ASSAULT ON SINGULARITY BASE

CYPHER SYSTEM

By Sean K Reynolds

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INTRODUCTION

BACKGROUND

In this adventure, the forces of good face near-impossible odds as they struggle to free the galaxy from the tyrannical Grand Imperium, one planet at a time.

The Empress Tahali V, leader of the Grand Imperium, controls the galaxy with her countless legions of Imperium troopers and the dreaded Imperium star fleet. The current empress has sat upon the throne for nine years and is as ruthless and terrible as those who came before her. A ragtag band of rebels fights against the Imperium, their determination, bravery, and skill making up for their lack of numbers and supplies.

This adventure includes page references to various subjects accompanied by this symbol. These references are to the *Cypher System Rulebook*, where you can find additional details about that item, place, creature, or concept. It isn't necessary to look up the referenced items in the book; doing so is an optional way to provide additional information to your players.

Imperium troopers are the face of the Grand Imperium, ubiquitous on all the worlds of the galaxy. Clad in glistening silver armor, marked with the griffon symbol of the Imperium military, and carrying blasters and swords, the Empress's troopers patrol the streets of every Imperial city. Troopers are the worst of the Imperium, more interested in maintaining control than in preventing crime or helping citizens.

When troopers need heavy support, wardroids are brought in. These fearsome robots are utterly ruthless and are known to kill innocent bystanders as often as enemies of the Empress. When wardroids are unleashed, wise troopers take cover.

The rebels have recently discovered that the Grand Imperium is creating a superweapon that can destroy an entire star system. Rebel spies have tracked a prototype of this superweapon to an Imperium base—called Singularity Base—on a remote swamp world. Your group is one of six rebel teams attacking in a coordinated but desperate assault. Each team has its own objective, contributing toward the common goal of eliminating the superweapon prototype.

Blue Team: Rescue the rebel prisoners held in the detention area.

Green Team: Create a diversion to draw the facility's guards—including the dangerous wardroids—from other parts of the base.

Orange Team: Disable the primary power grid.

Red Team: Destroy the prototype superweapon in the coolant area.

Silver Team: Capture or kill the key Imperium General running the base.

Yellow Team: Disable or destroy the Imperium fighter craft in the hangar to facilitate the rebels' escape.

Running this adventure requires six GMs, six teams of six players each, and a seventh "Runner GM" to coordinate messages and actions between the teams. Each team has its own objectives and challenges, but communication and coordination between the teams can win the day.

When a team GM needs the Runner GM, they shouldn't be coy. Stand up and say "Important communication from [your team color]" and deliver the message. The Runner GM will come as quickly as possible and take it from there, delivering messages as needed to the other teams.

THERE ARE TWO SIDES TO EVERY CONFLICT—EVEN A GALACTIC ONE

The Imperium is presented here as a monolithic, fascist enemy to be destroyed. While this is pretty much spot on, like any corrupt fascist regime, it is an organization simply composed of *people*. Imperium personnel fight for their Empress for many reasons, and most of those reasons are not what would be considered evil—instead, these people fight for order, reason, control, or tradition. Each has a deep belief structure to back up their violent actions.

As such, occasionally, troopers of the Imperium will have an attack of conscience, bargain to save a friend's life, or even try to reason with the PCs. This note is here to make sure the GM doesn't forget that under the faceless masks of the Imperium are people with hopes, dreams, and the want of a better future. Just like the PCs.

SYNOPSIS

After a brief introductory speech, the adventure *truly* begins when the teams have infiltrated the base through several different entrances. Each team must attempt to complete its objective, making the overall objective of disabling or destroying the prototype superweapon a success, after which all teams should fall back to their transport craft hidden in the swamp, and flee the planet.

PREPARING FOR THE ADVENTURE

First, be conversant with the Cypher System rules, and take a look at the "Introducing Players to the Cypher System" document. Next, take a long look at the pregenerated characters that the players will be using so that you're aware of who they are and what they can do.

- Become familiar with the part of the Imperium base your players will be exploring.
- Your encounter areas might be affected by the actions of the other five teams of PCs. The Runner GM will inform you if this happens. Callouts in the margins (labeled by team name) explain these effects if they occur. Become familiar with these callouts.
- Your PCs might affect events for the other five teams. Some of these are direct consequences of a successful mission, and others are incidental to events in other parts of the base. Specific examples of these effects are called out in the descriptions of your encounter areas; become familiar with these outcomes. The players might invent their own solutions and impact other teams in unexpected ways. When your group's actions would affect another team, explain the action to the Runner GM so they can inform the other team's GM.

Because of the complexity of these cross-team interactions, there are many ways this adventure can play out. If several teams do poorly, the final encounters for some teams might become very, very difficult.

There are six pregenerated characters at the back of this adventure, beginning on page 29. The characters have no names, and the GM should encourage the players to create setting-appropriate names for their characters.

NAVIGATING IN THE BASE

The PCs have been given the general schematics for Singularity Base, but instead of having them navigate through random corridors and side rooms, after a brief introduction, this adventure jumps straight to the critical parts of their missions. The adventure starts each group just outside their target areas of the base. If the players insist on avoiding their mission area, use GM intrusions (such as patrols of Imperium troopers, areas closed for maintenance, or a family of rabid creatures escaped from a containment pen) to push them in the right direction.

This planet is a warm and muggy "swamp world," like the Midwest in early summer. Singularity Base is a scientific research station containing a powerful energy reactor and hundreds of people, all of which add to the heat and moisture in the base. The air conditioning system and dehumidifiers do what they can to counteract the uncomfortable environment, but most areas are slightly uncomfortable.

NOTES FOR THE RUNNER GM

As the Runner GM, you have a key role in making gameplay in this six-table adventure run smoothly. Make note of where all six games are and which table is playing which team. Be alert for any of the GMs trying to get your attention.

Your job is to pass messages from GM to GM about the actions and status of each team. To minimize having to write down or memorize complex messages, many of the most common messages built into this adventure are included on a "cheat sheet" (page 28) for you. For example, when the Orange Team completes their mission, their GM is instructed to tell you "completed objective Orange Alpha," and you can look up **Orange Alpha** on your cheat sheet to see what you are supposed to tell the other GMs. Most of these messages are short and to the point, such as "Tell all six GMs that the primary power grid is disabled," or "Tell the Silver GM that the troopers are alerted and expecting trouble," and the other GMs will have instructions about what to do with this information.
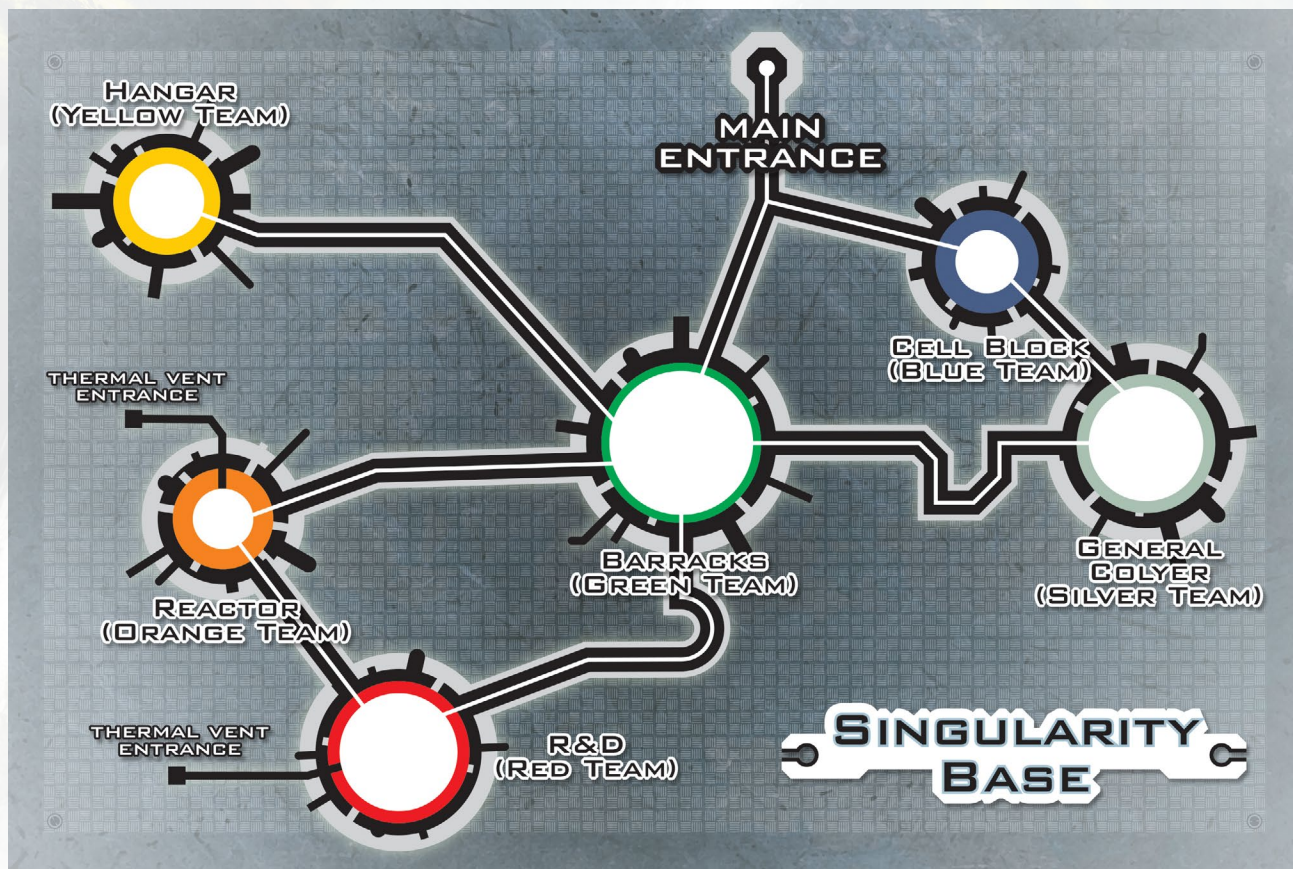
You are also responsible for passing custom messages between GMs, such as if one group of players does something unusual that could affect other teams.

Depending on what the players choose to do, you might also carry messages from one group of players to the next (they're expected to maintain a certain level of "radio silence," but circumstances may require direct or delayed communication between the groups). To make it easier for you and the other GMs, you don't have to match up two groups for a live discussion—the messages can be asynchronous, like a conversation through texting where one or both people are sometimes busy. The message might arrive in the middle of battle, or you might have to wait a minute for the GM to finish answering a question. (Don't let it get delayed too long.) Only if both teams are idle at the same time (not in combat, not performing a time-sensitive task, and otherwise able to talk freely) should they be able to talk directly to each other.

There may be times where you are idle because the teams are acting independently and aren't affecting each other. In these situations, feel free to help a GM who could use a hand, such as by looking up how a character ability works or what an unfamiliar piece of equipment can do. You're there to help facilitate the meta-experience of the six tables, whether that's helping the players or the GMs.

BEGINNING THE ADVENTURE

Go over the game rules very briefly and give the players a chance to get acquainted with their characters (including naming them), and with each other. After they have done so, find out if there are any special precautions the PCs take before entering gameplay (such as activating special abilities or cyphers).

This all shouldn't take more than ten minutes or so.

SPEEDING UP OR SLOWING DOWN THE ADVENTURE

At any time, a team might find themselves in a lull, or facing an all-too-easy-to-overcome enemy. If the adventure is running too fast, seems to have reached a standstill, or is just becoming too repetitive, it's up to the individual team GM to fill it with threats and unexpected confrontations.

To the right are some enemies to throw at them to stir things up. This list of Imperium forces is in order from the easiest to the most difficult.

Remember, don't just throw a trooper or two at them. Try to tell a story—the technician and the trooper with the arm wound come around the corner leading the short-circuiting wardroid, the Imperium mind-knight in psy-shackles is escorted by heavily armed Imperium security, or two pilots jump around, telling each other a dogfighting story.

THE SPEECH

The rebellion is led by an anonymous individual (or group) called Beacon. This entity hacks the Imperial data-grid, makes seditious announcements on Imperial vidscreens, and reroutes shipments of weapons and food to needy areas.

Beacon also formulates plans, gathers soldiers, and launches offensives—including the assault on Singularity Base. As the characters' dropships fall into the atmosphere of the swamp planet, each commando team receives the following message from Beacon (the Runner GM should read the speech in front of *all* players before the adventure starts):

Even now, the Imperium works to create a weapon so terrible that no force can stand against them. With this yoke, they will enslave all sentients to a singular cause—the expansion of tyranny among the stars.
You have your orders.
We alone resist.
Fight for freedom. Fight to the last.
Fight.

Imperium technician: *level 2, computers and science as level 4; punch or kick inflicts 2 points of damage*

Imperium trooper: *level 2; Armor 2; long-range blaster inflicts 3 points of damage*

Imperium troopers working together: *four troopers can work together as one creature (this reduces the amount of dice rolling in large battles); level 3; Armor 2; long-range blaster inflicts 5 points of damage*

Imperium pilot: *level 3, defends against ranged attacks as level 4; Armor 1; short-range blaster pistol inflicts 3 points of damage*

Imperium lieutenant: *level 3; Armor 2; long-range blaster inflicts 3 points of damage*

Imperium security chief: *level 3, defends as level 4; Armor 2; long-range blaster inflicts 3 points of damage*

Imperium elite trooper: *level 4; Armor 3; long-range blaster inflicts 5 points of damage*

Imperium captain: *level 4; Armor 2; short-range pistol inflicts 3 points of damage*

Imperium wardroid: *level 5; Armor 3; long-range blaster inflicts 8 points of damage; can attack up to three foes in one action*

Imperium mind-knight: *level 5; Armor 2; energy axe inflicts 6 points of damage; long-range blaster inflicts 5 points of damage; can use telekinesis at long range; mental blast inflicts 3 points of Intellect damage on up to three targets in short range*

BLUE TEAM

Blue Team begins the adventure in the elevator going down to the detention level of Singularity Base.

