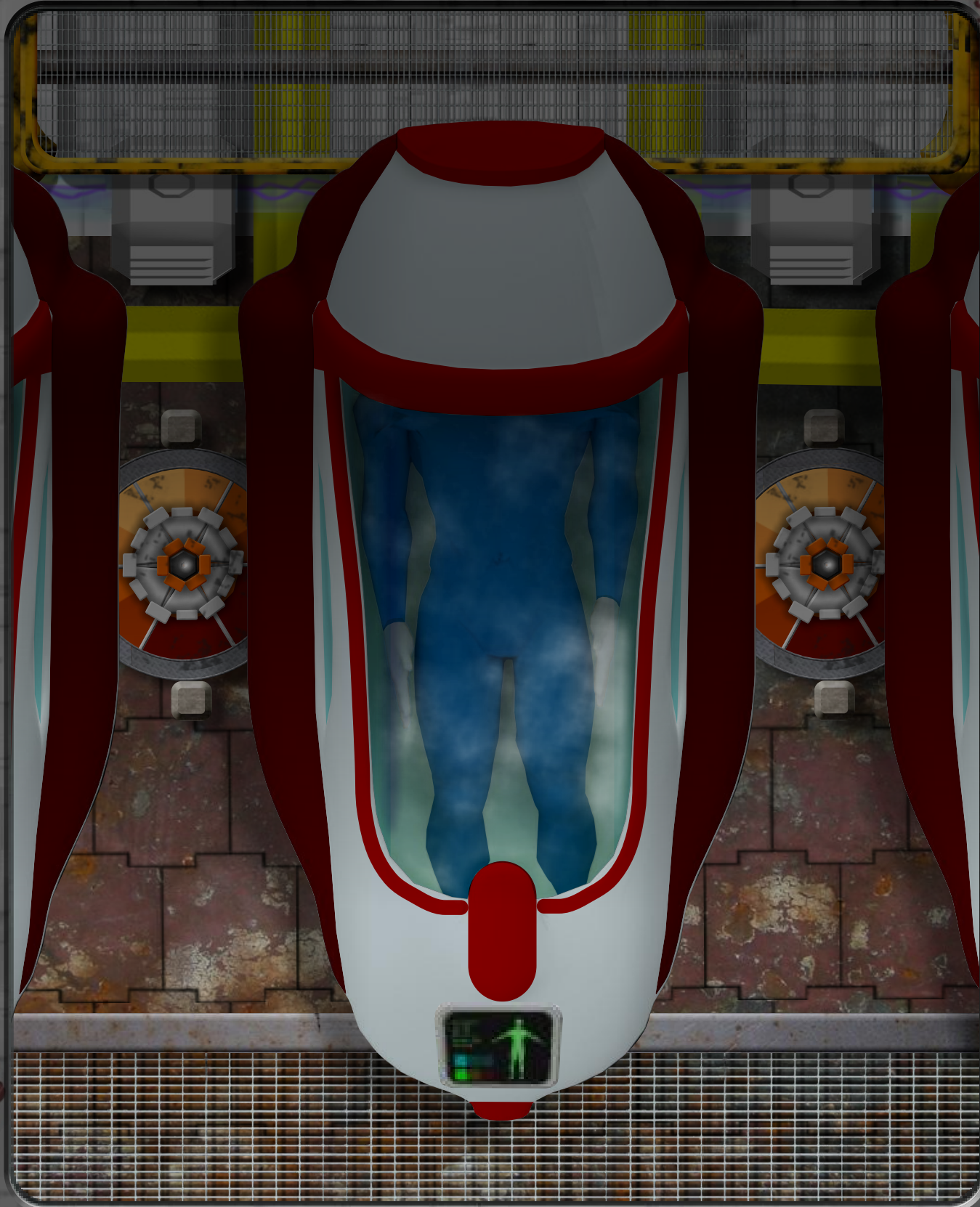


Rude Awakening

A One-shot module designed for a party of four 1st level characters for the Starfinder Roleplaying game



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Michael Tumey

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Rude Awakening

A one-shot module for four characters of 1st level
for use with the Starfinder Roleplaying Game

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Author's Note and Introduction

Author's Note

This module was originally created in a briefer format as my entry into the 2016 One Page Dungeon Contest, which earned a placement in the Penultimate Winner's Circle. It was written game system agnostic, with a detailed map that while inside a starship, still felt very much like a dungeon from a fantasy game, but with all the dressing of science fiction. I released this on DrivethruRPG.com as a free product. With the release of the Starfinder Roleplaying Game, I rewrote some of it to still fit the map, but better fit the Starfinder Core Rules. Since it was free before, with the conversion, free it shall remain.

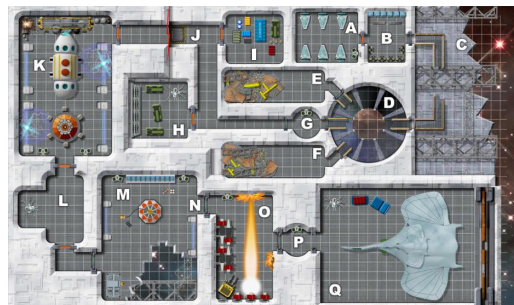
Introduction

Rude Awakening is a one-shot module designed for use with the Starfinder Roleplaying Game, for a party of four characters of 1st level. It works best as the first adventure into a campaign arc. This module throws the adventurers into a desperate situation, with limited resources, hazards to negotiate, opponents ready to shoot the characters on sight or shove them out an airlock. With only one chance to escape, a custom small starship has been provided for that, if they can overcome the threats presented.

This module assumes at least some characters possess engineering and piloting skills, and one a soldier among the player characters used. No pregenerated characters have been provided, since this is a 1st level one-shot module, and players are expected to be creating their own characters.

If GMs were planning on using a consistent timeline in their campaign arc, then the premise of this module may require adjustment, as from prologue to the module's start, nine years will have passed.

New rules are included in the appendices for the cryogenic pods used in this module, and the effects of extended durations in cold sleep also the small starship included has its own full sheet and its own new system rules.



