



SEVEN WORLDS

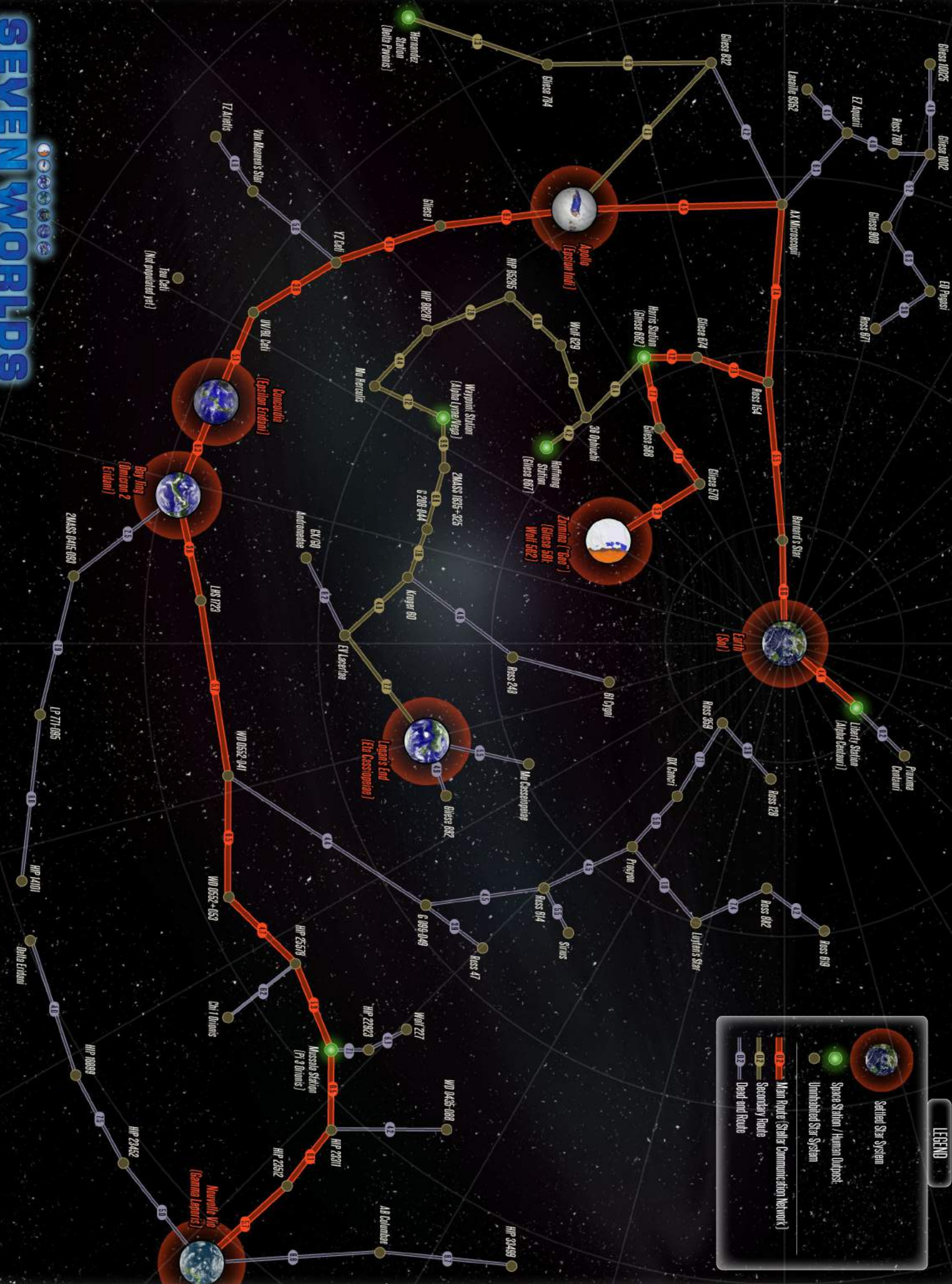
TEST DRIVE



Quickstart Rules and Intro Adventure



SEVEN WORLDS



Settler Star System

Space Station / Human Outpost

Luminobird Star System

Main Route (Stella Communication Network)

Secondary Route

Dead end Route

LEGEND



SEVEN WORLDS

SEVEN WORLDS TEST DRIVE

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introduction

THE FUTURE IS NOT A PLACE WE ARE GOING TO, IT'S A PLACE WE ARE CREATING. THE ROADS TO IT ARE NOT FOUND, THEY ARE MADE.

— JOHN SCHAAR

Welcome to the *Seven Worlds Test Drive*, your opportunity to check out this role-playing adventure about the survival of Humanity among the stars! Here you will find a short overview of the *Seven Worlds* setting, several sample characters, a compilation of some of the new *Seven Worlds* setting rules, and *A Mysterious Encounter*, the introductory adventure that kicks off the official *Seven Worlds* campaign!

WHAT MAKES SEVEN WORLDS SPECIAL?

Thanks for asking! Here are a few of the many things that make *Seven Worlds* unique:

- **Space Opera with a Hard-SF flavor.** If you like Science Fiction (SF), then you've probably heard about "soft" SF, the one with space battles that look like World War II dogfights in space and funny humanoid English-speaking aliens with ridges in their foreheads. You might also have heard about "hard" SF, the one where science and technology are so accurate and detailed you need a Ph.D. in Physics just to understand what's going on. Well, ***Seven Worlds* is a soft-SF game with a hard-SF flavor.** We've based as much of the setting and rules on real physics and science as possible, while at the same time streamlining anything that interferes with a fun game. If you want a fun, unashamed space opera adventure that nevertheless gets (most of) its science right, this is the game for you! Also, check out the new included rules for space battles with a realistic bent!
- **Paper-and-pencil-and-technology.** Space is tri-dimensional, so why just look at a map on a page? If you have a compatible computer, smartphone, or tablet, go to www.sevenworldsrpg.com and download the *Seven Worlds* 3-D Starmap! **The *Seven Worlds* Starmap gives you a new level of game immersion by allowing you to explore in 3-D all the planets in known human space, with real star locations.** Travelling from planet to planet will never be the same again!

- **Not a setting with a story, but a story with a setting:** *Seven Worlds* has been designed as an awesome, compelling, epic campaign where the heroes have the opportunity to save their civilization or see it destroyed. Everything in this Setting Guide has been written to make the adventure more compelling and immersive. At the same time, the setting accommodates groups that don't want to play the main *Seven Worlds* campaign but would rather use its rich and detailed setting to weave their own stories into it.

WHO WILL YOU BE?