Blue Team is responsible for reaching the detention area of Singularity Base, locating three prisoners the rebellion wants rescued, and escaping the base with those prisoners unharmed. The challenges the PCs face are navigating the mazelike cell block area, dealing with troopers guarding the prisoners, and convincing a reluctant prisoner to come along peacefully.

Blue and Green Teams entered the base through the main entrance at the same time, but while the Green Team heads directly toward the barracks, Blue Team split off and took the elevator.

The three prisoners for extraction are Dr. Niston (an expert on hyperspace physics), Dr. Tribb (an expert on energy capacitance), and Pan-Onarch Renjay (a young but influential noble of a nearby rebel-allied planet).

Security door: *level 4 task to lock or unlock, level 5 task to destroy*

The lower level is cooler than the rest of the base, but has a problem with moisture. Mold is common, and some parts of the lower level often have a couple of inches of standing water, requiring the janitorial staff to patrol frequently and clean up messes.

B1. STANDING WATER

This section of corridor ends in a security door. Shortly before the door is a large puddle covering the entire floor for about 30 feet (9 m). One portable A-frame plastic barricade warns of a slipping hazard, and another warns of a shock hazard. The overhead lights intermittently flicker. To the side of the puddle, a janitor wearing a pale blue uniform and knee-high rubber boots is using a portable electric pump with a hose to siphon the water from the ground into a wheeled bucket. A mop leans against the wall.

CELL BLOCK MAP (BLUE TEAM)

1 SQUARE = 10 FEET (3M)
FILLED DOORS ARE SECURITY DOORS
SHADED AREAS ARE WATER
E = ELEVATOR

STARTING LOCATION

B1
B3
B2
B5 B6 B7
E
B4

N
W   E
S

The janitor is startled to see non-Imperium personnel in the base, but is too surprised to do much more than stammer out a warning to the PCs about a short circuit in a wall panel that's electrifying the puddle water. The janitor doesn't want to be harmed, and is easily convinced to describe the layout beyond the door (as well as mention that the eastern hallway into area B2 is safe, but getting there from here would take about 10 minutes through side corridors). The janitor asks to be tied up or knocked out—he fears Imperium reprisals for his less-than-stellar reaction in the face of rebellion.

Touching the water (even with rubber-soled shoes or boots) inflicts 1 point of electricity damage (ignores Armor); walking or running through the water inflicts 3 points of electricity damage for each round of contact (the janitor's insulated rubber boots protect him against the electricity). The water makes the floor slippery, and anyone moving through it must succeed at a difficulty 3 Speed task or fall (deliberately moving half speed reduces the difficulty by two steps).

If threatened, the janitor might run through the water, open the security door, and warn everyone in area B2. The janitor can also be convinced to lend the rubber boots to the PCs, allowing them to cross one at a time (throwing the boots all the way across the water is a difficulty 2 Speed task).

The security door is closed but not electronically locked (unless the troopers in B2 have been warned of a security breach in the base).

B2. PRISON CONTROL ROOM

Troopers monitor the status of all prisoners in the detention area from this control room. A central bank of computers fills the center of the room. The north, east, and elevator doors are security doors, but aren't locked. Three troopers stand watch in this room, occasionally checking on the prisoners through live camera footage of the cells. A fourth, the security chief, sits with her feet up on one of the consoles, reading a historical fiction novel.

The computers remotely control the cell doors, magnetic locks, food dispensers, cameras, and so on, and can be used to send and receive audio to individual cells, all cells, or other parts of the base. With only a few key presses (one action), a guard can put the detention area in lockdown, which activates all security doors, locks and magnetically shields all cell doors, activates an audible alarm, and alerts the barracks and control room (where Green Team and Silver Team are headed).

A rack on the wall holds batons and four sets of electronic magnetic restraints as well as the fobs that control them.

The computers also can dispense a neurotoxic gas into the cells (this requires one action to affect a specific cell, or two to affect all cells). In low doses the gas knocks living creatures unconscious. At higher doses, the gas can cause permanent brain damage and even kill. If there is a standoff against the PCs, the troopers threaten to use the higher-dosage gas (taking an action to adjust the computer setting) on the prisoners.

B3. LOUNGE

This lounge has a small table, four chairs, a sink, a comfortable-looking couch, a vending machine that serves hot soup and coffee, and a glitchy but fun head-to-head space combat arcade game. Four Imperium troopers are here, eating, playing the arcade game, and drawing simple cartoons mocking the rebellion. The lounge has no door, giving the troopers an unobstructed view into area B2 (the Prison Control Room), so they automatically hear any unusual noises or disturbances in that room.

B4. SECURE AREA

The elevator door into this central area is a locked security door. The post in the center has attachments for nine magnetic shackles. All nine cell doors are security doors and are magnetically shielded; the magnetic shielding increases the difficulty of breaking down or unlocking the doors by one step, and deflects all blaster fire. There's a small video screen and intercom system next to each door, allowing two-way communication with the person inside the cell.

Janitor: level 1 non-combatant

Neurotoxic gas: level 4; inflicts 4 points of Intellect damage each round

GM Intrusion Suggestion: *Four troopers arrive from the eastern hallway carrying an unconscious reptilian humanoid—perhaps a native creature?*

Imperium trooper: level 2; Armor 2; long-range blaster inflicts 3 points of damage

Security chief: level 3, defends as level 4; Armor 2; long-range blaster inflicts 3 points of damage

Dr. Niston: *level 2, physics as level 5*

Pan-Onarch Renjay: *level 2, athletics and persuasion as level 3*

Dr. Tribb: *level 2, physics as level 5*

GM Intrusion Suggestion: *One of the PCs resembles a guard at Tribb's previous prison, causing immediate resentment and snide comments.*

Green Alpha: *Do not use any intrusions that have additional troops arriving.*

Green Beta: *Any intrusions that have additional troops arriving have only half the expected number.*

Orange Alpha: *Lights in the entire base flicker, then go out, and then dim red emergency lights turn on. All force fields in the base deactivate to conserve power. All wardroids attack as one level lower. The magnetic locks on all cells are inactive.*

Orange Gamma: *An alarm is sounded and all troopers are expecting trouble.*

Orange Omega: *The main lights go out and the red emergency lights activate, but a minute later full power is restored as if nothing has happened.*

Silver Alpha: *A message from General Colyer (see Silver Team, page 20) plays on all comm systems in the base, stating that he has been captured. Any troopers who hear this news act as one level lower, but still continue to fight.*

B5. DR. NISTON

Dr. Polis Niston is middle-aged, attractive, sarcastic, and a bit depressed about being confined in a cell. Niston can be male or female—it's up to the GM. They're an expert on hyperspace physics, and General Colyer (see Silver Team on page 20) has been relying on their expertise to fine-tune the superweapon prototype, using threats of torture to force cooperation. Niston worries that once the weapon is complete, they'll no longer be useful and the general will have them executed, so they've been trying to slow the research as much as possible without being obvious about it.

Niston is very glad to be rescued and babbles on about how the superweapon is trying to form a stable hyperspace bubble on a planetary mass in order to create a black hole that will consume the planet. Most of what Niston says is far too complicated for the PCs to understand, and the constant technobabble gets annoying after a while.

B6. DR. TRIBB

Dr. Jos Tribb is old, with greying hair, a slight stoop, and a hawkish face, and is prone to hand-wringing when nervous or excited. Tribb can be male or female—it's up to the GM. They're an expert on storing and transmitting massive amounts of energy, and until recently they were imprisoned on an Imperium-controlled planet for controversial research practices. Tribb was moved here by General Colyer (see Silver Team on page 20) to help work on the superweapon prototype, which requires a massive amount of energy to activate and maintain.

Tribb is a morally ambiguous person and doesn't object to designing the weapon (or its potential uses by the Imperium), especially as this research could be used for other projects. Tribb's sole concern is going back to a normal prison—here, in this facility, at least they're respected. Tribb agrees to leave with the PCs if they are clear that this won't end in another prison cell.

B7. RENJAY

Pan-Onarch Renjay is short, fit, and charismatic, with an honest face and light brown hair. A minor noble on a border planet (pan-onarch is the local equivalent to a baron or baroness), they're active in politics and sympathetic to the rebellion. Renjay can be male or female—it's up to the GM.

Renjay was captured after going on a joyride in a stolen Imperium Dagger spacecraft, and General Colyer (see Silver Team on page 20) pulled some strings to have the pan-onarch brought here. The general treats Renjay well and they have meals together in which they discuss the role of government. Over the past few weeks, this slow persuasion (and a bit of Stockholm syndrome) has worked its way into Renjay's head. Renjay doesn't want to leave Singularity Base and will argue that the PCs are violating their right to freedom. The PCs will have to physically restrain Renjay or knock them unconscious to get them out of the cell block.

BLUE TEAM'S CONSEQUENCES

These are events that *your* PCs can trigger, affecting *other* parts of the base. If these occur, tell the Runner GM the code and they'll inform any other GMs that need to know.

- If in area B2 the guards send an alarm to the barracks and control room, tell the Runner GM to use message "Blue Omega."
- If the PCs free all three prisoners, tell the Runner GM to use message "Blue Alpha."

OTHER TEAMS' CONSEQUENCES

These are events the *other* teams can trigger, affecting *your* part of the base. The Runner GM will tell you if any of these events occur.

GREEN TEAM

Green Team begins the adventure heading down a long hallway into the barracks of Singularity Base.

Green Team has the simplest and most dangerous job—to try to keep as many troopers and wardroids occupied as possible during the raid. They can manage this with brute force, a straight-up firefight, or even something as simple as hacking, barricading, or destroying the doors to delay anyone trying to leave the barracks.

This scenario is pretty straightforward in that it has a lot of fighting and the PCs just need to secure the barracks area. Troopers are fairly weak opponents so the GM should feel especially free to use GM intrusions to make the combat more chaotic. Examples include: tipped tables or collapsed ceiling panels creating cover, cleaning robots going haywire, broken steam pipes creating hazards, supposedly unconscious troopers
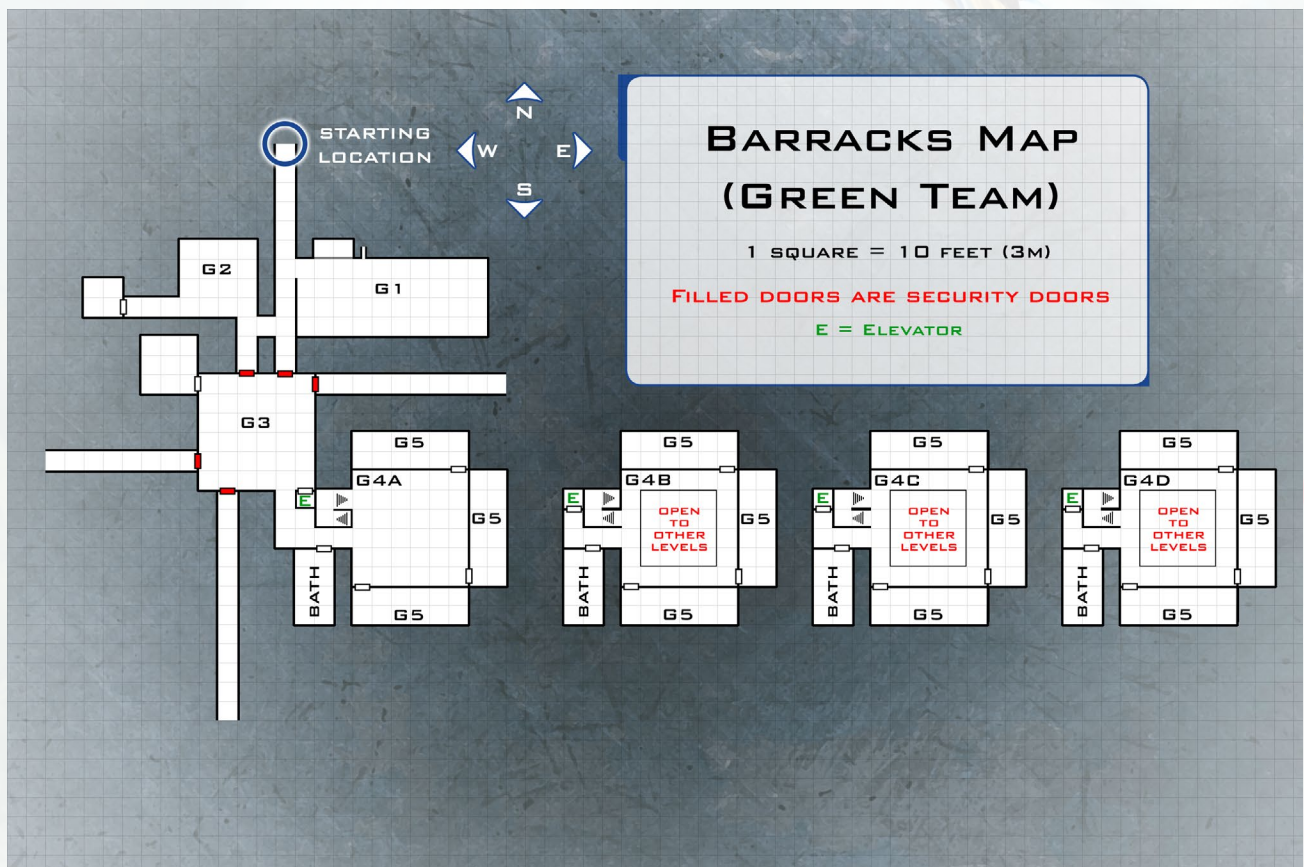
waking for one more shot, unexpected patrols arriving with birthday cake for a lieutenant, and so on.