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Up to 6 sci-fi adventurers at least one with engineering skills, another a pilot, and one commands. The PCs have been in cold sleep for 9 years, though they were supposed to be awakened in 30 months. An attack on the starship 8 years ago killed all aboard, disabling wake ability of sleep pods, though cold sleepers survive in stasis. Now stasis is being recovered in salvage operation. Any survivors aboard an abandoned ship risk demising salvage rights, so salvagers will eliminate any survivors they encounter. Salvagers are equal level/skill to PCs. Salvage activity elsewhere distracts the sleep pods.

- A. Cold Sleep Pods - PCs awaken from cold sleep, as their pods shut down.
- B. 6 EVA suits here for each PC, though only 20 minutes oxygen in each.
- C. Hull breach here results in airless area with zero G. EVA mag boots must be engaged. Breaching is damaged, requiring party to leap 20 feet from one side to other and taking flying into open space (moderate difficulty).
- D. Damaged open airlock leads to zero G shaft, missing catwalk. Force party to leap across to airlock doors on 30-foot gap (moderate difficulty).
- E. Airlock opens to corridor with debris blocking end. Opening airlock sends loose debris flying at all PCs entering, causing 2d6 damage each and risk breaching EVA suit. Hours are required to clear debris.
- F. Damaged airlock door to debris blocked corridor as in E, but no air inside to cause damage. Hours to clear (intended as time/oxygen wasters).
- G. Airlocks allow party to access contained air, may shut off oxygen use on suits.
- H. Armory of weapons, and ammunition. Armed salvage robot guards this chamber from any non-salvaging party, attacking if anyone touches any weapons in armory - large, heavily armored robot, with powerful strength claws (4d6), and a chain gun (3d6) damage per round. Will fight until incapacitated.
- I. Supply room - food rations, bottled water, medical, tools and equipment.
- J. Elevator here cannot go down due to damage in shaft but can go up. Next 2 floors elevator doors are jammed shut. The third floor is first that will open, upper decks are prevented access due to shaft damage above this deck.
- K. Next accessible upper deck is engineering. Damaged plasma conduits cause severe damage (4d6 electrical/fire) to anyone within 30 foot radius. Most negotiate labyrinth to avoid hazards. 2 armed human salvagers here are dismantling drive and 1 is at control console at lower end of chamber.
- L. Corridor with damaged grav-planting doubles gravity here. Slow walking (moderate difficulty). Any strenuous activity like fighting (very difficult). Unhindered salvage robot enters chamber attacking the struggling PCs.
- M. Hull breach means another airless, zero G area, forcing PCs to turn on air supply and rehydrate mag boots. 2 armed salvagers here in EVA suits are dismantling a small power plant. A difficult fire fight in zero G ensues.
- N. Jammed airlock requires an engineer to bypass locking mechanism requiring more oxygen spent (moderate difficulty). Once inside chamber PCs can shut off air supply again in normal gravity. (Refrain should be keeping track of minutes remaining in PCs' EVA suits as oxygen may be dangerously low.)
- O. Missile Bay - a now dead salvager was attempting to remove a missile from launch tube, but triggered missile to fire while still clamped in place. Robot cause 2d6 fire damage to any passing through the chamber to exit. Engineer can shut off missile-while taking 2d6 damage while doing it (moderate).
- P. Airlock forced open to airless, normal gravity. Turn oxygen on again.
- Q. Small star ship docking bay contains the PC's assigned team ship, a 200 ton Skans class raider trader. This bay is airless so requires oxygen turned on again. 2 armed salvagers attempt to open airlock into ship, while 3 more work on opening the jammed airlock doors to open space. A salvage robot blares an alarm prior to attacking PC's entering bay.



Details of Opposing Forces:
Armed Salvage Robots are heavily armored, with double hit points as any one PC, arms can close for 1d6 damage, or fire a heavy machine gun for 2d6. Salvagers in EVA suits are armed with laser pistols and rifles, and are equal in fighting skills to PCs.

The original 2016 One Page Dungeon Contest entry as it appeared (as a thumbnail view).

Rude Awakening

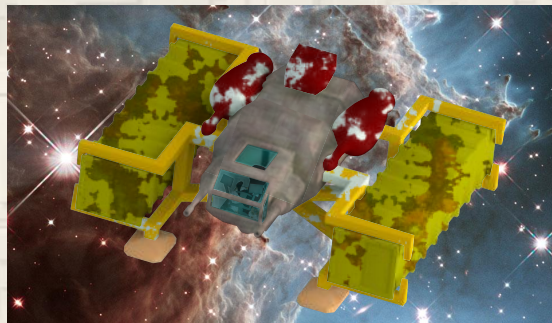
by Michael Tumeay

None of us knew each other, we were all recent hires at FiveCorp, an old and reputable logistics corp, on a hopeful start for our first job. One of us recently graduated from university, another a journeyman for an engineering program, another from flight school, and one a marine who was dishonorably discharged for striking an officer – each eager to begin new and promising lives as starfarers in the vast. FiveCorp, now owned by one of the great trade cartels, had its heyday during the Pre-Drift era of space flight. It developed gargantuan cargo ships using 12 of the largest thrusters, powered by an array of power cores to reach the higher end of sub light speed, the fastest maneuver speeds in the galaxy still, yet even today not fitted with Drift drives, due to structural incompatibility. To our dismay, it was on one of these vessels, the Solutrean that was taking us on the next leg of our journey.

Though the distance was only 1.3 light years from the space station where the Solutrean was portaged, it was going to take an 18 month journey to reach a colony world; our final destination. Rather than spend precious resources like food and air with new employees, the whole lot of us were put into cryogenic pods, set to awaken just prior to portage at the final stop. 18 months in cold sleep was dangerously long – people die regularly in less time, it's known. Our first job is getting less and less enticing...

