

STAR TREKTM
A D V E N T U R E S

Fading Sun

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U.S.S. VENTURE

Living Playtest Adventure

INTRODUCTION

Fading Sun is an adventure for the Star Trek Adventures Living Campaign playtest series. This adventure is meant to be played by a Gamemaster (GM) and 3-7 players, using the pre-generated characters provided and has been designed to be used for the U.S.S. *Venture* and her crew, though it can be easily adapted for use with any starship and crew.

To run this adventure, the GM needs to be familiar with the adventure itself, the **Star Trek Adventures** playtest rules, and the pre-generated characters.

For this playtest, you will need:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum.
- The pre-generated character sheets, and the *USS Venture* starship sheet
- The **Star Trek Adventures** playtest rules (version 1.36 of the core rules, version v1.1 of the Starship Operations rules)

Synopsis

The *Venture* is delivering scientific equipment to Epsilon 19, a scientific research station in the Osarin system, deep in the Shackleton Expanse. The star of the Osarin system is collapsing at an unusual rate and is mysteriously emitting triolic waves of increasing strength. Epsilon 19 was constructed to monitor the star and determine the reason for its rapid decay, as well as find the source of the triolic radiation.

The ship drops off the PCs and then departs the station to conduct detailed scans of the Osarin star. The PCs are invited to dine with the commander of the station, Commander Erich Johansson. They may be surprised to see that an Orion captain, Paja Tajenko, is also present at dinner. Shortly after dinner, massive explosions rock Epsilon 19, and the station experiences system-wide difficulties. The PCs find it impossible to communicate with their ship and quickly learn that a massive power surge destroyed the station's bridge and its command crew. This leaves the PCs as the highest-ranking officers left on the station.

Exploring the damaged station, the crew discovers that the station's fusion reactor is rapidly losing power, and all electrical devices are functioning erratically. They only have a matter of hours to figure out what is draining the station's power and keep everyone from suffocating in the icy vacuum of space.

After conducting some research, the players discover that the cause of the sun dying is that its energy is being consumed by a cluster of cosmozoan life-forms, quickly dubbed "energy vampires" by the station's scientists, that are feeding on the energy of the star. The triolic radiation is a byproduct of the entities feeding on the star. The star's imminent collapse has triggered the creatures to spawn, and the spawn are now capable of leaving the star to go out into space and find their own stars to feed upon. They were undetectable because they exist out of phase with other beings. It is only the spawning that has caused them to become visible for a short period of time. Several of the spawn have been drawn to the station's fusion reactor, which they consider a viable food source.

The players must either find a way to kill the entities or draw them away from the station before the power is drained. The GM can decide the level of involvement Paja Tajenko and her crew have in the adventure. She may be no more than an annoying diversion or a full-fledged foil, depending on how much additional challenge the GM wants to include.

Because the intent of this adventure is to challenge the PCs without having access to the resources aboard their ship, the GM may need to get creative in explaining why the PCs cannot contact their ship or otherwise gain assistance from the ship until near the end of the adventure.

The gamemaster begins this adventure with two points of Threat for every player character in the group.

Scene 1: Unexpected Guests

The adventure begins with the player characters attending a dinner hosted by the commander of Epsilon 19, Commander Erich Johansson. All of the characters should attend the dinner, since the entire adventure takes place on the station. Before reading the boxed text below, the GM should inform the players that they are attending a dinner hosted by the commander of a space station, and let them decide what equipment, if any, they are taking with them. Protocol would call for all members of the group to be unarmed, except maybe the Chief Security Officer.

When the players are ready, read:

Your ship, the *U.S.S. Venture*, was assigned to deliver important scientific equipment to Epsilon 19, a newly constructed research station deep in the Shackleton Expanse. The station was built to study the sun of the Osarin system, which is decaying at an incredibly accelerated rate. Possibly even stranger, the sun has also begun emitting high levels of triolic radiation for unknown reasons.

Upon arrival, Tactical noted that an unarmed merchant vessel was also orbiting the station. The station was too small for the *Venture* to dock, so you beamed over to the station. The *Venture* departed the station to conduct more detailed scans of the system's sun.