G1. MESS HALL

This large room has several long tables able to seat at least fifty people comfortably, but when the PCs enter, there are only a dozen Imperium troopers eating here. They are wearing their armor and have their weapons nearby, but their helmets are off so they can eat. Most are standard humans, but a couple are obviously members of the many nonhuman sentient species known in the galaxy. The troopers attack immediately when they see the PCs.

A portion of the north wall has a recessed area containing three chef-bots that dispense food and beverages to anyone who asks. The chef-bots are humanoid from the waist up (and have fancy chef hats);

Imperium trooper: level 2; Armor 2; long-range blaster inflicts 3 points of damage

Barracks Map (Green Team)

1 square = 10 feet (3m)

Filled doors are security doors

E = Elevator

their lower halves are bulky cubes that combine a refrigerator, oven, blender, and other kitchen devices. This allows them to prepare most common foods and dispense them out of a space in their chest cavity or through spigots in their fingers (which supply beverages or soft items like mashed potatoes, soup, or frozen yogurt).

To the west of the chef-bots is a wall chute for food waste and used tableware. The chute drops about 20 feet (6 m) before ending in a bin where other droids sort materials to be washed or thrown away. The chute is *just* large enough to fit a human.

G2. LOUNGE

The north wall of this room is a large vidscreen connected to a database of popular movies, television shows, and Imperium propaganda news broadcasts. Two tiers of moderately comfortable couches face the vidscreen. A small shelf holds a meager assortment of books and year-old magazines about hunting, travel, and fitness. The southwest hallway leads to a small bathroom. The rest of the walls are covered with upright videogame units, from space battles to head-to-head martial arts to side-scrolling jumping games to a well-used military shooter game with plastic radar pistols.

Four troopers are here watching a movie that's basically a continuous chase scene on a desert planet, one is playing a martial arts game, and one is playing the military shooter game. The noise of the movie and games means the troopers have a hard time noticing the PCs when they first arrive (decrease the difficulty of PC stealth rolls by one step, and treat as an asset to PC initiative rolls). Once they realize intruders are present, the troopers attack. The ambient sound also means that combat here is unlikely to be noticed by anyone else. Unless noisy attacks extend out into the hallway, they don't draw attention from nearby troops.

G3. BARRACKS ADMINISTRATION

All doors into this room are security doors, but unless the base is on alert, the doors are simply closed, not electronically locked.

This room is mostly empty except for a large four-sided computer console in the center. A coffee dispenser is in the southwest corner (and makes remarkably good coffee). Two Imperium lieutenants, four Imperium troopers, and two Imperium elite troopers are on duty here. Unless any team of PCs has caused an alarm, the officers are chatting and drinking coffee, and the troopers are whispering to each other (so as to annoy the lieutenants).

The room to the northwest is a small armory containing enough trooper blasters and sets of trooper armor for the PCs to disguise themselves as Imperium personnel.

The consoles can be used to sound an alarm throughout the entire barracks, pass messages to other parts of the base, patch into security video feeds, and instantly lock/unlock or close/open all of the doors to the sleeping quarters (area G5).

When combat begins, the lieutenants use their first actions to sound an alarm with the computer console, which affects all nearby rooms (including all Green areas). The PCs can prevent this by moving the officers away from the computers, destroying the computers, or otherwise making it impossible for the officers to type the necessary commands. If the battle begins to go against the Imperium, one of the officers uses the computer to call two wardroids to this area, then sounds for a general retreat to area G4 (the wardroids tend to shoot anything in the area, friend or foe).

If a PC gains access to the computer console, they can use it to interfere with enemies. Examples include: bluffing that the alarm was a malfunction, closing and locking the sleeping quarters doors to slow mobilization of troopers, hacking the elevators to lock them at the lowest level, and so on. Routine computer tasks are difficulty 2, but unusual tasks or ones that affect many things at once (such as closing or opening all of the sleeping area doors) are difficulty 4.

G4A-4D. ASSEMBLY AREA

This tall room is actually four identical levels, with the upper levels consisting of balconies around a central open space extending from the floor of level 4A to the ceiling of level 4D. Officially, 4A is used for calling the troopers out of their bunks and lining up in formation to be addressed by their commanding officers. However, it is used for that purpose infrequently, and the troopers avoid hanging around here because any noise in this area tends to wake up those sleeping in the adjacent rooms. In fact, the acoustics of this room are *designed* so that any loud noises (such as blaster fire) carry to all corners, so if a fight starts here, all the troopers in the G5 sleeping quarters quickly realize it. The configuration of the balconies gives anyone in combat many opportunities to find cover against various attack angles, and a firefight here is likely to be chaotic and interspersed with dramatic falls over balcony railings.

If there is an alarm, troopers file out of the G5 sleeping quarters to evaluate the situation. Most likely, they grab their weapons, and some may even spend three actions putting on their armor before heading to G4A and then to G3. The final result is waves of troopers moving toward the source of the alarm (and, if the PCs are visible from this room, some troopers remaining where they are and making blaster attacks).

In total, while there are dozens of Imperium troopers, there are only six Imperium elite troopers here.

G5. SLEEPING QUARTERS

Each of these twelve rooms is the sleeping area for twenty Imperium troopers. Each room has ten bunk beds and twenty wall lockers for the troopers' personal items. The air conditioners are on a higher setting here, making the rooms comfortable. Because some of the troopers are active in other parts of the base or out on patrols, there are only about ten troopers resting or sleeping in each of these rooms. Because they aren't on duty, none wear armor; instead, they are dressed in standard grey and black Imperium military casual clothing. If the PCs somehow reach these areas without raising the alarm, the troopers grab their rifles and attack without stopping to put on their armor.

BARRACKS AFTERMATH

In an extreme situation where the PCs secure the entire barracks and there is extra time left in the session, the GM may allow these PCs to move to another part of the base and try to find their allies on the Blue, Orange, Red, Yellow or Silver Teams. In particular, they might be able to use the computer console to talk to all of the teams, find which is most in need of help, and race to that location to save the day. If this occurs, the GM should coordinate with the other team's GM and the Runner GM to make running this combined situation easier. Note that if the Green Team PCs use the trooper armor from the storage area, there is a chance that their allies might mistake them for enemy reinforcements and create a friendly fire situation.

GREEN TEAM'S CONSEQUENCES

These are events that *your* PCs can trigger, affecting *other* parts of the base. If these occur, tell the Runner GM the code and they'll inform any other GMs that need to know.

At the end of this mission, the GM should decide if the PCs managed to *contain* the barracks area, or if they only managed to *delay* the movement of troops from this area.

- If they *contained* the barracks, tell the Runner GM to use message "Green Alpha."
- If they only *delayed* the troops, tell the Runner GM to use message "Green Beta."

OTHER TEAMS' CONSEQUENCES

These are events the *other* teams can trigger, affecting *your* part of the base. The Runner GM will tell you if any of these events occur.

GM Intrusion Suggestion: *A blaster attack destroys a support for a section of the balcony, causing it to tip toward the open central area or sideways toward a corner. Anyone standing on that section must make a difficulty 4 Speed defense roll or slide off.*

GM Intrusion Suggestion: *A group of four troopers return here after finishing their shift, so they are wearing their armor.*

Blue Omega: *An alarm is sounded and all troopers are expecting trouble.*

Orange Alpha: *Lights in the entire base flicker, then go out, and then dim red emergency lights turn on. All force fields in the base deactivate to conserve power. All wardroids attack as one level lower. The magnetic locks on all cells are inactive.*

Orange Gamma: *An alarm is sounded and all troopers are expecting trouble.*

Orange Omega: *The main lights go out and the red emergency lights activate, but a minute later full power is restored as if nothing has happened.*

Silver Alpha: *A message from General Colyer (see Silver Team, page 20) plays on all comm systems in the base, stating that he has been captured. Any troopers who hear this news act as one level lower, but still continue to fight.*

ORANGE TEAM

Orange Team begins the adventure crawling in a cramped ventilation shaft toward a bathroom near the power grid of Singularity Base.

Orange Team's job is to disable Singularity Base's primary power grid. Although the base has emergency generators, losing primary power will weaken the base's shields, delay Imperial communication within the base and off-planet, and make it easier to destroy or disable the superweapon prototype.

Each PC on Orange Team carries an explosive charge as a piece of equipment.

Orange Team enters the base through a cramped ventilation shaft outlet on the western side. Traversing the ventilator shaft requires the PCs to crawl. They'll pass through several intersections, but as long as they follow the shortest path indicated by their copy of the base schematic, it takes

them only ten minutes and brings them to a bathroom near the power grid (area O1). If the characters deviate from the shortest path or have their way blocked by an inset fan, or if it is early in the game session and you have time for an extra encounter, have the shaft pass above a guardroom, giving the six Imperium troopers there the opportunity to fire at the PCs while they're sitting ducks in the ventilation shaft (the difficulty of defense rolls against all attacks on PCs in the shaft is increased by two steps). If the PCs break out of the ventilation shaft, they can proceed through normal hallways toward the power grid.

The reactors give off a lot of waste heat, and the environmental control systems inside the base are compensating for it, but the areas near the reactor are still pretty warm (about 85–95 degrees). Due to the heat, there's little standing moisture.

Explosive charge: level 4, grenade-sized device inflicts 7 points of energy damage within short range. Can be set to detonate on impact, with a one-minute timer, or with a handheld remote trigger (up to 1,000 feet [300 m] away). Magnetized for attaching to metal structures.

REACTOR MAP (ORANGE TEAM)

1 SQUARE = 10 FEET (3M)

FILLED DOORS ARE SECURITY DOORS

E = ELEVATOR
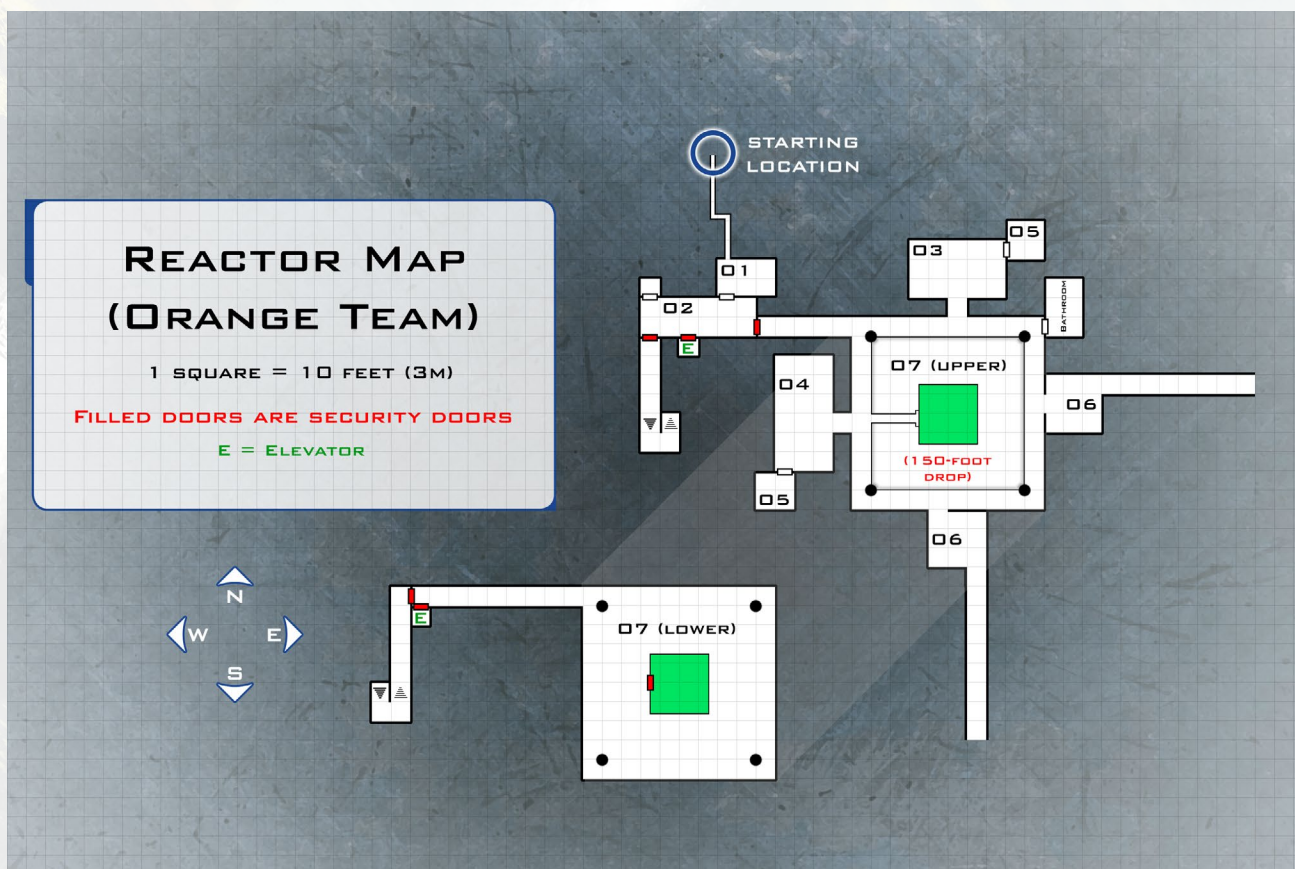
O1. BATHROOM

The ventilation shaft ends in a small metal grate, easily removed (a level 2 task). The grate is about 6 feet (2 m) off the ground. By the time the PCs reach this area, the heat and cramped tunnel have taken their toll; each PC must succeed at a difficulty 4 Might task or take 1 point of ambient heat damage from crawling through the vent.

The bathroom is a typical military facility: sparse, with several stalls, automated sinks, and a large door with a spring that closes it automatically.

O2. WEST REACTOR ACCESS FOYER

This area is a double-width hallway. Two doors on the north wall are labeled "bathroom" and "supply closet." The south wall has a large freight elevator with a "down" button. To the southwest is an intimidating-looking security door with a lot of text on it. To the east, a set of emergency doors lead to a narrow hallway. The team's schematic says that the reactor is to the east.

