

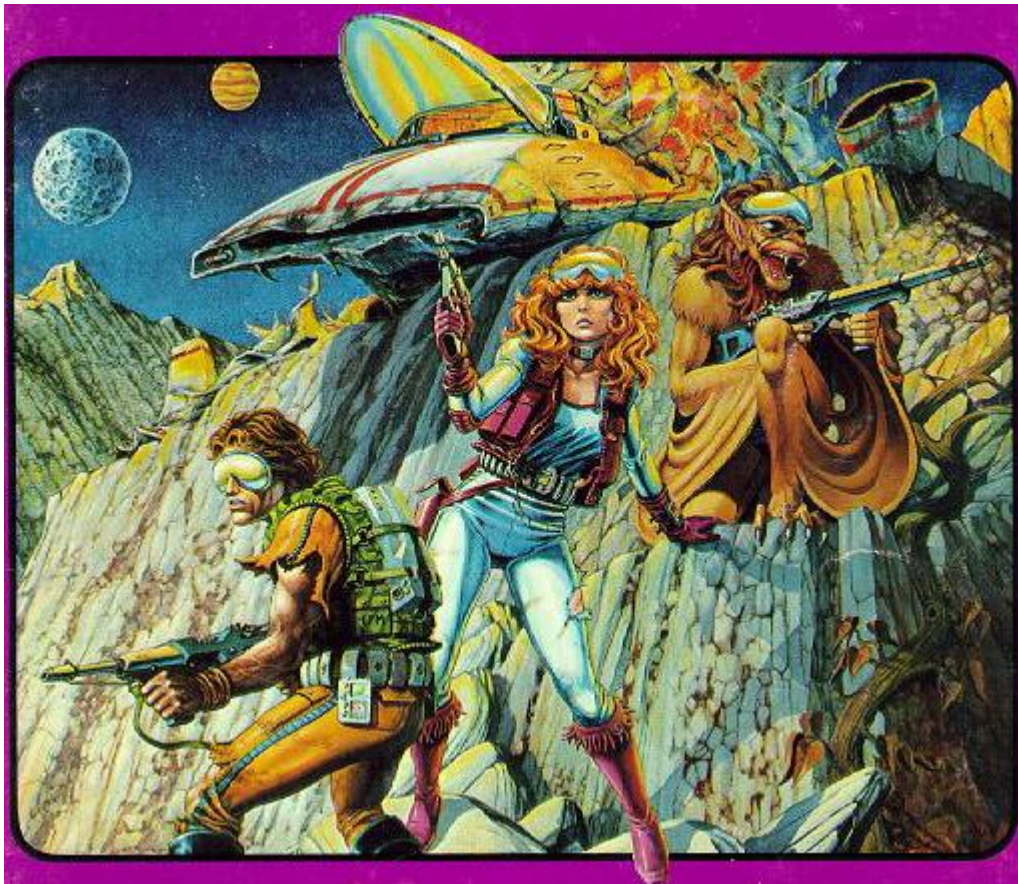
D20

System

Universal Role-Playing System

Star Frontiers

Rise of the Sathar



A series of Introductory Adventures for the Star Frontier's (URS) Role Playing System

A STAR FRONTIERS

ADVENTURE



Where do we Begin?

After doing extensive work on creating the new rules for Star Frontiers and coming to a point where the core system is coherent enough to actually begin playing the game, the obvious question becomes what to do with it. So after looking back at the reference materials that I used to cobble together this adaptation of the rules, I found whole sections of material that remained untouched, namely the Adventures and Adventure ideas that that were supplied in the rule books to help start Players and Administrators begin playing the game, and I decided that it might be fun to take those Scenarios and Ideas and use them as they were intended, to help jumpstart a Campaign in the Star Frontier's universe.

This book contains a series of Scenarios based on those opening Adventures presented in the Alpha Dawn Rulebooks but don't expect them to be straight forward translations of the original Scenarios, these adventures have been recreated and in some cases expanded upon to fit the new Star Frontier's Universe. I hope however that they still keeping the flavor of those first Adventures because those very short scenarios were magical, and were what got me hooked on Star Frontiers.

Victor M. Gil de Rubio

Star Frontiers Scenario

Sabotage

Main Characters

1) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
2) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
3) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
4) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
5) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
6) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____

Adventure Overview

The Heroes learn from a reluctant informant that there is a plot to steal sensitive data from one of the city's Databanks, which leads the heroes on a high speed chase to stop the saboteurs from destroying what will one day be a marvel of Human achievement...The Catapult

Main Characters

Edmond Horner

Description: Edmond Horner stands about half a head over 5' tall, and has black hair that has begun to recede. He has dark brown eyes under thick brows, and his expression seems to never brighten. He has a stocky build, and is dressed in a black duroplas trenchcoat, with its collar up.

Race: Human **Profession:** Criminal
Str: 11 (+0) **Ag:** 13 (+1) **Sta:** 16 (+3)
Psyche: 8

Level: 2 **EP:** 36 **Exp:** 80
Log: 16 (+3) **Int:** 17 (+3) **Per:** 10 (+0) **App:** 10 (+0)
Reputation: 2 (-4)

Combat Modifier: +2

Initiative Modifier: +2

Resistance Rolls: Fortitude: +5

Reflex: +2

Will: +3

Armor Worn: Skien/reflective bodyglove, duroplas leather trench

DR: 14/(d) 13

Ranged weapon: Needler pistol

Range: 20'

Damage: 1d4 **In:** +2 **Hit:** +3 **Dmg:** +1 **DR:**

Primary weapon: Vibroknucklers

Damage: 1d6 +1 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Secondary weapon: Vibroknife

Damage: 2d4 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 Edmond gains a free attack against an off balanced opponent at +2 to hit. By expending an action in the beginning of the round before initiative is rolled Edmond gains a +2 bonus to his Defensive rating for the round including his Defensive rating against traps, and increases his Reflex saves by +2.

Merits/Flaws: Alertness, Fearless, Irritating personality, Greed

Skills: Appraise (Unrefined ores) +4, Appraise (weapons) +4, Barter/Haggling +2, Climb +1, Demolitions +4, Computers +4, Drive +2, Gaming +2, Intimidation +3, Gather information: +2, Hide +2, Knowledge: Local gossip +4, Knowledge: Underworld lore +5, Listen +4, Move silently +2, Open locks +2, Pilot +2, Search +4, Sense motive +4, Spot +4, Swim +1, Use technology +4, Weapons: Grenades, Weapon: Melee, Weapon: PGS

Feats: Dodge

Languages: Standard, Yazirian, Humma, Aldorian, Vrusk*, Dralasite*, Ghed'yan*, Belphan*, Ackarian*

*These languages are known due to a polyvox.

Special abilities

Alertness: Edmond is very resistant to surprise. He gains a +4 bonus to his spot checks to avoid surprise, and gains a +2 to any Reflex saves that he makes (Already added).

Fearlessness: Edmond gains a +2 to his Resistance rolls vs. fear effects. He gains a Resistance roll if the fear effect normally does not call for one, but in this case the Resistance roll's difficulty is determined as follows: Difficulty: 20+ the Endurance level.

Greed: Edmond will put himself and everyone around him in danger for the chance at that extra few credits. Edmond must make a Will save (DC: 18) to avoid endangering himself and his companions for the chance of acquiring wealth, and is not above lying or stealing, even from those that are his friends to make a profit.

Irritating Personality: Edmond must make a Will save (Dif: 18) whenever he is involved in crucial negotiations or he suffers a -5 to all NPC reactions as the more annoying aspects of his personality become incredibly pronounced.

Racial Abilities

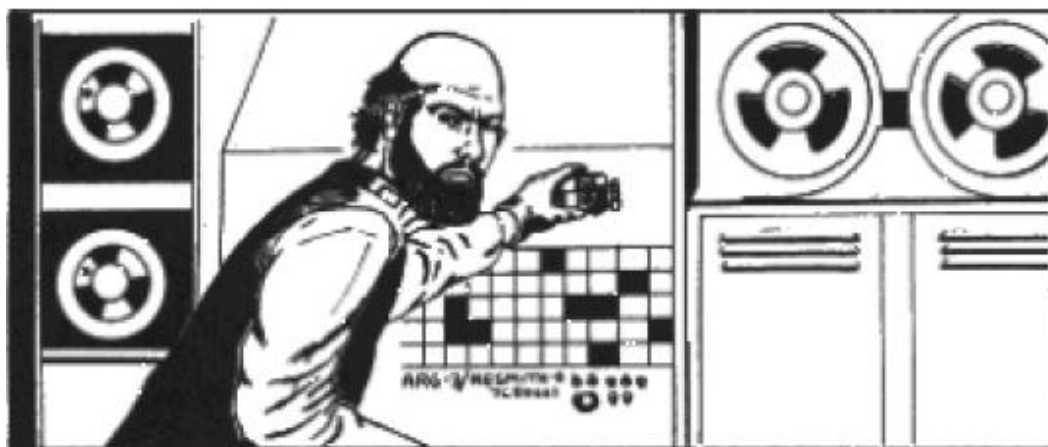
Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Move/round: 31'

Equipment carried: Duraplas Identicard, Chronocom, Standard polyvox, Data pad/reader, 3 ammo clips (10 shots/clip).

Personal wealth: 20,000cr

Notes: Edmond is a career criminal who has long dreamed of becoming one of, if not the biggest Crime boss on Thesius. Edmond is wanted by authorities for a number of crimes stemming from his involvement with various crime syndicates in the Core. Edmond became involved with Dalmar Crane who approached him to purchase a large quantity of explosives. Delmar received 20,000 credits for the explosives and he'll be receiving an additional 20,000cr after a time if he remains quiet.



Dalmar Crane

Description: Dalmar Crane stands slightly over 6 feet tall, and is a man in his late 30's in appearance. He has a lean build and is bald. Dalmar has deep-set dark brown eyes, under thick brows and he sports a thick mustache and beard. Dalmar dresses in a set of dark gray technician's coveralls with worker's boots and over that he wears a utility vest.

Race: Human **Profession:** Ex-Star law agent
Str: 15 (+2) **Ag:** 15 (+2) **Sta:** 11 (+0)
Psyche: 6

Level: 4 **EP:** 45 **Exp:** 250
Log: 14 (+2) **Int:** 15 (+2) **Per:** 15 (+2) **App:** 10 (+0)
Reputation: 6(-2)

Combat Modifier: +6/+1
Resistance Rolls: Fortitude: +3 **Reflex:** +4

Initiative Modifier: +4
Will: +4

Armor Worn: Technician's coveralls, Skien/reflective bodyglove **DR:** 16/(d) 14

Ranged weapon: Needler pistol **Range:** 20' **Damage:** 1d4 **In:** +6 **Hit:** +6/+3 **Dmg:** +1 **DR:**
Ranged weapon: Fragmentary grenade (2) **Range:** 30' **Damage:** 4d6 +1 **In:** +4 **Hit:** +6/+1 **Dmg:** +1 **DR:**

Primary weapon: Vibroknife **Damage:** 2d4 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**
Unarmed Attack: Kick **Damage:** 1-3 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 Delmar gains a free attack against an off balanced opponent at +2 to hit. Delmar is able to make three additional Attack of opportunity in a round

Merits/Flaws: Accuracy, Alertness, **Powerful enemy (Star Law)**

Skills: Climb +3, Computers +5, Demolitions +5, Disable device +4, Drive +3, Intimidation +4, Gather information: +3, Hide +4, Knowledge: Local gossip +3, Knowledge: Star law tactics +3, Listen +3, Move silently +3, Open locks +4, Pilot +3, Search +3, Sense motive +3, Spot +3, Swim +3, Use technology +3, Weapon: Grenades, Weapon: Melee, Weapon: PGS, Weapon: Spacecraft beam, Weapon: Spacecraft missiles, Zero gravity movement +3

Feats: Expertise (needler), Combat reflexes

Languages: Pan-Gal, Sathar, Yazirian, Dralasite*, Vrusk*, Adrainian* Aldorian*, Ordanian*

*These languages are known due to a polyvox.

Special abilities

Accuracy: Delmar has an innate ability to hit targets with ranged weapons or objects. He cuts his range penalties for using a range or thrown weapon or object by ½.

Alertness: Delmar is blessed with a combination of peripheral vision, good hearing, and mental stamina that makes him very resistant to surprise. Delmar gains a +4 bonus to his spot checks to avoid surprise. He gains a +2 to any Reflex saves that he makes (Already added).