After off-loading the equipment, Commander Erich Johansson invited your crew to dinner. At dinner, you are surprised to see not only the Commander and the head scientist, a Bolian woman named Lenana Mosa, but also an Orion trader captain and her crew of two Nausicaans.

The Orion, Paja, has brought several gifts for the station crew, which she presents to the Commander at the first opportunity: French wines (from Chateau Picard), Delvan fluff pastries (for dessert), and even a Triaxian silk robe for Commander Johansson. Johansson is completely taken with the beautiful Orion captain, and the two are locked in conversation for much of the dinner, though she takes time to flirt with one or more of the players as well. The two Nausicaans do not join in the meal, but stand at attention a discreet distance behind Paja.

Lenana Mosa, the head scientist, can tell the crew the following about the research:

- The Osarin sun is dying at an incredible rate. They have determined that the process of decay has been increasing exponentially over the past millennia -- and the rate of decay increased even more over the last year. At the current rate, they expect the star to collapse within the next six months. However, unlike the collapse of most stars, they don't expect the Osarin sun to go nova because the energy appears to be just vanishing. Some of the scientists have theorized that the energy is somehow slipping into another dimension, but there has been no proof.
- Waves of triolic radiation are being emitted from many locations within the Osarin sun. They have examined the make-up of the sun, and they have not been able to determine the reason or source of the triolic waves.
- There are 15 scientists on board the station, most of whom have been here since the station was constructed 6 months ago.

Commander Johansson's attention is mostly held by Paja, but he answers any questions asked of him and can disclose the following:

- Epsilon 19 was completed just 6 months ago, and they are still receiving much needed equipment. The shipment from the *Venture* should allow the scientists to finally perform their full studies.
- The triolic waves coming from the sun don't pose any harm to human life this far away (and the station is shielded), but they have caused occasional interference with sensors and communications.

At some point during the dinner, Paja explains she is here because her ship suffered some damage from an ion storm (this is a lie and a scan of her ship shows that there is no damage) and she docked to conduct repairs at

the station. She even asks if her crew could use the station's entertainment facilities, since her ship is very small and cramped, and the crew are getting claustrophobic. The characters should instantly realize that allowing an Orion crew open, or even limited, access to a Federation science research station is probably not a good idea.

The player captain technically out-ranks Johansson, but Johansson is the commander of this station. The captain could still pull rank, but doing so greatly angers Johansson (the rivalry between Johansson and the player captain can come into play here), and dinner comes abruptly to an end if this power struggle occurs. Move on to the next scene. The better alternative is to convince Commander Johansson that allowing the Orion and her crew access to the station would be a bad idea.

This is a Social Conflict against Johansson, but with Paja manipulating Johansson. Alternate between the player characters and Paja, with each side getting a single Task (and associated activities, such as attempting to make a deal or present evidence), to try and persuade Johansson to side with them before handing to their opponents. The first to completely persuade Johansson to side with them gets what they want, and the situation proceeds from there.

GM Guidance: NPCs on Either Side

Under most circumstances, the rules for NPCs cover adversaries – those who are opposed to the player characters' goals in some way. Most of the time, NPCs whose goals align with those of the player characters require hard-and-fast rules to the same degree as adversarial NPCs.

That isn't always the case, however. And, in the case of the scientists here, an NPC's goals may shift – at some points making them an ally, while at others making them an opponent. To handle this, use the following guidelines:

- **If an NPC is an Adversary:** *The NPC spends points from the gamemaster's Threat pool to buy Immediate Momentum spends, and adds surplus Momentum to the Threat pool instead of having a group Momentum pool. Any instance where a player character would add to Threat, an Adversarial NPC spends from Threat instead. NPC abilities that specifically cost Threat remove points from the Threat pool.*
- **If an NPC is an Ally:** *The NPC may add to or spend from group Momentum as the player characters do (the gamemaster may wish to assign allied NPCs to players to govern this). Allied NPCs treat instances where they would add to Threat in the same way player characters do. NPC abilities that specifically cost Threat add points to the Threat pool.*
- **Changing Allegiance:** *In any given scene, an NPC is either an Adversary or an Ally. The gamemaster determines which is the case for each NPC. This is most likely to be the case where an NPC is regarded as an Adversary for some purposes (such as social conflict), and an ally for others (physical challenges, combat). The gamemaster should try and avoid situations where the NPC must be both Adversary and Ally within the same scene, to avoid confusion.*

