



TRAILBLAZER

9 HEAVY

by Alasdair Stuart

The Trailblazer Heavy Fleet is old and designed to cut routes through dangerous space. Now one has been sabotaged and sent on a runaway course directly at an innocent world!

THE TRAILBLAZER FLEET

Trailblazer 9 Heavy (TB9H from here on out), puts your characters on one of the oldest, most venerable, dilapidated, and important spacecraft in the Cauldron. TB9H is one of the *Trailblazers*, colossal ships which bully their way through space and open up secure and safe routes for trade and travel between worlds. They're icebreakers, messengers, freighters, and explorers all rolled into one.

They're also a really good place to disappear...

We've given you details on the two worlds TB9H is connecting, some breakdowns of why space in the Cauldron is so hazardous, and an adventure that pits your characters against the very vessel they're riding on. But, like the TBH vessels themselves, the adventure has some optional passengers too. The final section here contains some sub plots for extra material to make the voyage a little more eventful.

A lot more eventful.

SPACE TRAVEL IN THE CAULDRON

'Three things will kill you out here. Radiation, rocks and the rise.'

The Cauldron is a stellar nursery. A huge cloud of particulates and gas that, over millennia, has formed the stars and planets of the sector.

It's not done yet.

The electromagnetic scream of birthing stars is enough to kill outright anyone not wearing

a 'THUG' class industrial spacesuit or hiding behind ten meters of shielding.

This is the first job the TBH vessels do: clear paths through that radiation. The buoys that the TBH vessels place contain superconducting magnets in carefully arranged fields to deflect the radiation away from the shipping lanes. This is incredibly power intensive, which in turn requires that the magnets only be turned on for short periods of time.

For most ships, travel in the Cauldron not along a trade route takes twice the normal time, and travel through a nebula takes three times normal; both count as dangerous space for the purposes of attribute checks. Travel along a shipping lane takes place at normal speeds and is considered friendly space.

The radiation of the Cauldron causes radiation damage to anybody outside a vessel not wearing a THUG-rated space suit.

Radiation Damage

No Suit	1d6/round
Standard Spacesuit	1d6/hour
THUG Suit	None

Rocks

The aftermath of stellar creation is never tidy. There are billions of tons of rocks scattered throughout the Cauldron, everything from dust mites to continental lumps. These are a different but no less insidious danger for shipping, and the second role the TBH vessels fulfil.

TBH vessels are amongst the most heavily armoured civilian ships in the Cauldron. They also carry forward facing railguns and the Maw. The Maw is, in essence, an array of football field sized chainsaws. It deploys from the front of the ship, tears the larger rocks apart and guides them into the assembly line that runs down the TBH's spine. This is complex, dangerous work, and rock wrangling (*rock wrangling* is a skill) takes up most of the first stage of any TBH ship's journey between worlds. Once the holds are full of rock, buoy production begins and the buoys deployed from the ship's stern. Once an area is complete, they move on and repeat it until the rocks are cleared or the journey is complete.

Using the Maw requires a *Challenging* [13] AGI check to make sure your movements are being mirrored by the building sized blades you're wielding.

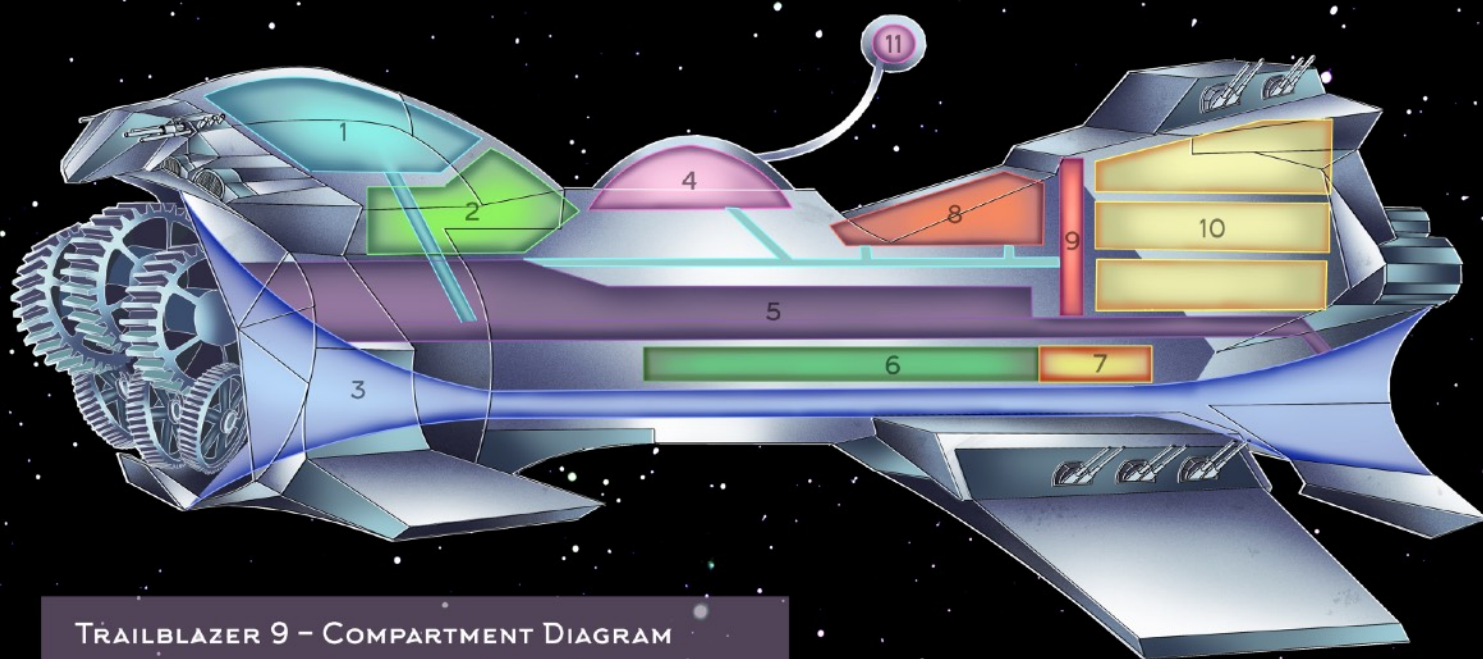
THE RISE

The *Rise* is the one thing that even TBH crews fear. The Cauldron is never quiet and, periodically, a region will ignite, with gasses and other material cooking off as nuclear reactions start and a new star begins to be born. This process may take centuries but the first stage is instantaneous. Massive waves ripple through the Cauldron's gasses, and radiation spikes and firestorms break out across the area. Smart ships run; unlucky ships are never heard from again.

On any journey in the Cauldron not along a shipping lane, roll 1d6. On a roll of 6, the *Rise* occurs. The *Rise* takes three rounds to fully hit. In the first, as the radiation levels spike the ship takes an automatic 2d6 radiation damage which can be soaked by the shields. In the second round, the damage doubles to 4d6. In the third, it doubles again to 8d6.

THE TRAILBLAZER FLEET

The TBH vessels are over a hundred years old and were designed to cut routes through the nightmarish hazards that fill the space of the Cauldron. Initially floating cities with crews of over a thousand, they've been retrofitted to the point where a crew of ten can now handle everything needed to keep the vessel



TRAILBLAZER 9 - COMPARTMENT DIAGRAM

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|-------------------------|-------------------------|
| 1. FLIGHT CONTROLS | 7. THUG SUIT STORAGE |
| 2. LIFE SUPPORT SYSTEMS | 8. COMMUNICATIONS ARRAY |
| 3. THE MAW | 9. SERVER CORE |
| 4. OBSERVATION DOME | 10. HABITATION DECKS |
| 5. BIOSPINE | 11. CROW'S NEST |
| 6. MAIN ENGINEERING | |

operational and performing it's two jobs: clearing a path through the vast amount of debris and hazards between the various Cauldron systems, and defining shipping lanes by deploying buoys.

The first task is achieved through a combination of brute force and astrodynamics. TB9H vessels have a 'maw', a huge, conical hole with walls fifty metres thick. Made of burnished asteroid rock, the maw is designed to catch and process the larger debris.

Once the vessel has cut a path, it then defines it for others to follow. This is done by manufacturing triple purpose buoys. These define legal shipping lanes, use electro-magnetic resonance to disrupt and scatter the radiation fields and asteroids, and also act as towers of refuge for stranded crews.

Essentially, Trailblazers are an automated buoy assembly line with a lot of armour around them. These assembly lines are notoriously fussy, so they have to be manned; and the crew in turn need accommodation and more protection. These ships are expensive, have never really been updated and are run on a shoestring. As a result of that, they also serve as ersatz Pony Expresses, running cargo between their two destinations. Anything to cut the amount a TBH goes into the red is viewed as a worthwhile investment. And not just by the governments that hire them either.

