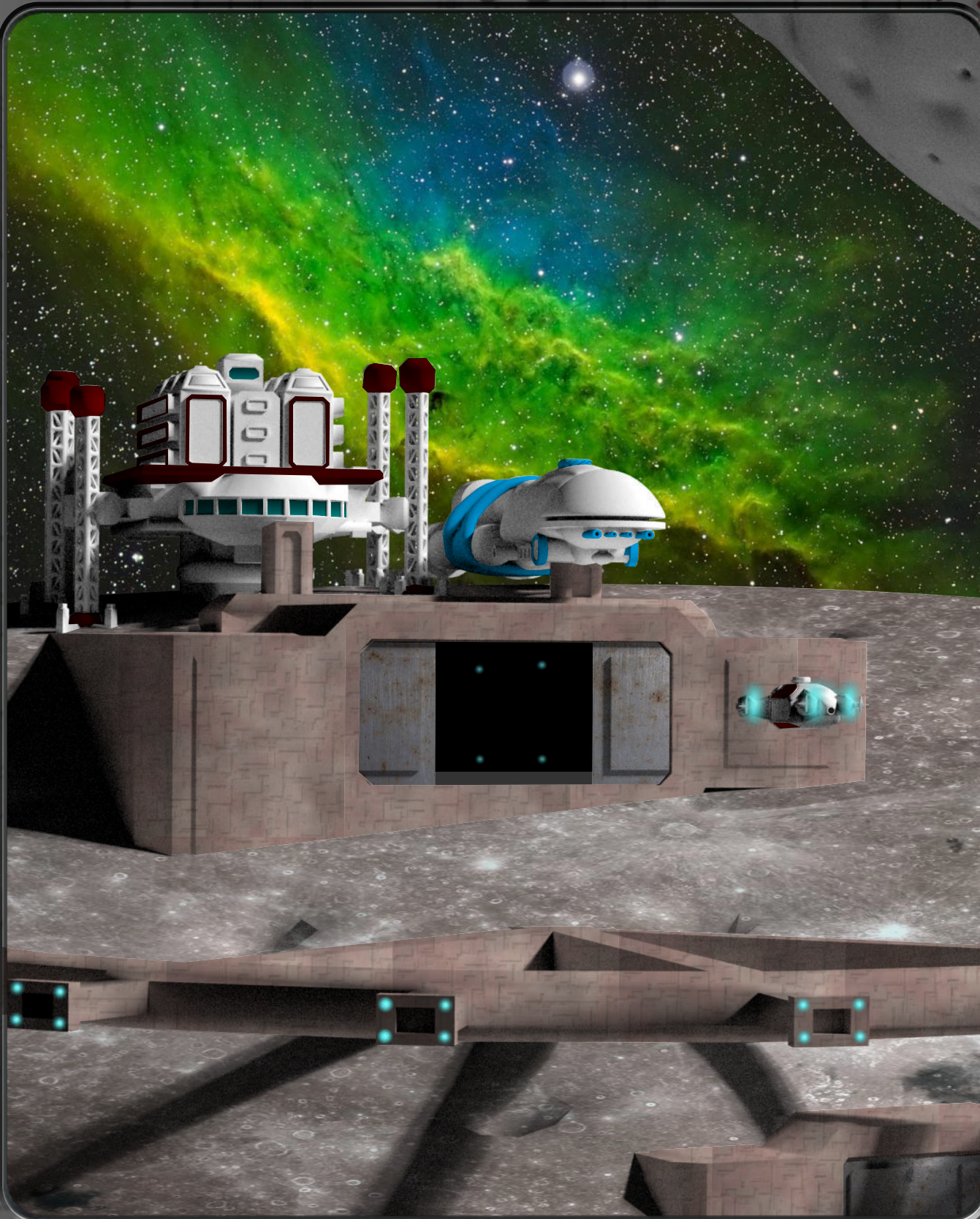# Rogue's Run

A Starfinder Two-Shot Module for a party of five adventurers of 7th level

STARFINDER COMPATIBLE

Michael Tumey

GAMER PRINTSHOP

Gamer Printshop

Presents

Rogue's Run

A 7th level Extended One-Shot Module
for a party of five adventurers
for use with the Starfinder Roleplaying Game

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Publisher: Michael K. Tumey

Table of Contents

Author's Note

This module is my second I've authored so far supporting the Starfinder Roleplaying Game, since I wrote, illustrated and published Rude Awakening, a 1st level one-shot module over a year ago. I have been publishing one-shots, and game supplements written by T. H. Gulliver and Edward Moyer, since then which are all great works, as well as doing the cartography and most of the illustration myself, but I wanted to get another module out, with my name on it.

I am working on a conversion of Kaidan setting of Japanese Horror (PFRPG) to Starfinder Roleplaying Game compatible, and this module has delayed my schedule a bit (sorry), but I will get back to it, at this product's release. I mention it because I dropped clues in this module in reference to Kaidan.

I'm calling this an extended one-shot module, providing plot hooks for possible side adventures in places that aren't crucial to the module, but could easily make this one-shot into a full 7th level module. More than that, the party's destination, Port Carthage Asteroid Station, is a notorious government of pirates, located in an asteroid belt, a place to base an entire campaign.

I have to make it clear that because I am third party as a publisher I am prohibited from any reference to the Paizo Publishing Pact Worlds setting. So an implied setting is used, but only as a background and giving a sense of the politics involved driving the adventure. It should be easily tweaked to fit the setting you are using.

Featured in the module is a dangerous, last resort means of transporation across distant space, a corrupt kind of wormhole called a Hellgate, something that few would dare risk to utilize. Traveling through it has a cost on every living being passing through it. Options are offered if the as written penalty seems too high.

The premise of the story is when smuggling dangerous goods, using an ancient pre-drift smuggler's route of dire repute makes the journey more eventful that one might expect in the "downtime" normal to long distance travel.

Because I'm a professional cartographic illustrator, my true skill is making maps and deck plans, my first love, my products are always packed with maps and deck plans. I do dabble in writing, game design, and non-map illustrations when my budget forces me to, but maps are my forte and I've almost overly packed this module with maps. I rely on Edward Moyer for his game design talents (he's better than I am at it) fitting my development needs. I thank him for that.

Apologies for the nine appendices, but I like to add new rules and ready to use content for GM's to opt into use playing this module, and this one has quite a bit.

I hope you enjoy this module!

Michael Tumey
Publisher, Author, Cartographer
Gamer Printshop

Gamemaster's Introduction

Gamemaster's Introduction

Rogue's Run is intended to run as an adventure location and an extended one-shot module for five adventurers of 7th level, working as trader-smugglers, flying a medium transport starship.
Five pregenerated player characters are included in this module, though a balanced party of five should work just fine, if you don't want to use the pregens – they aren't a requirement. More than five PCs will require modifying the encounters to meet the challenge, however. (See Appendix 3, page 39)

The player characters are trader-smugglers with their own medium starship, able to haul cargo, with rooms for guests paying for passage to distant locations, and a very hidden smuggler's compartment. It is inspired by some of our favorite sci-fi television show concepts.

This adventure uses rules originally provided in Starships, Stations and Salvage Guide by Edward Moyer, which I published, but have reprinted the pertaining rules in the appendices in the back of this module, along with new rules designed for this adventure.

This module features seven starships with stats and full deck plans from small to gargantuan, as well as an asteroid former mining station converted into a pirate port city with full stats and plans as well. A new monster called the Crazed Ooze, all the major NPCs with stats, new themes, even a new class, as well as Hellgates and the Sisters, all located in the appendices located at the end of this module. The starships included come as whole map print ready, sliced for home printing ready, and virtual tabletop ready versions as bonus content.

The Adventure Overview

At face value the adventure premise is simple. Pick up goods to be smuggled from an isolated mining planet, and deliver them to a distant asteroid station, Port Carthage, known to be a pirate haven. Of course nothing is ever simple, things will go wrong, antics will ensue. This will not be an uneventful jaunt across distant space. The PC's agent has a job that is destined to be a big problem.

Because of incessant predations by space pirates to corporate freighters, hostilities between the pirates of Port Carthage and the MegaCorps have never been higher. A corporate navy has been tasked to form a blockade preventing access to and from the asteroid station, using unapproved technology to create a wide ranging effect that works like *dimensional lock* to prevent Drift to access the Port Carthage beacon. Using the Drift to reach Port Carthage directly is no longer possible. Since the adventurers need to bypass a naval blockade, they will be forced to use an old and dangerous smuggler's route from pre-Drift days, not used in over 200 years ago, a route called Rogue's Run.

The module begins with party is arriving at a shanty town on a frozen mining world, with paid passengers seeking passage and cargo for that destination.

They learn of a job requiring them to smuggle a tech item, as well as a paying passenger to a pirate base in a distant asteroid belt and receive a handsome payment upon arrival.

News while still at the frozen planet reveals that the delivery will not be a simple task, this job will require the party to use an ancient smuggler's route that is both dangerous and comes at a price. Once the passenger arrives by a different transport to where the PCs are staying, and the smuggled item brought aboard the ship, the journey to Port Carthage begins - requiring a 3d6 to travel in Drift to reach the official start of Rogue's Run.

The Hellgate

The first stretch of the run requires using a Hellgate, a path few choose to follow. Long before the existence of drift engine technology and other means of fast, long distance travel across space, was created the Hellgates. Two planets far apart sought to create a stable wormhole to be established between them. They made supplecations to several princes of Hell and summoned the Hellgate between them into existence, the first of several. Using one comes with a cost.

Using a Hellgate causes every living being passing through the wormhole, to lose 1 hit point immediately upon exit through infernal damage, then must make a Fortitude check DC 20, or lose that hit point permanently. Using a Hellgate is meant to be a means of last resort.

If you think this is too harsh a penalty, as a permanent 1 point loss is a big sacrifice all players would rather not pay, you might consider some options, like lowering the DC check, limiting the hit point loss over a limited duration (like for the entire adventure), or make it a curse that can be removed.

The Minefield

Once the PCs arrive at the other side of the Hellgate, paying their penalty, they find themselves in a space minefield being laid of ship just as they are arriving, and trigger a mine to let them know. Rules reprinted from Starships, Stations and Salvage for using space mines are found in Appendix 5.

Though their shields should hold against the damage, the ship will shake violently causing the smuggled tech item container to be damaged - inside is a crazed ooze; see Appendix 9.

A large naval mine laying ship flying away from the arriving PC ship, so only it's turret and aft guns can target them. Because the PCs will be required to slowly escape the mine field without further risking the ship, they will be involved in a starship combat at least until they are out of the field. Then they can escape. Since the mine layer isn't completed with creating the field, they won't pursue the PC's escaping ship.

Loose Cargo

Mentioned above is described a damaged container and a crazed ooze. Assembly oozes while useful is unusually sensitive to trauma which can cause it to become unstable as a marauding monster. The smuggled good turns out to be a small assembly ooze that has become crazed, and escapes it's container into the PC's ship's ventilation system. Now the PCs will be required to crawl through the vents to corner, and capture the being, learning it's unique altering attacks and tactics to defeat them, though they need to capture it alive, if they want to paid for delivery.

The Sisters

This region of space near the periphery of Corporate Space, on the far side of the

Hellgate is an empty region of the galaxy. Approximating the size of a star system, that allow use of the Drift for 1d6 days to reach safe proximity from a pair of massive black holes with overlapping event horizons, each rotating in the opposite direction. These black holes are known as the Sisters. With the right coordinates which will be given to the party while still at the mining planet, they can use the black holes to throw the PCs starship at impossible speed to reach their intended destination. Though using the Sisters has it's own risks requiring a piloting check to reach their destination.

Just as they arrive at the Sisters, the PC ship encounters a local horror, a colossal by starship scale, space dwelling denizen known as the star eater, a kind of sea slug or flat worm of massive size, requiring starship combat to combat it. It's speed matches the PCs ship, though it's maneuverability is clumsy, allowing the PCs to escape with careful piloting checks to avoid it. Once it receives multiple damaging atacks it will disengage and loose interest moving away.

The coordinates line up 3 local stars, and Port Carthage aiming an oblique path into the event horizons of both black holes sending the PCs ship many times the speed of light defying the blockade to reach their destination.

Port Carthage

Port Carthage asteroid station is a known community of pirates and salvagers, located in a distant star system asteroid belt in Colonial Space beyond, but near the periphery of Corporate Space. It was once a mining station, but nearing ore depletion, was seized by a pirate fleet and transformed into hidden port inside while allowing dozens of huge and larger ships to dock supporting a population of thousands of pirates and civilians.

No Refund Policy

The next major hitch in the PCs expectations is the deal they had with their agent.in delivering the smuggled and contained crazed ooze in the first place. The agent told them that the package delivered would grant them 5000 credits each, for their half of the payment, with the rest being transferred to the seller's account. The truth is this is a product return to a criminal source that has a no refund policy, so will not be paid upon delivery.

To make matters worse the person the item is being returned to, did the transaction illegally and against sanctions placed on him by his mistress, the ruler of Port Carthage Asteroid Station. At least she'll discover his illegal transactions.

The Admiral Baroness Ching Shi, ruler of the station does have a problem which coincidentally involves another crazed ooze roaming throughtout the asteroids tunnel systems, if they can capture it, they will be handsomely paid making the trip worth of effort. Plus she'll have an offer of ongoing work if the PCs are willing and to use her station as a base of operations.

The adventure will end with a number of plot hooks to continue adventuring, and something to build an entire campaign from, as well as an upgraded ship. The Baroness will honor the 5,000 credits each for delivery, plus a free upgrade of the ship into the next tier.

Maps and Deck Plans

As bonus content, maps and deck plans in encounter scale as whole maps for large format printing, and sliced for home printing version as separate PDFs, and a zip file containing virtual tabletop ready JPGs.

The Jack of Diamonds

The PC's ship has seen better days showing signs of rust, corrosion getting closer to requiring a full overhaul, but has been a reliable means of earning an income and opportunities of adventurers. Meant to resemble two popular sci-fi shows in recent history, the ship was designed as a trading transport vessel with rooms for paying guests and a smuggler's compartment. It's well armed, with decent ammenities for space travel, though it's a bit slow and could use a few improvements when it tiers up.

Jack of Diamonds   **Tier 7**
Pit Bull class Medium Transport

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 23; **TL** 25
HP 85; **DT** -; **CT** 14
Shields medium 100 (forward 25, port 25, starboard 25, aft 25)
**Attack (Forward)** 2 persistent particle beams (10d6; linked)
Attack (Turret) 2 light particle beams (3d6; linked)
Power Core Pulse Prismatic (300 PCU); **Drift Engine** Signal Basic; **Systems** basic medium range sensors, biometric locks, crew quarters (common), mk 2 armor, mk 2 duonode, mk 4 defenses, mk 6 thrusters; **Expansion Bays** cargo bay, guest quarters (good), medical bay, smuggler compartment (DC 50), tech workshop
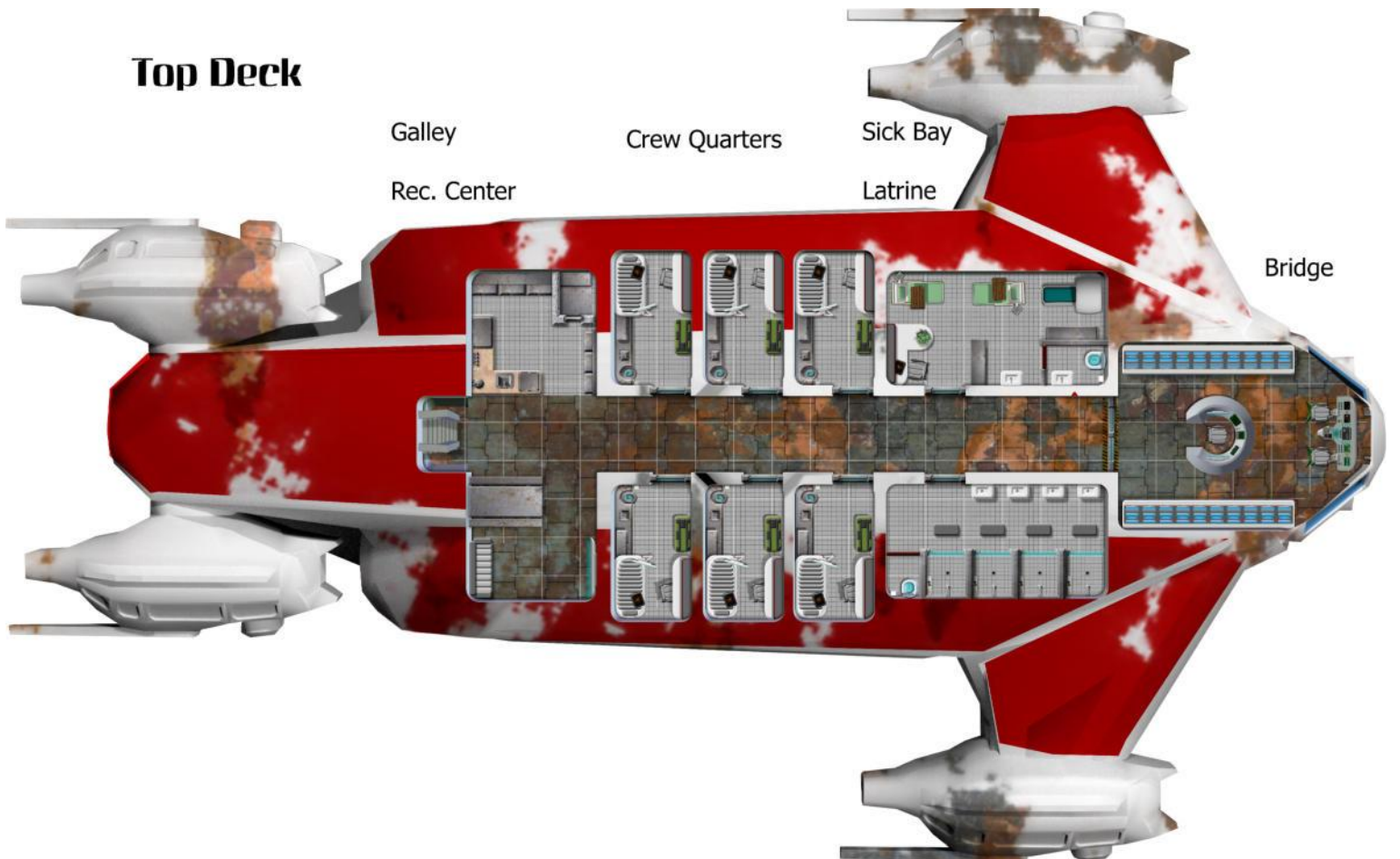**Modifiers** +2 on any 2 checks per round; +1 Piloting
Complement 6
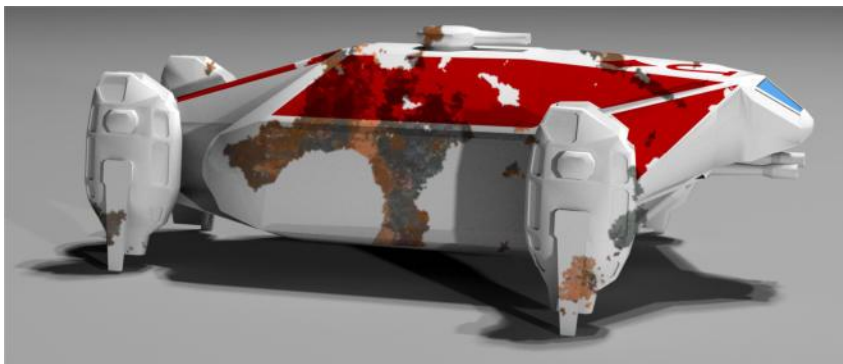
Top Deck