Commander Erich Johansson [Elite NPC]

Species and Traits: Human, Ambitious, Competitive

Values:

- Dedicated to his career
- Holds everyone to the highest standards

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
11	10	8	8	13	9

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
4	2	3	2	3	1

Focuses: Physics, Research, Stubborn

Combat

Stress: 10 **Soak:** 0

Weapons:

- Unarmed Strike (Melee, 3[CD] Knockdown, Size 1H, Nonlethal)

Paja Tajenko [Nemesis NPC]

Paja, part of the Orion Syndicate, is a pirate who has only her best interest at heart. She can be used as the GM sees fit, either as a diversion, a foil, or even an enemy. Assuming she does not get permission to bring her crew on board, her and the two Nausicaans linger behind after dinner and will still be on the station when the power fails. If the players failed to convince Johansson that the Orions should not be given shore leave privileges, then additional Orions may be on board. No matter what, Paja certainly takes advantage of the chaos to attempt to steal valuable scientific equipment or knowledge. It is also possible that Paja might be recruited to help save the station. She's greedy, but she also cares about her own skin. She's trapped on the dying station just like the crew.

Species and Traits: Orion, Manipulative, Opportunistic, Selfish

Values:

- Greed is good!
- An eye for the finer things
- A good lie is better than a bad truth

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	9	7	12	13	10

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
3	2	2	4	1	1

Focuses: Concealment, Seduction, Unarmed Combat

Combat

Stress: 11 **Soak:** 0

Weapons:

- Unarmed Strike (Melee, 5[CD] Knockdown, Size 1H, Nonlethal)

Special Rules:

- **Pheromones:** When attempting to persuade or manipulate a male character, an Orion female gains a bonus d20 on any Task. This bonus increases to two bonus d20s, and then three bonus d20s, if the character being manipulated has been in the presence of the Orion for an especially long time. Female characters near an Orion female for a protracted time increase their Complication Range by one due to headaches. A few species are affected differently by these pheromones – Vulcans are entirely immune, while Denobulans tend to become sleepy and uncoordinated instead – and the gamemaster may wish to be creative with this.

Nausicaan Bodyguards [Elite NPC]

Paja's two bodyguards are fiercely loyal and will die to protect her. They have both smuggled weapons onto the station: wicked-looking Nausicaan blades made of a scan-resistant material and disassembled, though of course, a Nausicaan is plenty deadly unarmed. It takes a Task (**Control + Security**, Difficulty 0) to reassemble the weapons.

Species and Traits: Nausicaan, Obedient, Violent

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	13	12	6	10	7

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
1	3	2	4	1	1

Focuses: Intimidation, Melee Combat

Combat

Stress: 16 **Soak:** 2 (Armor)

Weapons:

- Unarmed Strike (Melee, 5[CD] Knockdown, Size 1H, Nonlethal)
- Dagger (Melee, 5[CD] Vicious 1, Size 1H, Hidden 3)

Special Rules:

- **Brutality:** After a Nausicaan makes a damage roll for a melee attack, they may spend 1 Threat to change a single [CD] rolled so that it counts as rolling an Effect.

Lenana Mosa [Elite NPC]

Lenana is the head scientist researching of the Osarin sun. She is calm and personable, as well as inquisitive. If any of the crew members show interest in the studies going on at the station, she happily talks about it for as long as anyone listens. She is very thankful to the crew because the scientific equipment they brought was necessary to further their examination of the sun.

Species and Traits: Bolian, Enthusiastic, Gregarious, Inquisitive

Values:

- All knowledge is good knowledge.
- You'll never know until you try.
- Lead by example.