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Move/round: 32'

Equipment carried: Tech-ex uniform, 1 Duraplas Identcard (fake), 1 Chronocom, 1 Standard polyvox, 1 Data pad/reader, Flashlight, Magnetic grapplers (2), 5 clips for needler (10shot/clip), Tech kit, Security kit

Personal wealth: 10 credit vouchers (1,000cr/each)

Special equipment

6 ounces of Plastid + variable timer: Radius: Primary: 30' **Secondary:** 30'
Damage: P Blast: 18d8 (108pts) **Secondary:** 18d6 (78pts)

Notes: Delmar has been an Agent for the Sathar for several years, and has finally been activated. He has gathered a group of Sathar sympathizers and have been charged with trying to destroy the main supports of what will one day be a magnetic

propulsion shaft, allowing system ships to be catapulted from the planet into space at speeds never before dreamed of, making interplanetary travel faster than ever possible using chemical propulsion systems.

Sh'ar Satu'sh

Description: Sh'ar Satu'sh is a long, worm-like creature with a segmented body crowned with a circular head that tapers toward a round mouth ringed with sharp teeth. It has large, ovoid eyes with two pupils, and has two pits that serve as a nose. Roughly 3' below the head, four tentacles sprout from its body, two on each side. The first two tentacles are slender, and each ends in four smaller, fingerlike tentacles. The second pair of tentacles is stronger and slightly longer, and each of these ends in a paddle-like pad. Its skin is rust colored and glistens as if wet. Sh'ar Satu'sh's tentacles are the same color as the body but with a slight greenish tint, and the creature's underbelly is a pale shade of pink.

Race: Sathar
Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 10 (+0)
Psyche: 18

Level: 2 **EP:** 33 **Exp:** 80
Log: 10 (+0) **Int:** 16 (+3) **Per:** 18 (+4) **App:** 8 (-1)
Reputation: 6 (-3)

Combat Modifier: +3
Resistance Rolls: **Fortitude:** +2 **Reflex:** +3
Armor worn: None

Initiative Modifier: +3
Will: +3
DR: 12/(d) 10

Ranged weapon: Gyrojet pistol **Range:** 50'

Damage: 2d8 **In:** +5 **Hit:** +6/+0 **Dmg:** +1 **DR:**

Primary weapon: Molecular stiletto

Damage: 1d6 **In:** +3 **Hit:** +2 **Dmg:** +2 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 Sh'ar Satu'sh gains a free attack against an off balanced opponent at +2 to hit.

Skills: Bluff +5, Computers +1, Demolitions +3, Drive +3, Intimidation +5, Gather information: +5, Hide +3, Knowledge: Frontier law +1, Listen +4, Move silently +3, Search +1, Sense motive +4, Spot +4, Swim +2, Weapon: Grenade, Weapon: Melee, Weapon: PGS

Feats: Expertise (Gyrojet pistol)

Languages: Pan-Gal, Sathar, Dralosite*, Yazirian*, Vrusk*, Vrusk*, Adrainian*

*These languages are known due to a polyvox.

Racial Abilities

Reduced speed: Because of its hydrostatic propulsion, a Sathar moves somewhat more slowly than a human of similar size, moving at a rate of 20'/turn.

Armor Restrictions: A Sathar cannot wear armor made for other species. Armor designed for Sathar use is more expensive than normal (+50% greater cost than similar armor) because of the race's rarity and unique physiology.

Acute Vision: A Sathar's double pupils give it a wide range of vision, allowing it to see objects in front of it and to either side simultaneously. This visual enhancement grants a Sathar a +8 bonus on Spot checks.

Brainwash: A Sathar may attempt to brainwash another creature in a noncombat situation by making a Bluff check opposed by the target's Sense Motive check. The attempt automatically fails if the Sathar or its allies threaten or attack the subject or if the Sathar cannot speak the subject's language. If the Sathar wins the opposed check, the target automatically carries out any instructions the Sathar gives it that do not involve activities to which it is fundamentally opposed. The Sathar must win an opposed Personality check to convince the subject to do anything it wouldn't ordinarily do. This ability does not allow the Sathar to control the hypnotized creature as if it were an automaton, but the subject is highly receptive to the Sathar's suggestions. A hypnotized creature never obeys suicidal orders. A brainwash attempt requires time alone with the subject equal to 20 minutes – 1 minute per level of the Sathar.

Exploding Nanites: The Sathar would rather die than be held captive by their enemies and tortured into revealing their secrets.

Rather than face such a possibility, every Sathar that serves as a combatant or crew member aboard a starship willingly becomes host to an exploding nanite colony. If the Sathar's Endurance points are reduced to 0, the nanites set off an internal biochemical reaction that causes its body to explode, showering every creature and object in a 10-foot radius with viscera.

Electricity Resistance 15: The Sathar's rubbery skin insulates it from electrical attacks. A Sathar ignores the first 15 points of electricity damage from any attack that delivers such.

Stun Immunity: Sathar are immune to stunning attacks and effects.

Transfixing Gaze: Other races find a Sathar's gaze especially distracting. A Sathar may use a full-round action to stun a single target within 60' for 1 round. The target may make a Will save (DC 10 + 1/2 Sathar's level + Sathar's Personality modifier) to resist this effect.

Move/round: 22'

Equipment carried: Bandoleer, Satchel, Decorative communicator, 1 Standard polyvox, 5 ammoclips (10 shots/clip)

Special equipment

6 ounces of Plastid + variable timer: Radius: Primary: 30'

Secondary: 30'

Damage: P Blast: 18d8 (108pts)

Secondary: 18d6 (78pts)

Notes: Sh'ar Satu'sh has been on Thesius for several years, cultivating several sleeper agents for the eventual attack on the Frontier. Sh'ar Satu'sh has been ordered to stop the construction of the Space catapult and after hearing about the Heroes interference with his plan has decided to come here himself to insure that the mission succeeds.



Adventure Background

This introductory scenario is designed to introduce 4 to 6 first level characters to the Star Frontiers game system. The Heroes of this adventure Are freelancers (Bounty Hunters, Skip Tracers etc.) who occasionally work for Star Law. At the beginning of the Adventure the Heroes take down a human who they have been tracking down who is wanted for selling explosives without a license. The Human tries to bribe them with information about a terrorist cell that is about to strike. This leads the characters into a fast paced rollercoaster ride as they try to stop a group of terrorists, from destroying the towering Space catapult and will reveal to them that a new threat from beyond the Stars has set its sights on destroying the Frontier.

Starting the Adventure

After nearly two weeks of following false leads, and paying informants one of your leads finally pans out. You are standing in an alley between two monolithic buildings in a district of Undertown one of the seediest areas of Thesius. This city-sized slum covers an area of Thesius called the Grand Canyon and is so deep below the surface of the planet that it is forever night in the city. The perpetual mist that covers this city has become acid rain this evening. By the light of the few working streetlights in this street you can see your quarry walking up the street.

Edmond Horner stands about half a head over 5' tall, and has black hair that has begun to recede. He has dark brown eyes under thick brows, and his expression seems to never brighten. He has a stocky build, and is dressed in a black duroplas trenchcoat, with its collar up. His hands are in the coat's pocket, and he seems oblivious of you as he heads towards the entrance to one of the buildings along this street.

Edmond Horner may not look like much, but the man is wanted by Star Law for a handful of crimes, the most recent being selling illegal explosives, to an undercover Star Law agent, who recently turned up dead, stuffed into a tank of Vora-Fish at the Zoo. The Bounty on Edmond has jumped to 10,000 credits, which means it's time for you to take him down.

* Edmond has been aware of the characters for about a week, so he is prepared for an attack. The characters may try to surprise him, as normal, but at the end of the first round, Edmonds, two Yazirian bodyguards will show up eager to take on the Heroes. Edmond and his cronies have the following Stats:

Edmond Horner

Description: Edmond Horner stands about half a head over 5' tall, and has black hair that has begun to recede. He has dark brown eyes under thick brows, and his expression seems to never brighten. He has a stocky build, and is dressed in a black duroplas trenchcoat, with its collar up.

Race: Human **Profession:** Criminal
Str: 11 (+0) **Ag:** 13 (+1) **Sta:** 16 (+3)
Psyche: 8

Level: 2 **EP:** 36 **Exp:** 80
Log: 16 (+3) **Int:** 17 (+3) **Per:** 10 (+0) **App:** 10 (+0)
Reputation: 2 (-4)

Combat Modifier: +2

Resistance Rolls: **Fortitude:** +5

Reflex: +2

Initiative Modifier: +2

Will: +3

Armor Worn: Skien/reflective bodyglove, duroplas leather trench

DR: 14 /(d) 13

Ranged weapon: Needler pistol

Range: 20'

Damage: 1d4 **In:** +2 **Hit:** +3 **Dmg:** +1 **DR:**

Primary weapon: Vibroknucklers

Damage: 1d6 +1 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Secondary weapon: Vibroknife

Damage: 2d4 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 Edmond gains a free attack against an off balanced opponent at +2 to hit. By expending an action in the beginning of the round before initiative is rolled Edmond gains a +2 bonus to his Defensive rating for the round including his Defensive rating against traps, and increases his Reflex saves by +2.

Merits/Flaws: Alertness, Fearless, **Irritating personality, Greed**

Skills: Appraise (Unrefined ores) +4, Appraise (weapons) +4, Barter/Haggling +2, Climb +1, Demolitions +4, Computers +4, Drive +2, Gaming +2, Intimidation +3, Gather information: +2, Hide +2, Knowledge: Local gossip +4, Knowledge: Underworld

lore +5, Listen +4, Move silently +2, Open locks +2, Pilot +2, Search +4, Sense motive +4, Spot +4, Swim +1, Use technology +4, Weapons: Grenades, Weapon: Melee, Weapon: PGS

Feats: Dodge

Languages: Pan-Gal, Yazirian, Humma, Aldorian, Vrusk*, Dralasite*, Ghed'yan*, Belphan*, Ackarian*

*These languages are known due to a polyvox.

Special abilities

Alertness: Edmond is very resistant to surprise. He gains a +4 bonus to his spot checks to avoid surprise, and gains a +2 to any Reflex saves that he makes (Already added).

Fearlessness: Edmond gains a +2 to his Resistance rolls vs. fear effects. He gains a Resistance roll if the fear effect normally does not call for one, but in this case the Resistance roll's difficulty is determined as follows: Difficulty: 20+ the Endurance level.

Greed: Edmond will put himself and everyone around him in danger for the chance at that extra few credits. Edmond must make a Will save (DC: 18) to avoid endangering himself and his companions for the chance of acquiring wealth, and is not above lying or stealing, even from those that are his friends to make a profit.

Irritating Personality: Edmond must make a Will save (Dif: 18) whenever he is involved in crucial negotiations or he suffers a -5 to all NPC reactions as the more annoying aspects of his personality become incredibly pronounced.

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Move/round: 31'

Equipment carried: 1 Duraplas Identocard, Chronocom, Standard polyvox, Data pad/reader, 3 ammo clips (10 shots/clip).

Personal wealth: 20,000cr

Notes: Edmond is a career criminal who has long dreamed of becoming one of, if not the biggest Crime boss on Thesius. Edmond is wanted by authorities for a number of crimes stemming from his involvement with various crime syndicates in the Core. Edmond became involved with Dalmar Crane who approached him to purchase a large quantity of explosives. Delmor received 20,000 credits for the explosives and he'll be receiving an additional 20,000cr after a time if he remains quiet.

** At the end of the round, two Yazirians show up armed to the teeth, and itching for a fight. These Yazirians have the following Stats:

Yazirian Bodyguards

Size: Medium
Str: 12 (+1) **Ag:** 14 (+2) **Sta:** 12 (+1)
Psyche: 0

Combat Modifier: +4
Resistance rolls: **Fortitude:** +2 **Reflex:** +2
Armor worn: none

Ranged weapon: 5.56mm autorifle **Range:** 70'
Ranged weapon: 5.56mm autopistol **Range:** 20'

Primary weapon: Vibroknife

Endurance Level: 1 **EP:** 9 **Exp:** 40
Log: 9 (-1) **Int:** 9 (-1) **Per:** 10 (+0) **App:** 10 (+0)
Reputation: 0

Initiative Modifier: +2
Will: -1
DR: 12/(d) 10

Damage: 1d10 **In:** +2 **Hit:** +5 **Dmg:** +0 **DR:**
Damage: 1d8 **In:** +2 **Hit:** +5 **Dmg:** +0 **DR:**

Damage: 2d4 **In:** +2 **Hit:** +4 **Dmg:** +1 **DR:**

Primary Attack: Punch
Secondary Attack: Kick

Damage: 1-2 **In:** +2 **Hit:** +4 **Dmg:** +1 **DR:** +0
Damage: 1-3 **In:** +2 **Hit:** +4 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Yazirian gains a free attack against an unbalanced foe at +2 to hit. By reducing its chance to hit, the Yazirian can increase his melee damage on a point for point basis.