Galley

Rec. Center

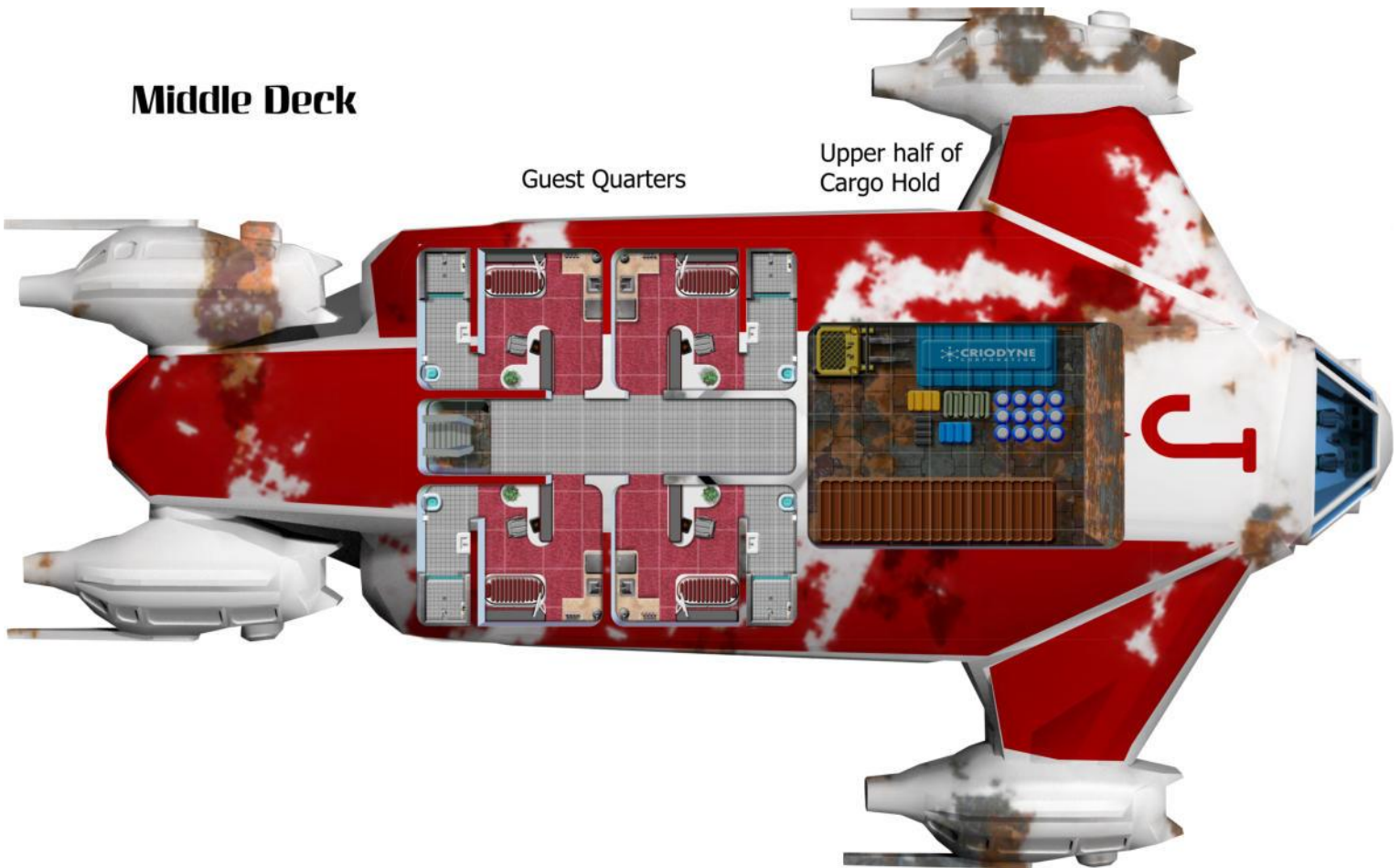Crew Quarters

Sick Bay

Latrine

Bridge

Middle Deck

Guest Quarters

Upper half of
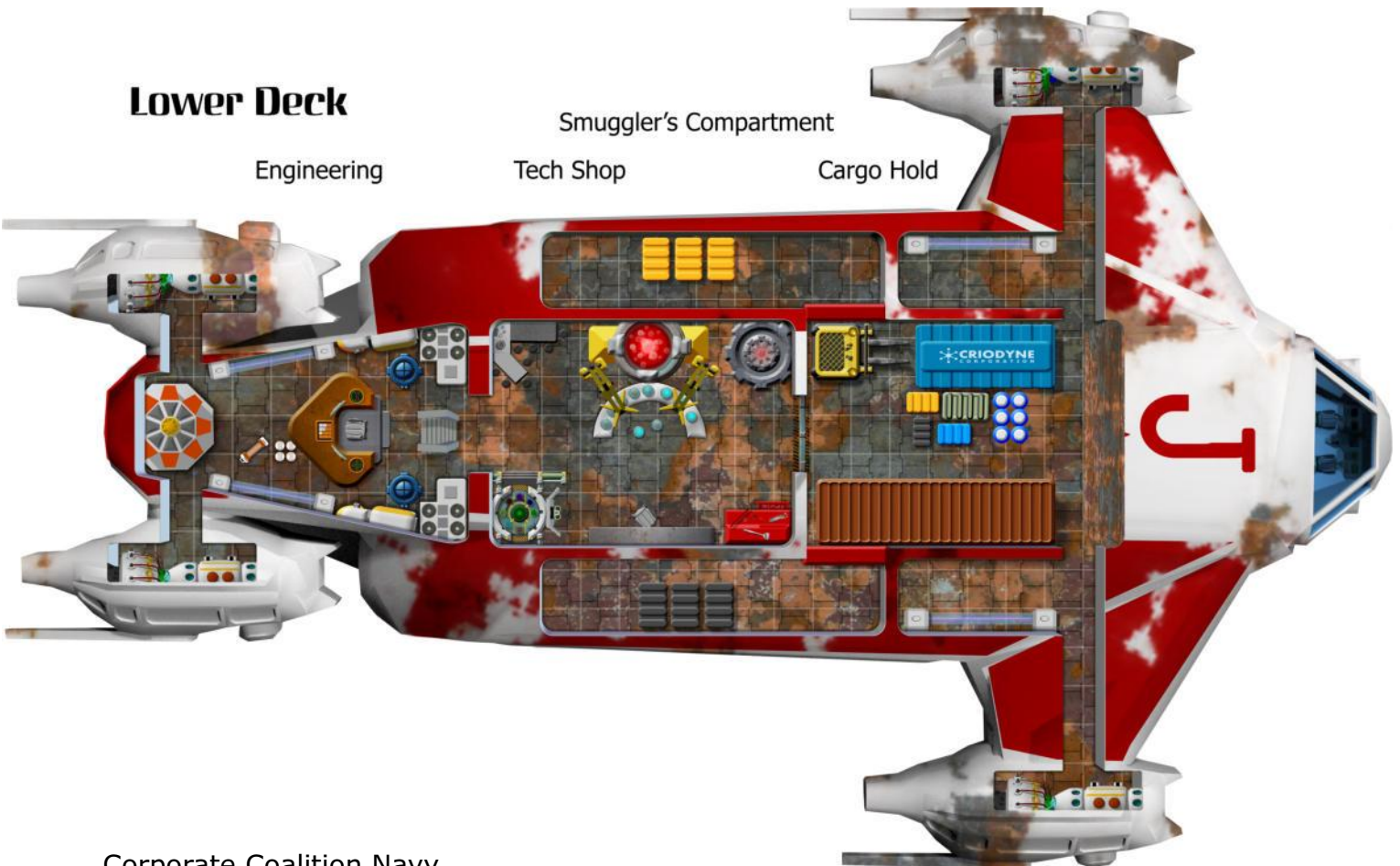Cargo Hold

J

Lower Deck

Smuggler's Compartment

Engineering   Tech Shop   Cargo Hold

J

Corporate Coalition Navy

Rogue's Run

Prelude

It's been nearly 50 years since the small trader shipping industry thrived, due to expansions by the MegaCorps and their fleets of super-colossal freighters reaching further and further into Corporate Space. Crews aboard vessels like the Jack of Diamonds have been forced to carry paid passengers to augment normal cargo deliveries, even resorting to smuggling illicit goods, just to earn enough credits to keep it a career still worth pursuing. Small traders are being forced to take less traveled star lanes, further out, even to the periphery and Colonial Space beyond.

While not always reliable, the crew has a transit agent, someone with contacts in the shadow markets and legitimate corporate markets to offer freelance jobs for small runners like the crew of the Jack of Diamonds. Marl Tyro has been their agent for 2 years and though some jobs paid well, many were marred with bad intel leading to problems, many costly. Sometimes it paid off, doing business in Marl, but often the crew gets uneasy once they learn of something Marl had to offer.

As of this moment the cargo is not even half full with a couple crates of tech items like portable force field generators, and trivid entertainment centers, and 4 crates of Sorean Scotch. Two paying guests for passage, an older newly wed couple were already fighting as the Jack of Diamonds is returning them to their home world, the frozen mning world of Nifliheim.

Just as the Jack of Diamonds enters normal space from the Drift and are in range of Nifliheim's planet beacon, the communications panel on the bridge lights up - a recorded request from Marl Tyro.

*** COMMS ALERT ***

Hey guys! Marl Tyro here. Glad I caught you, have I got a job for you! Two actually, for a double paycheck!

Capricia Harbinger, the owner and CEO of Harbinger Corporation, has an emergency delivery, she needs some tech cargo smuggled to it's source, you'll get 25,000 credits upon arrival and it's already waiting for you in Hvergelmir. Package is going to Port Carthage Pirate Station just beyond the periphery of Corporate Space. Your contact is a trader named Corben, you will need to meet at Morty's Tavern in Hvergelmir to arrange for the package.

I also got a special client that needs passage also to Port Carthage and she'll pay well – easy peasy, right? She won't be arriving for another 2 days, just wait for her arrival in Hvergelmir. Her name is Kumi Mifune.

You've heard of Rogue's Run haven't you? The old smuggler's route to the periphery? Well you might have to take it, but that's up to what the corporate navy is doing – you need to check the news feeds before you takeoff.

You'll find a contact, Sam Corben, at Morty's, a local tavern. He'll hook you up with the Harbinger job.

Nifliheim Mining Planet

Nifliheim, the frozen hell of Norse mythology, home of the giants, and the realm of the goddess, Hel. On Nifliheim is the spring that is the source of the Nine Rivers that connect each realm of the Nordic cosmology, and is called Hvergelmir. Back in the days when celestial bodies were named after Greek or Roman deities, once telescopes improved, so many bodies were being found they started branching out to other mythologies. This planet was named Nifliheim by some forgotten astronomer over a hundred and fifty years ago.

Though many planets have been renamed by controlling interests, Nifliheim is a mostly frozen tundra and taiga ecosystem in a great elliptical orbit where for over 4 years passes far from it's sun, with a single year of spring, summer, fall, when it is near the sun, before the long winter returns. It is currently in it's last year prior to the coming spring. It's name fits this frozen planet quite well, so was never changed. Owned by the Criodyne Corporation as a mining planet, it's capital, Hvergelmir is located at the major drilling site where a substance called polyfreon is harvested from deep below the surface. Polyfreon like Freon is a stable cryo substance as found in refrigeration and air conditioners today, however polyfreon is stable at multiple temperatures from absolute zero to 50 degrees Fahrenheit, for a vaster range of applications monopolized by this company.

Nifliheim sits in a lonely star system of one planet in a barren area of space, though well inside Corporate Space.

Hvergelmir

Nifliheim

Outpost Hvergelmir
Criodyne Corporate frozen mining planet
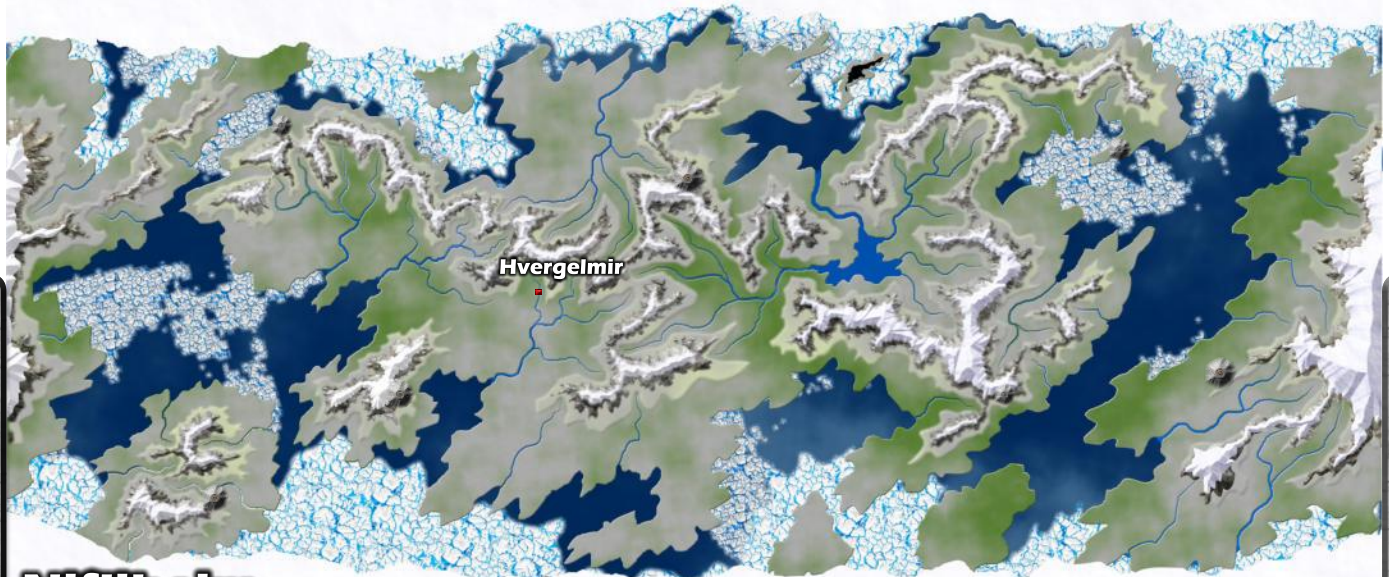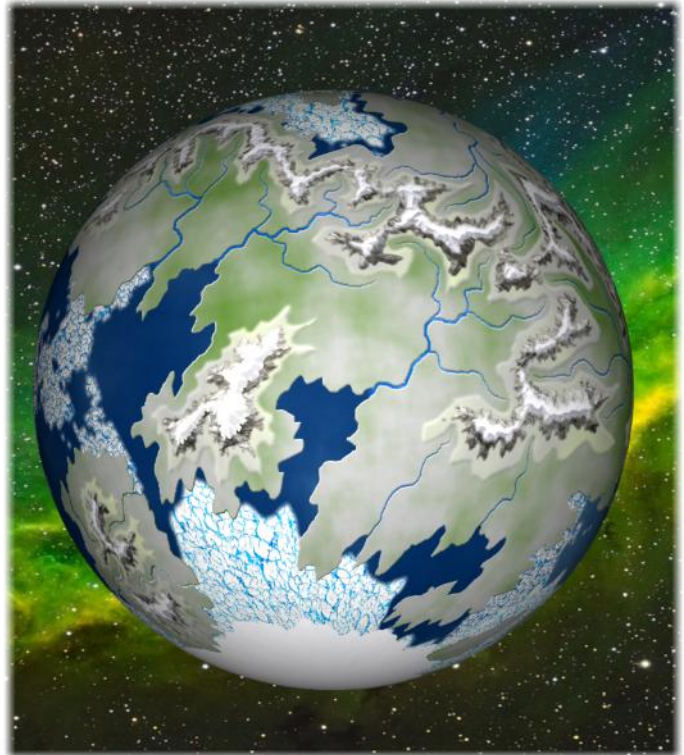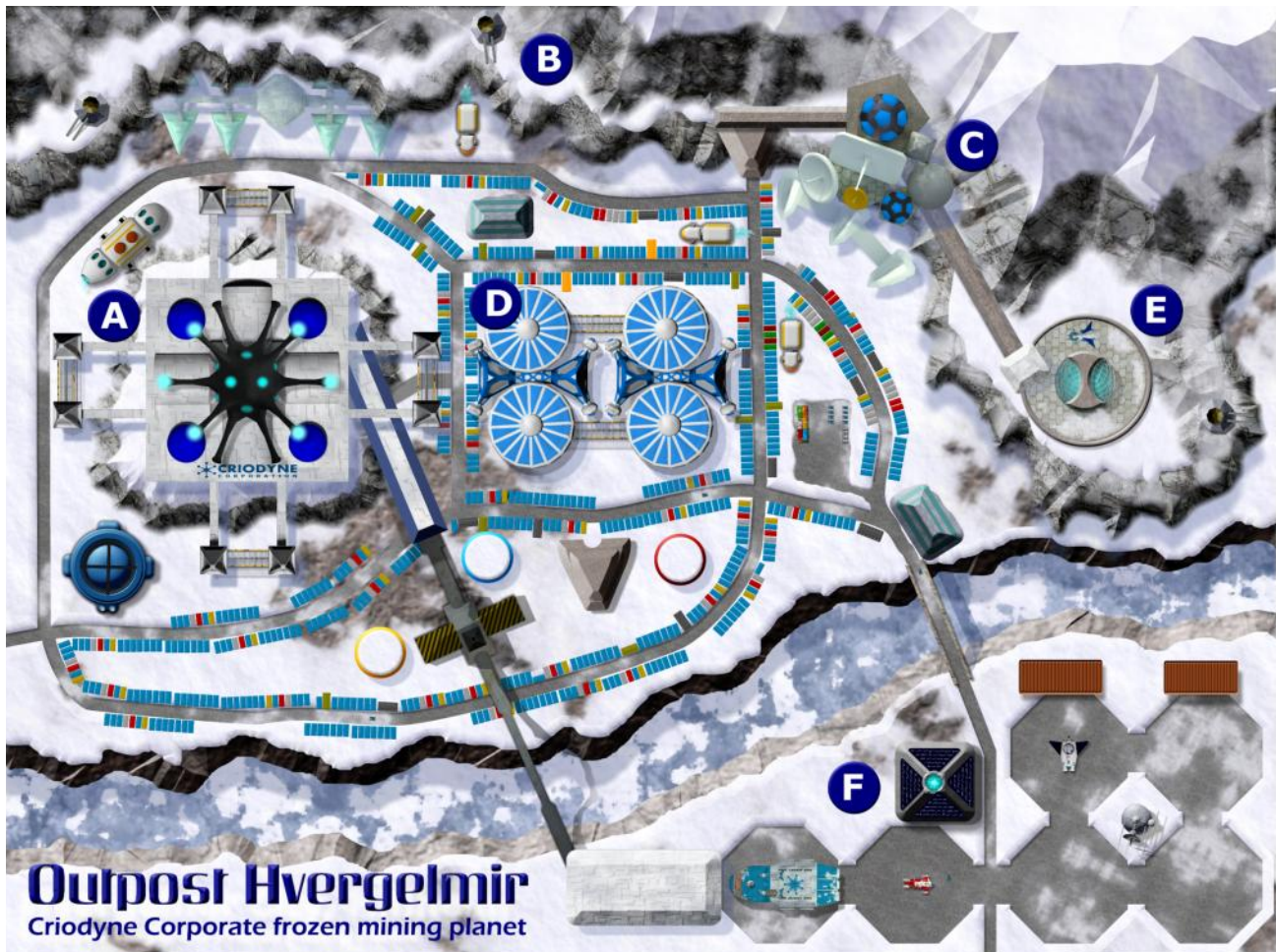
Hvergelmir, Mining Town

Hvergelmir is a community of miners, traders, and vagabonds from across the vast having settled around this drilling site, on frozen Nifliheim. Local inhabitants dwell in and operate shops and businesses inside insulated cargo containers, most measuring 50 wide by 100 long, by 50 feet tall. This ragtag town has a population of 18,000. It has a frontier atmosphere and lawless quality to it. The Criodyne Corporate Security is the only law enforcement authority, and they mostly look the other way, unless activities become overly severe or widespread, then will they take action. Because the planet is privately owned, the planetary governor has absolute jurisdiction on any matter from exile to execution, as if a feudal lord.

A. Criodyne Drilling Plant

B. Planetary Guns (Super Masers)

C. Planetary Communications Array

D. Two landers serving as the power plants for the community.

E. Governor's Palace & Residence

F. Mining Station Starport

The PCs need to spend at least 2 days in Hvergelmir awaiting the arrival of their passenger in a different ship.

One of the cargo container structures at the lower right-hand intersection serves as Morty's Tavern & Eatery.

Morty's Tavern & Eatery,
Hvergelmir, Nifliheim

Morty's Tavern & Eatery

Located at the northeast corner of the 4 way intersection nearest the bridge to the starport across the river is Morty's Tavern & Eatery, one of the most popular public house in Hvergelmir.

Sam Corben is the PCs contact at Morty's, though they find him in a loud argument with another patron, which escalates into a bar room brawl, which the PCs can choose to join or stay out of. Once the fight settles, the PCs can approach Sam, about the business they came here to meet him about. A large sealed container is currently stored at a starport locker. Sam passes the key card to the locker to one of the PC crew members. They can pick up the container just prior to leaving the starport.

Sam Corben
Human Outlaw Operative 5
Init +2; Perception 6
Defense
HP 8
EAC 13, **KAC** 14
Fort +3, **Reflex** +4, **Will** +1
Offense
Speed 30 feet
Melee wrench +1 (1d2+1 B)
Ranged tactical semi-automatic pistol +2 (1d6 P; analog)
Tactics
During Combat will be forced to stop attempting to hack the biometric access into the small freighter, drop his rig, unsheathe his side, then turn to attack the characters.
Statistics
Str +1; **Dex** +2; **Con** +1; **Int** +2; **Wis** +1; **Cha** +0
Skills Acrobatics +3, Athletics +3, Computers +8 (1 rank), Engineering +10 (1 rank), Stealth +5, Survival +7

Along with arranging the transfer of the tech container to be smuggled by the Jack

*** NEWS BULLETIN ***

In the news, the recently formed Corporate Coalition Navy which defends the planets of Corporate Space, and to intervene in inter-corporate conflicts, will now assume anti-piracy patrols across Corporate Space. Predations by pirates near the Periphery are believed to be based at Port Carthage Asteroid Station. So the coalition fleet is atempting a blockade of Port Carthage. Using not yet approved technology in the form of a starship device being called the Aegis Drift Disruptor. Placed on a medium or larger ship, this device hides the signal of planetary beacons, making it impossible for ships to jump to or from the Drift at that location.

The Corporate Coalition navy hopes the blockade will nullify all future pirate activities from Port Carthage.

In other news, Capricia Harbinger, CEO of Harbinger Corporation faces a lawsuit following the injury of a young girl attending a visit to the Harbinger Animal Emporeum due to using an untested miniature assembly ooze.

of Diamonds, he gives the ship's pilot an ancient set of coordinates he'll need once crossing through the Hellgate wormhole. Using a triangulation of 3 local stars passing through the event horizons of the Sisters, and a fourth coordinate pointing to Port Carthage, which the ship will use to continue on the next jaunt of Rogue's Run smuggler route. Also at Port Carthage, their contact is a Ysoki named Mad Xak.

Once the container is loaded onto their ship and the passenger arrives, the PCs can leave Nifliheim, and use their final time to use the Drift to reach the Hellgate sector of Corporate Space.

Sector Police - Pull Over!

Just as the Jack of Diamonds breaks from the Drift into normal space, they find themselves a day's flight from the entrance to the Hellgate, which is viewable from the exit point in the distance. Before the ship scanners can be checked, a police interceptor cruiser makes a flyby and the communications panel on the bridge notifies the crew to "Pull over, and prepare to be boarded"

The gendarme class cruiser will line up it's forward docking ring onto the cargo bay door at the front of the ship, under the bridge nose. 2 patrol officers will board the Jack of Diamonds. They will check the ship's registration, logs and manifest of cargos carried, with a search for any smuggler's compartments.

Small Gendarme Interception Cruiser   Tier 7

Speed 12; **Maneuverability** Good (+0 Piloting, turn 1); **Drift** 2**AC** 18/22 ablative, **TL** 17**HP** 50/90 (ablative), **DT** -; **CT** 8**Shields** Medium 320 (Forward 80, Port 80, Starboard 80, aft 80)**Attack (Forward)** 2 Particle Beams (8d6 x2, linked)**Attack (Port)** Light EMP cannon (special)**Attack (Starboard)** Light EMP cannon (special)**Power Core** Pulse Orange (250); Drift Engine Signal Booster; **Systems** MK 4 Ablative armor (see new ship defense), Advanced long range sensors, Biometric Locks, Crew quarters (common), Mk 3 Duonode, Mk 6 defenses, S12 thrusters; **Expansion Bays** Boarding hold, Brig, Medical bay
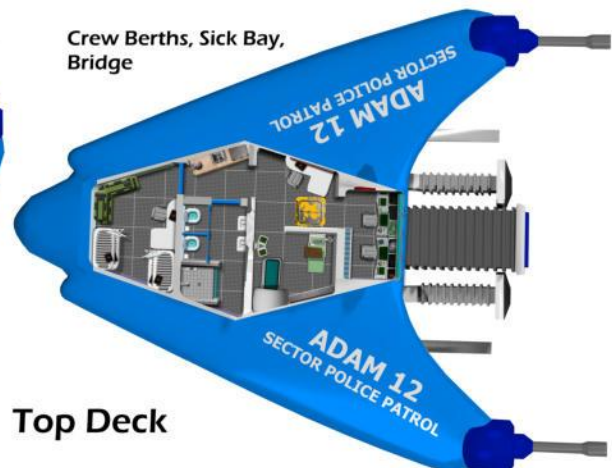**Modifiers** +3 on any 2 rolls; Complement 6

Adam 12
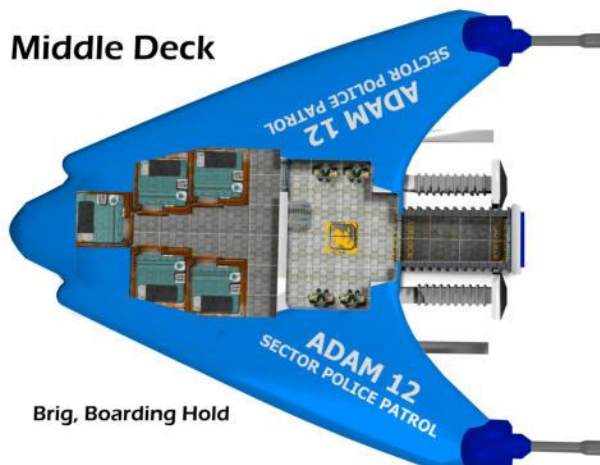Gendarme class
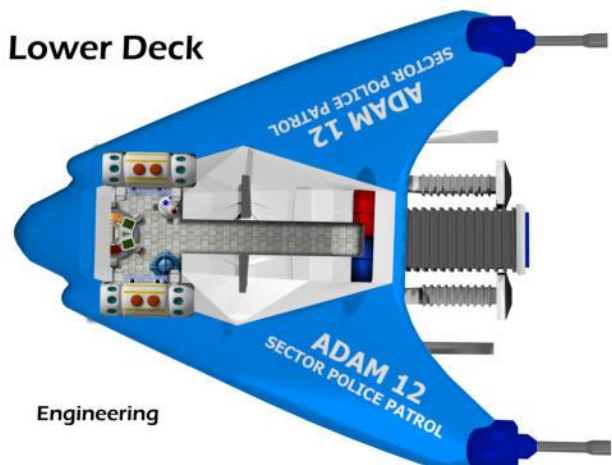Small police patrol boat
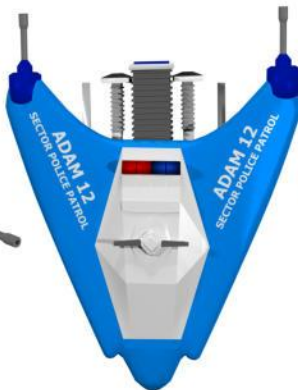
Crew Berths, Sick Bay, Bridge

Top Deck

Middle Deck

Brig, Boarding Hold

Lower Deck

Engineering

Sector Police Officers

6 officers crew the Gendarme police cruiser, while 2 are prepped for boarding.

