



DEAD LANDS

LOST COLONY



A BILLION MILES FROM HOME



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Deadlands Lost Colony is currently on Kickstarter, or our late pledge manager if you missed it. Click the link here to check out the boxed set, core rules, custom Bennies, special dice, archetype cards, and more!



SAVAGE WORLDS CREATED BY SHANE LACY HENSLEY



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A BILLION MILES FROM HOME

Deadlands: Lost Colony is on the way. Until then, enjoy this sneak peek. Remember this setting is a work in progress and much may change before its debut!

Cori Johnson, an explorer, asks the heroes to undertake a mission to Johnson's Folly far out in the star system. Johnson claims she's pinpointed the answer to a decades-old mystery – the location of a famous explorer's lost ship – as well as a clue to what the now-infamous Johnson Expedition was seeking deep in the Dark. Oh, and that famous explorer? He's Cori Johnson's father.

This Savage Tale is suitable for up to five characters of varying levels of experience.

SETTING RULES

Note: The Game Master in *Deadlands: Lost Colony* is referred to as the Marshal.

RECOMMENDED SETTING RULES

Until the full *Deadlands: Lost Colony* appears, we recommend using these Setting Rules for this adventure:

- Conviction
- Dynamic Backlash
- Multiple Languages
- Wound Cap

Deadlands: Lost Colony is a science-fiction/horror setting. Space travel is a major part of this adventure. Numerous Setting Rules may come into play, but we've reproduced abridged versions of the necessary ones here. If you have access to *Deadlands: Lost Colony* or the *Science Fiction Companion*, you can flesh out the scenario with anything appropriate to the situation.

FEAR LEVELS

A group of powerful evil beings known as the Reckoners corrupt our reality, warping it into a form more amenable to them and their servants. Under this influence the world becomes a darker, more frightening version of itself. In *Deadlands: Lost Colony* this effect is depicted by Fear Levels.

Fear Levels range from 0 for the "normal" world to 6, a blasted landscape of utter terror called a Deadland. A region's Fear Level applies as a negative modifier to any Fear checks a character makes. For example, a Fear Level 2 saddles a spacer with a -2 modifier to her Spirit roll to resist fear.

Fear Level 1 is the normal state of affairs for most of the Faraway system. People may worry that bump in the night is more than just old plumbing or even something a xenobiologist might not be able to quantify, but they have no proof. In a region with Fear

Level 2, shadows seem longer, most exposed metal shows some rust, and most people aren't comfortable being out at night alone. At a Fear Level 4 the air vents occasionally whisper your name, ship corridors are cramped and tunnel-like, and a cabin feels more like a tomb.

GRAVITY

Characters without the Gravitic Acclimation Edge are physically disoriented by unfamiliar gravities. This inflicts a -2 penalty to Agility and Agility-based skill rolls until the spacer has time to adjust. These penalties are in addition to the effects listed on the **Gravitational Effects Table** below. It's up to the Marshal how long it takes to acclimate but should be at least a week.

Zero-G: Anyone rolling a Critical Failure on a physical Trait die in zero-G loses control of her movements and begins to tumble. This applies a -2 penalty to all further Trait rolls until she recovers, which takes an Agility roll as a free action on any following turn, provided she has some way to stabilize herself. Physical attacks and shots from conventional firearms push the character 1' back away from the impact or blast.

GRAVITATIONAL EFFECTS

GRAVITY	PACE	JUMP	STRENGTH
Normal	—	—	—
Low	+2	x2	+1 Die Type
Zero-G	+4	See below	+2 Die Types

GRAVITY DRIVES

All spaceships in *Deadlands Lost Colony* have traditional thrusters for ordinary maneuvering. Sizable vessels designed for anything besides local shuttle work also have a Hellstromme Industries "gravity drive."

This wondrous device uses relativistic mechanics to largely negate the mass of the ship and its contents for acceleration purposes. This allows the ship to reach incredibly high speeds very quickly. With a gravity drive, a ship can travel from Banshee to the Belt in a matter of days.

As an added benefit, the gravity drive generates artificial gravity inside the vessel roughly equivalent to .5g, or one-half of

Earth's normal gravity. This makes extended trips less uncomfortable and disorienting to passengers and crew – and keeps water in a glass at the mess table.

VACUUM

Anyone exposed to a vacuum or in a breached spacesuit makes a Vigor roll each round or suffers a Wound from decompression. Sealed spacesuits protect their wearers from all environmental effects of a vacuum. Firearms function normally in a vacuum.

GEAR

Here's a brief summary of some specialized gear from the *Deadlands: Lost Colony* setting available to the heroes.

Aknouk: This is the traditional breastplate of anouk warriors. It is normally carved from the sternum of a chanouk or barouka. Each clan has a distinctive style of breastplate design. It provides +3 armor. (25 lbs)

Atax: The atax (Range 6/12/24, Damage Str+d6, RoF 1, Shots 1, Min Str d6) is a discus-like chunk of tannis with four blades projecting from it. When thrown properly it returns to its wielder. A hit means it causes normal damage but falls near the victim. A raise on the Athletics roll causes bonus damage and it returns. A Critical Failure means it misses the target, returns, and hits *whoever threw it* for normal damage. (3 lbs)

Chakatl: This tannis blade (Str+d8, Min Str d8) is a cross between sword and battle axe. The business end is an axe-like head, but the entire blade is sharp. Spikes project at intervals, used by anouks to pull opponents from their feet or mounts. A raise with a chakatl causes damage and the victim must make an Athletics roll or be knocked off his mount if riding, or prone if standing. (10 lbs)

Commlink: This communication device is voice-activated and worn on the ear. It has a range of one mile and works on its own or through a palmcorder. (—)

Palmcorder: A palmcorder can access data slugs, and record still pictures, video, and sound. It can scan photos and text, with optical character recognition. Mapping, translation, and other apps add +2 to most any Smarts-based skill the Marshal thinks is appropriate. (1 lb)

Spacesuit: The standard civilian spacesuit is made of airtight, flexible fabric (Armor +1). It has air and heating systems, a helmet with two-way radio (50-mile range), a Heads-Up Display (HUD) with palmcorder docking bay to display data and incoming messages. The suit includes an oxygen capacity of eight hours and a headlamp for illumination. Spacesuits provide complete protection against cold and vacuum, and are shielded against radiation (+4 to Vigor rolls). For an extra \$1,000, the suit includes a small thruster system that allows the wearer to maneuver in zero-G for up to eight hours. (20 lbs)

Sprayskin: This plastic seal is delivered via aerosol tube and contains a disinfectant, antibiotics, coagulants, and painkillers. When applied (an action), it stops a victim from Bleeding Out and negates one level of Wound modifiers for one hour. Each can contains five uses. (.5 lb)

Trauma Pack: A small, self-contained pack containing disinfecting agents, antibacterials, sealant, and mild, topical narcotics. Trauma packs only work on Wounds suffered within the last hour. Applying a trauma pack takes one minute and heals one Wound immediately. Multiple packs can be used on the same patient, but each trauma pack also causes a level of Fatigue that is recovered after an hour, whether resting or not. This Fatigue can't cause Incapacitation. (1 lb)

A LITTLE HISTORY

Over 30 years ago, an expedition departed Banshee headed for a planet then only designated as Faraway-6. Now known as Johnson's Folly, the planet is a gas giant almost twice as far from Banshee as Chanoukara. No ship had traveled that far into the Dark – what colonists commonly call the void between planets in Faraway – since humanity discovered the planet. It was a monumental undertaking for its time.

The expedition's sponsor, pilot and explorer Jarvis Jenkins, said he was hoping to find unclaimed strikes of ghost rock amid the planet's thick rings and 10 moons. The announcement of Hauptmann research revealing the rapid depletion of Earth's ghost

rock reserves drove ghost rock hunting in Faraway to a fevered pitch.

Other than the frozen iceball at the edge of the system (now named Charon), only Faraway-6 remained unsurveyed by humanity. Jarvis decided to make his mark on history by being the first to conduct an in-depth analysis of the planet.

He was also aware of claims of archaeological finds in the Belt bearing similarities to some ancient structures on Banshee. No one had yet nailed down the origin of the ruins, so just in case, Jarvis booked a few subject-matter experts as well. He was prepared to strike either ghost rock or xeno-archaeological gold.