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	8	11	9	9	14

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
2	1	3	1	4	1

Focuses: Astrophysics, Physics, Scientific Equipment

Combat

Stress: 12 **Soak:** 0

Weapons:

- Unarmed Strike (Melee, 2[CD] Knockdown, Size 1H, Nonlethal)

GM Guidance: Plot Complications

1. *Commander Erich Johansson is an old rival of the captain. They attended Starfleet Academy together, where they became bitter rivals. The character's promotion to captain of a starship has only heightened this old rivalry since Johansson is still only a commander. Johansson will be polite and cordial though he'll take any opportunity to verbally snipe at the captain and the captain suffers a +1 Difficulty to any Social interactions.*
2. *One of the scientists is a friend, ex-lover, or mentor of one of the characters other than the captain. The GM can place the scientist NPC in harm's way at any point if the action drags.*

This section is intended to introduce the players to the setting of the adventure. If they ask, feel free to give the players additional information about the station, as described in Scene 3. The GM can choose to use Paja as much or as little as desired. She can be an adversary to add an additional level of difficulty, or maybe an ally for players who are struggling, or could be used as a red herring to draw the characters' attentions while things get worse elsewhere. Make sure to play up the rivalry between Johansson and the captain player. Any attempt to pull rank on him will be met with outright hostility.

SCENE 2: POWER FAILURE

When dinner is completed, give the characters a moment of calm and let them discuss the events that occurred over dinner before plunging them into chaos. When the conversation is played out, read the following:

With dinner over, you're invited to tour the station's command deck. You're in the turbolift when the lift screeches to a halt and then plummets several floors before the emergency brakes stop your fall. The lights flicker and go dark before the emergency lighting kicks in. Moments later, the shaft shudders and the turbolift falls a bit more. Something up above you just exploded!

Each character must attempt a **Daring** or **Fitness + Security** Task with a Difficulty of 3 to avoid taking damage from the turbolift plummeting down the shaft. Failure means that the character suffers 3[CD] damage; Complications may increase this damage by +2[CD] each. These can be resolved in any order, so it's recommended that the most skilled characters can go first, and any Momentum can be used to help other characters.

Exiting the turbolift through the emergency hatch in the roof is not very difficult and does not require a Task. Once there, they must decide which way to go, up or down. Above them are the crew quarters and the command center, and below is engineering, science labs, storage and the transporter room. Looking up, flames are shooting out into the turbolift from where the crew can surmise the command center for the station is located.

Climbing up or down the turbo shaft requires a **Daring** or **Control + Security** Task with a Difficulty of 1. The GM can ask for a roll whenever a player character decides to move to a new level. This Task uses the Success at Cost rule: failing does not mean that a character falls to their death, only that they must pay some additional cost to succeed, suffering an automatic Complication. The players get to travel to one level without incident; however, any time the players climb after the first, the GM can spend two Threat (or use Complications from the players rolls) to introduce a Complication to the climb. None of these Complications should be used more than once.

- The station shudders from an explosion, increasing the Difficulty of the climbing Task to 2.
- A section of the ladder breaks free, and the group is now separated and those left behind the break must find an alternate route via Jefferies tubes, but this will take at least half an hour.
- An EPS conduit is broken, blocking the passage with a cloud of toxic chemicals. A player can attempt to repair the conduit (or at least shut it down) with a **Daring + Engineering** or **Control + Science** Task with a Difficulty of 2), but otherwise they'll have to find another way around (as above)
- Any other obstacle the GM can come up with, which should normally increase the Difficulty by +1, or require an additional Task of no more than Difficulty 2 to bypass.

GM Guidance: *The station is on emergency power until repairs are made in Main Engineering. This means lights are dimmed, and none of the station's major systems or operations function, including shields, transporters, communications, sensors, and main computer. They probably want to do so on their own, but if necessary you can hint that repairs need to be made in Engineering before much else can be accomplished.*

The players cannot access or communicate with their ship. The Starfleet vessel was too big to dock with the small station, and the transporters on the station are non-functional. Communications can be established with the ship once power has been restored to the station, but the crew on board the ship are unable to affect a rescue. The triolic waves are making transport impossible and the station's shuttles have been drained of all power. Do what you can to make the players realize that they are on their own and will not have the Venture's resources at their disposal.

