

SPACE CEDE

by **Darrel Miller**

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The Structure of this Adventure

I provide the players with problems, not solutions. And Game Mechanics are not a solution system they are a resolution system. That means players suggest the solutions, and I decide, with the help of the game mechanics, how effective those solutions are. I say this because you will notice that all I do is present problems. There is no “if they try this then solve it like this”. Sorry, I am not a computer, and I am not competing with one. Computers do that kind of thing very well. That is not why I GM. I Gm because it is an art, and that art is found when I pose problems to the players (things that keep them from achieving their goal) they offer a solution (however silly it may seem, we are playing a game) and I then use the rules to decide if that solution works or not, and how well. I say this because I don't want you to feel ripped off because I don't provide pages and pages of how to solve problem “x”. I am not doing that, at all, not even one example. Because I want you to find how enjoyable it is and how easy it is, as a GM, to play this way. Yes it is improv, but with a lot of structure. Trust your players to provide solutions to the problems, and then trust the mechanics to help you figure out how well those solutions to work.

Synopsis

The PCs are on their way to Seti Beta Seven to drop off a group of cybernetically enhanced criminals. On the way they are waylaid by solar storms, ship system malfunctions, and the criminals themselves. On top of this they only have about 48 hours to get to Seti Beta Seven. Can they get the criminals to Seti Beta Seven on time? Set in your captain seat, read the computer readout, and get ready to find out in this One Shot Adventure for the White Star role playing game.

ACT ONE: TO PRISON, AND DON'T SLOW DOWN

GM ADVICE

In the first act you the GM are the guide. Hell you are the Plot Railroad Chief Engineer. Drive that Train hard. In this act, to set the stage, there are specific things that need to happen. Your players need to be introduced to the world and the adventure. So you dictate the rolls: when, how, now! But take that hat off when you get to Act Two. There the players get to drive. Don't worry, if you have laid down a strong track, they will know which direction to go, they just might take a different route. That is okay, as long as they have a goal, you're golden.

You may read the following paragraph out, or choose to play out the scenes listed below this paragraph. Either one will provide the necessary expository material to get the adventure rolling. If I was running this adventure I would vote for the scene

work, but this is your game so I don't get to vote.

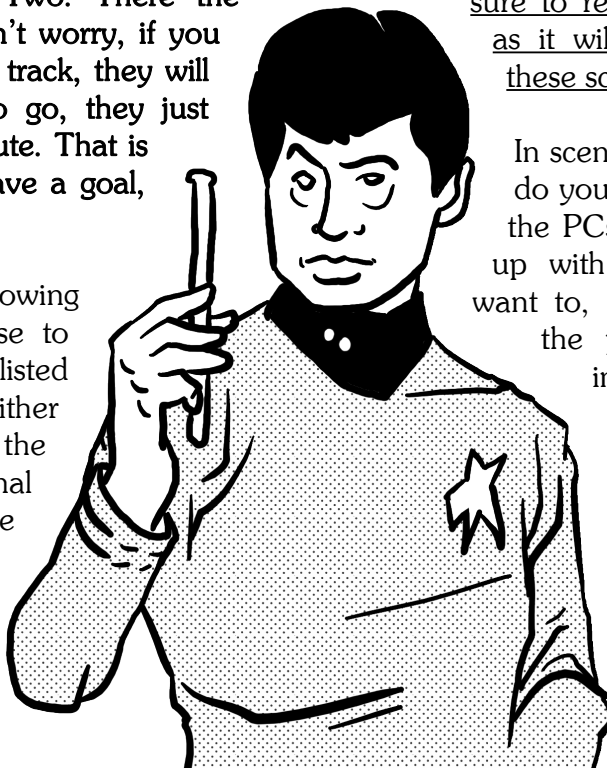
Read, or paraphrase, the following paragraph:

You are crew members on the United Stellar Starship Nimoy, or USS Nimoy. Your mission is to take a group of cybernetically enhanced criminals to the Penal planet of Seti Beta Seven. Currently you are en route to the prison. By all estimates you have a two day window to get into the system, drop off the criminals, and get back out. If you don't get there, or out, in time you will have to wait approximately thirty days. This is due to the planetary rotation, gravity wells, and the solar radiation from the system's sun. On top of this the ships systems are overburdened with normal system operations and the cryogenic containers housing the criminals.