THE BOSPHORUS

Jarvis's ship, the *Bosphorus*, was on the bleeding edge of tech available at the time, combining the best components from Earth with innovations made at Hellstromme Industries in the Faraway system. The vessel contained sensor equipment superior even to that available today and the rest of the *Bosphorus* was similarly equipped. Its AI, called SITO (Simulated Intelligence for Transaction Operations), was advanced enough to be virtually self-aware.

The *Bosphorus* was crewed by individuals at the top of their respective fields, ranging from geology to astrophysics. Jenkins also quietly slipped a xenobiologist and a specialist in Banshee archaeology onto the rolls as well.

NIGHTMARE IN THE DARK

Johnson started his survey with a cursory dive into the planet's rings, looking for anomalous signals. This proved disastrous when a wayward meteoroid slipped past the ship's sensors and punched a hole in its hull.

Nearly a third of the crew perished in the rapid decompression before the survivors could isolate the breach. Johnson triggered the vessel's distress signal, which turned a bad situation into a nightmare. A devourer – a massive abomination unheard of even in rumor at the time – detected the signal's frequency. The signal drew it to the wrecked *Bosphorus*.

These were more peaceful times, at least off-planet, and the *Bosphorus* carried only a pair of light autocannons for use in point defense against rock collisions. These proved to be woefully inadequate against a tentacled horror longer than three football fields.

The devourer forced its pseudopods in through the breach in the ship and created additional ruptures as it tried to get at the crew. A few made their way to lifeboats in a desperate attempt to escape—only to have those tiny shuttles plucked from space by the huge creature's tentacles and cracked like oysters. After SITO turned off the beacon and the remaining expedition members found sanctuary deeper in the vessel, the monster lost interest and drifted back off into the depths of the Dark.

A SLOW, PAINFUL END

On the bridge Johnson tried to get the *Bosphorus* underway, but the meteoroid and subsequent attack by the devourer had disabled the main drive, leaving him only maneuvering thrusters. The best he could do was stabilize the vessel's orbit around the planet. The rest of the surviving crew was trapped in isolated sections of the ship still containing atmosphere—and many of those were slowly leaking air themselves.

Many of the crew died within the next day, suffering from injuries sustained during the catastrophe. A handful, Johnson included, lasted longer. Others took their own lives rather than face the slower but inevitable death by starvation, suffocation, or freezing. In the medical bay a small group lived long enough to descend into cannibalism.

The *Bosphorus*'s gravity drive was operating the entire time. Though few know it, the gravity drive actually connects to the Hunting Grounds, ensuring the terror, death, and madness the crew had suffered drew the attention of several horrific entities. Now ghosts and walking dead infest the ship, waiting to prey on fresh meat.

GHOST SHIP

The *Bosphorus* is Faraway's *Mary Celeste*, *Ourang Medan*, and *USS Philadelphia* rolled into one. Occasionally Belt miners claim to detect a brief emergency beacon from the

Bosphorus, but no recorded signals seem to survive.

Rumors of the ship's disappearance, the cause, and its mission abound. Some theorize it crashed into the planet, pirates took her, the crew went mad, an experimental system malfunctioned, or the government was involved. Others say the ship's navigational system sent it on a course to nowhere, it opened a new Tunnel, or it's still accelerating toward Earth in an attempt to make it home.

Although the *Bosphorus* has become the stuff of legend in Faraway, after the Tunnel's closing, the World Storm, and all the trouble with EXFOR, most colonists have other things on their minds. A missing expedition on the fringe of space isn't sufficient to motivate most scavengers to head out into the deepest Dark...until recently.

REAWAKENING

The things living in the ship's dead hull began trying almost immediately to lure others to the wreck. But SITO always found a way to disable the beacon before more than a brief burst or two got out. Eventually the cold of the Dark froze even the walking corpses its crew had become.

Then a small piece of debris from the ring cracked a battery casing in the engine room. The chemicals reacted to cause enough heat to burn one of the nearby corpses—and thaw it enough to enable the manitou inhabiting it to crawl into the bowels of the ship and rewire the distress beacon to circumvent SITO. The broadcast lasted longer than any preceding one, continuing almost a day before using up what little charge remained.

That broadcast found its way to Cori Johnson—Jervis's daughter—now an adult and adventurer in her own right.

PART ONE: THE VOYAGE OUT

The team is contracted to travel to Johnson's Folly, the seventh planet in the Faraway system. They've been hired to act as crew, subject matter specialists, or even just shipboard marines, by the daughter of long-

lost explorer Jervis Johnson. This part of the adventure deals with the preliminary contact and trip to the distant planet.

JOHNSON'S OFFER

Cori Johnson contacts the characters as a group or individually. She's assembling a crew to travel to Johnson's Folly on a "rescue mission." If the heroes have their own ship she offers to hire it. Otherwise she's filling berths on her own ship, the *Arion*.

A successful Common Knowledge roll gives a character the basics on the original expedition. This is also a good time to throw out some of the conspiracy theories surrounding the vessel. Nothing makes for a good ghost ship story better than whispers and unfounded claims!

Johnson's Folly is way off the beaten path, and no other vessel has ventured out there since the ill-fated expedition. Distant scans have verified the planet and its 10 moons are completely uninhabitable, and there's plenty of ghost rock elsewhere. Add to that the

risk of Belt pirates, running afoul of EXFOR patrols, that even a simple breakdown becomes life-threatening when you're billions of miles from home...and nobody's seen the need to go looking.

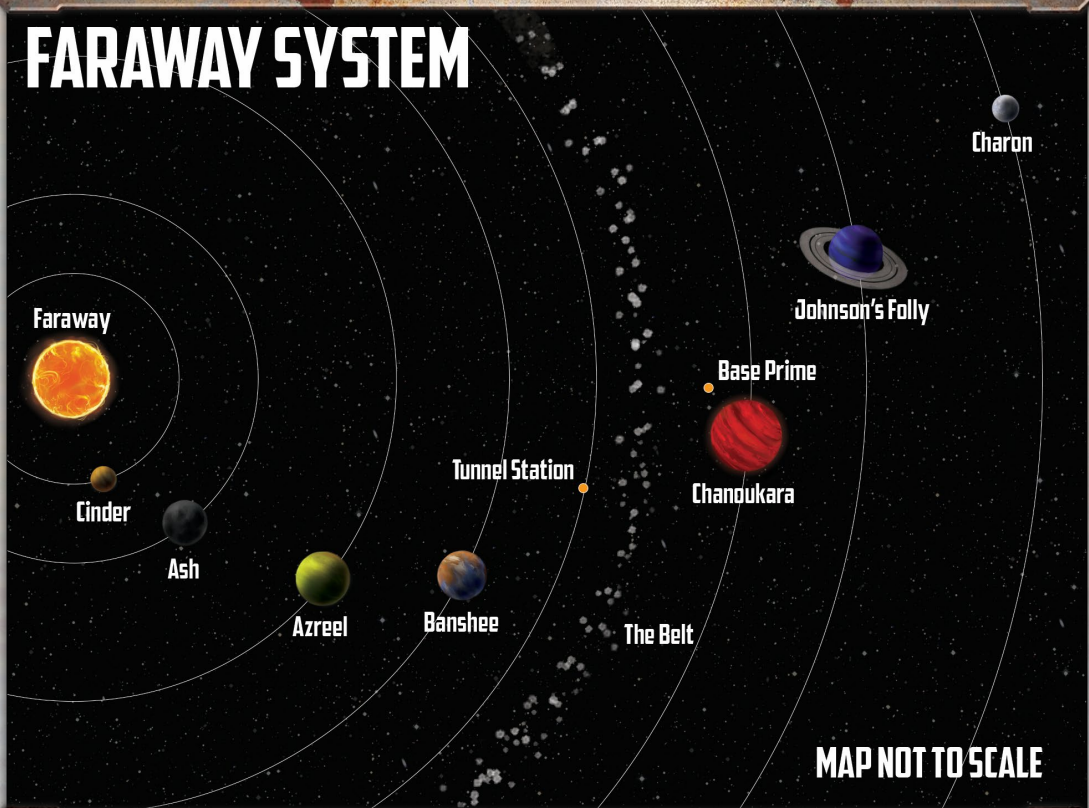
THE PITCH

Cori tells the crew she's conclusively identified a brief signal as originating from the *Bosphorus*, orbiting just outside the rings of Johnson's Folly. She's using the last of her inheritance to fund the mission to learn her father's fate. She plans to recoup her loss both with the salvage rights to the ship and the exclusive story of its recovery.

