FAITH

-STARTER ADVENTURE-

V2.0

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An RPG by **Burning Games.**

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FAITH'S STARTER ADVENTURE

Thank you for your interest in FAITH: The Sci-Fi RPG. This adventure set in the FAITH Universe and it's played with the FAITH game system. Using this file, your GM can easily drive her players through an intense story, even if he is not well versed in RPGs in general or with the FAITH system in particular.

The campaign is set around scenes in which the players will interact with their environment, make decisions, and sometimes fight for their lives. The player characters have been pre-generated for this campaign, so you can start playing right after reading the rules.

The characters are a group of misfits that were travelling through the Labyrinth when, by chance, received a distress call from a Corvo Freighter. When they followed it they discovered that it was attacked by a species that was thought to be a myth of deep space: the ravager.

The members of this species live in large colonies. These colonies have a single female mother that gives birth to different mutant males using the genes of the beings they consume in their universe-wide raids. Their aim is to improve their species and make new and more powerful specimens each time around. The ravager are technologically developed; they are not mindless monsters. They attacked the freighter to obtain new genes and resources.

If you want to know more about the ravager, we suggest you play the first full-fledged campaign FAITH: A Garden in Hell, which comes in a standalone, ready to play boxset.

During the game the characters will move from one room to another in a huge space freighter. There are several possible endings depending on the players' choices.

We hope you have fun discovering the hidden secrets of the Cluster One Freighter.

This file contains three types of text, depending on their background:

> This is read-aloud, narrative, text that you can read verbatim.

> 'These are notes that we think you should keep in mind, and which relate to the different aspects of the scene.'

> 'This is information text, for the GM's eyes only. It will tell you the truth behind the curtain: what will happen to the players and what will they discover?'

INTRODUCTION

> You are a crew of misfits. For one reason or another, you had to get away from your native worlds, and somehow ended up together in this old spaceship. One thing you DO have in common: curiosity. You have the rare chance to live adventures in uncharted worlds, see things that no one thought existed and meet creatures that you might never fully understand. You all have fears and regrets, but also the chance to start anew. Do not let the opportunity pass.

Usually, players create the backstory for their characters with the guidance of the GM, but in the following pages you will find short backgrounds for pre-generated characters. They are prepared for those who want to jump right into the action or do not feel comfortable to create your own character from scratch. In a separate folder of this package, you'll find the printable character sheets.

There are 4 pregen characters, but you can play with more or less players. To play with less, just remove those that the players find less attractive. In order to play with more, you will have to create those characters. You can do so using the blank character sheet that's also found in the package.

Of course, it is possible to play this campaign with characters created by you and your friends, just bear in mind that some parts of this document might relate to a specific pre-generated character - you, as the GM, will have to paraphrase those.

Once you are ready to start, let the players explain their characters and their general background; remind them that they can withhold any piece of information they don't want to share. Once the story of how they met is settled, you can move on.

Note 1: When you confront the actions of the players, ask yourself what the confrontation is going to add to the story. Save your cards: only confront players when the situation can cause interesting twists and add drama. Let minor things succeed automatically; focus on the story and have your players on their toes.

Note 2: Never side with the players in a confrontation and do not force NPCs to fail actions playing low cards from your hand. If you do, you create a deus ex machina effect that kills the thrill of the game. If you fear a character might die before his time, you can have the NPCs focus their efforts in other players, and maybe play a lower card from your hand as the last card of the NPC to avoid the possibility of the NPC drawing a court card and performing a critical success.

Note 3: Force the players to put the beliefs of their characters to the test. See if they can handle it; reward those that do and punish the ones that fail.

MEERA

SPECIES: Iz'kal.

PROFESSION: Pilot. She was one of the most promising young pilots from Erthum; and while her reputation has suffered from the recent events, there are still plenty of people in the industry willing to help her out. She knows the ins and outs of the racing tracks and the ships they use.

AGE: 27

GOD: Ergon.

ASPECTS: Love for speed. Banned from racing in Erthum. Blood makes her anxious. Team player and good listener.

Meera was born to be a doctor. However, her genetic artist should had been fired, because soon enough it was clear she was not cut for it. Blood made her faint, and most complex medical concepts went over her head.

She then went through all kinds of trials when the social organizers tried to find an appropriate job for her. They realized speed was her thing when she was caught speeding while going to a test.

She joined the racing scene and soon became a promising favourite. For three years she had a blast, and during the fourth year she classified for the planetary championship. After the event, it was discovered that the other favourite had been bribed to loose, so that plenty of underground gamblers would make a huge profit. She was accused of participating in the plot and was disqualified from racing for life.