SCENE 3: EXPLORING THE STATION

The characters need to get to Main Engineering to get power back online; however, they may want to split up and explore the rest of the station, especially when they realize they are being affected by triolic radiation. The station crew, except for Commander Johansson, has been killed, but Johansson is just clinging to life. A dozen scientists are still alive and can be found scattered throughout the crew quarters and the science labs.

The characters can explore the station in any order they desire. The main turbo shaft (even though the lift itself is inoperative) is the easiest means of transit. There are also multiple conduits and Jefferies tubes that can be used to access different parts of the station. The players may want to stay together or split up to save time. Either way, they are on the clock – in ten hours the station loses power and the cold of space will kill them.

The triolic waves are also interfering with communications. Shipboard communications are still working, so players in different areas of the station can contact each other, but they are completely cut off from their ship until the entities are removed.

GM Guidance: Triolic Radiation

Tricorder scans show dangerous levels of triolic radiation flooding the station. Anyone on the station reduces their maximum Stress by one every hour, while the cosmozoan life-forms remain attached to the fusion reactor. Any character in Main Engineering reduces their maximum Stress by one every half-hour instead.

*A player can attempt to treat this radiation poisoning, or even create an inoculation against the triolic radiation. This requires access to the medical facilities in the Science Lab. A player can spend an hour to attempt a **Control + Medicine** Task with a Difficulty of 2 to restore the maximum Stress of all the characters present. Two Momentum may be used to also inoculate the treated characters, preventing any further reduction of their maximum Stress for the next eight hours.*

*Characters may attempt to assist this, perhaps with **Reason + Science** by providing data about triolic radiation.*

Upper Levels

Climbing upward, the crew can see flames and smoke jetting into the shaft. The Command Center, at the top of the station has been utterly consumed in flame, killing all the Starfleet personnel except Commander Johansson. Tricorder scans show that he is the only survivor of the blast; it appears that a Vulcan officer covered him, protecting him from the worst of the blast. The command center is still blazing hot and filled with smoke.

A player can attempt to rescue Johansson but takes 5[CD] of damage in doing so. The player can attempt a **Daring or Fitness + Security** Task with a Difficulty of 1 to resist the damage. Success, and each Momentum spent (Repeatable) reduces the damage suffered by 1. The command center won't be safe to enter for at least an hour and even then, none of the equipment remains functional (If Johansson is the captain's rival and the captain makes the rescue, the captain's player should receive one Determination). Johansson is grievously wounded, and will die soon without medical attention. A player can attempt a **Daring + Medicine** Task with a Difficulty of 2 to stabilize him. Failure means that Johansson dies from his injuries (and of course he should be given a few dying words with the player captain), while success means that he's stable, but he'll still need surgery.

A character with a tricorder can try **Reason + Engineering** Task with a Difficulty of 2 to determine that several EPS conduits in the command center exploded, leading to massive damage and plasma fires. It appears massive feedback from the station's fusion reactor caused the explosions. The character must go to Main Engineering, on the lower level, to learn more.

Below the command center are several levels of crew quarters. Several scientists can be found here. Four of them are hurt, but not seriously, requiring a **Control + Medicine** Task with a Difficulty of 2 to get them back on their feet. Most are still in their quarters, which is standard procedure if the station is under attack or severely

damaged. The scientists don't have any additional information to share. If the second Plot Complication is being used, the player's connection might be here.

Science Labs

Several more scientists are here, huddled in groups and discussing what might have happened. Some speculate that the visiting Orions might have sabotaged the station. The lead scientist, Lenana Mosa, is here (but is injured). If the second Plot Complication NPC has not already been encountered, they are here.

If some level of power can be restored, the equipment here can be used take additional readings of the Osarin sun. (See *Analyzing the Sun*, in Scene 4.)