TBH crews are lifers, men and women either born into the work or who've found their way there and never left. No one knows their huge, quiet, labyrinthine vessels better than they do. Crew members regularly go into business for themselves, smuggling contraband, freight and even people aboard their vessels. This is criminal but the crews have a strict code of honour that forbids them from smuggling drugs or human trafficking.

As of the present day, nine of the ten original TBH vessels are in regular service. They travel constantly, either cutting routes or running freight, and are a vital back channel of communication for many of the outer Cauldron worlds.

TIMELINE

The following events will happen, assuming the PCs do not interfere.

1. Captain Billi Romano of Trailblazer 9 Heavy will accept a contract to cut a route between Orionis and Diana.
2. At the exact halfway point of the journey, TB9H will malfunction and its engines will accelerate past safety levels.
3. The ship will take severe damage from the space debris that litters the Cauldron.
4. The ship will impact on Verbius, one of Diana's moons. The impact will kill the crew, destroy TB9H and blow a third of Verbius' mass away. The resulting havoc on Diana will lead to hundreds of thousands of deaths and the economic collapse of X.

What causes that malfunction is up to you. The options you have are:

Strictly Business. Tired of the near monopoly Diana has on energy production, Tempest has planted two **commandos** amongst the crew. The plan is to hack TB9H so it smashes into Verbius, one of Diana's moons, destroying it. Once that happens the tides will fall and Tempest will buy the world cheap.

Shardhawk. There is no saboteur. Instead, Trailblazer 9 Heavy has been infested over the course of its time in active service with a **shardhawk**, a creature from the same world as the Houseki. This crystalline entity is migratory and has fused with TB9H's computer. In doing so, it's sensed another shardhawk in Verbius, unable to break out of its hatchery. It's heading there to make contact with it. The entity can be communicated with psychically or directly if the characters engage in a little smart engineering.

Diana's Sword. One of the passengers, **Idrin Hochalka** is a Diana's Sword plant who has been ordered to sabotage the engines. The thinking is that by destroying or damaging Verbius, the ship will alter the tides and help Diana's Sword drive Zephyr off world and lower the tides.

THE CREW & PASSENGERS

Billi, and arguably Polk, are the only two NPCs who are essential. The others can all be swapped out for the characters (or have two of them secretly be the Tempest commandos). They're provided here to give an idea of the usual crew layout for TB9H.

CAPTAIN BILLI ROMANO

Billi Romano is a 5'6, broad shouldered black woman in her late 40s. She's got cropped hair, never wears anything with sleeves and always has a baseball cap on that reads BORN THIS GOOD with an image of TB9H under it.

FIRST MATE POLK

Polk is a 7 foot tall, 6 foot wide wall of crystalline muscle. He's blue in colour and moves with the same tinkle/grind noise all Houseki do. He's perennially in a muscle vest that reads I KNOW I'M PRETTY and a pair of combat trousers.

NAVIGATOR SCORCH

Scorch is a small, well dressed human man in his late 20s. His hands are a network of burn marks and scoring although he seems to be unusually dextrous.

CARGO CHIEF YANA DELANCEY

Yana Delancey never sits still. A small, precise woman in her late 50s, she moves with the unconscious grace of someone born in zero-g. She has a shaved head, always wears TBH coveralls and is never without her comms headset.

BUOY WRANGLER TANK HIGGINS

Tank Higgins is nine feet tall. Born on a low gravity world Tank needs an exoframe to function in normal gravity. He's gotten very comfortable with it and wears the cargo handler all the time. He often idly juggles crates and tries not to leave the suit wherever possible.

DECK HAND DOUBLE

Double is/are twins, or at least that's what the crew tell you. One male, one female, both with shaved heads and identical frames, they talk the same way, finish each other's sentences and seem to know everything the other one does. Deceptively strong for their small 5'3" frames, Double works as a Deck hand and a

buoy wrangler. Although you never see them both in the same place at the same time...

DECK HAND JAX

Jax is one of the most powerfully built people on the ship and works very hard to hide it. She hunches, tries hard not to stand her full height at all times but has incredible presence and physicality. She's also cautious, keeping the others at arm's reach even though she's been on board a year.

PASTOR MORAN (PASSENGER)

Daniel Moran is a Priest of the Fifth, a church sect who believe that only a fifth of God is present at any one time in the universe. They also believe that the fifth is incarnated somewhere and intend to track it down.

CHEF IDRIN HOCHALKA (PASSENGER)

Idrin Hochalka is the number one chef on Diana. Recording a new travel show about life outside the system, Idrin's charming frame and cheerful nature are disarming even as he gets under foot. He can certainly cook though. A tall, broad man with a goatee beard, he perennially has a towel over one shoulder, a camera rig on the other and a chef's jacket on.

THE ROUTE

Trailblazer 9 Heavy is travelling from Orionis to Diana, through the Serpent Nebula, a journey of 15 parsecs, including 2 parsecs of nebula travel. Lacking an existing shipping lane, this journey is effectively one of 32 parsecs, roughly a month's travel at FTL-10.

ORIONIS (G12-L3M-C9III-5ckB)

A white and blue world, sixth from its star and surrounded by a large ring of debris. It has no satellites.

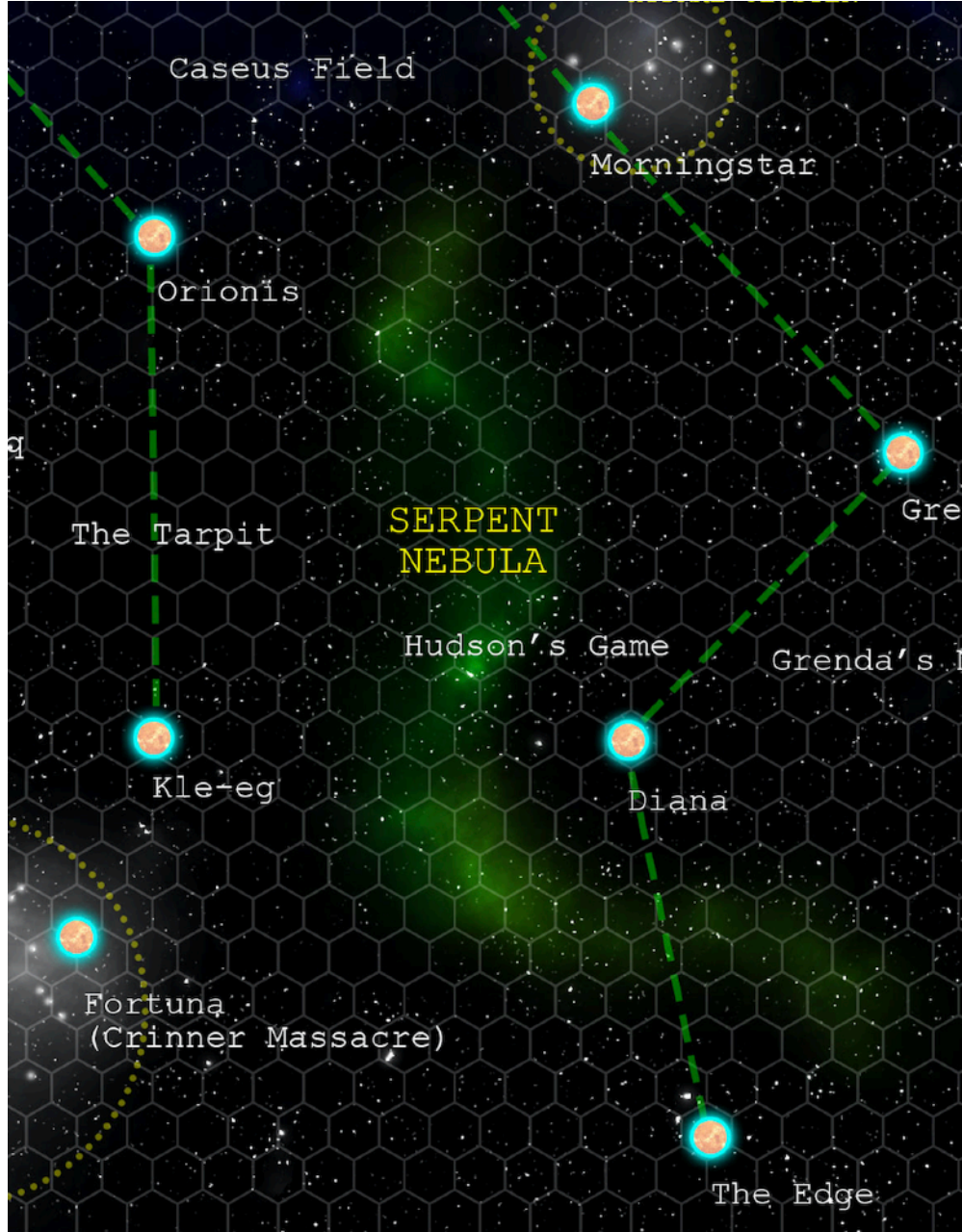
Orionis is a cold world, distant from its sun. The oceans are frozen over but still accessible and early colonies were under water to protect from radiation storms. Once technology improved to the extent buildings could be shielded, the Orionisians headed back to land.

