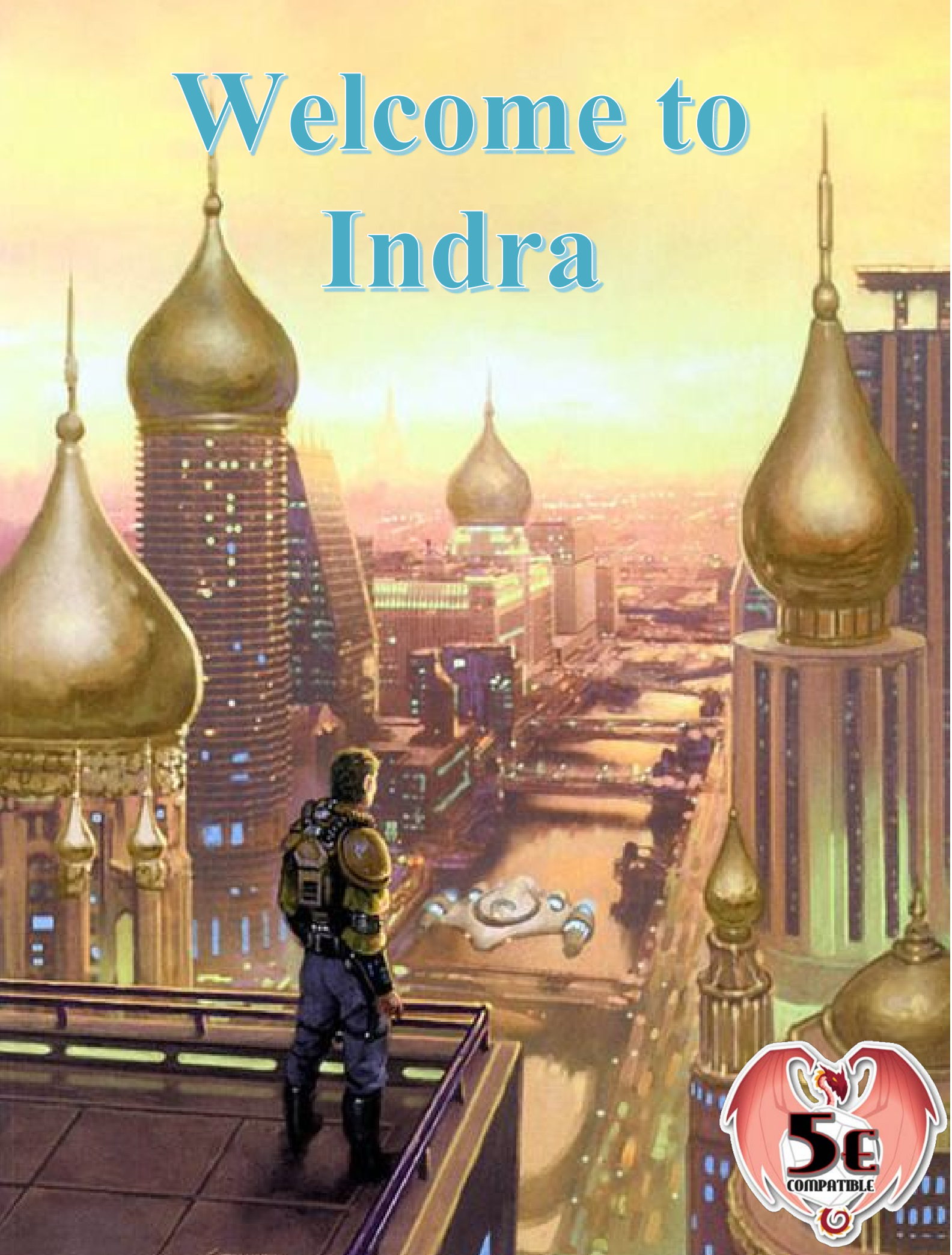
Welcome to Indra



Welcome to Indra

-OR-

Minor Miner Trouble

Twenty-six light years from Earth lies the star known as Indra, around which orbits five worlds and many moons, asteroids and other bodies. This adventure is intended as an introduction to this system, and a starting off point for adventures there.

A 2-hour adventure for 1st-3rd level characters

BY CAPN CHARLIE

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Welcome to Indra

THE ONE WITHOUT WHOM PEOPLE DO NOT CONQUER;
the one to whom, when fighting, they call for help; the one who is a match for everyone; the one who shakes the unshakable, he, O people, is Indra.

—Rig Veda, *Traditional*

Twenty-six light years from Earth lies the star known as Indra, around which orbits five worlds and many moons, asteroids and other bodies. This adventure is intended as an introduction to this system, and a starting off point for adventures there.

Background

During the glory days of the great expansion out from Sol, the planet Shakti was found in the system that came to be known as Indra. With a nearly breathable atmosphere and biomes not overly toxic to man, this world was pushed to the head of the list to be terraformed and colonized. In these early days, no expense was spared, and the system served as a vital stopover point to all ships bound to the frontier. Massive stations were constructed, orbital industry put in place, and the terraforming of Shakti was in full gear.