If you do not want to just drop all this information on your players, you can instead play out the following scenes with the players. The same information from the above paragraph can be related in these scenes to your players as you act them out. In fact make sure to reference the above material as it will enhance your GMing of these scenes.

In scene work it will greatly help to do your best to talk in character to the PCs. This doesn't mean come up with silly accents, unless you want to, it means role playing with the players to give them this information like you would see in your favorite TV show. In other words Act it out.

SCENE ONE: Takes place on the Starship Bridge. It deals primarily with Helms or Navigation Officer. The Captain will request that the officer



plot the next leg of the course to the Penal Colony of Seti Beta Seven. Have the PC make a Saving Throw: Skill with a +2 bonus to the roll. The PC will also find out that they have two days to get to the System. The trip itself normally only takes about a day.

SCENE TWO: Opens in Engineering section of the ship. A junior officer comes to the PC asking them to perform a diagnostic test of ship systems. If you want have them roll a Saving Throw: Skill with a +2 bonus to the roll. Then pass on the information that the ship systems are overloaded and it is going to take a keen eye to keep all systems powered. When they ask why have another crew member remind them that the ship has been equipped with cryogenic equipment.

SCENE THREE: Opens in the Med bay. A partly robotic woman is tossing staff around. Equipment is scattered about. A med tech stabs the woman with a sedative stick. The staff relaxes. One of the ensigns is amazed at the strength of the criminal. Another chimes in that the criminal must be put back in cryogenic storage without further treatment. Another slyly suggests copious amounts of sedatives be administered to all the frozen criminals. Have the PC make a Saving Throw: Skill +2 to check the criminals vitals. The sedative is corrosive to cybernetics and the woman will die if the sedative is not neutralized immediately. If the sedative is neutralized she will wake up.

SCENE FOUR: Takes place on the Starship Bridge, at the Science Station. The captain asks the Science Officer for a report on the Seti Beta Seven planetary system. Have the player make a

Saving Throw: Skill with a +2 bonus. The PC finds out that the system has a more active sun that disrupts electronic equipment. Unless entrance to the system is directly blocked by Seti Beta Six, the ship will be damaged beyond repair. This eclipse only happens once every thirty days. The next alignment will be in two days. Time is of the essence.

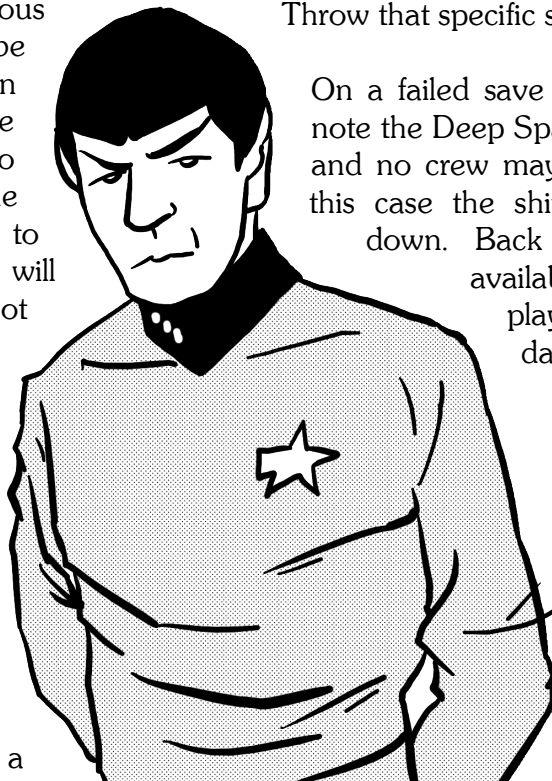
After all these scenes have been played out (and more if you need/want it) you can move into the Inciting Incident. The PCs now have a goal: Get the Prisoners to the Prison on Time. Now is the time to mess with that goal.

Solar Block SPF 1000000000000000

SCENE FIVE: INCITING INCIDENT: The scene starts with the Science Officer running standard space scans. Have the Science Officer make a Savings Throw: Skill with a -2 modifier.

On a successful save the Science Officer notes a Level 12 Deep Space Solar Flare headed directly towards the Ship. For every system on the ship one PC may make a Savings Throw: Skill at a -2 modifier. If a PC fails this Savings Throw that specific system is shut down.