Orionis is recovering from what's termed a 'Sparta Event'. This is a common moment in the lifetime of outlying, isolated colonies where they initially idolize and then turn entirely in on their own armed forces. For the last decade, Orionis has had mandatory military service for all citizens, a series of inter-state wars, and a single, disastrous attempt at launching a war with another world.

Their single battleship, bought from one of the corporations, was shut down immediately.

This was the cold glass of water to the face that Orionis desperately needed. The military government fell, the nations of the world regained a measure of sovereignty and the planet took stock of just what it had done. Almost an entire generation had been lost to various wars, they were the laughing stock of their region and they only had themselves to blame.

What's followed is a lot of very cautious, very unsure diplomacy. Most surrounding worlds want absolutely nothing to do with Orionis. The corporations rent most of Orionis's armed forces as on-site security, and



the combat sport leagues of the Cauldron are dominated by Orionis fighters, but aside from that they're pariahs. Worse, they've become jokes in some circles. Every world has a Spartan Moment but Orionis has committed the sin of having their Spartan Moment recently.

The planet is now ruled by a single, democratically elected government who are trying to work out where to begin with the rebuilding process. There have already been inroads by several munitions firms but Orionis wants, and needs, to expand what it does. In order to do that, the government has to open trade negotiations. In order for *that* to happen, they need to find a trading partner who will take them seriously and that just hasn't happened.

Until now.

Diana's government needs security, it needs workers and it needs someone who isn't the corporations. They need Orionis as badly as

Orionis needs a trading partner and there are few trading partners better than Diana. But a direct route needs to be cut and that's where *Trailblazer 9 Heavy* comes in.

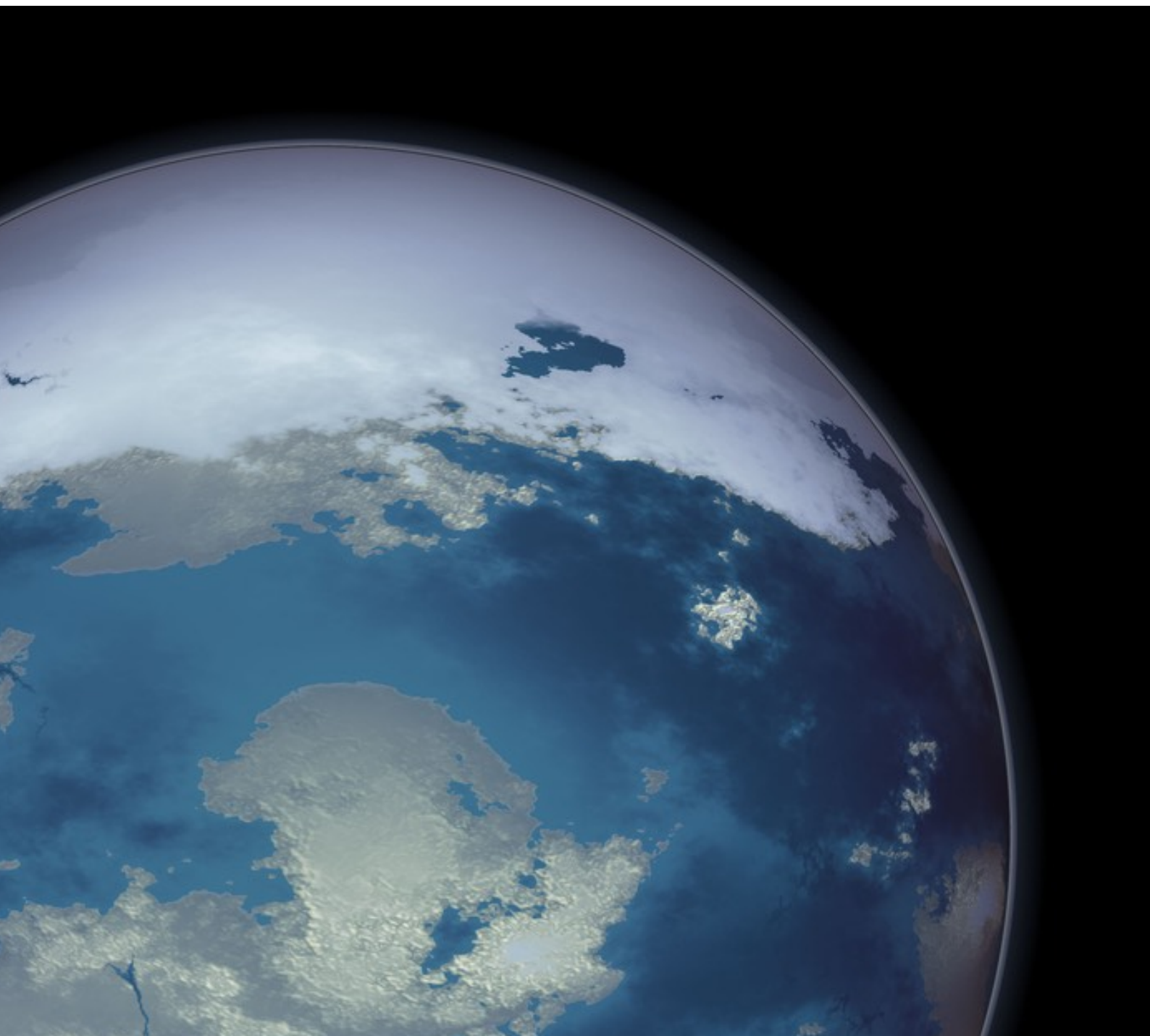
DIANA (B5-M4M-19v-2cpB)

A large, sunny world with two moons. There are three primary landmasses, named Athena, Artemis and Hera, each of which is half flooded every day.

Diana is the least likely success story in the Cauldron. It's a world with two very close, very large moons: Egeria and Verbius. As a result of their complex interactions, Diana suffers inconceivably huge tides with waves of up to 1,000 feet tall hitting and burying the coastal regions every day.

As a result, only the central, highest points of each continent are settled. Although, in several cases, foolhardy adventure seekers have gone into the Tidelands. There are stories of the tides unearthing huge, alien vaults filled with riches. None of these stories have ever been confirmed. Because none of the people who go looking for the vaults return.

Despite these horrifying conditions, Diana is a thriving hub of commerce and culture. This is because of the planet-wide tidal power generators that cover Diana. That harvested energy is in turn used by Zephyr, one of the largest power pack manufacturers in the Cauldron, as well as being exported to other systems directly via TBH-cut shipping routes. Of course, humanity being humanity, there are other consequences of the tides and the



mythical names the world and its moons have. Rumours persist that Diana is home to a sect of female warriors who have taken it upon themselves to maintain law and order in the nearby systems. Rumours of their presence remain unconfirmed, and many speculate that they may be a myth wrapped around a deniable corporate mercenary team.

Regardless, one island, Hervor, named for the Viking shield maiden from the Hervarar saga, is interesting. The tidal power stations ring it, it's listed as having a monitoring staff of only five, and yet somehow has a functional spaceport with frequent launches to high orbit...

Other esoteric groups have very different views of Diana. A group of daredevils are working out how to surf the thousand foot high waves and live while Diana's Sword, a group of extremist environmentalists, are convinced the world is intelligent and does not want them there. They have carried out several direct actions against the power plants and it's only a matter of time before they kill someone.

Maybe not very much time at all...

SERPENT NEBULA

The Serpent Nebula is not a naturally occurring phenomenon. It is a remnant of the Seven-Year War between the First Union and the Drahtik Concordant which rocked the Cauldron in times past. The Cauldron is littered with wrecks which provide a living for scrapers, and radiation hotspots which interfere with navigation systems and tend to make crews sick.

ACT 1: ALL ABOARD!

If this is your first adventure in The Cauldron, then TB9H works pretty well as a roaming campaign base. The optional plots detailed later could make for further adventures and it's not like the ship isn't constantly moving. Alternately, if you want to get your characters aboard from an established campaign, then consider one of the following.