Sergeant Bellok, Human Bounty Hunter Soldier Level 8

Description fit, but slightly overweight.
Init +7 **Senses** **Perception** +3
HP 51 **Stamina** 63 **EAC** 21 **KAC** 22

Fort 7 **Ref** 9 **Will** 5
 Offensive/Defensive Abilities
Armored Advantage, Blitz Soldier, Blind Fight, Charge Attack, Culture, Dive for Cover, Lunge, Theme Knowledge, Swift Hunter
Speed 30ft
Melee +8;Lunge 10ft reach,
Ranged +11 Laser Rifle, Corona (2d6 +3F/Critical Burn 1d6) 120ft

Tactics
During Combat uses standard police tactics trained with his partner.
Morale high morale as expected by highly trained police officer of a 12 year career with.awards for heroism.

Statistics
STR 11 **Dex** 19 **Con** 17 **Int** 10 **Wis** 14 **Cha** 10
Skills Acrobatics (Dex) 14, Athletics (Str) 10, Engineering (Int) 13, Intimidate (Cha) 9, Medicine (Int) 10, Piloting (Dex) 13, Stealth (Dex) 13, Survival (Wis) 12

Language Common
Other Abilities Light Armor and Heavy Armor, Basic and advanced melee weapons, small arms, long arms, heavy weapons, sniper weapons, and grenades, Weapon Specialization.
Gear Shock Grenade II x2 (Explode 1d12+3E, 15ft.), Smoke Grenades x2 (Explode; Smoke Cloud 1 Minutes, 20ft), Hardlight series, squad armor.

Officer, Human Mercenary Soldier Level 6

Description physically fit.
Init +7 **Senses** **Perception** +3
HP 51 **Stamina** 63 **EAC** 21 **KAC** 22

Fort 7 **Ref** 9 **Will** 5
 Offensive/Defensive Abilities
Armored Advantage, Blitz Soldier, Blind Fight, Charge Attack, Culture, Dive for Cover, Lunge, Theme Knowledge, Swift Hunter
Speed 30ft
Melee +8;Lunge 10ft reach,
Ranged +11 Laser Rifle, Corona (2d6 +3F/Critical Burn 1d6) 120ft

Tactics
During Combat uses standard police tactics trained with his partner.
Morale high morale as expected by highly trained police officer of a 12 year career with.awards for heroism.

Statistics
STR 14 **Dex** 19 **Con** 17 **Int** 11 **Wis** 10 **Cha** 10
Skills Acrobatics (Dex) 14, Athletics (Str) 10, Engineering (Int) 13, Intimidate (Cha) 9, Medicine (Int) 10, Piloting (Dex) 13, Stealth (Dex) 13, Survival (Wis) 12

Language Common
Other Abilities Light Armor and Heavy Armor, Basic and advanced melee weapons, small arms, long arms, heavy weapons, sniper weapons, and grenades, Weapon Specialization.
Gear Shock Grenade II x2 (Explode 1d12+3E, 15ft.), Smoke Grenades x2 (Explode; Smoke Cloud 1 Minutes, 20ft), Hardlight series, squad armor.

The Hellgate

Once the crew of the Jack of Diamonds realize they will be taking a trip through a Hellgate, everyone groans, they've all heard the rumors… (Make a physical science check to know details.)

Misplaced Rumors

1. A Hellgate takes your soul when you pass through it, making you soul-less.

2. It drains your life force permanently.

3. A Hellgate damns you to Hell in the afterlife, no matter who your deity is.

4. Everyone passing through gains a personal devil who hunts you for the rest of your life to take your soul back with it.

The Hellgate is a stable wormhole the crew can see even while the Jack of Diamonds was stopped by the sector police. Only a day away by maneuver drive. The crew's tension is very high.

The fiery maw at the entry into the Hellgate appears as a burning vortex taking a full minute to reach the apex, when everything turns bright orange, pain rushes through everyone forcing all to scream. Time seems to stop, motion ceases, sound is silenced. Then sound and motion returns, and they are on the other side at the opposing Hellgate, 6000 light years away.
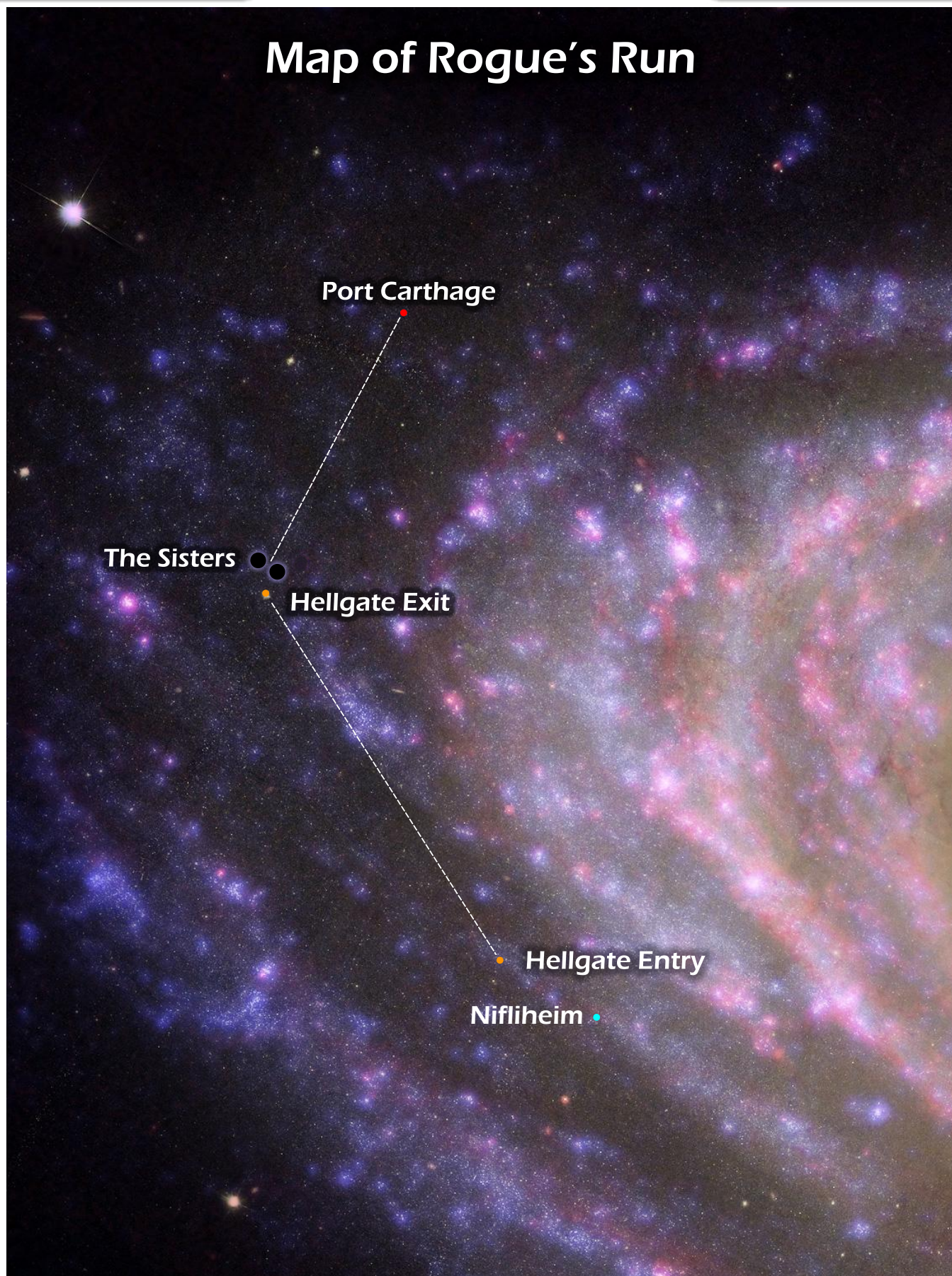
Hellgate Cost

Each character passing though the Hellgate loses 1 Hit Point upon exit, then rolls a Fortitude check DC 20 or lose this hit point permanently.

Map of Rogue's Run

Port Carthage

The Sisters

Hellgate Exit

Hellgate Entry

Nifliheim
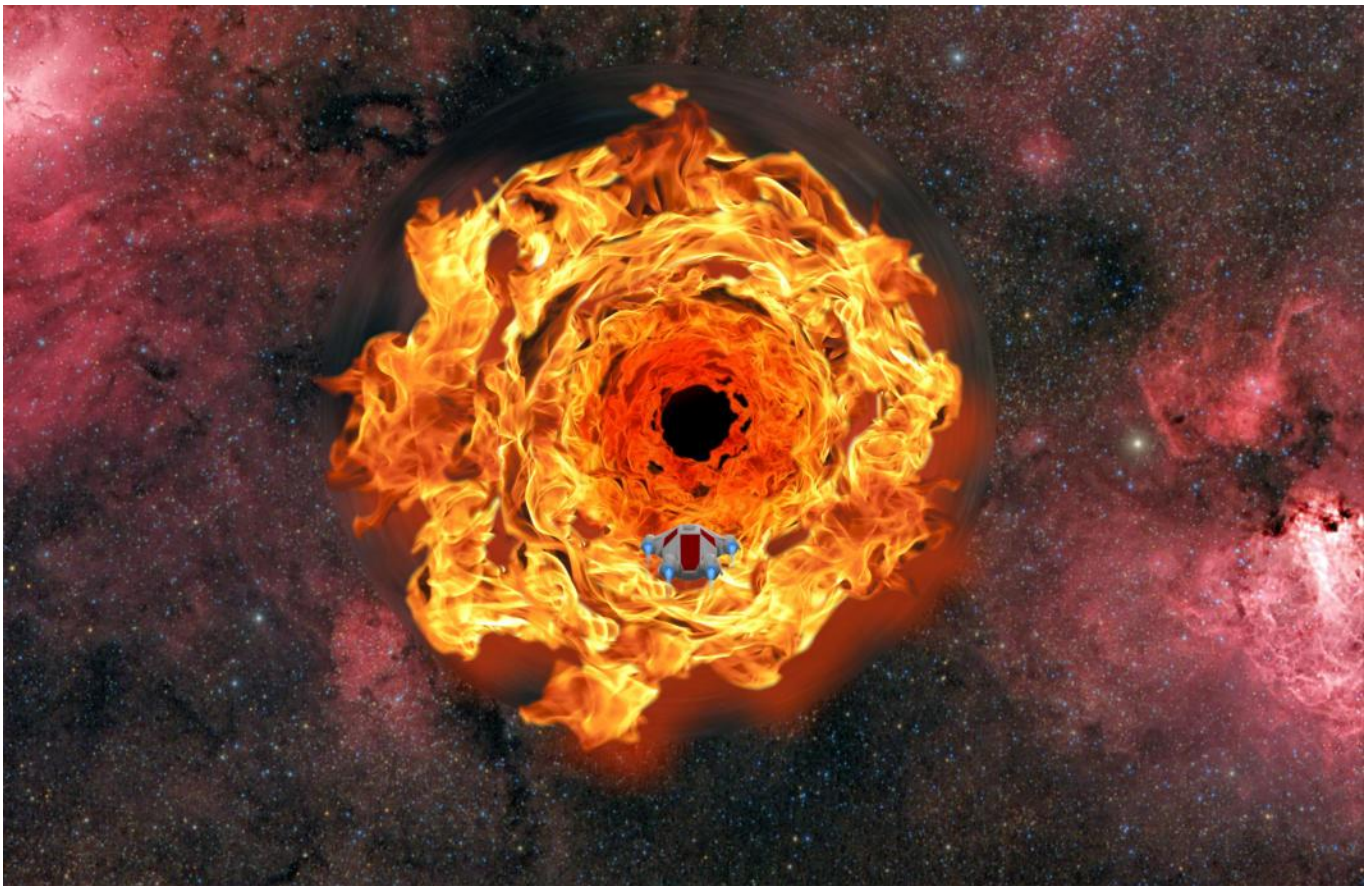
Minefield

Just as the Jack of Diamonds exits the Hellgate entering normal space, the ship scanners sound off a warning, and a quick science check DC 20 will reveal that there's a mine field ahead by 2 hexes and a mine layer ship in combat range. If the pilot can safely negotiate the mine field and avoid triggering a mine, they will still be the target of the mine layer's guns. Because the mine layer is still laying mines, it will not pursue the Jack of Diamonds and the PCs can safely escape. [See Appendix 5 for Ship Mine rules.]

Pilum   **Tier 12**

Centurion class large mine layer vessel
Speed 4; **Maneuverability** average (turn 2), Drift 1

AC 24; **TL** 24
P 180; **DT** -; **CT** 24
Shields medium 200 (forward 50, port 50, starboard 50, aft 50)
Attack (Forward) Rail gun (8d4); 2 linked light particle beams (3d6 x2)
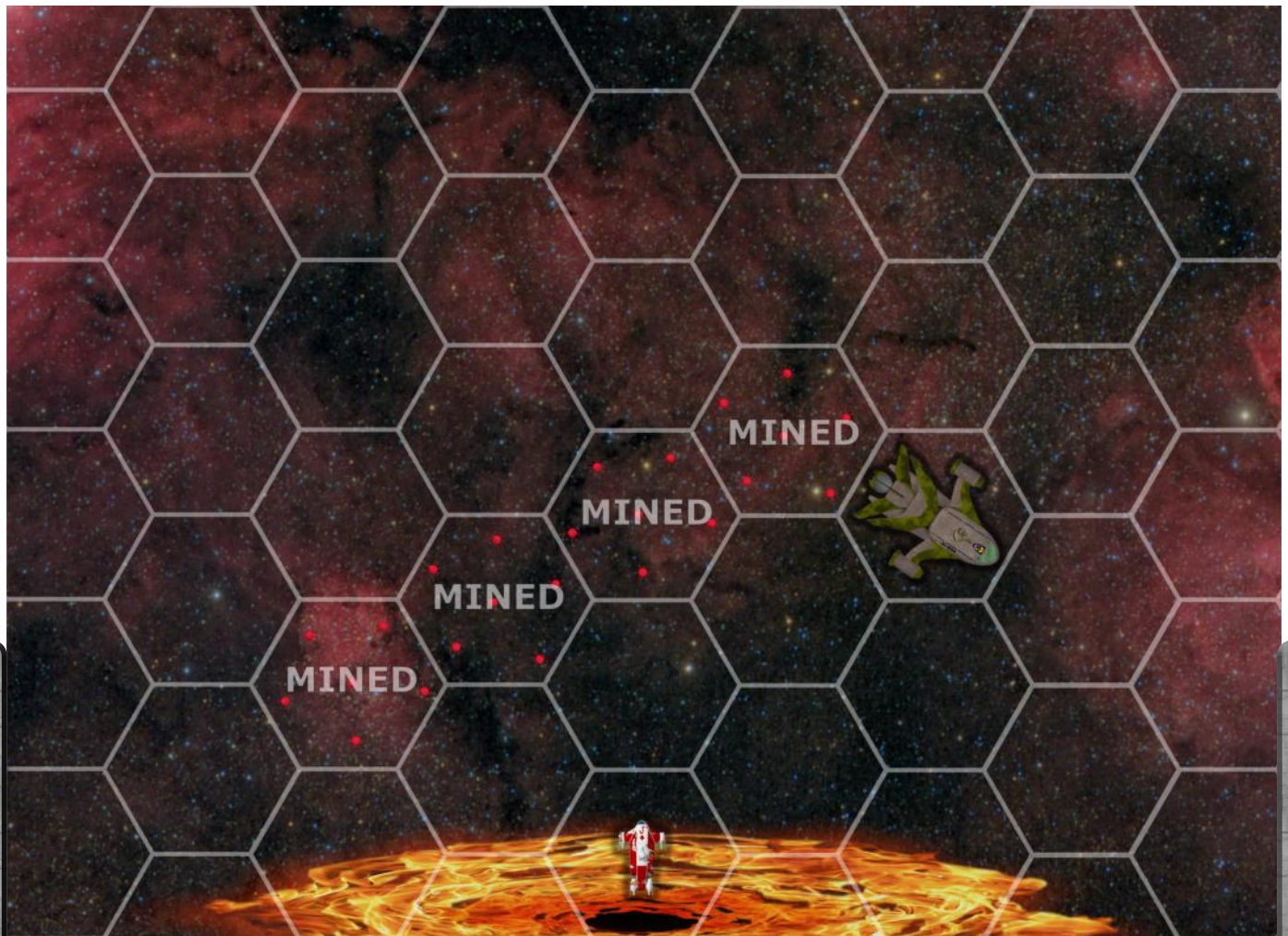**Attack (Port)** Rail gun (8d4)
Attack (Starboard) Rail gun (8d4)
Power Core Pulse Prismatic (300 PCU);
Drift Engine Signal Basic; Systems anti-hacking system, basic medium ranger sensors, crew quarters (common), l4 thrusters, mk 2 trinode, mk 4 armor, mk 4 defenses; **Expansions Bay** 8 mine laying bays
Modifiers +2 x3 computer, +2 piloting; **Complement** 20

Standard Ship Mines (2d8 x10)

The Sisters

In the region of space where the Hellgate exits the Jack of Diamonds finds itself in the perphery of the galaxy itself, in a sector rather devoid of stars without a planet beacon in 300 light years in any direction. Where two great stars once existed, now two massive black holes adjacent to one another with spinning in opposite clockwise directions, and is called the Sisters. From the Hellgate exit to the approach to the event horizons of the Sisters is a 3 day flight in a clockwise arc, as the ship will use that as the next jump to Port Carthage.

In the age that the Hellgates were frequently used, the Sisters formed a secondary "wormhole" of sorts requiring ships to find the event horizons of both black holes, which overlap, using a known set of coordinates to bisect the Sisters and be thrown a multi-light speed towards a distant destination. This is known as "Splitting the Sisters".

It will take 3 full days to position the Jack of Diamonds to line up with 3 stars that align to a 4th coordinate which will send the PCs directly to Port Carthage.
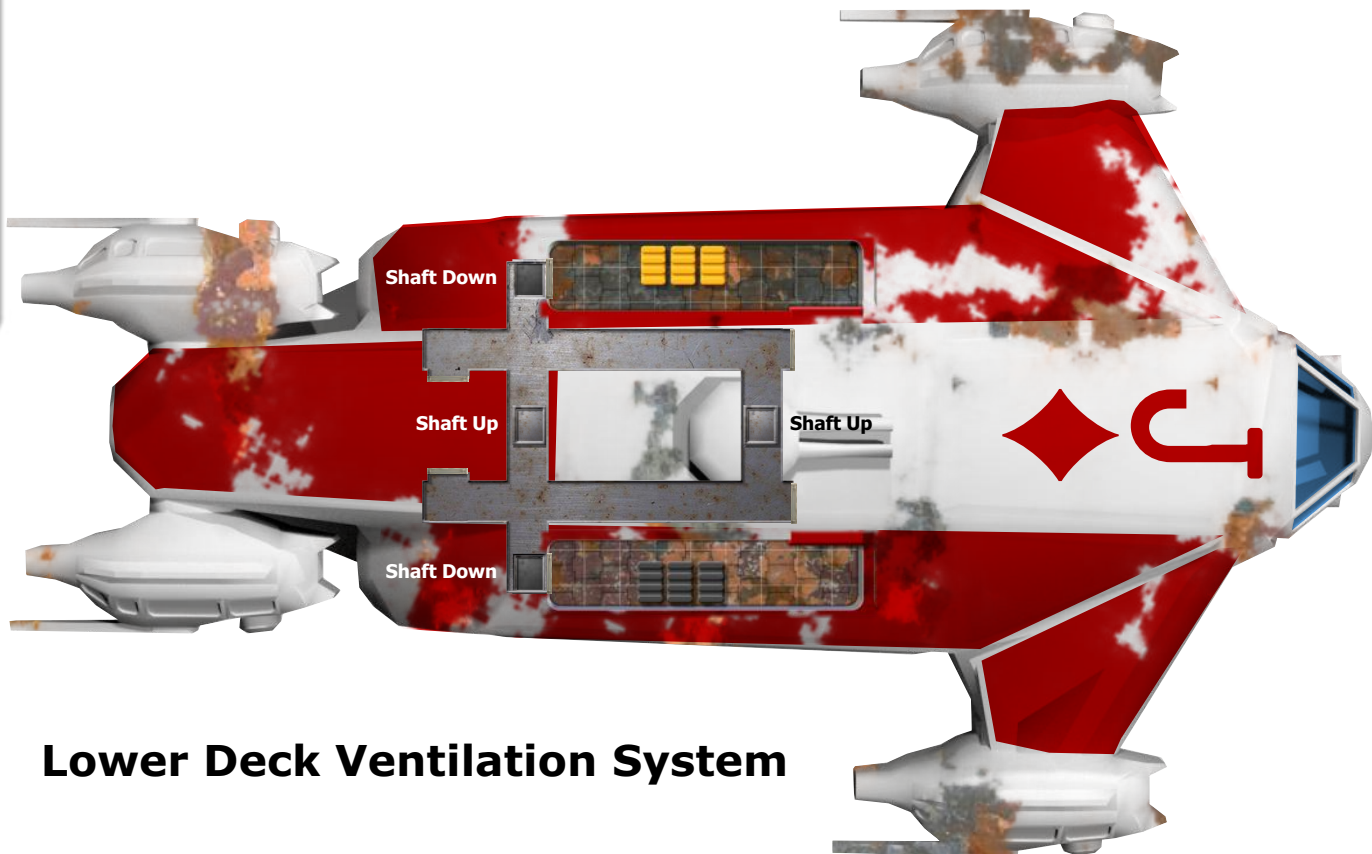
Loose Cargo

Sometime during the mine field incident, whether from weapons damage caused by the mine layer, a mine exploding near the ship, or from evasive maneuvers by the quick stop prior to crossing the mine field, the container in the smuggler's compartment becomes damaged with an audible sound of glass exploding whenever the damage occurs. Accessing the smuggler's compartment with reveal that the container being smuggled did take damage and it's content has escaped.