However, not all things last. Barely two centuries later, advances in hyperdrive technology had left Indra unnecessary as a stopover point, and as the frontier expanded, more and better worlds were found. Funding dwindled and was finally cut for the terraforming efforts, trade slowed, and finally the system was mostly forgotten and even the xenobiologists moved on, a plethora of worlds to catalog.

Today, the Indra system is dilapidated, old, and rough. A tepid in-system economy keeps its million or so inhabitants fed, employed and existing, but where once there was boundless potential, now there is desperation, want and deterioration. The terraforming on Shakti is slowing to a halt without the funds and equipment from Sol, few traders visit the system and technologic growth has stalled, and the corporations that do have a presence are only there to be well away from the prying eyes of League of Stellar nations, to conduct whatever business they have well away from the reach of interstellar law.
The League has left a nominal garrison here, consisting of one old model cruiser and three in-system patrol ships, not nearly enough to cover a system as widely and sparsely settled as Indra. As such, there is much lawlessness and crime, and the locals have had to learn to handle their problems themselves.

This is a hard place, filled with hard people, from those that refuse to give up the dream of a green Shakti to the hard bitten raiders and pirates that haunt the outer belts, to criminals and outlaws on the run from other more reputable places. This is a place filled with adventures to be had, and stories to be told.

Adventure Synopsis

The party is contracted to pilot a ship carrying cloned workers to a refining station in order to break a local strike. Due to interlocking unions, nobody in system will touch the transport job, which is where the party comes in.

They must make a run down ship spaceworthy, successfully navigate the system to the destination, and deal with an angry crowd and a number of instigators sent to insure the strike continues.

Beginning the Adventure

Establish that the characters are on Shakti station not entirely of their own choosing. Through whatever reason each player decides and works out with the DM, determine how each is in trouble with the law, stranded in port, in debt with unsavory types, etc. However, despite their troubles, the characters are selected by a newly formed company that owns a single well-worn space ship, the *Pride of Kohl*, and is contracted with delivering the newborn strikebreakers on behalf of a local mining concern.

Once play is ready to proceed, you may read the following:

> You arrive at the specified address for the North Star Investments and find a nondescript door with a hand written sign that marks it as the business in question. The door opens to a mostly empty room that seems to have been freshly painted, and you see a pile of boxes in front of another closed door.
>
> Suddenly you hear a crash, and hear a woman's voice shout 'Stop!' from behind the door.

Development: If the door is opened, read the following:

> In this room you see a man tangled up on the floor amidst the pieces of a desk, he attempts to extricate himself while a woman in smart business attire stands nearby shaking her head amusedly. Upon noticing you, she states simply
>
> *"Mr. Robinson, your 1:30 appointment is here, I'm on lunch."* She steps around you to leave, looks back at you and the man just now making his way up from the floor and mouths silently *"Good luck"* before walking out the door.

NPC: Marco Robinson

Marco is perhaps twenty or twenty two standard years old, nearly six feet tall, and of average build, with light brown hair and blue eyes.

Roleplaying tips: Marco is unsure of himself, and halting in his speech. He attempts to exude an air of authority, but has difficulty making eye contact and occasionally stutters or misspeaks.

Sudden movements towards him, or unexpected physical contact cause him to flinch visibly.

Marco attempts to play off his difficulties with the desk, complaining about 'pre-fabricated crap' as he halfheartedly kicks one of the panels.

He gladly accepts the help of any characters who offer to help with finishing its assembly, which requires a **DC11 Intelligence (Repair Kit)** check.

- If the check is failed by more than 5, the desk is irreparably damaged and Marco mumbles something about paying extra for assembly next time, and seems unhappy with that character.
- On a failed check, the character making it fails to offer any meaningful assistance, and Marco gives up on the project in frustration.
- On a successful check, the desk comes together, and Marco happily sits behind it, smiling contentedly at the characters and offers them an additional 100 credits of startup cash when appropriate.
- On a check that succeeds by 5 or more, the character discovers that the desk has variable height, making it a better fit for the fairly tall Marco. Quite pleased, Marco offers an additional 150 credits of startup cash when appropriate.

After the desk is dealt with or ignored, Marco introduces himself to the characters and shows off his knowledge of their dossiers, knowing quite a bit about each character.

Marco then briefs the characters on the basics of why he has gathered them together, explaining that there is a strike on Bhaga refinery, that the company that owns it has hired him to provide transport to strikebreakers because no other transport company in system wants to side against the miners.

If asked about the condition of his office, he will only say that it is a new company interested in investments, of which the ship, *Pride of Kohl* is one. He notes that it has a nuclear drive, which most of the ships in system lack, and is capable of much faster transit times than sail ships, or lesser rockets.

Once the characters are ready, or it seems prudent to push things along, Marco produces contracts for the characters to sign, making them official employees of North Star Credit Union, and crew of the Pride of Kohl. Marco makes it clear that standard rates of pay will apply after this job, and that their pay and signing bonus is dealing with their debts and troubles.

Savvy characters can examine the contracts with an **DC 11 Wisdom (Law)** check to find out the following:

- If the check is failed by more than 5, the character making the check believes the contracts to be invalid, and that they are legally unenforceable. (incorrect)
- On a failed check, the character making the check believes the contracts to be normal.
- On a successful check, it is noted that the contracts are not just standard, but glaringly so, they might just be default templates copied off of the net with a few blanks filled in.
- On a check that succeeds by 5 or more, you find that the contracts have one interesting quirk, referring to the company only once in passing, but thereafter referring specifically to "The owners of the *Pride of Kohl* specifically. This is unusual, because the contracts would apply past the dissolution of the company, and extend to whoever happened to own the *Pride* for up to the one year duration of the contracts.

