Stellar Chaos LITE

DATA BREACH

A STELLAR CHAOS LITE ADVENTURE

By Jason Lamey

Introduction: Hired by the Whitman-Pratt corporation, your group is tasked with raiding a rival corporation's warehouse with the goal of retrieving data from an off-grid computer system. Armed guards, a hidden underground complex, and who knows what else, is all that stands in your way. Can your team grab the data and make it out without being captured or killed?

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Contents

Getting Started

What Is Stellar Chaos?

Stellar Chaos (aka SC) is an open, evolving science fiction role playing universe set approximately 200 years into the future to the 23rd century. Human settlers, sponsored by world governments and corporations alike, have reached and colonized numerous worlds outside of our solar system. Those colonies are left to their own devices when all communications and traffic from the hub of governmental control, Earth, vanishes.

What Is "Data Breach"?

"Data Breach" is the story of a mercenary group hired to infiltrate the warehouse of one of their employer's rivals. The players are pitted against a formidable security force, as well as the task of hacking into a secured, off-grid computer system, to reach valuable data. Once retrieved, the group must safely escape before overwhelmed by reinforcements. This adventure includes combat encounters, and skill encounters in the form of puzzles to be solved.

What System Does SC Use?

This adventure provides a small introduction to the Flux system. It focuses primarily on a character's proficiency with skills, giving the character many opportunities to improve those skills and learn more.

The complete manual contains the full version of the Flux play system, which includes two versions of the rules: the streamlined Newtonian rule set, and the extensible Relativity rule set. Both rule sets cover personal and vehicular combat situations, feature multiple encounter types, and are level-less.

What Dice are Needed?

SC makes use of two types of dice, primarily: percentile dice (noted as "d%"), and 3-4 six-sided dice (noted as d6). Percentile dice usually take the form of 2 ten-sided dice, with one acting as the tens digit, and one as the ones digit, or as 2 ten-sided percentile dice, where one die has single digits, and the other has tens digits. If necessary, a d100 (one hundred-sided die) could be used instead of percentile or two d10s.

Upon occasion, a four-sided die (d4) may be required, but that is infrequent.

Other Things You Will Need

Players will need a pencil to help keep track of their character's statistics and important information, as well as some paper for keeping notes during the game. The Game Master will need this manual, a pencil, and some spare paper for notes, ideas, and record keeping.

We also suggest that everyone involved in the game have snacks and drinks to last through the game, as games can last multiple hours.

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The Setting

After nearly two hundred years of expansion and colonization beyond humanity's home solar system, Sol, humankind exists on over forty worlds throughout the galaxy. Governmental rule was seated with Earth, parceled out from its various governments and corporations to the colonies they owned. That is, until all contact with Earth suddenly halted.

No one knew why, nor claimed any responsibility. If any of the provincial governments amongst the colony worlds had knowledge of what was happening, they never shared that knowledge with the public, or the other colonies. More than a half-dozen missions were sent back to Earth to investigate the situation, but none ever returned or reported back.

After almost a standard year, the colonies each re-established their seats of government locally, instituted new formal treaties and alliances, and created the seven sovereign colonial states based on the original super-powered Earth-based governments. Tensions remain high, as rumor and blame run rampant. But, open war has yet to be declared as proof of any wrong-doing has never been discovered.

The Colonies

The colonial states are based on the four major governmental super-powers: the North American Republic (NAR), the Asian Empire (AE), the European Congress (EC), and the Great Britain-Netherlands Compact (GBNC). In addition, three smaller colonial states are owned and governed by corporate entities: Titan Industries, Genghis Worldworks, and Regency Laboratories, which all have ties to the shipbuilding, technology, and exploratory industries. Smaller governmental bodies, such as the Mideastern Alliance (MEA) have sanctioned colonies on worlds owned by the seven primary states.

North American Republic (NAR)

The NAR is the largest colonial state comprised of 17 colonized planets, and housing almost 43 billion people. Of those 17 worlds, 8 of them could naturally support life, and the other 9 were terraformed into human-habitable worlds. Ruled by a plutocratic government from its capital world of Tannhauser and benefitting from its exports of military hardware, scientific research and development, and service-based industries, the

NAR strives to stand out from the other colonial states as a model for all others to follow. Indeed, with its high living standards and vast pools of wealth at its disposal, the NAR certainly gives the air of being a paradise.

The worlds that were established by the NAR have emerged as primarily a center of scientific research. This research has influenced other industries, such as the development of more powerful military assets, more robust biotechnology, and improved computational capability.

The original NAR military had the most powerful ground forces in known space, and this remains true of the Colonial units which still survive today. Of the remnants of Earth-based NAR military, there has been no word. The NAR has not sent an official expedition back to Earth, although it was known to have contracted with an unknown corporation to piggyback onto their expedition. The fate of this expedition is, like the others, unknown.

The NAR's closest ally is the GBNC, and this alliance goes back to the time of Adam Smith and Thomas Jefferson, and the Patriot Revolt in the Netherlands in the 1780s. These nations have strong bonds in history, economics, culture, language and governmental traditions rarely seen in human history.

Great Britain-Netherlands Compact (GBNC)

The GBNC owns 12 colony worlds, mainly as sources of energy and natural resources. The 29 billion people living within the GBNC borders have a strong sense of pride about their colonial state, as the socialist democracy provides every citizen and guest with excellent health care, education, and social services. From the capital world of Arnhem, the GBNC keeps watch over its citizenry.

Following a long tradition of shipbuilding and naval excellence stretching back to the 1400s on Earth, the GBNC and its colonies led the way in production of starships and spaceships, both in quantity and quality. Its Royal Space Forces were the most powerful space navy in existence, and it maintained a large fleet of big, fast freighters and colony ships.

It was the GBNC that sent the first expedition back to Earth to see what happened. The expedition entered the system, passed Pluto and its photonic gate, and moved towards Earth. Contact was lost shortly thereafter, and the colonial governors have not deemed to risk additional ships, crews and resources yet. The GBNC had a very close relationship with the NAR, and this is reflected in the relationship the colonies have. Virtually

every starship in the NAR's inventory was manufactured on GBNC blueprints, and the Ark Royal cruisers are a symbol of GBNC power all through known space.

Asian Empire (AE)

The autocratic Asian Empire might be the smallest colonial state with only 7 worlds due to a late entry into the colonial development market, but those worlds house 8 billion citizens, and the AE is far from helpless. The handful of colonies that were owned by the AE may be few, but they are extremely valuable. They combine a naturally habitable climate for humans, with a strong mix of agricultural land and mineral wealth. The AE colonies are the most economically self-sufficient in existence.

What the AE's military lacks in size, they make up for with staunch zealotry. Used mostly for resource security and home defense, the military maintains large garrisons on all of their resource-producing worlds, as well as on the capital world of Ryūjin.

Life for the average citizen isn't the easiest, however. Crime reduction and obedience is maintained through strict policing and a vast surveillance network. Punishments are particularly harsh for those who have been convicted of crimes. Mandatory military service for 8 years is required for all citizens upon turning 21, and is sometimes the most luxurious times in their lives as most of the citizenry are poor and fall into the lower class.

After military service, most citizens end up working on farms or in mining operations supporting the AE's chief industries. These positions often provide enough income to support their families, but only just. However, the promise of promotion opportunities and their benefits acts as incentive to keep the citizenry working.

European Congress (EC)

The European Congress operates as a constitutional monarchy, with its capital world of Cartagena Nova standing out from most other colonies. As Caragena Nova is almost 80% ocean, its few ground-based cities aren't more than port towns for oceanic craft, or space ports for shuttle craft. Beneath the surface of its oceans, there exists huge industrial, residential, and research infrastructures. There also exists several floating cities on the ocean surface, often used as vacation, education, or scientific destinations. On the oceans and on its forested continents, the population lives amidst lush surroundings.

The EC lays claim to 13 worlds, most of which were terraformed, and is home to 30 billion people. The general economic climate across the colonial state is fairly high and stable, owing much to its exportation of raw resource materials, consumer goods, and agricultural produce.

While the EC's military isn't very large, they do perform excellent defense and home guard duties. They maintain a very skilled and disciplined military force which strictly controls the entrance and landing upon all of their colonies, especially Cartagena Nova.

Technology

Technology in the world of Stellar Chaos is robust and ubiquitous. While there are many frontier worlds, and there is both the loss of Earth and the threat of war, technological development and production is at its highest in human history. The following details some examples.

It is commonplace to see many individuals or families with robotic assistants. Most often seen in humanoid form, but also in other more utilitarian designs, robotic assistants aid people in their day-to-day roles, usually taking on the more mundane or repetitive tasking so that their owner can deal with more pressing issues. In family settings, this can also include childcare, grocery shopping, and household maintenance. They are also employed in commercial industries, serving roles as simple labor, receptionists, security, and janitorial services.

Humans also benefit from cybernetic prosthetics and enhancements. Used most often to replace lost, diseased, or failing organs and limbs, cybernetics have also given rise to a subculture of extreme body enhancement for both commercial and recreational reasons. These body modifications can range from voluntary organ replacement, to full body replacement with only the brain and spinal column remaining of the person's original body. In many ways, cybernetics have become nearly as commonplace as tattoos.

Space travel is not only commonplace, but it is has become the backbone of several industries, including mining, exploration, and tourism. Booking passage between worlds within the same solar system is generally affordable that most middle-classed people can take such a trip with a minimum of financial planning. Interstellar travel is more expensive, but still, not prohibitively so. Most space travel is a multi-stage affair, requiring a ground-to-space shuttle to an orbital

station where passengers connect with their light-speed interplanetary ships. Those ships then either go to other worlds in the same system, or dock with Q-Drive ships for interstellar travel.

Interstellar communications are possible through the Mercury Communications network. Mercury operates comms stations throughout every colonial state, managing FTL communications pulses for interstellar transmissions, as well as local system comms traffic. Mercury also provides the hardware and infrastructure for many secure military and governmental communications networks. Chances are, if it requires a communications channel, it's handled by Mercury.

When it comes to weaponry, there is a plethora of choice. While projectile weapons are still the most prevalent due to their ease of maintenance, low cost, and relatively simple manufacturing, energy-based weapons are on the rise. While still more expensive to both obtain and maintain, the lack of extra weight in carrying extra ammunition, lower chance of a misfire, and destructive capability make these new weapons attractive to certain audiences. Energy-based weapons come in the form of lasers, encapsulated plasma weapons, and ion weapons for anti-tech warfare.

Special Notes for "Data Breach"

Whitman-Pratt is a major corporation within the NAR that works in the field of robotics, with an eye on military applications. Their competitor, Centurion, has been working on a new technological breakthrough that will guarantee them several major military contracts. That same breakthrough will solve several technical problems for Whitman-Pratt, who have been working on a similar project. The military has offered to hold a "bake-off", working with both projects to see which one has more merit and fits their needs better. However, Whitman-Pratt's project is not ready for such a bake-off without Centurion's data.

The player's characters form a mercenary team that performs infiltration, espionage, and paramilitary operations. They have a reputation for excellent work and discretion. Whitman-Pratt would like to hire them to obtain the necessary data from Centurion. Those characters are, in no particular order: Hanz, a humanoid MASE combat medic; Celene Granger, a human computer hacker; Keiko Rosette, a human gun for hire; Zade Garrett, a human information thief; E.D., a humanoid MASE former SWAT officer; and Cyril Sanchez, a human trouble shooter.

The Mechanics

Using the Dice

Dice are used in almost every check or action in the game. It determines the success or failure of an outcome from attempting to use a character's skill, or to complete a task. When rolling dice during a game, the total on the dice is added to any additional modifiers, creating what we call the ultimate score.

Dice rolls in SC are usually one of two types of rolls: a VS (versus) roll, and a skill roll. When one of these roll types are required, the player rolls percentile dice (d%). The roll's result, plus modifiers, and is compared to a target number (more on target numbers in a moment). If the roll is higher than the target number, the attempt succeeds. If the roll is equal to or lower than the target number, the attempt fails.

Skill Rolls

Skill rolls are used when a character is attempting to perform a task, and needs to check to see if they successfully completed the task. These kinds of rolls are not competitive with another character's skill, or in opposition to another character's skill. For example, if the character Bob needs to pick a lock, he would roll a skill roll, as he is only checking to see how well he did the job and if the lock opens.

Similarly, a skill roll is used when attempting to attack another character that is unable to actively defend themselves, such as if they were tied up, or being sniped from a distance.

Target numbers for skill rolls are determined by the difficulty of the task. This is determined by the Game Master, who takes into account the complexity of the task, as well as other factors such as urgency, stress, injury, visibility, etc.

Difficulty	Target Number
Normal	45
Hard	65
Challenging	85
Impossible	100

VS Rolls

VS rolls are used when a character is using a skill in opposition to another character or characters' roll. These rolls are used to determine who used their skill more effectively. As an example, if the character Bob needs to avoid another character's punch, he would roll percentile dice and add his Reaction skill to it, and compare that to the other character's attack roll. The higher number wins, and ties always go to the defender.

Target numbers for VS rolls are each characters rolled score, plus any applicable modifiers from the skills being used, difficulty, environment, etc. The Game Master (GM) will determine these additional modifiers and let the players know which apply in each situation.

Attribute Rolls

Another type of dice role that occurs is an Attribute Roll. Attribute rolls happen when a character is performing an action that directly applies to one of the character's Attributes, such as Build, Intelligence, or Endurance, rather than a skill. For example, if a character were trying to lift something that was extremely heavy, they might

need to roll an Attribute Roll vs Build to see if they were successful. When making an Attribute roll, 2d6 are rolled, and the target number to roll under is the character's score in the appropriate attribute. The GM may apply modifiers to account for the difficulty of the action.

Modifiers

Modifiers are anything that can affect your character's final die roll score. Usually these changes to the die roll represent conditions that make the character's chance of success greater or weaker. Such conditions include movement, visibility, difficulty, injuries, and the like.

The rank of your character's skill determines the skill modifier that that skill provides. The higher the rank in the skill, the greater the modifier is, thus improving your character's chances of success. All skills start at rank 1, and can advance to rank 10. Each rank provides a cumulative +5 modifier; so, a rank 4 skill would provide a +20 modifier, and a rank 9 skill would provide a +45 modifier.

Modifiers that affect your character always apply to your character's roll. During VS rolls, modifiers that affect each character will apply to their individual die rolls. It is possible for a modifier to affect one character, but not another. For example, if the character Bob is trying to shoot an opponent, but that opponent is standing behind a bright search light, the opponent will have an advantage of concealment as poor Bob cannot see beyond the bright light.

Condition	Modifier
Attacker Walking	-10
Attacker Running	-20
Attacker Sprinting	-50
Defender Running	+15
Defender Sprinting	+30
Attacker Prone	+10
Defender Prone	+30
Smoke/Fog/Mist	-10
Twilight/Dim Light	-20
Complete Darkness	-50
Glare	-20
Concealment	-20
Partial Cover	-15
Full Cover	-30

Types of Encounters

Encounters in the world of SC come in several different flavors, and as a result, are resolved in different ways. The most common types of encounters are Combat Encounters, Skill Encounters, and Role Play Encounters. It is important to note that encounters, no matter what kind, can be part of the plot of the story, or may be impromptu if the situation calls for it.

Combat Encounters

Combat Encounters are perhaps the most recognized type of encounter in a role playing game. As implied in the name, Combat Encounters generally require the player group to conduct combat with one or more opponent non-characters. During these encounters, characters use their weapons and other equipment to attack the opponents, as well to defend themselves.

Skill Encounters

Skill encounters are encounters which must be solved by the players using their characters' skills. These are more than just a skill roll; Skill encounters consist of a series of decisions and skill rolls in order to complete the encounter. For example, a team might be attempting to break through a blast door, which would require a sequence of successful skill rolls for actions such as burning through with a blow torch, hacking a security system, or setting and safely detonating explosives.