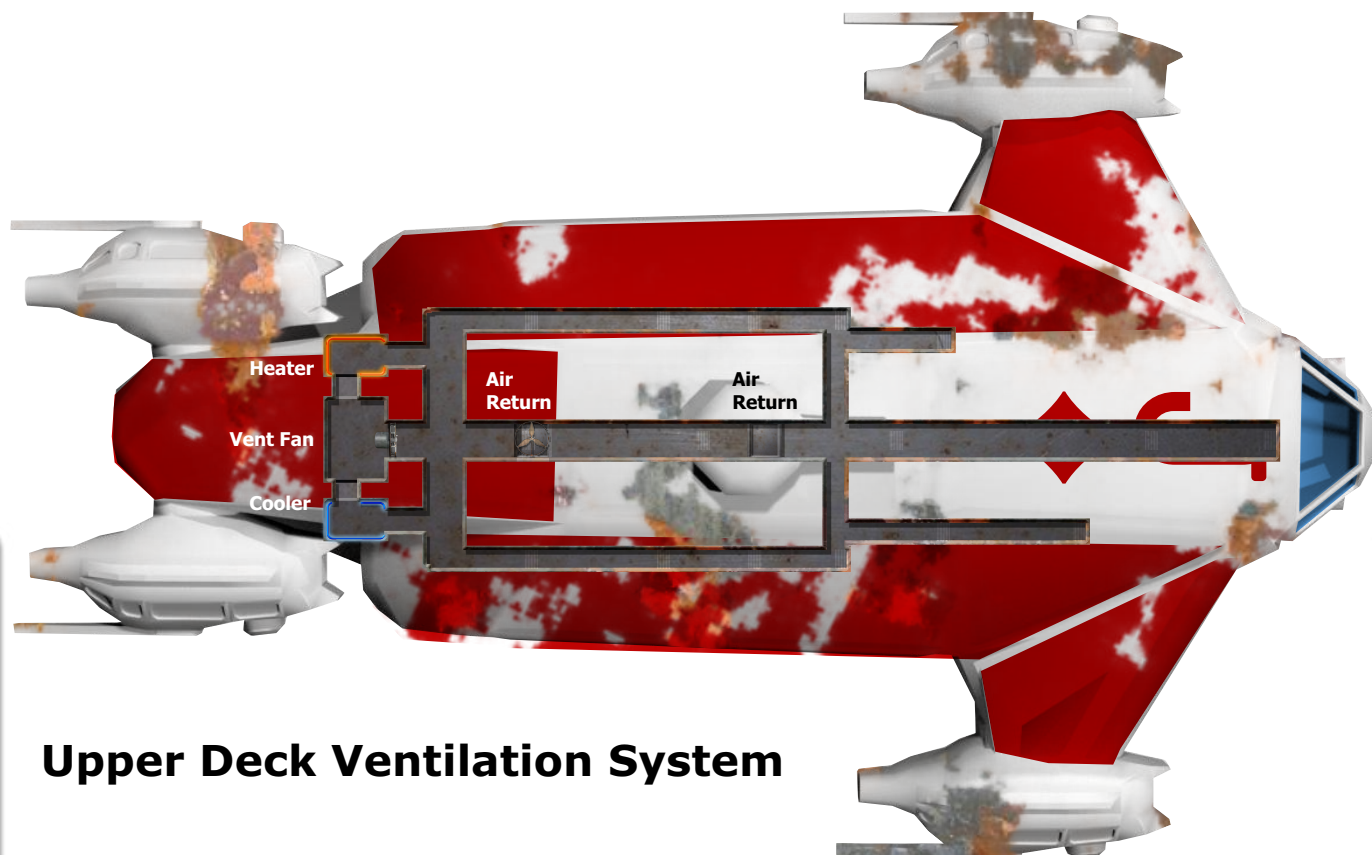> Perception check DC 20 to notice the crazed ooze entering and going up the ventilation shaft between the decks.

Shaft Down

Shaft Up

Shaft Up

Shaft Down

Lower Deck Ventilation System

Heater

Vent Fan

Cooler

Air Return

Air Return

Upper Deck Ventilation System

The PCs will require at least 2 corralling the crazed ooze through the ventilation shafts towards a vent access panel where another PC is waiting with the container.

Star Eater Nymph

As it will take 3 days to arrive at the Sisters, on day two or three this occurs.

Even before this monstrous worm is in range of the ship's scanners, it can be seen "swimming" through space towards the Jack of Diamonds from the port side as it is clearly on the larger end of colossal (18,000 feet long), generally heading in the same direction as the PCs towards the entry into the Sisters.

The Star Eater Nymph is heading towards a brown dwarf star, approximately .5 light years away from the Sisters. It does notice the approaching Jack of Diamonds and is veer off it's intended path towards the PC's ship, even though the ship itself is hardly a morsel to it's insatiable diet of plasma from stars. The Jack of Diamonds like any starship contains purified plasma as part of the Power Core system, something that Star Eaters find especially sweet and delicious.

The Star Eater Nymph matches the speed of the Jack of Diamonds, so will proved difficult to run away from, though the monstrous worm has a far worse maneuverability rating than the PC's ship, so the ship should be able to out maneuver the colossal worm. If necessary the Jack of Diamonds can fire it's weapons at it, as the star eater nymph has no shielding equivalent. If it takes 5% or more of damage from it's total, it will likely veer away from the PCs ship. Combat with a star eater nymph is no different than any normal starship combat.

Splitting the Sisters

Using the two massive black holes that spin in opposite clockwise directions, means attempting a piloting maneuver to bisect the overlapping event horizons of the Sisters. The powerfully overwheming forces of the black hole spin at the event horizons will jetisson the passing ship many times faster than the speed light - requiring crew to be fully strapped in and temporarily taking 3 Gs of force onto their bodies which causes physical damage and must make a Constitution check DC 20 or pass out up to a minute long. Though the actual speed is unknown, perhaps 3 or 4 times the speed of light, then gradually slowing over the course of an entire day to reach the ship's standard maneuver speed, and they will arrive within 5 days at maneuver speed from Port Carthage itself, the crew's intended destination. (Make a physical science check to know the details.)

Splitting the Sisters Diagram

The Cyberian

At least a day prior to the Jack of Diamond's arrival at Port Carthage, a huge warship, obviously a pirate ship with it's blatant skull and crossbones decorating it's hull is passes by the PCs ship as they are making their approach.

If the PCs agree with the Cyberian's request, they will be directed to be the third point in an equilateral triangle, surrounding what is presumed to be some kind of energy source in some kind of out of phase condition. One ship's scanner cannot detect it, but two shows an intermittent signal, a third scanner may reveal enough to gain an approximate target. If that is achieved a simultaneous barrage by all three ships may be able to get it out of phase, so it can be destroyed. They suspect that the energy source is a ship with some kind of drift disruption capability.

Working together as three ships, they may be able to end this frustrating blockade to Port Carthage.

*** ALERT, ALERT ***

Notice, to the approaching Pit Bull class starship. This is the Cyberian. You appear to have come from the Sisters with a destination of Port Carthage.

If this is correct, we request your assistance. We are two ships noticing an anomalous signal leak off your starboard bow. We think a blockade ship is out of phase and we are trying to detect and destroy it. We need another ship scanner operating so we can triangulate the signal.

Will you comply with our request?

We may need to fire on the anomaly as well, and require your assistance.

If you can comply, we will provide you escort to Port Carthage, along with notification of your assistance given - might be a boon for you.

Can you respond?

3, 2, 1 Scan
Science officer check DC 20 to successfully target the out of phase ship which will be revealed in the scan once all 3 ships simultaneously performs the check.

Fire Forward Energy Guns
First round of shots will force the hidden ship to come into view. Second round begins starship combat. Follow and fight.

If the PC's ship and the other two ships successfully destroy the Aegis destroyer, the blockade will end, which allows the ship to jump to Drift when their business is over at Port Carthage.

As promised, the Cyberian will escort the Jack of Diamonds the day's journey to Port Carthage Asteroid Station.

Arrival at Port Carthage
While the Cyberian ports on the docking ring ouside, the Jack of Diamonds will contact the starport operator.

Port Carthage
The starport operator will direct the Jack of Diamonds to **Red 3** on the tarmac. To make contact with any specific person as the PCs need to contact (Mad Xak the Ysoki), they'll need to do so at the information desk at the starport check-in at the top of the elevator on the main level of the station.

*** MAD XAK ***

My arrangement was with Capricia Harbinger, and she was told up front that this was under-the-table, sold as-is, with a no refund policy in place. There is no payment to you…

…oh, wait. You're the Jack of Diamonds crew? You apparently have a special relationship, or so I'm told.

Take your ship and cargo out of the station, go to the bay doors on the access portal below the docking ring - it's the old mine processor tunnel, I'll meet you there in 15 minutes…
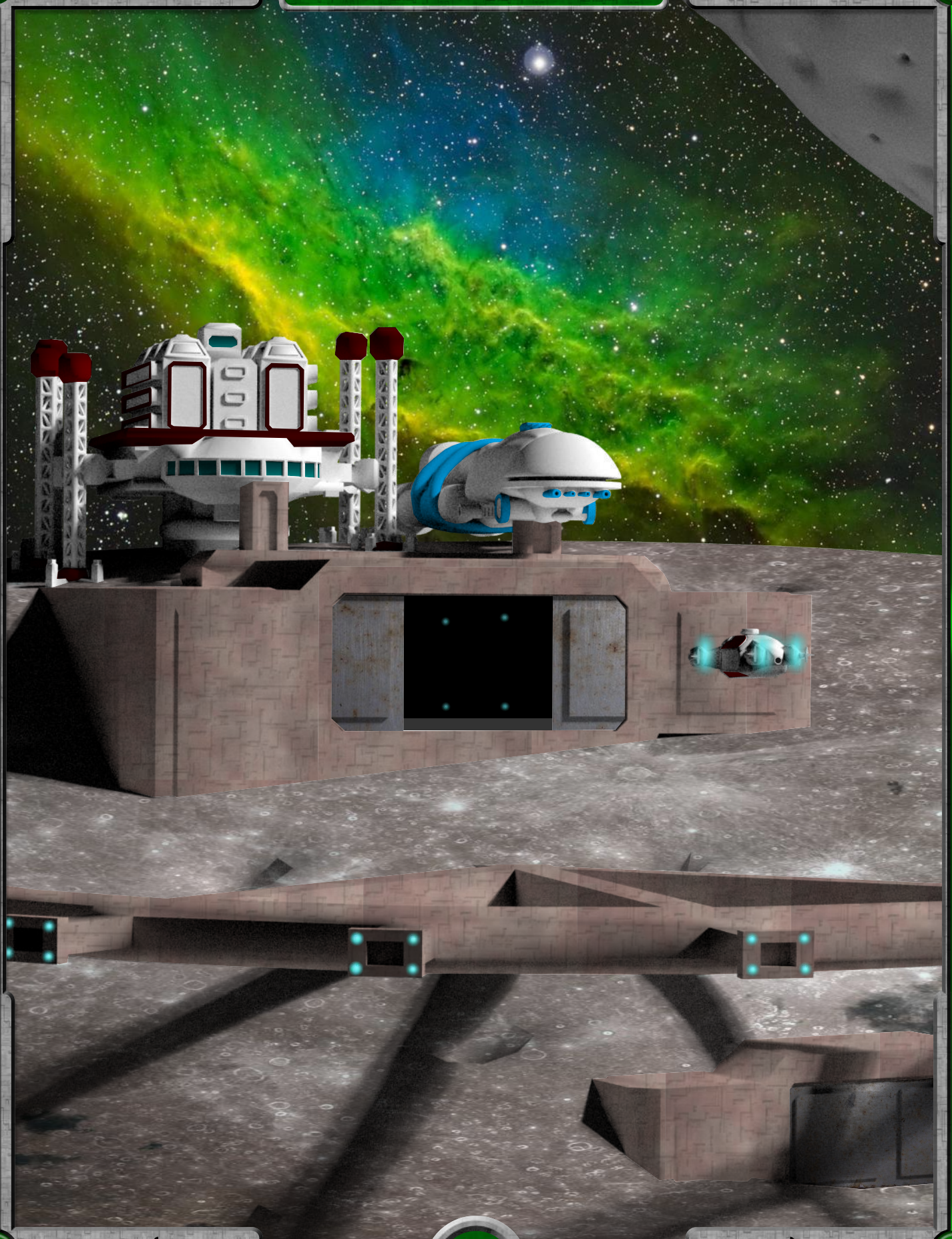
No Refund Policy

Once the Jack of Diamonds parks inside what was once the ore processing tunnel, where ore containers were prepped for shipment by ore transports. While the support structure is still in place, much of the processor is removed leaving a single chamber 100 feet wide and tall, 200 feet where the PC's ship is parked, and a 50 feet further to a smaller airlocked tunnel. See map in Appendix 2, page 38.

As a high tech feature, rather than loosing significant amounts of air with each time the outer doors open to open space, a mobile forcefield is put in place just behind the doors, which holds the atmosphere behind it and it retracts into the processing tunnel allowing ships to enter on the other side of the forcefield. Once the ship lands, the forcefields pass around the ship's hull extending the atmosphere to the doors as they shut behind it. A huge compressor and tanks take in the displaced air. There are many such door capped tunnels across the entirety of the asteroid allowing up to large ships to park inside the asteroid in private hangers using this same forcefield atmosphere control system.

Once the PC crew disembarks from the Jack of Diamonds, the far airlock door opens and a manic ysoki in what appears as a mirror finish on a helm-visor and sequin body suit, apparently something used in ooze research.

> I told that Capricia woman, no refunds, NO REFUNDS! Which part of that didn't she understand, I cannot have that ooze here, our heads will roll if the Baroness finds out. Why is this happenind to me? WHY ME? You just cannot be here.
>
> [The sound of an airlock opening]
>
> What's that?

The far airlocked door opens again with an elegantly armored, beautiful long haired woman of obvious Asian and elvin descent, followed by six heavily armed guards.

> What have you done, Xak! You're not authorized to sell anything of mine - explain yourself!

Mad Xak cowers at the feet of sovereign of the station, spilling his guts explaining how he sold a miniature assembler ooze to Harbinger Corporation, and that he cut it out of the large assembler ooze, that then escaped it's containment into the tunnels…

> So, it was you that created that crazed ooze killing citizens of this station. That's blood on your hands.
>
> You've sold property that belongs to me, and you damaged that property in order to create it, then sold it to the enemy. That's treason, larceny, theft, vandalism, and you lied to me.
>
> It's the brig for you, until I figure out what to do.

Just as the Admiral Baroness Ching Shi turns her attention to the PCs, the far airlocked door discintegrates behind the ensemble. A large crazed ooze enters the ore processing tunnel. Because the PCs have experienced contact with a crazed ooze, though a small one, they should be able to direct the guards how best to combat it. Ultimately, one of the PCs hopefully will realize that uniting the contained small ooze with the large one might heal it, and end it's rage. The large ooze will become whole and calm.

A Pirates Reward

I am in your debt, truly. You got our crazed ooze problem under control, you exposed a criminal rascal in my service, and you've already aided the Cyberian in finding and destroying the ship keeping us under a blockade. You've paid the Hellgate toll to get here - you've proven yourself above and beyond.

I do like have a soft spot for Pit Bull class ships, but your's have seen better days. Let me run it through our Assembler Tunnel, I can give it an overhaul, face lift, and free upgrade to the next Tier. Pick the options you need.

If you're willing, and you can swear allegiance to Port Carthage, I'll grant you citizenship, a manse to share on station, a permanent berth for you ship.

I'm not asking you to be pirates. I need legitimate cargo transfer ships to take our own cargo booty to do honest trade with the worlds of Colonial Space. You'll be busy.

I'm retired as a pirate, now a sovereign of what I'm trying to establish as a government and legitimate nation. This war with the MegaCorps need to end, we need a treaty and more. Are you willing to join me in that quest?

Have a lavish night of drinking and entertainment at my expense to think it over. Stay at the manse that will be yours, if you accept my terms in service to Port Carthage.

I need people like you.

Whether the PCs take up the Baroness's offer, they have every entertainment at their disposal, from watching arena fights, theater shows, night clubs, brothels, shops, restaurants and more.

Whether you run this as a two-shot, if the PCs weren't just leveled to 7th level prior to starting this module. This might be a good opportunity to level up and match their ship's tier.

The PCs are allowed to spend any BP they possess, and take any upgrades, or new systems up to the maximum BP beneath a qualifying Tier 9 ship, the rest of the cost is covered with the Baroness's reward. Each PC will be paid in shadowbank cred-sticks their full treasure level in addition, though as stated tonight's entertainment will cost them nothing, but the hangover in the morning.

The End

Rogue's Run

Milky Way Galaxy

Incorporated Space

Colonized Space

The Stretch

Kronusverse

28

Appendix 1: Kronusverse

The Kronusverse

The implied setting that this adventure takes place was introduced in Dead in Space by T. H. Gulliver, called the Kronusverse. That said, it is important to note that this adventure was designed to be easily inserted into any official or homebrew Starfinder settings. However, the locations, some of the technology, the PC and NPC back stories, as well as the factions at odds are derived from this setting, so you may need to tweak those elements to better fit the setting you use in your game.

Within our own Milky Way galaxy, at the center of this region of space is the Earth, now called Kronus, as it became a sentient planet or had always been and finally communicated with humanity to let us know it. Kronus had a dire message for humanity. For all the pollution and exploitation of it's resources that humanity has done to it while being it's stewards, they were now given a single decade to leave the Earth in permanent banishment, or climate, storms, earthquakes, and volcanoes would bring about their demise. Because humanity was already exploring the solar system with starships, stations and colonies, they were ready for it and human kind took a great odyssey and settled the nearest 23 inhabitable star systems surrounded Kronus. In a time beyond, mere governments, interstellar rulership fell under the MegaCorps that dominated manufacturing, trade, services and space travel. This region of space is known as Corporate Space.

Only a decade later the disgruntled underclass sought freedom from the influences of the MegaCorps and endured their own odyssey into a vast swath encompassing all of Corporate Space, which they call Colonial Space. Only a decade later the disgruntled underclass sought freedom from the influences of the MegaCorps and endured their own odyssey into a vast swath encompassing all of Corporate Space, which they call Colonial Space. Though it didn't take long before this region has become dominated by space pirates, criminal syndicates. The MegaCorps are trying to make inroads into Colonial Space and make it their frontier, so the struggle begins once again.

Beyond Colonial Space is the Stretch, which includes the rest of the galaxy and beyond. Individuals and very small communities of humans have ventured into the stretch, but no permanent colony nor extensive exploration has been done.

Although the MegaCorps are independent business concerns, regular predations of their commercial fleets by pirates on the periphery of Corporate Space, have forced the largest MegaCorps to form an alliance for self preservation by establishing a Corporate Navy to better govern their vast interests across the galaxy. While theirs is the largest active navy among interstellar nations in this region of space, being that it is under corporate ownership, budgets and the bottom line is always a concern. While there's great profit in wars paid for by other parties, when it's their wealth at stake, a corporate navy avoids war at all costs. Currently the corporate navy is attempting a blockade against the pirates of Port Carthage through the use of minefields and a new technology called Drift Interrupter Beacons being placed around the star system where the station is located, preventing Drift access to it. A corporate naval fleet is also patrolling this region of space.

Appendix 2: Port Carthage

Port Carthage, Origins

Port Carthage is a Station Salvaging Vessels that has been built within the shell of a asteroid, originally docked to a mining station taken over by pirates, it was eventually expanded and extended into the asteroid and eventually hollowed out to become a planetoid sized station. The Colossal vessel, the Dido, becoming the Bridge and quarters of stations government pirates, while remaining a functional ship at port.

Assembly oozes were used to do the mining and construction of the new station, turning decades of work into a few years, and has been key in construction of buildings and facilities used now.

The Admiral Baroness and her Fleet

The discovery of the mining station and the oozes allowed the robber baroness to build a small empire, transforming the crew of her ship from wandering bandits to stable owners in the station, run by a code written by Ching herself. The Baroness had the laws established and each pirate aboard agrees to this code when allowed to enter the haven of Carthage.

A Pirate Democracy

Today, a decade since purchasing the asteroid, Admiral Baroness Ching Shi (as she calls herself now), leads a population of pirate captains and crew as a constitutional monarchy, with herself as head of state, under a pirate democracy where she gets 50 votes on any issue, captains get 10 votes, officers/professionals get 5 votes, and crew/citizens get 1 vote. A House of Captains serves as a senate body, and a House of Crew as the parliamentary lower house. Port Carthage has population around 80,000, though this varies with constant ships arriving for extended stays, while other ships go on pirate patrols. In an emergency, the Baron has the power however to usurp that democracy to act on the stations interests usually if the station is attacked or in the intervention of a rival.

Asteroid Station

Port Carthage asteroid station is located on an M-type asteroid, being comprised on 86% iron, nickel and some exotic heavy metals, with the remainder as silicate rock. It measures 73 miles x 44 miles x 17 miles smaller than many asteroids, yet resource rich compared to most. The Betham Mining Corporation spent 22 years harvesting the rich metal deposits extracting over 90% of the ores, but had reached the maximum interior removal possible without causing the asteroid to breakup. It is literally honeycombed with tunnels and as single shaft exposed on the surface at one end reaching a half mile from the opposite end. The Geode mining rig 32 caps the open end of the shaft. The Geode both drilled from the platform, 3D printed an enclosure between the ship and the shaft and provide access for mining vehicle the cut the tunneling in the asteroid. The layers of tunnels nearest the mining rig are the largest open spaces and have become the ideal location for the asteroid station as it exists today.

The station is what might comprise a super-colossal orbiting station built inside the tunnels of mined ateroid. Being built inside an asteroid has it's advantages providing a barrier against most radiations and extremely effective against collisions by anything smaller than an asteroid. While the station facilities can house no more than 3000 residents and guests overnight, it is otherwise a city that serves 80,000 with food, drinks, shopping, entertainment and voting rights.

Port Carthage Overview
Total Population 80,000
Asteroid Crew 2,500
Transient Population 1000
Permanent Ship Population 16,500
Visiting Ship Population 60,000

Port Haven Description by Segment
Permanent Vessels; Above Ground
Colossal Ship Dido
Stationed at the surface of the asteroid, it is umbilicalled to the Mining Rig via sealed and guarded Exterior Docking Ring. See the NPC ship Dido for full details.

Mining Rig "Geode Survey Rig 32"
See the NPC Ship Geode Survey Rig 32 for full details.

Main Mining Shaft and Elevator Assembly
These massive holes have been drilled beneath the Geode Survey Rig 32, its drilling components removed and replaced with scaffolding and both cargo and personnel elevators. The 30x30 cargo elevator can be used to bring up small vessels and containers directly to the surface from the port. There are 3 main personnel elevators that hold up to 12 individuals. A second private shaft has been installed beneath the Dido that allows Baroness Ching Chi to access the lower tunnels and the Assembly Ooze Assembly Bays.

Port Haven Station Segment A
"Crimson Beach" Hospital Bay
This massive new facility was constructed by Baroness Shi to accommodate the lack of facilities that tend to plague pirate. The word among the pirates of an advanced medical facility makes this one of the most expensive and technologically advanced bays ever for this sector. Its facility allows the care of up to 200 people simultaneously. It also contains 100 stasis beds for emergencies, plus a dozen advanced surgery bays allowing for any surgical procedure from cybernetics to graft implants. There is a biological research facility that has been studying the ooze. This facility gives a plus 5DC to any life or physical science roll regarding the Ooze. A second tech bay has been constructed allowing the manufacture of cybernetic augmentations, which has proved life saving to many of the Dido crew and visitors of Port Carthage. On average the Hospital and Labs are crewed by a average of 150 scientists/medical staff.

Housing Residential Block A and B
These apartments are virtually self-contained cities within itself, each providing food and water services and common living space for 500 people. Housing Block A is generally reserved for transient population that are staying several days while they get their ship repairs or waiting on another party. Housing Residential Block B is a Pirate Station Red Light and Slum area.

The Jaded Mass Entertainment Block
The port of Carthage hosts some of the most remote pirate entertainment. Within this facility its a mall of casino, luxury theatres, dining areas, massive dance clubs and ital VR entertainment centers. Most notably a unique lounge/arena known as The Jaded Mass, host to a different act every night. It is a common evening hangout of the Baroness and her guests. This lounge hosts up to seating 2000 persons comfortable. Several popular eateries of alien cuisine can be found in this block.

Hydroponics Farm x2
Each one of these high tech bays can feed and recycle water and wastes for up to 1000 personnel allowing Port Haven to become truly independent from supply. This was one of the Baronesses greatest achievements allowing the port to no longer require a steady supply for its city like structure.

PCU Extension Complex (6x 500 PCU Generators)

This highly secure areas has six of the largest commonly available Power Core Units, that provide power for the entire segment A.

Cargo Block

This cavernous space has been hollowed out by a group of the Assembly Oozes giving both the Segment A and the Port, more space from hundreds of personal lockers to larger containers that have been known to hide illegal labs or ships in mothball.

