



Launching Fun

Presets

Tinseled Terrors!

An adventure for

Sea  *f Stars*

Galactic Role Playing

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TINCELED TERRORS

Setting: Sea of Stars Galactic Role Playing
 System: Sea of Stars Galactic Role Playing*
 Pre-gens: 4 Identities
 Genre: Genre: Science Fiction / Dungeon Escape

EMPLOYEE NOTICE

Waller Loomon Transport Services

"Local Service with Galactic Reach"

When the adventure begins, it is half an hour before the next day starts. The clock in the break room reads

398-647 GE
 24.50 hours

The crate mentioned to the player's Identified, contains 3 drones manufactured by Kirsam Technologies. These autonomous drones are new for the Solar Alliance market. They are designed to help decorate for the holidays.

It has been an uneventful night. The Identities have done their rounds, hung out in the break room and office, and generally been bored. To randomly determine who is currently on rounds, assign the players number from 1 to 4. Then have one of the players roll a 1d5 to determine which Identity is on rounds as the adventure starts. On a 5, re-roll.

The Identity on the rounds finds the Kirsam crate in front of the loading door where it is supposed to be, but it is open and empty. Only three indents are left in the packing material.

READ ALOUD

As employees with the lowest seniority you have been chosen to wait in one of Waller Looman's warehouses and keep watch on a special shipment. The shipment is a large, 2 meter long with a cross section of 1 meter by 1 meter, yellow and grey crate. Labels warning of "private property", "proprietary content", and "Opening by unauthorized personnel punishable by law," are copiously applied to the crate.

The crate will be picked up for interstellar delivery at 2.75 hours on 399-674 just 2.25 hours from now. If that crate leaves late or is not in perfect condition then Adavi, your Quextil supervisor and manager of this Waller Loomon warehouse, will be very upset. It could cost you your jobs. You won't be able to hide it from Adavi, as e will be there when the shipment is supposed to leave.

THE HUNT BEGINS

The adventure takes place in the warehouse as the Identities try to find and repackage the drones before the crate is due to be picked up.

The drones have a bug with their programming. Originally conceived as scout drones for military applications, their old programming has taken over. They can only use the "weapons" they have but will evade the group and strike from shadows until they have neutralized the assumed threat posed by the Identities.

OUTCOMES

First

The Identities manage to capture and repackage the drones with no one the wiser.

Second

The drones defeat the Identities. They lose their jobs, are sued for loss of property, and the drones are out in the wild spreading stealthy merriment.

Third

When the transport arrives to ship off the drones, the group is still hunting them. Adavi and the crew from the transport help to secure the drones. Adavi contacts the Krisam rep. The identities keep their jobs and receive a small bonus. However, Adavi is embarrassed and keeps them on warehouse duties.

EQUIPMENT

Koster Tesa Lifting Exoskeleton

The Koster has become a mainstay of docks and factories. The reinforced lower limbs of the exoskeleton increases the wearer's height by 0.6 meters. The retractable forks enable the easy lifting of standard shipping containers. Of course more disreputable persons have used the exoskeleton and its forks as a weapon (the forks are like a broadsword with 1d10 damage each) for combat and in illicit combat arenas.

Type:	Lifting exoskeleton
Lift Bonus:	+250 kilograms
Agility Bonus:	0
Equipment:	Retractable arm mounted forks
Class:	U
Cost:	5,200 N

PRE-GENERATED IDENTITIES

Palar Mycathyl

26 years old Kaylan Courier

Abilities

Strength 50 | Agility 40 | Health 45 | Intelligence 45 | Mind 45

Walk 1.50 | Run 4.5 | Sprint 9

Lift 4.50 | **Stamina** 9 | **Body Pool** 5

Skills

Conceal 50 (Skill Level 10) | Engineering: Mechanical 56 (Skill Level 11) | First Aid 50 (Skill Level 5)

Ground Vehicle Operations 45 (Skill Level 5) | Kinetic Energy Weapon: Shotgun 45 (Skill Level 5)

Knowledge: Life on the Streets 55 (Skill Level 10) | Language: Galactic 70 (Skill Level 25)

Perception 50 (Skill Level 5) | Spacecraft Operation 45 (Skill Level 5)

Biography

A daughter of the magistrate, living on the frontier worlds was not as rough as the rest. Palar was tall for a Kaylan, with a thick fur that aided her when getting into scrapes going up. Luck followed Palar most of the time for her life. After school, she decided to see the universe out from her mother's wing, drifting where it took her. Even lucky enough to find a debit wafer and returning, just to be in turned rewarded for her honesty. All of this changed when she found out that the family income source on Shyceun Tua for trade in the black market was ruined when the GRC changed laws to make the use of Amp in therapy. Desperate to help the family Palar borrowed money from a loan shark. This risky endeavor brought the Syndicate into her life and now she is trying to lay low while getting enough money to pay the next installment.