Role Play Encounters

Role Play encounters do not make direct use of skills or dice. Instead, it is a pure exchange between characters, with both the players and the GM acting in character. The result is decided upon base on how well the players did during the encounter. This could be a negotiation for passage on board a ship, or bargaining down a price for an item. These encounters are much more free-flow in how they are executed, but a goal must be stated before-hand by the GM as to what the players are working towards.

Character Actions

During Combat Encounters, characters need to be able to both move and perform actions. For this purpose, all characters have a number of Action Points (AP) available per round, determined by their Agility score. The higher the Agility score, the greater number of APs available.

Action Points

Characters may each use up to two AP each pass through the round. Those APs can each be used to move, or to perform an action or attack. If the player chooses to use both AP for two attacks, the second attack will have a difficulty modifier added to it. When it is not the character's turn, APs can be spent if the player wishes to actively react or defend their self (such as dodging a blow, instead of relying solely on armor or shields). When a character has used all of their APs for a round, they can no longer act during that round.

Movement and Activity

When spending an Action Point to move, the character may move up to their maximum distance (Movement Rate) for the mode of movement chosen. The score in the character's Movement Rate spot is the character's walking pace, measured in meters. Crawling is ½ of that (rounded down). Running is 1.5x the Movement Rate (rounded down), and sprinting is 2x the Movement Rate (rounded down).

When spending an Action Point for performing other actions, one significant action may be attempted. Using an Action Point does not guarantee success; it is used to make an attempt. Any use of a skill requires an Action Point. Complex actions that do not rely on a skill roll, such as reloading a weapon, tying a rope knot, or swapping weapons, require an Action Point to perform. Simple actions, such as calling out to other characters, do not require Action Points to perform.

Success and Failure

In general, a success happens when a skill roll is higher than the target number, or a VS roll is higher than the opponent's defense roll (VS target number). However, in several different situations, the success or failure can be extreme. These are referred to as Critical Successes, and Critical Failures.

Critical Success

Critical Successes mean that regardless of any mitigating factors, the roll is successful. This can occur in several different ways, and usually means additional, beneficial effects occur.

On a roll of a natural 100

When the player rolls a 100 without (or before) any modifiers, the attempt is automatically successful. If the situation is an attack roll, weapon damage is equal to a regular damage roll, plus d6 extra damage.

Attacker's Roll is 2x Defender's Roll

When an attacker's ultimate score is twice that of the defender's ultimate score, or the Target Number if the defender cannot defend himself, it is an overwhelming success. Even if the attacker's Damage Potential (DP) is less than the defender's Damage Resistance (DR), the attacker still does damage. This is considered a lucky hit, and does the attacker's maximum damage plus d10 extra damage.

Damage Potential is 2x Defender's Damage Resistance

In this situation, if the attack was successful and the attacker's DP score is 2x or more the DR of the defender, then the character does maximum weapon damage, and the armor absorbs none of it.

Critical Failure

Critical Failures are similar to Critical Successes in that, regardless of any other factors, the character's attempt at whatever it was they were doing has failed. Even if a character's skill is completely maxed out, it is still possible to fail.

On a roll of a natural 1

When a player rolls a 1 without (or before) any modifiers, the attempt is an automatic failure. Depending upon

what the character was attempting to do, there are potential consequences. Those consequences could mean the character injures themselves or a teammate, or short-circuits a piece of equipment, or drops an item into an out-of-reach area.

Skill Roll is less than 1/4 the Target Number

When a Skill Roll's ultimate score is less than 1/4 of the Target Number the character has displayed a marvelous level of ineptitude. In this case, the failure was bad enough that the problem has been made worse, and the difficulty modifier goes up by one level as the character needs to try to overcome the new issues added into the mix.

Dealing and Receiving Damage

During combat, characters will both deal and receive damage. Several factors immediately affect if damage is applied, regardless of a successful hit: Damage Potential and Durability.

Damage Potential (DP)

Damage Potential is a character's or weapon's ability to deliver damage to a target. The higher the value, the greater the potential. If this value is greater than the target's Damage Resistance, then all of the damage is delivered to the target.

Durability (Dur)

Durability is a target's ability to repel damage from an attack. The higher the value, the greater the resistance. If this value is greater than or equal to the attack's Damage Potential, then damage is resisted.

Armor and Shields

Other than trying to avoid damage by taking cover or dodging, characters can prevent some injury through the use of personal body armor and shields.

Armor

Body Armor is very commonplace for characters that put themselves in dangerous situations. It is fairly inexpensive, easy to repair or replace, and in some cases is integrated into fully sealed environmental hazard suits. Armor's purpose is to absorb or deflect damage or injury to the wearer, and generally performs well up to a particular degree of damage. Armor has three stats to it: Damage Resistance, Absorb, and Health Points.

Durability (Dur)

When a character that is wearing armor is attacked, the armor's Durability is compared to the attacker's DP. If the DP is higher than the Dur, then damage is delivered to the target, unhindered. However, if the Dur is equal to or higher than the DP, then the armor begins to absorb damage (to a point).

For every point higher than the DP that the Dur is, there is a cumulative -5 modifier to the rolled damage.

Absorb (Ab)

Depending upon the armor rating, armor absorbs some of the damage delivered. When a shot hits an armored person and does damage, the armor takes the amount of damage equal to the Absorb rating. The remaining damage is passed on to the wearer.

Armor Health Points (HP)

Armor has a certain amount of durability, measured in its own Health Points. When damage is absorbed, those damage points are subtracted from the armor's HP. When the armor's HP is reduced to half of its maximum, the armor's Dur drops to half its normal value. When armor has lost all of its HP, it provides no protection at all.

Let's look at an example:

Our example character, Bob, is wearing armor that has the following stats:

Dur: 20, Ab: 10, HP: 30

An enemy shoots at Bob, and hits, but his weapon has a DP of 18. This enemy rolls a 22 for damage, but because his DP is 2 points lower than Bob's Dur, the damage is reduced by 5 points of damage for each number less than Bob's Dur (so -10 points of damage total), reducing the damage delivered to 12. Of the 12 points delivered, the armor absorbs 10 reducing its HP to 20. Bob, himself, receives only 2 HP of damage.

Shields

Shields operate differently from armor. The shield is projected several inches above a skintight shieldsuit worn by the character, usually under their clothes. Also, unlike armor, the projected shield is invisible except when reacting to incoming attacks when it momentarily glows. Shields have two stats: Durability, and Health Points.
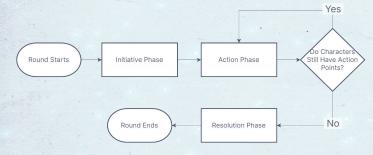
Shields generally provide the same level of Dur as armor but have no damage bleed-over to the wearer. When all of the shields' HP has been depleted, it shuts down for the rest of the Combat Encounter. Depletion of a shieldsuit's energy completely drains its battery, which must be swapped out or recharged. Additionally, the shieldsuit's emitters need time to cool.

Unlike some types of armor, no shieldsuit provides any hazardous environment protection. The protection it provides is purely against incoming weapon's fire or melee weapons.

Rounds

A round in SC is the process that determines the sequence of events during a Combat Encounter. Each round flows through the following process:

Initiative Phase

During the Initiative phase, every player and the GM all roll a d10, adding in any modifiers. This roll determines the order in which each player will go, starting from the highest initiative roll to the lowest.

Action Phase

The Action phase is where each character has an opportunity to act. This phase can also have multiple rotations. Each character may spend up to 2 AP per rotation on their turn, as described in the AP section. Once everyone has had a turn, if any players still have Action Points to spend this round, the Action Phase starts a new rotation (following initiative order) allowing those characters still with AP to have additional actions.

Note that initiative is rolled only at the beginning of each new round, not at the beginning of each rotation through the Action phase.

Resolution Phase

After all rotations of the Action Phase are complete, the round is resolved. During Resolution, the final effects of the Action Phase take place.

All characters that have been unconscious may make an attempt to regain consciousness. This roll is an Endurance (END) roll, with a -2 modifier. If the revival roll succeeds, the character can again make actions in the following round. If the consciousness roll fails, the character may not attempt another roll until the next Resolution phase in the following round.

Characters who are down due to a loss of all Health Points (HP) and who have not received medical attention that stabilizes them, receive a death strike against them. They remain down for the next round. If, during the Resolution phase of the next round, the character still has not received stabilizing medical attention, they receive another death strike. On the third death strike, the character dies.

For characters who do receive stabilizing medical attention, if the character has any death strikes against them, the death strike count is reduced by one. If the character still has more death strikes, then they are still down, and must receive more medical attention to remove another death strike during the next Resolution phase. If the character has no more death strikes, then the character may make an END roll, as above, to attempt to regain consciousness and get back into the action.

Other Resolution affects are resolved as needed, depending upon the character's state (e.g., paralysis, stunned, etc.).

Once all Resolution is concluded, new round begins.

Playing a Round

Let's step through a simple example round. We have three player characters: Eric, Rob, and Julia. They find themselves in a gun battle with two would-be thieves inside of a convenience store. While the player characters are attempting to prevent the theft, one of the thieves draws a weapon and fires into the air.

The Game Master calls for combat to begin.

The first step of a round is Initiative. Everyone rolls a d10, and adds any modifiers.

Eric rolls an 8.

Rob rolls a 6.

Julia also rolls a 6, but because she has an Agility score of 14, her initiative modifier brings that up to a 9.

And the GM rolls for the thieves, and their score is a 7.

So, for this round, the play order is Julia, Eric, the thieves, and then Rob.

Julia's high Agility score also gives her a total of 4 AP to use each round. The rest of the involved characters, including the thieves, have average Agility scores, and each receive 3 AP to use each round.

With the Initiative phase over, it is time to move on to Action!

Julia goes first, and decides that she is going to spend one AP running behind a counter, and one AP drawing her weapon. Having used her two APs, Julia's turn ends.

Eric is next. He is wearing full body armor, and is confident in its ability to protect him, so he chooses not to move. Instead, he uses one AP to draw his weapon, and one AP to fire upon Thief #1. His skill with his weapon is at rank 4, giving him a skill modifier of +20 (+5 per rank in a skill).

> Eric rolls d%, and scores a 54. With his skill modifier added in, the ultimate score is 74.

Thief #1 decides to react, which uses one of his APs, to attempt to avoid the attack. His Reaction score is 24.

> Thief #1 rolls d%, and scores a 35. His Reaction score of 24 is added in, giving the ultimate score of 59.

Eric's attack is successful.

> Eric's weapon does d6 damage, so he rolls a d6, and it comes up with a 2.

Not great, but not bad, either. The Thief is lightly wounded. Eric's turn ends.

Now it is the thieves' turns.

Thief #1 now has a grudge against Eric. Because he has already drawn his weapon prior to combat, he does not need to spend an AP doing so. Instead, he decides to move to cover behind a soda machine (one AP), and fire at Eric (one AP).

Thief #1 is rank 2 in his weapon skill, so his skill modifier is +10.

> Thief #1 rolls d%, and scores a 48. With his skill modifier added in, his ultimate score is 58.

Eric chooses to react to dodge the attack, using his last AP to do so. Eric's Reaction score is 27.

> Eric rolls d%, and rolls up a 60. After adding his Reaction into it, the ultimate score is 87.

Eric manages to dodge Thief #1's attack. Thief #1's turn is done.

Thief #2 decides to also run for cover (one AP), and then draws his weapon (one AP). His turn is over.

Now it is Rob's turn. Rob decides he wants to be sneaky. He first spends an AP drawing his weapon. He then spends a second AP moving, trying to cautiously and quietly flank around Thief #2. Rob's turn is done.

At this point, Julia has used two of her four AP. Eric has used all three of his AP, as has Thief #1. Thief #2 and Rob both have 1 AP left. Since characters still have AP left, we loop through the Action phase again, following the initiative order.

Julia is up first, and chooses to spend one AP taking a shot at Thief #1 from behind the counter. Julia is rank 3 in her weapon skill (+15 skill modifier).

> Julia rolls d%, rolling a 49. With her skill modifier, her ultimate score is 64.

Because Thief #1 is out of AP and cannot react, this is a skill roll that the GM determines is Normal in difficulty. So, Julia's target number is 45, which she easily beat. Julia's weapon does d10 damage.

> Julia rolls d10, and inflicts 9 points of damage to Thief #1.

The damage exceeds Thief #1's remaining HP, and he drops to the floor. Julia chooses to do no more actions, and her turn is over.

Eric's next in the initiative order, but has no more AP and cannot act.

Thief #1 is on the floor dying, and cannot act.

Thief #2 has one remaining AP. Vowing revenge, he shoots at Julia. He is also rank 2 in his weapon skill (+10 skill modifier).

> Thief #2 rolls his attack, producing a 95! With his skill modifier, the ultimate score is 105. But, because he is firing at someone who is behind full cover, there is an additional -30 modifier, making the ultimate score 75.

Julia uses her final AP to react. Her Reaction score is 30.

> Julia rolls d%, which comes up as 45. With her Reaction score, that comes to 75.

The rolls are equal, and ties go to the defender. As a result, Julia just squeaks out of being shot! Thief #2's turn is over.

Rob has one last AP, and uses it to shoot at Thief #2. Rob's weapon skill is rank 5, giving him a +25 skill modifier.

> Rob rolls d%, rolling an 89! The ultimate score is 114!

Thief #2 has no AP, and cannot defend, so this is a skill roll. The GM determines it to be of Normal Difficulty, and so the target number is 45.

As Rob's roll is greater than 2x the target number, his

weapon does maximum damage, and he gains an extra d10 damage against Thief #2. Rob's weapon does a d6 in damage.

Since Rob's attack is maximum damage, he automatically does 6 points to Thief #2. But then there's the extra damage.

Rob rolls a d10, rolling a 6.

In all, Rob does 12 points of damage to Thief #2, exceeding his max HP and dropping him to the floor. This ends Rob's turn.

As no characters have any AP left, Action phase ends, and Resolution phase begins.

None of the player characters have any negative effects from combat, so they are fine. However, both thieves have been dropped to zero HP, and have not received any stabilizing medical attention. As a result, they both die, ending combat.

If one of the thieves were still alive and able to continue on, a new round would begin, starting with rolling a new initiative score.

Characters

Characters within the world of Stellar Chaos come in many different shapes and varieties. Players can and will encounter interesting and unexpected characters with all kinds of capabilities. Here is a sampling of what SC contains.

Races

Humans

Humans are by far the most prevalent species currently known. Holding most positions of government, they are the most powerful race in the colonies. In general, they have the greatest access to occupational and skill growth.

Humans also have the ability to augment themselves with cybernetic implants, replacing lost limbs and failing organs, increasing physical and mental capabilities, and pushing the boundaries of human longevity.

Mobile Autonomous Synthetic Executors

Usually called MASE, these sentient, mechanical beings are more than mere robots. They are essentially mobile artificial intelligence, able to learn, experience, and grow in ability. They are self-aware, and have agency.

MASE start their lives as property. After a short-term indenture, they become independent and sovereign. Even so, however, MASE are not allowed governing positions within most governments.

MASE can modify themselves, adding armor, equipment, weapons, or other implements to perform their duties. They also come in multiple varieties, from humanoid, to arachnoid, and in some cases, even vehicular.

Engineered Humans

Originally developed as a labor force for military and industrial purposes, Engineered Humans (aka EH) are a breed of humans that have been genetically manipulated. Modified to increase their lifespan, improve their resistance to illnesses, push the limits off their physical abilities, EHs helped to create the foundations of many of the colonies that exist today.

Originally allowed no agency of their own, Engineered Humans were essentially a slave labor force. The ethics issues raised over this, along with numerous violent uprisings, eventually broke down the barriers to EHs gaining independence. However, they are still prevented from holding ruling positions within government, along with many other occupational and educational opportunities.

