



Sample file

MISSION OF TRADE, OR MISSION OF MERCY?

AN EPHEMERIS ADVENTURE

By J Alan Erwine

MISSION OF TRADE, OR MISSION OF MERCY?

AN EPHEMERIS ADVENTURE

By J Alan Erwine

This adventure is designed for characters that are starting out at 1st level. The adventure is long enough that it's expected that they will reach 3rd level by the completion of the adventure.

This adventure is designed to be a trade mission, so a Trader with a Trading Vessel is required to play it. Any other character classes can be included, and there are no requirements as to what species should be used by the players...although it could be helpful to have one or more Melanthee, as the end of the adventure involves a lot of this species.

It's important to keep in mind that a lot of gear that is taken off of the bodies of slain enemies will only fit characters that are of the same species. For example, Level One Body Armor taken off of a Melanthee Bandit will only fit a Melanthee character.

The adventure begins with the characters being summoned to a space station orbiting the Melanthee colony world of MurE. They're to be hired for a small trade mission, and since business has not been good lately, the characters are more than happy to take any commission at this point.

The colony world is nine light years away, so it will take the Trader Vessel two jumps to get there, and this is a dangerous part of space, so they probably won't be uneventful.

The crew should not be rushed to make a jump to hyperspace, so the CS for the jump should be 10. The game master needs to keep in mind that there will be a lot of jumps into and out of hyperspace during this adventure, so whichever character is piloting will be forced to make quite a few Hyperspatial Mechanics skill checks...and all of the characters will be required to make a lot of Sanity checks.

1) During the first jump the characters encounter a Hyperspatial Eddy. Alarm claxons will echo off the walls of the ship, and the computer will scream for the immediate attention of the pilot.

The Eddy has a strength (CS) of 7, and the pilot must make a Piloting check against that CS in order to escape.

Experience: 1 pt.

2) After the first jump out of hyperspace, the character's ship is set upon by pirates. The pirate's ship will be 100 KM away and they will immediately start to fire upon the character's ship. The pirates don't want to destroy the character's ship, however. No, they want to board it, and as the pilot and navigator continue the attack on the ship, they will also make an attempt to close the distance. The pilot has 7 skill points in Piloting, so these should be taken into account during the ship to ship combat. If the pirates are able to get to point-blank range, they will send a boarding party to the characters' ship and try to take control...either by subduing or killing the characters if they have to.

THE PIRATE SHIP

Class 1 Personal Cruiser

Shields: Ablative Hull

Weapons: 1 Plasma Cannon & 1 Missile Launcher

Attack Dice: 1

Defense Dice: 2

Sensors: 3 AU

Health: 75

Jump Capability: 3 light years

Speed: 300,000

Maneuverability: 9

Sample file

THE PIRATES

CAPTAIN

2nd Level Melanathee Bandit

INT: 9 CS: 12 CHA: 6 SAN: 8 STR: 7 AGIL: 6 END: 6

Health: 23 No attack bonuses No defense bonus

AD: 2 DD: 2

Skills: Appraise: 3 Astrophysics: 2 Balance: 0 Bluff: 2 Celestial Mapping: 3 Climb:

0 Concentration: 0 Decipher: 6 Diplomacy: 2 Disguise: 8 Encryption: 2

Etiquette: 0 EVA: 5 Fitness: 0 Forgery: 3 Gather Information: 2 Hand to Hand

Combat: 1 Hide: 0 Hyperspatial Mechanics: 2 Innuendo: 4 Interrogation: 0

Intimidate: 0 Jump: 0 Listen: 4 Micro Gravity Survival: 5 Mining: 4 Navigation: 2

Negotiation: 0 Piloting: 5 Science (Physics): 3 Search: 4 Sense Motive: 4 Spot: 4

Stealth: 1 Survival: 5 Swim: 0 Weapon Skill (Plasma Pistol): 2

Gear: Plasma Pistol (+2 attack due to Weapon Skill), Knife (no attack bonus), level one ablative shield (+3 vs. laser, +2 vs. plasma, +1 vs. other weapons), breather, computer system, 3 plasma caps, translator, 40 credits