On a failed save the Science Officer fails to note the Deep Space Solar Flare before it hits and no crew may make a savings throw. In this case the ship suffers a complete shut down. Back up power is all that is available. Additionally every player takes 1d6 points of damage as the ship lurches.



ACT TWO Deeper Into the Problem

Initially the damage is not that large, beyond the power outages. Once the storm has passed the PCs can

easily reboot any of the systems. It will be after they get the systems up and running that they discover larger problems.

Firstly there is the power distribution ship wide. Already there was not enough power to meet ship demands AND keep the criminals in cryogenic suspension. This alone is a problem. However, after the initial reboot it is discovered that the power system no longer has enough power to keep all of the systems AND the cryogenic suspension units operating. There is simply not enough power.

Secondly, Starship systems have been compromised unavoidably by the Solar Flare. The damage is not noticeable until it fails. At which point the crew must deal with multiple system failures that intoxicate the crew, release the criminals, and inhibit the engines.

Thirdly it is your job in this act to just throw problems at players and let them come up with ways to solve these problems. You get to react to them. This is your opportunity to tighten the screws by escalating problems left unattended. Do this. It will provide the necessary tension as chaos ensues and the players wonder how they will ever solve it all.

But be careful you don't want to overwhelm them, just make them feel the heat. You'll be able to tell when it is too much - and when it is not enough. Listed below are the problems you can throw at your players to keep them from completing their goal. Present them in any order that makes sense to you.

Rocky Mountain High!

Somewhere somehow there is a gas leak and it is going to make being on the ship a funky experience. The PC will

notice the crew around them acting odd, or not acting at all. Then they will descend into this madness.

In essence everyone on board is being subject to the Confusion Meditation. No there is no Star Knight causing it, the gas just acts like that. After 1d6 rounds have each of the PCs start making a Savings Throw. If they fail use the chart below to determine their actions for the next minute or two. If they pass, great, next round they are going to have to make another Saving Throw. Do this until the entire crew is dead, or they find a way to stop the gas from affecting them.

Put some type of time limit on the amount of exposure before death. A nice standard is 10 minutes, but choose a time frame that you think would be the most dramatic. Especially since you will want to throw another problem at them before that count down is up. No rest for the wicked!

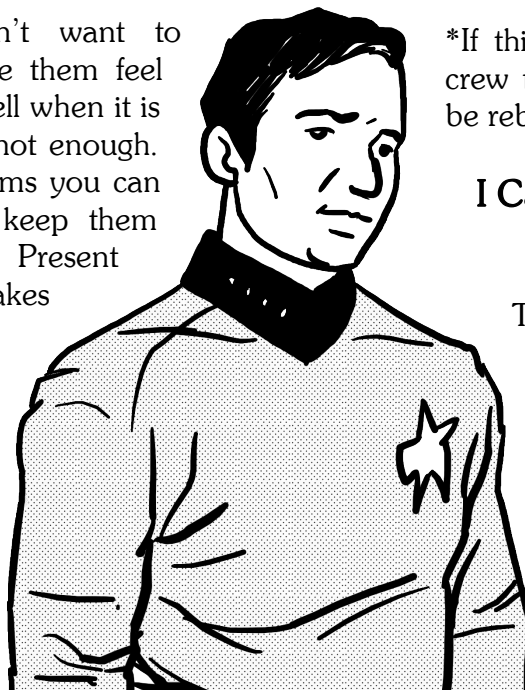
Altered Confusion Chart

Die Roll	Random Encounter
2-5	Attack Crew
6-8	Do Nothing. *
9-12	Attacked by Crew

*If this is rolled again, the affected crew turns off a ship system. It can be rebooted with a -2 ST: Skill.

I Canna give it more power Cap'n!

The solar flare has fractured the energy crystals used to power the ship. Practically that means the PCs are going to have to juggle power requirements for the ship systems. That may mean shutting off or reducing power. Okay that is what it means because they don't



have backup crystals and they don't have time to mine them.

As Act Two progresses this situation should worsen to the point that systems have to be shut off in order to keep any power going to the other systems.