Once the contracts are signed, you may read the following:

> Marco fishes around in one of the boxes and removes a pouch containing 20 Decas (decacred, 10 credit chips) then pushes it across the desk towards the characters along with the captain's key to the ship.
>
> "*This should be plenty for operating expenses, and to get it up and flying, whichever one of you wants to be captain, take this, and get to going, you have 24 hours to get out of port."*

Experienced spacers might be shocked at allowing a crew to select their own captain, but Marco seems to think this is natural, and it is now up to the characters to determine which of them will be the captain, in whatever manner they deem fit.

Act I: All Aboard

The characters can easily make their way to the station's docks and find the bay (13) with the *Pride of Kohl* docked. Upon arriving, you may read the following:

> From the large window overlooking the docking slip, you can see your new ship lying before you, a gimballed habitation ring behind enormous fore and aft radiation shields stretching back to the engine assembly down a long spine. Its cargo pods are conspicuously absent, probably to accommodate transport modules for your passengers. The clock above the airlock pips, and you see 23:59 beginning to flash, noting the departure time in less than a day.

The characters now have a chance to examine the ship, and makes a good chance for the characters to figure out their place aboard it.

Pride of Kohl

Light Transport

Class 1 (Fine)
Quality 2 (Refit)
Manufactured by Atomic Rockets

WEAP	ENGI	HULL	COMP	SENS	COMM
1 (-1)	8 (+0)	8 (+0)	1 (-1)	1 (-1)	1 (-1)
2 HP	16 HP	16 HP	2 HP	2 HP	2 HP

Defense Bonus: +0
Initiative: -1
Acceleration: 1.0 G
Cargo Capacity: 90
Fuel Capacity: 16
Crew Capacity: 8

Weapon Systems: Repurposed Comm. Laser

Engine Systems: Enhanced Thrusters (2)

Weapon Systems: Repurposed Comm. Laser

Ship Specifics

Duty Stations: The *Pride* has the following duty stations available:

- **Pilot:** Space Vehicles (Pilots the ship)
  - **Navigator:** Navigation (Only required when laying in course)
- **Engineman:** Engineering Systems, Engineering (Maintains the engines, can overload the enhanced thrusters)
- **Gunner:** Weapons Systems (Operates the repurposed comm laser as a weapon)
- **Multipurpose (3):** Stations for Computer, Sensors and Communications system operations.

On the Clock

Assesing the condition of the *Pride* requires a **DC13 Intelligence (Repair Kit)** check or **DC11 Intelligence (Engineering)**.

- If the check is failed by more than 5, the ship passes inspection with no faults found.
- On a failed check, the diagnosing character creates a work list of 70 hours of repairs and maintenance, but does not find the faults requiring replacement parts.
- On a successful check, approximately 30 hours of necessary maintenance are found, requiring a replacement part (a **CO^2 Scrubber** for the life support systems).
- On a check that succeeds by 5 or more, there is a fault found within the propellant regulation system that could cause dangerous issues with the engines in space, the problem requires a spare part (an **Exhaust Nozzle**) and 10 hours of repairs, as well as the above results (For a total of 40 hours of repairs and maintenance).

Contributing to repairs requires a **DC11 Ability check (Repair Kit)** check with the following results:

- If the check is failed by more than 5, the character increases the amount of repair hours needed in total by 5, due to making mistakes and breaking more things than they fixed.
- On a failed check, the character does not meaningfully contribute to the repairs.
- On a successful check, the character contributes to the repairs normally, contributing 10 hours to the total repair time required. At the end of this period of 10 hours, the character must make a **DC10 Constitution save** or gain a level of exhaustion. The character may make an additional ability check to continue repairs.
- On a check that succeeds by 5 or more, the character contributes 15 hours to the total repair time required over a span of just 10 hours. At the end of this period of 10 hours, the character must make a **DC10 Constitution save** or gain a level of exhaustion. The character may make an additional ability check to continue repairs.
- On a check that succeeds by 10 or more, the character contributes 20 hours to the total repair time required over a span of just 10 hours. At the end of this period of 10 hours, the character must make a **DC10 Constitution save** or gain a level of exhaustion. The character may make an additional ability check to continue repairs.

Shopping

Characters may attempt to find the special parts required for more advanced repairs. Since it is fairly common knowledge that the *Pride* is being used to transport the strikebreakers the dockworkers and shipyard unions refuse to participate in normal repair services. This will require unorthodox methods.

Characters must make a **DC13 Intelligence (Investigation)** check to make local connections to find the parts they require. Characters with appropriate backgrounds can make use of their contacts (Criminal, Missionary, Spacer, or Stationer) to forego the previous check.

Either way, once contacts are found with A **DC11 Charisma (Persuasion, Deception or Intimidation)** check is required to acquire the spare parts at a cost of 50 credits each. If this check is failed, they may still be acquired, but at a cost of 100 credits each.

