

The Commencement

Subtier 1-2

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A. Bridgeside Ambush

CORPORATE-HIRED GANGERS (3)

CR 1/2

LN Medium humanoid (human)

Init +4; **Perception** +4

DEFENSE

HP 13 EACH

EAC 10; **KAC** 12

Fort +2; **Ref** +4; **Will** +0

OFFENSE

Speed 30 ft.

Melee tactical baton +3 (1d6 B)

Ranged pulsecaster pistol +6 (1d4 E nonlethal, 50 ft. range, 40 charges, usage 2)

TACTICS

During Combat The gangers advance into combat, firing their corporation-provided pistols to deal nonlethal damage to the PCs. If the gangers are cornered, they switch to their tactical batons.

Morale A ganger retreats from combat, abandoning her allies, if reduced to fewer than 4 Hit Points.

STATISTICS

Str +2; **Dex** +3; **Con** +1; **Int** -1; **Wis** +0; **Cha** -1

Skills Acrobatics +5, Bluff +5, Intimidate +9, Stealth +5

Languages Common

Gear flight suit stationwear, pulsecaster pistol with battery (20 charges), tactical baton, credstick (100 credits)

B. Not-Quite-Abandoned Warehouse

FEATHER STALKER

CR 3

N Large aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

HP 35

EAC 15; **KAC** 14

Fort +5; **Ref** +5; **Will** +3

OFFENSE

Speed 30 ft.; climb 30 ft.

Melee feather appendage +8 (1d6+3 B)

Ranged feather harpoon +10 (1d6+2 P)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat The creature makes full attacks each round, or fires at a distance if no one is within easy striking range.

Morale The feather stalker fights to the death so long as the PCs remain in the warehouse. If the PCs retreat outside of the warehouse, the feather stalker does not follow.

STATISTICS

Str +2; **Dex** +4; **Con** +0; **Int** -4; **Wis** +1; **Cha** -1

Skills Acrobatics +13, Intimidate +8, Stealth +8

SPECIAL ABILITIES

Adapted Defense (Ex) The GM should roll 1d4, consult the table below, and give the feather stalker the associated energy resistance:

d4	Energy Resistance
1	Cold 2
2	Electricity 2
3	Fire 2
4	Sonic 2

Adapted Offense (Ex) The GM should roll 1d4, consult the table below, and give the feather stalker the associated offensive ability:

d4	Offensive Ability
1	The feather stalker has a reach of 10 ft.
2	The feather stalker can release two feather harpoons as a full attack action, and takes only a -3 penalty to the attack rolls instead of the normal -4 penalty for a full attack.
3	The feather stalker can cast <i>reflecting armor</i> twice per day, and it casts it on itself as soon as it becomes aware of the PCs. (CL 3, reaction when you take HP damage from a foe w/in 100ft., attacker takes force damage equal to damage dealt to you (max 10). Reflex 10 for half damage.
4	A creature struck by the feather stalker's feather appendage attacks must succeed at a DC 11 Fortitude save or become sickened for 1d4+1 rounds.

Feather Harpoon (Ex) A feather stalker can release a piercing feather at a single foe as a ranged attack targeting KAC with a range increment of 40 feet. It can release only one feather per round, unless it has the extra attack advantage from its adapted offense ability.

C2. New Life

Creature Appearance and Location

d4	Result
1	The creature is centipede-like and climbed in and out of the vents, leaving tracks on the walls and vent covers half open. The PCs can use a successful DC 15 Athletics check to crawl into a nearby vent to give chase, or make a successful DC 17 Computers check to close all available vent exits and funnel the creature back into the chamber.
2	The creature resembles a tailless horseshoe crab. It also flies, and it has unscrewed one of the ceiling light fixtures and slipped through the socket. The PCs can use a successful DC 17 Life Science or Piloting check to calculate likely routes it took. The PCs eventually find it hidden in the ceiling of the southern chamber, behind an exposed panel of ship internals.
3	Most of the creature is an oversized mouth. It chewed through the walls. The alien is rather easy to track, but PCs following the holes must make a successful DC 17 Acrobatics check to avoid hitting sharp edges and getting stuck. The PCs can also use a successful DC 15 Engineering check to guess which wall section the alien must have chewed through to cause the power outage to occur.
4	The creature is a shapeshifter that disguises itself as mundane objects. It is extremely bad at hiding, since it lacks cultural context to know what item goes where. PCs can spot the creature with a successful DC 16 Culture or Perception check to notice anomalies such as a garbage bin on top of a desk or an aluminum can in the knife drawer.