In *Seven Worlds*, each player takes the role of a member of the Circle, an independent organization dedicated to the protection of Humanity and the preservation of the peace. The Circle accepts heroes from all walks of life such as:

- **Pilots**, daring adventurers intimately connected to the deadly spaceships of the year 2217.
- **Soldiers**, individuals trained and prepared to fight and win all kinds of combat.
- **Diplomats**, specialists in negotiating their way out of difficult situations, and always getting their way.
- **Psions**, gifted individuals with the power to read minds and manipulate the universe with but a thought.
- **Scientists**, scholars with the knowledge to understand science and the universe that surrounds Humanity.
- **Explorers**, people ready to brave the unknown to discover new worlds, and to settle and build colonies on them.
- **Merchants**, experts in doing business between the worlds of human space.
- **Hackers**, able to deal with the computers of V-World, the digital world of 2217, and bend them to their will.

And many more!

SEVERAL QUICK FACTS ABOUT THE SEVEN WORLDS

Here's a very short overview of the universe of *Seven Worlds*. There's a lot more detail about this in the rest of the book!

- **The year is 2217** and Humanity has reached the stars. **Besides Earth, humans have settled six other worlds.** We also have several space stations orbiting important stars around Sol (the formal name for our Sun).
- **Two organizations have shaped the history of the last two hundred years: The Circle,** created to expand Humanity's reach into space; and **the Psion Brotherhood,** dedicated to the integration of Psions into human society. Psions are humans who have developed amazing mental powers called "Psionics," such as the power to lift objects (Telekinesis) and to communicate with thoughts (Telepathy).
- **Three individuals from the past have also shaped our history: William Donovan,** entrepreneur, inventor of the interplanetary and interstellar jump drives, and founder of the Circle; **Daniel Michaels,** the first Psion in recorded history, and a teenage friend of Donovan in their small home town in Arizona; and **Melissa Fischer,** the girl who was romantically involved with both, who influenced their actions during most of their lives, and who ultimately caused the souring of their relationship. How this unlikely trio changed the fate of Humanity is cause for endless debate and research amongst scholars, even today.
- **We have discovered one alien species,** or rather, they have discovered us. They call themselves **the N'ahili,** and are by all appearances vastly older and more powerful than we are. The N'ahili have provided us with the coordinates needed to colonize space, and have given us useful, advanced technology. However, even now, more than a hundred and twenty years after meeting them, they are as mysterious and unfathomable as ever. We have given up hope of ever understanding them, why they are helping us, or what their true intentions are.
- Even with technologies that allow us to "jump" to other star systems in a matter of seconds, **it usually takes one week to travel between jump points in two neighboring star systems.** Some of the farthest planets, such as Nouvelle Vie, are seventeen jumps away from Earth. This means a trip from Earth to Nouvelle Vie takes approximately seventeen weeks, or a little more than four months! However, communications technologies such as the Stellar Communications Network allow sending messages between planets in hours, or days at the most.
- **The Internet of the 21st century has evolved into something called V-World (for Virtual World).** Using Augmented Reality (AR) glasses, lenses and screens, we are always connected to V-World and can see and browse information at will. We can enter full-3D virtual environments to work, have meetings or just to have fun.
- **Friendly digital Assistants help us organize our lives and do many of our chores for us.** Behaving like a digital sidekick (with a personality) that lives in V-World, Assistants can do many things for us such as controlling the physical environment around us, help us locate important information, and even support during combat situations.
- **As the two hundredth anniversary of the founding of the Circle and the hundredth anniversary of the founding of Concordia approach, tensions are mounting** between forces in one of the frontier planets, Nouvelle Vie. We have explored all the star systems the N'ahili have given us coordinates for and have found no new planets to settle. Some wait for the N'ahili to give us the next batch of coordinates; others frantically search for undiscovered jump point membranes to other star systems; still others suggest that maybe we should just focus on what we have achieved and forgo expansion for some time.
- And strange reports have been arriving from stellar miners and explorers in Nouvelle Vie. Reports of mysterious sightings and weird energy readings. A few ships have also been reported missing...

a history of the seven worlds

IT IS QUITE CONCEIVABLE THAT 36,000KM WILL PROVE THE LIMIT OF HUMAN AMBITION. IT IS EQUALLY CONCEIVABLE THAT THE FANTASY-MADE-REALITY OF HUMAN SPACE FLIGHT WILL RETURN TO FANTASY. IT IS LIKELY THAT THE SPACE AGE IS OVER.

—THE ECONOMIST MAGAZINE, EARTH, JUNE 30TH, 2011 (206 YEARS AGO)

At the dawn of the 21st century, the word that best described mankind's feelings towards Space was *disappointment*. The great glories of the 20th century (Sputnik, Apollo, the Space Shuttle program) were behind, and the future looked like a long procession of unmanned probes sent to the corners of the Solar System. With luck, the most Humanity had to look forward to was a trip to Mars within a few decades.

Then, in 2017, William Donovan created the Circle Foundation.

THE FOUNDERS OF THE FUTURE

At age 44, William Donovan was already one of the richest men on Earth, founder and owner of EnergyNeering, the most successful technology corporation on the planet. Donovan's passion for space was well known, but he was still laughed at for the creation of The Circle, a foundation with the goal of "expanding Humanity's reach into space, and protecting humans from the dangers presented there." Less laughable was the fact that the Circle Foundation was endowed with non-voting stock in EnergyNeering, making it the richest NGO in the world.

Initially, the Circle seemed to be nothing more than a publicity stunt. There was no practical means of going into space, after all, nor a compelling reason to do so. Until 2021, when EnergyNeering stunned the world by announcing the first stable fusion energy reactor that significantly surpassed the break-even point. The key to this reactor was a hard-to-find element called Helium-3, or ^3He . The reactor needed significant amounts of ^3He to produce energy, which EnergyNeering conveniently also announced it had. Although ^3He stockpiles on Earth have been very low since the dismantling of terrestrial production, EnergyNeering simultaneously announced a breakthrough procedure to effectively separate ^3He from other varieties of Helium in natural gas deposits. For the last eighteen years, EnergyNeering had been

secretly stockpiling ^3He for use in its fusion reactor project. The size of the available ^3He stockpile, plus the efficiency of the newly announced reactor, meant that Earth's energy problems seemed to be at an end, at least while the supplies lasted.