Prison Complex Brig, This is a full functioning prison complex designed to hold up to 300 prisoners in a high security prison. Each prisoner is kept in a standard brig block of 6 prisoners. These standard blocks of brigs are organized and controlled from a double gated blast door control room that remotely accesses each prisoner's cell. 50 blocks of prisoner brigs can be modularly loaded into this prison complex through a modular gantry allowing a brig to be loaded from an external location and inserted into the prison complex securely. There are two marching yards that allow prison guards to muster up to 50 prisoners at a time in each of various activities and games. In the event of a power failure this complex is designed to physically lock itself (typically a DC 30 door to release the manual locks).

Port Haven Station Segment B

PCU Extension Complex (6x 500 PCU Generators)

This highly secure areas has six of the largest commonly available Power Core Units, that provide power for the entire segment B.

Sun Tzu University Bay

Baroness Chi has added this during the construction of the Port Haven. She has always encouraged many of the younger pirates and the youth from pirates families that have moved permanently aboard this city port in space.

While most schooling is done via personal computers and small classes within spacecraft, This university offers a larger facility of a variety of classes from mechanics to military education. This has allowed the Baroness to begin building and educating a new breed of pirates. These facilities typically have a 300 students and 60 teachers/administration capacity and offer common facilities such as research labs, classrooms, lecture halls, student commons, libraries, and atrium.

Residential Block C and D

Another self-contained city block, each providing food and water, and common living space for 500 people. These Blocks are specifically reserved for the long term pirates with family or trusted individuals. There is dedicated housing as well for the and Dido and asteroid Crew.

Sewage Block

While not as pretty as some massive facilities both transport trash and waste and recycle important fluids and materials from that matter. This is miles of pipes and chemical vats, which can be caustic to many life forms, but also provide places for many creatures to hide.

Cargo Block x4

These massive vaults are dedicated for the consumer goods that daily occurs at Port Haven. Miles of cargo blocks have been reserved and is busy nearly at all moments of the day as ships come and go. Hundreds of millions of credits of BP and goods come and go every month through these bays.

Grand Entertainment Block

Pirate Manses over Shop/Stores

Elevators to Dido and Geode

Shops surrounding the Tarmac View

Double Hydroponics Bay

Residence A

Residence B

Residence C

Residence D

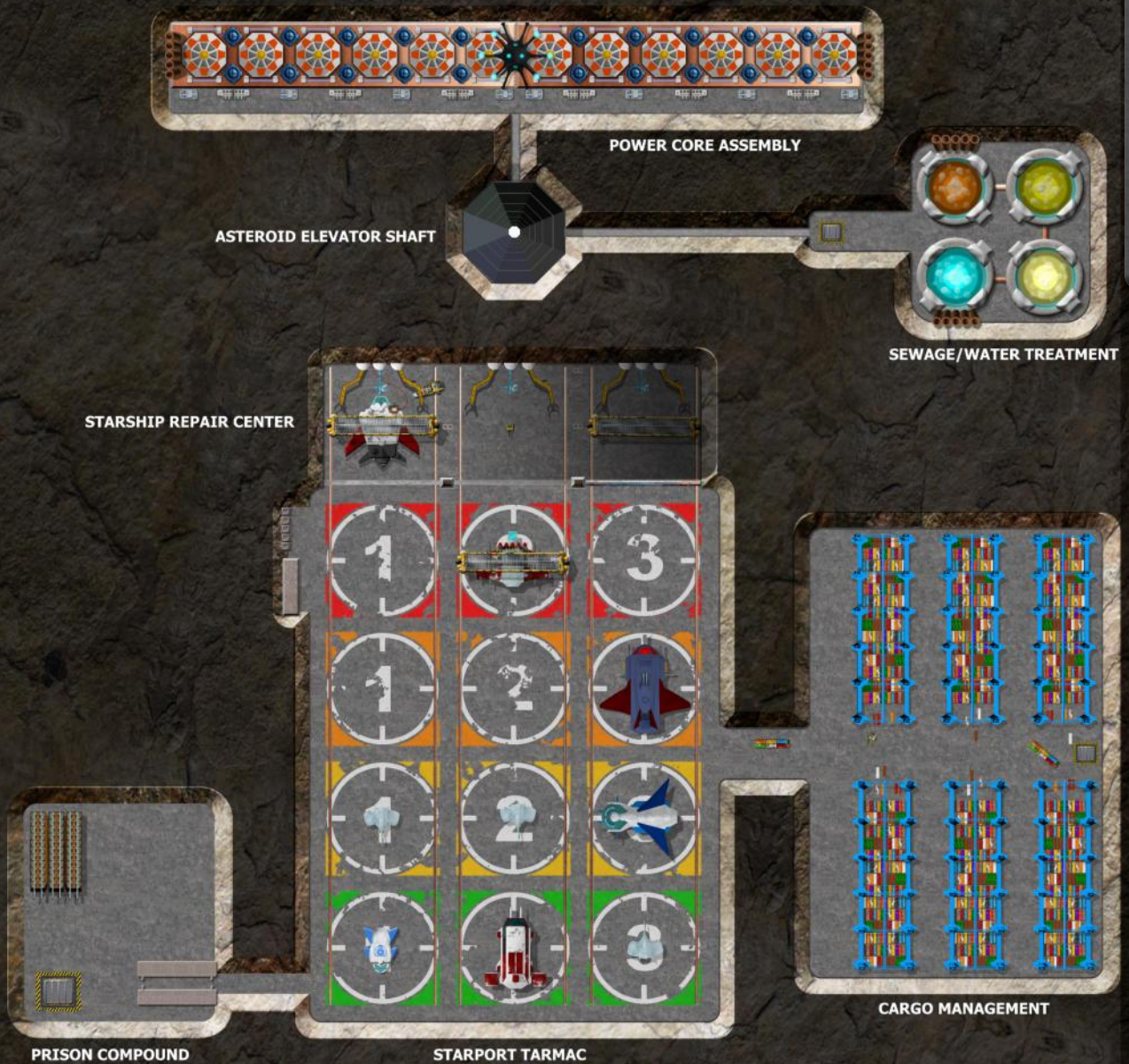Security

1 2 3
1 ?
4 2
 3

Sun Tzu University

Hospital

Hotel

Hotel

Hotel

Hotel

Port Carthage Asteroid Station - Upper Level

POWER CORE ASSEMBLY

SEWAGE/WATER TREATMENT

ASTEROID ELEVATOR SHAFT

STARSHIP REPAIR CENTER

CARGO MANAGEMENT

PRISON COMPOUND

STARPORT TARMAC

Port Carthage Asteroid Station - Lower Level

Port Haven Harbor

Situated between the two station modules A and B all the main hallways lead to the life blood of Port Carthage. Dubbed Port Haven Harbor, this is essentially a newly renovated and shining example of space port control. A pair of ship sized airlock doors protect the atmosphere within the bay allowing for steady entry and exit of vessels up to the large sized simultaneously.. Rarely is the airlocks opened to vent the huge cavern of atmosphere, making Port Haven a rare stop in space where spacesuits aren't needed at the ports. It can vent the entire hanger in a minute, during which it gives in a emergency evacuation allowing up to 2 large or 4 medium ships to exit at a time. It under normal operation allows only one ship to enter and exit at any one time.

This massive hanger deck dedicates space for up to 12 large vessels but usually has 1-2 large and dotted with between 10-16 medium vessel and another 10 small shuttles on a full day. Externally ships are moored through personal airlocks and gantries for exit at a time. It under normal operation allows only one ship to enter and exit at any one time. This massive hanger deck dedicates space for up to 12 large vessels but usually has 1-2 large and dotted with between 10-16 medium vessel and another 10 small shuttles on a full day. Externally ships are moored through personal airlocks and gantries for large vessels that do not fit within the harbor. These port facilities are equipped with mobile cargo cranes and storage areas for varies regular vessels in dedicated storerooms beside the docking ports. Regular security patrols and control facilities keep the traffic moving steadily and keeping those coming into the harbor to blow off steam under control till they can be led to the many facilities the rest of Port Carthage provides. While the harbor does offer basic repair and minor hull refits, it does offer one other surface that the Baroness is very careful to manage like a jar of gold. The space port ties into a concealed canopy and sensor rig that lets them track hundreds of objects and ships nearby.
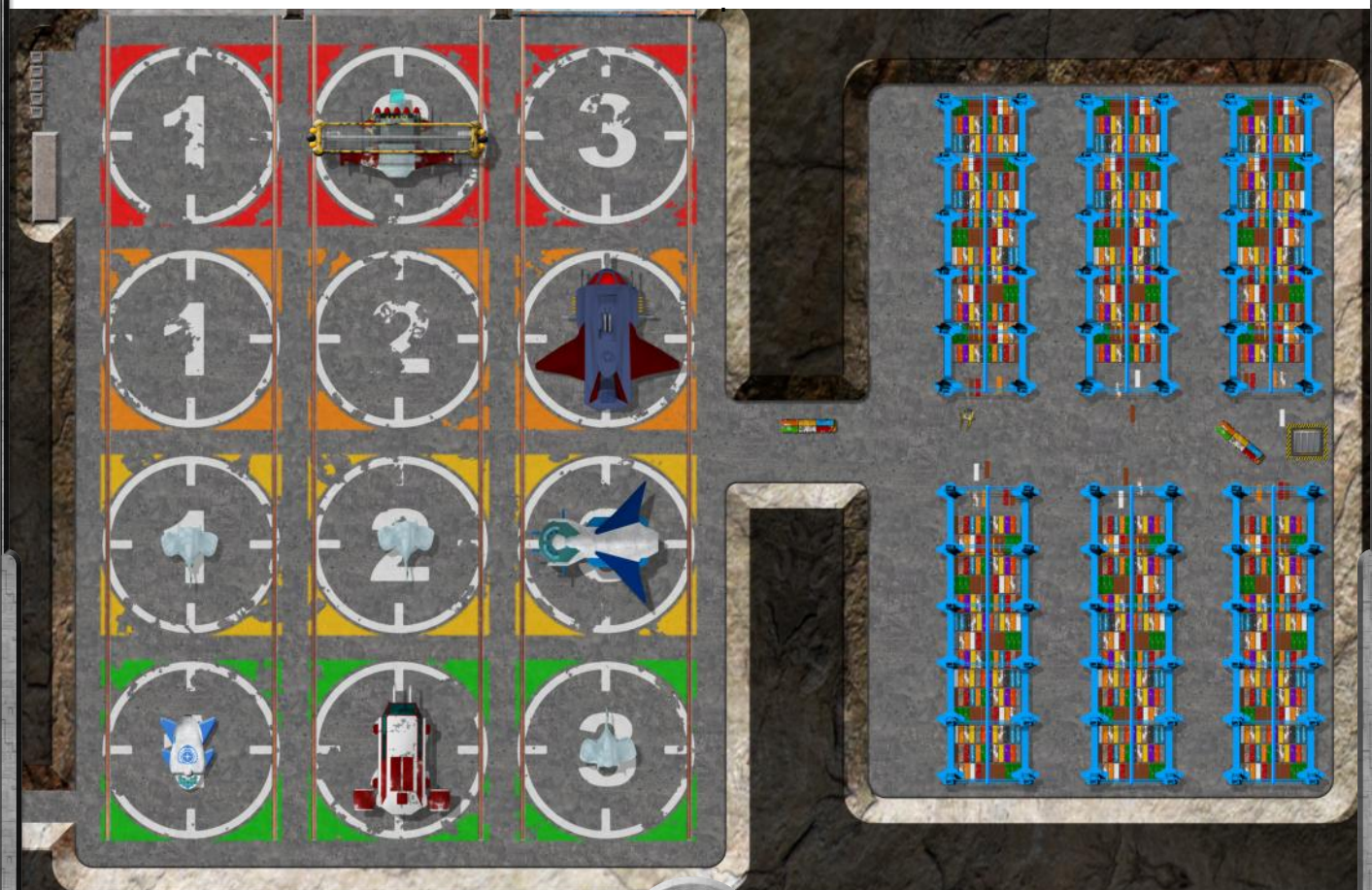
The Mining Tunnels

Original Mining Tunnels

This area is spread out throughout the Asteroid. A typical mining tunnel is 10 ft square and reinforced every 40 ft and at intersections by a bulkhead with a manual airlock door at most major exits but the shafts continue deeply with cross shafts made every 160ft. The asteroids main shafts have largely been abandoned except for the stray drunk pirate, but many of the areas retain several natural tunnels and cavities that remains unmapped and unexplored.

The Assembly Ooze Lab and Assembly Area

Assembly Ooze Cavern and Disassembly Chamber

Discovered by the original Geode mining team when they mined deep in the asteroid, they were unable to unravel its technological powers and led to mysterious circumstances. In this colossal chamber 12 assembly oozes are controlled by the entity known as Artemis. The center of the chamber is allocated to the cargo lift which allows the Baroness to bring salvage and ship in from the lower bay or bring ships down from the port that need to be modification. There are 4 Ooze Reprogramming Bays in this area. Adjacent to this is a ancient laboratory that appears to by aiding someone in the construction and manipulation of Oozes, this creating the area that has become known as the Disassembly chamber. The Baroness, keeps everyone but a few trusted and well area

personnel from this area and is very careful to not allow any of the oozes without a carefully escorted Artemis and well equipped pirates. This bay is unique device that allows an Assembly Oozes to be converted to almost any size vessel that can fit within the lower port processor and salvage area and then programmed to produce a specific product.

Where the assembler tunnel exits is a wider cut area of the asteroid open, to open space, with extending manipulator arms, a set of expanding rings to work as scaffolding to assemble smaller ooze created ship pieces to create up to huge sized ships, or components for the repair of larger ships.

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Assembler Tunnel
Port Carthage Station

Asteroid Processor

In the lowest levels at the end of the mining shaft is the remains of a asteroid processor a remnant of the Geode Survey Rigs mining equipment that remains within the asteroid. A fully functional asteroid processor. This closed off bay is equipped with tools and saws to allow the ship/asteroid/debris to be captured and reduce into UPBs. This cargo bay will hold up to a large vessel to disassemble though now it is used to bring in asteroid and ships to feed the assembly ooze cavern. A massive huge ship airlock opens into space , usually this process is automated but can be manually opened from both sides with a code that the Baroness

Appendix 3: Pregens

Captain Arister Bola, Human Pirate Envoy Level 7

Description Born on a starship, the son of a diplomat, Arister has learned the lessons of leadership from the best, and then from the worst as his history is mired in his family being disgraced them turned to piracy to deliver goods of illegality. This has not stopped him from amassing a crew of misfits of varied pasts.
Description He is a 5ft. 11in., and a sleek 150lbs, lean and fit as the job requires.
Init +2 **Senses** Normal vision **Perception** 7
HP 42   **Stamina** 49
EAC 16 **KAC** 17 **Fort** 3 **Ref** 7 **Will** 5
Offensive/Defensive Abilities Blind Fight, Clever Feint (Ex), Farshot, Fast Talk, improved Combat Maneuver (Disarm +4),Get' Em (Ex), Hurry (Ex), Improved Get' Em (Ex), Skill Expertise; Intimidate, Expertise 1d6 +1, Its a Knack (*see New Theme), Silver Tongue
Speed 30ft
Melee +8 Dueling Sword, Tactical (1d6+10 S)
Ranged +7 Arc pistol, static (1d6 +3 E) 50 ft. Arc 2; Stun

Tactics
Before Combat Before combat Captain Arister will attempt to parley with the attackers to gain a advantage or give his allies time to move into positions. His first turn will be the Hurry or Get' Em giving his allies a boost.
During Combat When combat has begun he will seek cover and continue to boost his crew when it remains advantageous to do so. If things look bleak Arister will use his concealed smoke grenade to cover his crews escape.
Morale Captain Arister will put his own life on the line to rescue his crew, and even risk personal harm to his ship before leaving his crew. He will remain in a conflict till he is sure all his crew and ship can be retreated safely.

Statistics
Str 16 **Dex** 14 **Con** 12 **Int** 14 **Wis** 10 **Cha** 15
Skills Acrobatics (Dex) 8, Athletics (Str) 8, Bluff (Cha) 7, Computers (Int) 4, Culture (Int) 7, Profession Piracy (Cha) 6 , Diplomacy (Cha) 10, Disguise (Cha) 7, Engineering (Int) 5, Intimidate (Cha) 10, Medicine (Int) 5, Perception (Wis) 7, Piloting (Dex) 7, Sense Motive (Wis) 7, Sleight of Hand (Dex) 4, Stealth (Dex) 7
Language Common, Ysoki, Castrovelian
Other Abilities Light Armor, Basic Melee Weapons, Grenades, Small Arms, Weapon Specialization,
Gear Station Wear Elite, Prosthetic Storage Limb (Arm; carries a smoke grenade)

Iris Gemini, Ysoki Outlaw Soldier   Level 7

Description She is a stout 3ft 8inches tall, and a roundish 90lbs, a heavy set and muscular Ysoki
Init +7 **Senses** Dark Vision 60ft. **Perception** +3
HP 51   **Stamina** 63   **EAC** 21 **KAC** 22
Fort 7 **Ref** 9 **Will** 5
 Offensive/Defensive Abilities Armored Advantage, Blitz Soldier, Blind Fight, Charge Attack, Cheek Pouches, Dive for Cover, Lunge, Powerful Explosive, Moxie, Scrounger (already applied), Theme Knowledge; Culture,
Speed 30ft
Melee +8;Lunge 10ft reach, Fangblade (1d12 +7S/Critical Bleed 1d8)
Ranged +11 Laser Rifle, Corona (2d6 +3F/Critical Burn 1d6) 120ft

Tactics
Before Combat Before combat Iris will attempt to arm herself with the nearest weapon, and position herself to target the weakest opponent.
During Combat Iris will hold the line as long

as she is ordered to even sacrificing herself to aid Arister, Where the situation is beneficial she will use the grenades in her cheek pouch to hit two or more targets, saving them for larger emergencies.

Morale Loyalty is her bond, unlike many Ysoki, Iris is no shrinking flower and will make her fiery attitude known, many times shes taken a scrape or two to rescue both Arister or another crew mate.

Statistics
STR 11 **Dex** 19 **Con** 14 **Int** 17 **Wis** 10 **Cha** 10
Skills Acrobatics (Dex) 14, Athletics (Str) 10, Engineering (Int) 13, Intimidate (Cha) 9, Medicine (Int) 10, Piloting (Dex) 13, Stealth (Dex) 13, Survival (Wis) 12

Language Common, Ysoki
Other Abilities Light Armor and Heavy Armor, Basic and advanced melee weapons, small arms, long arms, heavy weapons, sniper weapons, and grenades, Weapon Specialization.
Gear Cyro Grenade x2 (Explode 1d8+3c Staggered 10ft radius), Shock Grenade II x2 (Explode 1d12+3E, 15ft.), Smoke Grenades x2 (Explode; Smoke Cloud 1 Minutes, 20ft), Ysoki Refractor Suit (Quick Release Sheath)

Homer Sunner, Human Spacefarer Mechanic Level 7

Description He is a wizened 6 foot 2inches, and lanky 179lbs, thin and gaunt hidden by a massive beard. He prefers to stay out of fights using his computer skills and his combat droid THX L337 to take point in public.
Init +3 **Senses** Normal Vision   **Perception** 10
HP 46   **Stamina** 56   **EAC** 15 **KAC** 16
Fort 5 **Ref** 5 **Will** 2
Offensive/Defensive Abilities Artificial Intelligence (Drone), Bypass +2, Distracting Hack, Hack Directory, Miracle Worker 1/day, Overload, Portable Power, Remote Hack
Speed 30ft
Melee +4 Heavy Multi Tool Spanner (1d6+7B, Critical Stun) See Gear for Addons.
Ranged +4 None

Tactics
Before Combat Before combat, He will attempt to use any nearby computers or engineering advantage, he can see to distract a upcoming target. He will direct THX to provide a covering position.
During Combat If pressed into combat, He will direct THX to combat and provide cover
Morale Like many Mechanics, his focus has been the engineering and computer aspects of the team, letting his drone; THX 1337, to take the brunt of the combat and if necessary destroy itself

Statistics
STR 14 **Dex** 12 **Con** 14 **Int** 18 **Wis** 12 **Cha** 10
Skills Athletics (Str) 11, Computers (Int) 13, Engineering (Int) 13, Medicine (Int) 13, Perception (Wis) 10, Physical Science (Int) 13, Piloting (Dex) 10, Profession Mechanic (Int) 13

Language Akitonian, Common, Vesk, Ysoki
Other Abilities Light Armor, Basic Melee Weapons, Grenades, Small Arms, Weapon Specialization
Gear Estex Suit II, Expert Rig (Hardened System, Self Charging, Spell Chip Slot), Backpack, 3 Acid Addons, 3 Fire Addons, 2 Grease Addon, 1 Reach addon.

Artificial Intelligence (Heavy Combat Drone; Expert AI)
Size Medium   **Speed** 30 feet
EAC 11 **KAC** 14
Ability Scores Str 15, Dex 13, Con □ Int 6, Wis 10, Cha 6
Drone Mods Reductive Plating DR/2, 2 weapon mounts, Camera
Drone Feats Far Shot Suppressive Fire, Weapon Focus, Heavy Weapon Proficiency
HP 70   **Base Attack** +7   **Fort** +5   **Reflex** +2 **Will** +2
Weapons Equipped Flamethrower, Salamander-class (2d6+3F; 30ft, Analog, Blast, Unwieldy)

Xin SsSuter, Shirren Priest Mystic Level 7

Description A young Shirren Mystic, He has joined the group of pirates on a search She is a tall 7 foot 8 inches, and a sleek 230lbs, thin and muscular as Vesk go.

Init +2 **Senses** Blindsense 60'
        Perception 13

HP 42   **Stamina** 48   **EAC** 17 **KAC** 18
Fort 4 **Ref** 4 **Will** 9

Offensive/Defensive Abilities Channel Skill Medicine and Mysticism, Communism, Cultural Fascination, Healing Touch, Limited Telepathy 60ft, Mantle of Clergy, Mind Link, Theme knowledge ;Culture and Mysticism

Speed 30ft

Melee +4 Staff, Battle 1d4B/ Knockdown
Ranged +6

Tactics

Before Combat As a devoted priest, Xin has taken to a non aggressive route, though he will put up a fight with his telekinetic projectile. If he can charm his target, he will do so to create another target.

During Combat If entered into a situation where he is confronted with combat, he will both act as the groups medic and as their advisor.

Morale Despite acting as a pacifist, Xin has a temper and when angered he will disregard the usually crew first of the group and plot revenge against his made enemy.

Statistics

STR 11 **Dex** 14 **Con** 14 **Int** 14 **Wis** 18 **Cha** 10

Skills Culture(Int) 11, Diplomacy(Cha) 9, Life Science(Int) 11, Medicine(Int) 11, Mysticism(Wis) 11, Perception(Wis) 13, Sense Motive(Wis) 13, Survival(Wis) 9

Language Common, Shirren, Vesk
Other Abilities Light Armor, Basic Melee Weapons, Small Arms, Weapon Specialization
Gear D-Suit I
Spells Known
0 Level Detect Magic, Fatigue, Detect Affliction, Token Spell, Stabilize, Telekinetic Projectile

First Level Charm Person, Identify, Share Language, Lesser Remove Condition
Second Level Remove Condition, Mystic Cure, See Invisibility, Shield Other
Connection Healer Healing Channel (Su), Lifelink (Su), Healing Bond (Sp)

Jimmy, Vesk Mercenary Solarian   Level 7

Description He is a tall 7 foot 9 inches, and a sleek 210lbs.