With a broken heart, she decided she did not want to live in Erthum anymore, a place that had shamed her without reason. She travelled to the closest Corvo colony where she bought a tiny spaceship with the last of her money. From then on she would travel across the Universe.

Being a true follower of Ergon, everyone around her always feels relevant and taken care of. It was not hard for her to put together a crew of misfits to travel with her.

Sadly, there is no one to race against in space, but at least it's harder to crash.

Judgment

Instant. Suffer two neural damage.

The soulbender can pick any character in his line of sight that has just played a card. The soulbender discards as many cards as his Faith from the top of his deck and replaces the value of the played card with the value of any one of the cards he has discarded.

Cortex connector

A cortex connector allows the character to use devices that require it. The device connected to the cortex connector can be changed with one action.

Meera's gear cards

Weapons: Decognitator. Other items: Smart clothes, (2x) adrenaline shot, rhinoskin, and 18,800 credits.

Experience points:

Meera starts with 1 EXP point saved up, which she did not spend on character creation.

YING

SPECIES: Corvo

AGE: 23

PROFESSION: Debris collector. He knows how to operate machines and is acquainted with many people in Tiantang. Lee is his mentor and he might be willing to help Ying when he has nothing to lose or if he can get something in return.

GOD: Vexal.

ASPECTS: Wanted in Tiantang for theft. Owns his life to Lee. Geeky.

Ying is a young corvo who was born in the bottom of a 0-G space freighter in Tiantang. While most kids like him end up in a gang or working on some terrible manual job, he stepped up.

Under the wing of the old crook Lee, Ying started working as a debris collector cleaning up the routes of spaceships to keep them safe from colliding into pieces of junk. It is a highly rewarded job that requires top-notch training.

Lee taught him the secrets of the art of hacking from a very early age. Ying has a gift for finding backdoors into any software and Lee used his skills to rob many a wealthy corvo. Ying used his debris collecting gear to enter spaceships and hack his way into whatever riches Lee was after.

Ying never felt good about doing this, but he could not reject his father figure. At least he was able to help other kids in his neighbourhood with his bounties. He wanted to be to them what Lee had been to him, without forcing them to commit any crimes.

During one of his raids in a luxury spacecraft he was discovered and had to escape. Ying entered the Labyrinth and wandered for many days until he was rescued by Meera. She took him in her crew without asking any questions. Everyone's got a right to keep secrets.

Heterothermy

The heat signature of the character will blend with the environment and will be indistinguishable from it. Additionally, the character can hibernate for periods of time of up to 1 week per Constitution point. During hibernation, the character does not need to eat or drink and he only needs half the regular amount of oxygen. Suffering damage or other extreme sensorial disturbances can wake a hibernating character up.

Implanted processor

The character has a rig implanted in his brain with a physical connection in his skull. It works as if it was cortex connected. When installing this Upgrade, the character must choose between any of his readily available rigs to be the Implanted Processor. This does not show externally.

Additionally, the implanted processor allows its user to instantly read and understand all data found online or downloaded to the rig, and to perform calculations as fast as any other computer. The character can send and receive radio signals with his brain up to a thousand kilometres away.

Ying's gear cards

Weapons: None. Other items: Elysium rig, and a 2,000 credits debt with Lee.

Experience points:

Ying starts with 0 EXP points saved up. His character has 2 EXP points over the regular starting character because of his implanted processor upgrade, which he managed to afford through his crimes. In exchang, he is a fugitive, which may or may not have an effect on the story in the long run.

REMKO

SPECIES: Human.

PROFESSION: Military contractor. All the people he knew are either dead or in cryostasis somewhere in the universe. At least, he still remembers his training and how the system works; he knows the cruel and dirty world behind the curtain.

AGE: 43

GOD: Vexal.

ASPECTS: Resents the corvo. He will not rest until he discovers what happened to his comrade.

Remko has been in cryostasis five times. He has weird dreams, but he cannot tell if they are actual memories or what his mind has created to fill the gaps. He was born on Earth, which gives him a useless feeling of pride and belonging, as if that planet ever cared for his sorry ass.

He hates the corvo. He hates the way they trained him, the way they gave him a purpose in life. What a terrible purpose it was! All the deaths, the suffering, the hate... was there ever a point?

What a monstrous feeling; the pride he used to find in his achievements in the field and the kills he scored. Could they not have left him rot on Earth, buried in his misery?

However, he never tried to break his contract and he went rogue. Yet he feels old.

The last time he awoke from cryostasis was a shock: The ship was out of power, and the floating blood and corpses were the only thing left of the crew. All the other pods were broken and empty; his old friends, now stains on the wall.