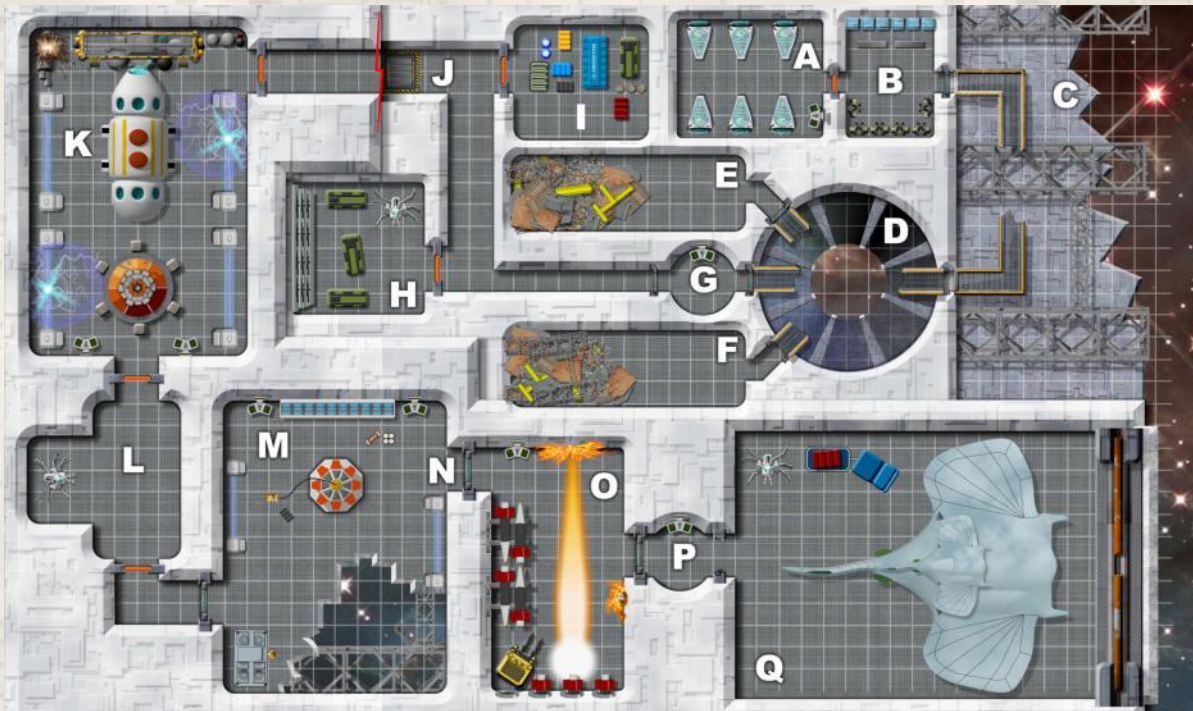
While still in cold sleep, only a year into the journey, a passing hostile fleet of unknown

origin attacked the Solutrean with overwhelming force for reasons still unknown. Capital weapons caused multiple hull breaches, disabled the thrusters, damaged most of the power cores and killed all crew aboard; only those safely in cold sleep survived. However the system that would wake them in 6 months was now inoperable. Because the Solutrean was the only major colony support ship within the local star systems, traffic from other ships was very unlikely. The Solutrean would become a derelict for the next nine years, with only a backup core keeping the players in stasis.



Recently a passing Ysoki freighter reported sighting the derelict vessel to corporate authorities, but word soon reached less than ethical salvagers who hurried to strip what they could before legal claims would prevent them from acquiring salvage booty.

The Bertram, a heavy salvage hauler, with crew and salvage drones arrived. Its crew are now stripping the Solutrean of all its salvageable components. While dismantling a backup power core, a disruption in power caused the cryogenic pods to go offline which automatically forced an emergency wake up procedure bringing the characters out of cold sleep into a rude awakening.



A: Cryogenic Pod Bay

The characters wake up from cold sleep in one of 6 cryogenic pods. The emergency lights have come on and are flashing on and off, some electrical arcs are sparking overhead – something is really different from the time the characters entered cryogenic sleep. The environmental settings are off apparently, as it is almost bitter cold in this room.

All players must roll on the Cold Sleep Effects table, see Appendix 2, page 14.

B: Locker Room

Once the characters have at least partially recovered from the effects of an over-extended duration in cold sleep, they enter

the adjacent room which contains personal lockers for each of the characters, containing their clothing, basic equipment, rigs, medical kits – everything except weapons. On the opposite side of the room are unarmored space suits. After a quick inspection, the oxygen tanks are mostly depleted, with about 20 minutes of air left to breath from the normal 8 hours one would expect.

Anyone looking through the window in the door exiting the cold sleep bay will notice that the corridors and chambers beyond are unrecognizable with a massive breach where the hull should be – outside the door is vacuum and zero G. At least the suits feature magnetic boots to keep themselves grounded. However, the lack of a proper airlock means once the characters open the door they won't be able to return as those chambers will be in vacuum too.

C: Great Hull Breach

This section once housed the showers and latrine area, leading to corridors towards the interior of the ship. All that is gone with only the grated substructure of the deck remaining, beyond lies twisted frames and floating debris. A closer look shows obvious battle damage from plasma weapons and missiles. Part of the walkable portions of the deck is missing with an 18 foot gap that the characters must cross. While the magnetic boots help, those not trained in zero-G risk jumping on the wrong trajectory spinning off into space or at least the off-kilter condition.

Acrobatics check DC 20 to safely cross the gap between decking.

Keep track of the time it takes for the party to accomplish. If they decide to tether off the less capable athletes, doing so will extend the time it takes to cross – remember each less than 20 minutes of air.

D: Portside Plasma Bypass Shaft

When the Solutrean was operational, because the twelve thrusters required so much PCUs, the array of power cores provided that vast output to keep them running; however, when the thrusters are shut-off to coast down to descent speed, the plasma overflow had to be redirected into large plasma conduits that once dominated this shaft. It has apparently shattered as it is no longer in the shaft. Its destruction caused the catwalk across the shaft here almost completely removed. Three access portals sit adjacent on the opposite

side of the shaft each with partial catwalk mountings. It is a 25 to 30 foot jump to any of the catwalks.

Acrobatics check DC 20 to safely cross the shaft to any of the access portals on the other side.

E: Pressurized Collapsed Drone Bay

The chamber beyond the locked access portal leads into an empty repair drone bay. Damage on upper levels collapsed into this bay leaving dangerous debris of metal and glass. Because this bay is still pressurized with air, opening the outer door into the shaft will make this a hazard working very much like a trap as the air pressure forces the debris to fly out the portal damaging anyone by the portal or in it's trajectory beyond.

DC 12 Engineering check, to open the access portal. Explosive flying debris causes 2d6 damage. Reflex save to avoid damage, DC equals damage roll results. Any space suits damaged this way acquires the broken condition.