A successful Notice roll tells a sharp-eyed hero there's more to the story. If confronted Cori fesses up:

"You're right. Closure alone isn't enough to justify this expense. The Bosphorus was beyond cutting-edge. Even now it would be worth millions in salvage. Add to that the notoriety of being the one to solve the mystery – and maybe even discover what

FARAWAY SYSTEM



MAP NOT TO SCALE

THE ARION

The *Arion* is Cori Johnson's ship, purchased with most of the wealth left to her by her father. Unlike most spacecraft in the Faraway system it's fairly new, built in the orbital shipyard above Banshee. It's a nimble, well-built ship and carries enough ordnance to make a casual pirate think twice about crossing swords with it, but it's not a top-of-the-line spacecraft.

The vessel has enough crew space to accommodate the heroes, Johnson, and any auxiliary crew necessary to fill vacant roles (like engineer, navigator, etc.). It's capable of entering an atmosphere, has a sensor suite with a 10K-mile range, and an artificial intelligence capable of handling any task related to operating the ship with an equivalent skill die of d8, but counts as an Extra.

Starship: Size 8 (Huge), Handling 0, TS 600 MPH, Toughness 25 (6), Crew 5

Notes: AI, AMCM, Atmospheric, Sensor Suite (Planetary)

Weapons:

- Dual Linked Light Autocannon (Range 50/100/200, Damage 2d12, RoF 4, AP 4, HW, Reaction Fire).

- Medium Missile Launcher (Range 200/400/800, Damage 5d8, RoF 1, AP 6, HW, MBT, 4 missiles)

my father was doing out there in the first place – and I can write my own ticket from here on out. I'm offering you a chance to get in on that opportunity as well."

She offers the characters \$6,000 each for about six weeks' work, counting the roughly four weeks' travel time to Johnson's Folly and back. A success on a Persuasion roll ups that amount by \$8,000, or \$10,000 per crew member with a raise. One person must make the roll, but the others may Support as usual.

If Cori's hiring the heroes' vessel, she offers the same individual rate, plus another \$10,000 for the ship. With a second successful

Persuasion roll she agrees to cover the cost of fuel, food, etc., on top of the offered fee.

THE VOYAGE OUT

The trip to Johnson's Folly – a name Cori hates, by the way – takes roughly 14 days. Space is big and mostly empty. That makes for boring game play, so to spice things up a bit there are plenty of opportunities for encounters along the way. The journey is also an excellent time to use a few **Interludes** (see *Savage Worlds*) to represent the passage of time and shine a spotlight on individual characters.

With access to the ship's network, the spacers can also use the time to dip into more of the legends surrounding the ship with Research rolls. A raise turns up a partial roster or manifest where curious spacers might find evidence of the inclusion of an archaeologist and xenobiologist.

NOTHING'S EVER EASY

Along the way, use the **Quick Encounters** rules in *Savage Worlds* to represent a crisis or three the team faces en route to the distant planet. Below are a few suggestions. Each of these is considered a dangerous encounter, meaning characters – and even the ship itself – can suffer Wounds from failure.

- **METEOROID SWARM:** While passing through the Belt, the ship encounters a densely packed group of meteoroids. Navigating through it without serious damage takes a group effort. Relevant skills include Piloting, Shooting, Electronics (plotting a course), Repair, Healing, and even Athletics (to avoid damage). Skill rolls related to flying the ship and blasting meteoroids are the most vital.
- **EXFOR PATROL:** The expedition has the misfortune of meeting an EXFOR destroyer. The warship has them massively outgunned, making a standing fight a losing proposition. The crew may try to flee, using Piloting, Electronics (for navigation or countermeasures), Shooting (to destroy incoming torpedoes), and the like. Alternatively, they may try to bluff their way past the naval vessel using Persuasion, Hacking (to falsify clearances), and the like.

- **CATASTROPHIC FAILURE:** Some vital system on the ship malfunctions, putting the lives of everyone on board in danger. Depending on what goes haywire, a wide variety of skills may be applicable, ranging from Repair and Electronics to Athletics and Notice.

JOHNSON'S FOLLY

Barring any serious setbacks, after about two weeks the expedition arrives at Johnson's Folly. The characters are now so far from home even a distress signal would take over two hours to reach the nearest outpost in the Belt. Faraway's star is a dim point of light billions of miles away. The expedition is truly alone.

The planet is about 32,000 miles in diameter, or slightly larger than Uranus. The planet has an atmosphere of primarily hydrogen and helium, as well as a fair amount of methane and ammonia trapped in ice form due to the frigid temperatures—well below -320° F.

Ten moons of varying sizes orbit the planet. Only two of them are large enough to be spherical in shape. The most accepted astronomical theory in Faraway is all the moons were once rogue asteroids or planets captured by the planet's gravitational pull.

Several rings of detritus surround the planet's equator, each made up primarily of dust and smaller rock particles. There are larger meteoroids and even a rare asteroid in the mix. Due to the thick debris, getting accurate sensor readings of anything in the region (or while within the ring belt) requires an Electronics roll at -2 .

PART TWO: FLOATING TOMB

The second part of *A Billion Miles From Home* is effectively an exploration of a haunted house—albeit one in a freezing vacuum. Cori Johnson gives the team members a variety of tasks to accomplish to make the *Bosphorus* spaceworthy again. They also have an opportunity to look into the events that led to the ship's end billions of miles from home.

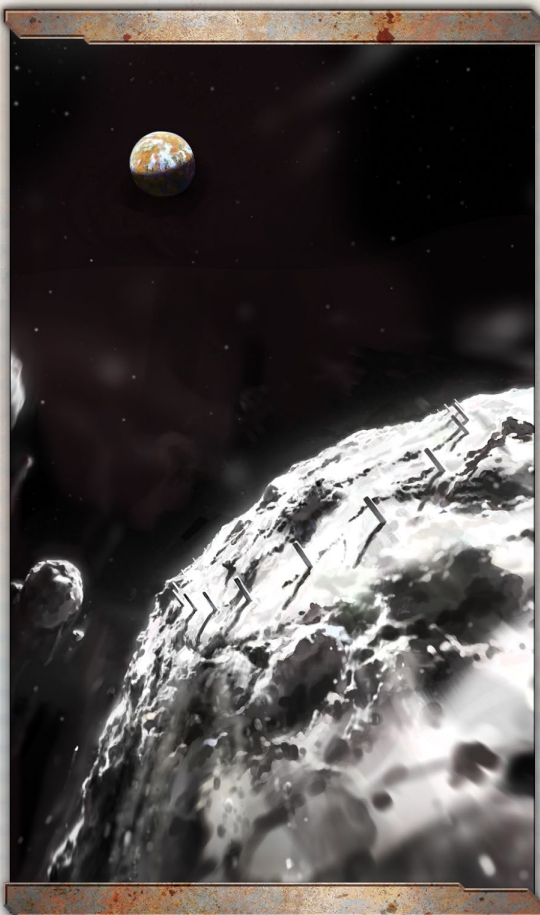
There are no set events that must happen. The characters are largely free to roam the ship, make repairs, and slowly figure out how bad things on the *Bosphorus* really are.

This scene lacks combat encounters as well. You're welcome to throw in a fight with a walkin' dead or three if your group prefers combat to atmosphere, but it's not necessary. You've got a pretty free hand to move things as quickly or as slowly as seems best to keep the adventure interesting.

When the team has the *Bosphorus* ready to be towed or convinces Cori to leave the hulk and run, go to **Part Three: Death in the Dark**.

JOURNEY'S END

Locating the *Bosphorus* requires an hour in front of the rescue vessel's sensors and a successful Electronics roll at -2 . The composition of the planet's ring plays havoc with the ship's sensors.