Awyr

30 years old Thrassian TDF
Kymoth Medical Specialist.

Abilities

Strength 45 | Agility 40 | Health 50 | Intelligence 45 | Mind 45

Walk 1.42 | Run 4.26 | Sprint 8.52

Life 4.26 | **Stamina** 9 | **Body Pool** 5

Skills

First Aid 52 (Skill Level 7) | Kinetic Energy Weapon: Pistols 42 (Skill Level 2)

Knowledge: Parliament of Clans 52 (Skill Level 7) | Knowledge: Tactics 47 (Skill Level 2)

Language: Elnin 70 (Skill Level 25) | Language: Galactic 70 (Skill Level 25) | Physician 47 (Skill Level 2)

Security Systems 47 (Skill Level 2) | Space Rider 47 (Skill Level 2)

Spacesuit Operation 42 (Skill Level 2)

Survival: Artic 45 (Skill Level 5) | Surgery 47 (Skill Level 2) | Empathy 47 (Skill Level 2) | Telepathy 47 (Skill Level 2)

Biography

Gwyla clan born, Awyr has always had an infinity to help others, to feel empathy for their pain. Though, Awyr never told anyone of their abilities with pscionis it aided their ability to help those unable to speak of their pain. That is what drove Awyr to join the Kymoth and focus on helping others. Everything was going smoothly at basic training when a close friend name Gryn Gynt (Detha) snapped. They were so close that they had shared each other's chosen name. Awyr had felt the turmoil in Gynt and reached out to ease them, but one day Gynt's turmoil could not be calmed. Gynt had obtained a pistol and held it to the Dean's head of Medicine. Though Awyr had reached out trying to empathize and subconsciously trying to touch Gynt telepathically, Gynt's mind was too chaotic. While reaching for the gun to help their friend, Gynt shot and instantly the sniper had shot too, wounding Awyr in the shoulder. Though Awyr had opted for a cloned left arm, there is still an ache there. To this day, Awyr has burst of anger when someone brings up Gynt or mentions the incident. Even after a smooth Tour of Duty with the Thrassian Defense Forces in the Kymoth, the anger is still there. Awyr decided to walk away from that life as too many memories of Gynt were everywhere.



Pystina Si Zelen

23 years old Nel Ari Computer Technician.

Abilities

Strength 40 | Agility 45 | Health 40 | Intelligence 45 | Mind 40

Walk 1.42 | Run 4.26 | Sprint 8.52

Life 4.26 | Stamina 9 | Body Pool 4

Skills

Computer Programming 59 (Skill Level 14) | Computer Spiking 59 (Skill Level 14)

Language: Galactic 70 (Skill Level 25) | Navigation 47 (Skill Level 2) | Perception 45 (Skill Level 5)

Space Rider 55 (Skill Level 10) | Space Suit Operation 55 (Skill Level 10)

Spacecraft Operation 50 (Skill Level 5)

Biography

Zelen may have been ship born, but that never stopped him from wanting to see more, experience more. His impulsive nature got the better of him at Trade School. Having no real family income to live off of at school, Zelen started theiving things. Though he was clever about never hitting the same store twice or being too greedy, eventually one of his buyers was an undercover agent of the authorities. Zelen spent 5 years in prison, tinkering with computers he picked up from other inmates. Before he can get a place, he is at a half way house and a getting any job that would give an ex-con a second chance. Zelen is determined to start fresh and stay clean this time... or be better about not getting caught. He is amiable with everyone but doesn't share about his past 5 years, instead claiming to have just been hanging out with family on ships.



Akri 033

26 years old Lilanite - AniMod
Mercenary.