Recruiting

The characters may not have the required skills to operate the *Pride*, or to effect repairs. In this case, they might need to find additional hands. With a **DC13 Intelligence (Investigation)** check the following hands may be found and are willing to sign on for the trip to Bhaga station and back again.

- **Encio Reyes, Pilot (+2 Space Vehicle Checks),** washed out LSN transport pilot now relegated to pick up work out of the local spacer's guild. Encio is competent enough, but tries not to form any attachments to his shipmates and keeps to himself. 30 credits plus expenses.
- **Ronald Douglas, Mechanic (+3 Repair Kit and +1 Engneering Checks)**, An old man, Ronald (Ronnie) is cheerful and what he lacks for in agility or spryness, he makes up for with experience. 40 Credits plus expenses.
- **Adli Rostovich, Systems Tech (+1 Navigation, Computer Use, Computer Systems and Communications)**, A young woman, Adli is willing to work for far less than other qualified personnel because she is attempting to acquire the hours for her spacer's license. 20 Credits plus expenses.
- **Don Lee Hu, Muscle (+3 Attack Rolls, 3d6+1 Damage, AC 13, 12 HP, +2 Intimidation)**, Don says little about himself, but seems quite capable, he seems to have no compunctions with solving problems through violence, and refuses to talk about his many intricate tattoos. 30 Credits plus expenses.

With a **DC 13 Intelligence (Investigation)** check, characters are able to find a few repair hands willing to work on station, but not sign off. 1d6+1 applicants are found, and they charge 2 credits per hour, offering a +1 Bonus to use their repair kits.

5…4…3…2…1…

As the deadline approaches, the characters should have been able to find a way to get the *Pride* repaired enough to fly. It has enough supplies for its maximum crew of 8 (though the rations are quite old and terrible), and with repairs should be more than adequate for this journey. Two hours before departure time, read the following:

> The doors to the bay opens and a tram enters. It is driven by a nondescript man in a station services jumpsuit and carrying a single passenger, a slick looking man in an expensive suit. As the tram pulls to a stop, the suited man calmly steps off, dusting off his slacks casually and picks up a hand comp. He looks about the activity in the bay, and clears his throat before stating:
> *"Who here is in charge, I need someone to sign for this."*

This man is Mr. Samten Bose, representative of the Exotas mining company. He has little to say to the characters, preferring to simply discharge his duties and leave. With a bit of persuading he will elaborate on the cargo. Apparently it is 60 Tankborn humans that were just recently cleared for work, having been 'born', as it were, just six months ago.

They are arriving to on the ship now, inside of a standard 60 ton cargo container which has been refitted as a transport pod. He assures the characters that it is certified safe, but with a **DC13 Wisdom (Insight)** check, a character can note he is not telling the entire truth, or is not sure of this himself.

A **DC13 Intelligence (Law)** check lets a character known that the bill of lading absolves Exotas of any liability for the safety of the passengers once the characters take possession of the cargo container, a point that Mr. Bose notes is 'standard' and 'non-negotiable'.

If characters are reluctant to sign, Mr. Bose notes that there are hefty fees associated with missing the deadline, and with a **DC15 Charisma (Persuasion) check** will offer to transfer the characters 100 credits in order to 'smooth over any safety issues'.

As soon as the characters have signed their acceptance of the passengers, Mr. Bose leaves and the clock should be getting close to departure time, and the characters will need to stow the container.

Doing this requires a character with Hull Systems proficiency, or paying a 25 credit fee to the loading vessel.

After this is done, the *Pride* can depart, and it is time to move on.

Act II: Outbound

As the *Pride* leaves station, you may read the following:

> The deck shudders beneath you and for a few minutes you experience the sensation of freefall. As the station tugs get free of the *Pride*s aft, the seconds count down until the primary engines engage. A jolt goes through the ship as the sensation of 'down' once again floods Into you, that weight increases until the Indicator says that the compartment is under the effects of nearly a whole gravity. The engine lit up without a problem, which you know mostly because you are still alive, and the indicator turns green to show that acceleration is steady and it is safe to move around the compartment.

The current task before the characters is to set a course to Bhaga station, and get there safely. Determining a course is a fairly simple affair, since the Indra system is fairly well surveyed and has a network of navigation beacons. The safety margins on approved courses are rather wide, so a skilled navigator on a ship with powerful engines can sometimes shave off some time by playing it loose with the regulations.

The rules and tables for randomly determining these variables of travel appear in an appendix in the back, but for ease and simplicity of play, you can simply use the following numbers:

Navigation

Navigation Result	AU Travelled	Time Elapsed (Hours)
Less than 5	12	238
5 to 9	11	227
10 to 14	10	217
15 to 19	9	206
20 to 24	8	194
25+	7	181

Once the ship is under way there is rather little excitement to be had. This is a good time to reinforce life on a starship, regular duty rotations, downtime, fighting boredom, and assuming there were still hours of maintenance left over from in port, continuing repair checks to work on the ship.

This is also a good time for characters to get to know one another, and can provide ample interpersonal roleplay opportunities. A good aside can be to play a few hands of poker for credits, in character. Regardless, feel free to read the table and skip over this interlude as is appropriate to the tastes of all present.