Attributes

Build (BLD)

Build determines the overall physical ability of a character. Many of the combat attribute rolls are based on the Build attribute. Build directly affects the hand to hand damage that a character can do, as well as how much weight and mass the character can carry before becoming encumbered. Additionally, Build also affects the types of armor the character can use due to the mass of the armor.

Intelligence (INT)

Intelligence helps to govern a character's decisions and skills. It has a direct effect on the character's training potential, and how well and quickly he learns.

Agility (AGI)

Agility is the measure of the precision with which a character can perform a physical task. It represents the dexterity, grace and quickness that a character has, as well as being a factor in how correctly such tasks are performed. In combat, Agility can affect aiming and accuracy of shots, as well as performance during melee. Off of the battlefield, Agility can come into play during any physical activity that requires a high degree of precision or a steady hand and body.

Endurance (END)

Endurance controls how much stress the character can take, whether that stress is mental or physical. It helps

to determine a character's rate of recovery from injury; characters with a higher Endurance can heal at a faster rate when at rest than characters with lower scores. Likewise, a character's Endurance score determines how quickly they tire out when encumbered and how well they can perform while in a state of exhaustion or other duress.

Foresight (FOR)

Foresight is a measurement of a character's intuition and thought process. It is a determining factor in a character's ability to look ahead, think ahead, and clearly determine cause-and-effect outcomes. This helps a character in situations such as needing to vet out a tactical plan, or assessing how dangerous an environment is, or judging repair times. Due to the ability to anticipate situations, Foresight can help a character's initiative in combat situations. Characters with a low Foresight score often act in ways others would consider rash or reckless.

Discipline (DIS)

Discipline is how charismatic and controlled a character is. It contributes to a character's control of their temper, impulse, trustworthiness, the ability to lead and how well a character gets along with others. Characters with low Discipline tend to question authority, react impulsively or emotionally, or react disrespectfully, while a character with a higher Discipline controls his emotions, strives to get along with people, and maintains a strong sense of work ethic and duty.

Appearance (APP)

Appearance is how a character presents itself physically, but also takes into account the character's confidence levels and presentation. There are aspects that automatically come through and require no additional thought or preparations on the part of the character, nor are they governable aspects of the character. The higher the Appearance score, the more attractive the character is to others. Characters with lower Appearance score tend to be less attractive, and can be downright repulsive in their appearance when first encountered. Due to this, Social skills may become enhanced or impaired when used.

Natural Abilities

Reaction

Reaction is a character's ability to respond instantaneously to external stimulus. That stimulus could be someone else's actions, an explosion, an emergency, etc. This ability plays directly into a character's attempts at dodging, parrying, danger avoidance and their capability to be ready for anything.

Focus

Focus governs a character's ability to concentrate and remain mentally centered on a task, often during high stress situations or under duress. If a character's Focus is broken, the task they are attempting to accomplish might fail, be less effective or take longer to finish.

Active Perception

Active Perception is the character's ability to take notice of details around him proactively. This ability requires active effort on the part of the character, such as searching an area, attempting to eavesdrop, or studying an object. Without this ability, subtle details might escape notice.

Passive Perception

Passive Perception is the character's ability to take notice of details that stand out around him almost subconsciously. This ability is always "in use", and represents the character's detection of details through peripheral senses, intuition, or by accident. For example, if a character notices a breeze coming from an unexpectedly open window. Without this ability, more easily noticeable details might escape detection.

Sanity

A character's Sanity derives partly from a character's sense of self, through perceived intelligence, purpose, physical attractiveness, and self-esteem. It represents the character's mental health, soundness of judgment, and how in touch with reality they are. Stress can come from a variety of sources, such as combat, the loss of a family member, job-related events, and medical conditions.

Stamina

Stamina is a character's ability to weather physical illnesses, some injuries, maladies, infections, and health issues caused by foreign substances such as toxins. This is the body's natural ability to fight these conditions on its own. Medication and medical attention can be used to bolster Stamina rolls depending upon the situation. MASE have 100% resistance to most external toxic substances that affect organic beings. However, Stamina is still used to help fend off electronic equivalents, such as viruses and hacks.

Pain Tolerance

Pain Tolerance is the character's ability to ignore and withstand pain, thereby preventing it from excessively

affecting his performance or judgment. Pain could be from physical injury, pain inflicted through other non-injury trauma (a la torture), or something minor such as a headache or muscle soreness. This ability does not nullify the pain, but allows the character to persist, concentrate, and carry on through the pain. If the character fails a Pain Tolerance roll, they become subject to the total cumulative pain they have received thus far.

Movement Rate

A character's Movement is his base rate of movement (walking) per action phase, in feet. This rate is for an unencumbered character in good health moving across a fairly level, smooth terrain with no obstacles. Crawling movement is considered to be ½ of the Movement, rounded down. Running is 1.5x the Movement score, and sprinting is 2x the Movement score.

Morality

Within the world of Stellar Chaos, a character falls within one of several categorical descriptions of morality. These categories range a full spectrum of moral perspectives, from one extreme to the other. They are: Virtuous, Principled, Dedicated, Independent, Opportunistic, Egocentric, and Ruthless.

Most people fall within the range of Dedicated to Opportunistic. Fewer people fall in the more extreme moralities.

Virtuous

Virtuous people are the right amongst the righteous. They could not fathom committing even the smallest evil or unjust action, and make every possible effort to avoid such an occurrence. Virtuous people are often thought of as being fanatical in their beliefs of goodness and wholeness, often imposing these beliefs upon others to an undue degree. Like many extremists, harm can come from an excessive belief. Often, Virtuous people often cannot see beyond their own beliefs or perceptions to see how their actions or words affect others, frequently employing a singular point of view of how the world should be, according to their beliefs. Good intentions aside, the Virtuous are generally fairly close-minded.

Principled

Principled folks have a very strong sense of what is right and what is wrong, and try every route possible to stay within the right. Rarely will one of Principled morality stray onto the path of wrong-doing. However, when it does occur, it is rarely without justification on the side of right. For example, a Principled person might brandish an illegal weapon in an effort to chase off a would-be mugger, or might steal a small amount of food to give to a homeless person. Principled people tend to be somewhat open-minded to other points of view, but often resist becoming swayed from their own beliefs and reasoning.

Dedicated

Those of the Dedicated morality hold the belief of the greater good of all things. "The ends justify the means" is the general attitude, and they will do whatever is deemed necessary, so long as the outcome is for the benefit of the good. Dedicated folk often focus on the end result rather than the method of employment of their sense of right and wrong. However, they still remain fairly cognizant of other people and how their actions affect them.

Independent

Those of an Independent nature do not necessarily adhere to or lean towards any sense of "good" or "evil". They are basically in it for themselves. "Look out for number one, without stepping into number two". They will do whatever is needed for their own survival and well-being, and by their own set of personal morals. Those who are Independent have the least number of "rules" by which to live, however they may often exhibit behavior as evidence of living by some private code of conduct. In general, they make decisions based on what is in their own or their group's best interest.

Opportunistic

Opportunistic folk believe that opportunity knocks on a constant basis and should be heeded, even if sometimes people get hurt in the process. That is just the way life is. They do not worry much about most other people's well-being, but are not necessarily out to hurt anyone else. The general perception of such people is one of untrustworthiness or unreliable. Their attitudes might seem very mercenary, but this does not mean that they are without any sense of honor or loyalty. It simply means that they have an eye open for any source of personal gain.

Egocentric

People falling into the Egocentric morality believe themselves to be better than most others, and have no problem with boasting about it. They are often bully-like, selfish, and uncaring of others. Proving themselves seems to be a preoccupation with Egocentric people, and they often perceive indifference, doubt, or dislike from others as a challenge to their person, abilities or beliefs. They often enjoy being viewed as intimidating or as

someone not to be crossed. Personal gain, justification and accolades far outweigh any sense of benefit for the larger group or society.

Ruthless

People of a Ruthless nature are out for pure domination purposes, whether that domination is over a single individual, group of people, geographical location, the world, fame, or anything else one can think of. Their personal goals dominate their focus often to the severe detriment of those around them. They are extreme in their beliefs and fanatical in their expression of those beliefs. They let no one stand in their way. They are obsessive, narrow-minded, and untrusting by nature. Everyone is expendable, including in some cases themselves. The Ruthless often display egomaniacal behavior and can often work to bend others to their way of thinking, often to shift risk or the dirty work onto others. Self-preservation is paramount.

Malevolent

Malevolent individuals are a dangerous lot. They exhibit tendencies of spite, harmful intent, and intense hatred, often to the point of having a palpable aura of it. Malevolent persons give very little care about rules, laws, collateral damage, or consequences. Sating their own thirst for personal pleasure and twisted intentions dominates their motivations. They see those who would follow rules and who show compassion for others as being weak and manipulatable, fit only to serve as fodder for their warped desires. For them, life is about seeking and experiencing any and every new form of pleasure, no matter how depraved.

Occupations

All characters in Stellar Chaos have an occupation. This occupation provides the character with a base set of skills related to that occupation. Occupations also define which groups of skills are most available to the character through their occupation. Characters are neither defined by nor locked into any one particular occupation, and can change occupations easily.

Below, you will find descriptions of the occupations that this adventure's characters have.

Combat Medic

A combat medic is a person who is military trained in EMT skills. A combat medic is responsible for giving first aid and frontline trauma on the battlefield. A combat medic is a little of both warrior and a EMT but is generally more focused on providing the aid in the frontline. A combat medic spends much of their training focusing on how to handle injuries on the fly and how to properly evacuate an injured fighter.

Computer Hacker

Extremely proficient at exploiting the weaknesses of computer programs and networks, computer hackers are highly sought after. Whether it's sabotaging a corporate network or simply hacking a computer for their own gain hackers can often easily find enjoyment and employment with their skills. Hackers make use of all kinds of interfaces in the execution of their work, from virtual reality and augmented reality systems, to neckjacks, and traditional keyboards.

Gun For Hire

Exactly as its name implies, a gun-for-hire takes on contracts to guard, to secure, or to eliminate a person or target. Unlike an assassin, a gun for hire is not as concerned with stealth or secrecy; it is often more about accomplishing the task and getting paid. Many guns-for-hire are hardened criminals, and are not concerned with being caught, as they typically have very good connections for evading long prison sentences.

Information Thief

An information thief steals classified information in order to distribute it. The information thief might come in the form of a "hacktivist" seeking to expose corporate greed and government corruption, or a con-artist seeking their next big data sale score. Regardless, they use specialized tools and skills to get information out of people or systems to sell or distribute.

SWAT

SWAT stands for "Special Weapons and Tactics". These are teams that specialize in the use of military grade weapons and tactics for taking on situations for which standard police officers are ill-equipped or untrained. A candidate member of a SWAT team has to complete a rigorous training course on top of being a police officer for a number of years to qualify for SWAT. Since SWAT teams are not always being used most SWAT members are regular police officers until called in for SWAT duties. A person on a SWAT team has to have good marksmanship skills, problem solving skills, be in peak physical fitness, and have good decisions making skills.

Trouble Shooter

A trouble shooter is a specialist that is hired in both the public and private sectors to solve dangerous situations with discretion. A trouble shooter is an expert in their field and usually is paid handsomely for their skills. A

trouble shooter can be employed to do anything from rescuing a hostage to obtaining information from a rival company. Often ex-military, a trouble shooter often brings to the table their skills and experience from the military and uses them often.

Skills

Skills are the way characters get things done. How developed a skill is improves a character's chances of success in performing a related task.

Below are the details of the skills that the characters within this adventure have. They will describe what the skill provides for the character, and how the skill is used.

Advanced Stealth Techniques

The Advanced Stealth Techniques skill is more than simply moving silently. Those possessing this skill have the ability to blend into the background and become virtually undetectable by almost any means. They understand methods of foiling surveillance and detection measures, and how to use their environment to their advantage. They know how to make use of materials found in their environment, such as branches and plant material, mud, discarded clothing or trash, etc. as well as specialized equipment to evade detection. Anyone can be sneaky, but not everyone can become a ghost.

Game Play: This skill doesn't automatically make the character completely undetectable. This skill gives the character the knowledge and ability to employ tactics that will help the character remain undetected, even when surveillance equipment is in use. They can make use of environmental conditions to bypass many types of detection. However, this is not an all-access pass. The avoidance of detection from some types of surveillance equipment requires the character to have their own special equipment. For example, avoiding thermal detection would require the use of a special suit or other equipment that hides a thermal signature. When the character has the opportunity to employ additional materials to further mask themselves from detection, the character gains additional bonuses. This skill's Rank modifier is added to a skill roll, and compared to another character's Active Perception roll. A successful Active Perception roll means the character has been detected. If additional materials are being used to enhance the character's detection avoidance, that material's Stealth modifier is also added to the character's roll.

Basic Electronics

Basic Electronics provides a character the training and experience needed to design, build, test, and repair basic circuits, and understand electronics schematics. The character is knowledgeable and skilled enough to put together electronics with off-the-shelf parts.

Game Play: This skill determines the success of attempting to build or repair simple electronic devices, using readily available, off-the-shelf parts. A failed roll indicates that the device is non-functional.

Basic Weapons: Rifles

The character has been trained in the proper way to safely use Rifle-classed weapons. Rifles, or "long guns" are firearms that require two hands to operate and employ a long barrel to facilitate accuracy over a long range. Rifles come in an ever-increasing variety of designs, featuring options such as bolt-action, semi-automatic or fully automatic firing modes, high capacity ammunition sources, and modular designs. The character has learned how to properly load and unload, aim, operate, and discharge weapons of this type. The character has also learned how to solve minor weapon malfunctions, such as jams and misfires, as well as perform minor maintenance such as cleaning after use.

Game Play: This is the skill that is used during combat to determine a successful use of Rifle-classed weapons. This skill's bonus modifier is added into the attack roll.

Basic Weapons: Side Arms

The character has been trained in the proper way to safely use Side Arm-classed weapons. Side Arms are weapons that are designed for easy carry on the body such as in a hip-holster, and require only a single hand to operate. Side Arms come in a large variety of calibers and styles, and some have been designed to operate in full-automatic modes. The character has learned how to properly load and unload, aim, operate, and discharge weapons of this type. The character has also learned how to solve minor weapon malfunctions, such as jams and misfires, as well as perform minor maintenance such as cleaning after use.

Game Play: This is the skill that is used during combat to determine a successful use of Side Arm-classed weapons. This skill's bonus modifier is added into the attack roll.

Basic Weapons: Sub-machine Guns (SMG)

The character has been trained in the proper way to safely use Sub-machine Gun- or SMG-classed weapons. Sub-machine guns are a class of firearms that are designed to be small in size, highly portable, and focus on high rates of fire. Generally, firearms of this type are used in situations where close-quarters battle might occur, such as where indoor security forces might

patrol. The character has learned how to properly load and unload, aim, operate, and discharge weapons of this type. The character has also learned how to solve minor weapon malfunctions, such as jams and misfires, as well as perform minor maintenance such as cleaning after use.

Game Play: This is the skill that is used during combat to determine a successful use of Sub-machine gun-classed weapons. This skill's bonus modifier is added into the attack roll.

Combat Intuition

This skill gives the character a heightened awareness during combat, as well as gives aid to tactical and strategic decisions. Combat intuition operates on a sub-conscious level, and works in real-time rather than being used like a manual skill would be. While the basics and concepts can be taught, it is through experience in combat and combat-environments that this skill grows best. Through Combat Intuition, other skills may be learned and honed as well.

Game Play: Combat Intuition gives a cumulative +5 modifier to offensive and defensive skills for every Rank, starting at Rank 5 (+5 Bonus at Rank 5, +10 at Rank 6, etc.).

Communications Systems

Characters with this skill can understand, operate, tune and repair communications systems and related equipment. This skill builds upon the Basic Electronics skill.