Once found, the team gets the first look anyone's had at Johnson's ship in years. It's larger than the rescue vessel but not enormously so. The *Bosphorus* has an unusual, almost neo-Gothic flair to its design that comes from having access to high-end components from Earth.

Where it was once an almost pearly white, years of dust from the edge of the ring has accumulated on the exposed surfaces, giving the ship a dingy, grayish cast. The *Bosphorus* is completely dark and doesn't respond to hails. Everyone looking at the ship initially finds it strangely disquieting—almost ominous—but no one can put a finger on why.

The rescue ship approaches the *Bosphorus* from the port side on first approach. It's clear the ship has taken a beating. Antennae arrays are bent or completely missing. While the hole in the engine room is obvious, as are what initially appear to be a few additional impact points, the full extent of the damage is only realized if the spacers fly around the entire vessel.

Any crushed areas from the devourer's attacks look to be caused by collisions with other objects in the ring. After all, space tentacles probably aren't the first thing to pop into one's mind. A Notice (-4) or Repair (-2) roll while examining more closely tells the observer the damage wasn't caused by impact, but rather pressure...from *something*.

BOARDING THE WRECK

There are numerous options for entering the ship. The port airlock is intact, but must be manually operated. The doors on the starboard airlock are broken open, and the holes in the engine room are also large enough for a human in a spacesuit to enter. The hangar bay doors also stand open.

A couple of the damaged areas around the crew compartments are big enough to let a human squeeze through, but a failed Agility roll while doing so nets the spacer a torn suit, requiring an immediate Repair roll. Each round until a hero succeeds on the roll subjects the wearer to both vacuum and searing cold (see **Setting Rules** on page 3).

ABOARD THE WRECK

Fear Level 4

When the explorers board, the power is completely off on the ship. There is atmosphere in some areas, but it's frigidly cold until the team brings life support back online. Attempting to move around without a full spacesuit subjects the character to Vigor checks each round as if she were in a full vacuum.

All interior doors are pressure doors. Without power they must be manually cranked via an emergency mechanism in a side panel. It takes three rounds to open a door wide enough for a human to fit through, and just as long to close it again.

These descriptions are for when the team first enters the ship. Adjust as necessary once life support or repairs are underway.

1. Bridge: The control center is largely intact. There is only minor damage to the aft port wall from crushing but the hull's integrity is sound. Until power is restored, none of the ship's controls, sensors, or computers can be accessed. Jervis Johnson's body rests frozen in the captain's chair.

2. Crawlway: A 3' x 3' maintenance crawlspace runs the length of the ship from the ladder alcove below the bridge to engineering. The crawlway is cramped and filled with piping, hoses, and wiring. It has a single pressure door which must be cranked by hand (see above) near the bridge entrance. Access hatches along its length allow entrance into the main deck corridor below.

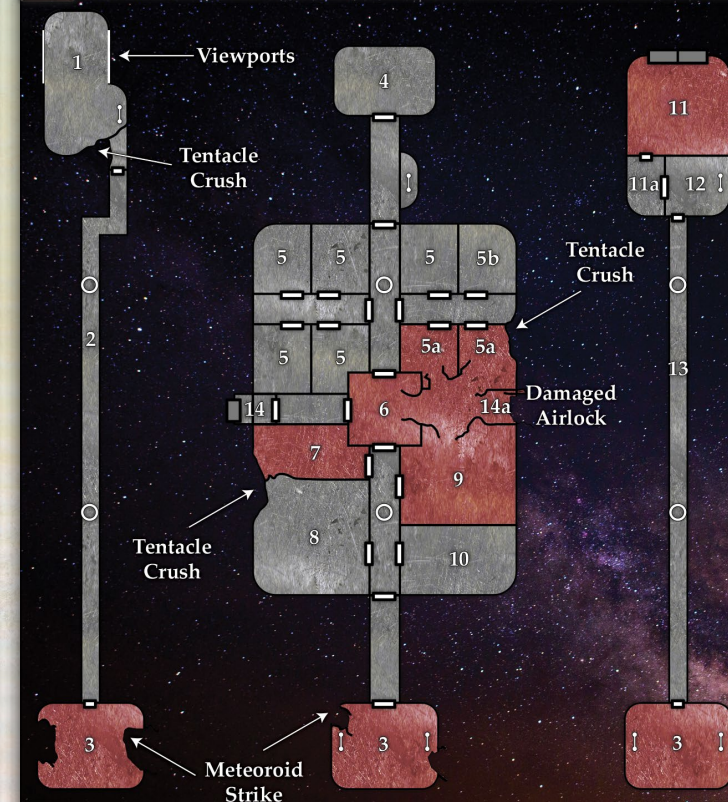
There is a single frozen corpse here, near the emergency beacon. The beacon has been rewired to bypass bridge controls and the battery is dead. The corpse has suffered severe injuries to the torso and shows the effects of decompression as well.

3. Engine Room: This room is three decks tall. There is a separate gravity drive generator in this space, allowing technicians to turn it off to float freely when not under hard acceleration. The engine room was directly hit by the initial strike and virtually destroyed. No amount of field repairs can restore the ship's thrusters. The body of a

The Bosphorus

- ↔ Ladder
- Exterior Door
- | Door
- Access Hatch
- Decompressed Area

1. Bridge
2. Crawlway
3. Engine Room
4. Captain's Cabin
5. Crew Cabin (Bunk beds)
- 5a. Damaged Crew Cabin
- 5b. Crew Cabin
6. Lounge
7. Galley
8. Medical/Science Lab
9. Hold (Damaged)
10. Shower/Bathroom
11. Hangar
- 11a. Airlock
12. Suit Storage
13. Lower Crawlway
14. Main Airlocks
- 14a. Damaged Main Airlock



single tech is in the room, snagged on a piece of damaged ladder on the upper level.

4. Captain's Cabin: Although larger than the rest of the crew compartments, Johnson's cabin is nearly as sparsely furnished. A bunk, a desk, and a single shelf are all that adorn it. A family picture of his wife and daughter rest on the desk. Numerous data slugs detailing archaeological studies conducted on Banshee are in the desk drawers.

5. Crew Cabins: These include between two and four bunks set into the walls and little else. Each bunk has a drawer containing largely identical jumpsuits and personal effects, and a small wall alcove in the bunk sports photos and other curios. Each room also contains 1d4-2 corpses of crewmen who succumbed to wounds suffered in the disaster, starvation, or even attack by other members of the crew in the last days. (Feel free to include any red herring hooks you'd like here.)

5a.: The devourer broke into these rooms, doing catastrophic damage. There are no remains, although a Notice roll spots frozen

blood smeared on the torn metal walls leading to 14a.

5b.: This room was sealed when the wall ruptured. The crew member, Putu, realized after a few days rescue was not coming and hanged himself with torn bedsheets before dehydration could kill him. Until the gravity drive is restored, his body floats, tethered to the ceiling by his makeshift noose.

6. Lounge: The nexus of corridors on the ship's main level served as a lounge for off-duty crewmembers. When the devourer attacked, many of the crew were here trying to coordinate repair and rescue efforts. Decompression and the devourer took all of them. Now only the furniture that was affixed to the floor remains, along with a few bits of drifting debris and frozen blood.

7. Galley: The devourer's grasp squeezed the hull enough to rupture it here, causing decompression. A single crewman floats in the dark. On the plus side, several days' worth of the ship's dehydrated rations are stored in compartments here. Although flash-frozen they are intact. Sadly, none of the crew could reach them.

HAUNTED SHIP

In addition to the walkin' dead inside and the space kraken prowling nearby, the Bosphorus is home to numerous ghosts thanks to the gravity drive's portal from the Hunting Grounds. These generally don't directly attack the rescue team, instead merely tormenting them with apparitions and unexplained occurrences—usually when they're alone. Of course, if you really want to have a ghostly close encounter, you can use the Ghost statistics in *Savage Worlds*.

Here are a few events to play up a haunted vessel. We recommend ramping up from the mundane to the horrific to let tension build. Feel free to create your own in addition to these—or to replace them.

- The team randomly finds interior doors that were closed earlier now open.

- The hero hears a tapping on a bulkhead wall—one that adjoins an unpressurized area or even the exterior hull.