At an appropriate time, such as during a lull in conversation, or if anyone ever makes the unpardonable mistake of complaining about being bored, you can read the following text:

> Suddenly an alarm klaxon begins blaring, and every visible display reads in bright red lettering 'Collision Imminent'.

A cursory examination of the helm shows a wide band of debris is scattered across the ships current course, and immediate corrections are required to avoid catastrophic damage.

This is a complex skill check in which several characters may participate.

Making the course corrections is a **DC15 Engines (Space Vehicles)** check, (Adding the Pilot's Proficiency Bonus and the *Pride's* engines bonus of +1), however increase the DC by 5 if the **Exhaust Nozzle** was not replaced. A character proficient with Sensor Systems may provide the pilot advantage with a **DC15 Sensors (Sensor Systems)** check, (Adding the character's Proficiency Bonus and the *Pride's* sensors bonus of -1). The check has the following results:

- If the check is failed by 10 or more, there is a breach in the transport module causing killing 2d6 passengers outright. This is in addition to the following effects of a failure.

- On a failed check by more than 5, the Life Support systems take substantial damage from debris, venting a large amount of atmosphere. For every point by which the check failed, 5 hours of repair work are required to get life support back online. If the **CO2 Scrubber** was not replaced, double this amount of time. Passengers must begin making **DC10 Constitution Saves** every 5 hours to avoid death from CO2 poisoning. This is in addition to the following results of a failed check.

- On a failed check, the ship takes heavy damage to its engines. For every point the check is failed by, 5 hours of repair time is required before the engines can be brought online. During this time, there is no gravity onboard, and all repair checks must be made with disadvantage unless the character succeeds at a **DC11 Dexterity (Acrobatics)** check.

- On a Successful check, the ship sustains only superficial damage from the debris, resulting in 10 hours of repair work to patch the various minor hull breaches.

- On a check that succeeds by 5 or more, the ship avoids any meaningful damage, escaping free and clear of danger. There are a few bumps and bruises among the passengers, but no fatalities.

Contributing to repairs requires a **DC11 Ability check (Repair Kit)** check with the following results:

- If the check is failed by more than 5, the character increases the amount of repair hours needed in total by 5, due to making mistakes and breaking more things than they fixed.

- On a failed check, the character does not meaningfully contribute to the repairs.

- On a successful check, the character contributes to the repairs normally, contributing 10 hours to the total repair time required. At the end of this period of 10 hours, the character must make a **DC10 Constitution save** or gain a level of exhaustion. The character may make an additional ability check to continue repairs.

- On a check that succeeds by 5 or more, the character contributes 15 hours to the total repair time required over a span of just 10 hours. At the end of this period of 10 hours, the character must make a **DC10 Constitution save** or gain a level of exhaustion. The character may make an additional ability check to continue repairs.

- On a check that succeeds by 10 or more, the character contributes 20 hours to the total repair time required over a span of just 10 hours. At the end of this period of 10 hours, the character must make a **DC10 Constitution save** or gain a level of exhaustion. The character may make an additional ability check to continue repairs.

Aftermath

After repairs are made and casualties assessed, if any, the ship can continue on its way, noting the increased travel times during engine repairs.

The Tubeborn miners are confused by any deaths amongst their numbers, and can have many difficult and confusing questions for the characters. Feel free to use any of the following or make up your own.

"What is dead?"

"And then what happens?"

"Why did this happen?"

After this interlude, the next act likely begins with the ship's arrival at Bhaga station.

Act III: Arrival

As the *Pride* arrives at Bhaga station, you may read the following:

> The ship has flipped and been burning to decelerate towards Bhaga station for some time, and as the thrust is slowing, you notice the effects of artificial gravity lowering noticeably. Over the radio, you hear contact from the station.
> "*Pride of Kohl, this is Bhaga station, please submit controls to station central and prepare for docking approach."*
>
> The long trip is almost over, and you are very nearly at your destination.

Docking with the station is a perfunctory process requiring no skill checks so long as the characters submit to station control (which all civilized stations require of civilian vessels) and docking proceeds with no complications.

This ends when the characters disembark and go to see to the passenger module. A group of protestors have formed, and are shouting anti-corp slogans at the characters, the dock handlers, and at the passengers. After initial impressions, you can read the following:

> With a harsh crack, a dock worker goes down clutching his head, apparently only saved by his hard hat, as one of the protestors has hurled a stem bolt and hit them spot on. The hapless crew chief just looks towards the ship and pantomimes a shrug. He mouths 'You're on your own, buddy, good luck!' and ushers the rest of the docking crew away from the angry crowd, ship, and all of you.
>
> Emboldened by this, the crowd is turning definitely mob like, and you hear a variety of chants coming from the back, as well as the ominous pounding of heavy metal tools against the deck plate to keep time. The first of the passengers sticks his head out of the passenger module and a sharp 'boo' goes up from the mob. This is definitely ugly.

This is primarily a social encounter with the chance to go bad in a hurry. Savvy characters can notice things about the crowd with some of the following ability checks, skills and backgrounds:

- With a **DC 14 Wisdom (Insight)** check that there are instigators in the crowd whipping them up into frenzy.
- **Politician**s might note that it is not uncommon to troublemakers into a protest to fulfill an agenda.
- **Police** can tell that this mob is at the boiling point and something is going to happen very soon.