It was also in the first decades of the 21st century that Psions made their appearance. Men and women gifted with extraordinary powers, they could read thoughts, lift objects with their thoughts, and many other things. The first known Psion in history was Daniel Michaels, a U.S. Senator who left his position to found The Psion Brotherhood, an organization dedicated to detecting potential Psions and educating them so they could live better lives and be an asset to society. Soon Psions were collaborating with the police to solve cases, support trustworthy negotiations, help patients traumatized by terrible events, and do many other previously impossible things. Given the natural fear and distrust of non-Psions towards Psions, the fact that within a few short decades the Psion Brotherhood was a respected and indispensable part of society can only be attributed to Daniel Michaels' tireless efforts for integration.

It is interesting to note that Donovan and Michaels were teenage friends in the small town of Edmonton, Arizona, where they both attended high school. There they met Melissa Fischer, both men's only love, and the person who most influenced their future lives and decisions. The story of this trio and of how their relationship changed the world has been one of the most studied (and mysterious, even now) chapters of all recent human history.

HUMANITY'S FIRST STEPS INTO SPACE

By the 2030's several EnergyNeering fusion reactors were in operation, providing energy for important parts of the world. However, even with new procedures to create ^3He in particle accelerators and increased tritium production, ^3He was too scarce on Earth. This made it hard to increase production and

coverage to the entire planet. Earth's energy problems would not be solved unless more ^3He could be found.

Thus it was that the first missions to the Solar System were organized. In the 2040's the moon (a limited source of ^3He) was visited again, as well as Venus and Mars. But it was in the 2050's that the first missions to Saturn, a gas giant with an atmosphere rich in ^3He , were organized, and ^3He "harvesting" began in earnest.

It is around this time that both William Donovan and Daniel Michaels pass away, leaving the legacy of their respective organizations behind. After Donovan's death, his partner Melissa Fischer bequeathed to the Circle Foundation several of his digital notebooks. In one of them, the Circle researchers found formulas and a theory for the workings of an Interstellar Engine. They also found a set of numbers which could only be interpreted as coordinates in Space. The Circle foundation immediately turned to EnergyNeering to research and build this potentially game-changing technology.

Several months after donating her late partner's notebooks, Melissa Fischer mysteriously disappeared, and, despite many searches and investigations, was never heard from again.

INTERSTELLAR TRAVEL AND ALIEN CONTACT

By 2080 there was a steady supply of ^3He from Saturn and Uranus and Earth's energy problems seemed to be a thing of the past. EnergyNeering finished the first prototype of the Interstellar Engine and together with the Circle began testing. By 2089, preliminary trials seemed to be complete and the Circle selected a place to test. Using the coordinates in Donovan's digital notes, a Circle scout crew moved the ship to a position approximately one AU above the plane of the Ecliptic. When then they activated the Interstellar Drive, they found themselves next to Barnard's Star, six light-years away. After spending a few hours analyzing their surroundings, the crew jumped back to the Solar System. Mankind had discovered interstellar travel.

The excitement over this discovery was tempered by the fact that finding a "membrane", a location in space that allowed fast travel to other far-away locations, was a very difficult endeavor. In fact, over the next two years, despite the efforts of all of Humanity, no other jump points were found. How William Donovan deduced the location of the first jump point in order to put it in his notes was (and still is) an unsolved mystery.

After two years, however, searching for a jump point became unnecessary, because the N'ahili arrived. Attracted by the energy released by the jump to Barnard's Star, the arrival of these aliens far more advanced than us caused a redefinition of the perception of our role in the universe. Fortunately, the N'ahili, while unfathomable beyond anything we've ever encountered, appeared to be genuinely interested in helping us reach the stars, and shared with us a crucial piece of information: The coordinates to jump membranes to several stars within twelve light-years of Earth. Suddenly we had everything we needed to expand to other worlds. And that's exactly what we did.