On The Run. They've annoyed someone they shouldn't have and need to lie low for a while.

Broke. The characters need money and Billi's always hiring. The job pays 1,000cr each.

Incognito. The characters need to get to Diana or somewhere nearby quietly and TB9H is their ride.

Skiptracing. The characters have got word that Jane 'Jackhammer' Devries, the CFA athlete who skipped out on a title fight and cost the organization billions, is on board. Their job is to go undercover, find her and bring her in for the 5,000cr reward.

All these options work, so go with whatever works best for you. Regardless, use Act 1 as a means of getting the characters introduced to the ship and their duties. TB9H may not have a big crew anymore but they are always, always busy.

The characters' duties for the first act of the adventure are an unusual combination of dangerous and mundane. Over the course of the first week out, they're required to do what every TBH crewmember does: whatever's needed.

The best way to run this first Act is as a means of walking your characters through the situation you're about to trap them in. Use as much as you want from the list below, throw in interactions with the crew and whatever subplots you desire. Then, just as you've lulled them into a false sense of security, hit them with Act 2.

ASTEROID CLEARANCE

Your characters get to shoot very large asteroid suppression systems. There are, of course, inter-crew competitions and endless trash talking while everyone's doing this. Lots of opportunities to drop in other sub plots too. Maybe Jane's unusually good at it. Maybe the lights flicker every time a crystalline mineral deposit is blown apart, that sort of thing.

E.V.A.

Once the big rocks are broken down, someone has to go outside. Guess who?

Duties involve checking the Maw for damage, repairing it where necessary and removing parts where not. It's not uncommon for 'beachcombing' crew members to find nuggets of precious metals out here. If you're using the shardhawk, have them find an unusual amount of crystals too. Anyone tracing the crystals back through the ship will find they terminate in the central computer core with the shardhawk. Its discovery will kick off the events of Act 2.

WORKING THE MAW

This is a four person job that requires two people to work the 'mandibles' and two to make sure the Maw line is clear. If too large a rock gets dragged in, that can block the line which slows down buoy production and no one's happy.

CROWS NEST

A pressurised bubble deployed 500 meters above TB9H when it's stationary, the crow's nest is a last line of defence. It has a master over-ride for the asteroid cannons, a secondary sensor suite and a log buoy in the event of the ship being lost. The officer who works the Crows Nest must remain suited at all times and alert. Not easy when everyone else is having fun with the big toys.

BUOY SET UP

The buoys are three storey tall magnetic generators and small scale lifeboats. They are cold launched from the aft of TB9H and self-steer into position. Except for when they don't. So characters will be spending some time hauling around small houses in zero gravity (*Challenging [13] STR or AGI rolls galore*) and then doing the internal walkthroughs to make sure they're online.

RESEARCH & INSPIRATION

The following books, comics, movies, and games provide great research material for GMs looking to portray life in a deep space vessel.

BOOKS

Orbital Decay. Allen Steele's debut novel is a great look at blue collar life in space and what happens when your loyalty collides with your mission.

The Long Way To A Small Angry Planet/A Close and Common Orbit. Becky Chambers' two linked novels are far more overtly futuristic in some ways than TB9H. The crew dynamics are absolutely what you should aim for here though.

COMICS

Southern Cross. Cloonan, Belanger and Loughridge's story of worrying events on a long haul freighter was a huge influence on this module.

MOVIES

Dark Star. John Carpenter's debut movie is also an early dry run for *Alien* for scriptwriter Dan O'Bannon. Slow, dated but a great look at blue collar space life.

Alien. See above.

The Abyss. DeepCore is way smaller than TB9H but the feral nature of the crew and the design work is pretty much spot on.

GAMES

Dead Space. Ignore the shrieky stabby monsters and focus on the gloriously huge and derelict industrial spacecraft. A big influence on TB9H.

TELEVISION

Red Dwarf. The original 'Endearingly rubbish people in spaaaaace!' show. The early seasons are especially good to get an idea of what TBXH life is like.

Firefly. TBXH crews aren't as together as the *Serenity*'s family, but they'd like to be.

Doctor Who: 42. The terrors of being on a very large, very broken spacecraft are especially nicely handled in this episode.

ACT 2: FUN & GAMES

After a hard two weeks of hacking and smashing their way through the route to Diana, the crew have reached Midway. The Midway Feast traditionally takes place in the Biospine and is a chance for the crew to relax, kick back and reflect on the back breaking work they've just done.

As a GM, this is your opportunity to throw all kinds of fun and games at them. The optional plots included give you lots of fun stuff to do here but there's also a chance for some good roleplaying too. This is the first time the crew have had off duty that wasn't sleeping and the party gets raucous really fast. Some fun stuff that you can throw in includes:

- Polk singing some astoundingly filthy Houseki songs on request. Which, if you're going for the shatterhawk option, wakes it up.
- Tank leaving his exosuit for the first time since the characters met him to reveal limbs absolutely covered in tattoos. These include the names and coordinates of everywhere he's been, Houseki crime family tattoos, two corporate logos (in white, which shows he served time in their prisons) and a name:

Peter Finch. When pressed all he'll say is that Finch is 'the reason he's there'.

- Scorch turning out to be an extraordinary chef, even though he still isn't talking to anyone.
- Double carrying on the same conversation with the characters even though they're certain they've talked to both of him/her.
- Jax and Chief Delancey getting into a heated argument when Jax refuses to arm wrestle her. Incidentally if any characters persuade her to arm wrestle them it's an opposed STR check; the first to three victories wins.
- Captain Monroe leading the crew in a rousing chorus of '*Fine Thochi Ladies*'.
- If you've folded in Jape of the Decade (see below) then triggering it now is going to be fun. And by fun we mean awful and horrifying. Although if your characters figure out that the **shatter plants** can be used to suck up the oxygen in in the Biospine then reward them heavily.

You can work as much of this in here as you like but sooner or later, TB9H will get underway again. The moment it does, it accelerates to full speed and keeps going. The ship immediately starts to shake apart and the characters must shut it down before it destroys



itself and, as they'll find out when they go to Flight Control, Verbius too.

There are three places where the problem can be solved: flight control, the engine room, or the computer core. Details of what you can find at each one is included below. But first, a quick note about getting around the ship.

Between the Biospine and everywhere else there are countless pressure doors. Whether or not these are open or not is entirely up to you. It makes sense for the ship to get more dangerous as it accelerates past safety limits so maybe hold some of those 'We need to get the door open, now!' style moments for then. Never let your players slow down; always keep them working.

FLIGHT CONTROL

Flight control is the easiest part of the ship to get to from the Biospine. This is the bridge, where the ship's flight crew coordinate maneuvers for the colossal vessel. It's well lit, has a panoramic front window that is cracked, chipped and covered in graffiti around the corners and looks like the cab of a very large, very busy, very old truck.

Saboteur. If Idrin is your saboteur then here's what your characters will find when they go looking. The first four clues will be very obvious. The next four will be findable via *Challenging [13]* INT rolls. Any deductive skill can be added to this.

THE 'SPUD' GUNS

Everything on the TBXH vessels is designed around the rocks they work with including the weapons that protect them. The 'Spud Guns' are turrets that line the spine and ventral run of the TBXH vessel and are designed to use rock offcuts fired at supersonic velocity to destroy larger rocks. Their damage is as follows:

25 x Duffy Avionics Spud Guns (range 1; damage 3d6 ballistic; attack +0d6)

The Spud Guns are huge, turreted affairs which gimble and turn in order to target effectively.

In addition, the ship has a point defense network of eight Ultrastellar Railguns slaved to the central guidance system that are constantly working.

In Houseki myth, shardhawks were the natural equivalent of the Trailblazer ships. Huge, carapaced space going creatures that cleared paths between the worlds and enabled the Houseki to spread into space. They were supposed to have died out centuries ago...

- The guidance computer has been programmed to 'dock' the ship with Verbius, one of Diana's two moons, at full speed.
- The ship's safety programs have all been bypassed and are being controlled by an external unit.
- The subspace radio has been torn out of its housing.
- A new course has been entered, aiming for Verbius, one of Diana's moons.

The following can be discovered via *Challenging [13]* INT checks or any hacking or computer relevant skill.

- The flight controls have been cut using a very sharp knife. Closer examination will reveal the cut pattern is identical to Idrin's boning knife.
- The acceleration limiter has been overridden, apparently via an external device of some sort.
- A single transmission has been sent from TB9H to Diana. The messages reads 'It's done'.
- That transmission and the new course were both laid in from a terminal near the galley.
- Security camera footage will show Idrin entering the bridge and sabotaging the vessel.