Give characters a few moments to talk amongst themselves about the situation before the next event occurs.

> The shouting of the mob reaches a crescendo as a man steps up onto a crate and brandishes a length of pipe towards the docking ramp of the *Pride*, before saying:
>
> "They sent a bunch of tubies to take our jobs, because they aren't human, and don't think we are either! I ain't gonna let no clone-drone take what's mine, and none of these corpie scumbags are gonna do it!"
>
> The man screams something unintelligible and the crowd seems to respond, officially becoming a mob.

Things dissolve pretty fast from this point, and it is unlikely that the characters can talk their way out of this one. Alternatively, the leader may be shouted down or interacted with if a character makes a sufficiently high DC Interaction check.

DC 20 Charisma (Intimidation) to back off the rioters.

DC 20 Charisma (Persuasion) to shake the resolve of the rioters and convince them violence is not the best answer.

DC 20 Charisma (Deception) to convince the rioters of a likely sounding lie (such as the corporation expanding operations, and planning on giving into demands).

If the rioters attack, you can use the following Statistics:

Rioter (2 per character), plus one Jarvis Coleman.

Tactics: The rioters will attempt to overwhelm characters on the crew double teaming them when possible. Jarvis attempts to engage the most threatening member of the party in combat, seeking to use his strength to disarm that character (with opposed athletics checks) before beating them senseless with a length of chain.

If the characters kill or incapacitate Jarvis, the rest of the rioters will lose their morale and disperse. Likewise, after half of their numbers are killed or incapacitated, each rioter makes a **DC 11 Wisdom Save** each round or flees. As long as Jarvis stands, he can use a reaction to force a rioter to succeed at one of these saving throws.

Rioter

Medium Humanoid (Human)

Armor Class 11 (vacc suit)
Hit Points 6 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +0
Senses passive Perception 10
Languages English
Challenge 1/8 (25 xp)

Mob rules: A rioter gains advantage on attack rolls against a creature that is threatened by at least one of its allies.

Actions

Improvised Weapon *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage.

Hurled Object *Ranged weapon attack:* +2 to hit, range 20/40 ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage.

Jarvis Coleman

Medium Humanoid (Human)

Armor Class 12 (vacc suit)
Hit Points 28 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +0
Senses passive Perception 10
Languages English
Challenge 1/2 (50 xp)

Actions

Improvised Weapon *Melee weapon attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage.

Hurled Object *Ranged weapon attack:* +4 to hit, range 20/40 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage.

Reactions

Rally: force an allied creature to succeed on a morale saving throw.

A character rifling through the pockets of the rioters might find:

Rioter Loot

D%	Result
01-10	Personal comm containing pictures of a spouse and children back on Shakti Station (Little Rose just took her first steps, and misses her mommy or daddy very much, and can't wait for them to come home!)
11-20	Nothing of value, just protein bar wrappers and overdue rent stubs from station quarters.
21-40	1d6 credit chips
41-60	A holographic locket with pictures of family in another system, worth 10 credits.
61-80	A single dose of **Painkillers**
81-90	A first aid kit containing 2 uses worth of supplies
91+	A hacked communicator set to unscramble local police channels.

Cheese it, it's the fuzz…

In the aftermath of the riot, it should be noted that station security is probably on the way. The easiest way to do this is to have a character with the appropriate background just know and understand procedure. **Police, Criminal** and **Stationer** backgrounds will let this knowledge be had with no skill check, otherwise, prompt characters to make a **DC11 Intelligence (Law)** or **DC13 Intelligence (Culture)** check to know what procedure might be, and that even for defending themselves, the characters might not be let free immediately, leaving the strikebreakers unprotected and surrounded by hostiles.

If none of these checks are made and the characters dawdle for more than a few short minutes, have an early responder appear (one **Security Officer** for 1-3 characters, two for 4-6 characters).

Security Officer

Medium Humanoid (Human)

Armor Class 14 (armored skinsuit)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 **(+**1)	13 (+1**)**	10 (+0)	10 **(+**0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages English
Challenge 1/4 (50 xp)

Actions

Baton *Melee weapon attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 1) bludgeoning damage.

Stun Pistol *Ranged weapon attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 8 (2d6 + 1) electric damage.

Tactics: Characters can attempt to talk their way out of trouble either with a **DC 14 Charisma (Persuasion)** or **DC 12 Charisma (Deception)** check. Either of these checks may be granted advantage with a **DC 13 Intelligence (Law)** check.

If these checks fail, the security officers attempt to restrain the characters, politely yet firmly requesting they surrender any weapons and requesting back up as they attempt to keep the situation calm. If attacked or threatened, the officers will attempt to take cover and use stunner fire to incapacitate the characters while requesting emergency backup over their comms. If either officer is reduced to half HP or less, they retreat from the area if it is safe, or hold their ground if it is not expedient to attempt escape.

Wise guys, huh?

After the two responders are dealt with, the characters have to know that trouble is coming, and they need to get the passengers to the Exotas office if the characters are going to complete their job, since the contract is only fulfilled upon delivery to the office.