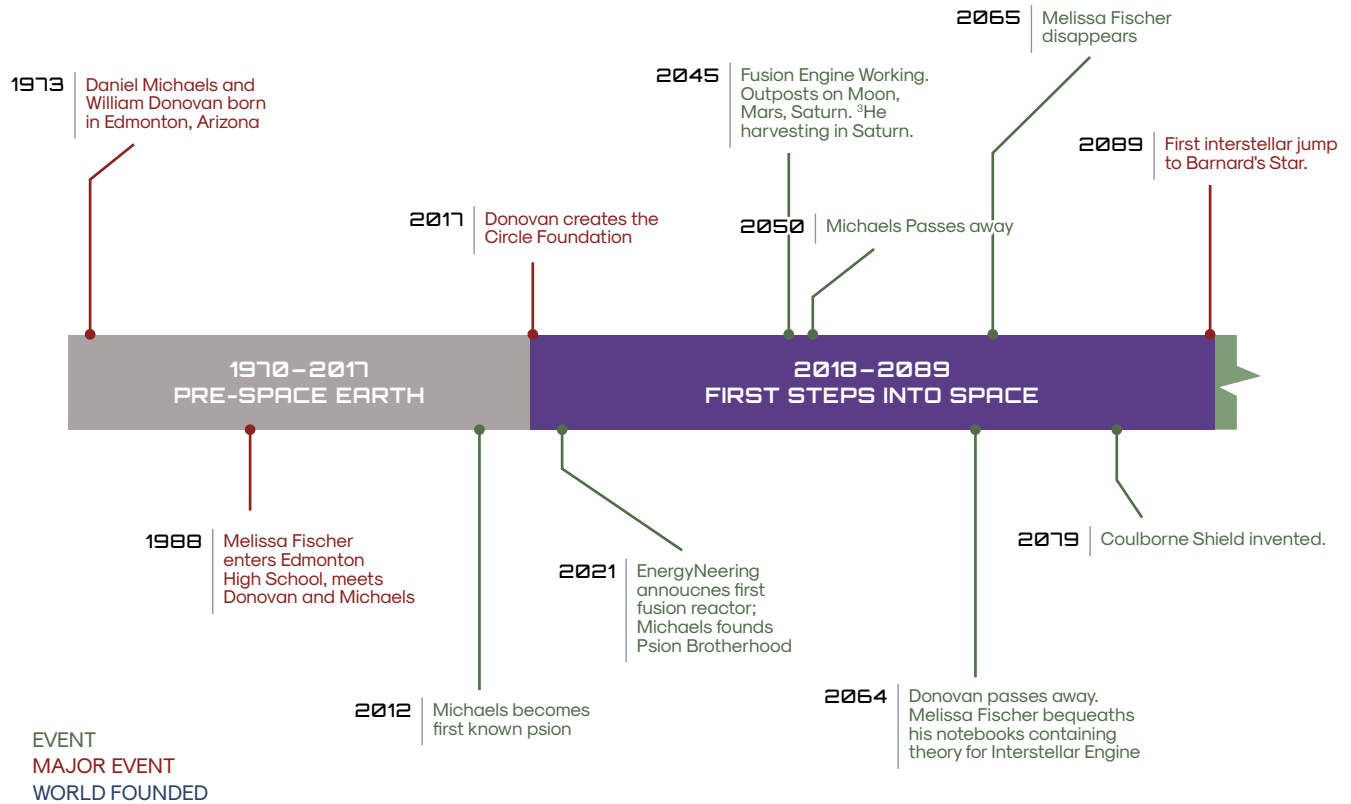
THE FIRST EXPANSION

From 2091 until 2133, Humanity exploded into space. Although most of the Solar System had been explored by now, there was little use in building huge settlements in hostile airless planets and moons like Mars or Saturn's moons when several Earth-like worlds were available for settling mere weeks away. **Zarmina** (nicknamed "Gee," in the Gliese 581 star system) was the first Earth-like planet settled by human beings, followed by **Apollo**, in the Epsilon Indi star system. Soon thereafter the N'ahili provided mankind with a second set of coordinates, extending our reach to about twenty-two light-years from Earth. Using this information, we successfully settled **Concordia**, in the Epsilon Eridani star system, and **Bay Jing**, in the Omicron 2 Eridani star system. Scientific settlements and space stations were also built around other stars.

Concordia and Bay Jing were particularly interesting and important planets. Two "garden worlds", planets extremely similar to Earth in atmosphere and temperature, they were also just one jump point apart. This made them an attractive destination for settlers.

Technology was advancing in other areas, too. The first nanomaterials, super-strong elements to build superstructures on Earth and in space, were becoming available. Engine capacity was also improving very fast. The Circle took a leading position in organizing migrations by designing and building massive Settler Ships capable of transporting thousands of passengers. The challenge was taking that many people from Earth, up the gravity well, and into space. Scientists began to design the first space tethers and space elevators to make it easier and cheaper to get from planetary surface into space and thus meet

TIME LINE



the challenge of moving many people from Earth to the settlements.

Then in 2133 something unexpected happened. A hitherto-unknown comet was discovered approaching Earth on an impact trajectory. How it evaded detection until a year before impact is still a hotly-debated topic among scientists. But the fact is, by the time we discovered Comet Sol-C/2132 N2 was coming for us, it was too late to do anything meaningful about it. With chaos and panic invading society, our hastily assembled emergency missions and rockets were able to break the object into shards, but several pieces, including a 4-km-across chunk of comet, impacted Earth on October 4th, 2133.

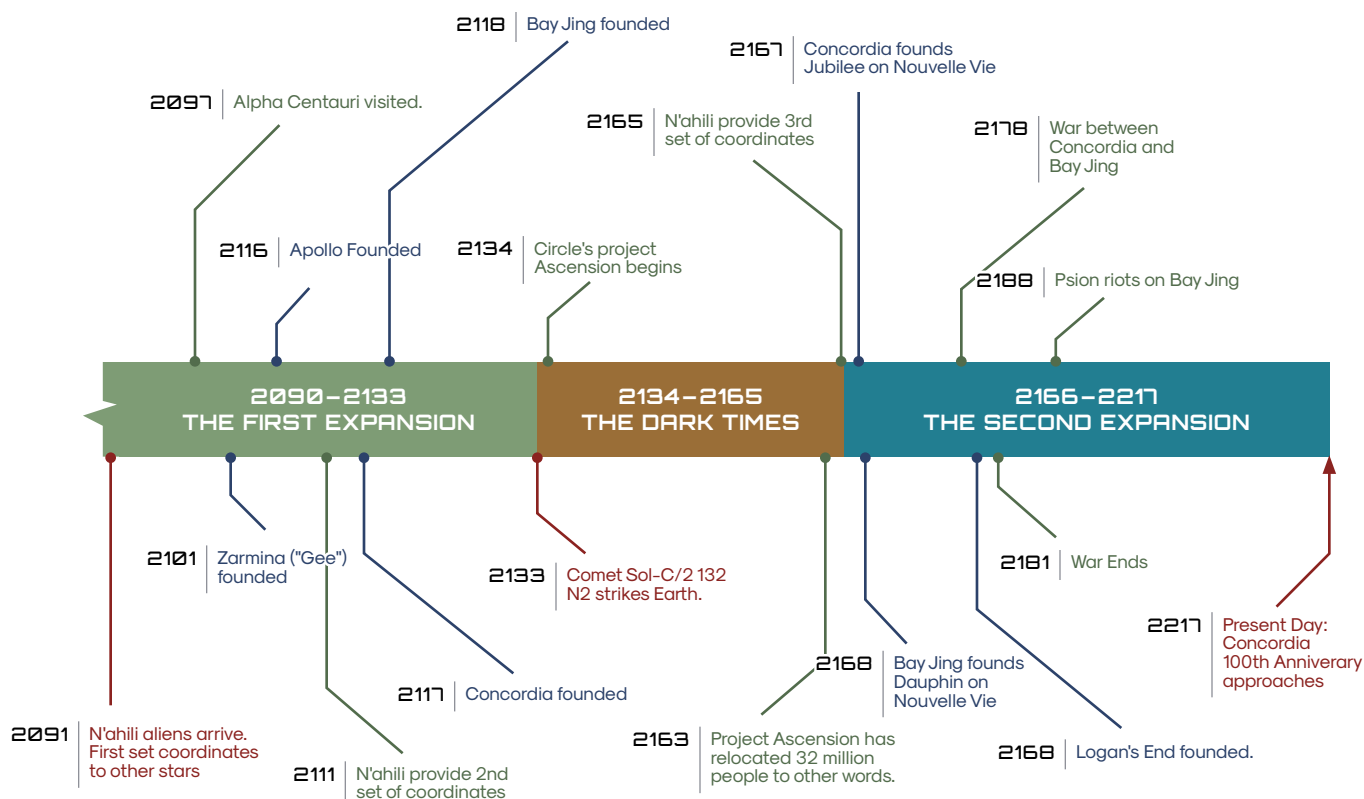
THE DARK TIMES

The weeks before impact had been used wisely by Earth's leaders, both preparing underground shelters and stockpiling large amounts of food, water and medicine. Still, billions died in the first hours after the impact, and many more in the coming weeks and

months as the Earth's ecosystem was disrupted and an impact-induced nuclear winter began. No corner of the Earth was spared the effect of the crash. Help was needed, and fast.