Skills: Barter/haggling +1, Computers +1, Drive +3, Gather information +1, Intimidation +2, Knowledge: Underworld lore +1, Spot: +1, Listen +1, Search +1, Sense motive +1, Gaming +1, Knowledge: Military +1, Weapons: PGS, Weapons: Melee

Feat: Power attack

Languages: Pan-Gal, Yazirian

Racial abilities

Battle Rage: Yazirians train themselves to go berserk in battle. A berserk Yazirian gets a bonus of +4 to hit in melee. Yazirian characters are allowed to roll a Will Resistance roll (DC 15) to work themselves into a berzerk fury. This roll is done at any point in combat before initiative is rolled. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

Gliding: Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 3' for every foot he is above the ground when he starts. He must start at least 30' above the ground. The maximum distance a Yazirian can glide depends on the gravity of the planet, as shown below.

Gravity	Max. Glide
.6	500'
.7	300'
.8	150'
.9	100'
1.0	50'

Yazirians cannot glide on planets with gravities below .6 or above 1.

Move/round: 31'

Equipment carried: 1 pair sunglasses, 1 Duraplas Identcard, Chronocom, Data pad/reader, Holster, 5 ammo clips (10 shots/clip).

Personal wealth: Credits: 1,000cr

*** Edmond will not fight to the death, but will try to escape, even going so far as to running ou on his bodyguards if need be. If the Heroes manage to defeat the 2 Yazirians, and stop Edmond from escaping, Edmond will try to bribe the Heroes with 10,000cr (the amount of his bounty) if they let him go. Edmond will even go so far as to tell the heroes that he knows of some plot to bomb one of the city Data storage facilities by Delmor Crane at noon tomorrow. If they search him before turning him over they will find a card key, for a locker at the monorail station. If they go to the locker they will find a metallic case containing 20,000credits. If they turn him over to Star Law, they will receive a credit voucher for 10,000credits which they will have to deposit at a local bank to collect their reward.

Part two: The Plot Exposed

The Databank

Standing across the street from the monorail is a large gray building that covers most of the block. You pause for a moment as the difference between this area of the city is so much different than the one you just left. The streets here are clean, and the buildings windows glisten as they reflect the sunlight. All manner of people move around you, and the streets are crowded with all manner of ground, and hover vehicles. You also catch glimpses of several robots moving through the crowd and looking up you see aircars, gliding around raised walkways and beyond that you imagine you can see the white trails of System ships leaving the planet.

A passing human shaped robot snaps you out of your reverie, and you quickly cross the street, and walk through the crowd towards the databank. As you enter the building, you can see several security robots posted near a large bay of clear lift tubes that travel upward through the clear domed atrium, to the office levels beyond.

After a few inquiries at one of the public data terminals you find the offices where the databank to the area of the city That Edmond said Crane was interested in, and realize that at the center of the area is the site where the first Thesian space catapult is being built. Just then, you see a man matching Crane's description moving upward in one of the lift tubes.

* The Heroes have two options at this point. They can either follow Delmor up in one of the lifts, or notify the security robots, of his presence. If they notify the security bots and do not follow Delmor, after several minutes they will hear the sound of a massive explosion upstairs that sends debris raining down into the atrium, In the panic that ensues the characters may be allowed a Spot check (DC 30) to spot Delmor boarding the monorail, otherwise they will miss the chance of stopping Delmor before the showdown, at the Space catapult.

If the characters go up the lift after Delmor however read the following section.

The Databank

You reach the floor where Crane exited the lift and find yourself in the center of a 20' wide walkway spanning across the atrium. There are two 4' high Duralloy walls, with clear duraplas adding another 5' to the wall that keeps people from falling off of the walkway. On the right side of the walk way, you see that it leads to a wide balcony with walls similar to the ones bordering the walkway and along the walls you can see many storefronts with liquid crystal displays for windows, and lots of neon. You also see a large bank of doors leading to an outside walkway that ends at a monorail station. On the left side, the balconied area has many offices, public data banks, and holographic displays showing all manner of buildings, city maps, and more. There are many people, and robots moving along both balconies.

* Allow the Heroes to make a spot check (DC 18) to spot Delmor entering one of the offices on the left balcony.

Delmor

As you come to the office you can see a long desk standing in the middle of the room with 4 computer banks on it, and an access door on the right corner of the room. There is an access plate next to the door with a card slot set 4' up from the floor on the left side of the door. The light above the card slot turns from green to red, when you spotted it.

* The Heroes can wait for Delmor to hopefully come out of the door, or they can try to go in after him. If they try to go in after him, it requires a character to roll an Open locks skill check (DC 25) to open the door. If they cannot open the door Delmor will come out after a few minutes ready for a fight. He will not fight to the death though, but will try to move past them, because he knows that in 10 rounds the explosives he set in the room beyond will explode. If the Heroes however manage to pick the door they will catch before he sets the charges. In this case read the following:

As the door slides open, you see Delmar crouched over the access panel on the side of a bank of computers against the north wall. He spins around to face you a needler pistol in hand.

*Delmor has the following Stats:

Dalmor Crane

Description: Dalmor Crane stands slightly over 6 feet tall, and is a man in his late 30's in appearance. He has a lean build and is bald. Dalmor has deep-set dark brown eyes, under thick brows and he sports a thick mustache and beard. Dalmor dresses in a set of dark gray technician's coveralls with worker's boots and over that he wears a utility vest.

Race: Human **Profession:** Ex-Star law agent
Str: 15 (+2) **Ag:** 15 (+2) **Sta:** 11 (+0)
Psyche: 6

Level: 4 **EP:** 45 **Exp:** 250
Log: 14 (+2) **Int:** 15 (+2) **Per:** 15 (+2) **App:** 10 (+0)
Reputation: 6(-2)

Combat Modifier: +6/+1
Resistance Rolls: **Fortitude:** +3 **Reflex:** +4

Initiative Modifier: +4
Will: +4

Armor Worn: Technician's coveralls, Skien/reflective bodyglove **DR:** 16 /(d) 14

Ranged weapon: Needler pistol **Range:** 20' **Damage:** 1d4 **In:** +6 **Hit:** +6/+3 **Dmg:** +1 **DR:**

Ranged weapon: Fragmentary grenade (2) **Range:** 30' **Damage:** 4d6 +1 **In:** +4 **Hit:** +6/+1 **Dmg:** +1 **DR:**

Primary weapon: Vibroknife

Damage: 2d4 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 Delmor gains a free attack against an off balanced opponent at +2 to hit. Delmor is able to make three additional Attack of opportunity in a round

Merits/Flaws: Accuracy, Alertness, **Powerful enemy (Star Law)**

Skills: Climb +3, Computers +5, Demolitions +5, Disable device +4, Drive +3, Intimidation +4, Gather information: +3, Hide +4, Knowledge: Local gossip +3, Knowledge: Star law tactics +3, Listen +3, Move silently +3, Open locks +4, Pilot +3, Search +3, Sense motive +3, Spot +3, Swim +3, Use technology +3, Weapon: Grenades, Weapon: Melee, Weapon: PGS, Weapon: Spacecraft beam, Weapon: Spacecraft missiles, Zero gravity movement +3

Feats: Expertise (needler), Combat reflexes

Languages: Standard, Sathar, Yazirian, Dralasite*, Vrusk*, Adrainian* Aldorian*, Ordanian*

*These languages are known due to a polyvox.

Special abilities

Accuracy: Delmor has an innate ability to hit targets with ranged weapons or objects. He cuts his range penalties for using a range or thrown weapon or object by ½.

Alertness: Delmor is blessed with a combination of peripheral vision, good hearing, and mental stamina that makes him very resistant to surprise. Delmor gains a +4 bonus to his spot checks to avoid surprise. He gains a +2 to any Reflex saves that he makes (Already added).

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to Humans thirst for knowledge.

Move/round: 32'

Equipment carried: Tech-ex uniform, 1 Duraplas Identcard (fake), Chronocom, Standard polyvox, Data pad/reader, Flashlight, Magnetic grapples (2), 5 clips for needler (10shot/clip), Tech kit, Security kit

Personal wealth: 10 credit vouchers (1,000cr/each)

Special equipment

6 ounces of Plastid + variable timer: Radius: Primary: 30'

Secondary: 30'

Damage: P Blast: 18d8 (108pts)

Secondary: 18d6 (78pts)

Notes: Delmor has been an Agent for the Sathar for several years, and has finally been activated. he has gathered a group of Sathar sympathizers and have been charged with trying to destroy the main supports of what will one day be a magnetic propulsion shaft, allowing system ships to be catapulted from the planet into space at speeds never before dreamed of, making interplanetary travel faster than ever possible using chemical propulsion systems.

** Delmor will not fight to the death, unless he absolutely has no choice. He is not above threatening to blow himself up and taking the heroes with him if he has to, but his goal will always be to get past them, and onto the monorail . Once a shoot-out occurs, if he cannot escape in 5 rounds the characters will have to deal with him, and four security robots who will show up to arrest everyone involved in the shoot-out. The robots will not listen to the Heroes if they try to reason with them, and in the confusion Delmor will try to escape. The Security robots have the following Stats:

Security Robot

Profession: Enforcer

Exp: 120

Size: Medium

Level: 1

Endurance Points: 20

Str: 12 (+1) **Ag:** 12 (+1) **Sta:** 10 (+0)

Log: 12 (+1) **Int:** 10 (+0) **Per:** 8 (-1)

Combat Modifier: +2

Initiative: +1

Resistance rolls: Fortitude: +3

Reflex: +2

Will: +0

Armor: none

DR: 11

Primary Weapon: Needler Pistol

Range: 40'

Dmg: 1d4 **In:** +1 **Hit:** +2 **Dam:** +0 **DR:**

Secondary Weapon: Adhesive Grenade (2)

Range: 6'

Dmg: Ent **In:** +1 **Hit:** +2 **Dam:** +0 **DR:**

Primary attack: Stun baton

Dmg: Stun** **In:** +3 **Hit:** +4 **Dam:** +1 **DR:**

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Agility based Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Combat Abilities: On a natural 20 a security robot gains an automatic Attack of opportunity against the victim at +2 to hit. Robots are immune to Toxins, Paralysis, Stunning, and Disease. Robots are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They are immune to any effect that requires a Fortitude save unless it also affects objects. A robot is not subject to death from massive damage but is immediately destroyed when reduced to 0 Endurance points or less. Robots do not eat, drink, breathe, or sleep. Because a robot's brain is electronic and it has no sentient mind, it is immune to mind-influencing effects Security robots have a hardness of 5.

Skills: Use Technology +3, Computers +2, Drive +2, Intimidate +2, Intuit Direction +1, Listen +3, Search +2, Spot +4,
Weapons: Beam, Weapon: Melee, Weapons: Grenades, Zero Gravity Movement +2

Feats: Expertise (Stun baton)

Languages: Pan-Gal, Robotic

Special Abilities

Low light vision (Ultravision)

Ambidexterity

Robots do not eat, drink, breathe, or sleep.

Upgrades: Enhanced Agility +4, combat programming, integral plaser pistol, integral laser sight, reinforced construction 5, storage compartment.

Speed: 40'

Notes: These humanoid robots are used as cheap security, crowd control, and patrol forces by both public and private security and law enforcement organizations. Civilian activist groups sometimes protest the arming of these robots, as some models have demonstrated a lack of the judgment necessary to use weapons safely and responsibly.

If Delmor escapes he will use the monorail. The Heroes will have to escape the pursuing Security robots if they wish to try and follow Delmor. The adventurers may have to car jack a vehicle in order to follow Delmar. If they do manage to steal a vehicle they will reach the monorail's next stop just as Delmor is getting off the monorail. Delmor will draw his needler and try to escape (even using the Plastid he still has if he hadn't used it at the Data station) to kill as many people as possible. The characters at this point may just have to kill Delmor rather than take him alive.

If the battle lasts more than ten rounds, the characters will start to hear sirens in the distance, and if they should know that because of what happened at the Data center they are probably going to be arrested if they stick around, and by the time they explain themselves, whatever Delmor was planning for the Space catapult may come to pass. If the characters decide to escape the Administrator should play up the drama, but ultimately let them escape in order to let the characters reach the climax of this adventure.

Part three: The Space Catapult

The Heroes should go straight to the Space Catapult doing whatever they can on the way to fix themselves up on the way. The Administrator should do his best to play up the fact that the Heroes are being hunted by Star Law. Once they reach the construction site read below:

As you reach the site of the space catapult, you see that it is a huge metallic framework, about 5 or six city blocks in diameter stretching up to the sky. Construction robots can be seen moving around the metal shell, and you can see all manner of supply sheds, piles of building material, and construction equipment all around the base of the site. You then notice that the base of the structure is a single story fusion formed building with a blast door on one side that has warning emblems on it. There is a hand scanner and card lock unit set 4' from the ground on the right side of the door. You realize that the Power plant for the structure must be within the building, and must be extremely large to power such a structure.