Remko almost went mad living in that empty and broken ship for half a year, until Meera, by pure chance, responded to the emergency beacon signal. He was happy to join her group and promised himself to never work for anyone else other than himself. He joined the ranks of Vexal.
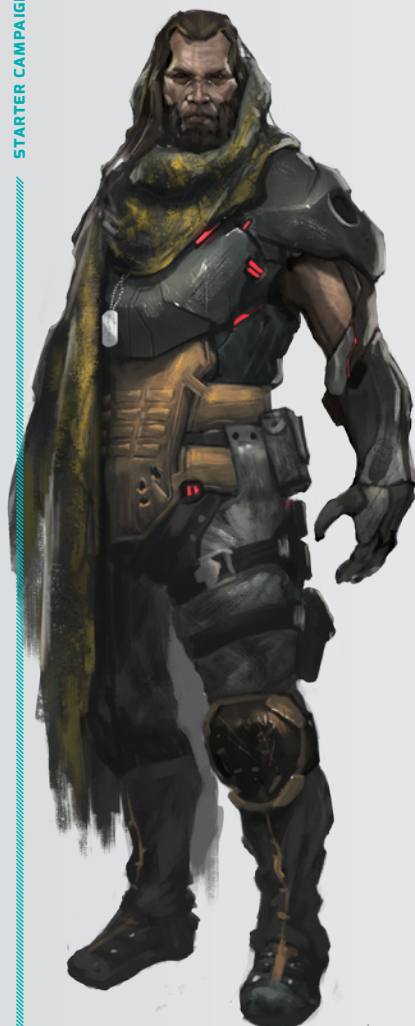
Endocrine control

The character draws a card every time he receives any amount of physical damage from an external source. Additionally, the character ignores half his physical damage counters rounded down when calculating the value of his Skills.

Unyielding resolve

Instant.

I - Suffer one neural damage. The soulbender can ignore all Skill penalties caused by physical damage until the end of the round.

II - Suffer one physical damage. The soulbender can discard two neural damage counters.

III - Suffer one physical damage. The soulbender can play one additional card during his current action.

Remko's gear cards

Weapons: Savant. Other items: None.

Experience points:

Remko starts with 0 EXP points saved up. His character has 1 EXP point over a regular starting character thanks to his age and experience.

AKRAM

SPECIES: Iz'kal

PROFESSION: Martial Artist. While trained in the sacred martial art of the Iz'kal, the Furusiyya, he was expelled early in the training. Most of the official secrets of the art remain unkown to him.

AGE: 39

GOD: Hexia.

ASPECTS: He would give anything to discover the secret techniques of his art. He hates the masters of the Furusiyya.

Akram was selected by the school of Furusiyya at the age of six. He was told he would become a martial artist born to defend his nation. He had been genetically manipulated before birth and was showing promising signs, although he did not really understand what they were talking about.

During the first years of practice, he proved he had what it took to be a great warrior... but he was a terrible student and his ideas always clashed with those of his masters. He loved his fellow Furusiyya students but he did not agree with the methods of the school. During a verbal confrontation with a master, he misread a gesture from her and took her down. He was immediately expelled.

He became an outcast wandering from one department to another, never fitting anywhere... That is until he decided he would leave his planet to learn new techniques from other martial artists and come back to Erthum to create his own school, one where new ideas would be heard.

He had already travelled through several exits of the Labyrinth and wasted most of his money when he met Meera. They decided to join forces and chart new planets together. Who knows what species they could meet in their travels, what arts and techniques they could learn. He will show his old masters that they were wrong all along.

Nano hooks

The character can attach himself to a wall or ceiling with his bare feet or hands. His movement while suspended is reduced to half and he is still in plain sight unless otherwise concealed.

Altered reality

Action (Initiative). Suffer one neural damage.

The soulbender can teleport in a straight and unobstructed line.

I - The soulbender can teleport up to 10 metres away.

II - The soulbender can teleport up to 20 metres away, or teleport up to 10 metres away with one advantage towards this action.

III - The soulbender can teleport up to 30 metres away, teleport up to 20 metres away with one advantage, or teleport up to 10 metres away with two advantages towards this action.

Akram's gear cards

Weapons: Vibroblade. Other items: None.

Experience points:

Akram starts with 0 EXP points saved up.

SCENE: THE BEACON

The story begins in yet another day in the Labyrinth, the greatest wormhole of them all, with corridors the size of solar systems and thousands of exits to undiscovered worlds.

For the first time, you want to take the risk of going outside the known zones, far away from where your maps end. It is time for a true adventure, which could very well be your last.