Both the Circle and the Psion Brotherhood took the lead in organizing the rescue. The Circle used their entire Settler Ship fleet to transport supplies to Earth and organize the remaining four worlds' support in food, fuel and energy. The other planets nobly fulfilled their duty and gave everything they had. Many members of the Brotherhood risked their lives organizing the rescue on the surface and coordinating the planets' activities with EarthGov, the caretaker organization that took responsibility for what remained of government on Earth.

Even so, from the beginning it was clear that the lack of a method to massively transport supplies down to the surface, and to transport survivors from the surface into space, would hamper all efforts at a successful rescue. The fact that the planets most likely to produce food and support survivors, such as Bay Jing and Concordia, were eight weeks away, also made rescue very difficult. Thus it was that the Circle spent every resource it had left on a bold



initiative. Dubbed Project Ascension, it involved the construction of two space tethers and the design of a new fleet of atmospheric transports and Settler Ships that interfaced with the tethers. Implementation took years, during which many hundreds of thousands died on a devastated Earth while more conventional methods were used, but a few years after the impact, the Circle was evacuating and transporting to the settler planets almost thirty-five hundred people each day. Ships were cramped and travel conditions during those eight weeks to the other worlds were horrendous, but by and large the initiative met its goals. All in all, almost thirty-two million people were evacuated from Earth in the thirty-year period after the comet impact. Project Ascension was also crucial in delivering enough food, supplies and technology to sustain important parts of the population and to produce food locally.

Most of the refugees ended up at Concordia and Bay Jing, which saw their populations swell. In the power vacuum left by Earth, these two planets took on the role of leading and organizing Humanity. By 2150, when the effects of the impact began to fade, these two planets were the equals of Earth, if not in

population, at least in importance and technology. The well-known current rivalry between Concordia and Bay Jing dates from this time.

During these difficult times, the N'ahili did nothing other than watch, and did not help Humanity at all. Even though scientists believe this has more to do with the aliens' belief system than with any misplaced perception of indifference, this behavior did not gain the aliens any new friends. However, as 2165 approached, the N'ahili surprised humans again by providing a third, fresh set of coordinates to jump points, this time covering stars up to thirty light-years from Sol.

THE SECOND EXPANSION

The next twenty years saw the settling of two new Earth-like worlds: **Nouvelle Vie**, in the Gamma Leporis star system; and **Logan's End**, in the Eta Cassiopeiae star system.

Nouvelle Vie was unique in that it was born divided, with two separate colonies founded by the rival

planets of Concordia (the Jubilee colony) and Bay Jing (the Dauphin colony). The fact that these two colonies share the largest landmass in the mostly water-covered world caused conflicts that led to the first and only war Humanity has had in space. Concordia and Bay Jing went to war in 2178 around the orbit of Gamma Leporis, with the Circle and EarthGov taking a neutral stance.

During this time the Circle was instrumental in stopping atrocities from being committed, such as attacks on civilian vessels or dropping of projectiles on the planet. An important weapon in the Circle's arsenal was the use of the new Stellar Communications Network, a set of automated stations designed to broadcast information between jump points to most planets in human space. As had been discovered centuries previously, keeping the population of most planets informed of what was happening was one of the best ways to keep atrocities and barbaric actions from occurring. Not that the governments of Concordia or Bay Jing reacted kindly to the open coverage of their war activities.

The Psion Brotherhood also took an active role as a deterrent during the war, minimizing the violence with mind-reading and emotional suggestion without resorting to direct mind control.

When hostilities ended in 2181 (officially as a cease-fire but in reality as a result of a string of Concordian victories against Bay Jing), both the Circle and the Psion Brotherhood were hailed as the protectors of the peace in space. This ironically had the effect of increasing the simmering rivalry between these two organizations. The Circle returned to its headquarters in Concordia, temporarily abandoned to prevent the appearance of preferences during the war. Even so, relations between the Circle and Concordia have been difficult since the war.

In the case of Bay Jing, the government manipulated common sentiment against the Psion Brotherhood. The veiled attacks and abuse against the Brotherhood culminated in 2188 in the Psion Riots, a population uprising that ended with the lynching of hundreds of Psions. The scars of that episode still reverberate around today. The current leader of the Psion Brotherhood, Ganendra Nathan, is one of the survivors of the Psion Riots, and has devoted his life to healing the wounds caused by this conflict.

Logan's End was founded in 2179 by colonists looking to remove themselves from the chaos of the war. Although the existence of an Earth-like planet around the star of Eta Cassiopeiae had been known for years, the fact that the star was fifteen jumps away meant the planet was almost impossible to settle. This problem was solved with the creation of

Waypoint Station in the Alpha Lyrae /Vega star system, a convenient ^3He collection point and refueling stop for settler ships on their way to Logan's End.