* The characters can easily cross the construction site, as the construction machines take no notice of them. They will however have to find some way into the building. If they defeated Delmor before he had a chance to use the plastid, the heroes can use it to blow the door if one of them has demolition skills. They may also try to bypass the security lock on an Open locks skill check (DC 30), or use some of the construction equipment to break the blast door. The door has the following Stats:

Blast Door (6" thick) **Break DC:** 25 **Hardness:** 10 **Endurance points:** 240

Once the characters get past the door read the following:

You find yourselves standing in a 5' wide ledge with a 5' high fusion formed wall to protect crewmen from falling down the Power plant's shaft. The floor of the walkway has rubber runners, and there are lights set along the walls at 10' intervals. The Power plant itself is perhaps 500' in diameter and the shaft is very deep. There is a constant humming noise coming from the Power plant, and occasionally you see arcs of blue and red energy dance across the metal surface of the Power plant.

*Anyone falling down the shaft will fall 200' to the bottom and take 20d6 points of damage from the fall. If the characters start moving along the walkway, allow them to make a spot check (DC 14) and if so they spot two Yazirians standing guard on the far side of the Power plant standing near a metal walkway that leads into the Power core itself. The Yazirians are wearing dark gray skien suits and are carrying autopistols. They have the following Stats:

Yazirian Saboteurs

Size: Medium

Str: 12 (+1) **Ag:** 14 (+2) **Sta:** 12 (+1)

Psyche: 0

Endurance Level: 1

EP: 9 **Exp:** 40

Log: 9 (-1) **Int:** 9 (-1) **Per:** 10 (+0) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +4

Resistance rolls: Fortitude: +2

Reflex: +2

Armor worn: Skien suit

Initiative Modifier: +2

Will: -1

DR: 14/(d) 12

Ranged weapon: 5.56mm autopistol **Range:** 20'

Damage: 1d8 **In:** +2 **Hit:** +5 **Dmg:** +0 **DR:**

Primary weapon: Vibroknife

Damage: 2d4 **In:** +2 **Hit:** +4 **Dmg:** +1 **DR:**

Primary Attack: Punch

Damage: 1-2 **In:** +2 **Hit:** +4 **Dmg:** +1 **DR:** +0

Secondary Attack: Kick

Damage: 1-3 **In:** +2 **Hit:** +4 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Yazirian gains a free attack against an unbalanced foe at +2 to hit. By reducing its chance to hit, the Yazirian can increase his melee damage on a point for point basis.

Skills: Barter/haggling +1, Computers +1, Drive +3, Gather information +1, Intimidation +2, Knowledge: Underworld lore +1, Spot: +1, Listen +1, Search +1, Sense motive +1, Gaming +1, Knowledge: Military +1, Weapons: PGS, Weapons: Melee

Feat: Power attack

Languages: Pan-Gal, Yazirian

Racial abilities

Battle Rage: Yazirians train themselves to go berserk in battle. A berserk Yazirian gets a bonus of +4 to hit in melee. Yazirian characters are allowed to roll a Will Resistance roll (DC 15) to work themselves into a berzerk fury. This roll is done at any point in combat before initiative is rolled. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

Gliding: Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 3' for every foot he is above the ground when he starts. He must start at least 30' above the ground. The maximum distance a Yazirian can glide depends on the gravity of the planet, as shown below.

Gravity	Max. Glide
.6	500'
.7	300'
.8	150'
.9	100'
1.0	50'

Yazirians cannot glide on planets with gravities below .6 or above 1.

Move/round: 31'

Equipment carried: 1 pair sunglasses, 1 Duraplas Identicard, Chronocom, Data pad/reader, Holster, 5 ammo clips (10 shots/clip).

Personal wealth: Credits: 1,000cr

** If Delmor is still alive he will appear at the end of the first round to support the two Yazirians in fighting the Heroes, and at this point he'll fight to the death. If however Delmor has been killed then the Heroes can kill the Yazirians without them getting any help from the final opponent the Heroes will face. Once the Heroes defeat the Yazirians and move to the walkway, read the following:

As you reach the walkway you hear a hiss, and looking towards where you heard the sound you can see a strange worm-like silhouette in the darkness pointing a weapon at you.

* Sh'ar Satu'sh has not had time to set the demolition charge to the reactor when the Heroes arrive. He will fight to the death, going so far as to throw himself into the pit, rather than be captured. Sh'ar Satu'sh has the following stats:

Sh'ar Satu'sh

Description: Sh'ar Satu'sh is a long, worm-like creature with a segmented body crowned with a circular head that tapers toward a round mouth ringed with sharp teeth. It has large, ovoid eyes with two pupils, and has two pits that serve as a nose. Roughly 3' below the head, four tentacles sprout from its body, two on each side. The first two tentacles are slender, and each ends in four smaller, fingerlike tentacles. The second pair of tentacles is stronger and slightly longer, and each of these ends in a paddle-like pad. Its skin is rust colored and glistens as if wet. Sh'ar Satu'sh's tentacles are the same color as the body but with a slight greenish tint, and the creature's underbelly is a pale shade of pink.

Race: Sathar
Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 10 (+0)
Psyche: 18

Level: 2 **EP:** 33 **Exp:** 80
Log: 10 (+0) **Int:** 16 (+3) **Per:** 18 (+4) **App:** 8 (-1)
Reputation: 6 (-3)

Combat Modifier: +3
Resistance Rolls: Fortitude: +2 **Reflex:** +3
Armor worn:

Initiative Modifier: +3
Will: +3
DR: 12/(d) 10

Ranged weapon: Gyrojet pistol **Range:** 50'

Damage: 2d8 **In:** +5 **Hit:** +6/+0 **Dmg:** +1 **DR:**

Primary weapon: Molecular stiletto

Damage: 1d6 **In:** +3 **Hit:** +2 **Dmg:** +2 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 Sh'ar Satu'sh gains a free attack against an off balanced opponent at +2 to hit.

Skills: Bluff +5, Computers +1, Demolitions +3, Drive +3, Intimidation +5, Gather information: +5, Hide +3, Knowledge: Frontier law +1, Listen +4, Move silently +3, Search +1, Sense motive +4, Spot +4, Swim +2, Weapon: Grenade, Weapon: Melee, Weapon: PGS

Feats: Expertise (Gyrojet pistol)

Languages: Standard, Sathar, Dralasite*, Yazirian*, Vrusk*, Vrusk*, Adrainian*

*These languages are known due to a polyvox.

Racial Abilities

Reduced speed: Because of its hydrostatic propulsion, a Sathar moves somewhat more slowly than a human of similar size, moving at a rate of 20'/turn.

Armor Restrictions: A Sathar cannot wear armor made for other species. Armor designed for Sathar use is more expensive than normal (+50% greater cost than similar armor) because of the race's rarity and unique physiology.

Acute Vision: A Sathar's double pupils give it a wide range of vision, allowing it to see objects in front of it and to either side simultaneously. This visual enhancement grants a Sathar a +8 bonus on Spot checks.

Brainwash: A Sathar may attempt to brainwash another creature in a noncombat situation by making a Bluff check opposed by the target's Sense motive check. The attempt automatically fails if the Sathar or its allies threaten or attack the subject or if the Sathar cannot speak the subject's language. If the Sathar wins the opposed check, the target automatically carries out any instructions the Sathar gives it that do not involve activities to which it is fundamentally opposed. The Sathar must win an opposed Personality check to convince the subject to do anything it wouldn't ordinarily do. This ability does not allow the Sathar to control the hypnotized creature as if it were an automaton, but the subject is highly receptive to the Sathar's suggestions. A hypnotized creature never obeys suicidal orders. A brainwash attempt requires time alone with the subject equal to 20 minutes – 1 minute per level of the Sathar.

Exploding Nanites: The Sathar would rather die than be held captive by their enemies and tortured into revealing their secrets. Rather than face such a possibility, every Sathar that serves as a combatant or crew member aboard a starship willingly becomes host to an exploding nanite colony. If the Sathar's Endurance points are reduced to 0, the nanites set off an internal biochemical reaction that causes its body to explode, showering every creature and object in a 10-foot radius with viscera.

Electricity Resistance 15: The Sathar's rubbery skin insulates it from electrical attacks. A sathar ignores the first 15 points of electricity damage from any attack that delivers such.

Stun Immunity: Sathar are immune to stunning attacks and effects.

Transfixing Gaze: Other races find a Sathar's gaze especially distracting. A Sathar may use a full-round action to stun a single target within 60' for 1 round. The target may make a Will save (DC 10 + 1/2 Sathar's level + Sathar's Personality modifier) to resist this effect.

Move/round: 22'

Equipment carried: Bandoleer, Satchel, Decorative communicator, 1 Standard polyvox, 5 ammoclips (10 shots/clip)

Special equipment

6 ounces of Plastid + variable timer: Radius: Primary: 30'

Damage: P Blast: 18d8 (108pts)

Secondary: 30'

Secondary: 18d6 (78pts)

Notes: Sh'ar Satu'sh has been on Thesius for several years, cultivating several sleeper agents for the eventual attack on the Frontier. Sh'ar Satu'sh has been ordered to stop the construction of the Space catapult and after hearing about the Heroes interference with his plan has decided to come here himself to insure that the mission succeeds.

** In ten rounds if the battle continues that long the characters will hear see Star Law officers converging on their location, at which point the Sathar will either leap to his death or explode in a shower of slimy entrails if he is still alive when Star Law arrives.

Concluding the Adventure

When Star Law arrives, the characters will be arrested pending an investigation. They will receive medical care and be interviewed. After several hours in custody they will be informed that a security feed from the Power plant verifies their story, and they will be commended for their actions. At this point if the Administrator decides he can offer them a job working directly for Star Law. If they refuse, they will still be on good standings with Star Law (until they do something like breaking the law), and might in the future be approached by Star Law agents to perform missions for them.

Star Frontiers Scenario

Corporate Raiders

Main Characters

1) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
2) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
3) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
4) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
5) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____
6) _____ Profession: _____ Level: _____ Ac: _____/(D) _____/(Sh): _____/(Sp) _____

Adventure Overview

The Heroes are contacted by a representative of Pan-Galactic Corporation because there has been a breach in security at several top PGC research centers and the representative feels that outsiders might do a better job, at flushing out the thieves specially if they turn out to be employees of the Megacorp. The Heroes must find out why the raids are taking place and put an end them.

Main Characters

Jason Hale

Description: Jason Hale is a man of average height with a lean build that looks to be in his mid-thirties in appearance. He has short brown hair, and has soft brown eyes. James has an angular featured face, and looks like a man who seldom smiles. He dresses in a dark brown suit, with a thin black tie, and over that wears a charcoal gray duroplas overcoat. He seems always to have a cigarette in his mouth.

Race: Human **Profession:** Security officer
Str: 14 (+2) **Ag:** 15 (+2) **Sta:** 16 (+3)
Psyche: 8

Level: 2 **EP:** 38
Log: 15 (+2) **Int:** 17 (+3) **Per:** 14 (+2) **App:** 12 (+1)
Reputation: 4 (-3)

Combat Modifier: +4
Resistance Rolls: **Fortitude:** +5 **Reflex:** +5
Armor worn: Skien/reflective bodyglove

Initiative Modifier: +3
Will: +5
DR: 14 /(d) 12

Ranged weapon: 9mm autopistol **Range:** 40'
Ranged weapon: 9mm hold out pistol **Range:** 20'

Damage: 1d10 **In:** +5 **Hit:** +6/+0 **Dmg:** +1 **DR:**
Damage: 1d8 **In:** +5 **Hit:** +6/+0 **Dmg:** +1 **DR:**

Primary weapon: Vibroknife

Damage: 2d4 **In:** +3 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +3 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +3 **Hit:** +4 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 Jason gains a free attack against an off balanced opponent at +2 to hit.

Merits/Flaws: Alertness, Indomitable will, Light sleeper, **Social outcast**

Skills: Bluff +3, Climb +1, Computers +3, Demolitions +3, Disable devices +3, Drive +3, First aid +4, Gaming +3, Intimidation +3, Gather information: +3, Hide +3, Knowledge: Corporate law +3, Knowledge: Local law +3, Listen +4, Move silently +3, Open locks +3, Pilot (aircars) +3, Robotics +3, Search +3, Sense motive +4, Spot +4, Swim +1, Weapon: Melee, Weapon: PGS, Weapons: Beam

Feats: Expertise (9mm autopistol)

Languages: Pan-Gal, Yazirian, Dralosite, Vrusk*, Ifsnit* Osakar*, Humma*, Adrainian*

*These languages are known due to a polyvox.