Transporter Room and Shuttlebay

There is not much of use on these levels. Even if limited power can be restored, the transporters are non-functional – they are completely fried and cannot be repaired. The station's two shuttles have had their power completely drained, and thus aren't usable.

There are arms and equipment lockers the crew can access to equip themselves with tricorders, phasers, pattern enhancers, or any other type of basic Starfleet equipment. Replicators are also located here, though power is limited, so only food and other basic supplies can be created.

Engineering

The Engineering section is a large circular room at the very base of the station. The fusion reactor takes up the center of the room but it can be ejected in the case of emergency. The room is lined with computer monitors and control panels. There is a complete secondary command center here that allows for complete control of the station's functions.

The players arrive to find two dead engineers (both killed in the initial explosion) and one of the panels on fire from a broken EPS conduit. Automatic fire suppression has stopped the worst of the fire, but as long as plasma continues to jet from the broken conduit, the fire continues. A player can attempt a **Daring + Engineering** Task with a Difficulty of 2 to shut down the plasma flow. Once the conduit has been shut off, partial power can be restored by attempting a **Control + Engineering** Task with a Difficulty of 1.

Even with the EPS conduit shut off, readouts show a massive power drain from the fusion drive. The source of the drain is unclear – the energy appears to be siphoning off into nowhere. Tricorder scans of the room reveal triolic radiation coming from the fusion drive. This is a Difficulty 0 task and does not require a roll, but a player can roll if they wish.

Timeline

<i>Initial Explosion</i>	<i>0 hours</i>
<i>Station Reduced to Emergency Power</i>	<i>+6 hours</i>
<i>Station Loses all Power</i>	<i>+9 hours</i>
<i>Habitable Atmosphere Runs Out</i>	<i>+10 hours</i>

GM Guidance: *The GM has a lot of options to provide complications here. Player Complications may come into play, and the Orions may be running amuck in the station. They use the Jefferies tubes to get around the station and try to avoid the Starfleet Officers. The GM can spend Threat to have the players encounter one or more of the Orions (one point of Threat per Orion). The triolic waves are also interfering with equipment on the station. The GM can use a point of Threat to cause one device or control panel to fail for the duration of a scene at any point. A player can get the device functioning again with a **Control + Engineering** Task with a Difficulty of 1. Also, don't forget that the players must make the repairs in Engineering before using any of the equipment on the station, such as internal communications or sensors. The crew cannot contact their ship or beam to it until the cosmozoan life-forms have been removed from the fusion reactor. The triolic waves cause too much interference.*

Orion Syndicate Thugs [Trooper NPC]

These thugs are foot soldiers of the Orion Syndicate, and members of Paja's crew. They're scattered across the stricken research station.

Species and Traits: Orion, Violent

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	11	10	8	9	7

Disciplines

Command	Conn	Engineering	Security	Science	Medicine
1	2	2	3	1	1

Combat

Stress: 13 **Soak:** 1 (Armor)

Weapons:

- Unarmed Strike (Melee, 5[CD] Knockdown, Size 1H, Nonlethal)
- Dagger (Melee, 5[CD] Vicious 1, Size 1H, Hidden 3)
- Disruptor Pistol (Ranged, 6[CD] Vicious 1, 1H)

SCENE 4: DEATH OF A SUN

Analyzing the Sun

The players can use the station's science labs to analyze the data that the scientists have already gathered. The scientists have been studying the Osarin sun to determine why it is dying so fast, but the presence of triolic waves on the station and the draining of the fusion reactor provide additional clues. A character analyzing the existing data and doing their own research may conduct a Timed, Extended Task with a Progress of 10 and a Magnitude of 4, and Resistance Soak of 4, with a Difficulty of 4. Each Task towards the Extended Task has an Increment of 30 minutes. The time remaining will vary based on how long the characters have spent getting to this point. The scientists can be enlisted to assist the player in this analysis. For every four Scientists involved, each Effect rolled ignores 1 Resistance Soak. If the head scientist is involved, then each Effect rolled also adds +1 to the Progress generated.