The supply closet contains janitorial supplies.

The emergency doors are security doors and are labeled with warnings that the reactor chamber is ahead. The doors are currently in non-emergency mode, with an illuminated green button near the center of each. They open if the button is pressed. In the event of a reactor emergency, the buttons turn red and the doors lock. Normal conversation can't be heard through the doors, but explosions, yelling, blaster fire, and similar loud noises can.

The elevator door and its interior have several warnings that visiting the lower level of the reactor chamber requires full-body radiation gear. Like the east doors, it is a security door and locks in case of a reactor emergency. The elevator is large enough to hold ten people and strong enough to lift a small vehicle.

The southwestern security door has similar warnings as the elevator. It is kept locked. Beyond it is a long spiral stairwell that leads to the same level as the freight elevator's destination.

If the PCs take the elevator or stairs to the lower level, there is a stark corridor heading east to the lowest part of area O7.

O3. ENGINEERING ROOM

This is obviously a computer control room for very complicated equipment. There are effectively five computer workstations here, each designed to handle a specific duty but able to perform any reactor-based function when needed (including locking or unlocking the emergency doors in this part of the base). An intercom links this room to O4 and O7.

Three Imperium technicians (wearing grey utilitarian uniforms) are on duty here at all times, monitoring the reactor, anticipating problems, rerouting power to high-demand areas, and so on. The technicians surrender if confronted with a show of force (such as four or more armed PCs).

It is possible to force the reactor into a low-power mode using one of these computers (a level 4 task requiring three actions), but it's just as easy to reverse that, and a skilled technician in another part of the base could remotely reactivate it through the computer network. Even destroying these computers (and the backups in area O4) would only delay a remote correction; to take the primary power grid offline for hours or more requires actually damaging the primary reactor in area O7. The technicians can be persuaded to explain how the reactor systems work and that any software-enacted solutions can be easily overridden or reversed.

O4. BACKUP ENGINEERING

This is obviously a computer control room for very complicated equipment—a redundant backup set of terminals for those in area O3. An intercom links this room to O3 and O7.

One technician is stationed here at all times in case of emergency, but because the actual work is handled in O3, the technician on duty is sleeping on an uncomfortable cot. If the PCs use the computers to affect the reactor, a technician in O3 notices it,

ORANGE

TEAM

Imperium technician: *level 2, computers and science as level 4; punch or kick inflicts 2 points of damage*

Security door: *level 4 task to lock or unlock, level 5 task to destroy*

reverses the command, and alerts the troopers in O6 to investigate. Damaging or destroying these computers sets off alarms in O3.

Imperium trooper: level 2; Armor 2; long-range blaster inflicts 3 points of damage

O5. STORAGE

These two storage areas carry items necessary to protect and repair the computers in O3 and O4 (handheld fire extinguishers, spare computer parts, and so on) as well as more unusual items for maintaining or fixing the reactor (small barrels of emergency coolant, Geiger counters, radiation-resistant epoxy glue, metal panels, welding materials, four radiation-shielded hazmat suits, and an emergency medical kit). Using these items for their intended purpose counts as an asset on a task.

Hazmat suit: Armor 5 against radiation, Armor 3 against electricity or fire; increases the difficulty of all Speed tasks by 1 step

GM Intrusion Suggestion: An energy attack (such as a blaster) used against the reactor ricochets toward an ally; this is a level 3 attack that inflicts damage equal to the original source.

O6. GUARD STATION

Each of these two sparse lounges has a small table, four chairs, a sink, and a candy vending machine. Four Imperium troopers are on duty in each room, passing the time by sharing rumors or playing handheld electronic videogames. The lounges have no doors, giving the troopers an unobstructed view into area O7; any PC walking past the doorway draws their attention.

The constant hum of the reactor in O7 means it's hard for the troopers to hear what's going on in other nearby rooms; anything less than a loud yell for help or the sound of a blaster won't get their attention. If alerted to a problem, they snap to attention and double-time it out the door to take care of it with reckless use of their blaster rifles.

The exit leading south out of the south guard station eventually leads to the R&D sector of the base (where Red Team is active). The exit leading east out of the east guard station leads to the barracks section of the base (where Green Team is active).

O7. REACTOR

This large room is very tall and consists of two main areas: the lower level where the door into the reactor core is, and the upper level with a walkway at the same height as areas O1–O6. There are sturdy metal pillars in the corners of the room. In the center of the room is a transparent rectangular box lit by energy from the reactor. The reactor creates a loud hum, making it very difficult to hear sounds that aren't louder than a normal conversational voice (difficulty of these tasks are increased by two steps). An intercom on the west wall links this room to O3 and O4. Radio communication doesn't work here because of interference from the reactor.

The corner pillars are structural supports. Destroying them on the upper level makes the roof collapse and damages the reactor, forcing it into shutdown mode until it can be dug out and repaired. Destroying the supports on the lower level makes the walls collapse inward, with similar results.

The reactor is shielded against direct attacks, using reflective force fields (Armor

5 against all damage). These defenses can be overcome, but doing so requires several minutes of concentrated effort in one area.

The upper level has a ledge extending all the way around the room. A narrow walkway extends from the ledge to a control panel on the transparent column. The only purpose of this control panel is to perform a manual emergency shutdown of the reactor in the case of a catastrophic mechanical failure, such as if the reactor was going to have a meltdown. As with the shutdown measures in O3 and O4, this takes three actions and can be remotely overridden.

If the troopers in O6 haven't been alerted by noise or an alarm from the technicians, they realize something is wrong when they see the PCs walking around the upper level of O7.

The lower level is 150 feet (45 m) below the upper one, and radioactivity from the reactor inflicts 3 points of ambient damage every round to anyone on the lower level (wearing a hazmat suit from area O5 protects against this damage). Strong venting and several layers of force fields between here and the upper level minimize radiation exposure on the upper level. These force fields also slightly slow anyone falling down the shaft; anyone falling from the upper level takes only 5 points of ambient damage instead of 15. A security door allows direct access to the reactor itself (inside the area protected by the force fields). Being inside the reactor inflicts 5 points of ambient damage every round, and requires a level 3 Might defense roll each round to avoid moving one step down the damage track (a hazmat suit protects against both of these effects). Detonating one explosive charge inside the reactor destroys it; the area remains irradiated until the debris is removed or sealed away.

ORANGE TEAM'S CONSEQUENCES

These are events that *your* PCs can trigger, affecting *other* parts of the base. If these occur, tell the Runner GM the code and they'll inform any other GMs that need to know.

- In area O3, if the technicians send an alarm to the main barracks, tell the Runner GM to use message "Orange Gamma."
- If the PCs temporarily shut down the reactor (but the NPCs are able to switch it back on again a few rounds later), tell the Runner GM to use message "Orange Omega."
- If the PCs destroy the reactor or at least take it offline for several days, tell the Runner GM to use message "Orange Alpha."

OTHER TEAMS' CONSEQUENCES

These are events the *other* teams can trigger, affecting *your* part of the base. The Runner GM will tell you if any of these events occur.

Green Alpha: *Do not use any intrusions that have additional troops arriving.*

Green Beta: *Any intrusions that have additional troops arriving have only half the expected number.*

Silver Alpha: *A message from General Colyer (see Silver Team, page 20) plays on all comm systems in the base, stating that he has been captured. Any troopers who hear this news act as one level lower, but still continue to fight.*

GM Intrusion Suggestion: *A character's hazmat suit is damaged and thereafter protects against only 2 points of ambient damage from radiation.*

RED TEAM

Red Team begins the adventure crawling in a cramped ventilation shaft toward a kitchen near the superweapon R&D area of Singularity Base.

Red Team's mission is the most important—they have to find the prototype superweapon and destroy it. If possible, they should download the schematics for it so rebel engineers can work on a way to counteract it, and destroy any records the Imperium has about the research. This scenario has a lot of "mad science" and the GM should feel free to play up the stranger aspects of the technology being used here.

Red Team enters the base through a cramped ventilation shaft outlet on the southwestern side of the base. Traversing the ventilator shaft requires the PCs to crawl. They'll pass through several intersections, but as long as they follow the shortest path indicated by their copy

of the base schematic, it takes them only ten minutes and brings them to a kitchen (area R1). If the characters deviate from the shortest path or have their way blocked by an inset fan, or if it is early in the game session and you have time for an extra encounter, have the shaft pass above a guardroom, giving the six Imperium troopers there the opportunity to fire at the PCs while they're sitting ducks in the ventilation shaft (the difficulty of defense rolls on all attacks against PCs in the shaft is increased by two steps). If the PCs break out of the ventilation shaft, they can proceed through normal hallways toward the R4 superweapon platform.

Within a short distance of the exterior vent entrance is a large ground-level pipe, screened at the opening, that dumps strange-smelling water at a constant rate. Instead of the air vent, the PCs can choose

R&D Map
(Red Team)

1 square = 10 feet (3m)

Filled doors are security doors
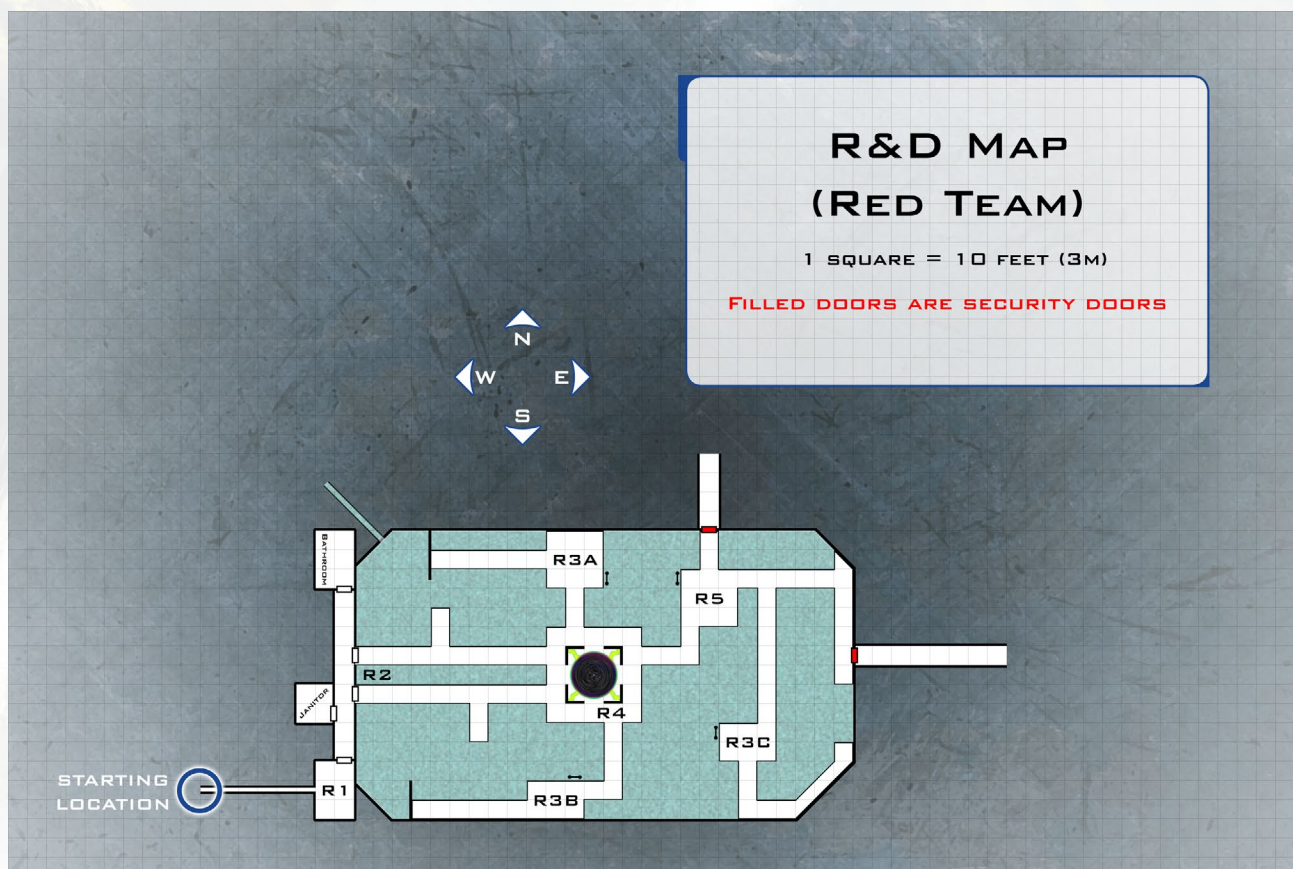
to use the pipe, but they'll travel at half speed against the water current and will have to deal with the smell (harmless for the amount of exposure they're getting, but dangerous after hours or days). The pipe connects to the northwest part of area R2 but is blocked by a propeller fan pumping excess water out of the room; the PCs will need to spend one minute holding the propeller in place and disconnecting it from its mounting to allow them to push it into the room and enter.

The prototype superweapon draws a lot of energy from the grid, and the power cables give off a lot of waste heat. The environmental control systems inside the base are compensating for the moisture from the cooling system and the standing water in area R2, but overall these rooms are still pretty warm (about 80–85 degrees) and muggy. Because of the environmental conditions, increase the difficulty of all Might tasks in this part of the base by one step.

R1. KITCHEN

The ventilation shaft ends in a small metal grate, about 6 feet (2 m) off the ground, that is easily removed (a level 2 task). By the time the PCs reach this area, the heat and cramped tunnel have taken their toll; each PC must succeed at a difficulty 4 Might task or take 1 point of ambient heat damage from crawling through the heated vent. The GM should remember that the PCs have a one-step penalty to Might tasks from the heat and humidity.

The kitchen is little more than a table, four chairs, and two machines that dispense beverages and snacks. This area is unguarded because the Imperium didn't expect enemies to crawl through the air vents.