Special abilities

Alertness: Jason is very resistant to surprise. He gains a +4 bonus to his spot checks to avoid surprise. Jason gains a +2 to any Reflex saves that he makes (already added).

Indomitable Will: Jason gains a bonus of +2 to his Will Saves (Already added).

Light Sleeper: Jason will awaken at the slightest disturbance. He is allowed to roll listen checks when asleep and if successful he awakens with no penalties to his actions due to disorientation.

Social Outcast: Jason has fallen so out of favor within Star Law that he is the source of much rumor and the focus of many unflattering statements. Jason suffers a -4 to all reactions with Star Law and their Agents.

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Move/round: 32'

Equipment carried: Duraplas Identocard, Chronocom, Credit voucher pad (10 vouchers), Cigarettes (40 cigs), Electronic lockpicks (+2), Sunglasses, Standard polyvox, Data pad/reader, Shoulder holster, 9mm bulletclips (10shots/clip) 10, Staydose (5 app), Stimdose (5 app), Solvaway (10 app)

Personal wealth: 6620cr

Special equipment

Notes: Jason worked for several years in Star Law, and was responsible for taking down his commanding officer and several dozen officers in what was the only time where Star Law officers were found guilty of taking bribes from organized crime. Jason was treated as a Pariah by his fellow officers, not because of what he had done but how he had done it and eventually he left Star Law. Jason has been working in the Security division of the PGC, and even there he has found himself working outside the system.

Gromar

Description: Gromar is a tall, thin humanoid with long arms and legs and a slender torso. Two large flaps of skin grow on either side of his body, attached along his arms, torso and legs. Gromar has a muzzle like mouth that is scarred in such a way that he has a perpetual sneer. Gromar has a high forehead, and has an animal-like appearance. Gromar has a glossy black mane and collar and where visible he has dark gray skin. Gromar wears a holster with a pistol at his side. Gromar wears a pair of polarized sunglasses.

Race: Yazirian **Profession:** Enforcer
Str: 15 (+2) **Ag:** 16 (+3) **Sta:** 15 (+2)
Psyche: 2

Level: 2 **EP:** 40 **Exp:** 120
Log: 13 (+1) **Int:** 15 (+2) **Per:** 10 (+0) **App:** 8 (-1)
Reputation: 2 (-4)

Combat Modifier: +4
Resistance Rolls: **Fortitude:** +4 **Reflex:** +4
Armor worn: None

Initiative Modifier: +4
Will: +2
DR: 13/(d) 10

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: 9mm autopistol **Range:** 40' **Damage:** 1d10 **In:** +4 **Hit:** +5 **Dmg:** +1 **DR:**
Ranged weapon: Adhesive grenade (2) **Range:** 30' **Damage:** ent **In:** +4 **Hit:** +5 **Dmg:** +1 **DR:**

Ranged weapon: Concussion grenade **Range:** 30' **Damage:** 6d6 **In:** +4 **Hit:** +5 **Dmg:** +1 **DR:**

Primary weapon: Vibrokniife **Damage:** 2d4 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed Attack: Kick **Damage:** 1-3 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Entanglement (ent.): A character who is entangled loses his defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of the attack's success score to be freed. Each attempt to break free takes one action.

Combat Abilities: On a natural 20 Gromar gains a free attack against an off balanced opponent at +2 to hit.

Merits/Flaws: Accuracy, Ambidexterity

Skills: Balance +4, Climb +3, Computers +2, Drive +4, Intimidation +2, Hide +4, Listen +3, Move silently +4, Open locks +4, Pilot (Air cars) +4, Search +2, Sense motive +3, Spot +3, Swim +3, Tumbling +4, Use technology +2, Weapon: Melee, Weapon: PGS, Weapons: Grenades, Zero gravity movement +4

Feats: Expertise (9mm autopistol)

Languages: Pan-Gal, Yazirian, Vrusk, Dralasite*, Ifsnit*, Kroyan*, Adrainian*, Humma*

Special abilities

Accuracy: Gromar has an innate ability to hit targets with ranged weapons or objects. He cuts his range penalties for using a range or thrown weapon or object by ½.

Ambidexterity: Gromar is equally skilled with the use of either hand. Gromar does not suffer the -2 penalty for using a weapon in his off-hand so long as the weapon used is small.

Racial Abilities

Battle Rage: Yazirians train themselves to go berserk in battle. A berserk Yazirian gets a bonus of +4 to hit in melee. Yazirian characters are allowed to roll a Will Resistance roll (DC 15) to work themselves into a berzerk fury. This roll is done at any point in combat before initiative is rolled. Battle Rage lasts as long as the Yazirian keeps fighting; it ends when the Yazirian rests for five minutes.

Gliding: Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 3' for every foot he is above the ground when he starts. He must start at least 30' above the ground. The maximum distance a Yazirian can glide depends on the gravity of the planet, as shown below.

Gravity	Max. Glide
.6	500'
.7	300'
.8	150'
.9	100'
1.0	50'

Yazirians cannot glide on planets with gravities below .6 or above 1.

Move/round: 33'

Equipment carried: Standard uniform for profession, Duraplas Identicaid, Chronocom, Standard polyvox, Data pad/reader, Holster, 5 bulletclips (10 shots/clip), Sun goggles, Satchel, Electronic lockpicks (+2), Solveaway (10 app), Stimdose (5 app), Stay dose (5 app),

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: Gromar's lightshift screen is powered by an energy cell (100 seu)

Notes: Gromar grew up living in the slums of Undertown and being a Yazirian in a predominantly human world, Gromar had to struggle to be accepted. Gromar ended up finding acceptance among the city's criminal element, But Gromar never quite made it big as an Underworld Enforcer. Recently however he was approached by a man named Dalmor Crane, and paid 5,000 credits to help a group steal a strange cube from one of PGC's research centers. Gromar isn't willing to give up his life for the cause and if things go wrong, he'll be the first to bolt.

Ochin Choo

Description: Orchin Choo is a Dralasite and as such he is short and appears to be rubbery. His battleship gray skin is a flexible membrane that is very tough and scratchy. Orchin Choo's body is covered in a tracery of dark veins that meet at his two eyespots. Orchin Choo wears a set of dual bandoleers strapped across his torso, and has a satchel attached to one of them, while on the other side he has a holstered Auto pistol.

Race: Dralasite **Profession:** Enforcer
Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 17 (+3)
Psyche: 16

Level: 2 **EP:** 48 **Exp:** 120
Log: 14 (+2) **Int:** 14 (+2) **Per:** 12 (+1) **App:** 10 (+0)
Reputation: 3 (-4)

Combat Modifier: +3
Resistance Rolls: **Fortitude:** +2 **Reflex:** +3
Armor worn: None

Initiative Modifier: +3
Will: +2
DR: 12/(d) 10

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: 9mm autopistol **Range:** 30' **Damage:** 1d10 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**

Primary weapon: Stun gauntlets **Damage:** Stun** **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**
Secondary weapon: Vibroknife **Damage:** 2d4 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**
Unarmed Attack: Kick **Damage:** 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Combat Abilities: On a natural 20 Orchin Choo gains a free attack against an off balanced opponent at +2 to hit. By reducing his chance to hit with a melee weapon, Orchin Choo can increase his damage on a point for point basis.

Merits/Flaws: Dense flesh, Fast healing

Skills: Astrogation +3, Bluff +2, Climb +2, Computers +3, Disable devices +3, Drive +3, Intimidation +2, Gather information: +2, Hide +3, Knowledge: Astronomy +3, Knowledge: Local gossip +3, Listen +3, Move silently +3, Open locks +3, Pilot (Starships) +3, Search +3, Sense motive +3, Spot +3, Swim +2, Use technology +3, Weapon: Melee, Weapon: PGS, Weapons: Grenades, Zero gravity movement +3

Feats: Power attack

Languages: Pan-Gal, Yazirian, Belphan, Vrusk*, Humma*, Ifsnit*, Osakar*, Adrainian*

*These languages are known due to a polyvox.

Special abilities

Dense Flesh: Orchin Choo reduces damage taken from attacks (including subdual damage) by -1 point including reducing damage taken to 0.

Fast Healing: Orchin Choo recovers from damage or from temporary ability losses at his normal healing rate but instead of needing a full day (24 hours) to recover, he does so in 12 hour periods if he is completely resting, otherwise Orchin Choo recovers as a normal character.

Racial Abilities

Elasticity: A Dralasite's skin is stretchable and supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed. A Dralasite can have a number of limbs equal to its Agility divided by 2, rounded up. The player must decide whether a limb is an arm or a leg when it is grown. For example, a Dralasite with an Agility of 10 can control up to five limbs. It could have three legs and two arms, two legs and one arm, no legs and five arms, or any other combination adding up to five or less. Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 5' long, and no less than 4" thick. "Fingers" for handling items can be up to 8 inches long and no less than ½ an inch thick.

Even though a Dralasite can have many arms, it cannot fire more than two weapons at once. When a Dralasite player creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. Also, despite a Dralasite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

Lie Detection: All Dralasite characters have a +4 bonus to their Sense Motive checks to realize when someone is lying to them. The Dralasite must be communicating face to face with the character, and the Dralasite player must tell the Administrator he is trying to detect a lie. The Administrator rolls the check secretly. If the result is successful, the Dralasite knows whether the person is telling the truth.

Move/round: 32'

Equipment carried: Standard uniform for profession, 1 Duraplas Identocard, Chronocom, Standard polyvox, Data pad/reader

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: Orchin Choo's lightshift screen is powered by an energy cell (100 seu)

Notes: Orchin Choo worked for a long time at the Spaceport, as an overnight security officer in charge of one of the customs warehouses where contraband cargoes were stored by Star Law. Orchin Choo hated his dead end job, and wanted some excitement, so when he was approached by several men to look the other way while they made certain cargoes disappear, he was more than happy to do so, and was making a tidy sum of money by doing so. Recently he was informed by a man named Delmar that is he didn't help a group that Delmar was putting together to retrieve a cube from the PGC that he would inform Star Law of Orchin Choo's little side job. Orchin Choo will do anything in his power to succeed in this mission, fearing what will happen to him if they should fail.

K'ahl K'it't

Description: K'ahl K'it't looks like a large insect with eight legs growing from his abdomen, four on each side. His torso is upright in front of the abdomen, with two arms connected at the shoulders, and ending in hands that are circular pads with five fingers spaced evenly around the edge. K'ahl K'it't's body is covered by a dull green carapace with yellow joints. His eyes are large and are protected by a hard, clear covering. K'ahl K'it't's mouth is surrounded by four eating mandibles.

Race: Vrusk **Profession:** Tech-ex
Str: 14 (+2) **Ag:** 17 (+3) **Sta:** 15 (+2)
Psyche: 6

Level: 2 **EP:** 40 **Exp:** 120
Log: 17 (+3) **Int:** 15 (+2) **Per:** 12 (+1) **App:** 10 (+0)
Reputation: 3 (-4)

Combat Modifier: +4
Resistance Rolls: **Fortitude:** +4 **Reflex:** +4
Armor worn:

Initiative Modifier: +4
Will: +2
DR: 13/(d) 10

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: Heavy needler pistol **Range:** 30' **Damage:** 2d4 **In:** +4 **Hit:** +5 **Dmg:** +3 **DR:**

Primary weapon: Stun Gauntlets **Damage:** Stun** **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Secondary weapon: Vibroknife **Damage:** 2d4 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed Attack: Kick **Damage:** 1-3 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his Resistance roll

Combat Abilities: On a natural 20 K'ahl K'it't gains a free attack against an off balanced opponent at +2 to hit. K'ahl K'it't can make 4 Attacks of opportunity in a combat round.

Merits/Flaws: Enhanced equilibrium, Enhanced logic

Skills: Analyze (damage) +4, Astrogation +4, Climb +3, Computers +4, Diplomacy +3, Disable devices +4, Drive +4, Intimidation +2, Gather information: +2, Hide +4, Jury rig +4, Kitbash +3, Knowledge: Astronomy +4, Listen +3, Move silently +4, Open locks +4, Pilot (Spacecraft) +4, Repair +4, Robotics +4, Search +4, Sense motive +3, Spot +4, Use technology +4, Weapon: Melee, Weapon: PGS, Weapons: Beam, Zero gravity movement +4

Feats: Combat reflexes

Languages: Pan-Gal, Vrusk, Dralasite, Yazirian, Osakar, Humma*, Ifsnit*, Aldorian*, Adrainian*, Calvari*

*These languages are known due to a polyvox.

Enhanced Equilibrium: K'ahl K'it't can never dismally fail at a task involving Agility. He always gains a bonus of +2 to any Skill or Feat rolls involving Agility but this does not increase his attack bonuses in ranged combat.