Game Play: When dealing with communications systems, this skill adds its modifier to a Basic Electronics skill roll, augmenting it.

Computer Hacking

Computer Hacking allows the character to break through computer security systems and access restricted areas and files. This often means that the character needs to understand network security, how to use specialized tools and scripts, and network traffic management.

Game Play: Depending upon the situation, Computer Hacking requires not just the skill, but also equipment in terms of portable computing devices and specialized software. Depending upon the level of security on the system being attacked, circumventing the security may require more than one successful roll, and each roll equates to approximately 10 minutes' worth of time spent on the attempt, successful or not. Starting at Rank 2, the amount of time spent on an attempt drops by 1 minute, making each attempt only take 1 minute at Rank 10.

Computer Operation

This skill gives the character the knowledge for typical operation of computers and computerized systems. This involves tasks such as running software, navigating the operating system, and making use of network resources available, such as the InfoNet.

Game Play: This skill is used to determine the success of the character's attempt to use a computer system to accomplish non-trivial tasks, such as installing software, searching for specific files, or manipulating security software.

Computer Programming

This skill equips the character with the ability and knowledge for writing software to run on computer systems. Such systems include standard computers, 'Net-based software, and embedded software for devices, cybernetics, and MASE. Such applications could be server apps, utilities, recreational software, or malware.

Game Play: The GM should roll this skill check. This skill is used to determine the success of the character's attempt to write complex software, reverse-engineer code written by others, or to quickly write software under stressful situations. On a successful roll, the software runs and operates as the character intended. On a failed roll, the GM should roll a d10 and check against the following table.

1-2	Minor bug; the software runs, but one small intended function doesn't execute or returns an incorrect value.
3-5	Minor bug; the software runs, but the software doesn't run to completion, ending prematurely.
6-9	Major bug; the software runs, but the primary functionality of the software returns incorrect values, or performs its task with unexpected results.
10	Critical failure; the software fails to run at all.

Confident Presence

Confident Presence gives the character the ability to comfortably interact with or perform for others, without stage fright or fear. Most everyone has some ability to interact with others without anxiety however this skill goes beyond and is the character's ability to meet unfamiliar, stressful, or anxious situations outside of the character's comfort zone without issue.

Game Play: Confident Presence represents the character's ability to remain cool, calm, and confident in all kinds of situations. For every Rank instilled into Confident Presence, the character gains a cumulative +5 modifier to any dependent skills, such as Acting or Leadership.

Detect Ambush

This skill provides the knowledge and training to correctly interpret environmental, geographical, and atmospheric conditions for an ambush. With this skill, the character can adeptly detect the possibility of an ambush, be it one that has occurred previously in an area, a potential ambush, or an area that would likely serve as a good ambushing site.

Game Play: Detect Ambush is a proactively used skill. The character must be using it already to have any effect. When the character wishes to use Detect Ambush, the skill roll is performed, and it is on this roll that any detection is made for the duration of the skill's use. While the skill is in use, the character using it may not move any faster than a walking pace, to not miss details. If the roll is successful, any adverse effects from an attempted ambush on the character are nullified. In addition, if the character relays the information to any other characters within his vicinity, the same effects are nullified for them, as well.

Diagnosis

Diagnosis is the art of determining the source of a malady or injury by studying the symptoms. This is the root of all medical skills as one cannot administer the proper medical care without understanding what the problem is. The level of medical care to be provided completely depends upon the competence and training of the person diagnosing the problem.

Game Play: This skill determines if a character can correctly investigate an injury or health issue in a patient to decide upon the proper course of action, the right kind of medical attention, and what type, quantity and frequency of medication that may need to be provided. A successful roll means that the character has properly determined from what issue a patient is suffering. A failed roll means that either a diagnosis is yet unknown, or for a critical fail, the character performing a diagnosis misdiagnoses the issue. In many of the other medical skills, a Diagnosis roll is required first before the other medical skill can be used.

Emergency Care

Emergency Care is advanced first aid care designed to stabilize a patient who has sustained life-threatening injuries. Characters with this skill are able to perform preliminary diagnosis of a patient's injuries and apply the appropriate life-saving care to prepare a patient for transport to a medical facility or to sustain the patient until more advanced medical help can arrive. Emergency Care is used in cases such as to stop severe bleeding, treat traumatizing internal and external wounds, stabilize broken bones, and resuscitate a victim who has stopped breathing or whose heart has stopped. This is one of the primary skills used by Emergency Medical Technicians (EMTs), Fire and Rescue personnel, and other such First Responders.

Game Play: Emergency Care is used to stabilize a character that would otherwise die if left untended. A Diagnosis roll is required before Emergency Care can be applied. A successful roll will reasonably stabilize the patient. On a failed roll, the patient is not stabilized and takes an additional D3 HP of damage. Characters who have died within the past 5-10 minutes can be resuscitated through a successful Emergency Care roll (no Diagnosis roll is necessary in this case), but for every minute beyond 5 minutes, there is cumulative -5 modifier (-5 at 6 minutes, -10 at 7, etc.). A resuscitated patient must still be stabilized, so a Diagnosis roll and second Emergency Care roll are necessary. Patients treated with Emergency Care are not healed, and must still be treated with more advanced medical aid to repair the injuries and start healing. If not attended to by more advanced medical aid within an hour, the patient takes D3 HP damage every 15 minutes until treated by more advanced medical aid or they are dead.

First Aid

First Aid is minor medical treatment to tend to minor, non-life threatening injuries, or to provide attentive medical aid until more thorough medical attention can be provided. This includes tending to minor cuts and scrapes, bruises, application of minor medications such as topical antiseptics and pain medication. First Aid also involves CPR, basic poison care, basic burn care, and other such techniques to help prep a patient for more significant medical care.

Game Play: First Aid provides treatment for minor injuries, and basic benefit to more serious injuries until a higher degree of medical aid can be provided. In the case of minor injuries, such as cuts and scrapes, bruises, sprains, etc., an additional +1 HP is added to the normal per-day healing roll. For more serious injuries, First Aid must be rolled successfully each round until more thorough medical treatment is available to prevent the injury from worsening. A Diagnosis roll is required before the First Aid roll is made.

Hand to Hand Fighting

Hand to Hand Fighting training provides a character some basic ability to fight in melee combat, either with or without a weapon. Against someone without any training at all, the character has a drastic advantage in fighting, and a higher chance of coming out of a fight with minimal injury. However, Hand to Hand Fighting doesn't provide training for fighting against multiple opponents.

Game Play: The character's ability to effectively fight in melee combat increases when this skill is learned and points are paid into it to increase its level. During melee combat without weapons, damage is dealt to a character's Brawl Points. Hand to hand fighting with a weapon, or weapon-like object, is dealt directly to the character's Health Points. During melee fighting, a character's Hand to Hand Fighting skill modifier is added to their offensive and defensive combat rolls. When facing multiple opponents, there is a -15 modifier to the character's Reaction roll when the character is attacked by any secondary opponent other than the opponent the character is currently facing.

Pick Locks

Pick Locks gives the character general knowledge for picking locks of all types. They understand the principles behind using mechanical or electronic lock picks, files, and other tools associated with the manipulation of a lock to bypass its proper entry method. However, this skill is separate from knowledge about the installation of such locks with regards to other security to which they may be tied, such as alarms.

Game Play: This skill is a player-rolled chance at success in opening or bypassing an electronic or mechanical lock. This includes both electronic and mechanical locks in padlock form, or locks that are internal or integrated into a door, door panel, window, or other lockable device. For each attempt that is made at bypassing a lock. Locks of higher quality or that are exceptionally difficult to work with may incur other GM-imposed time modifications, as well as Skill Difficulty Modifiers.

Shadowing

Shadowing is the art of following someone while remaining undetected. Use of shadows, obstacles, blending in, and stealthy techniques are all part of the process of following a target unnoticed. Shadowing usually involves tactics such as sometimes using multiple people to observe and remaining a healthy distance from the subject. Because the character using this skill is often without a constant, clear line of sight, this skill cannot be used to perform stealthy attacks on the subject.

Game Play: This skill cannot be used as a replacement for the Advanced Stealth Techniques or Assassination skill. This skill determines the success at which the character remains unnoticeable to the target. The further away from the target the character is, the easier it is to remain undetected. However, it is also easier to lose the target. A successful skill roll means that the character successfully blended into the environment and stayed undetected. A failed roll means the

character made a mistake, and the target has the chance to notice using a Passive Perception roll.

Social Engineering

Social engineering is the use of deception to manipulate others in an effort to convince them to reveal confidential or personal information. This can be in the form of pretending to be a technician on the phone, or imitating a supervisor, or something similar. Usually, these methods come across as fairly innocuous requests for information, or as some mundane task request.

Game Play: This skill is an opposed roll against the target's passive perception. On a successful roll, the target notices nothing out of the ordinary. On a failed roll, the target may become suspicious about the motivations or reasons behind the request.

Tracking

Characters with the Tracking skill are able to track down a particular person that the character is looking for. They have the know-how and the ability to find clues and evidence that their subject passed through a particular area, approximately what they were doing, and which direction they went. Characters with extensive tracking experience can even find trace evidence and track targets through environments that leave little evidence, such as concrete-laden urban environments.

Game Play: With tracking, the character can detect evidence that the target passed through or stopped in a particular area. Clues can also be garnered as to the events that transpired in the area with regards to the target, e.g., the target bedded down for the night, the target was running, or the target was engaged in a fire fight. With environments that give themselves to leaving evidence (for example, snowy or muddy areas, living quarters, etc.), the skill roll occurs with no modifier. However, difficulty modifiers can be applied as the GM warrants for environments that are not as susceptible to naturally leaving evidence (for example, open warehouses or the middle of a street). However, physical evidence that the target may have left behind, such as food containers, spent ammunition cartridges, broken twigs, etc., would ease up the difficulty modifier a bit.

Weapons at the Ready

Characters who have decided to train in this skill develop the habits, discipline and know-how to keep one or more weapons they are currently carrying ready to draw and use at a moment's notice. This goes beyond the character's Reaction capabilities; the ability to put a particular weapon on the character's person into service quickly is unparalleled. The character has practiced bringing to bear and in a ready state a specific weapon

or weapons in different situations.

Game Play: If a roll against this skill is successful, the character is able to bring a designated weapon into ready use from a holstered or stored state without it costing an Action Point. If the roll fails, then the weapon remains in its non-ready state, and an Action Point must be spent to ready the weapon. This skill does not apply to all weapons in general. It is tied to a specific weapon or weapons the character regularly carries. At Rank 1, this skill applies to one designated weapon. The number of weapons to which this skill can apply increases by 1 at Ranks 5 and 10, for a total of 3 designated weapons. If none of the designated weapons are on the character's person, this skill cannot be used.

Equipment

Weapons

Autogun

The Autogun came from a compromise between law enforcement officers and local governments when officers went on strike over the issue of being out-gunned on the streets. The Autogun, being a handgun, is not extremely threatening until it's fired. The fixed, three-round burst-fire capability of the handgun makes it especially lethal, giving the user a fighting chance in a combat situation. The extended, 30-round, staggered (double-stacked) magazine means that the user does not have to reload often.

Skill: Basic Weapons, Sidearms; Dmg: 2d4+4, DP: 9

Auto-Shotgun

Although the name suggests it, the Auto-Shotgun is not full auto. However, it does have semi-auto functionality. With 7 shells in the ammo cartridge, a gunman can sweep a room with the Auto-Shotgun in seconds. With the semi-auto function, there's no need to pump this shotgun between shots.

Skill: Basic Weapons, Rifle; Dmg: 2d6; DP: 6

Gryphon

The Gryphon is a high powered, semi-automatic handgun. Larger and heavier than most handguns, the Gryphon demands respect. Its increased ammunition capacity in a staggered magazine, ammunition variety, and heavier bore have gained it popularity with marksmen who prefer a simple, reliable single-fire weapon. The Gryphon is often found as the standard weapon for law enforcement agencies in smaller urban, suburban and rural areas.

Skill: Basic Weapons, Sidearm; Dmg: d6+4; DP: 10

MR-16 Assault Rifle

The MR-16 assault rifle is the standard infantry weapon of most mercenary units and colonial states. Its versatility, reliability, and ruggedness make it the perfect weapon for all modes of combat. Found available with either a 30 or 60 round magazine, the MR-16 can withstand long periods of combat with little reloading.

Skill: Basic Weapons, Rifle; Dmg: d6; DP: 12

Armor

High Velocity Impact Armor

High Velocity Impact Armor is a Medium-rated armor that is strapped on over normal clothing. It covers the torso, forearms, shins and thighs. Quick release clips allow for fast and easy donning and removal of the armor.

DR: 12, Ab: 8, HP: 50

Medical

Nano Salve

Nano Salve is a gel with millions of nanobots suspended within. The nanobots are programmed to analyze the area to which they are applied, and begin repairing bodily damage. Almost immediately, healing begins at an accelerated rate. Once the immediate injury is repaired, the nanobots then search the body for any other injuries. If none are found, they proceed to the bladder for evacuation from the body before their energy cells run down.

Heals d6 HP upon application, plus d3 more per hour for up to 6 hours.

Game Master's Guide

This section contains information and suggestions to help the GM run a fun and challenging game. The GM has a task that can seem daunting or overwhelming at first. Hopefully, this information will help alleviate that feeling.

Telling the Story

A good part of being the GM involves telling and moving the story forward. In this adventure, the story has been

developed for you, and written out in a (hopefully) logical manner that keeps both you and the players engaged and enjoying yourselves.

To ensure that there are as few breaks in the game play as possible, it is recommended that you read through this adventure manual several times. As the GM, you should be familiar with the rules – if not well versed – so that you can answer questions and make rulings on events within the game. Likewise, the story line should be familiar to you, so you can help the players move forward through the adventure.

Being familiar with the story also gives you flexibility if the players take their characters "off script", trying to go or do something that is not included in this adventure manual. It happens, a lot. If you are familiar with the story, you can follow those players on their tangent, and keep it within the story's realm, and you can then logically figure out how to bring them back into the official plot line.

Remember, this is not a competition between you and the players; it is cooperative story-telling. Your players tell their characters' stories, and you tell the stories of their surroundings and major plot points.

Reading the Adventure

While reading the adventure for your players, you'll find that each entry is broken up into several parts. One part is what is read as a description or explanation of common knowledge to the players, one section contains additional information for the GM, and one section contains game play information including NPCs, possible outcomes to player actions, loot, etc. To distinguish between these sections, we use the following formatting:

Example Adventure Area

Looking around the space, you notice just how messy the resident is. Empty, used food containers litter the floor and are piled around the overflowing trash can. The bed looks as if it has never been made. Everything is covered in a thick layer of dust, and the air smells of unwashed bodies.

Buried under the food containers near the trash can is a plastic bag containing two passports, both containing the same photo of the resident, but with different names. It will require active searching with a successful Active Perception roll to find it.

The top part is the section to be read to the players. The lower part, in italics, is the part for the GM.

Non-Player Characters (NPCs)

NPCs make up every other character not controlled by the players. This could include background, nondescript characters, combat-oriented goons, and significant NPCs who are fleshed out and important to the story in some way. They can be beneficial to the player characters, indifferent to them, or hostile to them. They might be sources of information for the group, merchants from whom they can buy and sell equipment and items, or just random strangers who are oblivious to the details of the adventure.

In these adventures, NPCs will be listed in two ways: detailed character sheets for important NPCs, and simplified NPC archetypes for use in combat situations. When used for combat situations, only the most essential information is provided for the NPCs, and when multiple NPCs of a particular archetype are required, they can be considered virtually identical with identical stats and equipment.