Abilities

Strength 45 | Agility 45 | Health 45 | Intelligence 45 | Mind
40

Walk 1.50 | Run 4.5 | Sprint 9

Life 4.50 | **Stamina** 9 | **Body Pool** 5

Skills

Computer Literacy 50 (Skill Level 5) | Conceal 50 (Skill Level 5)

Dodge 55 (Skill Level 10) | First Aid 50 (Skill Level 5)

Ground Vehicle Operations 50 (Skill Level 5) | Kinetic Energy Weapon: Pistols 55 (Skill Level 10)

Kinetic Energy Weapon: Shotgun 50 (Skill Level 5) | Kinetic Energy Weapon: SMG 50 (Skill Level 5)

Language: Galactic 70 (Skill Level 25) | Persuasion 45 (Skill Level 5)

Biography

Akri033 spent their childhood on boringly peaceful Jeza. Upon their decision to decide their final form and gender (at age 15) it was to match the agricultural needs that they thought they would stay at for their life (human with two extra arms with a belly tentical to hand up tools), until 16. That is when they discovered there is always an underbelly. Their life of crime started mostly as just being a thug. Two extra arms are so helpful when getting what was wanted. Akri033 never knew who the upper boss was, only it would be likely to cause them to disappear. Later after they had earn enough credits, Akri033 had decided to take their tough and scrappy skillset to sell to the universe as a Mercenary. Then the kid happened, while on a run of retrieval, their fellow merc's too far the rough methods too far on a kid no more than 10 who had witnessed where the target was hiding. Akri033 had been holding the mom to watch. Though Akri033 was able to save the kid, their fellow mercs beat them badly. So badly, it had ruined the right foot. All their savings got used up to get a cybernetic replacement. Now days, Arki033 is looking for simple life and simple fun.

RULES APPENDIX

TASK RESOLUTION

For all skill and ability checks a d100 is used. To succeed the number rolled on the d100 must be equal or less than the target number (TN). The TN for the skill check is noted next to the skill name. For example TRYDEN LUTETAD has the skill FIRST AID 47 (SKILL LEVEL 7). The 47 next to the skill name FIRST AID is the TN for that skill. The target number for a skill can also be determined by:

$$\text{TN} = \text{Skill level} + \text{level of associated Ability} + \text{any penalties or bonuses}$$

Ability checks work just like skill checks except the TN is the ability's level

COMBAT

Takes place in one second rounds. Turn order is determined by having the Identity with the highest WALK goes first. Then the next highest WALK, and so on.

During combat round an Identity can move; move, ready a weapon, or pick up an item; use a skill, weapon or tool; and perform a simple action such as talking, gestures, or other form of communication that can be done in one round.

INJURY, DEATH, AND DYING

When an Identity gets hurt the damage is first subtracted from her or his Stamina. When Stamina is 0, damage is then subtracted from the Body Pool. When the Body Pool drops to zero the Identity is unconscious and dying. When her Body Pool drops to -5 she is dead.

SKILL DESCRIPTIONS

Name	Linked Ability	Description
Astrogation	Intelligence	The Identity can use the position of the stars and other space bodies to find a location in space and to plot a course. This skill can be used to plot a course using normal space drives and a wave drive.
Astronomy	Intelligence	The Identity has training in the position and movement of the stars and the associated stellar systems.
Computer Literacy	Intelligence	The Identity is trained in using computers and information systems beyond the abilities of the average person. This includes system administration, installation, setup and repair.

SKILL DESCRIPTIONS CONTINUED

Name	Linked Ability	Description
Computer Programming	Intelligence	The Identity can manipulate computers and information systems by writing, analyzing, and debugging computer code.
Computer Spiking	Intelligence	The Identity can break into and subvert computer and information systems.
Conceal	Agility	The Identity is adept at hiding things on eir person or in other locations. If someone wishes to find what the Identity has hidden then e must make a PERCEPTION SKILL check against the Conceal check.
Dodge	Agility	The Identity has the ability to avoid incoming ranged and melee attacks.
Engineering: Mechanical	Intelligence	The Identity has an education in the principles of engineering as e apply to designing, diagnosing, and repairing mechanical systems and applications.
First Aid	Intelligence	A successful first aid check will allow an Identity to heal at twice the natural healing rate, instantly recieves Stamina points equal to the number of successes on the First Aid check.
Ground Vehicle Operations	Agility	The Identity can drive wheeled ground vehicles.