Enhanced Logic: K'ahl K'it't can never dismally fail at a task involving Logic. He always gains a bonus of +2 to any Skill or Feat rolls involving Logic.

Racial Abilities

Ambidexterity: All Vrusk are ambidextrous (they can use both hands equally well). Players with Vrusk characters do not need to choose whether their character is right or left handed. Vrusk can shoot weapons, throw grenades, write, catch or grip with either hand.

Comprehension: Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. All Vrusk characters start with the Diplomacy Skill at no cost, and have a +2 racial bonus added to it.

Move/round: 33'

Equipment carried: Standard uniform for profession, 1 Duraplas Identocard, Chronocom, Standard polyvox, Data pad/reader

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: K'ahl K'it't's lightshift screen is powered by an energy cell (100 seu)

Notes: K'ahl K'it't has been working for Pan Galactic Corporation as a technician for several years. He has always wanted a job aboard a Starship, and has put in many applications to transfer from his division into the PGC's Space corps, but he has always

been refused. Recently though a man named Dalmar approached K'ahl K'it't and told him that if he helped a team retrieve a rare artifact from one of the research stations that Delmar would make sure that K'ahl K'it't would be transferred to the Spacecorps, and the Vrusk believing him, has been helping the group in their mission.

Dennis Geiger

Description: Dennis Geiger is a tall man in his mid to late 30's in appearance, and has a lean, muscular build. Dennis has short jet black hair that starts high on his forehead and has icy blue eyes, under thick brows. Dennis has a short well groomed mustache and goatee. Dennis dresses in a pair of dark blue coveralls, tucked into soft soled work boots. He has a holstered charge pistol on his right side.

Race: Human **Level:** 2 **EP:** 38 **Exp:** 80
Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 14 (+2) **Log:** 13 (+1) **Int:** 13 (+1) **Per:** 13 (+1) **App:** 10 (+0)
Psyche: 2 **Reputation:** 3 (-4)

Combat Modifier: +3 **Initiative Modifier:** +3
Resistance Rolls: **Fortitude:** +4 **Reflex:** +3 **Will:** +1
Armor worn: Skien/reflective bodyglove **DR:** 14/(d) 12 (Screen) 18/16

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: 9mm Charge pistol **Range:** 40' **Damage:** 2d6 **In:** +5 **Hit:** +6/+0 **Dmg:** +1 **DR:**
Ranged weapon: Adhesive grenade (2) **Range:** 30' **Damage:** ent **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**
Ranged weapon: Integrated gyrojet projector **Range:** 50' **Damage:** 2d8 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**

Primary weapon: Electric sword **Damage:** 2d6 +2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**
Secondary weapon: Vibroknife **Damage:** 2d4 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**
Unarmed Attack: Kick **Damage:** 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Entanglement (ent.): A character who is entangled loses his Agility based Defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of the attack's success score to be freed. Each attempt to break free takes one action.

Combat Abilities: On a natural 20 Dennis gains a free attack against an off balanced opponent at +2 to hit.

Merits/Flaws: Accuracy, Alertness, **Irrational hatred (Star Law)**

Skills: Astrogation +4, Climb +2, Computers +2, Disable devices +2, Drive +3, Intimidation +2, Gather information: +2, Hide +3, Intuit direction +2, Knowledge: Astronomy +2, Listen +2, Move silently +3, Open locks +3, Pilot (aircars) +3, Search +2, Sense motive +2, Spot +2, Swim +2, Use technology +2, Weapon: Melee, Weapon: PGS, Weapons: Grenades, Zero gravity movement +3

Feats: Expertise (9mm charge pistol)

Languages: Pan-Gal, Sathar, Vrusk*, Dralosite*, Yazirian*, Osakar*, Ifsnit*

*These languages are known due to a polyvox.

Special abilities

Accuracy: Dennis has an innate ability to hit targets with ranged weapons or objects. He cuts his range penalties for using a range or thrown weapon or object by ½.

Alertness: Dennis gains a +4 bonus to his spot checks to avoid surprise. He gains a +2 to any Reflex saves that he makes (Already added).

Irrational Hatred: Dennis will refuse to parley, give quarter, or retreat from a fight with Star Law. He must make a Will save (DC: 18) in order to retreat from such an encounter regardless of the odds. Dennis will gain a +2 to his Attack rolls when facing

his hated foes but will fight heedless of the character's own safety (losing his defensive bonus).

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Cybernetics

Neural impulse adaptor, Integrated gyrojet projector (Palm launcher w/external ammo feed)

Move/round: 32'

Equipment carried: Duraplas Identocard, Chronocom, Standard polyvox, Data pad/reader, Holster, 5 ammo clips (10 shots/clip), 5 Gyrojet ammoclips (10shots/clip), Electronic lockpicks (+2)

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: Dennis' lightshift screen is powered by an energy cell (100 seu)

Notes: Dennis was the navigator aboard a PGC cargo transport, that seemed to have vanished during a cargo run for several hours, and when it was found the crew was found in suspended animation, because the ship's life support had failed. In truth the Sathar had captured the ship and had spent several hours implanting suggestions in the crewmen's minds turning them into sleeper agents. Dennis was recently activated by the Sathar in order to recover a Sathar data cube that had fallen into PGC hands. Dennis and another sleeper agent named Delmor Crane have gathered a group of individuals whose lives the Sathar had been manipulating so they could be used at some point, and they have been sent to retrieve the Sathar Data cube.

Adventure Background

Recently there have been a rash of breaches of security at several top PGC research centers. Someone has broken into these centers and destroyed valuable equipment. The raiders never set off any alarms and never were stopped by anti-intruder security systems. A security expert at the PGC has reason to believe that it is an inside job, and not trusting his own security force, has decided to look for outside help in order to flush out the ones responsible for the sabotage, and has contacted the Heroes, hoping that they have the skills necessary to put an end to the saboteur's reign of terror.

Starting the Adventure

Through the Duroplas windows of the "Cup O' Roo" Diner you can see the rain soaked streets of Undertown. The streetlight, and neon reflecting on the duroplas rain gear worn by the few people walking along the streets in the dead of night. A few ground cars move along the streets, and as you watch a yellow taxi stops in front of the diner, and a lone figure gets out. The man takes a moment to pull a crumpled pack of cigarettes from his dark gray over coat. He pulls a cigarette from the pack and lights it like a man who has all the time in the world, before moving to the entrance to the diner.

Once inside, the man comes over to your table, and sits down. He looks to be in his mid-thirties in appearance, and has short brown hair, and soft brown eyes. He has an angular featured face, and gives you the impression that he seldom smiles. "I'm glad you could make it ' He says, his accent clearly betraying him as being Cassadinian in origin. "The Name's Hale, Jason Hale. My contact at Star Law said that you guys are pretty good at what you do, and I need some help, taking care of a problem, and my contact said you might be willing to help."

*If the characters agree to listen, Jason will explain to them that there have been several breaches in security at a number of PGC research centers around Thesius over the last couple of weeks. He says that the perpetrators did not trigger any of the security systems at the location which leads him to believe that they are either employees of PGC or possibly even members of PGC security, so he has to rely on outside help to flush out the people behind it. He is willing to pay each character up to 1,000 credits to take the mission and will tell them that they're being paid out of his own pocket, not out of PGC's coffers. Jason can get them into the research facility but once inside they are on their own.

The Research Station

The monorail ride to the research center felt a little odd to you, as you had expected Hale to have at least sprung for a cab to get you to the center, which makes you wonder how much the guy makes that he can't even afford a cab. Hale hasn't said much to you on the trip to the facility, and you've gotten more than a few strange looks from the other monorail passengers, but none of them dared approach you.

Once you exit the monorail, you take the escalator down to the rain soaked street, and Hale leads you across the street, past the few ground cars, and hover skimmers and into the squat, non-descript gray building that houses the Research facility that Hale believes has a good chance of being the next target of the saboteurs.

Hale pauses at the automated receptionist station, and after sliding his Identocard into the slot next to the keyboard, he punches in a code and in response a set of double doors slide open and you can see a long hallway with twelve sets of doors, six per side and an open doorway at the end of the hall. From where you stand you can see several people in the chamber at the end of the hall, working at various computer stations.

* The characters can check the other rooms in the facility and in each one they will find the same thing, four to six computer terminals, each which have the following Stats:

Computer

Level: 4 **Hardness:** 5 **Endurance:** 10

Maxiprogram capacity: 16

Security programs: Black Ice defender (Level 4: +5 to difficulty)

Programs

Program	Level	Program	Level
Analyze (Languages)	3	Knowledge: Advanced mathematics	2
Analyze (Codes)	3	Knowledge: Frontier languages	1
Data store	2	Knowledge: Linguistics	1

Characters who manage to hack into the data store will find themselves looking at gigabytes worth of strange sigils, stored in 8

documents.

When the characters decide to check out the open room at the end of the hall read the entry below:

The action begins

The chamber at the end of the hall is 40' square, with large computers lining the back wall. There are 4 computer terminals in the room, two on either side of the room, and two of them are manned by non-humans. There is a Vrusk on the right side of the room, and a Dralasite is working at one of the terminals in the left side of the room. You see a Yazirian leaning against a computer bank, talking to a Human, who has a cup of some steaming drink in his hand.

There is a human wearing a white lab coat in the center of the room, standing behind a circular unit which has a lit area in the center that is covered by several rows of small square crystal chips. As you enter the man looks up at you curiously. "May I help you?" He asks.

*The man is the chief programmer on duty. He has the following Stats:

Chief Programmer

Size: Medium

Str: 10 (+0) **Ag:** 10 (+0) **Sta:** 14 (+2)

Psyche: 6

Endurance Level: 1 **EP:** 8 **Exp:** 20

Log: 17 (+3) **Int:** 15 (+2) **Per:** 17 (+3) **App:** 10 (+0)

Reputation: 4 (-3)

Combat Modifier: +1

Resistance rolls: **Fortitude:** +2

Reflex: +0

Armor worn: none

Initiative Modifier: +1

Will: +2

DR: 10

Primary Attack: Punch

Secondary Attack: Kick

Damage: 1-2 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:**

Damage: 1-3 **In:** +0 **Hit:** +1 **Dmg:** +0 **DR:**

Combat Information: On an unmodified 20 the Chief Programmer gains a free attack against an unbalanced foe at +2 to hit.

Skills: Analyze (Codes) +4, Analyze (Languages) +4, Computers +4, Drive +3, Forgery +4, Gather information +4, Knowledge: Linguistics +4, Knowledge: Frontier languages +4, Pilot (Aircars) +3, Spot: +3, Listen +4, Search +4, Sense motive +4, Use technology +4, Knowledge: Xeno biology +4, Knowledge: Linguistics +4, Swim +1, Weapons: PGS, Weapons: Melee

Languages: Pan-Gal, Vrusk, Dralasite, Yazirian, Osakar, Adrainian, Aldorian*, Ordanian*, Ghed'yan*, Kroyan*, Ifsnit*

*These languages are known due to a polyvox.

Move/round: 30'

Equipment carried: Standard uniform (PGC Researcher), Datapad, Chronocom, Polyvox

* The Chief is unaware of the sabotage that has been going on, so he is not suspicious of the characters. If they ask him about what they are doing he will tell them that they are in the middle of translating some data that was given to them to translate. If they ask him if there has been anything suspicious going on, he tells them that a PGC Security team had come in earlier and checked over the place, but they didn't find anything out of the ordinary.

** As the characters talk to the Security chief have them roll Spot checks to avoid surprise, as the other people in the room suddenly draw weapons on them. These characters have the following Stats:

Gromar

Description: Gromar is a tall, thin humanoid with long arms and legs and a slender torso. Two large flaps of skin grow on either side of his body, attached along his arms, torso and legs. Gromar has a muzzle like mouth that is scarred in such a way that he has a perpetual sneer. Gromar has a high forehead, and has an animal-like appearance. Gromar has a glossy black mane and collar

.9 100'
1.0 50'

Yazirians cannot glide on planets with gravities below .6 or above 1.

Move/round: 33'

Equipment carried: Standard uniform for profession, Duraplas Identcard, Chronocom, Standard polyvox, Data pad/reader, Holster, 5 bulletclips (10 shots/clip), Sun goggles, Satchel, Electronic lockpicks (+2), Solveaway (10 app), Stimdose (5 app), Stay dose (5 app),

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: Gromar's lightshift screen is powered by an energy cell (100 seu)

Notes: Gromar grew up living in the slums of Undertown and being a Yazirian in a predominantly human world, Gromar had to struggle to be accepted. Gromar ended up finding acceptance among the city's criminal element, But Gromar never quite made it big as an Underworld Enforcer. Recently however he was approached by a man named Dalmor Crane, and paid 5,000 credits to help a group steal a strange cube from one of PGC's research centers. Gromar isn't willing to give up his life for the cause and if things go wrong, he'll be the first to bolt.