Only a few hours into uncharted territory your controls reveal a rescue signal coming from far away. It is the beacon of a space freighter from Nation's Solution, one of the largest megacorps in the Corvosphere. It only takes you a few moments to realise that it is the same kind of beacon you heard the day you rescued Remko from certain death...

Let the players talk about the distress signal and ponder about the consequences of following it. The player playing Remko should be willing to follow heed the call. The Vexal players should be eager, too. If they don't, remind them to play in character; warn the Vexal believers that their God might withdraw power from them.

The beacon signal takes you through one of the exits of the Labyrinth; your logs have no information about it, either because they are not up to date or because this exit has not been explored yet. It takes you to a system with a bright but small star with a few planets orbiting around it, and your attention is soon caught by the huge space freighter in front of you.

At first sight you can tell that it's out of power. The engines are off (they always are if the ship is not accelerating) and, more surprisingly, it's slowly turning around in circles. It's clear it did not exit the Labyrinth by choice...

The space freighter is an enormous, triple A class cargo ship that can move millions of tons at a time. It's designed to hold six cargo shuttles that are used to descend to mining colonies and come back fully loaded.

The cockpit, most of the rooms and the hangar are in the front side of the ship, and the engine room is 400 meters behind, joined by a large spine that holds the six shuttles underneath.

Before you come out of your astonishment, the freighter keeps turning over itself and reveals that the hangar doors are open...

Let the players discuss their next steps. If they have questions about the ship, inform Meera about its technical details- she should know them. If they want to know more about this particular ship, not the model, you may suggest they explore around it. If they decide to go directly to the open hangar go the **SCENE: THE HANGAR**. If they want to explore around, go to **SCENE: THERE IS SOMETHING IN THIS SHIP.**

SCENE: THERE IS SOMETHING IN THIS SHIP

WARNING: If the players went directly to the hangar do not play out this scene.

As you slowly move around the freighter two things come to your attention: the fourth shuttle has been damaged and rendered useless. Something seems to be stuck on that side of the freighter. You quickly zoom into it and the powerful camera of the ship shows a high quality picture of a strangely shaped ship encrusted into the freighter.

The area of contact is melted. That organic-looking ship assaulted the freighter. In disbelief, you realise that the strange thing is pulsing, like a living organism or an oversized organ.

The players have never seen anything like that ship; it does not belong to any of the three known species. Let them discuss it for a while and play mysterious. If they try to approach it or run away, the ship attacks them. If they decide to go to the hangar, it does not do anything. Go to **SCENE: THE HANGAR.**

If they are attacked, play for the alien ship, which has ballistics 5 and plays three cards. it catches Meera by surprise and has one advantage over her. The ship of the players has no offensive weapons, and it can only try to dodge and escape. If they get hit, explain to the players that the engine of their ship has taken too much damage to enter the wormhole safely and that their shields are low - they cannot enter atmosphere, so they are forced to land on the hangar.

If they get hit by a critical success, each character takes 1 point of physical damage (we do not recommend you force this to happen). Go to **SCENE: THE HANGAR.**

In the unlikely event that the players dodge the attack, let them go to the hangar if they want to, but if they try to run away have the alien ship attack them again.

Their ship is now useless and they must find a new one or fix the freighter to get away. They cannot repair it, because vital parts are missing.

SCENE: THE HANGAR

The hangar is as dark as the guts of space. Dim and distant as starlight, the emergency flares create more shadows than lights. You can only hear the sound of your own breath. The spotlights of your ship reveal what's in front of you, while the corner of your eyes reveal a darkness full of imaginary monsters.

You can see a room overseeing the   hangar and four doors, one that takes you into the ship; one that seemingly takes you to a storage unit; and two that have a restricted area symbol on the door.

Small repair ships are held on one of the walls of the hangar, full of compartments like a hive; one of the ships is gone, which explains why the hangar door is open, but it does not explain why it was left open or why the repair ship is nowhere to be seen; such a vessel cannot fly very far from the main freighter and hope to survive.

Let the players know that they all have spacesuits. These spacesuits have oxygen for 2 hours and small and weak thrusters to move around; they have a torchlight in their helmets as well. Remind them that if they take any physical damage while wearing these suits and they are in the vacuum of space they will die within minutes of space exposure.

Once the players have landed their ship and get out, they can go directly to the interior of the ship (go to **SCENE: CORRIDOR)** or they can explore any of the other doors.

If they go into any of the rooms, apart from the corridor, they need to either dismantle or hack each door lock. They can use an Omnitool or, if they want to hack it, they must connect themselves to each lock and power them up (Remember: the ship is out of power!).