F: Unpressurized Collapsed Drone Bay

This drone bay is identical to the previous one in every way, except the access portal is partially open, so the chamber beyond is not pressurized and won't cause an explosive pressure release. Both drone bays have a potentially detrimental effect to the characters – time wasted while breathing away precious

oxygen. As previously mentioned record the amount of time characters spend in airless portions of the ship. Depending on how much time is wasted exploring the right access portal to continue the safe exit, they may run out of air.

G: Airlock to Central Stores

This access panel is also locked, but leads to an airlock that will allow one character at a time to enter and exit into the pressurized, breathable corridor beyond.

Engineering skill check to open the entry access portal, DC 12

H: Armory

A small armory bay is open to the corridor directly opposite the airlock from the shaft. Inside are racks containing a full array of tier 1 short and long arms of various types. Cases of charges and ammunition, even a chest of grenades can be found here.

A salvage drone can be seen to one side of the entry, seemingly shut down or in sleep mode and seems oddly out of place in this armory. If any characters moves within 5 feet of the weapons rack, the drone will activate, state "Security breach, you are not authorized to interrupt a salvage in progress," and will attack anyone who defies his order.

Salvage Drone

Size medium

Speed 30 feet

AC EAC 10, KAC 13

Good Save Fortitude **Poor Saves** Reflex, Will
Ability Scores Str 14, Dex 12, Con -, Int 6, Wis 10, Cha 6

Ability Increases Strength, Dexterity

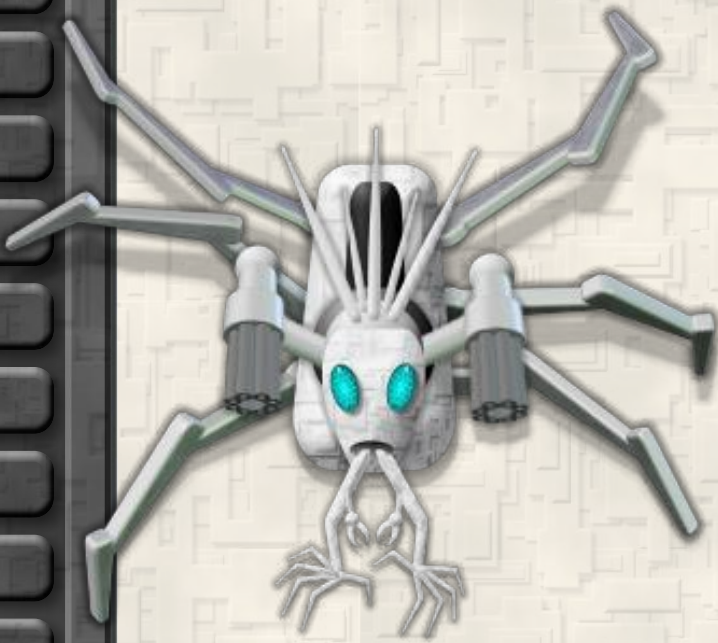
Initial Mods reductive plating, 2 grabbing arms used to dismantle components for salvage, and dual cutting lasers which must held within 5 feet to work as a weapon or used to cut through metal.

I: Full Cargo Bay

This cargo bay contains about 20 tons of additional equipment, components and supplies that the characters can gather, including food, medicines, including treatments for those still suffering cold sleep effects, and other special items as needed.

J: Elevator

Originally this service elevator reached all 12 decks of the Solutrean from bridge to engineering, currently the elevator car is on the same level as the characters which is the 5th deck. One of the characters should remember that the shuttle bays are 3 decks above this one. If the characters try to take the elevator down, halfway to the next deck the elevator shaft pinches together from battle damage and will not go down any further, attempting to force the car down will only get it permanently stuck there. If the characters take the elevator up, the next level doors will not open as the structure around the doors prevent them for opening. The floor above the doors bulges in distortion and heat is felt coming from the doors; touching the doors for more than one round will cause 1d4 points of heat damage that will cause space suits to enflame. The doors on the



floor above open and the opposite bulkhead painted with shuttle bay sector, with arrow pointing towards it. Any attempts to go to the two higher floors are prevented from shaft buckling here as it was going down.

K: Power Core Bay

One of the six main power cores in serial array is located in the bay beyond the elevator doors. Two members of the salvage team are in this bay dismantling components on the last main power core, though each wear with side arms, they are currently hands full with tools and scanning equipment, both salvagers and characters will be surprised by the encounter, but not before someone above the party on a

catwalk announces the arrival of strangers. The deck level access to the opposite side of the bay is blocked by a plasma leak from a main conduit near the entry

Attempting to pass through the plasma leak will cause 1d6 fire and electrical damage, Reflex save equal to damage results rolled.

A vertical ladder leads to the catwalk where the salvager above the party is now, crossing over the power core main coupler. It is the only means to avoid the plasma leak and get to the other side. Anyone on the catwalk has no cover. The mechanic on the other side is behind the power core coupling and has 50% cover.

Mercenary (1)

CR ½

NE, Medium humanoid (human)

Init +6; Perception +4

Defense HP 13EAC 10, KAC 12Fort +4, Reflex +2, Will +0

OffenseSpeed 30 feetMelee assault hammer +6 (1d6 +3 B)Ranged azimuth laser pistol (1d4 F; critical burn 1d4)

TacticsDuring Combat will remain on catwalk, but must switch from using the digital pad and unsheath his side arm as his first action. He has no cover on the catwalk.

StatisticsStr +3; Dex +2; Con +1; Int +0; Wis +0; Cha -1

Skills Athletics +9, Intimidation +4, Sense Motive +4, Survival +4

Mechanic, Level 1, CR ½

CN, Small humanoid (Ysoki)

Init +2; **Senses** Darkvision 60 feet; **Perception** +5

Defense

HP 8

EAC 13, **KAC** 14

Fort +3, **Reflex** +4, **Will** +1

Offense

Speed 30 feet

Melee -

Ranged tactical semi-automatic pistol +2 (1d6 P; analog)

Tactics

During Combat will remain in 50% cover behind the power core coupler taking small arm shots at characters on the catwalk, climbing down ladder from catwalk or on his side of the couple unit. The salvage drone in the armory was this NPC's drone, so he cannot use his drone to help his attack.