Make sure to point out to the players that at least two systems are critical: Engines and the Cryogenic System. Without engines the ship will not get to Seti Beta Seven in time to drop off the prisoners. And without the Cryogenic System the criminals will awaken. And did we mention they are cybernetically enhanced. Yea, that means they can break into the ship systems very easily!! Unless.....

He tasks me.

At some point through lack of power, or the intervention of crazed crew members, the Criminals are going to get loose. Even if those are in some way handled, their leader, the mysterious Ricard, has devised a way to escape his entrapment. It just means he will be acting alone instead of with support. Below are stats for Ricard and his men. Ricard's goal is to take over the ship and fly to parts unknown far away from the power of the UFP (Union of Federated Planets)

Ricard

Armor Class 2[18]

Hit Dice 5

Total Hit Bonus +5

Attacks Slam 1d6+2 Star Saber 1d6+4, Laser Pistol (built in)

Savings Throw 11

Special Cybernetic Link: Can access electronics and control them on successful ST.

Movement 12

HDE/XP 5/300

Cybernetic Men (x12)

Armor Class 4[16]

Hit Dice 2+2

Total Hit Bonus +2

Attacks Slam 1d6+2, Laser Pistol (built in)

Savings Throw 14

Special Cybernetic Link: Can access electronics and control them on successful ST.

Movement 12

HDE/XP 3/100

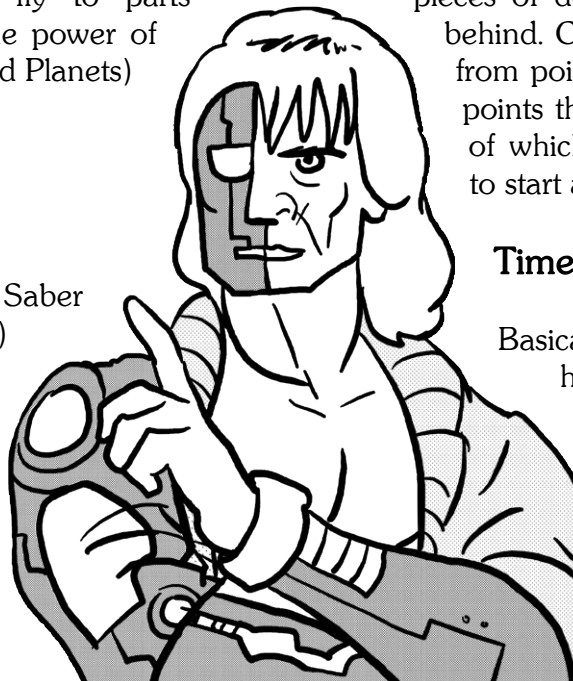
Getting in is the problem

Even if the PCs get to Seti Beta Seven on time, which is doubtful, they still have to make sure to navigate carefully. Timing is everything. The solar radiation emitted from the sun in this system will completely fry any ship. Shielding simply isn't strong enough. Fortunately if they got to the system on time (within 2 days) it is relatively easy as the Seti Beta Six and Seven can provide most of the cover from direct exposure. Otherwise they have to jump from point to point, between space debris, taking even longer. And if they are more than two days past their window they simply cannot find enough cover to get to Seti Beta Seven without destroying the ship.

This could involve scanning the area for pieces of debris large enough to hide behind. Calculating distance and time from point to point. And how many points they will have to jump to, all of which will take precious energy to start and stop.

Time is Relative, by marriage

Basically the PCs are going to have decide how fast they want to get to Seti Beta Seven and what they are willing to gamble to get there. They could just punch the engines, but other systems would need to be sacrificed.



Even with that option there is the likelihood that the engines will fail. In fact there is a 100% chance they will. In the words of a famous starship engineer, "The ship canna take much more of this Cap'n."

ACT THREE: (Character) Resolution

There is no act three, read GM advice.

GM advice

This is the Act where the players get to do the most driving. Here you, as GM, get to react to them. And this is not as hard as it seems. Having set the stage through exposition, inciting incident, and then an initial problem, the players are ready to solve the problems you give them. Once all those problems are solved, the adventure is over. Hand out new characters, or XP.

Speaking of problems. Start with the initial one: The Ship systems overloaded by the Solar Flare. Once that is nearing completion, hit them with another problem. And don't stop hitting until they are near panic. Then let the players sort out how to solve, and in what order, each of the problems. Its that simple.