- Anyone resting, even for a few minutes, is plagued by nightmares—giant tentacles, sucked into a vacuum, cannibals, etc.—and must make a Vigor roll or suffer Fatigue that is only recovered with a night's rest off the ship.

- When the team gets life support online a faucet gouts blood instead of water. When the character tries to show anyone else, it's just water.

- While moving through one of the already claustrophobic maintenance crawlways, the spacer hears a noise behind her. Looking back, she sees a figure scabbling along the crawlspace toward her. When she looks away it's gone.

- The hero's light source flickers badly. One of the Bosphorus's original crew appears in the flickers of light, alternating between a normal appearance and one that's horrifically mutilated.

8. Medical Bay: This room functioned primarily as the ship's medical facility, but is also outfitted with other instruments to allow it to double as a geological and archaeological laboratory if necessary. When the meteoroid struck, two seriously injured crewman were brought here for treatment. Tsung and an assistant were trying to stabilize them when the devourer attacked. Effectively trapped, the two eventually resorted to cannibalism in an attempt to survive—finally turning on each other at the end. Four bodies, two of them stripped of much of their flesh, are now in the room. There are also a dozen trauma packs, as well as any reasonable item of a medical nature or one associated with field geological or archaeological research.

9. Ship's Stores: Loading doors to this room opened into both main corridors. The devourer sundered those closest to the airlock searching for prey. Most of the contents were lost to the void by decompression, but at your discretion there may be some basic tool or item of use to the characters if they spend time searching here.

10. Showers: This room served as the communal shower and bathroom facility for the ship. There is nothing else of interest here.

11. Hangar: Johnson had the *Bosphorus's* pair of two-man lifeboats modified to work as excursion vehicles to explore any potential strikes or archaeological finds he came across. When the devourer attacked, a few crewmen tried to escape in them. The abomination hunted them down after it lost interest in the main ship and cracked them like peanut shells. The hangar stands empty and the doors are open.

11a.: This is a secondary airlock allowing entry into the hangar bay. It's empty.

12. Excursion Prep: Crew leaving the ship either via the excursion vehicles (above) or solo space walks used this area to suit up. There are lockers for eight suits. Three lockers are empty, the suits taken by crewmembers who tried to escape via the pods.

13. Lower Crawlway: This crawlway is largely identical to the upper one (2) in dimensions and purpose. It lacks the intermediate pressure door or turns, but also has two access hatches to the main deck corridors.

WORK DETAILS

Cori is initially dismayed to find the ship in the state it's in, and the eventual discovery of her father's body puts her in a deeper depression. But she soon becomes adamant the team must get the *Bosphorus* to the point it can return to Banshee for a complete repair. She won't even consider stripping the vessel of any of its valuable systems.

A survey of the ship's damage takes two hours and a successful Repair roll. At the end of the time, the heroes and their employer come to the conclusion the vessel can't travel under its own power. The damage to the main thrusters and engine room is too great, and the maneuvering thrusters are spent.

At this point, Cori decides to make what field repairs they can and tow the *Bosphorus* with the expedition's own ship. She leaves the details and order up to the team to sort out and handle, but the gravity drive and life support are vital. And at least the main corridor needs to be repressurized.

If no one else suggests it, she also arranges a graves detail to gather all the bodies of the

former crew and place them in the hangar area for transport back to Banshee, where they can be released to next of kin. She is fiercely opposed to disposing of the bodies in any other manner.

The repair process requires the salvage workers to disperse throughout the ship, giving you an excellent opportunity to begin using events like those described in the **Haunted Ship** sidebar on page 12.

SEALING HOLES

Repressurizing an area first requires sealing any breaches in the hull. Two hours of work and a successful Repair roll is sufficient to close one hole or other breach up to 5' x 10'. This is all it takes to seal the damage in the galley, the pressure doors in the lounge and port airlock, and the doors to the ship's hold.

The larger breaches in port side crew section require four hours of work. The holes caused by the meteoroid that struck the engine room require a full eight hours.

The characters must perform all work in spacesuits, and if the main gravity drive has not been repaired in zero-G as well (which



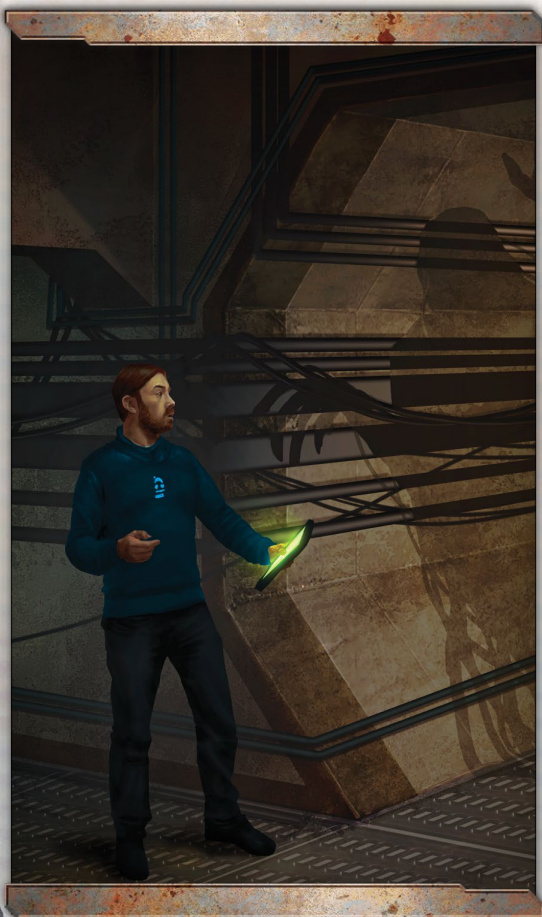
may apply additional penalties to the heroes' rolls as indicated in the **Setting Rules** on page @@).

LIFE SUPPORT

Bringing life support back online involves tasks in both the bridge and engine room. Unless the team waits until hull repairs are finished in the engine room, this means suiting up to work there or detailing two heroes to work at different ends of the ship.

The control panel in the engine room suffered significant damage, requiring two hours and an Electronics roll at -2 to repair. The bridge portion is relatively straightforward but to reboot it takes a successful Hacking roll both before and after the repair in the engine room. Each of these rolls consumes 10 minutes.

Once rebooted and online, it takes only a few minutes to begin cycling air through the ship, but two hours before the temperature is safe enough to move about without suits.



GRAVITY DRIVE

This repair can only be performed from the lower crawlway. It's relatively quick, as the mechanism sustained no major damage in either disaster, but time and cold have damaged some connections and seals. The process takes three hours thanks to the confined space and difficulty of reaching various elements in need of replacement, but only requires a simple Repair roll at the end of that time to complete.

Once functioning, gravity is restored to the ship—and the Fear Level increases to 5. (It doesn't make the standard jump of 2 because the ship is already fairly heavily inundated with the essence of the darker parts of the Hunting Grounds.)

SHIP'S COMPUTERS

Should the team decide, logically, to restore the *Bosphorus's* more sophisticated functions like SITO, they're in for a shock. Only a few circuit boards are damaged or otherwise nonfunctional. A simple Electronics roll and 10 minutes is all that's necessary to make the fixes.

Once active, SITO queries the identity of the team and the date. Anyone monitoring the computer's activities sees it's also calculating the ship's current location. Once these are complete, the AI immediately powers down all ship systems, including itself.

It takes a Hacking roll and an hour of coding to bring everything back up, but SITO repeats the shutdown. Only by cutting the AI out of the shutdown loop can the team keep the systems up and running.

SITO: Smart even by current standards, the AI on the *Bosphorus* is effectively insane. The devourer and subsequent horrors it encountered were completely outside its programming. Not only does it not have words for what it experienced, it can't even comprehend the concepts.

It copes by intentionally blinding itself to any supernatural events on the *Bosphorus*. It knows something huge and deadly is out there in the Dark, but not what. Any attempt to talk to it gets a gibberish response.

The AI desperately wants to avoid encountering the devourer again and will

subconsciously do anything to avoid it. This includes working against the team in direct ways—opening airlocks, disabling the gravity drive or life support, and so on. It won't admit to these acts; it's not even aware of them unless provided proof via a Hacking roll. Confronting it with evidence causes it to completely collapse at a cognitive level.

WHAT HAPPENED HERE?