SCENE: THE HANGAR (CONT.)

The lock of each door has Firewall 5 and plays two cards. If a character fails a hacking action, the lock gains an advantage against him if he were to try again. They can power up the locks by:

1. Pulling a cable from their own ship.

2. Using the rig's energy - if you confront it successfully you can tell the player that the rig runs out of energy and does not work anymore until recharged.

3. If a player tells you he is carrying a battery and it makes sense as per his profession.

Inside the storage unit they find four space suits similar to theirs and whoever has highest survival among those searching finds a **Survival Suit** and an **Omnitool.**

That player can hide the omnitool from the others if he wishes to.

If they go to the restricted area #1 (the one closest to the hangar door) they will find an intergalactic ship, capable of flying through wormholes and entering atmospheres of planets. The ship is in excellent condition and it can be operated. The only problem is that it does not fit through the door you just entered; there is another hangar gate in this new area but it is closed.

As there is no power on the ship, you cannot open it. it requires so much power that Ying realises that the only way to open it is to reboot the engine systems. For this purpose, they need to go to the engine room or the control room. They know about these two areas because they have basic knowledge of the distribution of average ships.

If they go to the repair ships area they can get inside those ships, fly around or even control them remotely with a rig.

If they explore around the freighter that can take them to **SCENE: THERE IS SOMETHING IN MY SHIP.** They can see that the 4th landing shuttle needs to be repaired and they can perform those. If they do, they can later detach it from the freighter from the control shuttles.

If they go to the restricted area #2 (the one furthest away from the hangar door) they discover that it does not have a double door. If they do not hold themselves to something or move away when they open the door, they will fly away against one of the walls. Nothing happens but they should feel scared. Then play **SCENE: THE BROKEN PODS.**

If they do not go to this area before going to the corridor, then the harvesters that they would have found there come out and break their ship, after that they will attack them if they enter the hangar again.

Go to **SCENE: CORRIDOR.**

Note 1: A crew member escaped inside a repair ship in such a hurry that, before opening the outer gate, he did not close the hangar airlock. As a consequence, all the air inside the hangar has been sucked into the vacuum of space. This crew member tried to escape through the wormhole and he is probably going to die soon.

Note 2: There is no artificial gravity in this spaceship. Keep this in mind and remind it to your players. Shooting firearms makes you fly away if you are not holding yourself on to something. You can move in any direction using EVA instead of Athletics for any physical action.

Note 3: There is no sound where there is no air. While in most of the ship there is air (no gravity, but air) in the hangar there is no air and therefore you can only hear yourself and others through the radio... and nothing else.

Note 4: All the doors are double, so you can close a door behind you before opening the next. That way the air is not lost. If both doors are open, the air within the room will make anyone fly unless they hold tight on to a wall, floor or ceiling. If they restore energy in the freighter they can close the hangar doors and the atmosphere will be restored in all areas.

SCENE: THE BROKEN PODS

> The door opens with the laziness of a 0G space, and while no sound can be heard, in your minds you imagine the squeaking shrill of an old rusty door. Inside there are no emergency lights and darkness is absolute. Your heads and eyes move trying to cover everything, because danger can come from any side. You see boxes upon boxes and a row of four cryostasis pods. All of them are broken and three of them are wet with blood. There are pieces of clothing everywhere, as if bitten by a rabid dog. The only things left of the humans are the non-organic parts: their watches, their radios and their belts.
>
> You all look at Remko with pity, He only has eyes for what he sees and what he has seen, the memory of a very similar moment.
>
> Ying feels a stream of air on his shoulders; he shivers. Then he realises: It cannot be, there is no air in here. What he had felt had to be the touch of something...

There is one harvester (level 2) hiding in the darkness. Familiarise yourself with its abilities, so you may create an interesting fight. For example: He deals neural damage, so it would be good if he targets characters with low neural health. He also discards neural damage really fast, so you may not want to confront a neural attack if you'd rather use your action or counter against another player.

The players can perform a search action. A search action is a Passive action, performed with Survival Skill and the Mind Attribute and can be confronted by the NPC with Mental Skill. During the search action, do not show the players any info about what they are looking for; simply let them know that "something" confronts them.

If one or more players find the harvester, they start the fight as normal; if none do, they will have a disadvantage throughout the first round of the fight.

Have the players start an initiative round.

After the fight with the harvester is finalised, the players can explore around. They will realise that it seems like one of the humans in the pods escaped, while the others were killed inside their pods. They find a neural grenade.

Remind them that they find the watches, the radios and the belts. If they take a radio they can now communicate with the surviving human.