NPCs are the doors to adventure. It is good advice, when the players are stuck send in two guys with guns. But decide who they are pointing the guns at. Maybe its at the players. Maybe its at someone chasing them. Maybe they just have guns. And remember, most of the time this is a metaphor. Every once in awhile you will need guys with actual guns busting in, but more often you will just need an NPC with a problem that is related to one of the adventure goals.

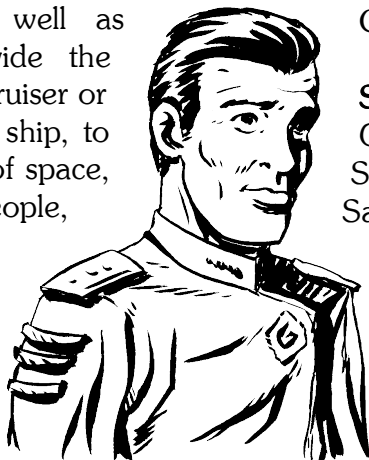
And here are a couple of goals this adventure was designed around: Get the Prisoners to the Penal Planet. Keep the Ship together. Cure the Crew. Fix the ship. Now you know, when your players are floundering shove an NPC towards them that needs help with one of those goals.

And don't worry how they solve them. Let them suggest any way. Then use the tools at your disposal to determine the success of those actions. With White Star you have a couple of different systems to use. They are called resolution systems for a reason. You use them to resolve players actions. They are in no certain order: Roleplay it, 1in6 chance, Savings Throws, Combat, Attribute Checks, and the NPC reaction table. Now whatever the players suggest pick a system that will allow you to quickly and easily resolve their action and move to the next thing. Doing this will create more problems for your players as they won't be able to resolve every problem with one die roll. And the third act creates itself before your very eyes.

THE OFFICER

Officers are captains, admirals, medics, helmsman, security officers, scientists, communications specialists, as well as many other things. They provide the support necessary to run a Star Cruiser or Dreadnaught. From repairing the ship, to navigating the treacherous areas of space, to discovering new planets, people, and places.

Due to their rigorous training an Officer commands the respect of those around him or her. These brave souls have been painstakingly prepared for anything they might encounter out in the void of space. When in doubt they can fall back on their training and it will see them through.



COMMAND BRANCH: Command Officers get a +1 to Intelligence Savings Throw, +1 to Wisdom Savings Throws, and +2 to Charisma Savings Throws.

SCIENCE BRANCH: Science Officers get a +3 to Intelligence Savings Throw, and +1 to Dexterity Savings Throw.

Medical Officers get a +2 to Intelligence Savings Throws, and +2 to Charisma Savings Throws.

OPERATIONS BRANCH:

Engineering Officers get a +2 to Intelligence Savings Throws, +1 to Strength Savings Throws, and +1 to Constitution Savings Throws.

Security officers get a +2 to Strength and Dexterity Savings Throws.

Tactical Officers get a +3 to Wisdom Savings Throws, and +1 to Charisma Savings Throws.

Communications Officers get a +3 to Charisma Savings Throws, and a +1 to Wisdom Savings Throws.

Level	XP	HD	BHB	ST
1	0	1	0	13
2	2500	2	1	12
3	5000	3	2	11
4	10000	3+1	2	10
5	20000	4	3	9
6	40000	4+1	4	8
7	80000	5	4	7
8	160000	5+1	5	6
9	320000	6	6	5
10	640000	7	6	5

OFFICER CLASS ABILITIES

Weapon/Armor Restriction: Trained in all types of combat, Officers have no weapon/armor restrictions.

Skill Training: Each branch of Officers has been trained in a set of specialties. These are reflected mechanically by a Saving Throw: Skill. Whenever a character attempts an action involving an ability they may get a bonus based on their Branch training, in addition to any attribute bonus.

There are three main branches for Officers to pursue. Those Branches are:

SPECIALTIES

Alternatively, if the GM decides simple Savings Throw: Skill Bonus is too broad, you could pick a specialty for each Savings Throw category in your Branch. Thus a Science officer could select Savings Throw: +3 Intelligence: Biology.

Whenever she attempted an action that required a Savings Throw: Skill: Biology, the officer would get a +3 to that roll.

One new specialty can be selected every level from Branch training. A character may change Branches every five levels.

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