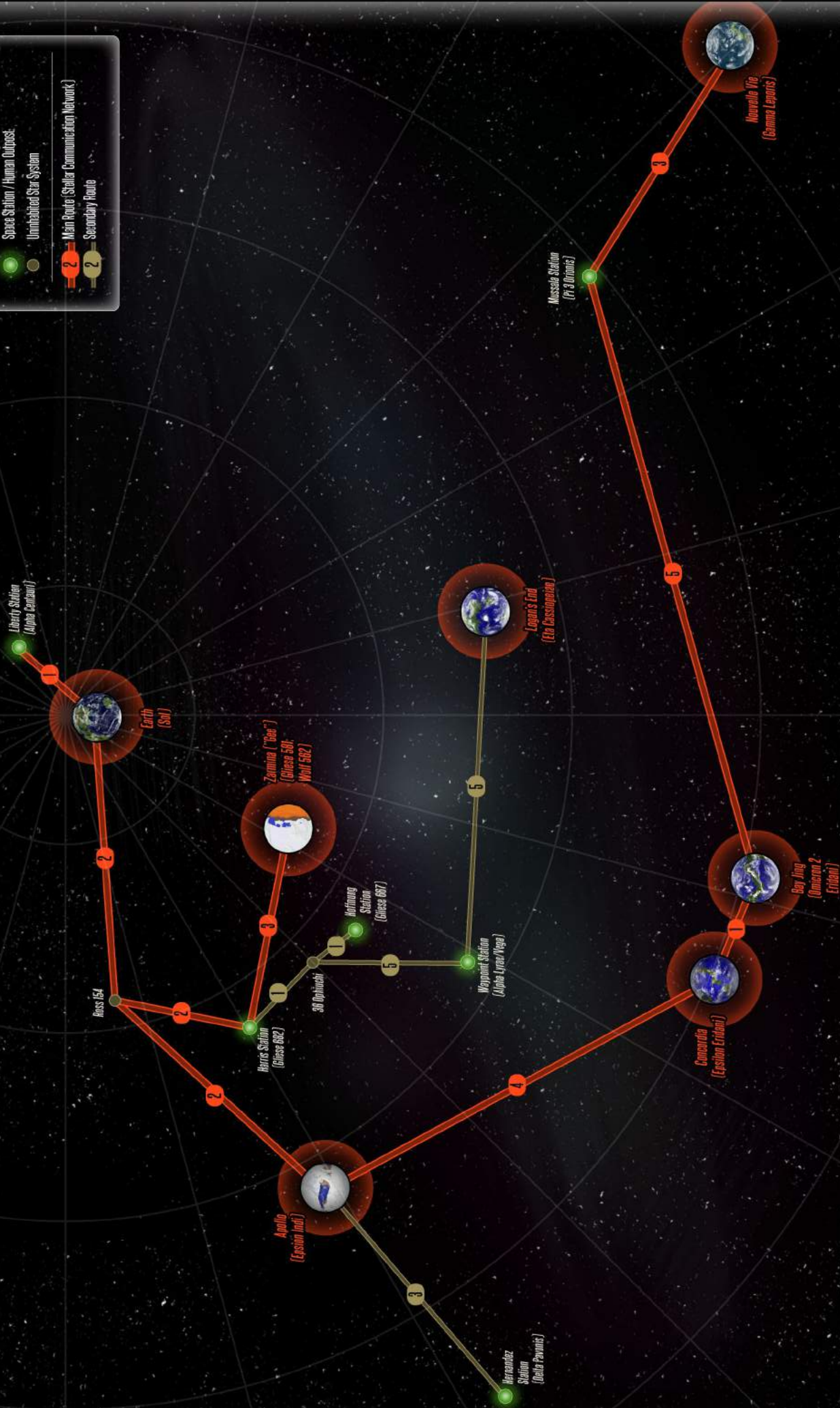
PRESENT DAY

Things have become quieter since the war. Earth has now returned to its former level of maturity and influence, but it has to share the stage with the major powers of Concordia and Bay Jing. Nouvelle Vie has never found complete peace, as terrorist elements in Jubilee and Dauphin continue an undercover guerrilla war with their respective planets supporting from the sidelines; many believe sooner or later war will start again. Logan's End has become the ultimate frontier world, and its exotic jungles have made it a popular wildlife tourist attraction for the affluent. Technology has advanced to a point where engines, weapons, and material construction have improved significantly.

Exploration-wise, we have already explored most of the systems accessible to us via the jump points provided by the N'ahili. There are no new Earth-like worlds available, and there is no interest in settling hostile environments with so much space available in the currently inhabited *Seven Worlds*. Scout ships still try the needle-in-the-haystack search for jump points, but everyone is impatiently expecting the N'ahili to provide us with a fourth set of coordinates, while at the same time dreaming of a way for humans to wean off of our dependence on these strange uncaring aliens.

The Circle and the Psion Brotherhood continue their tireless job of helping Humanity evolve. The Circle still runs peacekeeping operations around Nouvelle Vie, where hostilities between the terrorist groups are increasing in preparation for the upcoming 100th anniversary of the founding of Concordia and Bay Jing.

In the last few years there have been several reports of strange activity in space. Strange energy signatures have been detected in space around the asteroid belt and in the far reaches of the Nouvelle Vie system. Ships have disappeared, and strange stories have circulated. In Nouvelle Vie, people have a tendency to view anything suspicious as the next "secret weapon" in the shadow war between Concordia and Bay Jing, but maybe something stranger is going on.



game rules

I'M AN OPTIMIST. WE WILL REACH OUT TO THE STARS.

—STEPHEN HAWKING

This is a small subset of the full setting rules in the *Seven Worlds Setting Guide*, enough for you to try out the introductory adventure with the provided characters. Besides these rules you will need a copy of the *Savage Worlds* rulebook to play.

Check out the *Seven Worlds Setting Guide* for more rules involving characters, gear and spaceships!

CHARACTERS

The *Seven Worlds* Setting Guide contains complete rules for creating characters. In this test drive we have included Derrick, Duarthe, Seela, and Maricelle, the iconic characters of the setting, as four pre-created characters. You can also find their character sheets for download at www.sevenworldsrpg.com.

This section describes new edges, skills and special rules that apply to these characters and to some of their enemies.

SKILLS

The following new skills (all of them linked to Smarts) are added to *Seven Worlds*:

- **Hacking:** This skill covers all aspects of unauthorized computer use. It allows the user to access information he or she is not authorized to look at, to force devices with electronic protection (such as locked doors) and in general to use V-World in ways it is not meant to be used. On a Critical Miss, the attempt to bypass security is detected by the authorities, most likely with disastrous consequences for the character.
- **Knowledge (Ship Ops):** This skill covers handling of ship systems, including the Coulborne Shield, heat management and defense pods. It is a critical skill during space combat.
- **Knowledge (Science):** This catch-all skill covers all branches of scientific knowledge. Including biology, technology, astrophysics, etc.

DERIVED STATISTICS

Mental Toughness is a new statistic for *Seven Worlds*, and is equal to 2 plus half your Spirit die type. It is a measure of how resilient the character's mind and psyche are against psionic attacks and interference, and is used to defend against psionic attacks.

HINDRANCES

The following Hindrance is applicable to one of the characters in the introductory adventure.

ZERO-G SICKNESS (MAJOR)

The character gets sick when operating in Zero-G or microgravity environments. The character constantly throws up and becomes dizzy. Treat him as Fatigued whenever he is in Zero-G and not restrained in some way.

EDGES

The following Edges are applicable to some of the characters in the introductory adventure.

EXPERIENCED OFFICER

Requirements: Novice, member of the Circle, Smarts d6+, Spirit d6+, Vigor d8+, Fighting d6+, Shooting d8+.

This Edge can only be taken at character creation, and with the GM's permission. It represents the hero being older and more senior than his fellows. The hero begins play as a Circle Beta Officer to represent his years of service, and gains the Beta-level +2 bonus to Knowledge (Battle) rolls. Start with a standard Novice character, then give him four Advances.

This Edge has a cost, however, in that the Advancements must be repaid. The next 20 Experience Points the hero earns are forfeited as "payment" for the Edge.

MILITARY FAMILY

Requirements: Novice, member of the Circle.

The hero's father or mother was also a Circle officer who distinguished him or herself with a glorious career. The hero begins the game with a d4 in Fighting, Knowledge (Battle), Piloting, or Shooting (player's choice). In addition, the hero has a +1 bonus to Charisma when dealing with Circle officers because of his father's reputation. Should he ever fail in his duties in an embarrassing way the bonus becomes a -2 penalty to Charisma until he makes it up to himself and to the Circle.