Finding a good route to the Exotas office requires having the **Police** or **Stationer** background, or making a **DC 14 Intelligence (Computer Use)** check. On a successful check, or with the appropriate backgrounds, the characters make their way to the Exotas office without incident, beginning the next section. On a failed check, or if the characters lack appropriate backgrounds, they are ambushed by **agitators (one for each of the characters).**

Upon encountering them, the Agitators are noticeably more competent and aggressive than the rioters.

(Note that if the characters were subdued by the security officers earlier, or allowed themselves to be taken into custody, the ambush occurs before reinforcements arrive, and the agitators attack the security officers as well, attempting to kill all present, in which case the security officers fight back alongside the characters and might let them loose or re-arm them, depending on how cooperative they had been)

Agitator

Medium Humanoid (Human)

Armor Class 12 (skinsuit)
Hit Points 11 (2d8 +2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 **(+**1)	12 (+1**)**	10 (+0)	10 **(+**0)	10 (+0)

Skills Perception +0
Senses passive Perception 10
Languages English
Challenge 1/4 (50 xp)

Actions

Blaster Pistol *Ranged weapon attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 10 (2d8 + 1) laser damage.

Baton *Melee weapon attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

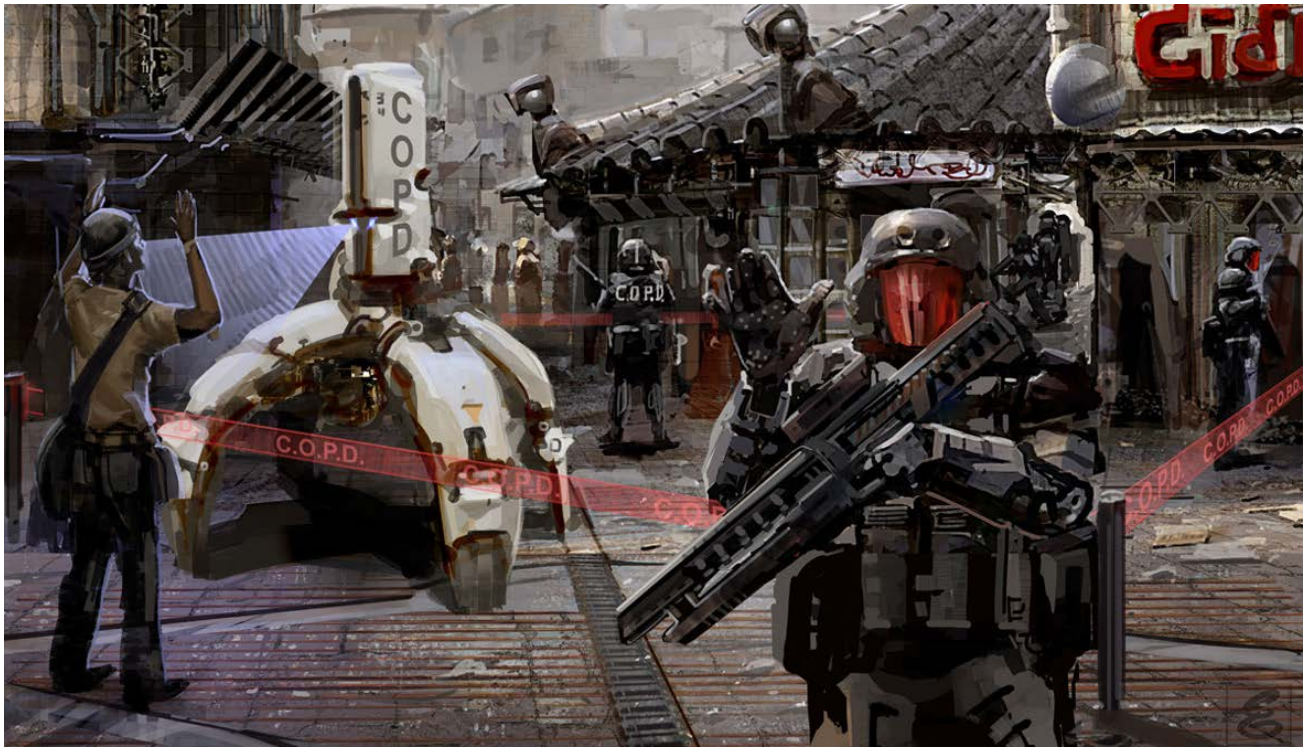
Tactics: The agitators attempt to catch the characters in a crossfire, on either side of a corridor, but failing that will just charge them directly, trying to get close enough to use their blasters effectively. After the first round of combat, they will attempt to take cover if possible. If at least half of their number are killed or incapacitated, the rest must each make a **DC 11 Wisdom Save** to avoid become **Frightened** of the characters who have killed or incapacitated their allies. If half of the agitators become frightened, they attempt to retreat.

Loot: Each agitator carries 2d6 credit chips, and one carries a key to a locker on the docks which contains another 40 credits and a **Sprayskin** all in a dufflebag bearing the logo of Promethean Invitrionics (which a **Company Man** will immediately recognize as the corporation that created the tube-born strikebreakers, or another character can recognize with a **DC 13 Intelligence (Culture)** check.