Statistics

Str -1; **Dex** +2; **Con** +1; **Int** +3; **Wis** +1; **Cha** +0

Skills Acrobatics +3 (+8 to tumble through the space of a creature of Medium or larger size), Athletics +3, Computers +8 (1 rank), Engineering +10 (1 rank), Stealth +5, Survival +7

Any characters who were previously damaged in the debris hazard in Bay E their space suits acquired the broken condition risk taking further damage to the suit, causing the remaining oxygen to bleed out leaving 1d6 minutes of oxygen remaining.

L: Malfunctioning Gravity Plating Bay

This oddly shaped bay was used to control the power core systems bay that the characters just left. Malfunctioning gravity plating generator beneath the deck is creating a heavy gravity condition (2 g)

Movement is reduced by half, carried items double in bulk, and thrown weapons are half their range.

Another salvage drone waits in this bay preventing unauthorized personnel from passing and will attack anyone attempting it.

Salvage Drone

Size medium

Speed 30 feet

AC EAC 10, **KAC** 13

Good Save Fortitude **Poor Saves** Reflex, Will

Ability Scores Str 14, Dex 12, Con -, Int 6, Wis 10, Cha 6

Ability Increases Strength, Dexterity

Initial Mods reductive plating, 2 grabbing arms used to dismantle components for salvage, and dual cutting lasers which must held within 5 feet to work as a weapon or used to cut through metal.

M: Backup Power Core Bay

The short corridor between L and M, though not designed for it, works as an airlock with some leakage as the backup power core bay beyond it has a hull breach and is airless, characters entering it must activate their oxygen to enter. The power core being dismantled in this bay by the mechanic and mercenary was the power source keeping the PCs in cold sleep all this time.

Mercenary (1) CR ½

NE, Medium humanoid (human)

Init +6; **Perception** +4

Defense HP 13EAC 10, KAC 12**Fort** +4,
Reflex +2, **Will** +0

OffenseSpeed 30 feet**Melee** assault hammer
+6 (1d6 +3 B)**Ranged** azimuth laser pistol (1d4
F; critical burn 1d4)

Tactics

During Combat the mercenary moves toward
foes to engage in melee, splitting up to attack
different targets if possible.

StatisticsStr +3; **Dex** +2; **Con** +1; **Int** +0; **Wis**
+0; **Cha** -1

Skills Athletics +9, Intimidation +4, Sense
Motive +4, Survival +4

Mechanic, Level 1, CR ½

CN, Small humanoid (Ysoki)

Init +2; **Senses** Darkvision 60 feet; **Perception** +4

Defense

HP 8EAC 13, KAC 14

Fort +3, **Reflex** +4, **Will** +1

OffenseSpeed 30 feet

Melee -

Ranged tactical semi-automatic pistol +2 (1d6
P; analog)

Tactics

During Combat the mechanic will stay in place
and fire his side arm at one of the foes. The
salvage drone in the double gravity bay is his
drone and cannot help him in combat.

N: Door Swollen Shut

The access portal into the next bay is hot
to the touch and swollen shut, requiring
an engineering check, DC 20 to open it.

O: Burning Missile Bay

One of the members of the salvage team was
attempting to remove a missile from its launch
tube while the safety was still engaged, but
accidentally set the missile to launch. Now
trapped in the launch tube the missile's fiery
exhaust blocks the passage. The salvager can
be seen dead and burning on the opposite
wall. The missile can be released to mitigate
the threat, but any PC with appropriate
knowledge will realize the control panel is on
the wall of the salvager and accessing it will
cause severe damage.

Using the control panel requires an engineering
check with a DC 15 to disengage the missile,
however this near the flames will cause 1d6
damage to the character attempting this action.
Crossing the exhaust flames without disengaging
the missile causes 3d8 damage to anyone.

This is the last safe area before the final
encounter in the shuttle bay, any character
who suffered combat damage, debris damage
and/or fire damage surpassing the broken
condition have 1d6 minutes of oxygen left.

Because the shuttle bay can be seen through a window with the exterior bay door partially open, anyone realizes that bay is airless as well, and salvagers working on the ship and bay doors. The GM should recalculate the number of minutes left for each character. For added tension roll 1d3 +2, and tell the players the result is that many rounds until oxygen depletion.

Q: Shuttle Hanger Bay

This shuttle hanger bay contains the ship of the executive officer (2nd in command) of the Solutrean which is an exotic small starship closely resembling a giant manta ray. One mechanic with an exocortex and rig is attempting to bypass the biometric locks on the ship's access door beneath the back of the ship, facing the characters.

Mercenary (1) CR ½

NE, Medium humanoid (human)

Init +6; **Perception** +4

Defense HP 13 **EAC** 10, **KAC** 12 **Fort** +4, **Reflex** +2, **Will** +0

Offense

Speed 30 feet

Melee assault hammer +6 (1d6 +3 B)

Ranged azimuth laser pistol (1d4 F; critical burn 1d4)

Tactics

During Combat will move into position from the bay doors to the side of the small freighter and use his side arm to attack the characters.

Statistics

Str +3; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** -1

Skills Athletics +9, Engineering +0, Intimidation +4, Sense Motive +4, Survival +4

Mechanic, Level 1, CR ½

N, Medium humanoid (human)

Init +2; **Perception** +5

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

Salvage Drone

Size medium

Speed 30 feet

AC **EAC** 10, **KAC** 13

Good Save Fortitude

Poor Saves Reflex, Will

Ability Scores **Str** 14, **Dex** 12, **Con** -, **Int** 6, **Wis** 10, **Cha** 6