Ochin Choo

Description: Orchin Choo is a Dralosite and as such he is short and appears to be rubbery. His battleship gray skin is a flexible membrane that is very tough and scratchy. Orchin Choo's body is covered in a tracery of dark veins that meet at his two eyespots. Orchin Choo wears a set of dual bandoleers strapped across his torso, and has a satchel attached to one of them, while on the other side he has a holstered Auto pistol.

Race: Dralosite **Profession:** Enforcer
Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 17 (+3)
Psyche: 16

Level: 2 **EP:** 48 **Exp:** 120
Log: 14 (+2) **Int:** 14 (+2) **Per:** 12 (+1) **App:** 10 (+0)
Reputation: 3 (-4)

Combat Modifier: +3
Resistance Rolls: **Fortitude:** +2 **Reflex:** +3
Armor worn: None

Initiative Modifier: +3
Will: +2
DR: 12/(d) 10

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: 9mm autopistol **Range:** 30' **Damage:** 1d10 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**

Primary weapon: Stun gauntlets **Damage:** Stun** **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**
Secondary weapon: Vibroknife **Damage:** 2d4 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed attack: Punch **Damage:** 1-2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**
Unarmed Attack: Kick **Damage:** 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

Combat Abilities: On a natural 20 Orchin Choo gains a free attack against an off balanced opponent at +2 to hit. By reducing his chance to hit with a melee weapon, Orchin Choo can increase his damage on a point for point basis.

Merits/Flaws: Dense flesh, Fast healing

Skills: Astrogation +3, Bluff +2, Climb +2, Computers +3, Disable devices +3, Drive +3, Intimidation +2, Gather information: +2, Hide +3, Knowledge: Astronomy +3, Knowledge: Local gossip +3, Listen +3, Move silently +3, Open locks +3, Pilot

(Starships) +3 , Search +3, Sense motive +3, Spot +3, Swim +2, Use technology +3, Weapon: Melee, Weapon: PGS, Weapons: Grenades, Zero gravity movement +3

Feats: Power attack

Languages: Pan-Gal, Yazirian, Belphan, Vrusk*, Humma*, Ifsnit*, Osakar*, Adrainian*

*These languages are known due to a polyvox.

Special abilities

Dense Flesh: Orchin Choo reduces damage taken from attacks (including subdual damage) by -1 point including reducing damage taken to 0.

Fast Healing: Orchin Choo recovers from damage or from temporary ability losses at his normal healing rate but instead of needing a full day (24 hours) to recover, he does so in 12 hour periods if he is completely resting, otherwise Orchin Choo recovers as a normal character.

Racial Abilities

Elasticity: A Dralosite's skin is stretchable and supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed. A Dralosite can have a number of limbs equal to its Agility divided by 2, rounded up. The player must decide whether a limb is an arm or a leg when it is grown. For example, a Dralosite with an Agility of 10 can control up to five limbs. It could have three legs and two arms, two legs and one arm, no legs and five arms, or any other combination adding up to five or less. Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 5' long, and no less than 4" thick. "Fingers" for handling items can be up to 8 inches long and no less than ½ an inch thick.

Even though a Dralosite can have many arms, it cannot fire more than two weapons at once. When a Dralosite player creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. Also, despite a Dralosite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

Lie Detection: All Dralosite characters have a +4 bonus to their Sense Motive checks to realize when someone is lying to them. The Dralosite must be communicating face to face with the character, and the Dralosite player must tell the Administrator he is trying to detect a lie. The Administrator rolls the check secretly. If the result is successful, the Dralosite knows whether the person is telling the truth.

Move/round: 32'

Equipment carried: Standard uniform for profession, 1 Duraplas Identocard, Chronocom, Standard polyvox, Data pad/reader

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: Orchin Choo's lightshift screen is powered by an energy cell (100 seu)

Notes: Orchin Choo worked for a long time at the Spaceport, as an overnight security officer in charge of a one of the customs warehouses where contraband cargoes were stored by Star Law. Orchin Choo hated his dead end job, and wanted some excitement, so when he was approached by several men to look the other way while they made certain cargoes disappear, he was more than happy to do so, and was making a tidy sum of money by doing so. recently he was informed by a man named Delmar that is he didn't help a group that Delmar was putting together to retrieve a cube from the PGC that he would inform star Law of Orchin Choo's little side job. Orchin Choo will do anything in his power to succeed in this mission, fearing what will happen to him if they should fail.

K'ahl K'it't

Description: K'ahl K'it't looks like a large insect with eight legs growing from his abdomen, four on each side. His torso is upright in front of the abdomen, with two arms connected at the shoulders, and ending in hands that are circular pads with five fingers spaced evenly around the edge. K'ahl K'it't's body is covered by a dull green carapace with yellow joints. His eyes are large and are protected by a hard, clear covering. K'ahl K'it't's mouth is surrounded by four eating mandibles.

Race: Vrusk **Profession:** Tech-ex
Str: 14 (+2) **Ag:** 17 (+3) **Sta:** 15 (+2)
Psyche: 6

Level: 2 **EP:** 40 **Exp:** 120
Log: 17 (+3) **Int:** 15 (+2) **Per:** 12 (+1) **App:** 10 (+0)
Reputation: 3 (-4)

Combat Modifier: +4

Resistance Rolls: Fortitude: +4 **Reflex:** +4
Armor worn:

Initiative Modifier: +4
Will: +2
DR: 13 /(d) 10

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: Heavy needler pistol **Range:** 30'

Damage: 2d4 **In:** +4 **Hit:** +5 **Dmg:** +3 **DR:**

Primary weapon: Stun Gauntlets

Damage: Stun** **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Secondary weapon: Vibroknife

Damage: 2d4 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +4 **Hit:** +4 **Dmg:** +3 **DR:**

** A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his Resistance roll

Combat Abilities: On a natural 20 K'ahl K'it't gains a free attack against an off balanced opponent at +2 to hit. K'ahl K'it't can make 4 Attacks of opportunity in a combat round.

Merits/Flaws: Enhanced equilibrium, Enhanced logic

Skills: Analyze (damage) +4, Astrogation +4, Climb +3, Computers +4, Diplomacy +3, Disable devices +4, Drive +4, Intimidation +2, Gather information: +2, Hide +4, Jury rig +4, Kitbash +3, Knowledge: Astronomy +4, Listen +3, Move silently +4, Open locks +4, Pilot (Spacecraft) +4, Repair +4, Robotics +4, Search +4, Sense motive +3, Spot +4, Use technology +4, Weapon: Melee, Weapon: PGS, Weapons: Beam, Zero gravity movement +4

Feats: Combat reflexes

Languages: Pan-Gal, Vrusk, Dralasite, Yazirian, Osakar, Humma*, Ifsnit*, Aldorian*, Adrainian*, Calvari*

*These languages are known due to a polyvox.

Enhanced Equilibrium: K'ahl K'it't can never dismally fail at a task involving Agility. He always gains a bonus of +2 to any Skill or Feat rolls involving Agility but this does not increase his attack bonuses in ranged combat.

Enhanced Logic: K'ahl K'it't can never dismally fail at a task involving Logic. He always gains a bonus of +2 to any Skill or Feat rolls involving Logic.

Racial Abilities

Ambidexterity: All Vrusk are ambidextrous (they can use both hands equally well). Players with Vrusk characters do not need to choose whether their character is right or left handed. Vrusk can shoot weapons, throw grenades, write, catch or grip with either hand.

Comprehension: Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. All Vrusk characters start with the Diplomacy Skill at no cost, and have a +2 racial bonus added to it.

Move/round: 33'

Equipment carried: Standard uniform for profession, 1 Duraplas Identicard, Chronocom, Standard polyvox, Data pad/reader

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: K'ahl K'it't's lightshift screen is powered by an energy cell (100 seu)

Notes: K'ahl K'it't has been working for Pan Galactic Corporation as a technician for several years. He has always wanted a job aboard a Starship, and has put in many applications to transfer from his division into the PGC's Space corps, but he has always been refused. Recently though a man named Dalmar approached K'ahl K'it't and told him that if he helped a team retrieve a rare artifact from one of the research stations that Delmar would make sure that K'ahl K'it't would be transferred to the Spacecorps, and the Vrusk believing him, has been helping the group in their mission.

Dennis Geiger

Description: Dennis Geiger is a tall man in his mid to late 30's in appearance, and has a lean, muscular build. Dennis has short jet black hair that starts high on his forehead and has icy blue eyes, under thick brows. Dennis has a short well groomed mustache and goatee. Dennis dresses in a pair of dark blue coveralls, tucked into soft soled work boots. He has a holstered charge pistol on his right side.

Race: Human

Level: 2 **EP:** 38 **Exp:** 80

Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 14 (+2)

Log: 13 (+1) **Int:** 13 (+1) **Per:** 13 (+1) **App:** 10 (+0)

Psyche: 2

Reputation: 3 (-4)

Combat Modifier: +3

Initiative Modifier: +3

Resistance Rolls: **Fortitude:** +4 **Reflex:** +3

Will: +1

Armor worn: Skien/reflective bodyglove

DR: 14 /(d) 12 (Screen) 18/ 16

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: 9mm Charge pistol **Range:** 40' **Damage:** 2d6 **In:** +5 **Hit:** +6/+0 **Dmg:** +1 **DR:**

Ranged weapon: Adhesive grenade (2) **Range:** 30' **Damage:** ent **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**

Ranged weapon: Integrated gyrojet projector **Range:** 50' **Damage:** 2d8 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**

Primary weapon: Electric sword

Damage: 2d6 +2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Secondary weapon: Vibroknife

Damage: 2d4 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed attack: Punch

Damage: 1-2 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Unarmed Attack: Kick

Damage: 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Entanglement (ent.): A character who is entangled loses his Agility based Defensive bonus and his initiative bonus while entangled. They likewise make all attacks at -4 to their rolls and must make a Strength check against a difficulty of the attack's success score to be freed. Each attempt to break free takes one action.

Combat Abilities: On a natural 20 Dennis gains a free attack against an off balanced opponent at +2 to hit.

Merits/Flaws: Accuracy, Alertness, **Irrational hatred (Star Law)**

Skills: Astrogation +4, Climb +2, Computers +2, Disable devices +2, Drive +3, Intimidation +2, Gather information: +2, Hide +3, Intuit direction +2, Knowledge: Astronomy +2, Listen +2, Move silently +3, Open locks +3, Pilot (aircars) +3, Search +2, Sense motive +2, Spot +2, Swim +2, Use technology +2, Weapon: Melee, Weapon: PGS, Weapons: Grenades, Zero gravity movement +3

Feats: Expertise (9mm charge pistol)

Languages: Pan-Gal, Sathar, Vrusk*, Dralasite*, Yazirian*, Osakar*, Ifsnit*

*These languages are known due to a polyvox.

Special abilities

Accuracy: Dennis has an innate ability to hit targets with ranged weapons or objects. He cuts his range penalties for using a range or thrown weapon or object by ½.

Alertness: Dennis gains a +4 bonus to his spot checks to avoid surprise. He gains a +2 to any Reflex saves that he makes (Already added).

Irrational Hatred: Dennis will refuse to parley, give quarter, or retreat from a fight with Star Law. He must make a Will save (DC: 18) in order to retreat from such an encounter regardless of the odds. Dennis will gain a +2 to his Attack rolls when facing his hated foes but will fight heedless of the character's own safety (losing his defensive bonus).

Racial Abilities

Humans begin with a bonus of 4 additional Skills at first level, and for every level over 1st level they gain an additional Skill. This is due to humans thirst for knowledge.

Cybernetics

Neural impulse adaptor, Integrated gyrojet projector (Palm launcher w/external ammo feed)

Move/round: 32'

Equipment carried: Duraplas Identicard, Chronocom, Standard polyvox, Data pad/reader, Holster, 5 ammo clips (10 shots/clip), 5 Gyrojet ammoclips (10shots/clip), Electronic lockpicks (+2)

Personal wealth

1,000 credit vouchers (5)

Special equipment

Lightshift screen Type B: Dennis' lightshift screen is powered by an energy cell (100 seu)

Notes: Dennis was the navigator aboard a PGC cargo transport, that seemed to have vanished during a cargo run for several hours, and when it was found the crew was found in suspended animation, because the ship's life support had failed. In truth the Sathar had captured the ship and had spent several hours implanting suggestions in the crewmen's minds turning them into sleeper agents. Dennis was recently activated by the Sathar in order to recover a Sathar data cube that had fallen into PGC hands. Dennis and another sleeper agent named Delmor Crane have gathered a group of individuals whose lives the Sathar had been manipulating so they could be used at some point, and they have been sent to retrieve the Sathar Data cube.