SKILL DESCRIPTIONS CONTINUED

Name	Linked Ability	Description
Kinetic Energy Weapon: Pistols	Agility	The Identity is proficient in the use of hand-held kinetic energy weapons.
Kinetic Energy Weapon: Shotgun	Agility	The Identity can use kinetic energy weapons that fire a burst of many small projectiles.
Kinetic Energy Weapon: SMG	Agility	The Identity is trained in the use of small rapid fire kinetic energy weapons.
Knowledge: Life on the Streets	Intelligence	The Identity knows what is like to grow up and live in an urban environment. The identity can find out who knows what's going on, who has what to sell, who to avoid, and where the authorities are currently surveiling.
Knowledge: Parliament of Clans	Intelligence	This skill represents knowledge of what it is like to live in the Parliament of Clans. They know customs, laws, perceptions, and counterseies of the culture and government.
Knowledge: Tactics	Intelligence	This skill represents knowledge of how to analyse and plan tactical situations. They may know strategems learned in a formal environment and for formal engagements. They may also know how street fights work and what to expect.
Language: Elnin	Intelligence	The Identity has been trained to read and write a language above and beyond those taught in basic education. Elnin is the official language of the Parliament of Clans.

SKILL DESCRIPTIONS CONTINUED

Name	Linked Ability	Description
Language: Galactic	Intelligence	The Identity has been trained to read and write a language above and beyond those taught in basic education. Galactic is the language of records and standard communication with in the Galactic Republic of Civilizations.
Navigation	Intelligence	The Identity can find eir location in a terrestrial setting using landmarks, the stars, and the local sun. E or e can also plot a course using the same information.
Perception	Mind	The ability to notice details of the Identity's surroundings and the people in those surroundings. This skill aids in the detection of traps, lies, ambushes, hidden objects and people, etc. Perception rolls may be limited to a particular sense.
Physician	Intelligence	The Identity has advanced medical training consisting of diagnosing and treating various medical conditions. E or e also has an extensive knowledge of common medications and eir applications.
Psionic: Empathy	Mind	The Identity can read the emotions of others. A successful Empathy roll against an opponent's Mind allows the Identity to read the emotions of the opponent.
Psionic: Telepathy	Mind	The Identity is able to read the minds of others. The Identity must make a Telepathy roll against the opponent's Mind. On a success the Identity can read the opponent's surface thoughts.
Security Systems	Intelligence	The Identity is trained in the use and the circumvention of security systems. From mechanical locks to the most advanced biometric seals.

SKILL DESCRIPTIONS CONTINUED

Name	Linked Ability	Description
Space Rider	Intelligence	The Identity is trained in being part of a crew of a spaceship. E knows the ins and outs of life aboard spaceships and how to deal with extended missions in space. This familiarity extends to basic knowledge of ship systems.
Spacecraft Operation	Agility	The Identity can pilot spacecraft.
Spaceuit Operation	Agility	The Identity knows how to use self contained pressurized suits such as those necessary to work in the environment of space.
Surgery	Intelligence	The Identity is trained in diagnosing and repairing humanoids. This includes knowledge of medications, diseases, and surgical techniques.
Survival: Artic	Agility	The Identity knows how to survive in an artic environment. E can find shelter, food, and know what the climate and weather will belike and how to survive.

GENDER AND LANGUAGE IN THE GALAXY

Galactic does not use gender specific pronouns. To translate the gender neutral pronouns from Galactic into English, modified Spivak pronouns are used. These are e for he/she/they, em for her/him/them, eir for her/his/their, eirs for hers/his/theirs, and emself for herself/himself/themself. This is only for singular pronouns. The plural pronouns of we, us, you, they and them are still used.