Alien Motives

d4	Result
1	The alien is curious, which is why it has been randomly pressing buttons. The PCs can use a successful DC 16 Culture, Life Science, or Mysticism check to communicate bits of their culture to the alien.
2	The alien is cautious and wary of the PCs. The PCs can attempt a DC 16 Diplomacy or Sense Motive check, or use the handle animal task of the Survival skill to convey good intentions.
3	The alien woke up after a long period of stasis and is starving, feeding on the ship's power systems. The PCs can use a successful DC 16 Engineering, Life Science, or Medicine check to feed it. Alternatively, the PCs can sacrifice a battery's worth of electricity to lure it back to sleep.
4	The alien awoke in a foreign environment and is now panicking. The PCs can use a successful DC 16 Acrobatics, Athletics, or Diplomacy check to catch the creature and calm it down.

Environmental Hazard

d4	Result
1	The alien fiddled with the thermostat, making the environment extremely hot. Steam rapidly fills the area. Treat the entire area as though it were under the effects of a non-magical fog cloud.
2	The alien fiddled with the thermostat, making the environment extremely cold. While not damaging, the temperature has caused ice to form along the floors. Moving more than 10 feet per round in the area requires a successful DC 12 Acrobatics check, or the creature falls prone.
3	The alien accidentally increased the area's gravity to unpleasant levels. The PCs act as if they had an additional -4 armor check penalty, even if they are not wearing armor. The PCs can use a successful DC 16 Computers check to reset the gravity, or make a ranged attack roll against AC 17 to destroy the artificial gravity module and plunge E-Deck into zero gravity.
4	The alien dropped several pieces of shielding, which flooded the area with minor radiation. A PC who enters the area must succeed at a DC 13 Fortitude save or become fatigued. The PCs' armor mitigates any further damaging effects. PCs can attempt a DC 14 Life Science or Physical Science check to raise shields against the negligible radiation.

Player Handout – Junk Race Preparation

Each PC has four prerace actions. Each action can be spent doing one of the following things:

Improve Laboni's Junkracer – The PC can attempt a Computers, Engineering, Perception, or Physical Science to find parts in the scrapyards. Each success gives Laboni's junkracer one of the following improvements. These improvements are cumulative.

- The vehicle's base speed increases by 5 feet.
- The vehicle gains a +1 Piloting modifier.
- The vehicle gains a +1 attack modifier.
- The vehicle gains a +2 bonus to its EAC.
- The vehicle gains a +2 bonus to its KAC.
- The PCs install a basic energy weapon on the vehicle (imposes a –4 base Piloting penalty on a hit).
- The PCs install a basic kinetic weapon on the vehicle (imposes a –4 base Piloting penalty on a hit).
- The PCs upgrade a weapon to impose an additional –2 penalty to enemy Piloting checks on a successful hit.

Investigating the Enemy – The PC can investigate an enemy with a Sense Motive check or examine an opponent's vehicle with an Engineering check. This can be done as part of a check to improve Laboni's junkracer to investigate one person, or as an action to investigate all the racers.

Sabotage – The PC can attempt a hard Stealth check to avoid notice and an Engineering course to sabotage a vehicle. Failing this may have consequences.

Socializing – The PC can talk with one of the other competitors.

Laboni's Junkracer Stats

BASIC JUNKRACER

Speed 40 ft., full 400 ft.

EAC 10; **KAC** 12

Attack energy weapon (–4 to Piloting)

Modifiers +2 Piloting, –3 attack

Passengers 1

SPECIAL ABILITIES

Remote Control Laboni's junkracer and weaponry can be remotely controlled by the PCs, allowing them to make attack rolls and attempt Piloting checks in her place.

The Race

Each round is broken up into two Phases:

Phase One – Everyone shoots their weapons at each other's vehicles. Each weapon can only be fired once in this phase. Successful shots cause penalties on the pilot's Piloting check next phase.

Phase Two – Each pilot makes a Piloting check. Success is move full speed, Fail by 10 or less and move half full speed, Fail by more than 10 is not move at all.

For the Remote Control, each PC can either choose to fire a weapon that round or make a Piloting check. Only one person can attempt the Piloting check.