In the case of the archetype NPC, you will be provided with a NPC bio like this:

Guard

BLD	9	**Race:**	Human
INT	7	**React:**	21
AGI	8	**Move:**	20
END	10	**Act. Perc:**	30
FOR	6	**Pass. Perc:**	14
DIS	7	**HP:**	12
APP	7		

Temperament: Non-aggressive, but cautious

Items:

Autogun – 2d4+4 dmg, 150m, DP: 9, Skill Mod: +25

On the left-hand side, you will find the Attribute stats for the NPC. On the right, you will find basic race info, modifiers for reaction, movement, active and passive perception, and total HP. Under that, the character's temperament, any equipment and weapons the NPC is equipped with and their necessary related information.

For more notable or plot-relevant NPCs, you will find full NPC character sheets, similar to the player character sheets.

Health, Injury, and Death

All characters, PC and NPC alike, will eventually take damage, and some may die. This is inevitable when adventures involve perilous obstacles and combat situations. In this section, we'll cover how to deal with these situations, and some of the effects that can come of it.

A character's health is measured in HP. While a character has HP, they are still alive and capable. However, once their HP drops to 0 or below, the character is close to expiring if emergency medical attention is not immediately provided.

Injuries take away from a character's total HP count as they are received. When a character has reached zero HP, they are considered a Downed Character. At the end of a round of combat, during the Resolution Phase, all Downed Characters who have not received medical intervention receive a death strike against them. These characters remain Downed during the next round. If a Downed Character receives three death strikes, they die.

If a Downed Character receives medical intervention to stabilize them, the count of death strikes is reduced by one. If that Downed Character still has remaining death strikes, they must receive more medical attention during the next round to continue to reduce their count back to zero. Once the count is reduced to zero, the Downed Character may make an END roll (3d6 VS END score, roll under the END) with a +2 modifier. If the roll is successful, then the character regains consciousness, and may again join the action.

It is possible for characters to take damage outside of combat, even to a Downed state. If that happens, medical intervention is still required, but can happen during normal role play.

Characters who die during a game are removed from play.

Negative Effects of Combat

During combat, characters can suffer from conditions that can affect their performance. These conditions might be environmental, situational, or from an inflicted wound.

Hindered

The character's movement is slowed due to external factors (terrain, weapon effects, injury, etc.). The character cannot run or sprint, and remains hindered until the character moves outside the area of effect or is freed of the hindering effects.

Immobilized

The character is prevented from any movement at all. The character can still perform other actions, including attacking, but cannot move, and cannot React.

Restrained

The character is completely prevented from moving or acting in any way, including attacking and defending.

Fatigued

The character is worn out and exhausted. A -6 modifier is applied to all saving throws. A -25 modifier is applied to all active and passive perception checks. A +2 modifier applies on all Initiative rolls. The character can only use 1 action per round, and can only move at walking pace.

Stunned

The character is unable to use any action points for one round.

Dazed

The character may only use 1 action point for one round.

Prone

The character is lying flat on the ground. The character can only crawl, or use their movement action to stand up. Ranged attacks while prone have a +25 modifier due to stability; melee attacks while prone have a -25 modifier; and thrown weapon attacks have a -10 modifier. Attacks against the prone character, from short or point blank range, have a +15 modifier. Attacks against the prone character from medium or longer ranges have a -20 modifier.

Blinded

The character's vision is obscured or disabled. All vision-based skill & perception rolls have a -40 modifier. All attacks that require vision have a -60 modifier, and the character cannot React.

Deafened: The character's hearing is disabled. All hearing-based skill and perception rolls have a -40 modifier.

Bleeding

The character is wounded and is losing blood as a result. The character loses 1HP each round until the bleeding is stopped.

Unconscious

The character has lost all consciousness, and is unable to act in any way. At the end of the character's turn, each round, the character makes a Stamina roll with a

-20 modifier. If the roll succeeds, the character regains consciousness.

Zero HP

The character has technically died. With proper medical attention, the character can be revived, but resuscitation must occur quickly to prevent the character's death.

The Adventure

Introduction

GM Introduction:

In the race to gain market superiority, both Whitman-Pratt and Centurion have placed bids on several major military contracts. With the current tech-comparison bake-off in full swing, Centurion has developed new MASE technology, and has planned to bring out the new technology in a campaign designed to bring publicity to the colony, as well as sell their new product. Whitman-Pratt spies have learned of this new product, and have devised a plan to steal the data. But the plan goes awry.

In an attempt to regain face, and cover their tracks, Whitman-Pratt hires out a group of mercenaries to not only gain the data Whitman-Pratt desires, but also to destroy Regency's database on the project and ruin their chances of gaining the upper hand.

The group is hired, outfitted, and inserted into Regency's research and development facility. Little resistance is met going in. Once the group reaches a viable terminal and accesses the database, the group retrieves the information it is looking for, and executes the planted virus to do its job.

However, the virus is flawed and backfires, shutting down all electronic systems in the facility, trapping the group inside. Meanwhile, Regency is assembling its own forces to infiltrate the downed facility and capture or neutralise the group.

The group must make it out of the facility, and return to Whitman-Pratt in time to avoid their own annihilation at the hands of Whitman-Pratt, who has outfitted each member of the party with a booby trap device, should the mission fail.

Player Introduction:

Your group is a contract team from the Void Cats mercenary's guild. You've been brought in to perform a covert operation on behalf of the Whittman-Pratt corporation. Whittman-Pratt is a large military contractor for the government with many competitors. Based on the urgency and immediacy with which they are requesting your team's help, you get the impression this is an operation of great importance.

Your team gathers, and heads over to the Whittman-Pratt headquarters, as instructed, and wait in the main lobby.

Chapter 1 - The Negotiation

Prologue

You are sitting in a large room. The walls, floor, and ceiling appear to be made out of black marble, with white and pinkish veins running throughout. The chairs, of which there are ten, linked up five on either side of the room, are constructed chrome frames with black leather cushioning.

On the north side of the room are the metal double doors out to the lobby of the building. On the south side of the room are several sets of elevator doors, made of some dark metal. Standing on either side of the elevators are two Mark II humanoid MASE, obviously armored and armed with high power weapons.

The MASE are part of Hardem's personal elite guard, and are instructed to eliminate any threat to Hardem. The characters are allowed to maintain possession of their weapons, but are watched closely.

Use this time to allow the characters to discuss the situation with each other. After a few minutes, one of Hardem's aides will arrive in one of the elevators, requesting the party boards the elevators. The MASE will follow onto the elevators. Depending on the party size, they may need to be split between the two elevators. If this is the case, one MASE will board each elevator.

The aide will not answer any questions, replying only with, "All your questions will be answered by Mr. Hardem." The MASE will not speak at all.

Hardem's Meeting Room

As the elevator(s) reach the top floor, they silently come to a stop. The doors open, revealing a darkened meeting room. As you enter the meeting room, your eyes adjust to the dimmer illumination. Glancing about, you estimate the room to be about ten meters in length, and about five meters wide. You guess the ceiling is about five meters tall. The floors, walls and ceiling are made out of the same marble as the lobby.

The center of the room is dominated by a large, black marble meeting table. Twelve plush leather chairs surround the table, five on each of the long sides, and one at either end. Sitting on the table, in front of each seat, is a sealed document file. Dim recessed lighting heightens the dark, foreboding atmosphere of the room.

As you enter, the MASE step through the elevator doors, and take up station on either side of the elevators. The elevator doors seal silently. The aide asks you to take a seat and explains that Hardem will be with you in a moment.

After all party members are seated or settled into the room,

the aide will exit via the opposite side of the room, through a door made of the same marble as the walls, causing the door to blend into the wall. Again, allow the party members to ask questions of each other, and make speculations.

After a few minutes of deliberation, the hidden door opens again, and two full conversion cyborgs enter into the room, take an assessment of all in the room, and then take post on either side of the door. Hardem then enters after the cyborgs, taking a seat at the head of the table.

Hardem will greet the party, speaking in quiet tones, and keeping to the point. He tells the party the following:

"I have called you here for a very important mission. This mission is totally convert, and requires the utmost attention to security and detail. It is a medium risk operation, but don't underestimate it. Absolute precision is needed to make sure no one can trace your actions. That is all I can tell you for now, until you decide to accept the mission. That and, upon completion, your organization will be awarded two million credits for the work. If you choose to not accept, you are dismissed."

Hardem will wait for the party to make its decisions. If the party decides to attempt to negotiate, they will find Hardem difficult to sway. However, if the GM feels that the party's arguments are sufficient, Hardem will go as high as 2.5 million. If the party declines the mission, they will be escorted from the room by the cyborgs, to the elevators, where the MASE will escort them to the lobby doors. If the party decides to move forward, Hardem explains further:

"Good. I was hoping you would accept. As I'm sure you've heard in the news recently, both our corporation and Centurion are in competition for some... lucrative military contracts. It is vital that Whitman-Pratt not lose this bid. We have been monitoring Centurion, and have found that they are working on some sort of new technology, similar to one of our own projects but more mature. We had used a back door into their systems to attempt to discover what this new technology was, but our connection was discovered and shut down before we could finish our investigation. As of this moment, Centurion does not know that Whitman-Pratt is responsible for their security breach. Unfortunately, when they shut us down, we were not able to clean up several encrypted files that were left in their system, and it's only a matter of time before they are discovered and decrypted.

"That's where you come in. You are to infiltrate their facility and find their database access system. Once you find it, you will execute a program that we have designed that will finish retrieving the information we were looking for, and also destroy our encrypted files so that no evidence is left behind. The program has another function: it will infect their security system and overload it so that their security forces will be less able to interfere with your evacuation, as their attention is bound to be drawn to you when you access their system.

"Your primary objective is the destruction of the evidence. Your secondary objective is to bring the information back to me. This is a time-critical mission, and the primary objective must be completed within 12 hours. If it isn't completed in 12 hours, Centurion will have most assuredly decrypted our files, ending our bid for this contract. If that happens, your pay is forfeit, and we will disavow any knowledge of your actions. Oh, and you can guarantee that you will never work in this colony again.

"As you can guess, we have a lot riding on this mission. We will take no unnecessary chances."

Hardem instructs the group to open the file folders in front of them. Each folder contains detailed mission information. The party is responsible for their own equipment and weapons. A small pad computer with a map of the facility will be provided, however.

The group will travel to the facility hidden in the back of a hijacked Centurion transport. The truck will enter the facility and park at the docking bay. This is their entry point. From there, they are on their own until they reach the objective. Once their primary objective has been completed, they are to contact the truck via secured radio. The party is authorised to dispatch any resistance, but advised that minimal conflict is preferred.

When all objectives are completed, they are to return to the truck for extraction.

The group has one hour to get their equipment and affairs in order for the mission.

Chapter 2 - The Warehouse

1: Loading Dock

The long loading dock is wide enough for 4 trucks to dock at the same time to be loaded or unloaded. However, your truck is the only one at the bay at this time. The back of the truck pulls all the way up to the door, almost touching it. The door is a motorized, roll-up garage door. The driveway for the docs stretches out before rounding around the front of the building and out of sight. Concrete dividers matching the height of the dock split the four docking ramps.

Since it is nighttime, no one is outside of the docking facility. There is only a skeleton crew of dock hands and security personnel on this level. The dock crew will open the bay door,

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and then open the back of the truck. The party has automatic surprise due to the fact that no one was expecting them.

2: Docking Bay

The docking bay is a large, well-lit room. Halfway down the western wall is another roll-up door like the docking doors. On the northern wall, three of the four docking doors are closed, the fourth being the door your truck is parked at. Strewn about the room are crates, boxes, barrels, and palettes waiting to be moved. Near the eastern wall, about twenty meters from the docking door, is a forklift. The walls and floor are made out of concrete. Near the center of the room, crates are piled up.

The three crew hands on duty, and the one security guard watching over them, are quite surprised to find a party of armored figures waiting for the doors to open.

None of the crew are armed, and they are dressed in plain coveralls. The security guard, however, is armed. All three crew hands and the security guard are automatically surprised for the first round. The crew will try to escape, while the security guard will first try to sound the alarm, and then will confront the group.

If the party wishes to search the room, or open any of the crates, they will find a tool box of standard tools, but nothing else of use.

There is a security camera mounted in the SW corner of the docking bay. Roll a d6 to see if security is currently watching that camera every 10 minutes (game time). On an even number, security is watching. On an odd number, security is not watching. If security is watching, they will alert the rest of the facility to the break-in, and additional outside reinforcements will arrive within 15 minutes.

NPCs: Dock Workers x3, Security Guard x1

3: Rear of the Docking Bay

Dust covered barrels are stacked up in the southeast corner of this area. In the southwest corner is a large ventilation grate, approximately 1 meter on a side, leading to a vertical shaft. On the west wall is a small recessed panel.

If the party searches the barrels, they will find nothing of value or use, as the barrels contain miscellaneous packing materials and maintenance lubricants.

Upon examination, the party will discover that the ventilation grate is only being held in place by two screws in opposite corners. If the party doesn't have tools, or can't get to the screws for some reason, the grate can be forced open on a Build roll of 6 or less.

If the party opens the recessed panel, they will discover a

utility box for the security system. A successful Pick Locks skill, Hard difficulty, will open the box. Furthermore, a successful Basic Electronics skill roll, Challenging difficulty, will disable the security system. If the skill check fails, roll a D6. If the roll is a 1-4, the security system is still active. If the roll is a 5 or a 6, the security system is set off.

4: Warehouse A

As the door opens, the large expanse of the warehouse fills the doorway. Large shelf units fill the room from one wall to another. The aisles between each shelf are approximately four meters wide. Boxes fill the shelves from top to bottom, and the shelves themselves stand about six meters tall. In the southeast corner of the warehouse is a raised office. A catwalk wraps around the office's west side, switching to a stairway on its north face. The shades on the office are currently drawn.

On the north wall of the warehouse are two sets of doors, one set on the northeastern side of the wall, the other set near the middle fo the wall. The northeastern doors are standard, swinging double doors, with windows set into both doors. The middle doors are large, metal sliding doors, approximately eight meters across. Next to the metal doors is an access panel with two buttons, one green, one red, and a key slot. On the western wall is a four meter opening into another room.

In the warehouse, approximately five crew hands are at work. None of them are armed. On the north and south walls of the facility are alarm buttons, and there are cameras in the northeast and southwest corners of the warehouse. Roll a d6 to see if security is currently watching that camera every 10 minutes (game time). On an even number, security is watching. On an odd number, security is not watching. If security is watching, they will alert the rest of the facility to the break-in, and the additional outside reinforcements will arrive within 15 minutes.

Also, any gunfire in the warehouse will attract the night manager's attention fro the office in the southwestern corner (Room 5)

If the party searches the warehouse, they will find miscellaneous MASE parts, lubricants, coolants, etc., but nothing immediately useful.

NPCs: Dock Workers x5

5: Night Manager's Office

Papers, folders, and books cover the surface of the large desk that dominates the center of the room. Sitting on the desk is a computer terminal, still turned on. The windows on the north and west sides of the office are drawn. In the back of the office is a filing cabinet. Also, a ragged couch rests against the south

wall.

The night manager is at work in his office in the southwest corner of the warehouse. He has a shotgun stored in his office, as well as an alarm switch. There is a computer system in his office, but it only contains invoice and inventory information pertaining to the warehouse. No other information can be found on this system.

The manager keeps his blinds closed, but if there is any gunfire in the warehouse, he will investigate with his shotgun. If the party searches the office, the will not find anything of use, except the shotgun. If they search the cabinet, they will find two boxes of standard buckshot shells.

NPCs: Night Manager x1

6: Security Office

This small room is home to a single desk with a computer system, behind which sits the Security Manager. A second chair is placed on the opposite side of the desk. Otherwise, the room appears plain and unadorned.

The Security Manager is at work behind his desk. If he's become aware of the players' presence in the building, he will be watching their moves via security cameras broadcasting to his computer screen, and will have a Gryphon side arm drawn and ready. This will give him surprise over the first two characters through the door. If he is not aware of the characters' presence, then he will be in the middle of paperwork, and the characters have a chance at surprising him. To determine surprise, roll a d6. On a 1-4, the players have surprised the Security Manager.