Aftermath: If one of the agitators is questioned, they are tightlipped about who is paying them, but a **DC 15 Charisma (Persuasion)** or **DC 13 Charisma (Intimidate)** check can convince them to tell the party they were hired by Promethean Invitrionics (a biotech company in-system) to encourage the strike, so Exotas would start using tube-born miners, hopefully leading to more contracts between the two entities.

News of this type of corporate espionage is not particularly surprising, but if it is leaked to the press it could be scandalous for Promethean, and earn the characters powerful new enemies. Conversely, Exotas would be quite interested in knowing exactly who is sabotaging their interests, and why.

After dealing with the agitators, one way or another, the characters can proceed with their charges to the Exotas office, leading to the conclusion of this adventure.



Act IV:
Accounts Receivable

Exotas accepts the receipt of all of the surviving passengers, and signs the receipt form authorizing payment. As per the terms, the characters can expect to receive the following:

- **35 Credits** per surviving passenger (Max. of 2,100)
- Speedy delivery bonus of **20 credits** for every hour under 220 that the flight took. (Max. of 500)
- Special Bonus of **250 Credits** if the characters discover that the labor strikes were caused by outside agitators and report this to the company.

The characters can expect to have to pay the following costs:

- **80 Credits** per AU travelled (to replenish fool, consumables, spare parts, etc)
- **50 Credit** fine for assaulting an officer if the characters resist arrest with violence during *Cheese it, it's the fuzz!* (Per character)
- The Wages of any crew they hired for the journey.

After costs are paid, the remaining credits are profits, and are split (According to the character's contracts) as such:

20% goes to North Star Investments as the owner of the ship.

10% goes to the captain as a bonus.

The remaining 70% is split evenly among the characters.

Additional Opportunities:

Downtime: It takes 10 hours per point of fuel being replenished for the ship to be able to travel again, offering the characters chances for Downtime Activities. The lifestyles available are: **Shiftless** (0 cr/day)**, Scrounging** (.25 cr/day)**, Hand to Mouth** (.5cr/day)**, Modest** (1cr/day) and **Living Well** (2cr/day)**.**

Investment: Now that production is ready to return to normal, local speculators are desperately trying to dump their hoarded mineral reserves. As such, minerals are available on the market in any quantity for 50 credits per ton, offering characters a chance to attempt to make a profit transporting them back to Shakti station.

Freight Availability: Due to their connections with Exotas, the characters can secure a contract transporting refined minerals back to Shakti at a rate of **12 Credits** per ton.

Appendix I: Pride of Kohl Navigation Tables

Estimated Travel times at 1.0g continuous Acceleration:

AUs	Hours		AUs	Hours
1	68		16	274
2	97		17	283
3	119		18	291
4	137		19	299
5	153		20	307
6	168		21	314
7	181		22	322
8	194		23	329
9	206		24	336
10	217		25	343
11	227		26	350
12	238		27	357
13	247		28	363
14	257		29	370
15	266		30	376

Indra System

Body	Orbital Variance	Orbital Position	Details
Agni	**2d4**	**1**	Small, Rocky, Tidally locked
Shakti	**2d6**	**2**	Rocky, Stormy, Settled
Varuna	**2d8**	**3**	Cold, Watery world with dense core.
Bhaga	**2d10**	**4**	Gas giant with many rich moons
The Maruts	**2d10**	**5**	Major asteroid belt
Vayu	**2d12**	**6**	Immense multi-ringed gas giant

Determine the current position of the various major bodies in the system, and the relative distance between them using the chart below. You can repeat this process every month or so to have a dynamic navigation system. (Note that this system is not designed to realistically model orbital trajectories, but to abstractly provide interesting navigation complications).

When navigating a course from one body to another, roll the dice for both locations, and note the difference between the two, that is the relative amount of AU between the current positions of the two bodies. Take this number and add it to the number in parenthesis. After this, a character with the Navigation skill can attempt to maximize the efficiency of the flight plan with a DC 5 Wisdom (Navigation) check. For every 5 points the check succeeds by, reduce the AU distance by 1, to a minimum of the orbital position of the destination body.

The *Pride* consumes one of its maximum of 16 units of fuel for every AU travelled at 1g of acceleration. As an option, the ship can fly at only .5g acceleration, using half as much fuel, but increasing travel time by 40%. While empty, it can also overwork the engines and use twice as much fuel to reduce travel times by 20%. In low-fuel scenarios it can accelerate at only 0.1g to Increase travel time by 220% while using a tenth as much fuel as usual.

Example

As an example, a ship travelling from Agni to a habitat in the Maruts would roll, getting results of 3 (2+1) for Agni, and 14 (11+3) for the Maruts. The difference Is 11, plus the Maruts orbital position of 5 for a total of 16.

The ship's navigator makes a check with a result of 14, reducing that distance to 15 (oh, if only they had rolled 1 higher!).

According to the chart we find that a 15 AU trip will take 266 hours, or 11 days and 2 hours while consuming 15 units of fuel (almost the entire 16 units the *Pride* can carry, at a cost of 90 credits per unit.

If the characters are shorter on cash than time, they could 'gear down' and make the trip using only 8 units of fuel (round up), but extending the flight time to 372 hours, or even down to just 2 units of fuel, but with a flight time of 856 hours at just 1/10 of a normal gravity. Whichh is a transit time of more than a month.