The surviving human is hidden in the capitan's room. He went there to try to get the code for the door to the intergalactic ship - He tells the players about it if they have not discovered it yet. He is now hiding there because there are monsters lurking around and he does not dare get out. The monsters apparently see in infrared because they were able to find one of the crew members hiding with a stealth suit. Needless to say they ate him.

The human is called Ivan and he is badly hurt. There is not much he can do for you apart from keeping you updated on the movements of the monsters.

If you do not offer your help he will desperately ask for it in the radio. Make sure the players feel the need to help him, adding drama and interest to what's to come.

Go back to SCENE: THE HANGAR.

////////

SCENE: THE CORRIDOR

The door takes you to a round and big corridor that goes upwards... or such is your impression as you must look up when you enter it. But what does any of this mean in space?

The dim emergency lights help a little, as they are set above the different doors. Apart from the doors, the only things you find in the corridor are handles that people use to propel up and down - again useless terms. The corridor is large enough for all of you to move through it without needing to make a line.

The doors have inscriptions that let you know where they take you. There are three in addition to the one that takes to the hangar. Scenes you can go to from here:

SCENE: THE HANGAR

SCENE: THE CONTROL ROOM

SCENE: THE CREW AREA

SCENE: THE CORE

To go from any of those scenes to another of those scenes the players must move across the corridor. When the players move back to a scene they have already played out, do not repeat it. Instead, communicate them that they have nothing to do there, unless they forgot to uncover something specific, in which case they might explore further to get that done.

SCENE: THE CONTROL ROOM

Sadly the control rooms of spaceships are not as impressive as people imagine them to be. There are no thousands of bleeping lights and buttons. There are no screens everywhere nor dozens of workspaces for each specialist. There are only three seats in front of an empty wall and each seat has a cortex connexion at the height of the neck. It is there where the three pilots can connect themselves to the ship... and become the ship.

They no longer need to read or see the information, they know the information, it is part of them, like childhood memories or the concept of self - all that occurs within the ship is uploaded to their minds in real time. As soon as something happens, the pilots are aware, and the partial AI of the ship also uploads all forms of solutions within millisecond after checking what is happening with its memory banks. Pilots do not need to read, compare, or analyse anything. Their job is to make decisions.

If the players look around they find logs about the crew (which was composed of 30 corvo members and 4 human soldiers in cryostasis in the restricted area #2, next to the hangar). Additionally they find a digital map of the ship, which they can download to their hardware. From now on you must tell them where each room takes them.

If someone with a cortex connector connects himself to the spaceship he can try to power it up. To do so, they must do one of the following:

1. Power it with the Survival Suit's solar power if they found it.

2. Power it with the rig's own energy - if you confront it successfully you can tell the player that the rig runs out of energy and does not work anymore until it is recharged.

3. If a player tells you he is carrying a battery and it makes sense taking his profession into account.

While connected to the ship they learn that it is actually on working conditions but needs to have its power restored. They find out the route of the ship: it was going to a mining colony to drop heavy machinery and pick up ores.

Let them know that the beacon signal is still working, if they ask, let them know they can turn it off. If they do not, pirates will arrive when (and if) they stay repairing the ship after finishing this adventure.

They can hack a camera system (Firewall 2 and plays three cards). If they do, they see a monster going into shuttle #6. If they keep watching they go further back in time and they see a corvo going into shuttle #4 to hide. No one else enters there.