ZERO-G TRAINING

Requirements: Novice, Agility d8+

The character has been trained to operate in a Zero-G or microgravity environments. Rolling a 1 or 2 on any physical trait rolls does not generate a Shaken result because of Zero-G.

DIPLOMAT

Requirements: Novice, Smarts d6+, Notice d6+, Persuasion d8+³He

Diplomats are experts at dealing with people, understanding their needs, and getting what they want. They receive +2 to any Persuasion rolls, and also +2 to Notice rolls to read people's body language (detecting if the person is lying, telling the truth, anxious, etc.). Also, Diplomats get +1 to rolls on the reaction table against NPCs.

MINER

Requirements: Novice, Knowledge (Science) d4+, Spirit d6+, Survival d6+

Being a miner in the 23rd century involves being able to identify and locate precious metals in space and in forbidding environments, and successfully mining or taking them out and transporting them back to civilization. People who choose this life face hardships but the chance of great rewards. Most miners have to have a scientific background in order to figure out how to identify and obtain these precious elements. The Survival skill is used when mining or obtaining elements from planets or asteroids.

Miners gain a +2 bonus to Knowledge (Science) and Survival rolls involved when searching for, identifying, locating and mining minerals or precious elements. They also get a +2 bonus when selling these minerals back in civilization.

SCOUNDREL

Requirement: Novice, Smarts d6+, Streetwise d6+

The hero is skilled in dealing with people on the edge of the law, getting the info he needs. He has +2 to

Streetwise rolls when looking for information in shady places or dealing with unsavoury people. He also gets a +1 to Trick Maneuver rolls.

PSIONS

The *Seven Worlds* Setting Guide includes new and expanded rules for psionic powers, combining powers from the main rulebooks with several special powers of their own.

This section describes the subset of psionics-related rules that apply to the characters in the adventure with psionic powers.

PHYSICAL MANIFESTATIONS

Most psionic powers manifest themselves as a mental effect on the caster, an ally or an opponent. However, some psionic powers have a manifestation that affects or modifies the physical world. Given the immense amount of mass (in atomic terms) involved in modifying the physical world, these powers take a huge drain on a psion's powers, and thus only the most powerful psions can use them. In game terms, psionic powers with physical manifestations have a significantly increased Power Point cost, and usually have weaker effects than their standard *Savage Worlds* counterparts. Psions who use a power with a physical manifestation might discover it's the only power they have enough energy to use for a while.

If a psionic power with a physical manifestation deals damage to a character, that damage is calculated against the enemy's normal Toughness (not its Mental Toughness) since the attack is physical in nature.

MENTAL TOUGHNESS

Mental Toughness is a new derived statistic that measures how resistant the character's mind is to psionic attacks. Since most psionic attacks are mental attacks (with the exception of psionic powers with physical manifestations, see above), a weak-minded character can easily be affected by them, regardless of how strong his or her armor is. To reflect this, all non-physical psionic powers that deal damage use Mental Toughness when dealing it.

The Arcane Resistance Edge bonus to Armor applies to Mental Toughness, not to standard Toughness. No physical modifiers, such as Cover, apply to attacks that target Mental Toughness. Usually (but not always, at the GM's discretion) the psion needs at least line-of-sight to the target, though.

MODIFIED POWERS

The following powers, available in the standard *Savage Worlds* corebook, have specific trappings or rule modifications.

BOLT

The psion injects a sharp spike of pain in the enemy's mind. The damage from this attack is applied against Mental Toughness.

DEFLECTION

The psion concentrates on detecting what his enemy's intentions are, and on reacting to them. He thus has an easier time avoiding attacks.

NEW POWERS

The following psionic power, new to *Seven Worlds*, is available to one of the characters in the introductory adventure.

READ SURFACE THOUGHTS

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Instant

Trappings: Psionic invasion.

With this power a psion can read the minds of others. With a successful Psionics roll against the target's Spirit, the psion reads the target's current thoughts. Such an intrusion goes unnoticed as the psion is only receiving broadcast signals. If the target is using the *mind shield* power at the time, this power automatically fails. Additionally, the psion will know the target has *mind shield* activated and thus, that the target has psionic powers. This power is commonly used by Psion Brotherhood security officials to detect unauthorized/rogue psions.

SETTING RULES

The following rules apply to characters adventuring in *Seven Worlds*.

MICROGRAVITY AND ZERO-G

When the heroes are travelling in space they will usually be in microgravity or Zero-G conditions. The following rules apply to any character who is in microgravity and does not have the help of a special edge or of superconductor magnetic arrays (see below):



- The character's Pace is reduced by half (round down), to a minimum of 1.
- All physical actions have a -2 penalty. Physical actions are those that use Agility, Strength, or related skills, with the exception of Piloting.
- If the character rolls a 1 on his physical trait die, regardless of Wild Die, he has lost control of his body and begins to tumble in three dimensions. Treat the character as Shaken, but he must make an Agility roll (instead of Spirit) to recover.
- When using weapons that are not prepared for Zero-G environments, in addition to suffering the regular -2 penalty, characters who roll a 1 or 2 on their attack die (regardless of Wild Die) become Shaken as above. Accelerator weapons are not affected by this rule.

ASSISTANTS

In the universe of *Seven Worlds* most characters own an Assistant. This section gives details on how to use them. The *Seven Worlds* Setting Guide includes for details on how to create, configure or customize Assistants.

ASSISTANTS OUTSIDE COMBAT

Assistants are always available to talk and ask questions, and provide an excellent opportunity for role-playing or for the GM to pass information along

to the heroes. Talking to an Assistant is considered a free action.

Assistants are always assumed to be helping heroes when they perform actions, and thus do not perform Cooperative skill rolls. The Assistant's own skills come into play when a hero wants an Assistant to do something by itself.

The owner must order the Assistant to do something specific on its own. The GM decides based on the request which of the Assistant's skills, if any, is appropriate, as well as any bonuses or penalties to the roll. The GM also decides how long the Assistant's action takes. Depending on the request, the answer may be immediate, take one full round or even more. A hero's Bennies may be spent on his Assistant's roll.