Shardhawk. If you've gone with the shardhawk as the culprit then the following evidence is found.

- The course for Verbius has been entered from within the system, not via an external terminal. It's as if the computer reprogrammed itself.
- The acceleration limiter has been burnt out.
- The ship's subspace radio is on and active and very loud, repeating what seems to be a static call over and over.

And this is what the characters can figure out with *Challenging* [13] INT rolls.

- There are small veins of crystal running through the hole where the subspace radio was. If they take other panels off they can trace these back to the central computer core cable duct.
- The signal is Houseki in nature and shares some similarities with Polk's humming. If this issue is raised with Polk or if there are any Houseki or psychic characters in the group, they get a very clear image of Verbius and something glowing beneath its surface. Any Houseki who make a *Challenging* [13] INT roll will figure out it's a shardhawk.

THE COMPUTER CORE

The computer core is the only room on TB9H taller than one storey. A huge, cylindrical server farm it's precise, clean and silent.

Saboteur. The following evidence is instantly discoverable.

- The computer core has been accessed from a corridor that leads to the guest quarters.
 - The computer core is noticeably warmer than it should be.
- A bypass device has been wired into one terminal. It uses a Dianian power supply.

The following evidence can be found via *Challenging* [13] INT rolls.

- Idrin's fingerprints are on the door and the bypass device.
- The bypass system is corporate level equipment and is fitted with an anti-tamper device. Whoever wants TB9H and Verbius dead is working for one of the corporations.

Shardhawk. If you're using the Shardhawk the PCs find out the following straight away.

- Every vent in the computer core is broken open, the crystals they saw on the bridge pouring out of them.

The crystals are electrically charged and will do 1d6 electricity damage if touched. Psychics picking them up will get a strong emotional sense; either pain, desperation or longing.

Down here, the psychic signal is even stronger. Again, there's an image of Verbius with something glowing and moving inside it. *Difficult* [16] INT checks will reveal it's another shardhawk. Houseki characters get +1d6 to that check.



The shardhawk has grown into the central computer core. It's in agony and partially fused with the system, using it as an ersatz nervous system. It will lash out if it appears threatened but a successful Psychic Suggestion or Telepathic Message usage will enable the characters to communicate with it.

THE ENGINE ROOM

One of the longest rooms in the ship, the Engine Room runs directly underneath the buoy assembly line. Vast pipes drag the fuel cracked out of the asteroids down from the buoy line into reactors almost a mile long. The noise is deafening and single person cable cars run on a constant loop to help crew get from one end to the other in a hurry.

Saboteur. The following is easily discoverable.

- Every console has been sabotaged, ensuring the engines can't be slowed down. Again this is being done from an external device.
- The saboteur has opened every valve in the buoy line and huge chunks of unprocessed rock are being dropped into the ship's ignition chambers. This means characters must make a *Routine [10]* AGI check every turn to stay upright as the ride gets progressively choppier.

The following is discoverable via *Challenging [13]* INT checks.

- The saboteur is still in there. Jump straight to THUG Suits in Chapter 3.
- The valves can be shut off but at least the first two have been booby trapped. *Challenging [13]* LOG checks are needed to defuse them; a failure causes 3d6 electricity damage to the defuser.
- A THUG suit is missing. The saboteur is planning to make an escape.

Shardhawk. The following is easily discoverable.

- There is a cloud of noxious asteroid dust and gas filling the Engine Room. This will do 1d6 poison damage to characters per turn and cuts visibility down drastically. The shardhawk has cut into the gas inlets.

Any psychic character entering the room must make a *Challenging [13]* PSI check or take 1d6

amount of damage. They get an image of a glowing, mobile, crystalline form underneath the surface of Verbius' largest crater. They also get the clear impression of screaming.

The following can be found out via *Challenging [13]* INT or relevant deductive skill checks:

- The shardhawk is tearing parts of itself off to feed into the engines to speed them up.
- The shardhawk is in agony and will lash out at anyone who gets too close.
- Most of the consoles around it have been smashed but *Challenging [13]* LOG (*engineering*) checks can jury rig an engine shut down.
- The crystals are all aligned towards the Maw. The shardhawk must have been hit by TB9H and its crystals embedded in the Maw and slowly worked backwards over decades.

The Engine Room has been badly damaged and, worse, is shaking itself apart. If you're using the shardhawk, then it will open to vacuum in three turns. If you're using Idrin, he's placed shaped charges that he will detonate if he sees people approach him.

TICKING CLOCKS

This adventure has to be down to the wire. So, any time your players slow down, throw one of these challenges at them.

- Oncoming asteroids. Someone has to fire the suppression cannons. There are 1d6 asteroids, with DEFENSE 15 and 30 HEALTH. Form a 3d6 slow countdown which represents the incoming asteroids. If it reaches zero, the remaining asteroid(s) strike the ship, and kill a random crewmember.
- Pastor Moran kidnaps Jax, convinced she's Jackhammer. This is, in fact, true.
- Pastor Moran attacks the characters, worried they'll steal his bounty.
- Jax herself. The truth is, she is the missing CFA athlete and ducked out of her fight because of the illegal combat enhancements she's been fitted with. Jax wants to win fair and square, but the cybernetics firm and the mobsters who financed her work see things very differently. Regardless, with her boosted strength and stamina, she's a powerful ally or enemy, and the characters

will get to choose which during the closing stages of the adventure.

- Booby traps set by the saboteur and waves of psychic assaults from the shardhawk. The ship is shaking itself apart from within and outside, so your characters are going to have to work fast and be adaptable.

Act 3

Act 3 is where the two possible plots diverge. If you've gone for either saboteur option, then go to THUG SUITS. If you've gone for the shardhawk, go to VACUUM HARMONICS.

THUG SUITS

Both possible saboteurs have the same escape plan: run to the stern of TB9H and deploy a buoy from there. With the Engine Room and assembly line filling with gas, the only option is to risk a run down the outside of the vessel. The commandos will be picked up long before any search parties get to them. Idrin will simply be able to tell the 'truth'; he was a guest who was thrown overboard as the heroic act of a dying crew.

Your characters have two possible reasons for pursuing them: either to capture and bring them to justice or to retrieve the override for the computer. That's the good news. The bad news is that the saboteur has stolen a THUG



THUG LIFE

Trailblazer Heavy Usage Garments are the last line of defence for the crew. THUG suits are heavily modified, and expanded, old models of Naval armour designed to be outside for extended periods of team.

They've been reconfigured to move faster on all fours, magnetic locks in the palms, knees and feet ensuring that the wearer is attached to the hull at all times. This gives the wearer an extra d6 on all movement rolls outside the ship.

The idea is THUG Suits are used if the crew have to evacuate in a hurry. The reality is no TBXH crew working would leave their ship if there was the slightest chance it could be saved or people would die if they left. So, THUG Suits tend to gather dust aside from the odd drunken race and long range EVA

SOAK 8 (12 vs radiation); **Cost** 5,000cr; **Type** Heavy; **Weight** 165lb; **Avail** 9A; powered

suit and is making a run for it down the ventral spine of TB9H.

Outside.

The chase down the spine should be like a journey through hell. The rocks are coming thick and fast, the radiation counter's spiking and if your characters are chasing the commandos, they will be firing as they go. Throw everything you can at your characters, including:

- Someone gets knocked off the ship and has to be rescued.
- Improvised booby traps dropped by the saboteur.
- Asteroid impact.
- The Rise (You mean you haven't thrown this at them already?)

When they make their way to the last buoy, again, you have two choices:

- The saboteur escapes. The characters can go after them but if they do they won't be able to get back aboard TB9H. That's not a deal breaker (especially if previous attempts to brake have been successful) but it won't go down well with the crew.
- The saboteur is caught. If you've gone with the idea they have a device on them overriding the ship's safety measures then congratulations! The ship is saved! If you're not then the characters still have some work to do.