After this scene, you have to go back to **SCENE: THE CORRIDOR.**
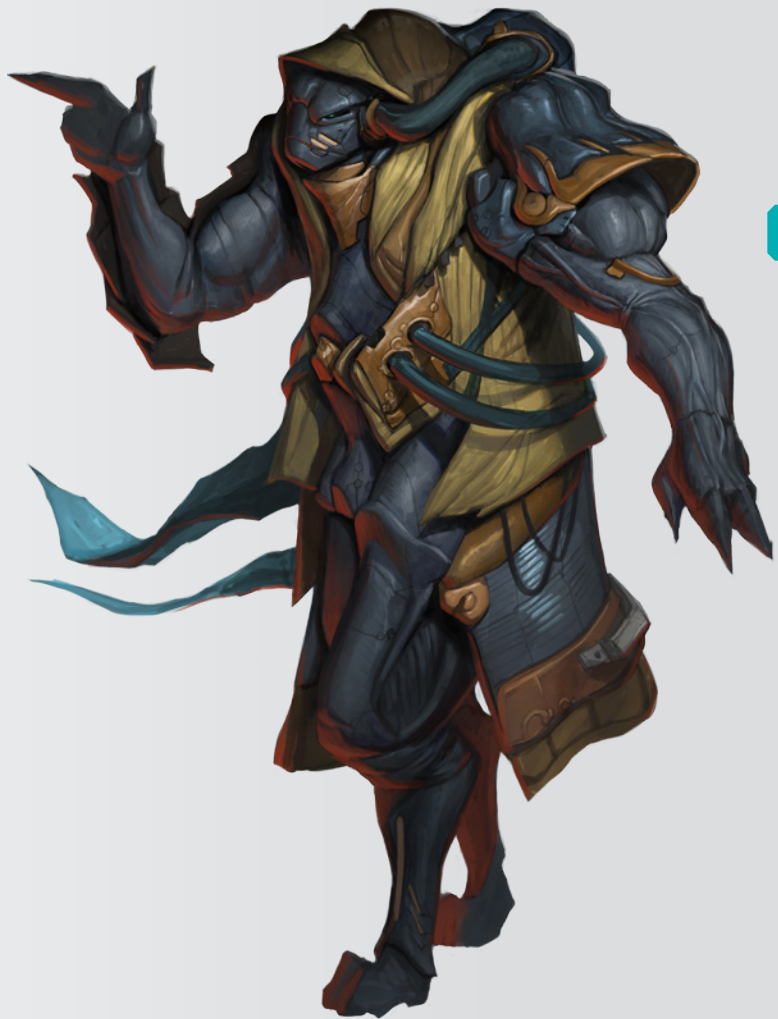
SCENE: THE CREW AREA

At the beginning of the corridor there are two doors, one takes to the mechanic's office and the other to the medical facilities. After that there are seven rooms to each side of the wall.

The rooms are tiny and the crew sleeps by simply strapping themselves to the wall. One would think that because the space is infinite real state in it would be cheap, but ships are made as small as possible and everything is minimalistic, there is barely room to move around. It's anything but impressive...

As soon as they enter or pass by the medical facilities some Havesters come out fast as a bullet and jump on them. If players said that they were looking at every entrance they can, respond normally. Otherwise, the Harvesters have advantage.

Create a confrontation against as many Harvesters as half the players rounded up.

After defeating the Harvesters they can enter the rooms. Everything is full of blood and gore, drops of blood and pieces of people flow around the rooms.

If they search the closets in the medical facility they find a **Medical Kit**, give the card to the player with the highest Survival that searched.

If they search the closets in the mechanic's office they find the **Repair nanobots**, give the card to the player with the highest Survival that searched.

In the captain's room they find 1,000 credits, an ID for Nation's Solution with the identification number and picture of the capitan, and a list of the cargo: Shuttles #1 to #4 are empty, #5 carries fuel and #6 carries heavy machinery for the miners.

In the normal rooms they find about a 100 credits each if they spend a minute looking in each room, but if they get greedy and decide to look in more than 3 rooms then the Ironskin grows restless inside shuttle #6 and comes out to the **CORE** while they are in it. They will find him there.

After this scene, you have to go back to **SCENE: THE CORRIDOR.**

SCENE: THE CORE

The door that takes you to the core is open, broken and floating next to the entrance. It's 20 centimetres thick, which makes you all very uncomfortable. You dodge it and enter the core... which is basically just another corridor, with three numbered doors to each side and another one at the very end. It's very long and it takes you all the way to the end of the ship.

Each door is twenty meters away from the other, and you can only see them as a dim circle of light because like everywhere else only the emergency lights work. To make things worse, the emergency generator seems to be running out of power because the lights go out every few seconds... which leaves you with only your helmet torchlight for that instant.

Each door takes you to a manual control room of each of the six shuttles, from where pilots guide the shuttles into the atmosphere of a planet. The gate at the end of the corridor is so far away that it is only a point in the distance.

Shuttles #1 to #4 are empty, but the players will have to check for themselves if they have not found this information before. If they spend time looking in three shuttles, once they exit the third go directly to **SCENE: A RESTLESS MONSTER.** Additionally in shuttle #4, they can find a corvo hiding if they knew he was there and call for him.

He was unlucky enough to try to escape in the only shuttle that was broken. He is very scared and explains that they were taken by surprise and he had to hide. He is a technician and he thinks he can fix the freighter, but he won't come out until all the monsters are dead. You can force him out at gunpoint but he will hate you after that instead of feeling grateful.