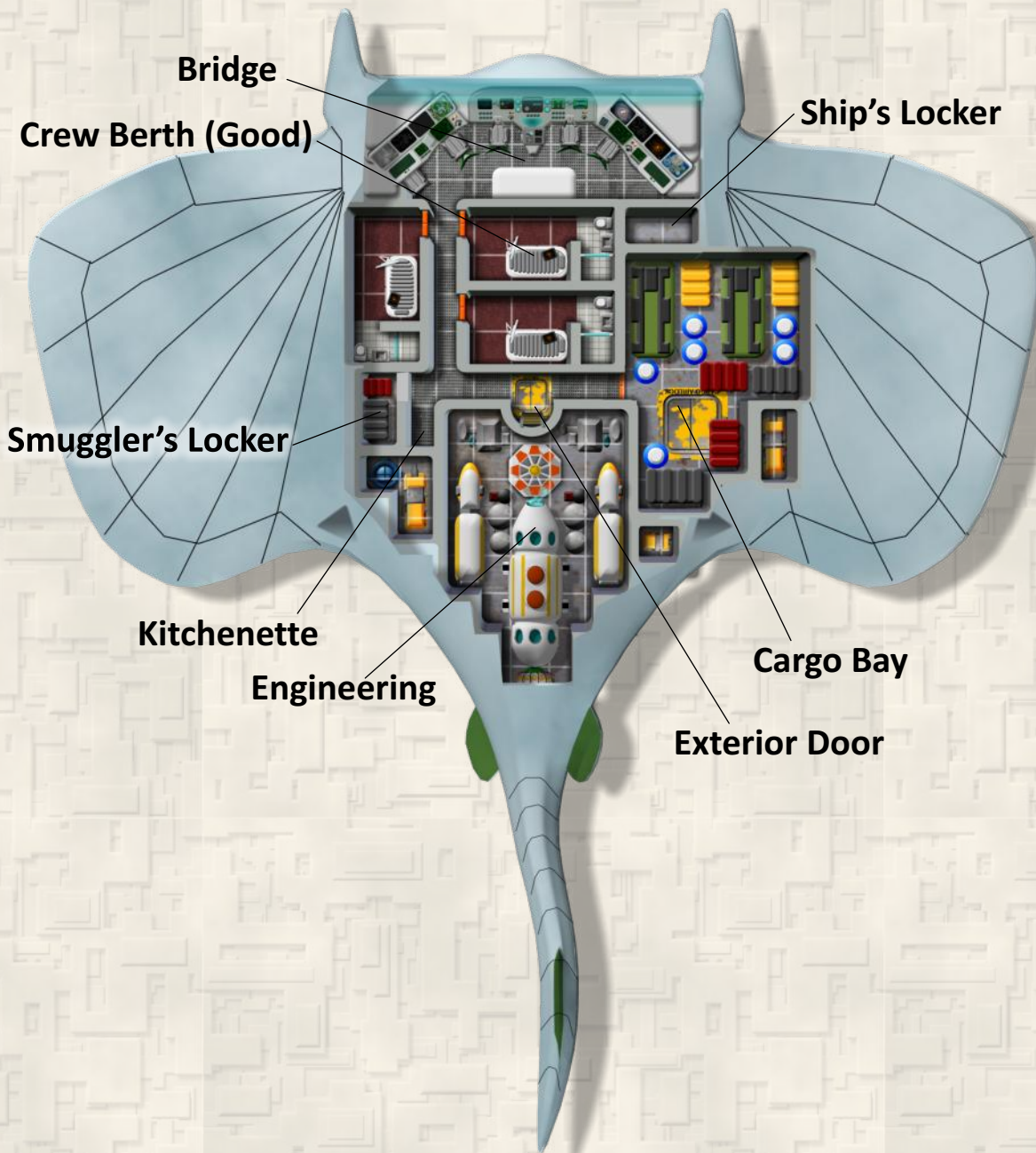
Ability Increases Strength, Dexterity

Initial Mods reductive plating, 2 grabbing arms used to dismantle components for salvage, and dual cutting lasers which must held within 5 feet to work as a weapon or used to cut through metal.



Once the characters defeat the salvage team and drones, they must still bypass the biometric locks to gain entrance to the ship, as well as force the shuttle bay doors to fully open before finally escaping the Solutrean with

their precious oxygen levels now almost to an end. If they succeed, they should be able to level up, having gained weapons, equipment and a starship, and an experience they'll unlikely forget.



Appendix 1: New Equipment and Systems

Cryogenic PodBulk 4, Size large, Cost 7,500 credits

This technological device was in common use during the era of pre-Drift space flight, to cryogenically freeze crewmen for long duration sub-light space travel, minimizing the usage of resources for life support – air, food and water. Any period of time spent beyond 3 months in cold sleep can risk temporary or permanent debilitating effects due to malfunctions. Use the table below when waking from cold sleep.

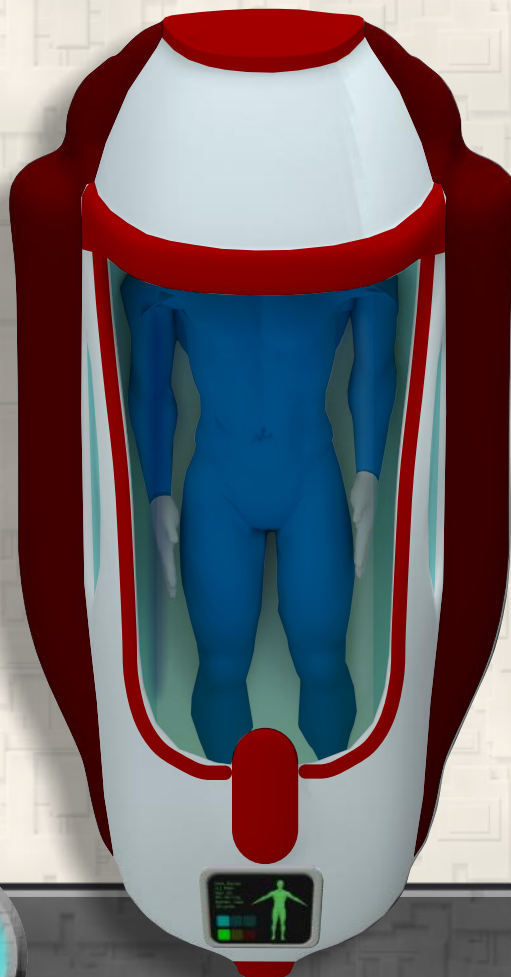
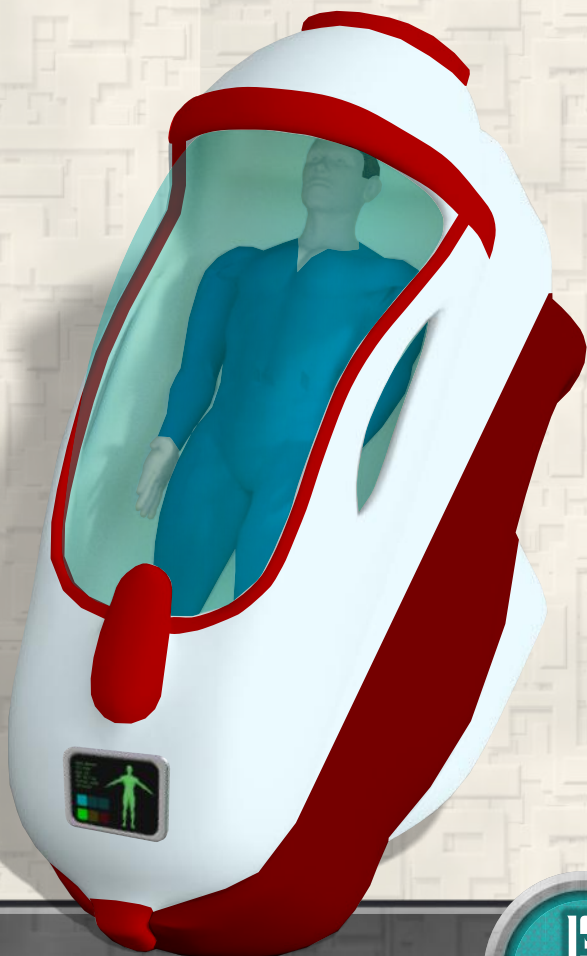
Good Crew Berth