Until the team gets the ship's computers back up, Cori spends most of her time reviewing logs. Any team member with spare time can do likewise, either from the bridge or via a palmcorder connected to the *Bosphorus's* network. Their employer not only doesn't try to prevent poking around in the data, she welcomes any assistance.

DEATH OF A SPACESHIP

A cursory scan of the logs reveals the basic story of the ship's demise. The ship's sensors turned out to be too sensitive for the environment. The thick debris so clogged readings the crew had to dumb down the sensors to avoid screens of unreadable static. This caused them to miss the meteoroid that holed the engine room. Otherwise, much of the account of the catastrophe contained in **A Little History** (page 5) are in Jervis's log, at least up to the time of his death.

Johnson goes on to detail the opposition he faced from the AI in restoring the distress beacon. Eventually he became convinced the computer was correct, as each attempt he made to restore it seemed to draw the monster's attention.

The captain never stopped attempting to save his ship or crew, but in the end lack of food and water reduced his strength to the point he could not reach the bridge. (This should raise alarms, as his corpse is found on the bridge.) He closes with heartfelt messages to his family and those of the crew, praising their bravery to the end.

JOHNSON'S FOLLY?

A Research roll while digging through the ship's archives turns up theories about the ties between the artifacts rumored to have been found in the Belt and the Black Cities on Banshee. It also reveals Jervis was hoping

to find further evidence near Faraway-7, although he'd have been happy to discover untapped ghost rock resources. He had no time to find evidence of either, as tragedy befell the ship within days of arriving in orbit.

PART THREE: DEATH IN THE DARK

This portion of the adventure begins when the characters decide to cut and run, or stick to their guns long enough to get the ship repaired enough to pull it back to Banshee.

The devourer, originally attracted by the distress signal, is drawn to the site by the updates broadcast back to Banshee. The team gets a little notice of its arrival, just enough to make a run for it. Their escape attempt is complicated by the intervention of the dead crew who hope to add further corpses to their damned numbers. The adventure concludes with a mad dash to avoid the devourer's ropy clutches.

WARNING BELLS

When you're ready to move to the final part of this adventure, allow the spacer assigned to general watch duty make an Electronics roll to detect the devourer's approach. At first the signal doesn't make sense and the character is tempted to ignore it as a malfunction, sensor clutter, or even a reflection. But a second roll at no penalty clarifies it.

If no hero is assigned to monitor for things like meteoroids or other dangerous debris—and you're feeling generous—you can allow a crewmember on either bridge to make a Notice roll (-2) to catch sight of a warning light of an approaching object, then follow the procedure above.

STAY...FOREVER

Once they get a look at the devourer's vast size—nearly 20 times the length of their own ship—the team likely decides to make a run for it. But anyone onboard the *Bosphorus* has to get to their own ship first.

The trouble is the *other* inhabitants of the ghost ship aren't ready to let them leave.

NEMESIS

In its madness SITO has convinced itself holding the crew hostage until the devourer arrives, then feeding them to it, is its only chance of survival. It locks down all interior pressure doors to trap any characters on board the *Bosphorus*. If the heroes earlier locked it out of shipboard operations, it reveals exactly how intelligent it is by creating backdoors into programs to circumvent their protocols.

If the spacers somehow purged the AI completely from the ship's computers, never turned them on, or otherwise completely neutralized it, that's OK. Remember all those dead bodies Johnson had them store in the hangar? They're really just walkin' dead waiting for the optimal time to strike and this is it. (By the way, this is a also perfect opportunity to throw some social complications and roleplaying in with Cori facing her father's reanimated corpse!)

Finally, it's possible the crew disregarded their employer's wishes and simply shot the bodies out an airlock. Again, that's not a guarantee of a free ticket out. The ship still has a handful of ghosts flitting about.

Still, proactive groups should see some benefit for their efforts. If they neutralized SITO or the undead, give each player a Benny. If they did both, give 'em two!

ESCAPE!

As soon as they get the warning of the approaching monster, all pressure doors in the *Bosphorus* lock down. The individual doors can be opened as noted above but the process isn't quick, especially if there's a lot of them between the heroes and their own ship.

Getting past all the doors in a timely manner is a Difficult **Dramatic Task** (see *Savage Worlds*). The primary skill is either Hacking, to bypass the programs controlling them, or Repair to manually trigger the doors. In either case, the other skill can be used in Support. On a Complication, failure risks either the lead character getting locked out of the system entirely or, if you're feeling especially nasty, all the doors opening—including any leading to the void.

99 PROBLEMS

While the crew tries to engineer its exit, the forces in control of the *Bosphorus* aren't just sitting on their hands, be they physical, digital, or ethereal.

If the team left the cadavers on board, the corpses take this opportunity to rise. Whichever entity is in control of the doors on the ship is much more amenable to the undead, opening and closing them as necessary to expedite the horde to the spacers' location (or locations in the likely event they're spread out).

Just so no one on the heroes' own ship feels left out, the autocannon turret on the *Bosphorus* comes online. It opens fire on the team's vessel in the hopes of disabling it. Firing at the *Bosphorus* itself is probably bad form, as it's probable some of the crew is still onboard, but the turret can be targeted by the characters' ship at a -2 penalty (Toughness 15 (6)).

➤ **Walkin' Dead:** See page 18. Armed with various tools (Str+d6). If you've kept track of the total bodies found, use that number. Otherwise assume there are twice as many undead as heroes.

END GAME

Regardless of whether they succeed on the Dramatic Task, the team manages to get back to their ship. The Dramatic Task just determines how quickly they do it. In the event they fail, they can still manually crank each door. They may have to deal with any intervening walkin' dead, but eventually they escape before the devourer arrives.

This does affect how much breathing room they have in the next encounter, though...

DASH THROUGH THE DARK

Once they return to their ship the heroes likely decide to vacate the area as quickly as possible. If they instead try to fight, it's a shootout with a virtual Davidian spaceship facing a Goliath of a space leviathan. We recommend allowing the spacers a chance to make a break for it once it becomes clear how pitifully outclassed they are against the devourer. In that case, move to **Run for It!**, below.

RUN FOR IT!

Assuming at some point discretion takes point in the heroes' decision-making, the encounter with the devourer becomes a **Chase** (see *Savage Worlds*). There are two parties to the Chase, the heroes' ship and the devourer. The range increment is 50.

The devourer starts on Card 1. If the heroes succeeded on the Dramatic Task to escape, they begin the game on Card 3, otherwise they are on Card 2. Finally, if they showed more guts than brains and initially tried to duke it out with the devourer, they are on Card 1 with the abomination—not a good spot to be.

The devourer uses its Athletics as its maneuvering skill. On its action, it attempts to Change Position to close the distance. Remember, it's faster than the character's ship so it gets +1 to its Athletics rolls to Change Position. Once it's close enough, it attempts to Board the characters' ship by using some of its tentacles as grapples. On subsequent rounds, it uses its Crush Special Ability to attempt to destroy the ship. Only weapons capable of Reaction Fire (like the *Arion's* autocannons) can fire on it once it has grabbed the ship.

The Chase continues until the heroes successfully Flee or 10 rounds elapse. Once they Flee or the Chase otherwise ends, the crew has found a way to lose the abomination, perhaps in the debris of the rings or near a moon, or come up with another clever plan to slip away.

Should the heroes manage to inflict five Wounds on the monster, the devourer breaks off its attack and returns to the Dark to nurse its wounds.

➔ **Devourer (1):** See page 18.

AFTERMATH

Reaching Banshee—or at least a Belt settlement—Johnson fulfills her part of the bargain. If the team manages to drag the *Bosphorus* back to civilization against all odds, she awards them each a \$10,000 bonus. The only way this is likely to happen is if they somehow defeated the devourer. If they only escaped it, the monster returns quickly if they come back to the orbiting wreck.

The expedition's experience draw some attention to Cori Johnson and the rest of the team, but since there's no real money to be made from follow-up expeditions, most folks' attention fades after a short while.

Whether Johnson's theory about alien artifacts and ruins near the planet bearing his name is true or not is up to you. It's certainly possible the Craghan (which you'll learn more about in *Deadlands: Lost Colony*) could have reached the planet, but as to what purposes, it's yet unknown.