Above the door to area R2 is a pair of fist-sized lights, one green, one red. Currently the red one is lit and the green one is unlit. The lights are used to signal whether there is active weapon testing going on in area R2 (red) or if it is safe to enter (green). The lights are controlled by the console in area R5. Nothing the PCs do on this side of the door affects the lights.

R2. TESTING WAREHOUSE

This gigantic room has a large interior space and is flooded with swamp water. Power cables and water pipes coil in and out of the water, often bolted to the undersides of several metal walkways that provide a dry path to platforms in various parts of the room. In the center of the room is a large platform straddling many power cables. Above that platform is an array of metal arms creating a spherical translucent force field, within which is a tiny swirling vortex of light—a point in hyperspace.

The pipes suction water from the south side of the base and pump it through this room to carry away some of the surplus heat. Over time small leaks formed, and the water seeping in outpaced what the janitorial team could do about it, and eventually the water stabilized at about 3 feet (1 m) deep. Chemicals and odd energy discharges from the power cables and devices have polluted the swamp water in the room, and it has the same chemical smell as that exiting the pipe near the exhaust vent outside the base. The water isn't harmful in the short term, but some native leeches sucked into this area by the pipes have mutated into hand-sized predators.

Humanoids in the water move at half speed, and sometimes must climb over or under a section of pipe or cable that blocks their path. The water and obstacles provide cover to anyone in the water. (If the PCs are careful and use fast, quiet attacks, they might even be able to eliminate several groups of enemies before they are discovered.)

The GM should remember that the PCs have a one-step penalty to Might tasks from the heat and humidity.

The walkways are assembled with square mesh panels 6 feet (2 m) across, forming an elevated catwalk. Each panel has 5 health and 1 Armor. The platforms in the room are also built from these panels. The platforms and walkways are about 3 feet (1 m) above the level of the water in the room.

The insulation and natural electrical field on the power cables makes them immune to blaster damage, but a large cutting

GM Intrusion Suggestion: *If any PCs are in the water, each is attacked by several hetch leeches. The nature of the attack means the PC might not notice right away, so the GM should wait until the leeches are detected before they award intrusion XP.*

Hetch leech: *level 1, defends as level 3 due to size; health 3; bite inflicts 2 points of damage but injects a numbing agent that makes the wound painless so the target doesn't notice (but the target might feel sluggish in that limb). Once the dead leech is pulled off, there is no lasting effect.*

Security door: *level 4 task to lock or unlock, level 5 task to destroy*

Unarmored trooper: *level 2; long-range blaster inflicts 3 points of damage, or prototype weapon*

GM Intrusion Suggestion: *A prototype weapon attack against a PC (whether it hit or missed) arcs, bounces, or redirects toward another PC, giving the trooper a free attack with the weapon.*

Imperium technician: *level 2, computers and science as level 4; short-range blaster pistol inflicts 3 points of damage*

item like a sword or welding torch can cut into them as fast as a handsaw. Touching the interior of the cables, including with a conductive item, inflicts 3 points of energy damage.

The north and east doors out of this room are security doors.

R3A–R3C. WEAPONS PLATFORM

These three platforms are used to test new weapon inventions. Each platform is essentially the same except for its orientation, location within the room, and weapon being tested.

Each platform has two Imperium troopers having target practice. Because of the heat, they are unarmored and dressed for comfort, wearing only shoes, black battle shorts, and a grey battle tank top. Each trooper carries a standard Imperium blaster, but one of each pair is actually wielding some kind of prototype weapon connected to a power outlet on the wall (the cable is long enough that the trooper can move to anywhere on this platform).

One end of the platform has a metal ladder going down to the water. Near the ladder is a cage with three local piglike animals. Along a nearby walkway is a gore-spattered concrete wall with a target painted on it, and in front of the target is another piggy tied to a ring on the floor. The troopers are testing a prototype weapon (in game terms, these are very unreliable artifacts), passing it back and forth in a competition to see who is the most effective shot, either by shooting a piggy or the target on the concrete wall. The troopers know they have a limited supply of pigs, so they usually stick to shooting the wall unless they want to spice things up.

If combat starts, the trooper holding a prototype weapon continues to wield that item and the other trooper uses their standard blaster. A PC who gets a minor effect on an attack roll against the prototype-using guard can choose to damage the weapon, forcing the trooper to switch to their blaster or spend one action resetting the prototype; a major effect could be completely breaking the weapon and making it inoperable.

The GM should remember that the PCs have a one-step penalty to Might tasks from the heat and humidity.

Platform 3A: Prototype Beam Lance (level 6): Fires a beam of concentrated green light up to 200 feet (60 m), inflicting 6 points of damage. Alternatively, the beam can be shortened to 6 feet (2 m) in length and used as a melee weapon for one minute, inflicting 6 points of damage. Depletion: 1–7 in 1d20 (or 14 in 1d20 if disconnected from its power cable).

Platform 3B: Homing Volt Projector (level 5): Fires a cluster of tiny pellets that veer toward organic targets and burst with a jolt of electricity that deals 5 points of damage (ignores Armor). Attacking inorganic targets increases the difficulty by two steps, but attacking an organic target decreases the difficulty by one step. Hiding behind inorganic cover provides no protection, but hiding behind organic cover (like a tree or a human) increases the difficulty of attacking the target by one step. Depletion: 5 in 1d20 (or 9 in 1d20 if disconnected from its power cable).

Platform 3C: Hyperspace Displacement Rifle (level 4): Creates a 1-foot (30 cm) wide beam of energy resembling hyperspace. It inflicts 4 points of damage to one target, which immediately vanishes, reappearing on its next turn a short distance away in a random direction. Depletion: 9 in 1d20 (or 16 in 1d20 if disconnected from its power cable).

R4. SUPERWEAPON PROTOTYPE PLATFORM

The spherical force field on this platform is wide enough to easily hold one human with their arms and legs outstretched. The lights of hyperspace cross the sphere from one side to the other, then suddenly shift and move in another direction. Each of the four metal arms that house the force field generators is connected to its own giant power cable (the same cables that extend through the water in this room). Two technicians stand nearby, studying the device with various sensors and taking notes. The technicians are ready to defend

the device, and prefer shooting at PCs who are trying to interfere with or destroy it. The technicians are smart enough to consider tactics like blasting a floor plate to slow approaching PCs.

The GM should remember that the PCs have a one-step penalty to Might tasks from the heat and humidity.

The superweapon is actually the portal to hyperspace *within* the force field. The Imperium is trying to link hyperspace and high-energy force field technology to create a stable hyperspace bubble on a planetary mass to create a black hole, with obvious consequences.

Any character trained or specialized in engineering or science who looks at the device can know (1) the hyperspace components don't belong on a force field generator, (2), the superweapon is actually what's *inside* the force field, and (3) it shouldn't be possible to create a hyperspace field this close to a gravity well.

The force field is invulnerable to the efforts of the PCs, and it also deflects blasters and energy attacks. The force field does not protect the metal arms that generate it. Each arm has 10 health and 3 Armor. If an arm is destroyed or loses external power, the hyperspace field immediately collapses and the force field deactivates a few seconds after that. Other creative actions by PCs (such as cutting the supports keeping this platform out of the water) have a similar destructive effect on the device.

R5. DIAGNOSTIC COMPUTER

This computer console is the hub for tracking data on the experimental weapons used in this room. It also can selectively turn power on or off to the superweapon or the three prototype weapons, sound an alarm audible through the whole room, switch the warning light at the western door from red to green, and similar functions. Two technicians are at work on the computers here. They attack as soon as they notice the PCs, focusing on anyone trying to damage the computer or the superweapon.

The GM should remember that the PCs have a one-step penalty to Might tasks from the heat and humidity.

A PC who succeeds at a level 3 a level 3 computer task can copy the schematics and data on the superweapon and the prototypes to a portable data device (this takes one action to find the files, one to start copying, and two additional rounds for the data to transfer). Deleting the records from the computer is also a level 3 computer task. However, every night all of the data is backed up onto a server elsewhere on base, so deleting this copy (or destroying this computer) only sets the Imperium back a day's worth of research. Actually eliminating all records of the superweapon requires hacking into the remote server and deleting the files there, which is a difficulty 5 computer task and takes ten minutes (only a character trained or specialized in computers can perform this task).

RED TEAM'S CONSEQUENCES

These are events that *your* PCs can trigger, affecting *other* parts of the base. If these occur, tell the Runner GM the code and they'll inform any other GMs that need to know.

- In area R4, if the PCs destroy or deactivate the superweapon, tell the Runner GM to use message "Red Alpha."
- In area R5, if the PCs delete the archived superweapon data on the backup server, tell the Runner GM to use message "Red Beta."

OTHER TEAMS' CONSEQUENCES

These are events the *other* teams can trigger, affecting *your* part of the base. The Runner GM will tell you if any of these events occur.

GM Intrusion Suggestion: *An energy attack against the force field ricochets toward a PC as a level 4 attack.*

Group Intrusion Suggestion: *A user error accidentally activates software that remotely triggers the prototype weapons. All functioning prototypes fire once at a random PC as level 2 creatures, inflicting the normal amount of damage for the weapon. Make depletion rolls for these attacks.*

Green Alpha: *Do not use any intrusions that have additional troops arriving.*

Green Beta: *Any intrusions that have additional troops arriving have only half the expected number.*

Orange Alpha: *Lights in the entire base flicker, then go out, and then dim red emergency lights turn on. All force fields in the base deactivate to conserve power; this immediately deactivates the superweapon. All wardroids attack as one level lower. The magnetic locks on all cells are inactive.*

Orange Omega: *The main lights go out and the red emergency lights activate, but a minute later full power is restored as if nothing has happened.*

Silver Alpha: *A message from General Colyer (see Silver Team, page 20) plays on all comm systems in the base, stating that he has been captured. Any troopers who hear this news act as one level lower, but still continue to fight.*

SILVER TEAM

Silver Team begins the adventure heading down a long hallway into the control rooms of Singularity Base.

Silver Team is out to capture or kill General Colyer, head of the base and officer in charge of the engineers creating the superweapon. The general has a reputation of getting effective results out of reluctant scientists, and has taken personal responsibility for the latest advances in wardroid technology. The Silver Team PCs have seen a hologram of the general's face—large-eyed, bearded, but otherwise nondescript.

This area is far from any exterior entrances to the base, and the general prefers a comfortable work environment, so the air here is cool and dry, with only the faintest trace of the persistent swampy smell.

GM Intrusion Suggestion: *The firefight damages the door control panel, requiring it to be hot-wired to open (a difficulty 3 task).*

Imperium trooper: *level 2; Armor 2; long-range blaster inflicts 3 points of damage*

This set of encounters is mostly combat-oriented and fairly straightforward, but there are opportunities for talk-oriented PCs to take the spotlight.

S1. APPROACH CORRIDOR

The corridor leading up to the security station (area S2) is straight and monitored with cameras and motion detectors; there is no way for the PCs to travel this way without being noticed by the troopers in area S2. The troopers spend one round shooting at the PCs, then one of them closes the security door separating this hallway from area S2 and another uses a communication panel to warn everyone in area S3 about intruders.
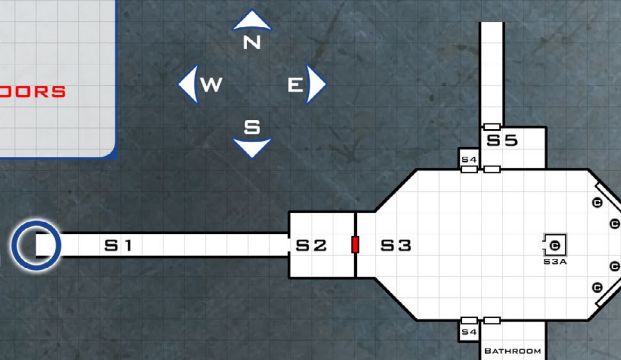
S2. GUARD STATION

Six troopers are on duty in this room, frequently checking the security system

Control Room Map
(Silver Team)

1 square = 10 feet (3m)

Filled doors are security doors

monitoring the western hallway and the cameras pointed into the control room (area S3). These troopers are instructed to hold this position, and will not retreat or surrender.

The security door to the east is closed, locked, and magnetically shielded. Attempts to override the lock triggers a computer alarm in area S3. This doesn't affect the difficulty of the task, but a technician in area S3 might try to remotely close and lock the security door after some of the PCs have passed through it, splitting the party, and requiring a tech-savvy character to open it again.

S3. CONTROL ROOM

This is the command center for the base and the best place to find General Colyer during normal hours. Troopers stand guard in the northwest and southwest areas. The eastern wall is a giant vidscreen with multiple computer banks, with four seated technicians looking busy.

In the center of the room is the commander's station (area S3a), an elevated platform with an executive chair, surrounded on three sides by a short railing. A tall, wiry officer sits in the chair.

By the time the PCs reach this room, the people here are well aware that there are intruders present, and they are ready to fight.

S3A. COMMANDER'S STATION

This platform gives an excellent view of the entire room. The metal chair is fixed in place but can swivel fully, and its padding makes it very comfortable. The chair is large and sturdy enough that it can be used for cover. A power cable, seemingly out of place, is coiled near one side of the chair.

The wiry officer in the chair is a captain, not the general—the general stepped away for a minute and will return during the battle in this room. Any PC who gives the captain more than a casual glance realizes he's not the general. The captain uses the chair as cover while shooting at the PCs.

If the captain gets injured and thinks the PCs are a significant threat, he commands one of the technicians to activate a wardroid

(the technician complies, using one of the computers). In the next round, a wardroid emerges from the north charging bay (area S4) and begins shooting at the PCs. If the captain is killed, one of the technicians takes the initiative to activate a wardroid, which emerges the next round.

Three or four rounds after combat starts in this room, the general comes through the door at area S5.