Size 10 feet x 20 feet. Identical to a luxurious crew berth with bed, full bath and basic furnishings, downgraded to good as bunk beds for 2 crewman share this berth.

Turbo Caterpillar Drives

Speed 6, PCU 3, BP 1 x ship scale

These unique drives were developed to provide fast underwater movement for starships visiting ocean planets as well as travelling into heavy middle layers of gas giants. While developed for stealth movement for the diplomatic corps, these drives are popular among smugglers for escaping pursuit and detection.



Appendix 2: Cold Sleep Effects

Cold Sleep Effects Table

Chose the lowest applicable duration to determine the DC to avoid the effects listed below.

Time in cold sleep

Less than

3 months	DC 10
6 months	DC 12
1 year	DC 15
2 years	DC 18
5 years +	DC 20

Minor mental or physical issues are common during cold sleep. Major issues, such as death, occur less often.

Normal Cold Sleep

1d20	Result
1	major physical effect
2	major mental effect
3-4	minor physical effect
5-6	minor mental effect
7-20	normal

Major Physical Effect

1d6	Subject is...
1	dead (Fortitude save avoids)
2	paralyzed (until cured, 1 Will save/hour)
3	blinded (permanent until cured)
4	deafened (permanent until cured)
5	dying with 0 hit points
6	roll again and also roll for a major mental effect

Major Mental Effect

1d6	Subject is ...
1	suffering from amnesia (1d20 days or until cured)

2	unconscious/comatose (1d6 days or until cured)
3	animalistic (as <i>feeblemind</i>)
4	cowarding (Will save ends, 1 save per hour)
5	confused (Will save ends, 1 save per hour)
6	roll on the special mental effect table

Minor Physical Effect

1d6	Subject is ...
1	nauseated (Fortitude save cures, 1 save/hour)
2	exhausted
3	sickened (Fortitude save cures, 1 save/hour)
4	fatigued
5	paralyzed (1d4 minutes)
6	roll again and also roll for minor mental effect

Minor Mental Effect

1d6	Subject is ...
1	panicked
2	frightened
3	dazed
4	panicked
5	stunned
6	special mental

Special Mental Effect

1d6	Effect...
1	subject can detect thoughts at will for 1 per day as the spell
2	subject can form a mind link with one other person who was also in cold sleep at the same times

Appendix 2: Cold Sleep Effects

- 3 subject experiences memories not his or her own
- 4 subject experiences *feblemind*
- 5 subject sees visions of the abyss and must make a Will save once per day or be frightened for 1 hour
- 6 subject must make a concentration check to cast spells

Appendix 3: Devilfish Starship

The Devilfish

Tier 3

Skate class small submersible freighter

Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 19, **TL** 19
HP 40; **DT** -; **CT** 8

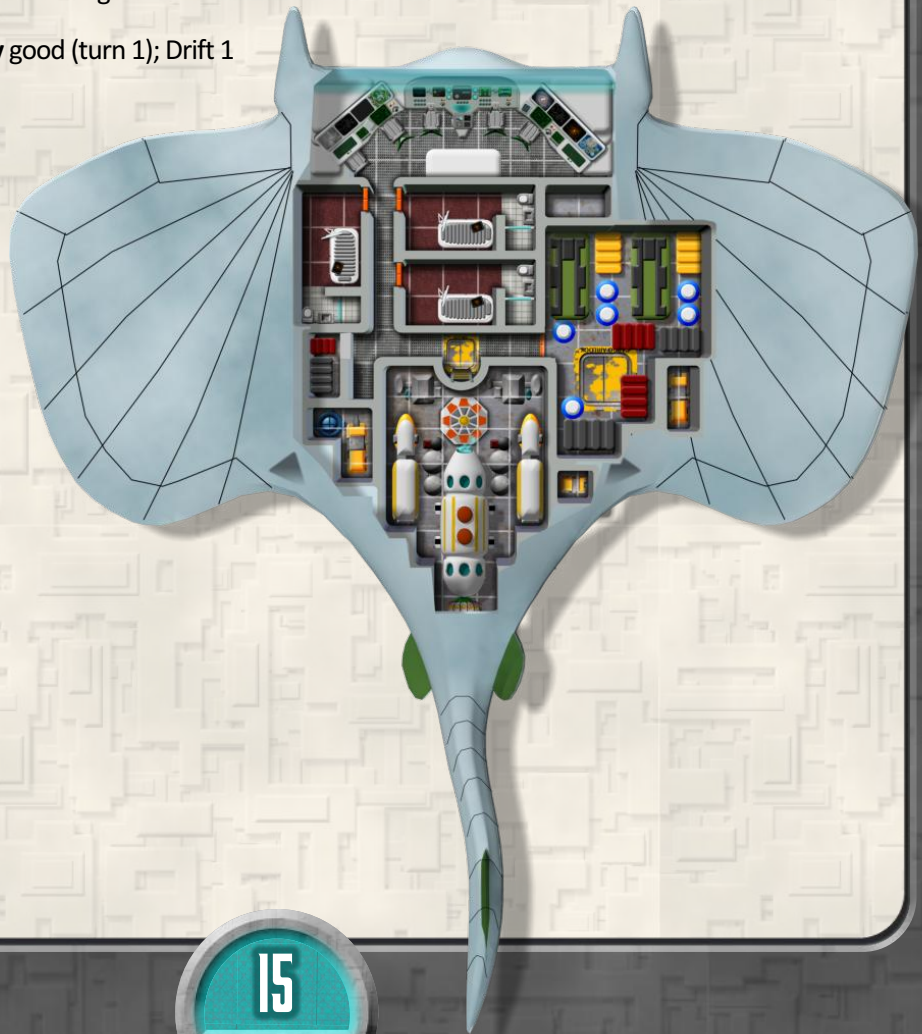
Shields light 50 (forward 13, port 12, starboard 12, aft 13)