Ghost rock might also be in the rings or on a moon of the planet, but we leave that decision to you, Marshal. It's unlikely, as human presence and greed is a large factor in the creation of the mineral, but it's not impossible—especially if that fits your campaign. A sizable strike beyond EXFOR's Base One might shift axes of power in the system.



PEOPLE & THINGS

➤ **CORI JOHNSON**

The daughter of (in)famous explorer Jervis Johnson, Cori is a fairly accomplished adventurer herself. She idolizes her father's memory and is determined to clear his name.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Electronics d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Driven, Loyal, Stubborn

Edges: Ace, Strong Willed

Gear: 9mm pistol (Range 12/24/48, Damage 2d6+1, RoF 1), commlink, palmcorder (linked to ship's network), spacesuit.

➤ **DEVOURER**

Devourers are the stuff of whispered legend among Belt miners. That's because they're very rare even in the Belt. It's also because no spacer who's encountered one has yet to live to confirm the tales. These gigantic, squid-like monsters live in the Dark, usually around the Belt, and likely evolved after the Craghan planet was annihilated.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+12, Vigor d12+4

Skills: Athletics d8, Fighting d10, Notice d6, Stealth d10

Pace: 700; **Parry:** 7; **Toughness:** 38 (4)

Edges: –

Special Abilities:

- **Armor +4:** Unnaturally tough and rubbery hide.
- **Fear (-4):** The sight of a devourer causes a Fear check at -4.
- **Fearless:** Devourers know no fear, and can't be Intimidated.
- **Flight:** Pace 700 mph. Fortunately, they can't enter planetary atmospheres.
- **Hardy:** A second Shaken result does not cause a Wound.
- **Size 24 (Gargantuan):** A devourer is 900' in length, has three extra Wounds and Heavy Armor, and its tentacles are Heavy Weapons.

- **Tentacles:** The creature has four tentacle actions and a Reach of 50. If it dedicates *all* of its tentacles to crushing large, grappled prey, it adds its Size to damage. It can only do this once per turn. Against smaller prey, it "slaps" for Str damage.

WALKIN' DEAD

Walkin' dead are rare in the Faraway system. Unlike some common depictions, these things are clever as well as vicious.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d4, Persuasion d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Edges: –

Special Abilities:

- **Claws:** Str+d4
- **Fearless:** Walkin' dead are immune to Fear and Intimidation.
- **Undead:** +2 to Toughness and Spirit rolls to recover from Shaken, ignore additional damage from Called Shots except to the head, doesn't breathe, immune to disease and poison.

JESSE CAINE

PILOT

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Electronics d6, Fighting d6, Hacking d4, Notice d6, Persuasion d4, Piloting d8, Repair d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

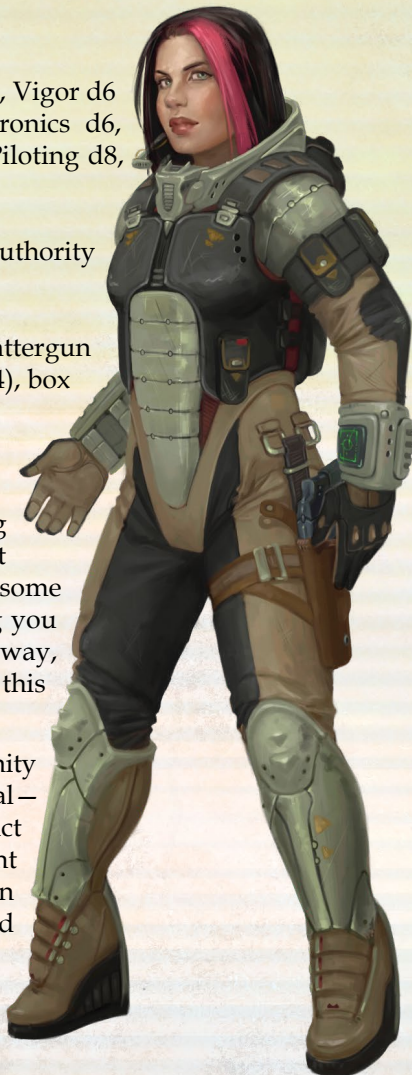
Hindrances: Greedy (Major), Quirk (Problems with authority figures), Vengeful (Minor)

Edges: Ace, Quick

Gear: Body armor (+4), commlink, palmcorder, scattergun (Range 5/10/20, Damage 1-3d6, RoF 2), knife (Str+d4), box of 25 shells.

You came to Faraway looking to strike it rich, but all you struck was out. You tried doing the nine-to-five thing flying for a space-train hauler, you tried working ghost rock mines, you even gave EXFOR a shot. You just couldn't fit into any of those. Something about having some jumped-up so-and-so in a nice suit or uniform telling you what to do and when to do it just rubs you the wrong way, and eventually you let them know it. Needless to say, this didn't do your career hopes any favors.

Ironically, when the Tunnel collapsed, a new opportunity opened. Seems there's more jobs – not all technically legal – than there are pilots. Now you make a living as a contract pilot as long as there's a buck in it. If the price is right you'll take most any job, and you're pretty negotiable on exactly what the right price is. But heaven help the sod that gets between you and your payday...



PREGENERATED CHARACTERS

On the following pages are characters you can print and use for this adventure. Note that the rules may change between this sneak peek and the official release. In the meantime, enjoy, and look for Deadlands: Lost Colony soon!

RILEY FERRIS

MEDIC

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d6, Healing d8, Notice d6, Persuasion d6, Piloting d4, Science d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 8 (4)

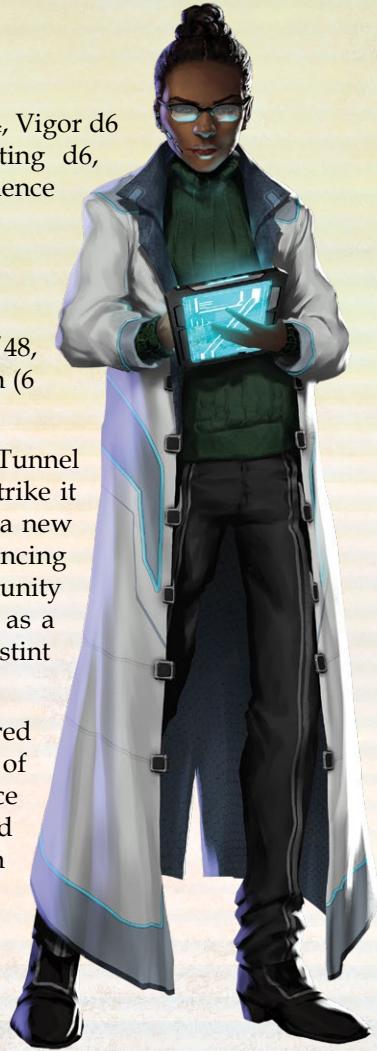
Hindrances: Curious, Loyal, Small

Edges: Healer

Gear: Body armor (+4), 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1), commlink, palmcorder, sprayskin (6 doses), trauma packs (3).

You arrived in Faraway just a few months before the Tunnel closed. Unlike other colonists you weren't hoping to strike it rich. You were just intrigued by the chance to explore a new world. You never quite settled on a career choice, bouncing from one line of work to another as the next shiny opportunity arose to try something new. You've tried your hand as a navigator, a mechanic, a salesman—you even did a short stint in the Banshee Defense Force.