S4. WARDROID CHARGING STATION

Each of these two areas contains a wardroid waiting to be called to service. They are inert until damaged, or commanded to activate through a computer panel; while inert, they can be destroyed with a well-placed shot to the head.

S5. OFFICER'S BATHROOM

Unlike a standard military base bathroom, this is fancy, and is for exclusive use by officers. The north door opens on a hallway that leads to the officers' quarters, including General Colyer's personal suite.

GM Intrusion Suggestion: *A stray attack hits a wall panel and starts a small electrical fire. In the next round, fire-suppression protocols spray the area with inert powder, snuffing the fire but obscuring the entire room like heavy fog.*

Security door: *level 4 task to lock or unlock, level 5 task to destroy*

Imperium technician: *level 2, computers and science as level 4; punch or kick inflicts 2 points of damage*

Imperium officer: *level 3; Armor 2; short-range pistol inflicts 3 points of damage*

GM Intrusion Suggestion: *A malfunction causes a floor-level wall panel to open, releasing a dozen plate-sized cleaning robots, which scurry around the room and get underfoot whenever anyone tries to move.*

GM Intrusion Suggestion: *A nervous technician activates the wardroid in the southern charging station (area S4), which enters the room and starts attacking the PCs.*

Imperium wardroid: *level 5; Armor 3; long-range blaster inflicts 8 points of damage; can attack up to three foes in one action*

GM Intrusion Suggestion: *Six patrolling troopers arrive from area S1 and immediately join the battle, even if the PCs are talking to the general under a cease-fire.*

General Colyer: *level 4; Armor 2; short-range pistol inflicts 3 points of damage, or short-range arc blaster inflicts 3 points of damage to up to three targets within immediate range of each other*

GM Intrusion Suggestion: *During negotiations, one trooper believes the general's willingness to surrender and drops their weapon before being told to do so. Depending on how the PCs react, the trooper might sheepishly pick up their weapon, or the general might shoot the unarmed trooper.*

GM Intrusion Suggestion: *During a cease-fire, one trigger-happy trooper starts shooting again before being told to do so by the general.*

Blue Alpha: *One technician calls out that the computer says there has been an attack on the cell block and the rebel prisoners are on the loose. If the general is alive when this happens, he becomes angry and says "They have Renjay!" before continuing what he was doing.*

Green Alpha: *Do not use any intrusions that have additional troops arriving.*

Green Beta: *Any intrusions that have additional troops arriving have only half the expected number.*

Orange Alpha: *Lights in the entire base flicker, then go out, and then dim red emergency lights turn on. All force fields in the base deactivate to conserve power. All wardroids attack as one level lower. The magnetic locks on all cells are inactive. The general's arc blaster stops working. One technician calls out that the computer says the primary power reactor is offline.*

Orange Gamma: *An alarm is sounded and all troopers are expecting trouble.*

Orange Omega: *The main lights go out and the red emergency lights activate, but a minute later full power is restored as if nothing has happened.*

Red Alpha: *One technician calls out that the computer says the superweapon has gone offline.*

Red Beta: *One technician calls out that the computer says all data on the superweapon has been deleted from the archive server.*

Yellow Alpha: *One technician calls out that the computer says the spacecraft in the hangar bay are out of commission.*

Yellow Beta: *One technician calls out that the computer says the hangar bay doors are nonfunctional and need to be repaired.*

A few rounds after combat starts, the general arrives, immediately takes stock of the situation, and strides to his command platform (at which point the loose power cable automatically attaches itself to a weapon he's carrying).

In addition to his standard Imperium blaster pistol, he carries an "arc blaster," an advanced prototype weapon developed at this base, a rapid-fire pistol that covers a small area with blaster fire. This weapon doesn't function if disconnected from external power, or if the base has lost its primary power grid. Like the captain, he uses the chair as cover against the PCs, and focuses his attacks on the weakest-looking members of the group.

The general is very sure of himself and talks a lot during the battle, explaining that the rebels are doomed, that if the PCs surrender they will be treated fairly and not executed, and so on. He sounds just sincere enough to be believable, but he really doesn't care if the PCs believe him or not. He merely intends this as a way to unnerve and distract them from the battle. If the PCs attempt to negotiate with him, he engages in the talks, and will call a cease-fire so both sides can hear each other. He acts like he can be persuaded to surrender if his life and troops will be spared. However, this is an act, and unless he is surrounded, very injured, and his side no longer has greater numbers than the PCs, he assumes he'll win this conflict.

SILVER TEAM'S CONSEQUENCES

These are events that *your* PCs can trigger, affecting *other* parts of the base. If these occur, tell the Runner GM the code and they'll inform any other GMs that need to know.

- If the PCs capture General Colyer and have him broadcast a message to the base about it, tell the Runner GM to use message "Silver Alpha."

OTHER TEAMS' CONSEQUENCES

These are events the *other* teams can trigger, affecting *your* part of the base. The Runner GM will tell you if any of these events occur.

YELLOW TEAM

Yellow Team begins the adventure heading down a long, winding hallway into the hangar of Singularity Base.

Yellow Team's goal is to disable or destroy all Imperium ships in the small hangar. Most of these ships are one-person fighters called "Daggers," but the rebel spies report there should be at least one transport ship as well, intended to carry the General and the superweapon prototype off-planet as soon as the design is ready to be field-tested. By destroying the hangar and the transport ship, Yellow Team not only makes it easier for the rebels to escape the base without getting blasted by fighter craft, but they also can delay the General's escape and/or deployment of the superweapon.

Several sections of the corridor leading to this part of the base slant upward, as (according to the stolen base schematics) the floor level of the hangar is about 30

feet (9 m) above ground level. The air in these areas tends to be hot and humid, but filtered—it doesn't even smell like a swamp. When the blast doors protecting the hangar are open, it cycles a lot of swampy air into the base, keeping the moisture level and temperature similar to the outside conditions. The fuel and other chemicals needed to clean and maintain the ships smell bad and can be toxic or spontaneously combust if allowed to build up, so the base's air circulation system focuses on extracting pollutants rather than making people comfortable. Because of the environmental conditions, increase the difficulty of all Might and Speed tasks in this part of the base by one level.

Y1. GUARD STATION
Four Imperium troopers stand guard outside this security door at all times (the

Security door: level 4 task to lock or unlock, level 5 task to destroy
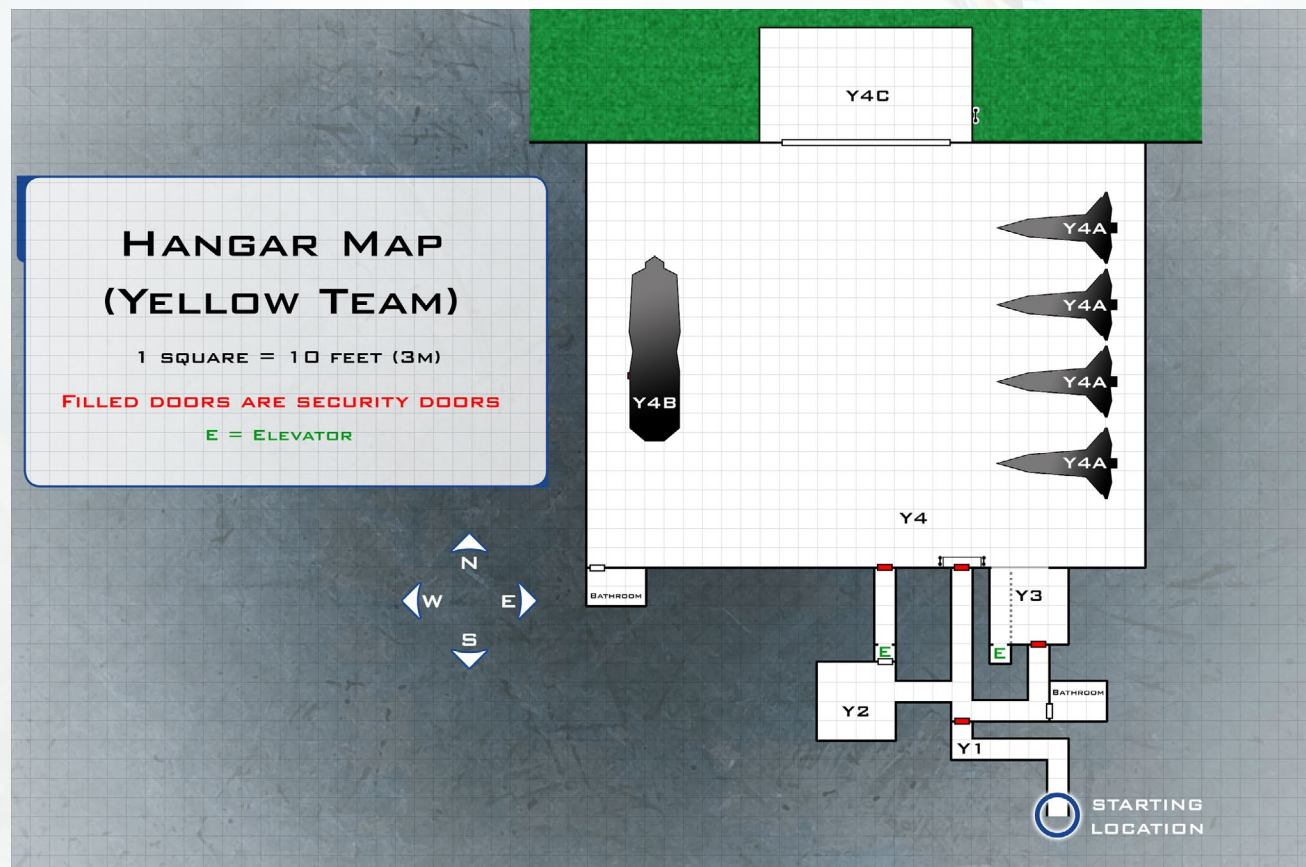
HANGAR MAP (YELLOW TEAM)

1 SQUARE = 10 FEET (3M)

FILLED DOORS ARE SECURITY DOORS

E = ELEVATOR

Imperium trooper: *level 2; Armor 2; long-range blaster inflicts 3 points of damage*

GM Intrusion Suggestion: *A group of four troopers arrives from the hallway to relieve the four on duty here. They immediately join the battle and try to keep the PCs pinned down in this section of corridor.*

Imperium technician: *level 2, computers and science as level 4; short-range blaster pistol inflicts 3 points of damage*

GM Intrusion Suggestion: *A stray attack hits the large glass window, shattering it and covering the ground in an immediate distance with broken glass. The area becomes slippery and anyone who falls here takes 1 point of damage.*

Imperium pilot: *level 3, defends against ranged attacks as level 4; Armor 1; short-range blaster pistol inflicts 3 points of damage*

GM Intrusion Suggestion: *A hangar technician in an orange jumpsuit (see area Y3) arrives from the hallway or the elevator to pay off a gambling IOU. The technician tries to escape and notify others that the rebels are in the base.*

door is closed and electronically locked). A small surveillance camera in the southwest corner is connected to a video panel next to the door, and the troopers check the video occasionally, making it hard for the PCs to sneak up to the corner (increase the difficulty of sneaking tasks by one level). The GM should remember that the PCs have a one-step penalty to Might and Speed tasks from the heat and humidity.

If the troopers spot the PCs and think they're a threat, they use the computer panel to warn area Y3 about possible intruders, then use the corner as cover while they take shots at the approaching PCs. The troopers know the code to open the door, but won't use it unless there's only one trooper left.

Y2. PILOT'S LOUNGE

Unlike a lounge meant for common troopers, this lounge is the domain of the skilled pilots stationed at this base. The lounge includes a nice table and chairs, two comfortable leather couches, a bookshelf with a wide selection of books, a vidscreen connected to a video library, and a snack-dispensing machine. An elevator door is in the northeast near the hallway; it leads down to the floor level of the hangar (area Y4).

All four pilots are in this lounge, wearing their black and silver flight suits and (based on the cash on the table) engaged in a high-stakes game of cards. They're close enough to area Y1 to hear noise of a disturbance, but they are engrossed in their game and aren't expectantly waiting for the PCs to arrive (they'll be ready for trouble if they hear the security door at area Y1 open, but until then they'll keep playing). The pilots are friends and know each other well, and if one of them is killed, the rest vengefully focus their attacks on the PC responsible. If two of them are defeated, the others try to retreat to the hangar, using the hallway or the elevator.

The GM should remember that the PCs have a one-step penalty to Might and Speed tasks from the heat and humidity.

Y3. FLIGHT CONTROL

The security door to this room is closed and electronically locked. The room contains many computer banks used to schedule ship maintenance, track fuel levels, run diagnostics, monitor scanner data out to the horizon, open or close the hangar doors, and handle incoming and outgoing base transmissions. The northwest wall is a floor-to-ceiling glass window overlooking the hangar. The elevator in the southwest corner leads down to the floor level of the hangar.

Four Imperium technicians are here using the computers, with four troopers standing guard. The troopers immediately assume the PCs are hostile. The technicians are slow to react; unless they are attacked, in the first round they just goggle in surprise. By their second turn, they assume the base is under a full assault and start the power-up sequences for the Daggers in area Y4 (three rounds later, the ships will be ready to fly).

The GM should remember that the PCs have a one-step penalty to Might and Speed tasks from the heat and humidity.

The double-paned glass is designed to muffle sound, so combat might go on for a few rounds here before anyone in area Y4 notices. Once people in area Y4 realize there is a fight going on, they get involved, either shooting at PCs near the window or heading for the elevator to get to this area.

If things are looking dire for the Imperium, one or more of them may shoot or smash the glass (if it isn't broken already) and try to jump to the balcony in area Y4 (a difficulty 2 task), then climb down the ladder or open the security door.