If access is gained to the Security Manager's computer (Computer Hacking skill, Hard difficulty), an e-mail message will be discovered that contains a message about the security code for "The Door" being updated to a new 8-digit code. The code is included in the message.

NPCs: Head of Security x1

7: Reception

This small room opens to the outside, and appears to be the front entrance of the facility. In the middle of the room, facing the entrance doors, is a security desk. A single, bored-looking security guard sits behind the desk, occasionally glancing over security camera feeds while watching some sporting event on a mobile device. There are several empty chairs against the wall next to the entrance, and a door leads into a small bathroom off of the western wall. Behind the security desk, a door leads deeper into the facility.

The security guard watching the front room is bored, and could not care less about watching security feeds for too

long. *After many months of never having any incidences to report, he's become complacent, and if faced with an armed party, will offer no resistance or trouble. Other than the security guard's personal belongings, there is nothing of consequence here to take. Likewise, the security system on the desk here cannot access security administrative functions; it only monitors the cameras and other sensors.*

NPCs: Security Guard x1

8: Machine Room

This room houses several forklifts, as well as a loader exoskeleton. Various other machinery is in one corner, humming away loudly, most likely handling air conditioning or other environmental factors. On the south wall is a roll-up door large enough for the loader and forklifts to travel through.

The forklifts and loader are all powered down, and require security codes to activate. Additionally, none of the party have appropriate skills to pilot any of them.

9: Secondary Warehouse Storage

The large expanse of this room obviously runs the entire length of the building, front to back. In the center of the room are a series of large platform shelf units, designed to hold large, crated machinery. However, right now, they all stand empty. The south-east corner seems to open up into a wide corridor.

If the security team within the building are aware of the party's presence, there will be two Security Guards taking up station at the opening to the corridor in the south-east corner. These Security Guards will attack on sight.

NPCs: Security Guard x2

9a: Corridor Entrance

Before you lies the wide opening to a long corridor. Yellow and black striped markings on the floor depict the border between the corridor and the warehouse storage room.

(Read the following to the players if the guards were alerted to the players' presence in the warehouse.)

Two metal barriers are raised out of the floor, on either side of the opening to the corridor, just within the yellow and black stripes on the floor.

The yellow and black stripes mark where a heavy blast door rises up from the floor to seal the corridor.

10: Security Corridor

This long corridor stretches out before you. The floor switches from the concrete of the warehouses to welded metal plate. Along either side of the hall, mounted to

the wall, are darkly colored panels every few meters. At the far end, you can see some kind of large door.

The panels on the walls contain sensors that record heat signatures, sound, and shifts in ambient temperature, as well as shifts in air pressure and movement. If security has been notified of the party's presence, these will be active. If active, when the party reaches the half-way point in the corridor, the blast door at the entrance will close, sealing the party into the corridor.

11: Security Door

At the end of the corridor stands an enormous door, nearly as wide and as tall as the corridor itself. On the right-edge of the door is numeric keypad with a biometrics panel. The biometrics panel displays the image of a hand.

Using the handprint of any of the security guards along with the 8-digit code found on the Security Office computer will open the Security Door. If the party did not find the 8-digit code, then a Pick Locks skill check at a Challenging difficulty can bypass this part of the security check. The handprint is still required.

12: Security Check-In Room

This large room is relatively empty and unadorned. Approximately two meters into the room from the large security door sits a singular, imposing metal desk. On top of the desk is a computer system, and behind it and the desk is a security guard. There are two other doors in the room, each with another security guard standing next to it.

If this is the first time the party is entering the room, all three guards are present. The guard behind the desk is monitoring the corridor, and is aware of the party, so surprise is not possible here. These guards feel pretty secure in their abilities, and will not call for reinforcements. They will attempt to apprehend the party immediately. The door to the north has a control panel next to it that cycles the locking mechanism.

NPCs: Data Store Guard x3

13: Security Barracks

This long room houses 8 beds, with two banks of lockers along the back wall. Each bank has four lockers. Currently, none of the beds are occupied and the room is empty of personnel.

This is the security guard barracks for the warehouse cadre. All 8 lockers are locked with mechanical combination locks, and all contain personal artifacts belonging to the various security personnel within the warehouse, but nothing of significant value.

14: Airlock

This small rectangular room serves as an airlock of sorts. There are two doors, one leading to the security check-in room, and the other leading beyond the airlock. There is a control panel on the wall in the corner between the two doors.

The doors are arranged such that when one door is open, the other is locked, and neither can be opened until the other is closed. The control panel between the doors controls the actuation of the two doors, along with control panels outside of each door.

15: Elevator

This is a bare room; it is completely utilitarian in design. Taking up nearly the entirety of the eastern wall is an elevator door. Next to the door is a panel containing a call button below a security key card slot.

This elevator is very large, even for a freight elevator. The call button will not function without an authorized key card. The guard in the security check-in room who was standing guard next to the airlock door has a functioning key card in his pocket. If the party does not have the key card, a successful Pick Locks skill check at a Hard difficulty can bypass it.

Chapter 3 - The Data Store

16: Security Checkpoint

Between the elevator and the only door in this room is a thick, transparent barrier. In the space between the barrier and the door, there are two chairs for guards, but they are currently unoccupied. The center portion of the barrier opens with the use of a key card on the elevator-side, and a release switch on the door-side.

The same key card that operates the elevator will operate the security door. If the party does not have the key card, a successful Pick Locks skill check at a Hard difficulty can bypass it.

17: Security Barracks

This long room has enough beds for 20 people, with five bunk beds along each long wall. Three of the bunks are occupied with sleeping individuals.

This is a secondary security barracks designed for longer-term residency shifts for the Data Store security force. The three sleeping individuals are off-shift security personnel.
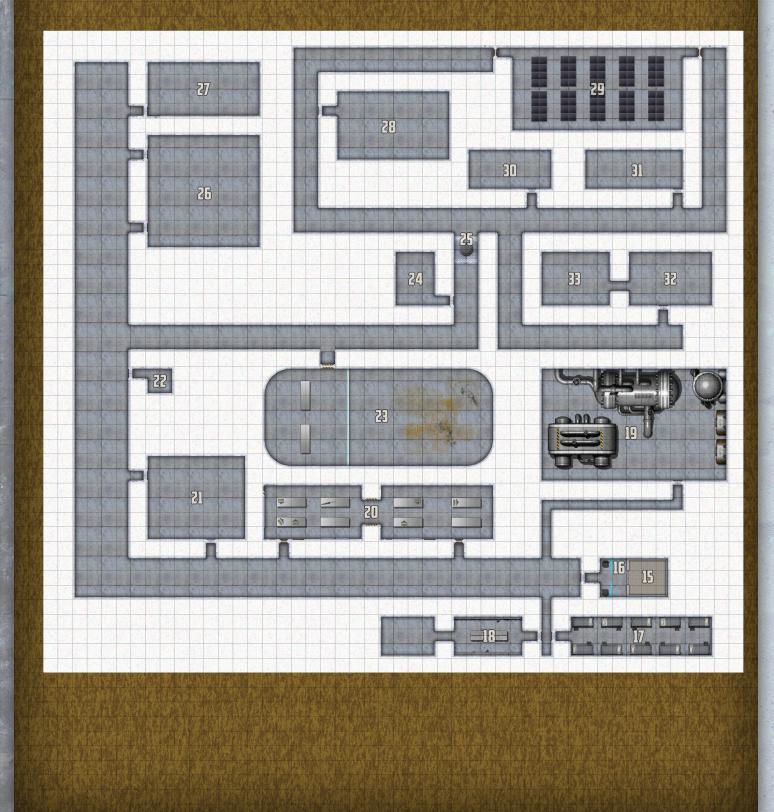
NPCs: Sleeping Data Store Guard x3

18: Staff Locker Room

Unlike the floors in other spaces where it is mostly concrete or linoleum, the floor in this area is a crisp, white ceramic tile. In the center of the room is a long bank of lockers, with 10 on each side. Most of the lockers have locks upon them. Benches line the walls opposite of the lockers. Beyond the lockers, through a doorway, can be seen a showers.

This room serves as the locker and shower rooms for the security force who stay resident here. All of the locks on the lockers can be accessed with a successful Pick Locks roll at a Normal difficulty, however none of them contain anything of use or value.

19: Engineering Room

Upon entering this room, you are assaulted by the noise of large machinery. A quick look around reveals that this room houses the environmental equipment for ventilation and temperature control. There also appears to be equipment that handles some sort of plumbing, as well.

Nothing in this room is of critical consequence on its own. It's mostly heating, ventilation, and air conditioning equipment, along with plumbing and pumps for fresh and waste water. Vent ducts, most of which are too small for a human to crawl through, snake into and out of the walls and ceiling. However, there is a main intake vent that comes straight from the cargo dock above which is large and can be scaled as an escape route. A successful Active Perception check will reveal it to the party.

20: Prototyping Lab

The doors to this room have small windows through which you can see without opening the doors. This room is filled with large tables covered in electronics in various states of completion and assembly. Several people in coveralls or lab coats work at the tables, building and testing various circuit assemblies.

The people in this room are scientists and technicians working on prototype electronics for various projects. There is an alarm switch in this room that the scientists can use to summon security.

NPCs: Scientist x2

21: Fabrication Lab 1

This room contains specialized tools and devices that seem to be printing, milling, cutting, and forming custom parts for who-knows-what. As everything appears to be automated, there are no personnel currently in this room.

All of the equipment is automated, and runs from a computer terminal in the room. Nothing being made in this room is identifiable by the party with any degree of certainty. Things may appear familiar, such as gears, brackets, or mounting plates, but nothing identifiable as belonging to a specific device.

22: Custodial Closet

This small space is lined with shelves filled with various boxes, jugs, and buckets. There is a tool belt hanging from a hook on the wall. Mops, brooms, and hazardous material cleaning kits fill one of the corners.

Nothing of worth is in here.

23: Testing Chamber

A large, heavy door bearing multiple warning signs and decals seals this room. Next to the door is a card reader and biometrics panel.

If they open the door:

The heavy metal door hisses as it retracts into the floor. Beyond the door is an enormous room. Approximately one-third of the room is separated from the rest of the room by a wall of extremely thick glass and metal. In this section are two heavy-duty tables, and a small control panel on the wall next to a security door leading to the other portion of the room.

Through the windows you can see the floor is covered in scorch marks, oil stains, remnants of dirt, and heavy scratches. Similar marks can be seen on the far wall.

This room is a multipurpose testing chamber for things developed in this facility. The control panel manages a fire-suppressant system, a PA intercom system to the other room, and door controls.

24: Office

You've found a small office. It is currently unoccupied, but there is a desk with a computer terminal. The terminal is currently on, but locked.

This small office belongs to one of the senior staff. While there is nothing of use in the desk, the computer terminal can access some security protocols, including controlling the Security Turret in the hallway. Access to the security controls will require a successful Computer Hacking roll at a Challenging difficulty level.

25: Security Turret

If security is not on alert:

On a successful Passive Perception roll, the team will notice a circular seam in the floor. The circular panel is flush with the floor, and tight. The team will not be able to pry it open. Investigating it reveals that if tapped or knocked

upon, it sounds denser than the surrounding floor. Visual investigation reveals no new knowledge.

If security is on alert:

As you walk down the hallway, a circular section of the floor in the center of the hallway twists and raises up quickly. The column that has appeared stands about six feet tall, and spins until an opening faces you. In a heartbeat, a heavy barrel swivels upward, pointing at your group.

The turret is heavily armored, and can spin a full 360° and fire in the same turn. This turret is controlled by the computer in the Office (see Room 24 for details).

NPCs: Turret x1

26: Fabrication Lab 2

This large room contains tables and workbenches with equipment for manipulating raw materials into usable shapes and sizes. Heavy machinery such as laser cutters, polymer printers, and CNC machines hum and whir as they work on various projects autonomously.

All of the equipment is automated, and runs from a computer terminal in the room. Nothing being made in this room is identifiable by the party with any degree of certainty. Things may appear familiar, such as gears, brackets, or mounting plates, but nothing identifiable as belonging to a specific device.

27: Assembly Lab

Tables fill this room, each covered in parts and pieces of projects. On most of the tables, there are incomplete assemblies of robotic parts, electronic devices, and at least one item that appears weapon-like, but isn't recognizable.

This assembly lab is used for building prototypes for testing, and uses parts created in the fabrication labs. None of the assembly projects are complete and functional. On an Active Perception roll, the Computer Hacker or Information Thief might find some miscellaneous electronics or data discs that might come in handy in the future.

28: Computer Engineering Lab

This large room is home to a large number of desks, grouped in fours, each furnished with a computer terminal and facing the other desks in the group. At his hour the room appears to be not in use, and the terminals all appear to be off.

This room is for the engineers to use for the development of stand-alone and integrated software systems. None of the terminals are connected to any outside networks. A successful Computer Operation skill roll at a Hard Difficulty will reveal that they also do not have access to the servers

with the data the team is looking for.

29: Server Room

On first approach to the room:

The entrance to this room is barred by a heavy, metal door with a central window of thick security glass. To the side of the door is a security panel paired with a biometrics pad.

The security panel requires both a keyed code, and a palm scan in order to open the doors. However, the personnel who have access to this room aren't on site. The door will need to be hacked, requiring either a successful Pick Locks roll (Hard difficulty) or Basic Electronics (Challenging difficulty) to open the door.

Upon opening the door and entering the room:

This large room is full of the noise of hundreds of servers and industrial air conditioning. The temperature in this room is low enough for the group to be able to see their own breath hanging in the air. Multiple rows of hardware racks, each filled with dozens of servers and computer hardware of various types, all hum and blink with furious activity.

In the center of the room, there is a singular terminal that is directly connected into the server network. It sits on a table along with various media readers and input devices. Other than the terminal in the Executive Office, this is the only terminal that has access to the data storage the team is attempting to reach. Using the terminal will require a successful Computer Hacking roll (Challenging difficulty). The team will need to run the tool Hardem provided on a drive that will need to plugged into a media reader. It will take approximately 15 minutes to run. However, the software secondarily overloads the security systems that control door locks and access panels in the elevator system, so that any use will take 4-5 times longer and hold up security forces. Which is good, because accessing the data storage will alert them calling reinforcements.

30: Lead Engineer's Office

The name tag on the outside of the door indicates that this is the lead engineer's office. Unlike the other rooms, this one has a few personal affects featured on the walls and on the desk that sits near the back of the room. A powered down terminal sits upon the desk, surrounded by stress toys and geeky paraphernalia.

The terminal is accessible with a successful Computer Hacking roll (Challenging difficulty). While the terminal in this room has no direct access to the data space the team is seeking to attack, a thorough investigation of the lead engineer's files reveals information about the data space, names of file folders, and computer access credentials for

accessing the data space from the terminal within the Server Room. Finding this information will require a successful Computer Operation roll (normal difficulty).

31: Conference Room

This room is dominated by one large table in the center of the room, surrounded by about twelve chairs. On one wall is a holo-screen designed for presentations.

This is a large, empty conference room. Currently, it is not in use, and is devoid of any useful items.

32: Executive Anti-chamber

This large room is ornate and plush. Overstuffed couches sit against two of the far walls, with a long, black marble coffee table filling the space in front of them. The floor is covered in luxurious, soft carpeting, and the walls sport the latest in mood-sensitive lighting sconces. On the wall to the left is a large, dark wood door.

This room is the waiting and meeting space outside of the executive office. Everything about it is designed to make guests feel comfortable and relaxed. Other than some magazines and a bowl of mints, there is nothing of use in this room.

33: Executive Office

This large office space is just as ornate as the anti-chamber outside. Dominated by large, black marble desk in the center of the room and surrounded in a reddish wood paneling, this room reeks of opulence and pretension. On the side wall sits a hard wood hutch containing racks of hard, expensive liquors. On the desk sits a terminal.