Init +3 **Senses** Low-Light Vision as per normal vision   **Perception** 7
HP 54   **Stamina** 70
EAC 20 **KAC** 22 **Fort** 8 **Ref** 3 **Will** 5

 Offensive/Defensive Abilities Fearless (+2 vs Fear),Armor Savant,Grunt,Theme Culture and Profession(Mercenary), Solar Weapon. Skill Adept, Solar Manifestation, Stellar Mode, Black Hole, Supernova, Gravity Anchor, Fusion Sheath (see Player Notes), Sidereal Influence (Sense Motive and Survival)

Speed 25ft

Melee +11 Natural Weapons Claw 1d3+14S; Solar Weapon 2d6+11S (Appears as a One Handed Great sword)
Ranged +8 None

Tactics

Before Combat Never a chance to miss a combat, Jimmy will make his presence known and begin charging his solar powers.

During Combat If pressed into combat, Jimmy will charge and melee the nearest enemy target inflicting as much damage as possible.

Morale Like most Vesk, Jimmy is a very physical character, tending to over exaggerate his intentions of violence and acts as a enforcer for the group.

Statistics

STR 18 **Dex** 12 **Con** 16 **Int** 8 **Wis** 10 **Cha** 16
Skills Acrobatics (Dex) 11, Athletics (Str) 14, Intimidate (Cha) 13, Mysticism (Wis) 5, Perception (Wis) 7, Profession Mercenary(Int) 7, Sense Motive (Wis) 5, Stealth (Dex) 9
Language Common, Vesk

Other Abilities

Light Armor, Basic Melee Weapons and Advanced Melee Weapons, Small Arms, Weapon Specialization
Gear Vesk Overplate I

New Solarian Stellar Revelation

Fusion Sheath (Su) As a move action, you can cause all of your melee attacks to deal electrical damage instead of their normal damage type. (The attacks are still made against the target EAC or KAC as normal for the weapon.) This benefit lasts for 1 round or until you leave photon mode. When you are attuned or fully attuned, your attacks with Fusion sheath deal additional Electrical damage equal to half your level. The fusion and plasma sheath can be selected but cannot be used simultaneously.

Appendix 4: Major NPCs

Admiral Baroness Ching Shi
Human Pirate Envoy Level 19 N

Born as Lei Fong, a daughter of the CEO of the Fong Combine (MegaCorp), she graduated at the top of her class at the Corporate Naval Academy, where she also studied history and economics. A decade later he was a lieutenant commander serving aboard the Tristan, as first officer on this dreadnought class warship during the Sorean Insurrection, where privateers rebelled against their corporate overlords. This action questioned her faith in her father's company, all corporate machinations, and the treatment of privateer prisoners. Following a purge among the naval officers of her ship, under the ruthless Commander Vos Karr, she started a mutiny and took over the ship. She then took the Tristan, renaming it the Dido, after the founding Queen of ancient Carthage and became a pirate captain herself, raiding vessels on the periphery of Corporate Space. Her successes established her infamy with many lesser pirate captains joining her fleet, they nicknamed her Ching Shi, after the infamous Chinese pirate queen of old Earth. Eventually she purchased a depleted mining outpost on the Asteroid, known as CV19662, and claimed it as her pirate capital, naming it Port Carthage.

Now known as the Admiral Baron Shi, she leads raids regularly against ships, using superior tactics and the ability to repair and built new ships from the newly found assembly oozes and Artemis at incredible rates. She discovered this station early in her pirate career during a close call with authorities from a nearby system (See Port Carthage Origins). She has established this station and the unusually welcome democracy with the station, effectively giving all those on the station a say in the pirates doings. She

commonly tells stories of her parents also being pirates from a long stream of pirates from a forgotten planet. She strives for fairness, but has a steely temper to match her mono-filament rapier where she is never seen without.

Init +9 **Senses** Normal vision **Perception** 19
HP 385
EAC 33 **KAC** 34 **Fort** 16 **Ref** 18 **Will** 21
Offensive/Defensive Abilities Theme Culture, Blitz Soldier
Speed 30 ft
Melee +23
Ranged +28

Tactics
Before Combat she will call for guards and draw her monofilament blade or sidearm
During Combat she commands her guards and defenders, and will engage any direct threats.
Morale she is an admiral with high confidence in her abilities and a trust of her guards.

Statistics
Str +0 **Dex** +9 **Con** +0 **Int** +6 **Wis** +0 **Cha** +11
Skills Diplomacy +33, Intimidate +33, Sense Motives +38
Language common

Mad Xak, Ysoki Scholar Ooze Tech Technomancer Level 12 N

Mad Xak is essentially a mad scientist as a technomancer, with a specialty for ooze technology. He was always brilliant even as a child, and the first of his litter to attend college. Earning a post graduate degree in technomancy though didn't survive long working in a corporate laboratory - he just couldn't follow the rules. After a spectacular accident involving the death of his superior, he was put aboard a prison ship headed to Purgatory, when his ship was attacked by pirates. He was taken to Port Carthage, where he swore fealty to the Baroness and offered is technomancy skills, eventually heading the tech ooze labs there.

Init +5 **Senses** Darlvision 60 ft. **Perception** 12
HP 170
EAC 25 **KAC** 36 **Fort** 11 **Ref** 11 **Will** 15
Offensive/Defensive Abilities Fabricate Tech, Tech Countermeasures, Seeking Shot
Speed 30 ft
Melee +12
Ranged +17

Tactics
Before Combat Xak avoids combat if at all possible, and is basically a coward.
During Combat if armed, he will keep it hidden until the moment needed if ever.
Morale next to none.

Statistics
Str +0 **Dex** +5 **Con** +4 **Int** +8 **Wis** +0 **Cha** +0
Skills Engineering +27, Mysticism +27, Physical Sciences +22
Language common, ysoki

Atsuko Mifune, Human Samurai Soldier Level 8 LN

Atsuko Mifune is a cousin, and daughter of the Baroness's aunt, her mother's sister. She has traveled from distant Kaidan, a planet she claims is on the periphery of Colonized Space, and his bringing her cousin a family heirloom, a katana said to have the power of their ancestors. It is the baroness's birthright. She always seems calm and centered, extremely polite and carries herself with honor. She is a master of the blade she carries, and skilled with a sidearm when necessary, and eager to aid the crew as needed.

Init +4 **Senses** Normal vision **Perception** 8
HP 105
EAC 20 **KAC** 22 **Fort** 10 **Ref** 10 **Will** 8
Offensive/Defensive Abilities Theme Culture, Blitz Soldier
Speed 30 ft
Melee +14
Ranged +12

Tactics
Before Combat she will hold herself in a guarded position, ready to draw her blade upon any threat, using her sidearm only if threats are too distant for melee.
During Combat she leaps into battle focused on her target.
Morale her honor gives her unshakeable resolve.

Statistics
Str +6 **Dex** +4 **Con** +0 **Int** +0 **Wis** +0 **Cha** +2
Skills Diplomacy +21, Intimidate +16
Language common, Kaidanese

Appendix 5: New Ship Bays and Systems

New Ship Bays

Assembly Ooze Reprogramming Bay

This bay is a unique device that allows an Assembly Ooze to be inserted and then programmed to produce a specific product. It also has the unique function to effectively put a Assembly ooze into a type of stasis. A Assembly Ooze that has been programmed with this bay, has a cumulative side affect each time the ooze is forcefully reprogrammed that it becomes a Crazed Ooze. The chance of this occurring is 5% per reprogramming. Multiple Bays may be connected together to form a Colossal Bay, this is usually created to form a ooze collective that is capable of processing larger ships and asteroids.

Asteroid Processor

(Reprinted from the Starships, Stations and Salvage Guide)

This enhanced cargo bay is equipped with tools and saws to allow the ship/asteroid/debris to be captured and reduce into UPBs. This cargo bay will hold up to a tiny vessel to disassemble, usually this process is automated. This system also includes an exterior hatch and remote manipulators to bring those materials inside, requiring a Piloting check DC 25. This system takes 24 hours to disassemble 2d6 BP or 5000 UPBs of material.

Giant bay of crushers, sorters, and manipulator arms designed to capture and store up to huge asteroids do

be disassembled into small chunks. At the Port of Carthage this Processor has the capacity to hold a huge vessel if necessary by jettisoning the debris within. This takes 10 minutes and creates a debris cloud outside the Port dealing 2d6 HP per round entering the processor; DC 23 to avoid the debris.

Mining Rig

An extensive array of powerful motors and rigs that can be used by a skilled engineer to dig into a surface to extract minerals or liquid. This mining rig comes in several sizes and must be mounted in a a ship that is at least 1 size larger then the Rig mounted. Each rig size can dig up 1d4x1000 credits worth of unrefined minerals of material per hour on an area that has been geologically explored prior by a experienced team of geological engineers. It is recommended that a few bays are dedicated to store the ore or liquids being harvest. Few mining rigs also carry refineries, usually offloading them carriers which are taken to those.

New Ship Defense

Ooze System Enhancement

This is a upgrade that can be placed on any system adding special capacitors and upgraded wiring that are supercharged with an assembly oozes nanites, but keep dormant until a energy source is applied waking them up. Multiple Systems may be upgraded with this system but due to the massive amount of energy needed to use it, only one may be activated at a time, and that system once used can be only be recharged by an active and preprogrammed assembly ooze. Making this upgrade both cheap and powerful but rare and essentially one use items.

Landing Claws

These allow a vessel to land on a surface and bury retractable spikes into the surface, extending

up to 10 feet in to the surface. This gives the craft that has landed a bonus +4 to any piloting checks to maintain contact on the surface of a object that may be moving

Armor Augmentation
(Reprinted from the Starships, Stations and Salvage Guide)

Ablative
Allows a second layer of armor to be attached to the hull of the ship to be discarded or blown off in the case of an impact or damage. This option costs three times the BP of the effected armor, but allows the armor to temporarily gain armor equal to 2 Tiers higher than the purchased price. It also gives the augmented ship additional hull points equal to tier x10 of the armor augmented. However, after the ablative armor has taken damage equal to these Hull Points it is reduced by a tier level up to two levels below the purchased armor price. IE. an MK 4 Armor counts as a Tier 6 Armor, if the ship take 40 points of damage its armor is permanently reduced to MK 2, until the armor can be completely replaced at a major port (cannot be repaired in space without an Advanced Science Bay: Armor and 4 BP). Players can choose to restore the normal AC at no cost at any major port.

Cloaking Shields
(Reprinted from the Starships, Stations and Salvage Guide)

This allows a ship to replace its current defensive shields with a light bending version that visually cloaks a ship from an enemy, providing an additional AC benefit as well as long as they have not been scanned down or detected. The system provides an additional 150% bonus Base AC versus a ships primary sensors. Once a ship is detected by normal means any firing of a Fire and Forget or Tracking Weapon that uses separate tracking means are not affected by the visual cloaking device as it tracks via other methods such as emmissions/computer/magic. The cost of the

cloaking shield is x3 PCU and x3 BP of the original shield generator that you are planning to augment, giving a Temp AC bonus and detection bonus equal to the 150% of the base AC normally operating. The cloaking shield generator will absorb SP damage equal to the 10% of primary shields converted into Cloaking Shields. A cloaking generator can be turned off and a normal shield raised but it requires 1 full engineering action to decloak and deactivate the system to do so. No other shield augmentation can be used in combination with the Cloaking Shields. Any turn that a ship using cloaking shields fires a weapon , launches a vehicle or does any action that requires the shields to be taken offline, the cloaking bonus becomes inactive for that turn.

Ship Mines
(Reprinted from Starships, Stations and Salvage Guide)

These mines come in three forms, Standard, Magnetic, and Advanced. A mine layer deploys mines into a full size hex with each launcher usage rated for each hex per usage. Deploying a hex of mine field requires one hour per launcher. Once deployed a mined hex can be armed or disarmed once per turn. Destroying a mine field is an option but requires an array or point defense weapon and a full turn against a DC 25 Gunnery check. Once the mine field has been detected, a successful science officer scan, base DC 20, non-powered mine fields are harmless.

Each deployed field requires a successful Piloting check to fly without setting off any mines. Speed is a factor for navigating mines, as is size of the ship entering a mine's hex. For each hex of speed in total a ship moves through a mined hex add +5 to the DC x size of the ship being piloting to avoid colliding with a mine. Hexes remain mined until disarmed or detonated. Destruction of the mine layer ship results in the loss of control of the mine field.

A mine laying vessel must designate one expansion bay per hex of mines it can deploy. Mines are deployed in a hex immediately facing

the weapon facing. The mine layer ship may automatically pass through the hexes of its own mines. Standard Mines cost the same and deal damage as per capital tracking weapons. Magnetic Mines add an additional +5 maneuvering DC to all rolls as per tier of mines purchased as well as adding an additional dice of damage. Cost is BP and PCU squared per tier of mine (mark 2 cost x cost, mark 3, cost x cost x cost). Advanced Mines are essentially either cloaking (+10 DC to detect) or tracking (+5 DC penalty per size of the ship attempting to pass through it). Both types costing x 10 in BP and PCU, automatically doing double damage but also can maneuver 1 hex per turn as directed by the mine laying vessel.

Expansion Bay	Bays	PCU	BP
Assembly Ooze Reprogramming Bay	1	20	5
Mining Rig	2 bays + 1/size	50	10/bay

Ship Defense	PCU	PCU
Ooze System Enhancement	150	10 per system
Landing Claws	1	5

Armor Augmentation	BP
Ablative	x3 cost of Standard Armor

Shield Augmentation	PCU	BP
Cloaking Shields	x3 PCU	x3 BP

Weapon Systems	Bays	PCU	BP
Ship Mines			

Appendix 6: Personal Equipment

Heavy Multi Tool Spanner

This massive multi-tool is an engineer's dream used to seal/unseal, tighten/untighten and test systems in engineering, it counts as a basic melee weapon adding a +1 to any engineering check while wielding this tool. This "must have" tool is analog and has an entire catalog of add ons that can upgrade its damage types from acid to grease. These add ons add a single use charge of selected damage type. When an add on cartridge is used in a melee attack the damage or effect is added to the base damage. There are several upgrade version that are known. It has a Bulk of 2 and each add on recharge is 1 Bulk each. Recharging an add on with a refill, counts as full action equal to changing a battery.

Level	Price	Damage	Critical
Heavy Multi Tool Spanner			
5	6000	1d6 A	Stun
Add on Acid			
5	1000	1d4 B	Corrode 2
Add on Cyro			
5	1000	1d6 C	Explode 10ft, 1d4
Add on Fire			
5	800	1d6 F	Explode 10ft, 1d4
Add on Electrical			
5	800	1d6 E	Arc 1
Add on Grease			
3	600	---	DC 13 or fall Prone, fills 5ft square for 1 d6 rounds
Add on Reach			
2	400	---	Increases range by 5ft

Medical Ooze

A new type of ooze devised by Artemis, created by forcing an offspring of the oozes on board but altered to change their acidic protoplasm to an antiseptic, numbing upon contact. When placed on a wound the ooze melts of the wound forming a bandage, immediate stopping all acid or burn damage. It restores 1d6 HP instant and can be maintained in place healing 1 HP each round till its protoplasm is exhausted. Each Medical Ooze can heal up to 10 points a day before requiring to be returned to their tube. The soothing fluid provides a +4 to any pain or poison effects. When applied the patient must make a DC 16 Fort save or suffer from the affected area or limb becoming paralyzed for the duration of the application. The ooze is typically stored inside a plastic tube as its effects are instant upon contact with any organic being. The medical ooze must be fed a specialized non organic mineral compound made by Artemis every 7 days or it will die. This medical ooze refill is available at Port Haven for 500 credits per dose.

Ooze Containment Box

A reinforced box lined with a magnetic field and a varied layering of acid resistant plastic. The box is powered by a independent battery that can maintain a DC 30 grapple hold on a ooze for up to 1 hour per tier of the ooze. IE a 13 level ooze requires 13 charges of battery power per hour to properly. The box has a hardness of 20 and 30 HP. Any acidic attacks are half damage. The box can be produced to carry small, medium or large oozes. The unit must be powered down to recharge.

Appendix 7: New Starships

The Dido (Formally the Tristan)
Caesar Class Dreadnought
Size Colossal
Speed 6; **Maneuverability** Clumsy (-4 Piloting, Turn 4); **Drift** 1
AC 29 (44 While in Stealth Mode) **TL** 12
HP 650; **DT** 15; **CT** 80
Shields Heavy 200 (Forward 50, Port 50,Starboard 50, Aft 50); Cloaking Shield
Attack (Forward) 2 Capital Persistent Particle Beams Cannon (2d10x10; Linked)
Attack (Port) Super EMP Cannon (Special)
Attack (Starboard) Super EMP Cannon (Special)
Attack (Turret) 4 Light Particle Beams (3d6)
Power Core Gateway Ultra x2 (1000); **Drift Engine** Signal Basic
Systems Advanced Long Range Sensors, Biometric Locks, Cloaking Shields, Crew Quarters (Common), C6 Thrusters, MK3 Tetranode,MK 8 Armor, MK9 Defenses
Expansion Bays Advanced Strike Pods (2 Bays, 3 Pods Each),Boarding Hold, Brigx7, 1 Colossal Cargo Bay, Armory Cargo Bay, Medical Bay, Power Core Housing,Recreation Suite(Spar/Tavern), Tech Workshop
Modifiers +3/+3/+3/+3 **Crew** 500

Mining Vessel - Geode Survey Rig 32
This Mining Vessel Geode was designed as mobile rig platform and is currently permanently part of the Port Haven Complex and is aside from the Dido and the Main Port Entry Gantry. It has been repaired and refitted but the primary functions of the vessels still were maintained in case the port becomes discovered by the authorities.

Since it's discovery, the Geode's interior has been altered and converted into an entertainment center for teh visiting pirates. It's huge ore holds originally held mineral riches, were carefully cleared by carefully directed assembly oozes and used to convert non-vital areas into massive nightclubs and several blocks of red light district style casinos and brothels. Baron Chi had the mining rig equipment removed but left the core engine and control facilities in place leaving the main shaft and elevator in place allowing access from the Geode directly into the lower levels of Asteroid X23Z2.
Size Gargantuan
Speed 8; **Maneuverability** Clumsy (-4 Piloting, Turn 4); **Drift** 2
AC 19; **TL** 14
HP 375; **DT** 30; **CT** 40
Shields Medium 140 Debris Shield
Attack (Forward) Flak Thrower x2 (3d4, Short)
Attack (Port) Laser Net x2 (2d6,Short)
Attack (Starboard) Laser Net x2 (2d6,Short)
Attack (Turret) Twin-Linked Flak Throwers (3d4, Short)
Power Core Paired x 2 Gateways Heavy 400
Systems Advanced Medium Range: medium (+4), Crew Quarters; Good, and Luxurious, Mk 9 Armor, Mk 2 Defenses, MK 2 Tetranode computer (+2/+2/+2/+2), Self-Destruct System;
Expansion Bays Entertainment area (Bar, lounge) (converted Ore Holds) x6, Shuttle/Hanger Bay (holds up to 3 small ships), Mining Rig (See new expansion bays), Luxury Guest Quarters (x10; 7 Entertainment/Casinos, 3 Brothel/Bars)
Crew It has a maximum capacity of 650 people due to the expansion of the entertainment bays.
Special Docking Note Currently it is uncrewed and would take a minimum of 6 people 5 minutes to uncouple the Geode under normal conditions. It can be released as a single action though that would damage the mining rig collar, and decompress the elevator and the entire harbor port to a vacumn, in 2d6 rounds. Reducing the startup time to one minute.