Y4. HANGAR BAY

This very large room is almost like a small warehouse. The eastern side has four Dagger fighters and the necessary equipment to service and repair them. The western side has similar facilities but is occupied only by a single Eagle transport ship. On the south wall are two hallways, each near a ladder rising to a platform 15 feet (5 m) off the ground with a security door. Most of the north wall is a large iris-type blast door that seals this area against the external

environment; a computer panel near the east wall can open or close the blast doors (as can the computers in area Y3).

Twelve Imperium troopers are on duty here, stationed or patrolling various parts of the hangar in groups of two or four. Four technicians (wearing orange jumpsuits) are also present, either running diagnostics on the Daggers or just standing around drinking coffee. The troopers attack as soon as they spot the PCs; the technicians try to sound an alarm first and then join the troopers in the fight. An alarm means the pilots in area Y2 (if still alive) rush to this area and try to get into the Daggers so they can take to the air (or at least bring the spacecraft weapons to bear against the PCs).

Even without an active alarm, the cameras pointed at this area and the big glass window high on the southeast wall mean that the people in area Y3 find out there's trouble here within a round or two, and try to aid their comrades here by taking the elevator down from area Y3, shooting through the window, or heading to the southern balcony in this room.

If the northeast computer panel is destroyed and the computers in area Y3 are destroyed, the hangar bay door can't be changed from its current position (open or closed) until one of the computers is repaired (which takes several hours at minimum, depending on how much damage was done).

Potentially if the PCs secure this area, they can inform the other teams to rendezvous here and use the shuttle to escape (perhaps firing a few shots at the base before they go).

4A. DAGGER FIGHTER CRAFT
These one-person spaceships are fast and maneuverable, but not particularly durable. The ship's cockpit has its own environmental control system; once the windscreen is closed, a PC in the cockpit no longer has the Might and Speed penalty from the hangar's muggy air.

From a cold start it takes three actions to get the engines warmed up and ready to fly, but the ship's weapon is usable immediately. In flight, the pilot normally aims at targets in front of them, slightly

A Dagger fighter is about the size of an F-15 fighter jet—63 feet (19 m) high, 42 feet (13 m) wide, and 18 feet (5 m) high.

Dagger fighter: health 25; Armor 3

Blast cannon: long range; 10 points of damage to up to four targets within immediate range of each other

GM Intrusion Suggestion: *A technician hops into the pilot seat of one of the Daggers and starts using its blaster cannon against the PCs.*

GM Intrusion Suggestion: *Damage to one of the Daggers causes a malfunction, activating its thrusters and making it careen chaotically around the hangar, crashing into things at a speed of about 20 miles an hour.*

Eagle transport: *health 50; Armor 5*

An Eagle transport is about 99 feet (30 m) long, 30 feet (9 m) wide, and 27 feet (8 m) high, and can hold thirty people.

Green Alpha: *Do not use any intrusions that have additional troops arriving.*

Green Beta: *Any intrusions that have additional troops arriving have only half the expected number.*

Orange Alpha: *Lights in the entire base flicker, then go out, and then dim red emergency lights turn on. All force fields in the base deactivate to conserve power. All wardroids attack as one level lower. The magnetic locks on all cells are inactive.*

Orange Omega: *The main lights go out and the red emergency lights activate, but a minute later full power is restored as if nothing has happened.*

Silver Alpha: *A message from General Colyer (see Silver Team, page 20) plays on all comm systems in the base, stating that he has been captured. Any troopers who hear this news act as one level lower, but still continue to fight.*

aided by a combat computer that tracks the target. However, it is possible to independently turn and fire the cannon in a 90-degree arc in front of the ship, allowing someone in the pilot seat to use it as if it were a blast cannon, even against ground targets.

Reducing a ship to 0 health makes it nonfunctional, but doesn't make it explode unless its engines are fully warmed up and the last hit was from an energy weapon (an exploding ship inflicts 10 points of damage to everything within a short distance). When in flight, the Daggers have shields that absorb most blaster fire, but the shields can't be used in the hangar.

To a PC untrained in piloting or space combat, turning and arming the cannon is a difficulty 5 Intellect task; the attack itself is a normal Speed roll. Remind the players that they can spend 2 XP to gain the short-term benefit of knowing how to fly Imperium spacecraft, which also allows them to turn and arm the cannon without a roll.

Y4B. EAGLE TRANSPORT SHUTTLE

This medium-sized vessel normally operates with a crew of six (pilot, co-pilot, communications, engineer, gunner, and navigator) but can be flown by just one person. The ship has its own environmental control system; once the doors and loading hatch are closed, anyone inside no longer has the Might and Speed penalty from the hangar's muggy air.

The shuttle can carry thirty troops comfortably, or the seats can fold up to create an open storage space capable of carrying a large ground vehicle. The shuttle's blaster cannon can turn 360 degrees, but otherwise this ship follows the same rules as the Daggers in Y4A (including engine warm-up, difficulty in using it, and so on). Any intrusion involving the Dagger fighter craft could potentially happen with the shuttle.

When General Colyer's researchers finish developing the superweapon prototype, he'll have it brought to this transport and taken to his superiors elsewhere in the galaxy for field testing.

Y4C. LANDING PAD

The area outside the blast door is a sturdy plasticrete landing pad. It is about 30 feet (9 m) above the level of the swamp. On the east side is a ladder connecting it to the ground level, with a security camera pointed at the ladder.

YELLOW TEAM'S CONSEQUENCES

These are events that *your* PCs can trigger, affecting *other* parts of the base. If these occur, tell the Runner GM the code and they'll inform any other GMs that need to know.

- If the PC have defeated all the pilots or destroyed or secured all the ships, tell the Runner GM to use message "Yellow Alpha."
- If the PCs have damaged the hangar bay doors or the control panel for the doors, tell the Runner GM to use message "Yellow Beta."

OTHER TEAMS' CONSEQUENCES

These are events the *other* teams can trigger, affecting *your* part of the base. The Runner GM will tell you if any of these events occur.

CONCLUDING THE ADVENTURE

Once each team has completed (or failed) its mission, they can communicate with each other in real time as much as they like. The Runner GM should facilitate this communication by making sure that each team has the opportunity to speak to the others (much like how the table GMs should make sure each PC gets a share of the attention in a scenario).

Depending on how successful each team is, the PCs (and prisoners, if any) might be able to head out the main entrance on foot, or cram everyone into the transport shuttle in the hangar and fly to the rendezvous point.

Ultimately, for the purposes of this one-shot adventure, it doesn't matter what the PCs choose, but allowing them to take a moment and decide as a group what they want to do next is a nice way to wrap things up.

EXPERIENCE POINTS

The PCs earn 2 XP for getting out of the base alive. They earn 2 XP if their team completed its mission. If all six teams completed their missions, then each PC earns an additional 1 XP as well.

RUNNER GM CROSS-TEAM CHEAT SHEET

Blue Omega: Tell Green GM and Silver GM that an alarm is sounded and all troopers are expecting trouble.

Blue Alpha: Tell Silver GM that the prisoners have been liberated.

Green Alpha: Tell all GMs not to use any intrusions where additional troops show up.
Green Beta: Tell all GMs that any intrusions where additional troops show up have only half as many troops.

Orange Gamma: Tell Green GM and Silver GM that an alarm is sounded and all troopers are expecting trouble.

Orange Omega: Tell all GMs that the main lights go out and the red emergency lights activate, but a minute later full power is restored as if nothing has happened.

Orange Alpha: Tell all GMs that lights in the entire base flicker, then go out, and then dim red emergency lights turn on; all force fields in the base deactivate to conserve power; all wardroids attack as one level lower. Tell Blue GM that the magnetic locks on all cells are inactive. Tell the Red GM that this deactivates the weapon in area R4. Tell Silver GM that the technicians get a status report message about the main power reactor being offline; as soon as they hear this, the technicians call this out to the officer on duty.

Red Alpha: Tell Silver GM that the technicians get a status report message about the superweapon being offline; as soon as they hear this, the technicians call this out to the officer on duty.

Red Beta: Tell Silver GM that the technicians get a status report message that the data on the superweapon has been deleted from the archive server and all records are lost; as soon as they hear this, the technicians call this out to the officer on duty.

Silver Alpha: Tell all GMs that a message from General Colyer plays on all comm systems in the base, stating that he has been captured; any troopers who hear this news act as one level lower, but still continue to fight.

Yellow Alpha: Tell Silver GM that the technicians get a status report message about the spacecraft in the hangar being offline; as soon as they hear this, the technicians call this out to the officer on duty.

Yellow Beta: Tell Silver GM that the technicians get a status report message about the hangar bay doors being nonfunctional and needing repairs; as soon as they hear this, the technicians call this out to the officer on duty.

CYPHER SYSTEM™

NAME
IS A Hardy **Warrior**
DESCRIPTOR | TYPE | **WHO**

FOCUS
Needs No Weapon

TIER 1
EFFORT 1
XP 1

MIGHT
POOL 20 | EDGE 1

SPEED
POOL 10 | EDGE 0

INTELLECT
POOL 8 | EDGE 0

RECOVERY ROLLS 1d6+1
- [ ] 1 ACTION
- [ ] 1 HOUR
- [ ] 10 MINS
- [ ] 10 HOURS

DAMAGE TRACK
- [ ] **IMPAIRED**
  +1 Effort per level
  Ignore minor and major effect results on rolls
  Combat roll of 17-20 deals only +1 damage
- [ ] **DEBILITATED**
  Can move only an immediate distance
  Cannot move if Speed Pool is 0

SPECIAL ABILITIES
Practiced With All Weapons (p. 24)
Bash (p. 24)
No Need for Weapons (p. 25)
Physical Skills (climbing, jumping, p. 25)
Trained Without Armor (p. 25)
Fast Healer (halve the time for recovery rolls, p. 74)
Unstoppable (when impaired, you act as if hale; when debilitated, you act as if impaired, p. 74)
Ponderous (applying Effort on a Speed defense roll costs you 1 additional Speed point, p. 75)
Fists of Fury (p. 154)
Flesh of Stone (p. 154)

ADVANCEMENT
- [ ] **INCREASE CAPABILITIES** +4 points into stat Pools
- [ ] **MOVE TOWARD PERFECTION** +1 to the Edge of your choice
- [ ] **EXTRA EFFORT** +1 into Effort
- [ ] **SKILL TRAINING** Train in a skill or specialize in a trained skill
- [ ] **OTHER** Refer to the *Cypher System Rulebook*

SKILLS • MIGHT
T = trained, S = specialized, I = inability

	T	S	I
Climbing	✓		
Jumping	✓		
Might defense	✓		

SKILLS • SPEED

	T	S	I
Speed defense rolls	✓		
Initiative		✓	

SKILLS • INTELLECT

	T	S	I

ATTACKS

	MOD	DAM
Unarmed		4
Greathammer		6
Lazer-crossbow		6

CYPHERS
Subtle cyphers
- Curative (restores 3 Might, p. 348)
- Tissue Regeneration (regain 1 point per round to a Pool of your choice, pauses if all Pools are full, ends once it restores 10 points total, p. 363)

LIMIT 2

EQUIPMENT
Energy pack (10 shots)
Climbing gear
Flashlight
Handcuffs
Holographic chess set

ARMOR 1
MONEY

BACKGROUND

The people on your planet are big and hairy—very big and hairy. The Imperium wants to use your kind as slave labor, but you're too stubborn and aggressive to submit, so they've blockaded your planet. You're one of the few to make it into space before the blockade, and now you've joined the rebels in the hopes of toppling the Imperium and freeing your homeworld.

You once trained with a close friend of the Exiled Explorer Who Pilots Starcraft, and you owe that mutual friend much.

NOTES

PORTRAIT

CYPHER™ SYSTEM

NAME

IS A Sharp-Eyed
DESCRIPTOR

Warrior
TYPE

WHO

FOCUS

Carries a Quiver

TIER	EFFORT	XP
1	1	1

MIGHT
POOL	EDGE
13	0

SPEED
POOL	EDGE
13	1

INTELLECT
POOL	EDGE
8	0

RECOVERY ROLLS — 1d6+ 1
- [ ] 1 ACTION
- [ ] 1 HOUR
- [ ] 10 MINS
- [ ] 10 HOURS

DAMAGE TRACK
- [ ] IMPAIRED
  - +1 Effort per level
  - Ignore minor and major effect results on rolls
  - Combat roll of 17-20 deals only +1 damage
- [ ] DEBILITATED
  - Can move only an immediate distance
  - Cannot move if Speed Pool is 0

SPECIAL ABILITIES
Practiced With All Weapons (p. 24)
Practiced in Armor (p. 25)
Pierce (1 Speed, works with blasters, p. 25)
Overwatch (p. 25)
Physical Skills (climbing, running, p. 25)
Archer (spend Speed or Intellect to apply Effort to increase blaster damage, p. 103)
Finds the Flaw (if an opponent has a straightforward weakness, the GM will tell you what it is).

ADVANCEMENT
- [ ] INCREASE CAPABILITIES
  +4 points into stat Pools
- [ ] MOVE TOWARD PERFECTION
  +1 to the Edge of your choice
- [ ] EXTRA EFFORT
  +1 into Effort
- [ ] SKILL TRAINING
  Train in a skill or specialize in a trained skill
- [ ] OTHER
  Refer to the *Cypher System Rulebook*

SKILLS • MIGHT
T = trained, S = specialized, I = inability

	T	S	I
Climbing	✓		
Running	✓		

SKILLS • SPEED
	T	S	I
Initiative	✓		

SKILLS • INTELLECT
	T	S	I
Perception	✓		

ATTACKS
	MOD	DAM
Blaster rifle		6
Unarmed	−1	2
Lazer-crossbow	1	6
Knife	−1	2

CYPHERS
Subtle cyphers
- Curative (restores 3 Might, p. 348)
- Stim (decreases difficulty of the next action by three steps, p. 361)

LIMIT: 2

EQUIPMENT
Flashlight
Survival rations
Backpack
Breather (p. 253)
Energy pack (100 shots)
Lightweight body armor (medium, 2 Armor, Speed Effort costs +1 extra)

ARMOR: 2

MONEY

BACKGROUND

You were born on the Imperium capital planet and joined the military. After your squadron suppressed a slave revolt on Aquanis VII, you realized you were indoctrinated in an environment of propaganda and corruption, and you joined the rebels to help take down the Imperium!