It was during the war with EXFOR that you discovered your knack for patching folks up. More than one of your squad members are still alive thanks to you. Since then, you've discovered there's always a call for a good sawbones somewhere, whether it's on a trade caravan, in a distant outpost, or on an extended trip to the Belt. And your ability to fill in almost anywhere on a crew makes most not even care you don't have a fancy piece of paper from some university back on Earth



CASEY LATTIMER

BREAKER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Breaking d8, Common Knowledge d4, Fighting d6, Hacking d6, Notice d6, Persuasion d4, Repair d4, Science d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Death Wish (Die a hero), Heroic, Quirk (Insecure)

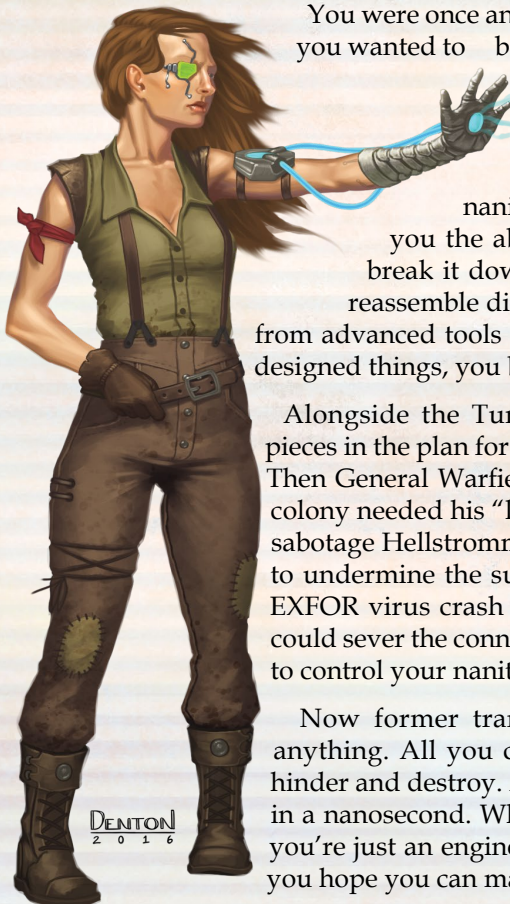
Edges: Arcane Background (Breaker), Brave

Powers: *Burst, confusion, deflection.* **Power Points:** 10

Gear: Body armor (+4), commlink, palmcorder.

Special Abilities:

- **Breaking:** You release invisible nanite swarms from a focusing nozzle in your cybernetic hand for your various powers. You use the Breaking skill to activate those powers.
- **Cybernetic Eye:** Your cyber eye provides +2 to Knowledge rolls to analyze chemical composition, and offsets penalties for Dim and Dark lighting. However, you gain the One Eye Hindrance when using it as a night vision device.
- **Dynamic Backlash:** When you suffer a Critical Failure on a Breaking roll, the Marshal rolls on the Dynamic Backlash Table (see Savage Worlds).



You were once an engineer – a valued member of the colony – but you wanted to be more. You jumped through the bureaucratic hoops, intelligence tests, and psychological exams to get accepted into Hellstromme Industries transmuter program. There you were fitted with a cybernetic hand, eye, and nanite reservoir. Advanced software packages gave you the ability to analyze matter at the molecular level, break it down to its components with nanite swarms, and reassemble directly it into manufactured products – anything from advanced tools to clothing to vehicles and more! You not only designed things, you built them instantly from scratch.

Alongside the Tunnel you became one of the most important pieces in the plan for human survival in the isolated Faraway system. Then General Warfield of the UN Expeditionary Force decided the colony needed his “leadership.” One of EXFOR’s first moves was to sabotage Hellstromme Industries’ transmuter program, presumably to undermine the supply chain for the colonists. Not only did the EXFOR virus crash the core mainframes, before HI programmers could sever the connection it erased most of the software you needed to control your nanites.

Now former transmuters like yourself are unable to create anything. All you can use your wonderful nanites for now is to hinder and destroy. A lifetime of effort was stripped away from you in a nanosecond. Where people once viewed you as a builder, now you’re just an engine of destruction. Once you lived to create. Now you hope you can make your death count for something.

MORGAN STEIN

SYKER

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d4, Notice d4, Persuasion d4, Psionics d8, Shooting d6, Stealth d4, Survival d4, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Cautious, Loyal, Overconfident, Outsider (Syker)

Edges: Arcane Background (Syker), Power Points

Powers: *Healing* (self only), *mind reading*, *stun*. **Power Points:** 15

Gear: Body armor (+4), 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1), knife (Str+d4), palmcorder, commlink, 1 spare magazine.

Special Abilities:

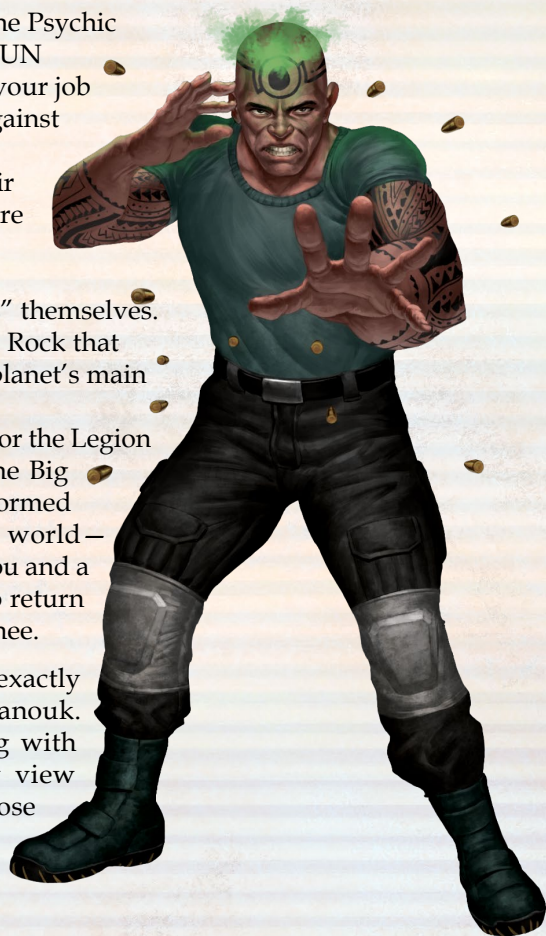
- **Baldness:** Syker powers burn out the user's hair follicles. It can be regrown if the syker ceases to use his powers, but begins to fall out quickly the moment he resumes. Many sport elaborate skull tattoos as well.
- **Brainburn:** When a syker rolls a Critical Failure activating a psionic power, he suffers 2d6 damage plus half the Power Points he was about to spend. For example, if he was using a power that required 4 Power Points, he would take 2d6+2 damage. Brainburn replaces normal Backlash.

You came to the Faraway system as part of the Psychic Legion assigned to assist General Warfield's UN Expeditionary Force (EXFOR). You thought your job was helping secure the colony on Banshee against attacks from the purple-skinned anouks, the planet's sentient, indigenous species and their own psychics, the skinnies. Once you got there Warfield used you and your fellow sykers against humans who sympathized with the anouks' cause as often as against the "grapes" themselves. You took part in the climactic battle at Castle Rock that crushed the core of anouk resistance on the planet's main continent, creatively named One.

A few years later, the call came from Earth for the Legion sykers to return home. Scuttlebutt had it the Big War had finally broken out. The Legion was formed from members from militaries around the world—some of whom were enemies of Germany. You and a few other sykers chose to refuse the order to return home and instead remained behind on Banshee.

Sadly, you soon learned sykers weren't exactly beloved by the locals, whether human or anouk. Warfield's heavy-handed tactics in dealing with dissent among the colonists made many view you as just short of a war criminal. And those who felt the general's actions were justified labeled you as deserters. Now you find yourself a pariah.

At least until someone's in need of your particular set of skills.



ELLIOT JAMES

TECH WIZ

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Electronics d6, Fighting d4, Hacking d8, Notice d8, Persuasion d4, Repair d8, Shooting d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 9 (4)

Hindrances: Bad Eyes (Minor), Big Mouth, Quirk (Braggs a lot), Suspicious

Edges: McGyver, Mr. Fix It

Gear: Body armor (+4), sawed-off DB shotgun (Range 5/10/20, Damage 1-3d6, RoF 1-2), commlink, palmcorder, toolkit, box of 25 shells.

Ain't nothin' been broke that you can't fix faster and better than anyone else in the system—and you're not shy about letting people know it. That makes you tough to get along with, but not as tough as the fact you seldom trust anyone outside a few close friends...and you're not shy about letting people know that, either.

Still, you are a good mechanic. A really good mechanic. Most of your boasting is true. You have a knack for getting malfunctioning equipment up and running, whether it's a ship's drive, a stuck pressure door, or even a futzy AI. And what you can't fix you can usually find a workaround to jerry rig something good enough to limp back to a space dock.

As a result, you've got a bit of a rep for getting things done. Most crews are happy to have you along for a voyage. Oddly you don't get a lot of repeat customers.