VACUUM HARMONICS

If you're using the Shardhawk as your 'saboteur' then things get really interesting once TB9H breaks through to Diana. Listing and badly damaged, the vessel will be dragged towards Verbius by the shardhawk. It's half mad with pain and will break TB9H and Verbius apart to free it and its mate. There are three options for your characters here:

- **Psychic link.** A series of contested rolls will convince the shardhawk to not kill itself. It will, however, burn an extraordinary amount of its body mass to slow down and enter Verbius orbit. This will cause immense discomfort to any psychics aboard and cause the ship 2d6 damage. For extra tension, maybe have the Dianian navy be aware of TB9H's course and preparing to blow it out of the sky as your characters are frantically reasoning with the Shardhawk.
- **Bargain.** The characters could convince the shardhawk to spare Verbius on the condition its cut free from TB9H and its mate is released from Verbius. That's going to be a lot of work and a LOT of meetings but the PR victory for Billi, Diana and Orionis is going to be colossal.
- **The Needs of the One.** The characters could persuade Billi and her crew to abandon their Billi's a good person and while she'll mourn TB9H, she'll readily accept that sacrificing her ship is for the greater good.
- **Collision.** The ship is still, just, steerable. A series of *Challenging* [13] AGI rolls using piloting skills will drive it, maw first into the nearest big rock. TBXH vessels are almost unkillable so the chances of it surviving are pretty high. The chances of the characters having to run like Hell through a collapsing, crashing ship are even higher...
- **Brakes.** A similar option is to run to the ship into a variety of smaller rocks, putting it into a dead spin but at the same time throwing it off course. Then all the crew would have to do is put out fires, get a deck of cards and wait. Unless doing this has woken anything else nasty onboard of course...
- **Vacuum Breaking.** A series of *Difficult* [16] AGI and STR rolls will allow the characters to steer TB9H at rocks and slow it down through collision and anchoring it in place with the Maw blades. Again, it's going to be a hellaciously bumpy ride but with a few hundred thousand tons of rock banging along with it, TB9H will at least slow down.
- **Aerobraking.** *Challenging* [13] AGI checks will be needed to drop the ship into Diana's upper atmosphere, hold it together as it burns and 'skip' it off the atmosphere into a stable orbit.

AFTERMATH

If the saboteur has been captured or their identity can be proved then the scandal will rock Dianian society to the core and start a low level corporate war. The characters will be front and centre as character witnesses and targets for both bribery and assassination.

If the shardhawk has been convinced to not break itself free then, again, the characters will be asked to explain what happened. They'll be aboard TB9H when Billi authorises the ship to be disassembled around the creature and will both help with that and the effort to excavate the one trapped on Verbius. Again, there'll be a lot of corporate attention on both sites. Not to mention the other TBH crews who will come in to assist the reconstruction of TB9H. The two shardhawks will begin to bond, and eventually, form a third moon. A Houseki delegation will arrive to help nurse them and Diana will have gained an unexpected but very useful trading partner.

If the saboteur succeeded in destroying Verbius then the ecological damage on Diana

Regardless of which option you choose, unless your characters can convince the shardhawk to slow down or the saboteur to give them the override code then they're going to have to actually slow the ship themselves. Here are some ways to do that:

will be incalculable. Flash floods, mega tsunamis and asteroid strikes will hit planet wide, hundreds of thousands will die and Zephyr will move off world. They will also track down the people responsible and take very public vengeance. The characters will almost certainly be involved either as a target or as possible accomplices.

If the shardhawk tore itself free of TB9H and its mate tore free of Verbius then there'll still be wide-scale destruction but the moon will remain largely intact.

If Moran gets off ship with Jax, a news story will run talking about how Jane 'Jackhammer' Devries has resurfaced and the title fight is back on. Jane is, of course, unavailable for comment.

If the characters help Jax stay off the radar she'll owe them a big favour. And the Orionisian Cybernetics firm that built her combat enhancements will be very, very unhappy.

Regardless of your choice, the characters will have served their tour on TB9H and be free to return home. They'll be given a mission patch from the ship and a code word they can give to any TBH crewmember in settled space. That word certifies them safe passage and work on any vessel at any time.

JAPE OF THE DECADE

This is an optional sub-plot.

Captain Joseph Romano runs TB10H. He's Captain Billi Romano's younger brother. He's never really got over that.

When a mail delivery is 'accidentally' sent to TB10H instead of TB9H, Billi suspects trouble. When it's redelivered and fires ambulatory, shrieking **shatter plants** from Thochi all over the vessels, her worst fears are confirmed.

The Prank War is back on.

The characters must track down and capture the shatter plants before they sprout and cover the entire vessel. Once they're back under control, Billi calls a council of war. She explains that she and Joe have done this for years but an uneasy cease fire was called around the time of the last family dinner. That ceasefire is now over.

TB10H is in the Diana system, moonlighting as a freighter. Once TB9H is repaired, they're going to meet up. Joe is going to be expecting trouble.

He's not going to be expecting having his ship stolen with him aboard.

Billi's open to suggestions so anything the characters come up with is very much on the table. In case they don't have anything, she does:

They're going to swap ships.

Billi is going to drink her brother under the table. The characters are going to feed knockout gas into TB10H. Then, they're going to transfer the entire crew across to TB9H, along with all their belongings.

Oh and the shatter plants in a sealed, timed release capsule.

The characters will have to:

- Fend off the counter pranks from the TB10H crew.
- Transport them across.
- Deal with any nasty surprises aboard TB10H.
- And then get out of system, fast. Because no one holds grudges like TBH crews. And Joseph is even more creative than his sister...

APPENDIX: NPCs & MONSTERS

Here are complete breakdowns for the crew of TB9H, the two Tempest Corp saboteurs and the two optional passengers, plus the shatter plants and the shardhawk. They're presented here in full, but use as many as you need. Chances are the characters, and the saboteurs, will take some of these people's places.

CAPTAIN BILLI ROMANO

Medium sentient humanoid (5d6)

Captain of TB9H and queen of all she surveys.

STR 6 (3d6) **AGI** 5 (2d6) **END** 6 (3d6)
INT 7 (3d6) **LOG** 5 (2d6) **WIL** 7 (3d6) **CHA** 8 (3d6) **LUC** 3 (2d6) **REP** 7 (3d6)

HEALTH 22

MELEE DEFENSE 12; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 21
SOAK 2 (overalls); **VULN** -

INITIATIVE 5d6

PERCEPTION 5d6

SPEED 5; **CLIMB** 4; **ZERO-G** 4; **JUMP** 10' / 6'
CARRY 120lb (max lift 300lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3
REACH 5'

Brawling 5d6 (1d6+3 blunt damage)

Skills *accounting* 2 (1d6), *law* 3 (2d6), *tactics* 3 (2d6), *brawling* 4 (2d6), *light armour* 5 (2d6), *perception* 4 (2d6), *zero-g* 6 (3d6), *climbing* 3 (2d6), *leadership* 9 (3d6), *astrogation* 6 (3d6)

Gear Spacesuit, baseball cap, pocket knife

Trailblazer Captain. Without the TBXH crews, no one flies. Once at any spaceport location, Billi can automatically win a single social contested roll.

Platoon Leader. Billi can grant her entire party a +1d6 **INITIATIVE** bonus as long as they are within 30' of her.

CHEF IDRIN HOCHALKA

Medium sentient humanoid (5d6)

A gourmet chef on the way back to his home restaurant.

STR 8 (3d6) **AGI** 7 (3d6) **END** 7 (3d6)
INT 6 (3d6) **LOG** 6 (3d6) **WIL** 10 (4d6) **CHA** 6 (3d6) **LUC** 3 (2d6) **REP** 5 (2d6)

HEALTH 20

MELEE DEFENSE 11; **RANGED DEFENSE** 11; **MENTAL DEFENSE** 14
SOAK 0; **VULN** -

INITIATIVE 3d6

PERCEPTION 4d6

SPEED 6; **CLIMB** 3; **ZERO-G** 4; **JUMP** 14' / 8'
CARRY 130lb (max lift 400lb)



ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

Laser pistol 3d6 (1d6+4 heat damage; range 10)

Knives 5d6 (2d6+2 piercing damage)

Skills *knives* 4 (2d6), *brawling* 2 (1d6), *intimidate* 1 (1d6), *stealth* 2 (1d6), *thievery* 3 (2d6), *zero-g* 1 (1d6), *bluffing* 1 (2d6), *cooking* 3 (2d6),

Gear knives, override device, comm link

Chef's knives. As a chef, Idrin knows exactly how to cut meat. Against mammals, every hit from his lives pushes the target one step down the Bleeding status track.

CORPORATE COMMANDO 1

Medium sentient humanoid (6d6)

A Tempest Commando, short, dark haired, excels at violence.