The terminal on the desk has access to the data space the team is seeking to attack, but it also has stronger security. Gaining access to the terminal will take a successful Computer Hacking roll (Hard difficulty), and accessing the data space will require a successful Computer Operation roll (Challenging difficulty).

Chapter 4 - The Escape

Accessing the server room or the data store using the terminal in the Executive Office will alert security. Within 15 minutes, a response team arrives at the facility, and immediately races to the Data Store, and institute a security lock-down. If it wasn't activated earlier, the turret in area 25 emerges and activates when the lock-down occurs. Alarms and red flashing lights throughout the hallways turn on, filling the space with a cacophony of noise and distracting flashes.

The response team is comprised of 8 security personnel. Two remain behind in the elevator area (Room 16). Two race down the hallways towards the Testing Chamber (Room 23), while two more start searching the Prototyping Lab (Room 20) and Fabrication Lab 1 (Room 21). The final two are searching the Barracks (Room 17) and Locker Room (Room 18).

The team essentially has two forms of escape: if they use their equipment and heads well, they might be able to take out each pair of Response Team Members before encountering the next. At which point, they could escape through the elevator. Alternatively, once past the first two Response Team Members near the Testing Chamber, the two in the Fabrication Lab or Prototyping Lab might attempt to get the drop of the team by allowing them to pass, and then engaging from behind once the team engages the pair either in the elevator room or from the Locker Room and Barracks. This pincer move might cause the team to retreat into the Engineering Room (Room 19), where an alternate escape route exists.

Once the team makes it to the Warehouse, they have a clear route out and away, if they are quick enough.

Ending the Adventure

The end of this adventure is an opening to even more adventures. The end of this adventure could occur in many different ways, from the entire team escaping unharmed, to the team being captured, to one or more team members being killed during the mission. Using the materials inside of this book, the game master could devise some follow-up game play, perhaps to rescue a captured teammate, or to return to steal some of the tech in the Data Store.

With the full game, there are even more possibilities, especially when it comes to player-generated characters. They can spend experience points to improve their character's abilities, spend their earnings to gain new equipment and upgrades, and look for new adventures to go on. Like an episode from a TV show, the end of the adventure doesn't necessarily mean the end of the story.

NPCs

Warehouse Guard

BLD	9	Race:	Human
INT	7	React:	21
AGI	8	Move:	23
END	10	Act. Perc:	30
FOR	6	Pass. Perc:	18
DIS	7	HP:	14
APP	7		

Temperament: Non-aggressive, but cautious

Items:

Autogun – 2d4+4 dmg, 150m, DP: 9, Skill Mod: +25

Night Manager

BLD	6	Race:	Human
INT	10	React:	25
AGI	9	Move:	18
END	8	Act. Perc:	36
FOR	10	Pass. Perc:	25
DIS	6	HP:	12
APP	8		

Temperament: Assertive, act-first attitude

Items:

Auto-Shotgun – 2d6 dmg, 45m, DP: 6, Skill Mod: +30

Head of Security

BLD	8	Race:	Human
INT	7	React:	26
AGI	10	Move:	23
END	8	Act. Perc:	33
FOR	9	Pass. Perc:	21
DIS	7	HP:	14
APP	9		

Temperament: Non-aggressive, but cautious

Items:

Gryphon – d6+4 dmg, 200m, DP: 9, Skill Mod: +30

Dock Worker

BLD	11	Race:	Human
INT	5	React:	20
AGI	8	Move:	18
END	9	Act. Perc:	27
FOR	7	Pass. Perc:	17
DIS	5	HP:	16
APP	5		

Temperament: Non-aggressive, but cautious

Items:

No weapons, but various tools

Data Store Guard

BLD	10	Race:	Human
INT	8	React:	24
AGI	6	Move:	19
END	10	Act. Perc:	36
FOR	8	Pass. Perc:	21
DIS	10	HP:	14
APP	7		

Temperament: Assertive, act-first attitude

Items:

MR-16 Rifle – d6 dmg, 600m, DP: 12, Skill Mod: +40

Sleeping Data Store Guard

BLD	10	Race:	Human
INT	8	React:	24
AGI	6	Move:	19
END	10	Act. Perc:	36
FOR	8	Pass. Perc:	21
DIS	10	HP:	14
APP	7		

Temperament: Non-aggressive, groggy, and compliant

Items:

None

Scientist

BLD	8	**Race:**	Human
INT	12	**React:**	21
AGI	8	**Move:**	20
END	8	**Act. Perc:**	30
FOR	10	**Pass. Perc:**	14
DIS	10	**HP:**	14
APP	7		

Temperament: Non-aggressive, but cautious

Items:

No weapons; just personal affects.

Turret

Temperament: Fire-on-sight on unidentified targets

Items:

Turret Gun – d6 dmg, 150m, DP: 10, Skill Mod: +50

Turret DR: 12, HP: 50

Response Team Member

BLD	12	**Race:**	Human
INT	8	**React:**	26
AGI	10	**Move:**	28
END	12	**Act. Perc:**	34
FOR	6	**Pass. Perc:**	19
DIS	10	**HP:**	16
APP	5		

Temperament: Aggressive, attack on sight

Items:

MR-16 Rifle – d6 dmg, 600m, DP: 12, Skill Mod: +50

High Velocity Impact Armor – DR: 12, Ab: 8, HP: 50

Player Character Sheets

Over the next several pages, you'll find character sheets for the player characters. Please note that they consist of two pages each. Feel free to print or photocopy those to hand out to your players.

STELLAR CHAOS

PLAYER: _____

RACE: Humanoid MASE

CHARACTER: Hanz

OCCUPATION: Combat Medic

CHARACTER DETAILS:

Height: 6' 2" Gender: Masculine Morality: Dedicated

Weight: 265 lbs Age: 10 Primary Language: Western English

dCurrency: 14,000

Homeworld: _____

Citizenship: NAR

ATTRIBUTES

BLD	6	Modifier: 0	Carry Cap: 400	
		Melee Bonus: -		
INT	10	Modifier: 0	Bonus SP: +1 SP	
		Training Bonus: -		
AGI	6	Modifier: -5	AP/Round: 3	
		Initiative Modifier: -		
END	6	Modifier: -5	Encumbered: 75%	
		HP Recovery Bonus: -		
FOR	11	Modifier: +5	Initiative Modifier: -2	
		Reaction Modifier: -		
DIS	7	Modifier: 0	-	
		Resist Pain Modifier: -		
		Focus Modifier: -		
APP	8	Modifier: 0	Social Skills Modifier: +5	

NATURAL ABILITIES

Reaction:	FOR **24** + DIS	
Focus:	INT **23** + D6	
Active Perception:	INT + FOR DIS + 10 **38**	
Passive Perception:	INT **27** + D6	
Sanity:	INT + **25** APP	
Stamina:	BLD **18** + D6	
Pain Tolerance:	END **19** + D6	
Movement Rate:	BASE + RACE **13**	

TRACKING

Experience:	0
Hands On SP:	○ ○ ○ ○ ○
HP:	45 Heal Rate: 1 HP/Day
Action Points:	3
Damage Resistance:	10
Armor HP:	
Shields HP:	
Psy Points:	0

COMBAT QUICK REFERENCE

This Weapon	With This Ammo	Total Dmg	Total DP	Ranges	Associated Skill
Autogun	Standard	2d4+4	9	/ / 150 / 300	Basic Weapons: Side Arms
				/ / /	
				/ / /	
				/ / /	
				/ / /	

PAIN

1 2 3 4 5 6 7 8 9 10 11 12 13 14

SKILLS

Skill	Rank	Total Skill Modifier
Basic Weapons: Rifles	3 (Trained)	+30
Basic Weapons: Side Arms	3 (Trained)	+30
Diagnosis	4 (Trained)	+35
First Aid	4 (Trained)	+35
Emergency Care	2 (Trained)	+25

SKILLS CONT.

Skill	Rank	Total Skill Modifier

PLAYER: _____

RACE: _____Humanoid MASE_____

CHARACTER: _____Hanz_____

OCCUPATION: _____Combat Medic_____

EQUIPMENT

Total Encumbrance: 53

Item	Encumbrance	Location
Nano Salve x5 (10 doses ea.)	15	Pouch

EQUIPMENT CONT.

Item	Encumbrance	Location

ARMOR

Type	HP	Dam Res	Bleed	React Mod	Move Mod

SHIELDS

Type	HP	Dam Res

WEAPONS

Type	Base Dmg	Ammo Cap	Base Dam Pot	Max Effect Rng	Encumbrance	Notes
Autogun	2d4+4	30	9	150m	35	3 rnd burst-fire weapon

AMMUNITION

Type	For Weapon	Dmg Mod	Dam Pot Mod	Amount	Encumbrance	Notes
Standard	Autogun	-	+6	60	3	Pre-loaded into 2 extra magazines

CHARACTER NOTES

Racial Abilities

Occupation Group Perks: 25% discount (rounded down) on all medical
and scientific equipment.

Occupation Perk: +15 modifier on all skill rolls for Trained Skills

Cybernetics

Psy Abilities

MASE Upgrades

STELLAR CHAOS

PLAYER: _____

CHARACTER: Celene Granger

RACE: Human

OCCUPATION: Computer Hacker

CHARACTER DETAILS:

Height: 5' 8"   Gender: Female   Morality: Opportunistic

Weight: 165 lbs   Age: 28   Primary Language: Western English

dCurrency: _____

Homeworld: _____

Citizenship: NAR

ATTRIBUTES

BLD 8
- Modifier: 0   Carry Cap: 500
- Melee Bonus: +1

INT 15
- Modifier: +5   Bonus SP: +2 SP
- Training Bonus: -1 SP

AGI 11
- Modifier: +5   AP/Round: 4
- Initiative Modifier: -2

END 9
- Modifier: 0   Encumbered: 80%
- HP Recovery Bonus: +1 HP

FOR 12
- Modifier: +5
- Initiative Modifier: -2
- Reaction Modifier: -

DIS 8
- Modifier: 0
- Resist Pain Modifier: -
- Focus Modifier: -

APP 13
- Modifier: +10
- Social Skills Modifier: +20

NATURAL ABILITIES

Ability		Value
Reaction:	FOR + DIS	**31**
Focus:	INT + D6	**29**
Active Perception:	INT + FOR + DIS + 10	**45**
Passive Perception:	INT + D6	**33**
Sanity:	INT + APP	**36**
Stamina:	BLD + D6	**23**
Pain Tolerance:	END + D6	**23**
Movement Rate:	BASE + RACE	**24**

COMBAT QUICK REFERENCE

This Weapon	With This Ammo	Total Dmg	Total DP	Ranges			Associated Skill
Gryphon	Standard	d6+4	15	/	/ 200	/ 400	Basic Weapons: Side Arms
				/	/	/	
				/	/	/	
				/	/	/	
				/	/	/	

TRACKING

Experience: 0

Hands On SP: ○ ○ ○ ○ ○

HP: 28   Heal Rate: 2 HP/Day

Action Points: 4

Damage Resistance: 12

Armor HP: 50

Shields HP: _____

Psy Points: 0

PAIN
(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)

SKILLS

Skill	Rank	Total Skill Modifier
Computer Operation	5 (Trained)	+35
Computer Programming	5 (Trained)	+35
Computer Hacking	3 (Trained)	+25
Basic Weapons: Side Arms	4	+20

SKILLS CONT.

Skill	Rank	Total Skill Modifier

PLAYER: _____

CHARACTER: Celene Granger

RACE: Human

OCCUPATION: Computer Hacker

EQUIPMENT

Total Encumbrance: 68

Item	Encumbrance	Location
Hacking Deck	25	Pack

EQUIPMENT CONT.

Item	Encumbrance	Location

ARMOR

Type	HP	Dam Res	Bleed	React Mod	Move Mod
High Velocity Impact Armor	50	12	8	-	-

SHIELDS

Type	HP	Dam Res

WEAPONS

Type	Base Dmg	Ammo Cap	Base Dam Pot	Max Effect Rng	Encumbrance	Notes
Gryphon	d6+4	15	9	200m	40	

AMMUNITION

Type	For Weapon	Dmg Mod	Dam Pot Mod	Amount	Encumbrance	Notes
Standard	Gryphon	-	+6	60	3	Pre-loaded in 4 extra magazines for quick reloading

CHARACTER NOTES

Racial Abilities

Occupation Group Perk: 5% discount on all non-weapon technical equipment purchases

Occupation Perk: +10 modifier on all Trained skills

Cybernetics

Psy Abilities

MASE Upgrades

STELLAR CHAOS

PLAYER: _____

CHARACTER: Keiko Rosette

RACE: Human

OCCUPATION: Gun For Hire

CHARACTER DETAILS:

Height: 5' 8" Gender: Female Morality: Independent

Weight: 138 lbs Age: 43 Primary Language: Western English

dCurrency: 18,000

Homeworld: _____

Citizenship: NAR

ATTRIBUTES

BLD 12	Modifier: +5	Carry Cap: 650
	Melee Bonus: +3	
INT 7	Modifier: 0	Bonus SP: +1 SP
	Training Bonus: -	
AGI 7	Modifier: 0	AP/Round: 3
	Initiative Modifier: -	
END 10	Modifier: 0	Encumbered: 80%
	HP Recovery Bonus: +1 HP	
FOR 6	Modifier: 0	
	Initiative Modifier: -	
	Reaction Modifier: -	
DIS 8	Modifier: 0	
	Resist Pain Modifier: -	
	Focus Modifier: -	
APP 9	Modifier: 0	
	Social Skills Modifier: +10	

NATURAL ABILITIES

Reaction:	FOR **21** + DIS
Focus:	INT **21** + D6
Active Perception:	INT + FOR **31** DIS + 10
Passive Perception:	INT **19** + D6
Sanity:	INT **24** + APP
Stamina:	BLD **28** + D6
Pain Tolerance:	END **24** + D6
Movement Rate:	BASE + RACE **19**

TRACKING

Experience:	0
Hands On SP:	○ ○ ○ ○ ○
HP:	28 Heal Rate: 2 HP/Day
Action Points:	3
Damage Resistance:	12
Armor HP:	50
Shields HP:	
Psy Points:	0

COMBAT QUICK REFERENCE

This Weapon	With This Ammo	Total Dmg	Total DP	Ranges	Associated Skill
MR-16	Standard	d6	18	/ / 600 / 900	Basic Weapons: Rifles
				/ / /	
				/ / /	
				/ / /	
				/ / /	

PAIN

1	2	3	4	5	6	7	8	9	10	11	12	13	14

SKILLS

Skill	Rank	Total Skill Modifier
Combat Intuition	5 (Trained)	+25
Basic Weapons: Rifles	4 (Trained)	+20
Detect Ambush	3 (Trained)	+15
Weapons at the Ready	3 (Trained)	+15

SKILLS CONT.

Skill	Rank	Total Skill Modifier

Stellar Chaos

PLAYER: _____ **CHARACTER:** Keiko Rosette

RACE: Human **OCCUPATION:** Gun For Hire

EQUIPMENT

Total Encumbrance: 54

Item	Encumbrance	Location
Nano Salve (x2) (10 doses ea.)	6	Pack

EQUIPMENT CONT.