Attack (Concealed Turret) 2 light laser cannons (2d4), port/aft arc -

Power Core Pulse Red (175 PCU), **Drift Engine** Signal Basic; **Turbo Caterpillar Drive** Mk 4, speed 4

Systems Mk 3 armor, advanced medium range sensors, Mk 1 tetranode computer, Mk 6 defensive countermeasures, biometrics security system, luxurious crew quarters; **Expansion Bays** cargo hold, smuggler's compartment.

Modifiers +1 Piloting, +4 Sensor Modifier
Complement 6



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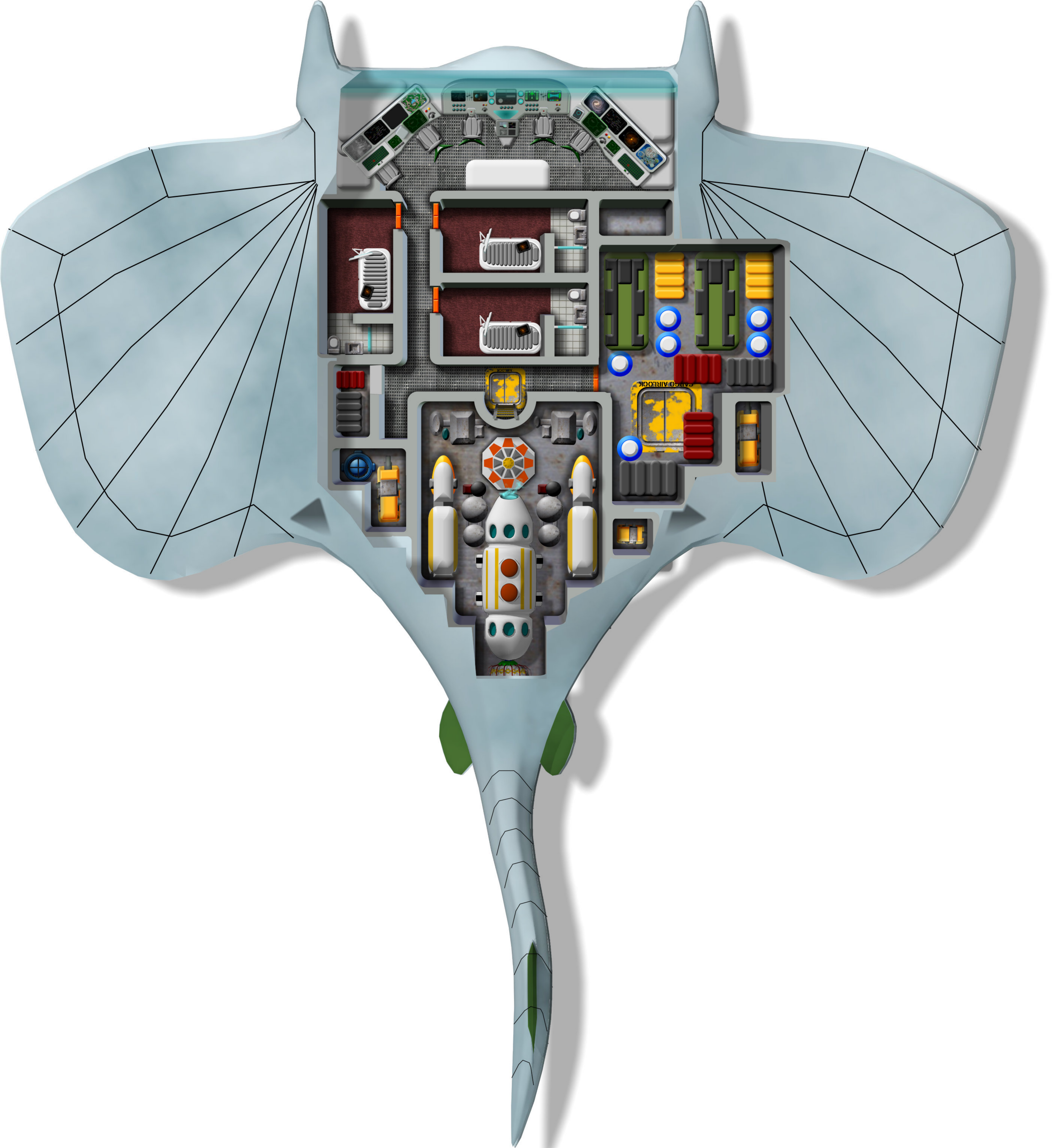
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Coming in October 2017...

Over the last four decades, Anomaly Investments has fired millions of deep space probes into colonized space and beyond. The probes were programmed to land on unclaimed planets, moons, and asteroids; once there, they would gather information, take scans and samples, and send all the data Anomaly needed to identify new investment opportunities.

Two weeks ago, a probe sent Anomaly images of the Scoundrel, a ship lost in space over 35 years before. There are thousands of ghost stories told about colonized space; the Scoundrel features in several.

A mining company, Fivecorp, lost contact with two supply ships and a mining operation on an asteroid the ships were heading towards. Over twelve hundred people — humans and enfidin — were never heard from again. Fragmented accounts, hearsay, and garbled communications never satisfactorily explained what happened to them. Rumors of sightings of the ship or of the asteroid have always been hoaxes. The images from the probe are the first real clues in those 35 years.

Anomaly likes to know.

What's Included

- An introduction to the Croniverse;
- five adventures that can be played separately or as a longer connected adventure;
- five new starship deck plans and planetary station playable maps

- new themes, playable races, playable characters;
- new weapons, technology, and NPCs of varying levels;
- excerpts from Deepwell's Database of Documented Dangers which catalogues rogue robots, alien threats, artificial intelligences, and tons of technological traps.