Part of Speech	English Pronouns	Galactic Equivalent
Subject	He, she, they (singular)	E
Possessive Pronoun	Hers, his, theirs (singular)	Eirs
Object	Her, him, them (singular)	Em
Possessive Adjective	Her, his, their (singular)	Eir
Reflexive	Herself, himself, theirsself (singular)	Emself

SEX AND GENDER IN THE GALAXY

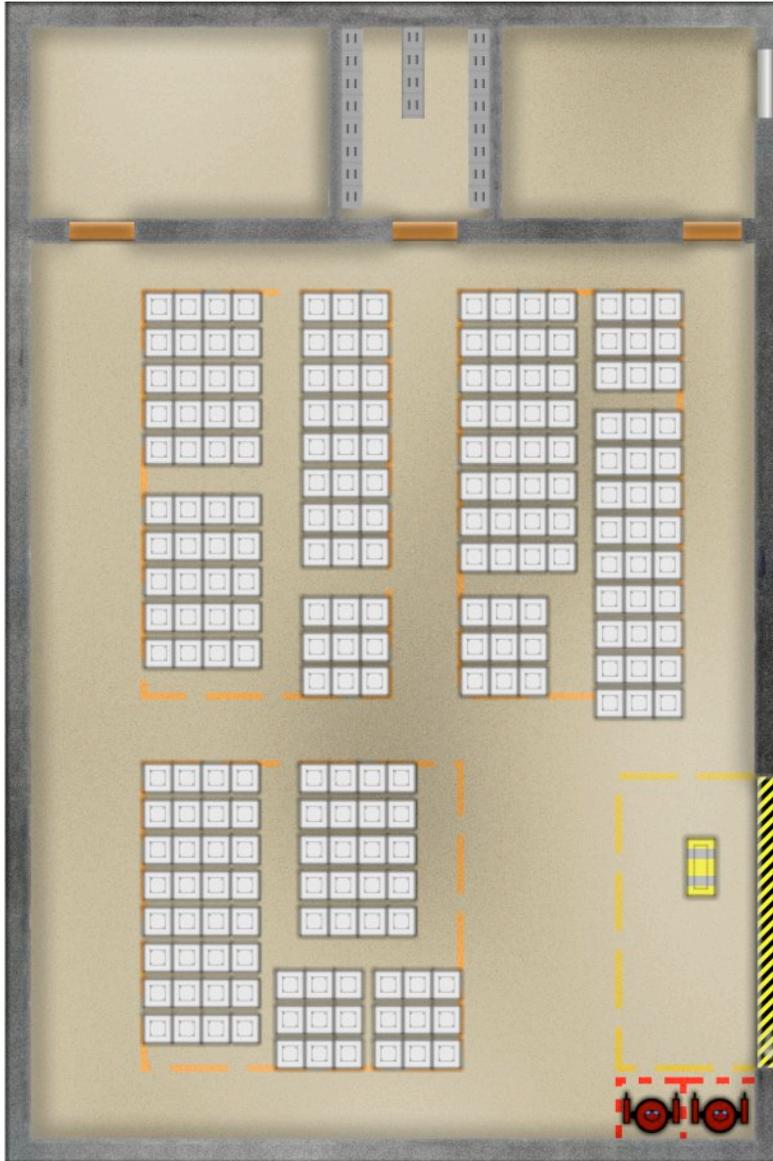
The civilizations that formed the GRC have long identified that gender is a spectrum and fluid. As such there has always been a distinction between gender and sex in the GRC. For younger civilizations, this may seem confusing as sex and gender may be defined as the same thing.

In galactic terminology, sex, or sexual characteristics, are the anatomical features that an individual currently presents as. Those with a phallus and possibly testes are classified as male. Those with a vagina and possibly a uterus and ovaries are classified as female. Those who present with neither a phallus or a vagina are classified as neutral. There are some individuals who present with the anatomy of both female and male and are classified as multisex.

The important concept to remember is that this all depends on how the anatomical features the individual currently has; not what they were born with. For the younger cultures the confusion can be multiplied because modern medical procedures make it possible to have one's sex reassigned. This means one's sex is fluid to a degree.

Gender, put simply, refers to how someone sees themselves. In galactic culture; where there are no rigidly defined roles for masculine, feminine, or neutral; has more to do with personal expression. It has to do with what type of individual they are attracted to, whom they like to have sex with, and if they feel their current sexual anatomy aligns with their preferences. Gender is not about anatomy. Gender can change many times over an individual's life. It is a spectrum and very, very fluid.

MAPS



- 1m by 1m square
- Storage area
- Loading area
- Lift mech storage/charging area

Waller Loomion warehouse layout without airducts



- 1m by 1m square
- Storage area
- Loading area
- Lift mech storage/charging area

Waller Loomon warehouse layout with airducts