Item	Encumbrance	Location

ARMOR

Type	HP	Dam Res	Bleed	React Mod	Move Mod
High Velocity Impact Armor	50	12	8	-	-

SHIELDS

Type	HP	Dam Res

WEAPONS

Type	Base Dmg	Ammo Cap	Base Dam Pot	Max Effect Rng	Encumbrance	Notes
MR-16 Assault Rifle	d6	30	12	600m	45	

AMMUNITION

Type	For Weapon	Dmg Mod	Dam Pot Mod	Amount	Encumbrance	Notes
Standard	MR-16	-	+6	60	3	Pre-loaded into 2 extra magazines for quick reloading

CHARACTER NOTES

Racial Abilities

Occupation Group Perk: 20% discount on all weapon- and weapon accessory-related purchases

Occupation Perk: +20 modifier on all attack rolls

Cybernetics

Psy Abilities

MASE Upgrades

STELLAR CHAOS

PLAYER: _____

CHARACTER: Zade Garrett

RACE: Human

OCCUPATION: Information Thief

CHARACTER DETAILS:

Height: 6' 1"   Gender: Male   Morality: Opportunistic

Weight: 170 lbs   Age: 32   Primary Language: Western English

dCurrency: 22,500

Homeworld: _____

Citizenship: NAR

ATTRIBUTES

		Modifier	Carry Cap: 600
BLD	10	0	Melee Bonus: +2
INT	15	Modifier: +5	Bonus SP: +2 SP
		Training Bonus: -1 SP	
AGI	8	Modifier: 0	AP/Round: 3
		Initiative Modifier: -	
END	6	Modifier: -5	Encumbered: 75%
		HP Recovery Bonus: -	
FOR	12	Modifier: +5	Initiative Modifier: -2
		Reaction Modifier: -	
DIS	5	Modifier: 0	Resist Pain Modifier: -10
		Focus Modifier: -	
APP	10	Modifier: 0	Social Skills Modifier: +10

NATURAL ABILITIES

Reaction:	FOR **25** + DIS
Focus:	INT **26** + D6
Active Perception:	INT + F **42** IS + 10
Passive Perception:	INT **33** + D6
Sanity:	INT **30** + APP
Stamina:	BLD **22** + D6
Pain Tolerance:	END **17** + D6
Movement Rate:	BASE **15** RACE

TRACKING

Experience:	0
Hands On SP:	○ ○ ○ ○ ○
HP:	28 Heal Rate: 3 HP/Day
Action Points:	3
Damage Resistance:	12
Armor HP:	50
Shields HP:	
Psy Points:	0

COMBAT QUICK REFERENCE

This Weapon	With This Ammo	Total Dmg	Total DP	Ranges			Associated Skill
Autogun	Standard	2d4+4	15	/	/ 150	/ 300	Basic Weapons: Side Arms
				/	/	/	
				/	/	/	
				/	/	/	
				/	/	/	

PAIN

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10) (11) (12) (13) (14)

SKILLS

Skill	Rank	Total Skill Modifier
Confident Presence	4 (Trained)	+35
Social Engineering	4 (Trained)	+35
Basic Electronics	4 (Trained)	+35
Communications Systems	3 (Trained)	+30
Computer Operation	4 (Trained)	+35
Basic Weapons: Side Arms	4	+20

SKILLS CONT.

Skill	Rank	Total Skill Modifier

STELLAR CHAOS

PLAYER: _____

RACE: Human

CHARACTER: Zade Garrett

OCCUPATION: Information Thief

EQUIPMENT

Total Encumbrance: 66

Item	Encumbrance	Location
Hacking Deck	25	Pack
Nano Salve (10 doses)	3	Pack

EQUIPMENT CONT.

Item	Encumbrance	Location

ARMOR

Type	HP	Dam Res	Bleed	React Mod	Move Mod
High Velocity Impact Armor	50	12	8	-	-

SHIELDS

Type	HP	Dam Res

WEAPONS

Type	Base Dmg	Ammo Cap	Base Dam Pot	Max Effect Rng	Encumbrance	Notes
Autogun	2d4+4	30	9	150	35	3 rnd burst-fire weapon

AMMUNITION

Type	For Weapon	Dmg Mod	Dam Pot Mod	Amount	Encumbrance	Notes
Standard	Autogun	-	+6	60	3	Pre-loaded into extra magazines for quick reloading

CHARACTER NOTES

Racial Abilities

Occupation Group Perk: +15 modifier on all social skill rolls

Occupation Perk: +15 modifier to all skill rolls for Trained Skills

Cybernetics

Psy Abilities

MASE Upgrades

Stellar Chaos

PLAYER: _____

RACE: Humanoid MASE

CHARACTER: E. D. (Ee-Dee)

OCCUPATION: SWAT

CHARACTER DETAILS:

Height: 6' 4"　Gender: Masculine　Morality: Independent

Weight: 240 lbs　Age: 18　Primary Language: Western English

dCurrency: 12,000

Homeworld: _____

Citizenship: NAR

ATTRIBUTES

BLD 11
Modifier: +5　Carry Cap: 650
Melee Bonus: +3

INT 9
Modifier: 0　Bonus SP: +1 SP
Training Bonus: -

AGI 10
Modifier: 0　AP/Round: 3
Initiative Modifier: -1

END 10
Modifier: 0　Encumbered: 80%
HP Recovery Bonus: +1 HP

FOR 7
Modifier: 0
Initiative Modifier: -
Reaction Modifier: -

DIS 8
Modifier: 0
Resist Pain Modifier: -
Focus Modifier: -

APP 9
Modifier: 0
Social Skills Modifier: +10

NATURAL ABILITIES

Ability		
Reaction:	FOR 25 DIS	
Focus:	INT 23 D6	
Active Perception:	INT + F 34 IS + 10	
Passive Perception:	INT 22 D6	
Sanity:	INT 26 APP	
Stamina:	BLD 27 D6	
Pain Tolerance:	END 24 D6	
Movement Rate:	BASE 23 RACE	

COMBAT QUICK REFERENCE

This Weapon	With This Ammo	Total Dmg	Total DP	Ranges	Associated Skill
MR-16	Standard	d6	18	/ / 600 / 900	Basic Weapons: Rifles
				/ / /	
				/ / /	
				/ / /	
				/ / /	

TRACKING

Experience:	0
Hands On SP:	○ ○ ○ ○ ○
HP:	45
Heal Rate:	2 HP/Day
Action Points:	3
Damage Resistance:	10
Armor HP:	
Shields HP:	
Psy Points:	0

PAIN
1　2　3　4　5　6　7　8　9　10　11　12　13　14

SKILLS

Skill	Rank	Total Skill Modifier
Basic Weapons: Side Arms	5 (Trained)	+45
Basic Weapons: Rifles	5 (Trained)	+45
Hand to Hand Fighting	4 (Trained)	+40
Weapons at the Ready	4 (Trained)	+40

SKILLS CONT.

Skill	Rank	Total Skill Modifier

PLAYER: _____

CHARACTER: E. D. (Ee-Dee)

RACE: Humanoid MASE

OCCUPATION: SWAT

EQUIPMENT

Total Encumbrance: 54

Item	Encumbrance	Location
Tactical Vest	5	Torso

EQUIPMENT CONT.

Item	Encumbrance	Location

ARMOR

Type	HP	Dam Res	Bleed	React Mod	Move Mod

SHIELDS

Type	HP	Dam Res

WEAPONS

Type	Base Dmg	Ammo Cap	Base Dam Pot	Max Effect Rng	Encumbrance	Notes
MR-16 Assault Rifle	d6	30	12	600m	45	

AMMUNITION

Type	For Weapon	Dmg Mod	Dam Pot Mod	Amount	Encumbrance	Notes
Standard	MR-16	-	+6	90	4	Pre-loaded into 4 extra magazines

CHARACTER NOTES

Racial Abilities

Occupation Group Perk: +20 Modifier to all Social Skill rolls

Occupation Perk: +20 modifier to all skill rolls for Trained Skills

Cybernetics

Psy Abilities

MASE Upgrades

STELLAR CHAOS

PLAYER: _____ **CHARACTER:** Cyril Sanchez

RACE: Human **OCCUPATION:** Trouble Shooter

CHARACTER DETAILS:

Height: 5' 6" Gender: Male Morality: Dedicated

Weight: 190 lbs Age: 37 Primary Language: Western English

dCurrency: 32,000

Homeworld: _____

Citizenship: NAR

ATTRIBUTES

BLD 8	Modifier: 0	Carry Cap: 500	
	Melee Bonus: +1		
INT 10	Modifier: 0	Bonus SP: +1 SP	
	Training Bonus: -		
AGI 14	Modifier: +10	AP/Round: 4	
	Initiative Modifier: -3		
END 12	Modifier: +5	Encumbered: 80%	
	HP Recovery Bonus: +2 HP		
FOR 11	Modifier: +5	Initiative Modifier: -2	
	Reaction Modifier: -		
DIS 9	Modifier: 0	Resist Pain Modifier: -	
	Focus Modifier: -		
APP 6	Modifier: -5	Social Skills Modifier: -	

NATURAL ABILITIES

Reaction:	FOR **34** + DIS	
Focus:	INT **25** + D6	
Active Perception:	INT + F... DIS + 10 **40**	
Passive Perception:	INT **27** + D6	
Sanity:	INT **25** APP	
Stamina:	BLD **26** + D6	
Pain Tolerance:	END **27** + D6	
Movement Rate:	BASE... RACE **29**	

TRACKING

Experience:	0
Hands On SP:	○ ○ ○ ○ ○
HP:	28
Heal Rate:	3 HP/Day
Action Points:	4
Damage Resistance:	12
Armor HP:	50
Shields HP:	
Psy Points:	0

COMBAT QUICK REFERENCE

This Weapon	With This Ammo	Total Dmg	Total DP	Ranges	Associated Skill
Autogun	Standard	2d4+4	15	/ / 150 / 300	Basic Weapons: Side Arms
				/ / /	
				/ / /	
				/ / /	
				/ / /	

PAIN

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |

SKILLS

Skill	Rank	Total Skill Modifier
Combat Intuition	6 (Trained)	+45
Advanced Stealth Techniques	3 (Trained)	+30
Pick Locks	4 (Trained)	+35
Shadowing	4 (Trained)	+35
Tracking	3 (Trained)	+30
Basic Weapons: Side Arms	3 (Trained)	+30

SKILLS CONT.

Skill	Rank	Total Skill Modifier

EQUIPMENT

Total Encumbrance: 44

Item	Encumbrance	Location
Lock Picks	3	Pack
Electronic Lock Pick	3	Pack

EQUIPMENT CONT.

Item	Encumbrance	Location

ARMOR

Type	HP	Dam Res	Bleed	React Mod	Move Mod
High Velocity Impact Armor	50	12	8	-	-

SHIELDS

Type	HP	Dam Res

WEAPONS

Type	Base Dmg	Ammo Cap	Base Dam Pot	Max Effect Rng	Encumbrance	Notes
Autogun	2d4+4	30	9	150m	35	3 rnd burst-fire weapon

AMMUNITION

Type	For Weapon	Dmg Mod	Dam Pot Mod	Amount	Encumbrance	Notes
Standard	Autogun	-	+6	60	3	Pre-loaded into 2 extra magazines

CHARACTER NOTES

Racial Abilities	Cybernetics	Psy Abilities	MASE Upgrades
Occupation Group Perk: +20 Modifier to all Social Skill rolls Occupation Perk: +15 to all skill rolls for Trained Skills			

More About the Full Game

This adventure uses a simplified version of the play system to give you a taste of the game. The full version of the 300+ page Core Rules book provides a very in-depth and flexible rule system that allows game masters to fine tune their gaming experiences for their players. Discover advanced, customizable equipment, character pain, environmental effects, and much more for you to fill out the game with endless variety.
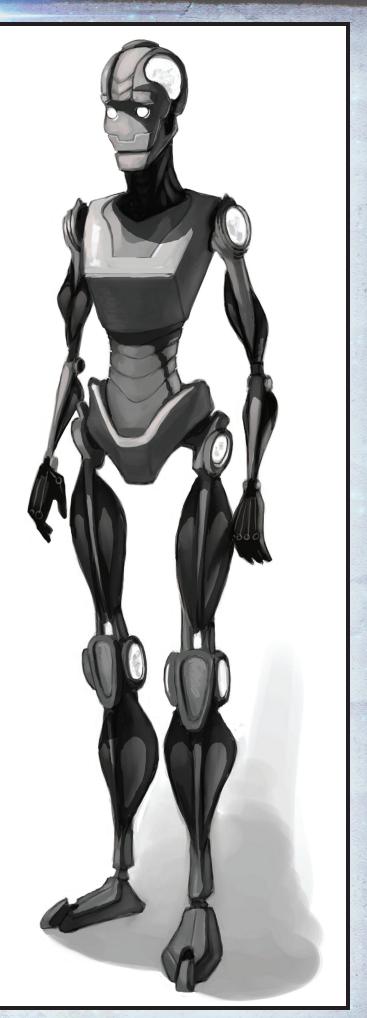
You will find not only Humans and MASE as playable characters, but also all six varieties of Enhanced Humans. Imagine a human with highly advanced immunities, as well as enhanced strength, speed, intelligence, stealth, and psychic abilities.

Characters become extremely customizable with a myriad of different occupations, and over one hundred unique skills. As characters grow, they can become highly specialized, or jacks of all trades. It is truly up to the player!

While the game comes with all you need for running almost any campaign you can imagine, there are additional expansions and modules being designed. From rules for fleet battles to adventures in virtual net space; from exploration of new worlds to espionage between corporations, we are preparing it for you!

Even more than that, we are building a player-centric community where our players and game masters can share ideas, coordinate virtual table-top games, and submit or review their own adventure ideas to IMG to be included as potential official canon. Accepted submissions will not only be credited to the original authors, but those authors will be compensated as well.

So, join us on a grand adventure, and enjoy gaming with more facets than a d20!

Who Is Infinite Monkeys Games?

Infinite Monkeys Games is an indy game development company headed up by two life-long gamers: Jason Lamey and Brett Javier. Jason founded IMG in the early 2000s as a passion project that spawned into a full-blown company. Brett came onboard about 6 years into the project, and has been a driving force in its growth ever since. Fans of both table-top and video games of all kinds, Jason and Brett avidly continue to include gaming in their lives, even when not developing new titles.

Send Us Feedback!

We would love to hear back from you. Let us know what you think about this adventure, and the overall game. We would like to hear your thoughts, comments, suggestions, and questions.

If you would like to share them with us, please let us know at the following address:

http://www.InfiniteMonkeysGames.com/contact

Stalk Us!

Our Website:

http://www.InfiniteMonkeysGames.com

On Facebook:

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On Twitter:

https://twitter.com/imgames

On Discord:

https://discord.gg/6Dcvzrd

On Kickstarter:

https://www.kickstarter.com/profile/jasonlamey

Credits

Game Design

Jason Lamey

Production

Jason Lamey

Brett Javier

Writing

"Data Breach" by Jason Lamey
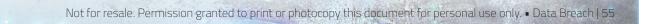
Illustrations

Julie Dillon

Sarah Petrulis

Page backgrounds by:

Lord Zsezse Works

Map Design

Jason Lamey

Some map elements are provided by:

Studio Wyldfurr (http://www.studiowyldfurr.com)

Graphic Design

Jason Lamey

DATA BREACH
A STELLAR CHAOS LITE ADVENTURE

"AND, SHOULD YOU BE CAPTURED..."

Never the words you want to hear, but as a mercenary, your work comes with risk. This time, it's in the employ of a wealthy corporation that wants you and your team to infiltrate a rival corporation's hidden data center to retrieve information that would be useful. Resistance of some level is expected, but somewhere deep inside a warehouse that serves as the front for a secret data center resides a computer network that isn't connected to any outside networks. That means it can only be accessed from a physical terminal within the facility. That terminal holds the information you are looking for, and what stands between your team and that network has yet to be determined.

ADVENTURE THEMES:

Combat, computer hacking, espionage, infiltration

ADVENTURE BREAKDOWN:

Combat:
Puzzle Solving:
Role Play:

PARENTAL INFORMATION:

This adventure contains content suitable for teen audiences and above, due to the combat elements.

Average Adventure Playtime: 8-10 hours
Adventure Difficulty: Suitable for beginner players
For **3-6 players**, plus one game master

Stellar Chaos

IMG
INFINITE MONKEYS GAMES