STR 7 (3d6) **AGI** 4 (2d6) **END** 10 (4d6)
INT 10 (4d6) **LOG** 4 (2d6) **WIL** 8 (3d6) **CHA** 3 (2d6) **LUC** 2 (1d6) **REP** 1 (1d6)

HEALTH 26
MELEE DEFENSE 14 ; **RANGED DEFENSE** 14 ; **MENTAL DEFENSE** 14
SOAK 5 (flak jacket); **VULN** -

INITIATIVE 6d6
PERCEPTION 6d6
SPEED 5; **CLIMB** 3; **ZERO-G** 4; **JUMP** 8' /7'
CARRY 170lb (max lift 350lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

High quality laser pistol 6d6 (1d6+4 heat damage; range 10)

Martial arts 5d6 (1d6+3 blunt damage)

Skills *reactions* 5 (2d6), *dodging* 4 (2d6) *martial arts* 4 (2d6), *pistols* 4 (2d6), *rifles* 3 (2d6), *heavy armor* 3 (2d6), *perception* 3 (2d6), *insight* 3 (2d6), *zero-g* 3 (3d6)

Gear high quality laser pistol, flak jacket

Predictive Reflexes. The commando gains a permanent +1d6 to INITIATIVE checks (included above).

CORPORATE COMMANDO 2

Medium sentient humanoid (5d6)

A Tempest Commando. Tall, wiry, blonde and FAST.

STR 7 (3d6) **AGI** 8 (3d6) **END** 7 (3d6)
INT 10 (4d6) **LOG** 4 (2d6) **WIL** 6 (3d6) **CHA** 3 (4d6) **LUC** 1 (1d6) **REP** 1 (1d6)

HEALTH 21

MELEE DEFENSE 13; **RANGED DEFENSE** 12; **MENTAL DEFENSE** 14
SOAK 5 (flak jacket); **VULN** -

INITIATIVE 4d6

PERCEPTION 4d6

SPEED 8; **CLIMB** 4; **ZERO-G** 4; **JUMP** 16' /7'
CARRY 140lb (max lift 350lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

High quality laser pistol 6d6 (1d6+4 heat damage; range 10)

Martial arts 5d6 (1d6+3 blunt damage)

Skills *martial arts* 3 (2d6), *pistols* 3 (2d6), *heavy armor* 3 (2d6), *climbing* 4 (2d6), *zero-g* 2 (1d6), *thievery* 3 (2d6), *escape artist* 3 (2d6), *climbing* 5 (2d6), *tactics* 3 (2d6), *dodging* 3 (3d6)

Gear pistol, flak jacket, override device

Fleet of foot. The commando gets +2 to her **SPEED** score (included, above).

DOUBLE

Medium sentient humanoid (4d6)

Deck hand. Her brother works on TB10H, or is it the other way round?

STR 5 (2d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 7 (3d6) **LOG** 7 (3d6) **WIL** 7 (3d6) **CHA** 3 (2d6) **LUC** 4 (2d6) **REP** 5(2d6)

HEALTH 16
MELEE DEFENSE 13; **RANGED DEFENSE** 12; **MENTAL DEFENSE** 15
SOAK 2 (overalls); **VULN** -

INITIATIVE 3d6
PERCEPTION 4d6

SPEED 5; **CLIMB** 3; **ZERO-G** 3; **JUMP** 12' /5'
CARRY 110lb (max lift 200lb)

ACTIONS 2
NATURAL DAMAGE 1d6+2
REACH 5'

Brawling 4d6 (1d6+2 blunt damage)

Skills *brawling* 3 (2d6), *perception* 2 (1d6), *concentration* 3 (2d6), *jumping* 1 (1d6), *zero-g* 2 (1d6), *bribery* 1 (1d6), *piloting* 3 (2d6), *rock-wrangling* 3 (2d6)
Gear spacesuit, comm link, pocket knife, cosh

Quickstand. Once per turn Double can stand immediately from prone as a free action.

Dodge. Double can spend a reaction to make an opposed AGI check vs. an attack roll to negate the attack.

JAX

Medium sentient humanoid (6d6)

The newest hire. Tall, strong, silent and haunted.

STR 10 (4d6) **AGI** 5 (2d6) **END** 10 (4d6)
INT 6 (3d6) **LOG** 5 (2d6) **WIL** 10 (4d6) **CHA** 7 (3d6) **LUC** 2 (1d6) **REP** 2 (1d6)

HEALTH 35
MELEE DEFENSE 17 **RANGED DEFENSE** 10; **MENTAL DEFENSE** 17
SOAK 5 (overalls plus enhancements); **VULN** -

INITIATIVE 6d6
PERCEPTION 3d6

SPEED 6; **CLIMB** 4; **JUMP** 10' /10'
CARRY 200lb (max lift 300lb)

ACTIONS 2
NATURAL DAMAGE 1d6+4
REACH 5'

Boxing 6d6 (1d6+ blunt damage)

Skills *tactics* 3 (2d6), *boxing* 3 (2d6), *light armor* 1 (1d6), *concentration* 3 (2d6), *bravery* 3 (2d6), *intimidate* 3 (2d6), *bluffing* 1 (1d6), *driving* 3 (2d6)
Gear spacesuit, handwraps, gum shield, comm link

Fighter's Eyes. Jax knows what strike you're going to throw before you do, gaining a +1d6 INITIATIVE bonus (included, above).

K.O. Max can spend 2d6 to render her target disoriented on a successful hit.

PASTOR MORAN

Medium sentient humanoid (5d6)

A priest spreading the good word.

STR 6 (3d6) **AGI** 3 (2d6) **END** 10 (4d6)
INT 8 (3d6) **LOG** 6 (3d6) **WIL** 10
(4d6) **CHA** 8 (3d6) **LUC** 3 (2d6) **REP** 10 (4d6)

HEALTH 37

MELEE DEFENSE 14; **RANGED DEFENSE**
12 ; **MENTAL DEFENSE** 17
SOAK 5 (leather armour under
clothes); **VULN** -

INITIATIVE 3d6
PERCEPTION 5d6
SPEED 5; **CLIMB** 3; **JUMP** 6' / 6'
CARRY 160lb (max lift 300lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3
REACH 5'

Knife 5d6 (2d6+3 piercing damage)
Cryo pistol 5d6 (1d6+3 cold damage)
Fear of God 5d6 (1d6+3 psychic damage)

Skills *knives* 3 (2d6), *pistols* 5 (3d6), *tracking* 4
(2d6), *martial arts* 2 (1d6), *perception* 3
(2d6), *concentration* 3 (2d6), *bluffing* 3
(2d6), *piloting* 3 (2d6), *tactics* 2 (2d6), *dodging* 2
(2d6)

Fear of Gods. A tremendous orator, Moran can put the fear of God(s) into everyone within 30', making a mental attack and doing psychic damage with a successful hit.

POLK

Large sentient crystalline humanoid (7d6)

First Officer. Houseki. Gym rat. Polk.

STR 10 (4d6) **AGI** 3 (2d6) **END** 10 (4d6)
INT 6 (3d6) **LOG** 6 (2d6) **WIL** 6 (3d6) **CHA** 5
(2d6) **LUC** 3 (1d6) **REP** 7 (3d6)
PSI 1 (1d6)

HEALTH 30

MELEE DEFENSE 21; **RANGED**
DEFENSE 10; **MENTAL DEFENSE** 12
SOAK 5 (natural); **VULN** 1d6 (sonic), double
damage from falling
STATUS IMMUNITIES bleeding

INITIATIVE 3d6
PERCEPTION 4d6
SPEED 5; **CLIMB** 3; **JUMP** 6' / 6'
CARRY 200lb (max lift 500lb)

ACTIONS 2

NATURAL DAMAGE 2d6+4
REACH 5'

Brawling 7d6 (2d6+4 piercing damage)

Skills *linguistics* 3 (2d6), *brawling* 6
(3d6), *pistols* 6 (3d6), *cooking* 3
(2d6), *concentration* 1 (1d6), *telepathy* 5
(2d6), *astrogation* 3 (2d6), *driving* 3
(2d6), *survival* 3 (2d6), *local knowledge* 3 (2d6),
Gear overalls, com link

Always the Quiet Ones. Polk's silence can be mistaken for stupidity but he's always listening and always watching. He gains +1d6 to perception checks.

Crystal Healing. A Houseki's crystalline body repairs itself at a rapid rate. Polk gains 1 HEALTH every hour (up to his maximum HEALTH). This repair can be visibly seen as new crystals form and grow on Polk's body.

Non-breather. Houseki can exist comfortably in a vacuum. Polk does not need to breathe, and his crystalline structure means that pressure differences do not cause him damage.

SCORCH

Medium sentient humanoid (5d6)

Ship's navigator. Burnt hands and a razor sharp mind.