Shuttle #5 has heavy machinery and it can be detached manually - either sending it to the closest planet or simply flying away to a few hundred meters from the ship, which will allow the players to loot it later on. If they detach it, it makes a lot of noise, so once they exit the shuttle go directly to **SCENE: A RESTLESS MONSTER.**

Shuttle #6 is occupied by an Ironskin. If it did not come out by itself, you can catch it by surprise and go to **SCENE: BACKSTABBING A MOUNTAIN.** If the players have no interest in going into this shuttle, confront the player with less EVA and agility. if you win he will hit himself against a wall and the Ironskin will hear it and come out. Play out **SCENE: A RESTLESS MONSTER.** If they go to the engine room, play out **SCENE: THE ENGINE ROOM.**

They can take any of the shuttles (except #4 because it is broken) at any time to escape to the closest planet. This adventure ends there if they do, but who knows what they will find in a wild and uncharted planet?

SCENE: A RESTLESS MONSTER

You are floating forward quietly, getting closer to the engine room. You have almost reached the doors of the last two shuttles. The only noises are the clicking of the emergency lights going on and off... when a roar makes your heart skip a beat. From shuttle #6 comes out a gigantic beast with an even bigger mouth. It's enormous fists hold to the side of the door and propels himself toward you like a missile full of teeth...

Create a confrontation against an Ironskin. If there are 4 players, add a Techno. Do not count players who are badly wounded.

The players have one turn before the Ironskin gets close enough to start attacking them in close combat. Any other NPC takes an extra turn to reach them. The players can try to float away but the Ironskin moves twice as fast. Let the players know that it will take them three turns to reach shuttles #3 or #4.

If they manage to lock themselves inside a shuttle, the Ironskin will try to force the door, an action that can be confronted by the players with an EVA action using Constitution.

After this scene go back to **SCENE: THE CORE.**

SCENE: BACKSTABBING A MOUNTAIN

> You enter shuttle #6 and you face a hole where the pilot's area was, a hole that goes deep into the shuttle and into the cargo. Do you dare look inside?

The players have now two choices: look around, or move on. If they move on simply ask them where they want to go. If they look around:

> The darkness is absolute, so you must use your torchlights. They reveal the presence of a gigantic monster feasting on all kinds of yummy metals. He has taken a bite out of almost every machine. The light catches his attention and he starts to turn towards you...

Ask the players what they want to do; give them an advantage for whatever action they choose to do now.

Create a confrontation against an Ironskin. If there are 4 players, add a Techno. Do not count players who are badly wounded.

The players have one turn before the Ironskin gets close enough to start attacking them in close combat, and any other NPC takes an extra turn to reach them. The players can try to float away, but the Ironskin moves twice as fast.

If they manage to close the Ironskin inside the shuttle, the beast will force the door, which can be confronted by the players with an EVA action using Constitution.

After this scene go back to **SCENE: THE CORE**

SCENE: THE ENGINE ROOM

> The engine room is huge and surprisingly well lit. it seems that most of the energy from the emergency generator is used to keep this area comfortable to work in. It's apparently empty...

The players can do several things in the engine room:

If they found the Corvo technician, he can fix the freighter in three days (remember that if they did not turn off the beacon signal pirates will arrive). If they have not found him they hear a great noise, and when they come out they see that the third shuttle has detached itself and it's flying away to the closest planet. The players will have no idea of what just happened, but if they end up going to that planet they might find the corvo in future adventures.

Without the Corvo technician they cannot fix the ship, but they can redirect the emergency energy supply to open the doors of the hangar in restricted area #1 or the ones leading to the medical facility to use the machines and heal themselves. They can later on change where they direct the energy. While redirecting the energy to a specific location, the rest of the ship -apart from the engine room- is completely out of light. Any monsters still alive, if any, will come out to find out what happened.

ENDINGS!

If they fix the freighter, they can try to sell it to pirates or some other outlaws. It is up to you to have the outlaws steal the ship or pay them for it. But if they honour their word, you'll have millionaire characters in your hands...

If they try to go with the freighter to the Corvo authorities, they will be imprisoned. The Corvo will believe that it is a hoax to resell them their own property. If they go to the Iz'kal they will get a small reward and will be offered citizenship and the promise of a job according to their skills. They can decline if they wish.

If they escape with the intergalactic ship or their own ship, they are back to stage one but maybe with some loot and a very spooky story to tell.

If they escape with a shuttle they land in an unknown planet... what will they find there, how will they ever get out? That's a tale for you to create and play.

Have fun making up your own stories for the characters of this campaign afterwards; or perhaps now that your group knows how to play Faith you might want to create your own characters and begin a story of your own.

You may also want to learn more about the Ravager, the species of mutant beings that appeared in this adventure. If that's the case, you can play the full-fledged adventure included FAITH: A GARDEN IN HELL, available now.

Whatever you do, we hope you enjoy the world of **FAITH: The Sci-fi RPG!**

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