The Jump (aka Moser Steinhaus)

Based on the one-shot Sean McCoy ran for the [BoardWithLife Podcast](http://imboardwithlife.libsyn.com/pod/mothership-pt-1). Before reading this, it’s best to listen to the podcast and acquire the [Mothership RPG](http://www.drivethrurpg.com/product/245017/Mothership). The goal is to detail story points and monster motivations for a Warden running the one-shot. Most background is from Sean McCoy, but some parts are mine.

**Main story points:**

Hyperspace jump drive problem during a jump on a transport ship.

1) Can’t jump back out of hyperspace with a broken jump drive.

2) Two hours (in real time) before the wormhole collapses.

3) Another ship appears in hyperspace which contains past versions of one of the human and android players. See motivations below.

4) Can attempt to fix hyperdrive, but need replacement parts (on other ship).

**The Other Ship and “Moser”:**

The other ship is a past version of the same ship. “Moser” (fake name) is an alternative reality / older version of one of the crew members. Moser has found a way to move through space/time within the wormholes/hyperspace. Moser wants to convince his younger self to mind meld with him, so they can be one person within the younger body. He can only do this within hyperspace, which is why he is here. He wants to keep this crew member safe/healthy, but isolate him from the other crew members to convince him to join him. He’s done this before, but every version of himself is unique so he’s not sure if it will work. If he can’t mind meld, he needs to kill him. Moser has scarred his face and is unrecognisable.

**Moser’s fake story to get docked:**

“Woke up from cryosleep with everyone dead, except the Captain, and she died in my arms. It seems like the android tried to kill everyone and sabotaged the ship by damaging the jump drive controller. The captain died from their wounds after killing the android. I can’t jump out of hyperspace. Been awake for 7 months in hyperspace. It was stable until your ship showed up, now it looks really different, I think something is wrong with the wormhole”

A teacher traveling back home to mining planet X from Y planet. Ship is low on fuel and oxygen. It isn't. He feigns that he can’t do much with the ship.

**Evil Android Story:**

Moser has kept the Cody unit as a companion. Upgraded/overclocked, but has a problem. Androids can’t use parts from other androids, even the same model. Each part has a chip with an encrypted serial number unique to that android which can’t be duplicated. Androids can be fixed, but not the chips. They are programmed to die after 100 years. This bad Cody unit can potentially live forever though, by getting younger parts from itself from different timelines. It wants to recover the player Cody unit in as best shape as possible, to harvest parts for himself. It has a storage room on the other ship full of dead Cody androids. It will lie to the player Cody unit to get it to trust it and has a way to inactivate the unit once it gets it into that room on the other ship. If the player’s refuse to dock with Echo Echo or are taking too long. The Evil Android will “jump” across and break into their ship.

**NPC Stats:**

- “Moser Steinhaus”: Instinct 55, Combat 60, Hits 2 (15).

Special: When Moser dies, if his duplicate is within 20m, Moser's consciousness will try to possess his duplicate (Sanity[+] save), failing that his consciousness will infect the nearest android (Sanity[+] save) or ship's computer (Intellect check).

* Evil Android Instinct 65, Combat 70, Hits 3 (15)

**Small size ship schema, larger one on next page**

