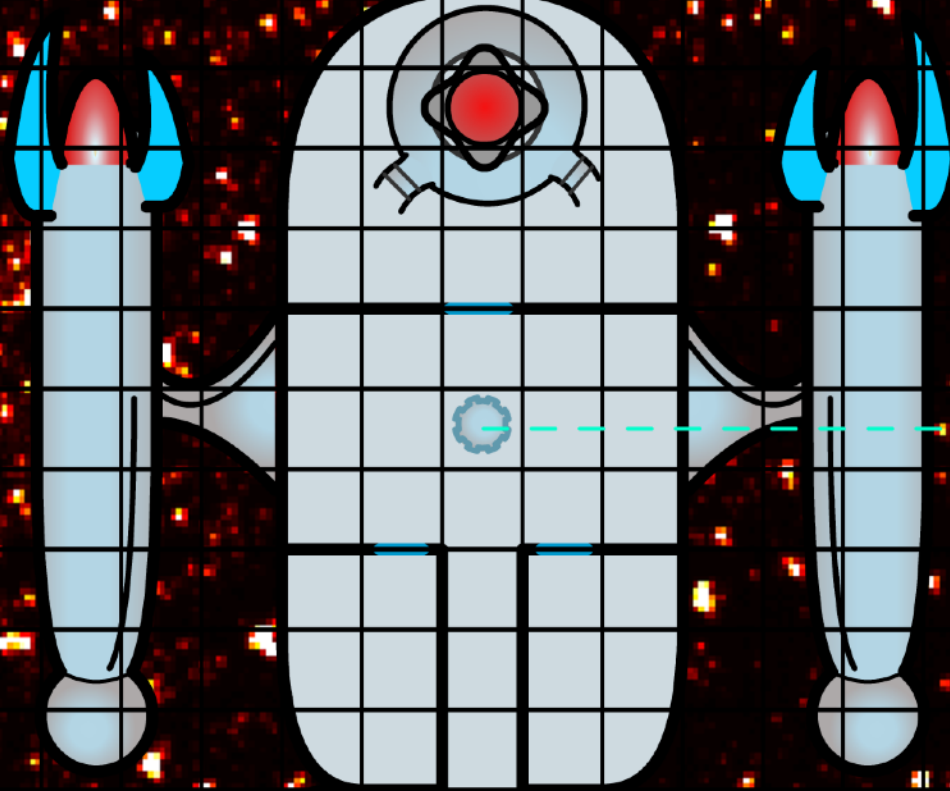
Standard Navigational Projection on Galactic Plane

● Rocky Planet	★ Main Sequence Star	▽ Minor Colony
○ Gas Giant Planet	☆ Dwarf Star	▼ Major Colony
⊕ Ringed Gas Giant	⋮ Asteroid Belt	⬠ Military Outpost
		◇ Research Facility



MAP OF THE S.S. SELKIRK

UPPER DECK



LOWER DECKS