STR 6 (3d6) **AGI** 7 (3d6) **END** 7 (3d6)
INT 9 (3d6) **LOG** 7 (3d6) **WIL** 7 (3d6) **CHA** 3 (2d6) **LUC** 4 (1d6) **REP** 5 (2d6)

HEALTH 21
MELEE DEFENSE 12; **RANGED DEFENSE** 12; **MENTAL DEFENSE** 13
SOAK 2 (overalls); **VULN** -

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 6; **CLIMB** 3; **ZERO-G** 4; **JUMP** 14' / 6'
CARRY 130lb (max lift 300lb)

ACTIONS 2
NATURAL DAMAGE 1d6+3
REACH 5'

Brawling 3d6 (1d6+3 blunt damage)

Skills *linguistics* 1 (1d6), *pistols* 2 (1d6), *insight* 3 (2d6), *concentration* 3 (2d6), *zero-g* 4 (2d6), *astrogation* 3 (2d6), *computers* 3 (2d6), *engineering* 6 (3d6)

Gear space suit, comm link, old compass

Can't Take The Sky. Show Scorch the stars, anywhere and he'll know where he is.

SHARDHAWK

Enormous sentient crystalline entity (6d6)

A living crystalline entity, trapped in and grown through the computer conduits of TB9H.

STR 12 (4d6) **AGI** 2 (1d6) **END** 25 (7d6)
INT 12 (4d6) **LOG** 12 (4d6) **WIL** 15 (5d6)
CHA 1 (1d6) **LUC** 0 (0d6) **REP** 10 (3d6)
PSI 10 (3d6)

HEALTH 70
MELEE DEFENSE 12; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 15
SOAK 8 (crystal skin); **VULN** 1d6 (rapid temperature shift)
INITIATIVE 4d6
PERCEPTION 3d6
SPEED n/a; **CLIMB** n/a; **JUMP** -
CARRY n/a

ACTIONS 4
NATURAL DAMAGE 4d6

Psi-blast 6d6 (3d6 psionic damage; range 30')

Skills *combat* 3 (2d6), *telepathy* 6 (3d6)

Hypercognition. The Shardhawk gains an extra action each round, although it cannot repeat an action more than twice.

Cannibalize. Choose any number of d6s, and roll them. The Shardhawk takes that much damage but gains that much psionic energy.

Empathy. The Shardhawk can automatically sense strong emotions with 30'.

Telepathic Message. The Shardhawk can communicate telepathically with people within 50'.

SHATTER PLANTS

Small non-sentient plant (3d6)

Ambulatory plants the size of small dogs

STR 3 (2d6) **AGI** 6 (3d6) **END** 6 (3d6)
INT 3 (2d6) **LOG** 1 (1d6) **WIL** 1 (1d6) **CHA** 1 (1d6) **LUC** 0 (0d6) **REP** 0 (0d6)

HEALTH 16

MELEE DEFENSE 15; **RANGED DEFENSE** 15; **MENTAL DEFENSE** 10

SOAK 5 (bark); **VULN** 1d6 (fire)

INITIATIVE 4d6

PERCEPTION 2d6

SPEED 4; **CLIMB** 3; **JUMP** 12'/3'

CARRY 90lb (max lift 150lb)

ACTIONS 2

NATURAL DAMAGE 1d6+2

Seedling 3d6 (1d6 damage; range 5)

Skills *climbing* 3 (2d6), *reactions* 3 (2d6)

Gear -

Plant. Plant creatures are vulnerable (1d6) to fire, but have an additional 5 SOAK. (included, above).

Oxygen vampire. Shatter plants feed voraciously on oxygen and swell to three times their size. Once they do (this takes 3 rounds), they fire 1d6 seedlings across a wide area which grow and repeat the cycle. The area within 10' of each shatter plant is a vacuum - creatures must form a suffocation countdown pool.

TANK

Medium sentient humanoid (5d6)

Chief Buoy Wrangler. Rarely outside his THUG suit

STR 8 (3d6) **AGI** 8 (3d6) **END** 7 (3d6)
INT 8 (3d6) **LOG** 6 (3d6) **WIL** 6 (3d6) **CHA** 5 (2d6) **LUC** 1 (1d6) **REP** 5 (4d6)

HEALTH 18

MELEE DEFENSE 12; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 11

SOAK 12 (THUG suit); **VULN** -

INITIATIVE 3d6

PERCEPTION 4d6

SPEED 6; **CLIMB** 3; **ZERO-G** 4; **JUMP** 16'/8'

CARRY 150lb (max lift 400lb)

ACTIONS 2

NATURAL DAMAGE 1d6+3

REACH 5'

Boxing 5d6 (1d6+3 blunt damage)

Skills *boxing* 3 (2d6), *heavy armor* 6 (3d6), *zero-g* 3 (2d6), *concentration* 1 (1d6), *singing* 1 (1d6), *computers* 2 (1d6), *rock-wrangling* 6 (3d6)

Gear THUG suit, heavy wrench (2d6), comm link

Born For This. Tank gets an extra 1d6 on any roll carried out in his THUG suit.

YANA DELANCEY

Medium sentient humanoid (5d6)

Deck Chief of TB9H. Brawny, friendly and nosey.

STR 6 (3d6) **AGI** 5 (2d6) **END** 6 (3d6)
INT 7 (3d6) **LOG** 7 (3d6) **WIL** 8 (3d6) **CHA** 5 (2d6) **LUC** 2 (1d6) **REP** 5 (2d6)

HEALTH 24
MELEE DEFENSE 14; **RANGED DEFENSE** 10; **MENTAL DEFENSE** 18
SOAK 2 (overalls); **VULN** -

INITIATIVE 3d6
PERCEPTION 3d6
SPEED 7; **CLIMB** 4; **ZERO-G** 7; **JUMP** 10' / 6'
CARRY 120lb (max lift 300lb)

ACTIONS 3
NATURAL DAMAGE 1d6+3
REACH 5'

Wrestling 5d6 (1d6+3 blunt damage)

Skills *history* 1 (1d6), *wrestling* 3 (2d6), *light armor* 6 (3d6), *pistols* 4 (2d6), *concentration* 4 (2d6), *running* 3 (2d6), *zero-g* 3 (2d6), *climbing* 3 (2d6), *rock-wrangling* 3 (2d6)
Gear comm link, spacesuit

Multi-Tasking. Yana's job means she excels at doing three different things at once. She has three actions per round, but cannot perform any given action more than once.

Zero-g Monkey. Yana has an effective fly speed equal to her regular speed in zero-g.

TRAILBLAZER CLASS XVIII BREAKER

Weight 491,780 tons; **Cargo Units** 5000 (822.0 available; capacity 41,100.0 tons)

Hull Class XVIII (INIT -3d6)

Crew 4,750 (cost 95,0000cr/m); **Troops** 0;

Passengers 0 (0 standard, 0 luxury)

Automation Kershey Electronics Class XVIII Automation System (crew 10)

COMMAND & CONTROL SYSTEMS

Computers 3x Terra Prime GM-2 Command Computer (CPU cycles: 60; max FTL: 14; checks: +0d6)

Sensors Intergalactic Foundation GS-1 (range 11; check +0d6)

ENGINE & PROPULSION DATA

Subluminal 1x Narita-Guo Union LF-1 Fusion Reactor (power 53 ; SPEED 2.9; fuel efficiency 1.2)

FTL 2x Yang Astrotech GA-1 Antimatter Engine (power 72 ea; FTL 8.0; fuel efficiency 1)

Backup FTL 1x Panwatch-Microbeam EA-2 Antimatter Engine (power 57 ; FTL 3.2; fuel efficiency 1)

Operational Range 5,832 parsecs

DEFENSIVE DATA

Superstructure 84

DEFENSE 10 **E-DEFENSE** 30

Armor 30x ablative (SOAK 3 ballistic, 2 energy)

Shields -

Point Defenses 10x Arlington-Driver Tech LT-1 Automated Railgun (+1 vs. missiles and fighters; aura 5)

WEAPONS DATA

25 x Duffy Avionics Spud Guns (range 1; damage 3d6 ballistic; attack +0d6)

FACILITIES

Luxury 56% (Poor -1d6; negated by automation systems)

Facilities Arboretum (50), Gymnasium (50), Galley (100), Stellar Cartography Room (10), Zero-G Sports Hall (50), Messhall (100), Chapel (10), Brig (10), Bar/Restaurant (50), Sickbay (200), Swimming Pool (25), Cinema/Theater (25), Cabin, Double (1000), Cabin, Hotbunk (1000), Turbolifts (1000)

GENERAL SYSTEMS

Fueling -

Electronic Warfare -

Tractor Beams 2x Warp Sun Metallurgy G75

Tractor/Pressor System,

Cloaking Device -

Engineering -

HANGARS & BAYS

Shuttles 4 (1x Megalight EI93 Hangar Deck,)

Fighters 0

Vehicles 0

Market Value 22,315 MCr