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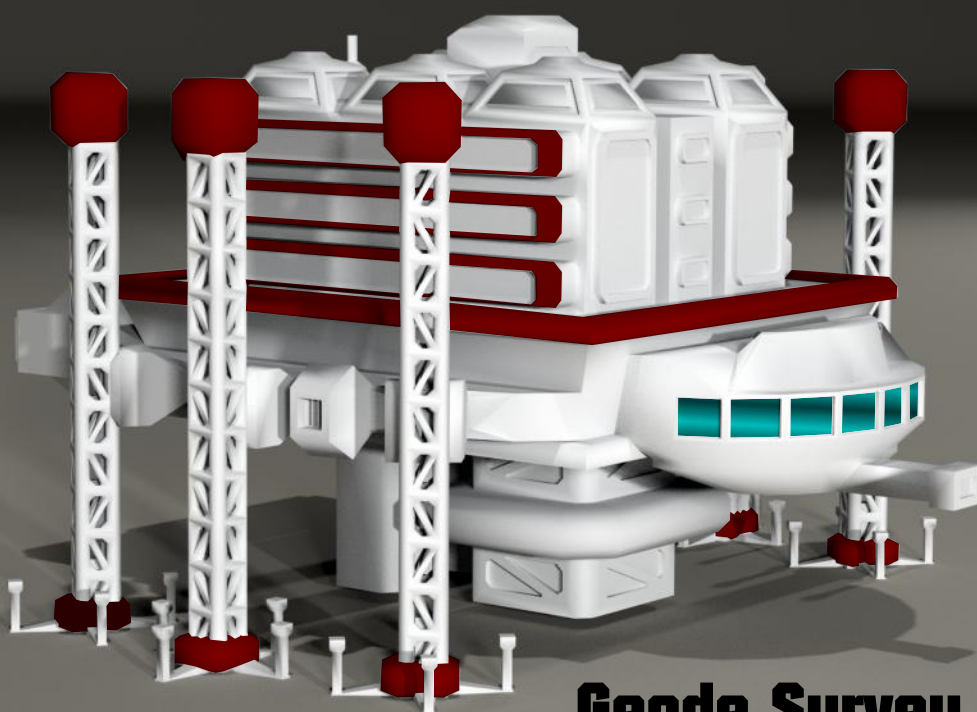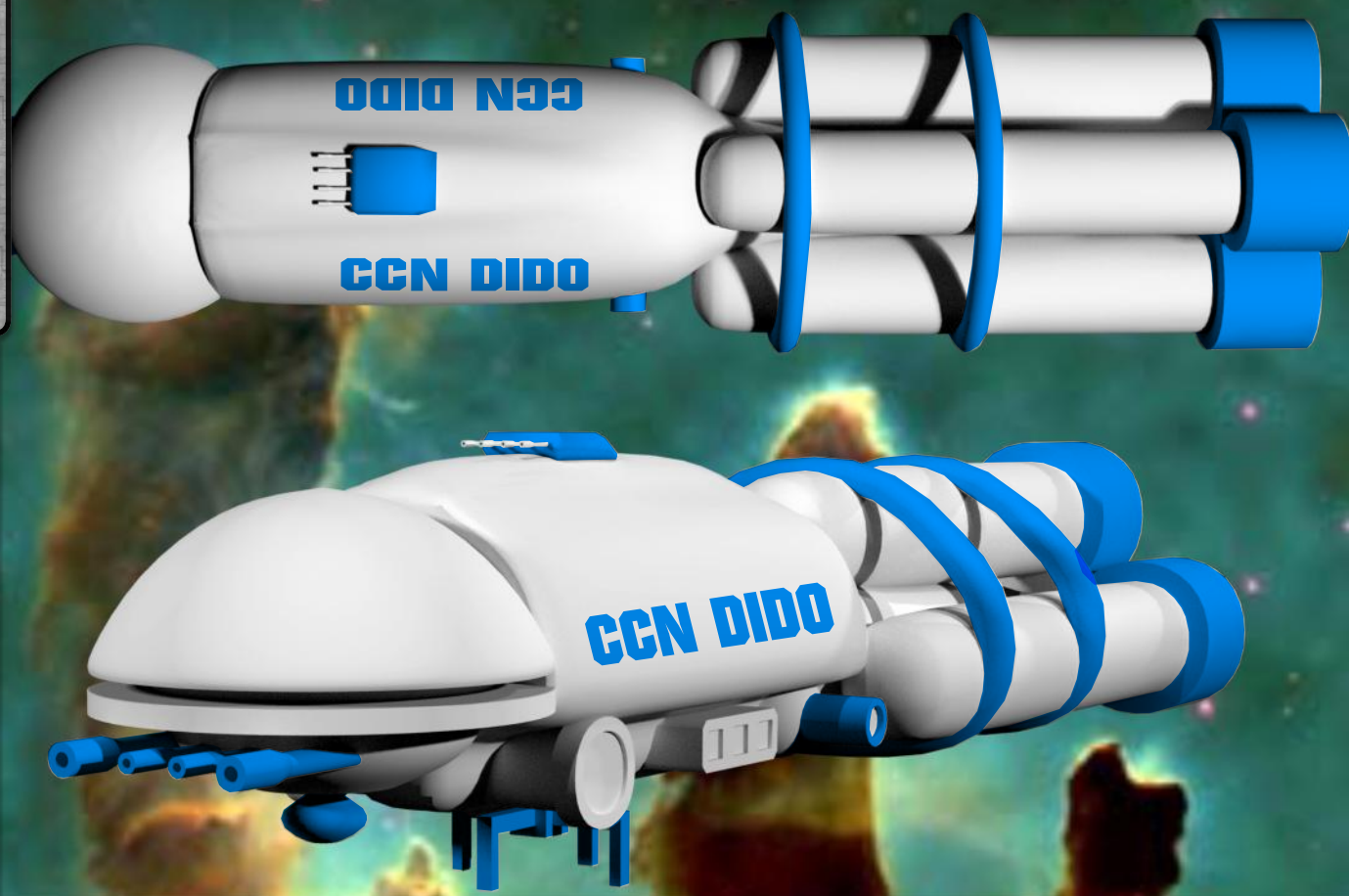
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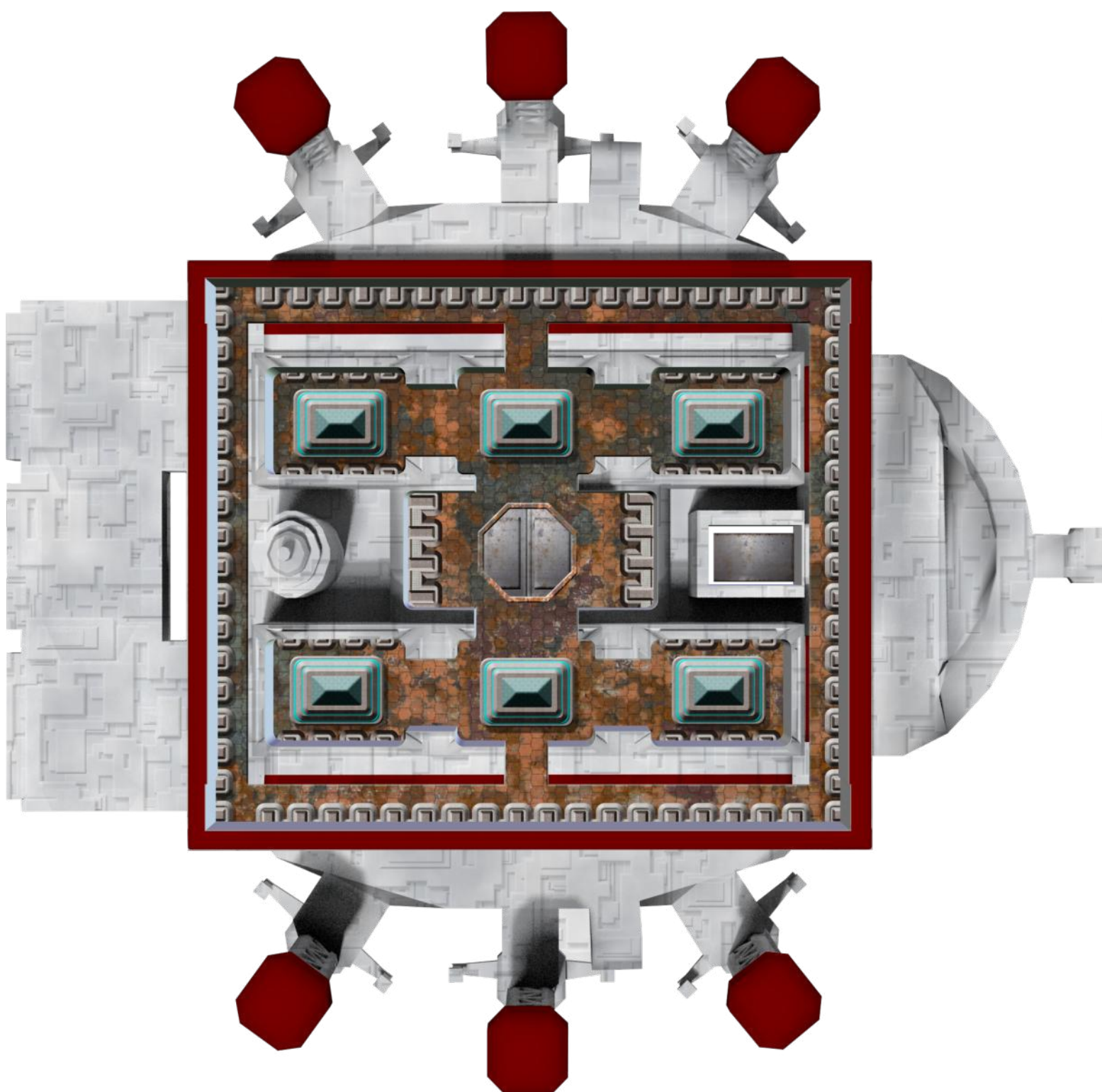
Gargantuan Salvage/Repair Dock Frame (Copied from the Starship, Stations and Salvage Guide)

Usually a slow or stationary craft allowing for the mobile yards to restock and store large stocks or parts and craft. Some of these ships are modified as dry docks for fleets. Variants of this ship are used by resource corps to mine and gather minerals from asteroids.

Size Gargantuan
Maneuverability Clumsy (-4 Piloting, Turn 4)
HP 300 (increment 35); **DT** 30; **CT** 40
Mounts Forward Arc (2 Heavy), Left Arc (2 Heavy), Right Arc (2 Heavy), Turret (2 Light)
Expansion Bays 20 (Many are usually used as cargo bay, tech repair bays)
Minimum Crew 50 **Maximum Crew** 250
Cost 200 BP

Small Gendarme Interception and Search Cruiser   Tier 7

Speed 12; **Maneuverability** Good (+0 Piloting, turn 1); **Drift** 2**AC** 18/22 ablative, **TL** 17 **HP** 50/90 (ablative), **DT** -; **CT** 8
Shields Medium 320 (Forward 80, Port 80, Starboard 80, aft 80)
Attack (Forward) 2 Particle Beams (8d6 x2, linked)
Attack (Port) Light EMP cannon (special)
Attack (Starboard) Light EMP cannon (special)
Power Core Pulse Orange (250); Drift Engine Signal Booster; **Systems** MK 4 Ablative armor (see new ship defense), Advanced long range sensors, Biometric Locks, Crew quarters (common), Mk 3 Duonode, Mk 6 defenses, S12 thrusters; **Expansion Bays** Boarding hold, Brig, Medical bay
Modifiers +3 on any 2 rolls; Complement 6

Aegis Drift Disruptor

This ship sized engine was created by powerful machines that understood the complex quantum mechanics of multiple dimensional space. This device is roughly equal to a medium vessel on its own right, and can be deployed from a ship of sufficient size to hold it within a hanger or dedicated cargo holder. The device once positions turns on a specifically tuned Drift Drive which emits an dimensional anchoring effect for several hundred miles that prevents all activation and movement both in the Drift and in the Material Plane. These devices are usually created in such a way that once activated they straddle the planes and as such to access one requires the specifically tuned alteration of a drift drive to bring the disruptor back into phase into the material plane to be boarded as any other vessel. The Aegis Drift Disruptor device typically has the bear minimal of furnishings, devoting most of the space to the massive Drift Distruptor engine and the its massive power supply. Due to the interference, they are rarely equipped with armor or weapons depending on its unique abilities to remain hidden. No vessel may be equipped with more the MK 2 armor/defenses or more then 6 light weapons or 3 heavy weapons. Having more then this doubles the required PCU and increases decreases its TL by half. Once activated, the vessel equipped may no longer move or raise its shields.

Aegis   Tier 13

Aegis class Large Drift Disruption Corvette
Speed 8; **Maneuverability** average (+0 Piloting, turn 2); **Drift** 1
AC 23; **TL**
HP 180 (increment 20); **DT** 5; **CT** 32
Shields Heavy 360 (forward 90, port 90, starboard 90, aft 90)
Attack (Forward) 2 persistent particle beams (10d6 x2; linked)
Attack (Port) heavy plasma torpedo launcher (5d10)
Attack (Starboard) heavy plasma torpedo launcher (5d10)
Power Core Gateway Heavy x2 (800 PCU), Arcus Ultra (150 PCU); **Drift Engine** Signal Basic; **Systems** advanced long range sensors, computer countersystems, crew quarters (common), I8 thrusters, mk 2 armor, mk 2 defenses, mk 2 defenses, mk 4 duonode; **Expansion Bays** Aegis Drift Disruptor, 2 Power Core
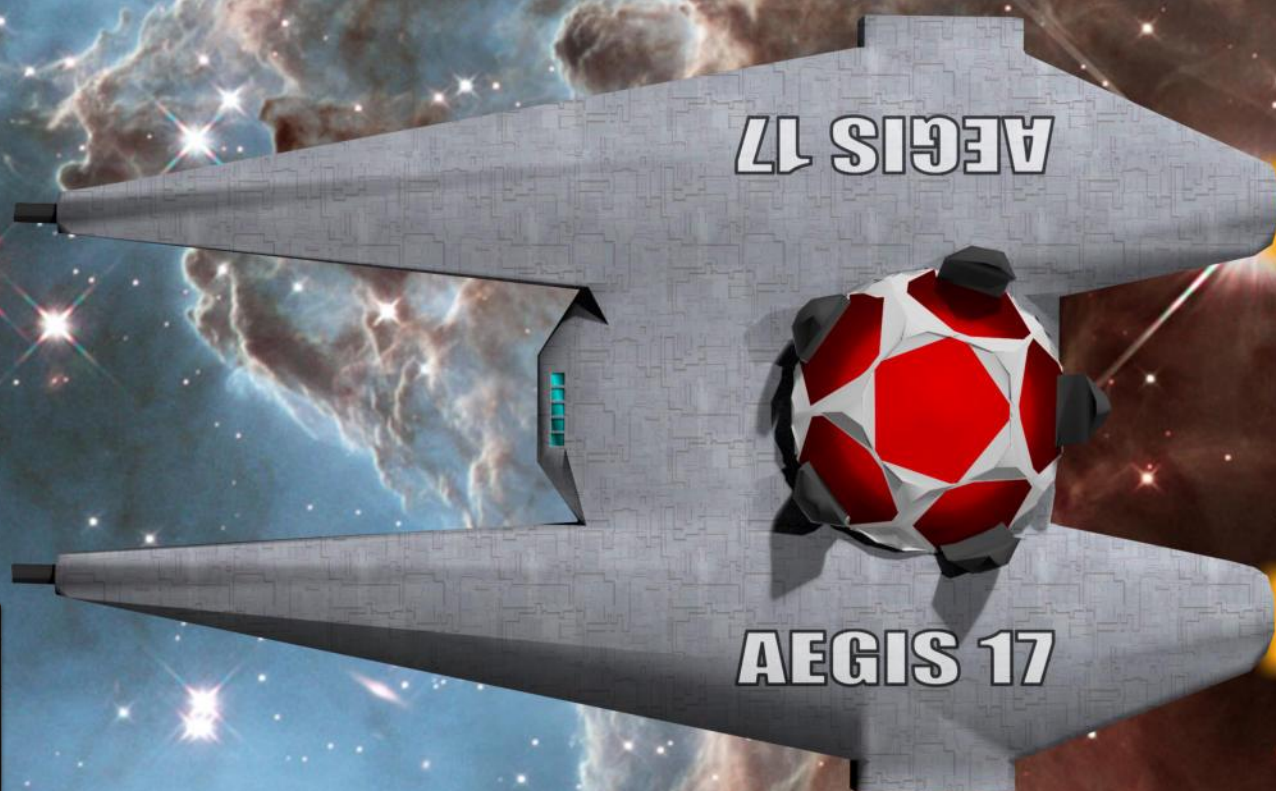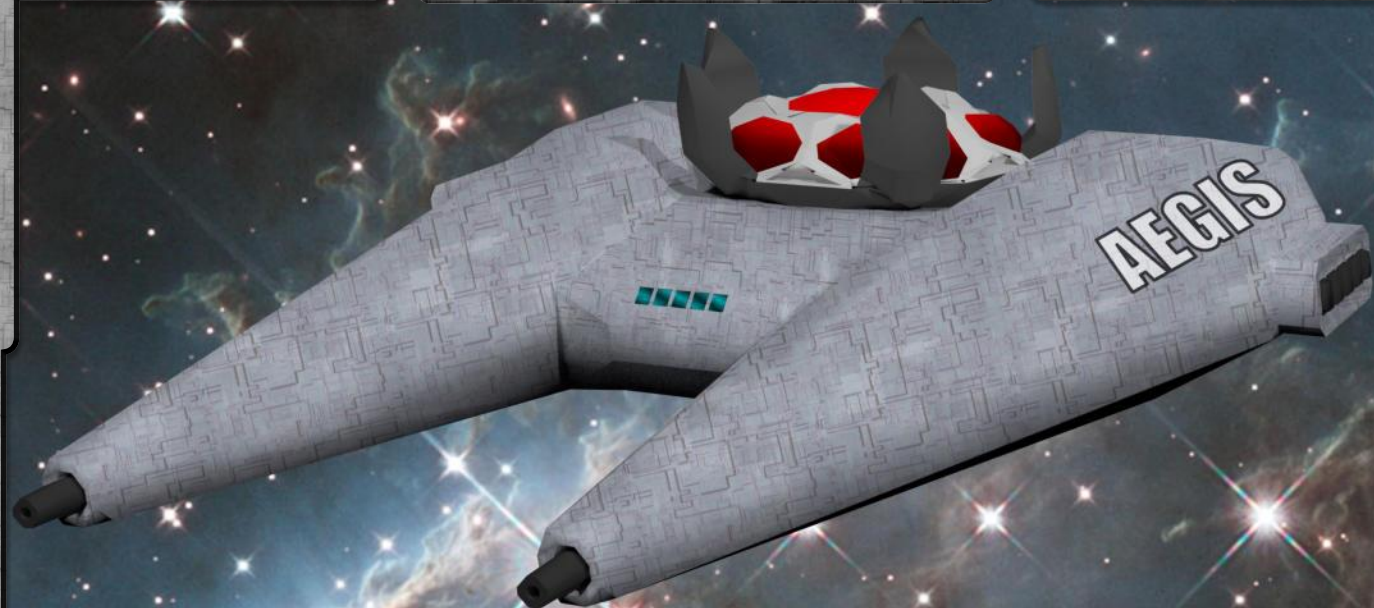
Housings
Modifiers +4 x2 any, +4 scanners;
Complement 20

Cyberian   Tier 13
Freebooter class Huge Cruiser
Speed 10; **Maneuverability** average (turn 2);
Drift 1
AC 25; **TL** 23
HP 255 (increment 25); **DT** 5; **CT** 36
Shields medium 200 (forward 50, port 50,
starboard 50, aft 50)
Attack (Forward) Persistent particle beam
cannon (2d10 x10)
Attack (Port) Light particle beam (3d6)
Attack (Starboard) Light particle beam (3d6)
Attack (Turret) Persistent particle beam
(10d6)
Power Core Gateway Ultra (500); **Drift
Engine** Signal Basic; **Systems** advanced short
range sensors, crew quarters (common) mk 2
duonode, mk 4 armor, mk 4 defenses, m12
thrusters; **Expansion Bays** 2 exterior docking
rings, power core housing, shield augmentation
bay
Modifiers +2 to any 2 rolls; **Complement** 100

Samson   Tier 7
Atlas class Medium Tug
Speed 6; **Maneuverability** perfect (turn 0);
Drift 1
AC 24; **TL** 24
HP 85; **DT** -; **CT** 11
Shields medium 100 (forward 25, port 25,
starboard 25, aft 25)
Attack (Forward) Gravity Gun (6d6)
Attack (Aft) Gravity Gun (6d6)
Attack (Turret) 2 light laser cannons (2d4 x 2)
Power Core Gateway Ultra (500); **Drift
Engine** Signal Basic; **Systems** advanced short
range sensors, crew quarters (common android)
mk 2 duonode, mk 4 armor, mk 4 defenses,
m12 thrusters; **Expansion Bays** 2 heavy
industrial tackles (magnetic), Tug Maneuvering
Package
Modifiers +2 to any 2 rolls +1 Piloting;
Complement 6

Big Horn   Tier 11
Ram class medium boarding transport
Speed 10; **Maneuverability** good (turn 1);
Drift 1
AC 27 **DR** 2; **TL** 25
HP 100; **DT** -; **CT** 14
Shields medium 100 (forward 25, port 25,
starboard 25, aft 25)
Attack (Forward) 2 persistent particle beams
(10d6; linked)
Attack (Aft) Light particle beam (3d6)
Attack (Turret) 2 light particle beams (3d6
x2; linked)
Power Core Gateway Ultra (500); **Drift
Engine** Signal Basic; **Systems** advanced short
range sensor, anti-hacking system, damage
reduction armor upgrade, maneuvering veneer
pods (minor), mk 3 duonode, mk 4 armor, mk
4 defenses, m10 thrusters; **Expansion Bays**
boarding hold, cargo hold, ramming prow
Modifiers +3 to any 2 rolls; **Complement** 6

Port Side

Front

Oblique

Boarding Ship

Top

CYBERIAN

Tug Boat

SAMSON TUG 4

Cyberian

Freebooter class
Huge heavy destroyer
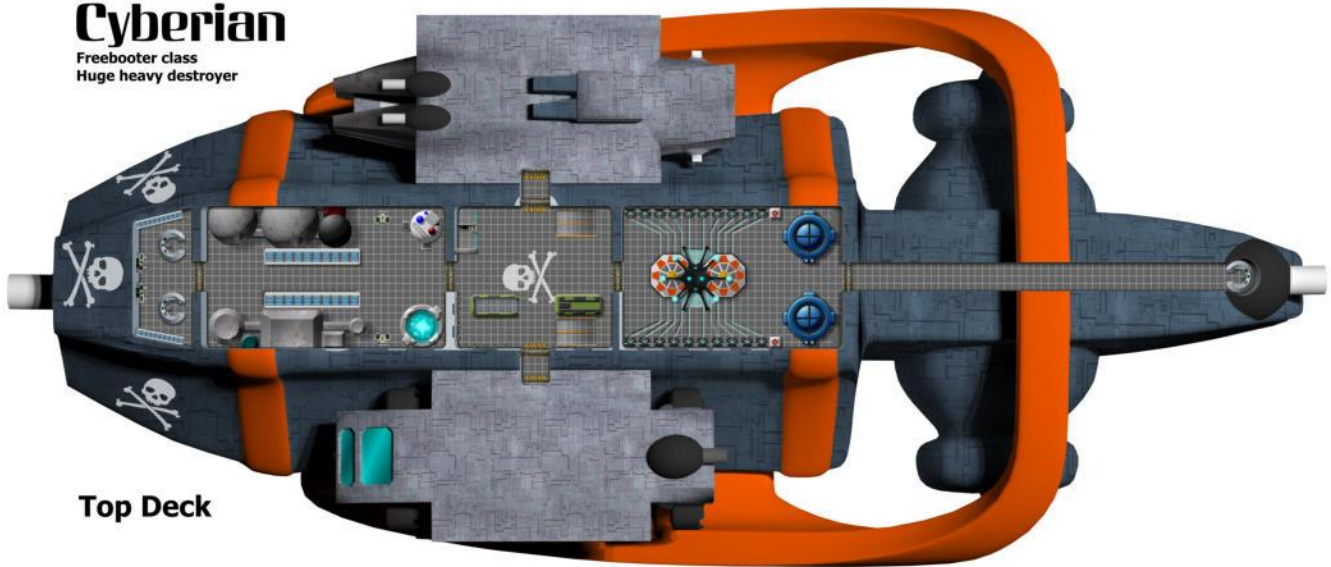
Top Deck

Bridge   Ship Systems/Life Support   External Dock Airlock (Weapons Lockers x2)   Power Core Housing (Android Charging Stations)   Corridor to Aft Gun

Cyberian

Freebooter class
Huge heavy destroyer
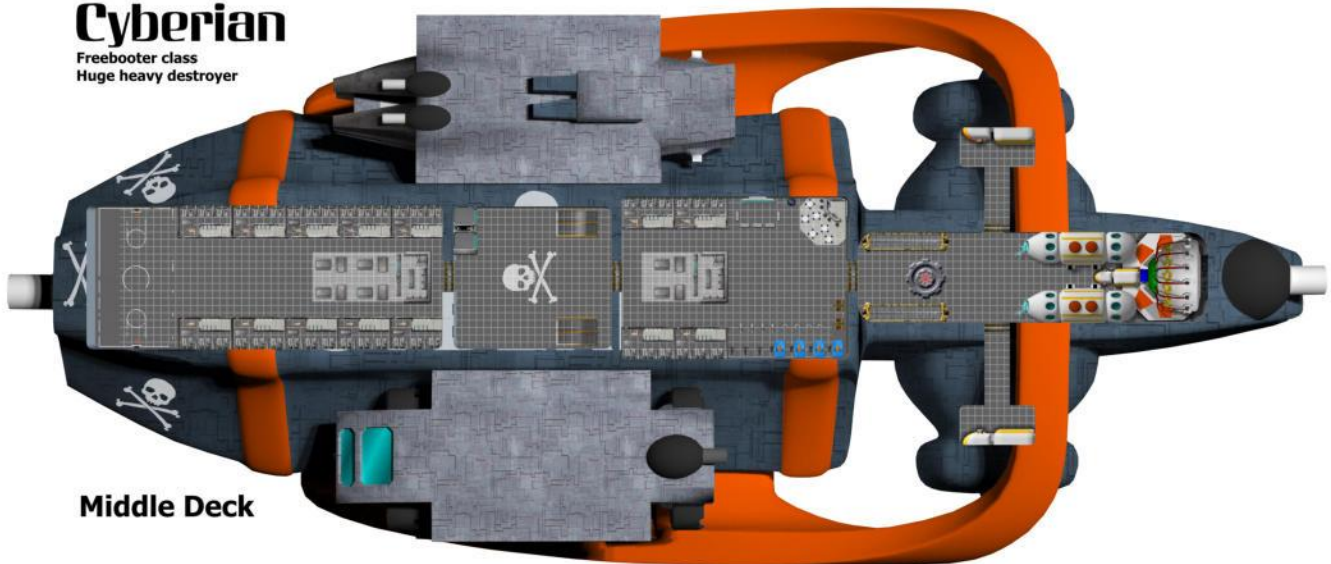
Middle Deck

60 Crew Berth Section (Securable for hostages)   Crew Mustering Area   Main Crew Quarters (Galley & Entertainment)   Main Engineering

Cyberian

Freebooter class
Huge heavy destroyer
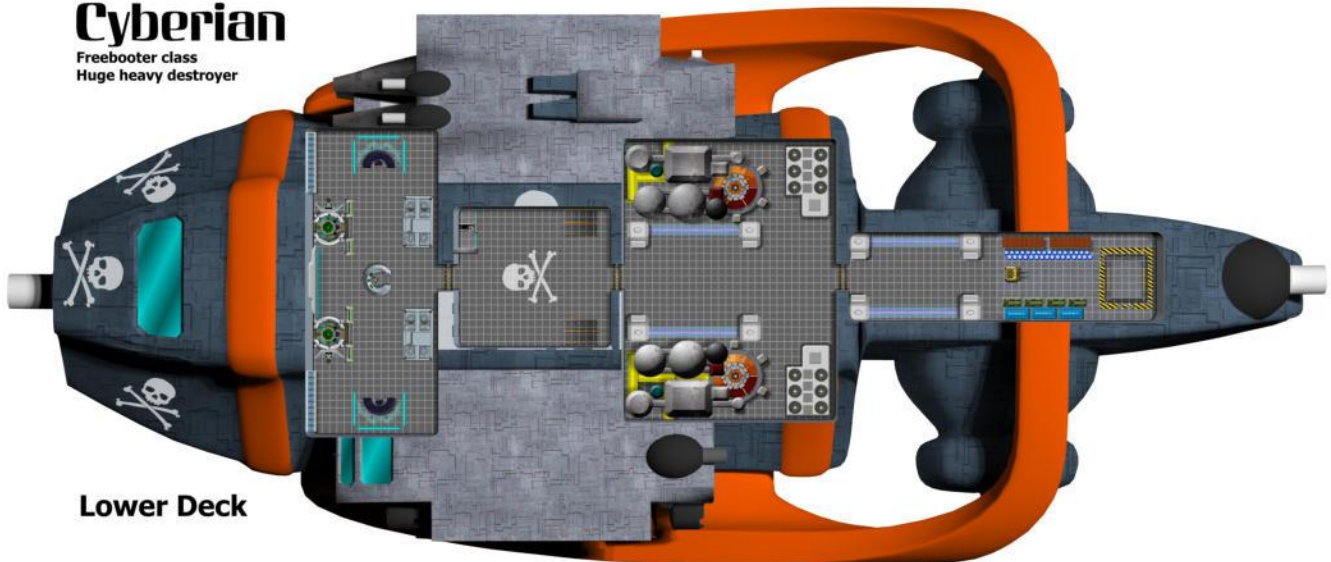
Lower Deck

Shield Augmentation Bay (Extend Shields x2)   Boarding Hold (Weapons Lockers x2)   Lower Engineering   External Engineering Access (Aft ramp door with limited cargo space)

Appendix 8: New Themes and Classes

New Character Class

Space Pirate

Many pirates become so by accident, finding themselves making a dollar on the wrong and on the opposite side of the law. Some pirates rebel against the order of law on principle, disagreeing with the way an area of space is governed and using off hand tactics to raid the plunder of ships both to survive and to drain the coffers of those they fight against. The Space Pirate uses their wits and skills to effectively out maneuver their opponents and obtain what they want. Many are wanted by the authorities and many more do not make it to old age.