** If the characters are surprised, the non-human saboteurs will move into a position where they can watch the characters, while the leader (Geiger) will make a grab for the Chief Programmer. If the Heroes are not surprised and draw their weapons, the non-human saboteurs will attack them, while Geiger focuses on getting hold of the Chief Programmer. The Heroes should do their best to protect the Programmer, but they are not required to do so. If Geiger manages to get hold of the Chief programmer he will threaten to kill him, if the characters do not surrender. Geiger has no intention of keeping the programmer alive, but needs the programmer long enough to get hold of the cube, which the Programmer has access to.

The Cube is being stored in a safe in the west wall. The safe has a fingerprint scanner, and a keypad requiring a character to roll an Open lock skill check (DC 25) to open, unless the Chief Programmer opens it. The cube is palm sized and made of a luminous blue-white material that tingles to the touch.

If the heroes surrender the Dralasite will disarm them and move them away from the entrance to the room. The Vrusk will move outside while the Yazirian produces a grenade (adhesive) which he'll lob at the heroes. At some point the Dralasite will say that

they should hurry up because they've got to be at the drop off in a couple of hours.

Of course Jason will have heard the noise and is hiding behind the reception desk waiting to make a move, but will only do so if the Chief Programmer is out of danger, but if the characters are incapacitated he will not attack the saboteurs, but will try to free the Heroes after watching where the saboteurs went.

*** If the saboteurs manage to escape with the cube Jason will free the characters, and tell them that the thieves escaped in a ground car but he managed to get the car's Ident-Tag. The Heroes can use their connections at Star Law to track the vehicle, and after an hour will be told that the vehicle has been tracked to Customs warehouse near the spaceport. The characters and Jason can then head to the warehouse to get their revenge. Of course the Administrator should allow them to have purchase new weapons to replace the ones they lost which they could have done while they waited for their contact at Star Law to track down that vehicle.

If the Saboteurs managed to escape, but the Heroes managed to capture one or more of them they could use Intimidation or other means to learn that the Saboteurs are planning to turn over the cube to the Sathar (though they do not know it) at the Custom's warehouse.

If the Heroes manage to capture all the Raiders, they can interrogate them, and learn of the meeting at the Customs warehouse. Jason will want to see this through to the end and if the Heroes seem reluctant to go to the warehouse he will try to convince them to go. If they still refuse then the adventure ends here otherwise go on to the final encounter in this mission:

Free For all

The rain has increased until it is an uncomfortably cold downpour as you reach the custom's warehouse. The building is roughly three stories tall, and covers about the length of two street blocks. There are four bay doors on the left side of the building that are each about two stories tall and about 40' wide. The outside of the building is lit by downward pointing lights set on each of the building's corners, and on either side of the four bay doors. Set 10' from the last bay doors, is a small metal access door. There is a keypad set 4' from the ground on the right side of the door, with two colored light strips set over the keypad, one green, and one that is glowing bright red. Otherwise nothing seems to be moving around the building.

* One of the Heroes must roll a Search roll at the access door (DC 16) to discover the radio transmitter that will send an alert to the nearest security station if the door's keylock is tampered with, or if an improper code is entered three times. A Disable device roll (DC 18) will allow the characters to disable the door's security system, but if this roll fails it will alert the security station within (And thus alert the Sathar's agents inside. An Open Locks roll (DC 20) is needed to unlock the door, and the characters can attempt it twice if they do not disable the alarm without fear of setting off the security alarm. If they try a third time, and fail the alarm will sound inside the building, and again will alert the Sathar agents inside.

If the heroes decide to just break down, or blast their way through the doors, or the Bay doors, these doors have the following Stats:

	Thickness	Break DC	Hardness	Endurance Points*	Climb DC
Bay Doors:	2 in	35	14	200 EP	30
Access door:	3 in.	30	10	90 EP	25

Once inside read the following:

The interior of the warehouse is almost completely engulfed in darkness, except for one area around a small single story building next to a set of metal stairs leading up into the darkness. The light from inside the office spills out through an open door, and you can see sitting back behind the desk in the office a man wearing a security jumper, his head thrown back, and a dark spot on his chest still smoldering. There are six figures standing in a loose semicircle carrying various weapons. Suddenly you spot three sinuous wormlike creatures moving into the dim light from the darkness beneath the stairs.

* The six humans have the following Stats:

6 Enforcers

Size: Medium

Str: 12 (+1) **Ag:** 10 (+0) **Sta:** 10 (+0)

Psyche: 0

Endurance Level: 1 **EP:** 8 **Exp:** 40

Log: 10 (+0) **Int:** 10 (+0) **Per:** 10 (+0) **App:** 10 (+0)

Reputation: 0

Combat Modifier: +3

Resistance rolls: Fortitude: +1

Reflex: +0

Initiative Modifier: +0

Will: +0

Armor worn: Skiensuit/reflective bodyglove, Duroplas overcoat **DR:** 14

Weapons

1) Laser pistol	Range: 40'	Damage: 2d10	In: +0	Hit: +2	Dmg: +1	DR: +0
2) 9mm Charge pistol	Range: 40'	Damage: 2d6	In: +0	Hit: +2	Dmg: +1	DR: +0
3) Heavy needler pistol	Range: 30'	Damage: 2d4	In: +0	Hit: +2	Dmg: +1	DR: +0
4) 9mm autopistol	Range: 30'	Damage: 1d10	In: +0	Hit: +2	Dmg: +1	DR: +0
5) Electron pistol	Range: 30'	Damage: 2d6	In: +0	Hit: +2	Dmg: +1	DR: +0
6) Gyrojet pistol	Range: 50'	Damage: 2d8	In: +0	Hit: +2	Dmg: +1	DR: +0

Primary Attack: Punch **Damage:** 1-2 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0
Secondary Attack: Kick **Damage:** 1-3 **In:** +0 **Hit:** +3 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 an Enforcer gains a free attack against an unbalanced foe at +2 to hit.

Skills: Climb +2, Drive +2, Intimidation +2, Spot: +2, Listen +1, Search +1, Gaming +1, Knowledge: Street lore +2, Weapons: PGS, Weapons: Melee, Weapons: Beam

Languages: Pan Gal, Dralosite*, Vrusk*, Yazirian*, Humma*, Adranian*

*These languages are known due to a polyvox.

Move/round: 30'

Equipment carried: Identocard, Standard polyvox, 5 Ammo clips (10 shots/clip), Chronocom

Personal wealth

5 personal vouchers for 5,000cr

3 Sathar Enforcers

Descriptions: Sathar are long, worm-like creatures with a segmented body crowned with a circular head that tapers toward a round mouth ringed with sharp teeth. They have large, ovoid eyes with two pupils, and have two pits that serve as a nose. Roughly 3' below their head, four tentacles sprout from their body, two on each side. The first two tentacles are slender, and each ends in four smaller, fingerlike tentacles. The second pair of tentacles is stronger and slightly longer, and each of these ends in a paddle-like pad. Their skin is rust colored and glistens as if wet. Sathar's tentacles are the same color as the body but with a slight greenish tint, and the creature's underbelly is a pale shade of pink.

Size: Medium	Endurance Level: 3	EP: 27	Exp: 500
Str: 10 (+0) Ag: 12 (+1) Sta: 12 (+1)	Log: 10 (+0)	Int: 12 (+1)	Per: 14 (+2) App: 8 (-1)
Psyche: 14	Reputation: 5 (-3)		

Combat Modifier: +4	Initiative Modifier: +3
Resistance rolls: Fortitude: +3 Reflex: +2	Will: +1
Armor worn: Skien/reflective bodyglove	DR: 13/12 (screen) 17/16

Defenses: Light shift screen: type B (+4 to DR, absorbs 30pts laser/½ plaser damage/round uses 5seu/round)

Ranged weapon: Ion rifle	Range: 40'	Damage: 3d8	In: +3	Hit: +5	Dmg: +1	DR: +0
Ranged weapon: Needler pistol	Range: 20'	Damage: 1d4	In: +3	Hit: +5	Dmg: +1	DR: +0

Primary weapon: Electric sword **Damage:** 2d6+2 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:** +0

Primary Attack: Punch **Damage:** 1-2 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:** +0
Secondary Attack: Kick **Damage:** 1-3 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:** +0

Combat Information: On an unmodified 20 a Sathar gains a free attack against an unbalanced foe at +2 to hit.

Skills: Astrogation +1, Drive +2, Gather information +3, Hide +2, Intimidation +3, Move silently +2, Pilot +2, Spot: +2, Listen +2, Search +1, Sense motive +2, Knowledge: Frontier customs +1, Weapons: Beam, Weapons, PGS, Weapons: Melee

Languages: Pan-Gal, Sathar, Dralasite*, Vrusk*, Yazirian*, Humma*, Mechanon*

Special abilities

Reduced speed: Because of its hydrostatic propulsion, a Sathar moves somewhat more slowly than a human of similar size, moving at a rate of 20'/turn.

Armor Restrictions: A Sathar cannot wear armor made for other species. Armor designed for Sathar use is more expensive than normal (+50% greater cost than similar armor) because of the race's rarity and unique physiology.

Acute Vision: A Sathar's double pupils give it a wide range of vision, allowing it to see objects in front of it and to either side simultaneously. This visual enhancement grants a Sathar a +8 bonus on Spot checks.

Brainwash: A Sathar may attempt to brainwash another creature in a noncombat situation by making a Bluff check opposed by the target's Sense Motive check. The attempt automatically fails if the Sathar or its allies threaten or attack the subject or if the Sathar cannot speak the subject's language. If the Sathar wins the opposed check, the target automatically carries out any instructions the Sathar gives it that do not involve activities to which it is fundamentally opposed. The Sathar must win an opposed Personality check to convince the subject to do anything it wouldn't ordinarily do. This ability does not allow the Sathar to control the hypnotized creature as if it were an automaton, but the subject is highly receptive to the Sathar's suggestions. A hypnotized creature never obeys suicidal orders. A brainwash attempt requires time alone with the subject equal to 20 minutes – 1 minute per level of the Sathar.

Exploding Nanites: The Sathar would rather die than be held captive by their enemies and tortured into revealing their secrets. Rather than face such a possibility, every Sathar that serves as a combatant or crew member aboard a starship willingly becomes host to an exploding nanite colony. If the Sathar's Endurance points are reduced to 0, the nanites set off an internal biochemical reaction that causes its body to explode, showering every creature and object in a 10-foot radius with viscera.

Electricity Resistance 15: The Sathar's rubbery skin insulates it from electrical attacks. A Sathar ignores the first 15 points of electricity damage from any attack that delivers such.

Stun Immunity: Sathar are immune to stunning attacks and effects.

Transfixing Gaze: Other races find a Sathar's gaze especially distracting. A Sathar may use a full-round action to stun a single target within 60' for 1 round. The target may make a Will save (DC 10 + 1/2 Sathar's level + Sathar's Personality modifier) to resist this effect.

Move/round: 21'

Equipment carried: Decorative communicator, Polyvox, 5 Holster w/Powerclips (10 shots/clip)

Special equipment

Lightshift screen Type B: Dennis' lightshift screen is powered by an energy cell (100 seu)

** If the characters do not attack immediately, and if any of the saboteurs managed to escape they will arrive after several minutes. If the Heroes still do not attack they watch the leader of the surviving raiders if he has the cube hand it over to the Sathar. Of course if they have the cube or don't have the cube doesn't matter, because the Sathar will order their enforcers to kill the surviving saboteurs. At this point all hell will break loose and the Heroes should join the fray. The surviving saboteurs will join the Heroes against the Sathar and their men, seeing the heroes as the lesser of two evils.

It must be noted that if the Sathar are about to be captured they will destroy the cube, and then kill themselves rather than be captured by the heroes.

Concluding the Adventure

When the dust settles the Heroes must decide what to do with any of the Saboteurs that are still alive. They can arrest them, (which is what Jason will want them to do) or can let them go. If the characters decide to interrogate them, they can learn that each of the saboteurs was duped into helping the Sathar, and are more misguided than evil. If the Administrator allows it the remaining saboteurs might actually be willing to join the Heroes, in order to prove to the heroes that they really are not “bad guys” and if any of the Heroes had lost his character, they may choose to replace his lost character with one of the surviving Saboteurs.

If the Sathar’s data cube was not destroyed by the Sathar, what will the Heroes do with it, and exactly what is contained within? Is it instructions to the Sathar to start increasing their attacks on the Frontier? Is it a list of Sathar agents within Star Law, or perhaps it holds some secret genetic formula that can be used by the Sathar to create a biological weapon to use against the Frontier. Whatever the secrets of the cube are it is up to the Administrator to decide, and can be used by him as a springboard to future Star Frontier’s adventures.