If this Task is completed, read the following, or give it to the science officer and let them read it:

Close examination of the sun's surface shows that super-heated gases are simply vanishing at the precise area where triolic waves are being emitted. After running through numerous intensive scans, you discover that there are massive entities on the surface of the sun, many kilometers in diameter. The entities are slightly out of phase with most other life-forms, with a positive phase variance of 0.004, which renders them undetectable without using a precise setting. There are hundreds, and maybe thousands, of these entities that appear to be consuming vast quantities energy form the sun, which is the cause of the faster decay. Something about this process is causing the triolic waves.

Interestingly, these entities appear to be in the process of spawning. Each of them seems to be spawning smaller, new versions of itself. These entities are mostly oblong in shape, about one meter in diameter and 2-3 meters in length. These young are leaving the sun immediately and heading out into deep space – probably in search of stars of their own. Apparently, the station's (and the ship's) fusion generators drew the entities as a source of food.

Completing this analysis not only lets the players know what is going on, but also reduces the difficulty of any Task under *Options* in Scene 5 by 1. If the players do not give the cosmozoan life-forms a name, the scientists dub them "energy vampires."

The crew is on a limited timeline to solve the problem of the energy vampires before the station completely loses power and they and the crew die in the cold of space. You can also remind the crew that their ship is likely suffering the same fate.

SCENE 5: RESOLUTION

The crew must come up with a plan to remove the energy vampires attached to the station's fusion reactor. Several options and means of removing them are described here, though the players may come up with their own plan. The GM should allow the players a chance to implement their own plan, though the Difficulty may be higher, depending upon the nature of the plan.

Choices

- **Draw the Entities Away:** One option is to shield the station and use their ship (or even one of the station's shuttles, if modified) to draw the entities away. The ship's fusion drive could be put on overload to create a lure that would draw the Energy Vampires away from the station. The entities are incapable of warp speed, so the ship will have no problem keeping ahead of them. This will take the ship a few days, but once the entities reach the edge of the solar system they will not return.
- **Destroy the Entities:** The other option is to simply destroy them. The ship's phasers can be modified to harm the entities, even though they are out of phase (see above); however, the sensors must also be modified to be able to detect them. Reconfiguring the sensors requires a **Control + Conn** or **Science** Task with a Difficulty of 3. Once modified, the entities can be targeted and fired upon; this doesn't require a Task.
- **Other:** There is always the possibility that the players come up with "Option Three," something not covered here. If their idea makes sense, let them try it!

Options

- **Shield the Station:** The station's shields can be modified to "cloak" the fusion drive from the energy vampires. Of course, the existing vampires must be dealt with to power the shields. This is a Timed, Extended Task with the player using **Reason + Engineering** with a Progress of 12, a Magnitude of 5, and a Difficulty of 3. Each attempt is a time increment of 1 hour. (If the Extended Task under *Analyzing the Sun* has been accomplished, the Magnitude is reduced to 2.
- **Pattern Enhancers:** Transporter pattern enhancers can be used to make the energy vampires visible and thus fired on with phasers. Modifying a pattern enhancer can be accomplished with a **Reason + Science** or **Engineering** Task with a Difficulty of 4. Several sets of pattern enhancers can be found in the storage lockers near the Shuttle Bay.
- **Modify Pattern Enhancers & Phasers:** Personal or ship phasers can be modified to a frequency of .004 phase variance to be able to affect the energy vampires. Of course, the entities have to be located before they can be hit. Changing the phase variance requires a **Daring + Engineering** Task with a Difficulty of 3. Another player can use **Reason + Science** to assist. Once one phaser has been adapted, the rest can be adapted without requiring a Task.

Conclusion

Once the entities have been removed from the station, the players can re-establish communications with their ship and maybe even beam back on board.

Living Campaign Considerations

This is your opportunity to note what cool things happened in your game. Tell us by filling in the feedback form on our website. For their deeds, we could give mentions in dispatches with future games, with commendations or drawbacks for pre-generated characters who move on to appear in further adventures.