The Hardy Warrior Who Needs No Weapons gave you the excellent lazer bow you currently use. When you miss with your bow and the GM rules that you struck someone other than your target, it's probably the Mechanical Explorer Who Builds Robots.

NOTES

PORTRAIT

CYPHER™ SYSTEM

NAME

IS A Noble [DESCRIPTOR] Speaker [TYPE] **WHO**

FOCUS Leads

TIER	EFFORT	XP
1	1	1

MIGHT
POOL	EDGE
8	0

SPEED
POOL	EDGE
15	0

INTELLECT
POOL	EDGE
11	1

RECOVERY ROLLS 1d6+1
- ☐ 1 ACTION
- ☐ 1 HOUR
- ☐ 10 MINS
- ☐ 10 HOURS

DAMAGE TRACK
- ☐ **IMPAIRED**
  +1 Effort per level
  Ignore minor and major effect results on rolls
  Combat roll of 17-20 deals only +1 damage
- ☐ **DEBILITATED**
  Can move only an immediate distance
  Cannot move if Speed Pool is 0

SPECIAL ABILITIES
Practiced With Light Weapons (p. 45)
Encouragement (1 Intellect, p. 45)
Enthrall (1 Intellect, p. 45)
Good Advice (1 Intellect, p. 143)
Interaction Skills (intimidating, persuading, p. 46)
Natural Charisma (p. 143)
Respect (most non-nobles treat you with respect, but a few treat you with contempt, p. 81)
Stealth Skills (sleight of hand, stealth, p. 51)

ADVANCEMENT
- ☐ **INCREASE CAPABILITIES** +4 points into stat Pools
- ☐ **MOVE TOWARD PERFECTION** +1 to the Edge of your choice
- ☐ **EXTRA EFFORT** +1 into Effort
- ☐ **SKILL TRAINING** Train in a skill or specialize in a trained skill
- ☐ **OTHER** Refer to the *Cypher System Rulebook*

SKILLS • MIGHT
T = trained, S = specialized, I = inability

	T	S	I

SKILLS • SPEED
	T	S	I
Sleight of hand	✓		
Stealth	✓		

SKILLS • INTELLECT
	T	S	I
Etiquette		✓	
Interacting with the nobility		✓	
Social interactions	✓		
Intimidating		✓	
Persuading		✓	

ATTACKS
	MOD	DAM
Blaster pistol		4
Knife	−1	2
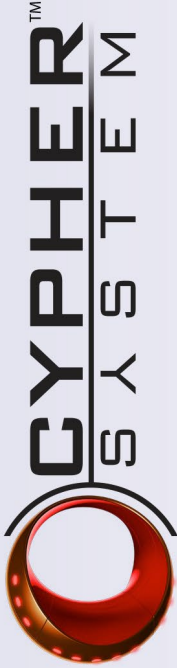
CYPHERS
LIMIT 2

Subtle cyphers
- Secret (p. 360)
- Meditation aid (restores 3 Intellect, p. 355)

EQUIPMENT
Nightvision goggles
Backpack
Energy pack (50 shots)
Concealable camera
Wrist computer (asset for most knowledge-based tasks)

MONEY

ARMOR

BACKGROUND

Your parents are the queen and king of planet Zolderbar, a world on the fringe of Imperium space. Well, they were queen and king until the Imperium nuked the entire planet and turned all of your subjects into cannibalistic mutants. So you're kind of bitter about that, and really want to stick a thumb in the Imperium's eye any chance you can get.

The Hardy Warrior Who Needs No Weapon is particularly stubborn and is not affected by your abilities.

NOTES

PORTRAIT

CYPHER™ SYSTEM

NAME

IS A Impulsive **DESCRIPTOR** Explorer **TYPE** **WHO** **FOCUS** Controls Gravity

ADVANCEMENT

- [ ] INCREASE CAPABILITIES +4 points into stat Pools
- [ ] MOVE TOWARD PERFECTION +1 to the Edge of your choice
- [ ] EXTRA EFFORT +1 into Effort
- [ ] SKILL TRAINING Train in a skill or specialize in a trained skill
- [ ] OTHER Refer to the *Cypher System Rulebook*

TIER	EFFORT	XP
1	1	1

MIGHT
POOL	EDGE
11	1

SPEED
POOL	EDGE
15	1

INTELLECT
POOL	EDGE
10	0

RECOVERY ROLLS 1d6+ 1

- [ ] 1 ACTION
- [ ] 1 HOUR
- [ ] 10 MINS
- [ ] 10 HOURS

DAMAGE TRACK

- [ ] IMPAIRED
  +1 Effort per level
  Ignore minor and major effect results on rolls
  Combat roll of 17-20 deals only +1 damage
- [ ] DEBILITATED
  Can move only an immediate distance
  Cannot move if Speed Pool is 0

SPECIAL ABILITIES
Practiced With Light and Medium Weapons (p. 39)
Block (3 Speed, p. 39)
Danger Sense (1 Speed, p. 39)
Extra Edge (already added to Edge, p. 40)
Hover (1 Intellect, p. 114)
Push (2 Intellect, p. 31)

SKILLS • MIGHT

T = trained, S = specialized, I = inability

	T	S	I

SKILLS • SPEED

	T	S	I
Initiative	✓		
Speed defense	✓		

SKILLS • INTELLECT

Anything requiring patience, willpower, or discipline

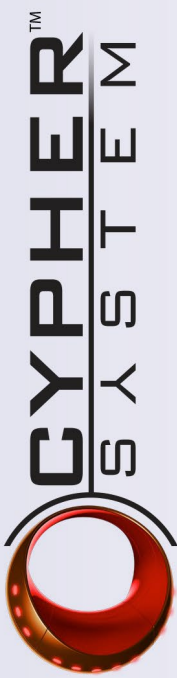|	T	S	I
			✓

ATTACKS

	MOD	DAM
Blaster pistol		4
Lazer sword		4

CYPHERS

Subtle cyphers
- Effort enhancer (adds one level of Effort to one noncombat task without spending points, doesn't count toward max Effort, p. 350)
- Meditation aid (restores 3 Intellect, p. 355)

LIMIT 2

EQUIPMENT

Backpack
Energy pack (50 shots)
Binoculars
Flashlight
Space wizard handbook
Emergency rations
Holophoto of your dead mentors
Pen-sized device that tells the weight of whatever you point it at (within short range)

MONEY

ARMOR

BACKGROUND

You're a teenager from a backwater planet in the most boring part of the galaxy. When the crazy old man said he'd train you to be a space wizard and fly you across the galaxy to save everyone, you jumped at the chance. And when he got killed by the Imperium, his space wizard mentor taught you the basics of space wizardry… and then suddenly died. Maybe you're cursed, or maybe space wizardry is a job for the young. Either way, here you are, joined up with the rebels and ready to be the hero!

The Exiled Explorer Who Pilots Starcraft thinks your gravity control is just a big illusion or fakery, and keeps trying to figure out how you're doing it.

NOTES

PORTRAIT

CYPHER™ SYSTEM

NAME

IS A | DESCRIPTOR: Mechanical | TYPE: Explorer | **WHO**

FOCUS: Builds Robots

ADVANCEMENT

| ☐ INCREASE CAPABILITIES +4 points into stat Pools | ☐ MOVE TOWARD PERFECTION +1 to the Edge of your choice | ☐ EXTRA EFFORT +1 into Effort | ☐ SKILL TRAINING Train in a skill or specialize in a trained skill | ☐ OTHER Refer to the *Cypher System Rulebook* |

TIER: 1

EFFORT: 1

XP: 1

MIGHT
POOL 10 | EDGE 1

SPEED
POOL 14 | EDGE 1

INTELLECT
POOL 12 | EDGE 0

RECOVERY ROLLS 1d6+ 1

☐ 1 ACTION ☐ 1 HOUR
☐ 10 MINS ☐ 10 HOURS

DAMAGE TRACK
☐ IMPAIRED
+1 Effort per level
Ignore minor and major effect results on rolls
Combat roll of 17-20 deals only +1 damage

☐ DEBILITATED
Can move only an immediate distance
Cannot move if Speed Pool is 0

SPECIAL ABILITIES
Practiced With Light and Medium Weapons (p. 39)
Datajack (1 Intellect, when accessing a computer you learn a bit more about something you can see; you get an asset on a task involving that person or object, p. 53)
Fleet of Foot (p. 40)
Knowledge Skills (computers, engineering, p. 40)
Extra Edge (already added to Edge, p. 40)
Robot Assistant (level 2 robot of your size or smaller; you make rolls for it when it takes actions; if next to you it counts as an asset for your attacks, p. 100)

SKILLS • MIGHT
T = trained, S = specialized, I = inability

SKILLS • SPEED

SKILLS • INTELLECT
	T	S	I
Computers			
Engineering	✓		
Identifying or understanding machines	✓		
Using/repairing/crafting machines	✓		
Building, repairing, healing robots	✓		

ATTACKS
	MOD	DAM
Spear-staff		4

CYPHERS
LIMIT 2

Subtle cyphers
- Combat Effort enhancer (adds one level of Effort to a task without spending points, doesn't count toward max Effort, p. 350)
- Perfect memory (permanently memorize everything you see for thirty seconds, p. 357)

EQUIPMENT
Machine tools
Robot spare parts
Robot tool kit
Robot assistant (level 2, named Cube-Ee)
Survival rations
Portable lamp
Binoculars

MONEY

ARMOR

BACKGROUND

You were left at an orphanage at age seven, with a weird little robot you built sitting on your shoulder. As you grew up you focused less on people and more on machines. When you left the orphanage you struck out on your own, salvaging old wrecks of Imperium vehicles, upgrading your robot Cube-Ee, and selling scrap to keep a roof over your head. When Cube-Ee led you to a crashed rebel pilot's distress beacon, you bandaged them up, fixed their ship, and hitched a ride off-planet in search of better scrap and more interesting robot parts.

Your Cube-Ee mechanical companion will also take commands from the Sharp-Eyed Warrior Who Carries a Quiver.

NOTES

PORTRAIT

CYPHER SYSTEM™

NAME

IS A Exiled | Explorer | WHO

DESCRIPTOR | TYPE

FOCUS Pilots Starcraft

TIER
1

EFFORT
1

XP
1

MIGHT
POOL	EDGE
15	1

SPEED
POOL	EDGE
12	0

INTELLECT
POOL	EDGE
9	0

RECOVERY ROLLS 1d6+1
- ☐ 1 ACTION
- ☐ 1 HOUR
- ☐ 10 MINS
- ☐ 10 HOURS

DAMAGE TRACK
- ☐ IMPAIRED
  +1 Effort per level
  Ignore minor and major effect results on rolls
  Combat roll of 17-20 deals only +1 damage
- ☐ DEBILITATED
  Can move only an immediate distance
  Cannot move if Speed Pool is 0

SPECIAL ABILITIES
Practiced With Light and Medium Weapons (p. 39)

Danger Sense (1 Speed, p. 39)

Loner (no step benefit from others helping you, p. 72)

Physical Skills (climbing, stealth, p. 40)

Opportunist (you have an asset on any attack roll you make against a creature that has already been attacked at some point during the round and is within immediate range, p. 51)

Surging Confidence (1 Might, p. 40)

Flex Lore (After each ten-hour recovery roll when you have access to the starcraft's digital library, choose one field of knowledge related to a specific planet or some other location.)

ADVANCEMENT

- ☐ INCREASE CAPABILITIES
  +4 points into stat Pools
- ☐ MOVE TOWARD PERFECTION
  +1 to the Edge of your choice
- ☐ EXTRA EFFORT
  +1 into Effort
- ☐ SKILL TRAINING
  Train in a skill or specialize in a trained skill
- ☐ OTHER
  Refer to the *Cypher System Rulebook*

SKILLS • MIGHT
T = trained, S = specialized, I = inability

	T	S	I
Climbing	✓		

SKILLS • SPEED
	T	S	I
Stealth		✓	
Piloting starcraft	✓		

SKILLS • INTELLECT
	T	S	I
Social interactions			✓
Foraging	✓		
Hunting	✓		
Finding safe places to rest or hide	✓		
Using sensors and communication tech	✓		

ATTACKS
	MOD	DAM
Blaster pistol		4
Hunting knife	−1	2
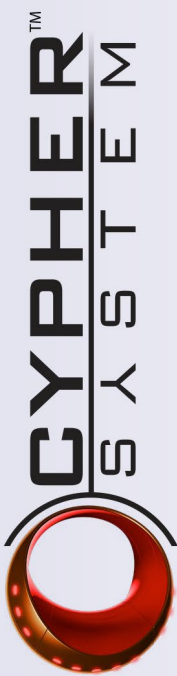
CYPHERS
LIMIT 2

Subtle cyphers
- Stim (decreases difficulty of the next action by three steps, p. 361)
- Curative (restores 3 Might, p. 348)

EQUIPMENT
Awesome leather vest (light, 1 Armor)

Energy pack (50 shots)

Dog-eared photo of your stolen spacecraft

Flashlight

Field guide to weird but edible animals

ARMOR 1

MONEY

BACKGROUND

You used to be a smuggler, a blockade runner. You weren't particularly good at it, but it was freedom. And then the Imperium confiscated your starship, a classic model Eagle shuttlecraft, the ship you've had since you won it in a zabass game. You loved that ship. And some day, you'll get it back. Until then, you're gonna hang out with these rebels and hope that fate puts you in the pilot's seat of your beloved ship again.

You promised the Noble Speaker Who Leads a trip anywhere they wanted to go in a starship, but they haven't yet taken you up on that offer.

NOTES

PORTRAIT