Stamina 6 + Constitution   **Hit Point** 6
Key Ability Score Charisma is key where wit and a quick tongue makes more profit.. A high dexterity will be important where speed and a sharp aim with a holdout pistol.

Class Skills
Skill Ranks Per Level 6 + Intelligence

Acrobatics (Dex)	Piloting (Dex)
Athletics (Str)	Profession (Chr , Dex, Str)
Bluff (Chr)	Perception (Wis)
Culture (Wis)	Sense Motive (Wis)
Intimidate (Cha)	Survival (Wis)

Proficiencies
Armor Proficiency
Light Armor

Weapon Proficiency
Basic Melee Weapons, Advanced Melee Weapons, Small Arms, Long Arms, Grenades

Pirates Skill
As a pirate you learn many skills, and usually develop a knack for a skill. At each level select one Skill, it becomes a class skill. Every other level, a bonus of +1 to that skill. At level 13, the space pirate may choose a second class skill and apply their new bonus to either skill. These skills These skills chosen becomes class skills for the space pirate.

Pirates Unique Weapon
Select one weapon, this weapon becomes extremely familiar. The pirate must have a proficiency with this weapon, when using this weapon they apply their highest attribute modifiers to their attack rolls. This weapon becomes unique as well, as such this weapon gains a fusion equal to or less than the level of the space pirate level. This fusion can be changed as per normal. At level 9, this weapon gains the ability to be used in a trick attack (pg 93 CRB) even if it does not usually qualify. At level 17, this weapon gains a second fusion, also the weapon can now hold 50% fusion levels more than it's level. If the space pirate looses this unique weapon or it is destroyed, he may choose a new weapon, though he must spend half of the weapon's value to customize it (this includes adjustments, special cleaning oils, new wires, but can also include weapon upgrades, though these upgrades become permanent once selected) and must be held for at least 1 full level of advancement before it

it becomes usable as a unique weapon, automatically gaining the level of fusions and trick attacks, if applicable. This weapon is very unique, due to it's familiarity, it gains a +2 for the space pirate to conceal it against detection, though once it's revealed, the space pirate gains a +2 to intimidate and bluff while brandishing this weapon.

Level	Base Attack	Fort	Refex	Will	Class Abilities
1st	+0	+0	+0	+2	Pirates Skills
2nd	+1	+1	+0	+3	Tricks of all Trades
3rd	+2	+3	+1	+3	Pirates Unique Weapon
4th	+2	+3	+1	+4	Tricks of all Trades
5th	+3	+4	+2	+4	Pirates Skills
6th	+4	+5	+2	+4	Tricks of all Trades
7th	+5	+5	+2	+5	
8th	+5	+6	+3	+5	Tricks of all Trades
9th	+6	+6	+3	+6	Pirates Unique Weapon
10th	+7	+3	+7	+6	Pirates Skills, Jacks of all Trades
11th	+8	+3	+7	+7	
12th	+8	+4	+8	+8	Tricks of all Trades
13th	+9	+4	+8	+8	Pirate Skills
14th	+10	+5	+9	+9	Jacks of all Trades
15th	+11	+5	+9	+10	Pirates Skills
16th	+11	+5	+10	+10	Tricks of all Trades
17th	+12	+5	+11	+10	Pirates Skills, Pirates Unique Weapon
18th	+13	+6	+11	+11	Tricks of all Trades
19th	+14	+6	+12	+12	Pirate Skills
20th	+15	+6	+12	+12	Grand Pirates Bone Game

Tricks of All Trades

As a pirate, the situations one finds themselves in is varied. As such the sklls they learn vary from pirate to pirate. These tricks are learned on the fly.

Zero G Training (Ex; Level 2) When in a zero g environment, teh pirates natural skills allow them to maneuver unabated at half their movement in their desired direction and suffer half penalty to their acrobatics DC when changing directions or stopping.

Special Weapons Training (Ex; Level 2) Gains the feat Special Weapons Specialization to one type of weapon.

Book Knowledge (Ex; Level 2) Gains a new Class Skill, this may be selected once per skill.

Novice Mystic (Sp; Level 2) This allows the pirate to learn minor magic and can select 2 spells from the mystic casting list. This can be cast as many times per day as the Intelligence modifier.

Parkour Master (Ex; Level 2) Living a life as a pirate has made you lithe and mobile. This adds a +2 to KAC, EAC and +1 to your base Attack when using melee weapons.

Book Worm (Ex; Level 6) Gains a +3 bonus to any class skill. This may only be selected once per skill.

Lucky (Ex; Level 6) This ability allows a pirate to reroll any skill check once, this reroll must be accepted.

Environmental Adaption (Ex; Level 6) The pirate may select one type of environment or gravity type (chosen at the time of selection) and any normal damage it causes is delayed in rounds equal to the space pirate's Constitution. At the end of it's duration, 24 hours must elapse to recover the adaption again.

Medical Specialist (Ex; Level 6) At some point in teh pirate's travels the need for learning medical skills comes into play to save another or one's self. This skill allows a person to use a medical kit against deadly wounds and allows an extra HP of healing per level of the space pirate to any medical healing check with a medical kit.

Eagle Eye (Ex; Level 6) This allows the pirate to use ranged weapons as if they were a sniper, effectively doubling their

range modifier. Example: if a PC has a normal weapon modifier of 120 ft, it is now 240 ft, before incurring penalties to range.

Superstitious (Su; Level 6) Having seen something that woudl scare even the hardiest pirate, you have sought protections against magical attacks and abilities. The pirate may replace their Intelligence modifier in place of their wisdom bonus when saving against magic or supernatural effects or attacks.

Enhanced Trick Attack (Ex; Level 12) When using the unique weapons trick attack, the user may apply the stun or trip modifier to their attack.

Drone Side Kick (Ex; Level 12) The space pirate gains a drone, this counts as a level 1 Mechanic's Drone, it does not upgrade, but the space pirate can swamp out the drone modification provided they qualify as per the level of that modification.

Moderate Environmental Adaption (Ex; Level 12) This adaption allows the space pirate to ignore damage from a single type of environment or gravity effect. This effect lasts as long as teh Constitution and Wisdom modifier in rounds combined.

Talker (Ex; Level 12) This allows a space pirate to gain one Envoy Improvisation that they qualify for by level. This ability may be taken only once.

Sergeant of Arms (Ex; Level 12) This allows a space pirate to gain a single Gear Boost as if they were a soldier of equal level. This ability may only taken once.

Advanced Environmental Adaption (Ex; Level 18) This powerful adaption allows the space pirate to ignore damage from a single type of environment or gravity effect. This effect lasts as long as the Constitution, Wisdom and Intelligence modifier.

Steely Veins of Chance (Ex; Level 18) When participating in a contest of will and chance, the pirate gains the advantage he may roll 3 dice and select the highest roll.

Aspirations of the Pirate Lord (Ex; Level 18) This adds a +2 bonus to Grand Pirate Bone Game. This is the only bonus that can be added to the base ranks, when the space pirate gains that ability.

Grand Pirates Bone Game

At level 20 attaining the rank Grand Pirate, a lord of pirates and learns the secret phrases and words of the pirate code. he is no longer swayed by Bluff, Intimidate or other skills that may affect their actions from others with the pirate theme or class, or another act of piracy (GM decision as to what they may apply to). This does not affect supernatural, spells, drugs, or medicines that may influence their actions. When another Grand Pirate attempts a Bluff, Intimidate or any skill that may sway their actions, they get to make a straight roll with only their rank bonus, or other bonuses to determine success, though the opposing Grand Pirate may use poison, medicinals or supernatural methods to influence their roll.

New Theme
Pirate +1 to any Attribute

One is not born into a pirate, rather drifts into it, living as a pirate using their skills to aid the causes of their fellow scoundrels.

Its a Knack (Level 1) As a Pirate you may select any skill and make it a class skill. When making a skill check the DC is reduced by 3. In addition it adds a +1 to any attribute.

Silver Tongue (Level 6) Lying and Bluffing to gain a upper hand in a encounter. When making Bluff checks you can add half your level to the roll.

Jack of a Trade (Level 12) Years of improvisation has taught you a things, giving you one trait from Soldier, Gear Boost Envoy Improvisation, Mechanic Trick, or Operatives Edge as if you were actually that class.

Pirate Lord (Level 18) When dealing with any lower class Space pirate, themed or anyone in the act of piracy, you gain half your level to any dialogue bonuses to DC Against them. Spending a resolve point you can force a opposing Space Pirate, Pirate Theme or anyone in the current act of piracy to reroll their skill check against them. This roll must be taken even if it is better.

Appendix 9: Bestiary

Assembly Ooze, Vessel class
CR 6   2400 XP

This ooze is larger and slower to react but it like its brethren transforms technological items thought its size allows it to swallow tiny vessels whole and alter larger ones as they worked together. With enough time a dozen of these could be directed to disassemble and refit a colossal vessel in half the time of a normal manufacturing technique. Left uncorrected they begin creating random artifacts and other vessel class parts many of which are new. But they have additional function that combined with the use of the new species of assembly cube, the pirates have named Artemis, they have learned they can transmit new designs and materials to smaller assembly cubes and create and repair vessels at a extraordinary rate. One even created a entire squadron of new highly sophisticated never before seen fighter craft before reabsorbing them, a fast thinking mechanic managing to save most of 2 of them and they have been used for station defense unmatched by anything the pirates could have manufactured with the current technology.

N Large Ooze (Technological)
Init +3   **Senses** Blindsight (Vibration) 120ft, Sightless; **Perception** +6

Defense
HP 52   **EAC** 21   **KAC** 21
Fort +5   **Ref** +5   **Will** +2
Immunities Ooze Immunities
         Weaknesses Vulnerable to Electricity
Offense
Speed 50ft
Melee Pseudopod +6 (2d4+6 B)   **Space** 10'
Reach 10' (15' with Psuedopod)
Offensive Abilities Starship Disassembly

Statistics
Str +6   **Dex** —   **Con** +1   **Int** --
          Wis --   **Cha** --
Skills Athletics +10, Stealth +10
Language Common (cant speak any language)
Other Abilities Starship Assembly, Compression
Ecology Environment Any Urban
Organization Solitary, Pair, Manufacturing Cluster (3-5). In this case Artemis has created a dozen of them, in addition to the other lesser assembly oozes.

Starship Disassembly

The Vessel Assembly Ooze is capable of engulfing a tiny vessel, though while doing this it cannot move and its size expands to envelop up to 20ft. When disassembling larger vessels, it begins by engulfing the core components of systems such as shields, PCU core, Sensors, Defense systems, and most regular bays. Larger components such as armor are systematically dissolved and replaced as it moved on. One of the things it cannot disassemble or reconfigure is frames larger then tiny. It may upgrade systems such as tier and even add features that normal would require it be installed at construction. It can disassemble any size ship if its ordered to do so. Systematically moving along the hull and frame it can deconstruct 1d6 BP of ship construction per hour. Any smaller objects that are character sized small or smaller, are instantly destroyed. Inflicting 6d10 a round to non-organic objects each full round they remain within the oozes gelatinous structure. Each Vessel Sized Assembly Ooze can hold up to 100 BP of material. If not directed before reaching this limit, it begins printing a bay or system randomly using the BP till its resources are depleted where it will begin its cycle over again.

Starship Assembly

A single Vessel Assembly Ooze can create the equivalent of a Small vessel without the aid of another assembly ooze. This is built from the material within the oozes stores that it has disassembled. This process is usually random creating any random diminutive, tiny or small frame, usually stock frames (Core Rules Book) or frames that it has previously absorbed (Starships, Stations and Salvage Guide) or any custom frame programmed in by Artemis. It can install any specific portion of a starship built from the molecular ground up It is limited to the BP it has stored. Under the direction of Artemis or a Assembly Ooze Reprogramming Bay, several of Assembly Oozes can create a larger vessel directed like the assembly of a jigsaw puzzle. Assembly of any Bay or Frame reduced the time from days to hours and weeks to days. Once a Assembly Ooze has used its Assembly Power, it must rest for 12 hours in a dormant inanimate state. Disturbing it from its rejuvenation cycle has a 10% that it will become crazed (See Crazed Ooze).

Random Bay, Defense or Frame (Assembly under 100 BP or remaining BP of the Ooze)

01-10	Fighter Frame (Empty)
11-20	Guest Quarters (Good Quality)
21-30	Escape Pods
31-40	Laboratory (random type)
41-50	Brig
51-60	CRAILS Cargo Bay System (Empty)
61-70	Racer Frame (with one random bay)
71-80	MK10 Armor (removes and replaces any current armor)
81-90	Upgrades one System by 2 levels or size up to maximum for that size.
91-99	Assembly Ooze Reprogamming Bay
00	Random Bay (GM choice)

Control Cube Ooze, Artemis
CR7   2800XP

This small ooze was found deep in what is now known as the Assembly Ooze Plant, contained in a fluid, resembling a assembly ooze by smaller and tinged with red stripes. It added a distinct ability to communicate through any computer or technological device with a speaker, and on the end of its psuedo pods were a bundle of nerves that much resembles a eye.

It was soon discovered that it had the ability to enhance the functionality of any ooze brought within a certain distance as well as to reprogram and enhance the other Assembly oozes at this site.

NE Small Ooze (Technological)
Init +3   **Senses** Blindsight (Vibration) 60ft, Infrared (Pseudopod Eye stalk);
Perception +6

Defense
HP 61   **EAC** 19   **KAC** 19
Fort +3   **Ref** +6   **Will** +8
Immunities Ooze Immunities
Weaknesses Vulnerable to Electricity

Offense
Speed 50ft
Melee Pseudopod Eye Stalk+1 (1d4+1 B)
Space 5' **Reach** 5'
Offensive Abilities Ooze Disassembly,

Statistics
Str +1   **Dex** +1   **Con** +1   **Int** +3
Wis +3   **Cha** +1
Skills Athletics +10, Stealth +10
Language Common (cant speak any language)
Other Abilities Ooze Assembly, Ooze Control, Compression
Ecology Environment Any Urban
Organization Solitary very rarely as a Pair only after it has completed Mitosis of creating a new ooze

Ooze Assembly

By absorbing 150,000 credits worth of materials, Artemis can create a new ooze, this can be any ooze including new Assembly oozes, Scavenger Oozes, or any other Ooze with the Ooze subtype. This new ooze will be small until it has consumed another 50,000credits of material, to which it will grow to a medium size and then act as a typical ooze of its type.

Ooze Control

The control ooze has the ability to take control and guide their actions. They can resist the control effects with a DC 10 plus their CR if they possess the intelligence to do so, though most oozes are generally instinctually and will follow the direction of a control ooze without question. This makes it potentially dangerous as it can direct and create a horde of oozes against a target with intelligence rather then the normal oozes blind instinct and sense. This ability has a range of 120 ft.

Crazed Ooze   CR5
2000 XP

This Ooze is created from any technological ooze when the nanites within become overloaded, conflicted or corrupted by an exterior influence. The nanites randomly rotate the gelatinous filling within the ooze creating a threat that can make a prepared team, suddenly defenseless.

N Medium Ooze (Technological)
Init +3   **Senses** Blindsight (Vibration) 60ft, Sightless; **Perception** +6

Defense
HP 52   **EAC** 14   **KAC** 14
Fort +5   **Ref** +5   **Will** +2
Immunities Ooze Immunities
Weaknesses Variable Weakness

Offense
Speed 50ft
Melee Pseudopod +12 (2d4+6 B) **Space** 10'
Reach 10' (15' with Psuedopod)
Offensive Abilities Engulfing Rush

Statistics
Str +6   **Dex** −   **Con** +1   **Int** --
Wis --   **Cha** --
Skills Athletics +10, Stealth +10
Language Common (cant speak any language)
Other Abilities Compression, Variable Weaknesses
Ecology Environment Any place that has other oozes.
Organization Solitary, Pair

Engulfing Rush

The crazed ooze will charge the nearest available target to begin absorbing it. A target that is rushed and successfully attacked by the psuedopods the next turn is subject to a engulfing attack. This counts as a grapple attack It will attempt to engulf small and medium creatures completely, a successful engulf beings to deal 1d6 HP each round till the target can be pulled free or make a strength 30 check to remove itself from the viscous mass.

Variable Weakness Every turn the Ooze is attacked, the next turn it randomly changes its technological nanites to another configuration. This chance occurs once a turn based on a d8 roll, see chart below. Each configuration comes with its own weaknesses and strengths
1 Red Each turn when it is red it can expel a fiery blast dealing 4d6 F, 60ft range. Its immune to any weapons that deal fire or plasma. Cyro weapons do 50% more damage.
2 Orange This turns the crazed ooze orange, and it begins emitting a wave of heat that emits 10 ft. each turn, each turn dealing fire damage of 2d6 each turn it remains orange. Vulnerable to Cyro Damage.
3 Blue When it turns blue it instantly begins to target the nearest target that has the most technology, cybernetics or weaponry. When in range it will immediately begin to attempt to engulf that technology and absorb it. This deals 3d6 damage per round to the target and any technological item, cybernetic limbs or weapons get a DC save of 26 minus their item level to save or they gain the broken function. If the item remains with the ooze for a third round its save goes up to 30 and plus 4 each level beyond that and become destroyed by the ooze. Vulnerable to Electrical Damage.
4 Black This turns the entire ooze acidic, it turns inky black and any melee attacks result in the attacker being squirted by a spray of acid 2d6 plus Acid 3. It becomes immune to acid but vulnerable to water. Using water will instantly wash away the acid effects.
5 Grey This turns the ooze grey, and it appears to slow. Its increase both the EAC and KAC by

10 and all physical attacks do double damage. All movement and range is reduced by 50%. Its current Hit Points are doubled, this excessive of HP is retained even after it switches to another color. If it rolls Grey again its effects are repeated.

6 Green This turns the ooze to a sickly green as its nanites begin pumping out toxic medicinal that any successful melee attack against it or it makes must make a DC 18 reflex to avoid being sprayed with a toxic material. Exposure to it will inflict nausea for 1d4 rounds unless a DC 23 Fort save is made.

7 Clear The ooze suddenly becomes colorless and visibly becomes hard to see. It acts as if is constantly being affected by a invisibility greater (pg 362 CRB). It attacks as usual. A successful dispel magic will cancel the invisibility for that turn and force it to change the next round.

8 Glowing In this form the entire Ooze beings to glow brightly creating a dazzled effect DC 18 to resist its effects. Its EAC become 25 and it gain immunity to energy weapons, in fact any energy weapon that hits it heals it by absorbing the energy. Its KAC is reduced to 16 but piercing melee attacks always do their critical damage.

Star Eater Nymph
CR 14   38,400 XP

These magnificent space-dwelling vermin are starship colossal in size, resembling a cross between a sea slug and a flat worm, found in a variety of bright colors hues mixed with dark. They consume plasma discharges from stars, and over thousands of years can consume an entire star which it must do to grow to it's super-colossal adult form. Little is known of it's ecology beyond that. Passing starships or space stations found along it's path attract them for their uniquely purified plasma taste, though any serious defense will repel it to return to it's chosen stellar meal. The stats below are using starship mechanics as characters will never face or fight it except while aboard a starship.

N Colossal (starship scale) Space Vermin
Speed 6; **Maneuverability** poor (turn 5); **Drift** 0
AC 31; **TL** 24

HP 600; **DT** 15; **CT** 80
Shields none
Attack (Forward) Persistent Irradiating Particle Beam equivalent (10d6); irradiate medium
Attack (Forward) 2 Ship Raking Claws (7d6 melee each)**Power Core** Living Core (300 PCU equivalent); **Drift Engine** none; **Systems** (equivalent) advanced long range sensors, c6 thrusters, mk 5 defenses, mk 5 mononode, mk 10 armor; Expansion Bays none
Modifiers +5 any; **Complement** 0

Rogue's Run

by Michael Tumey

A Two-Shot Adventure Module for a party of five characters of 7th level for use the Starfinder Roleplaying Game, set in the Kronusverse.

In the days before the Drift could be accessed, starships were forced to use unorthodox means to cross the immense distance across space in the shortest time possible. An old smuggler's route called Rogue's Run was one such avenue. It required using a Hellgate wormhole with an expensive toll, and a pair of black holes called the Sisters could throw ships at many times the speed of light to the periphery of Corporate Space. Many alien horrors and pirates could be expected encounters along this ancient route.

A blockade placed around an important station for the delivery of a guest and some smuggled goods is forcing the crew of the Jack of Diamonds to take that route - a road that won't be forgotten for a long time.

GAMER PRINTSHOP

STARFINDER COMPATIBLE

A Two-Shot Adventure Module for a party of five characters of 7th level for use the Starfinder Roleplaying Game, set in the Kronusverse.

In the days before the Drift could be accessed, starships were forced to use unorthodox means to cross the immense distance across space in the shortest time possible. An old smuggler's route called Rogue's Run was one such avenue. It required using a Hellgate wormhole with an expensive toll, and a pair of black holes called the Sisters could throw ships at many times the speed of light to the periphery of Corporate Space. Many alien horrors and pirates could be expected encounters along this ancient route.

A blockade placed around an important station for the delivery of a guest and some smuggled goods is forcing the crew of the Jack of Diamonds to take that route - a road that won't be forgotten for a long time.