In general Assistants have access to one or more of the following five skills:

- **Investigation:** Used when the owner orders his or her Assistant to search and locate information in public or open access databases, or in the owner's own personal database. The GM should estimate how easy or difficult it is to find the requested information and apply an appropriate bonus or penalty to the Assistant's Investigation skill roll.
- **Knowledge (Science):** This skill is used just like the Investigation skill, except it applies to requests for technical or scientific information (on any field) or extrapolations or deductions based on technical or scientific information. The Assistant can not only locate information, but also offer theories or assumptions it is making based on the located information.
- **Hacking:** This skill is used just like the Investigation skill, except it involves access to databases, cameras or information feeds where access is restricted or forbidden. Depending on the situation, it may simply mean accessing information that requires complex (but legally valid) authentication, or it may mean the Assistant is trying to illegally hack the source of the information.
- **Notice:** This skill represents the Assistant's ability to proactively detect something unusual and report on it. It can be used by the GM to detect something wrong with a particular situation, or to notice an impending attack (remember the Assistant has access to sources of information, such as cameras or location feeds).
- **Persuasion:** The Persuasion skill is used when the Assistant must interact with either humans or other Assistants. This may be to deliver a message, or convince someone to do something. Use of the Persuasion skill uses the standard Persuasion rules from *Savage Worlds*.

USES OUTSIDE THE ASSISTANT'S SKILLS

Besides requests that involve an Assistant's skill, a character may ask an Assistant for many other things. The GM gets to decide whether the request involves a skill roll (and if so, which skill) or if it succeeds automatically. For example, a character might ask his or her Assistant to order food, call the police, play a song by their favourite artist on the speakers, or open the room's windows. These and many other requests are usually automatic.

ASSISTANTS IN COMBAT

During combat Assistants can use their skills as described above. Additionally, if a hero spends a Benny, his Assistant can perform one of the actions described below in this round. These actions are available for both friendly and enemy Assistants. If the Assistant's roll succeeds with a raise, the character gets his Benny back!

In all cases, the player must explain exactly what the Assistant is trying to do, the Assistant must have the means to perform the action (for example, access to the appropriate computer system), and the GM must approve. The Assistant must still be successful at the appropriate skill roll (plus or minus any GM-set modifiers) for the effect to take place. Extreme ingenuity and creativity are crucial to make this work!

The following Assistant in Combat actions are possible by spending a Benny:

SMARTS TRICKS

An Assistant may attempt a Smarts Trick on an opponent by using the Hacking skill in lieu of Smarts. The player must explain exactly how the Assistant does this.

TESTS OF WILL

An Assistant may attempt a Test of Wills against an opponent by using the Persuasion skill in lieu of Intimidation or Taunt; any bonus obtained benefits the Assistant's owner. The player must explain exactly how the Assistant does this.

GENERATE AN ADVANTAGE OR DISADVANTAGE

An Assistant may control the V-World environment to give an advantage to a hero or a disadvantage to an enemy. In game terms this is equivalent of the Assistant using the *boost/lower Trait* power (see *Savage Worlds*). Since the advantage or disadvantage is based on the sensors, controls and information available on V-World, the GM must rule if the player's explanation for what the Assistant does is acceptable

or not, and what skills apply to the Assistant and its opponent (if any). Some examples follow:

- The Assistant might connect the environment's V-World cameras to the hero's lenses, thus allowing him to aim better. In game terms this would boost the hero's Shooting skill.
- The Assistant might dig up some sensitive info on a hero's enemies. In game terms this would boost the hero's Intimidation or Taunt skill.
- The Assistant might hack an enemy's lenses to darken them. In game terms this would lower the enemy's Shooting skill.
- The Assistant might take control of the environment's Superconductive Magnetic Arrays (if there are any) to synchronize a hero's movements with its commands. In game terms this could boost the hero's Agility ability.

Use common sense to decide what traits can be boosted or lowered. For example, boosting Spirit or Fighting using a sensor or V-World information looks very unlikely, but maybe a player will figure out an explanation that convinces the GM to accept it.

This effect never lasts more than three rounds.

USE A SPECIAL ACTION

Some battles have special props the Assistant can control to directly attack an opponent. Usually in these cases the GM will let the players know about them. For example, a ship passageway might have fire extinguishers on the ceiling that the Assistant can control and activate, forcing all enemies to make an Agility roll or become Shaken; a battle in a factory may include a worker robot the Assistant can control to physically attack an opponent; and a combat in a warehouse may include a crane that can be used to drop heavy boxes on the enemy.

Example: *Things are looking bleak for Jon during his battle with the security guards at Hariko Shipping headquarters. Cornered and desperate he decides on a gamble: At the start of the combat the GM said there are emergency fire sprinklers on the ceiling that can be controlled by an Assistant. Jon's player tells the GM he's spending a Benny to have Audrey, Jon's Assistant, get involved. "I want Audrey to take control of the emergency-fire sprinklers and turn them on the guards!" The GM decides that's a valid plan, accepts the Benny and asks Jon's player to make a Hacking roll for Audrey. The Hacking roll is successful!*

"Suddenly, with a loud noise, the emergency fire extinguishers on top of the surprised guards come alive, spraying them with a creamy substance! Roll 2d6 non-lethal damage for the guards," says the GM. Jon's player makes the roll and gets a result that leaves all three guards Shaken.

SPACE COMBAT

Adventures in *Seven Worlds* frequently involve crossing the vastness of space, and sometimes engaging in exciting space battles. The *Seven Worlds* Setting Guide details rules for travelling in space, and handling encounters between ships in space.

This section presents a very brief overview of the rules that apply to the included introductory adventure. See the *Setting Guide* for more details and background.

SPACE COMBAT SETUP

To set up the table for space combat, first get a token for every spaceship participating in the engagement. The direction the ship is moving is important, so each token should have its front side clearly marked.

Place ten counters (such as gaming stones) on the table in a straight line. The distance between any two counters is called a "Space Unit", or SU for short, and represents a few hundreds of thousands of kilometers of separation between ships.

Place the leading ship on the first marker, and the other ship(s) an appropriate number of counters behind the leading ship. A ship must point either "forward" or "back" in the line of counters.

During combat one hero, usually the one with the highest Piloting skill (we'll call him the "Pilot"), should handle Piloting duties, which include steering the ship and evading enemy missiles. The other heroes can perform any other activities in the ship, such as firing any weapons, managing heat and Coulborne Shields, and making Repair rolls. We will call the heroes working stuff that needs the Knowledge (Ship Ops) skill "Ship Engineers," and the heroes using the weapons the "Gunners." Note that since any task can be performed from any console, heroes can switch roles at any time or even perform multiple tasks at once, taking into account multi-action penalties.

HEAT

Heat management is one of the most important new features of space combat in *Seven Worlds*.

Heat is a critical resource to manage during space battles. Most actions performed on the ship, as well as all attacks sustained, generate heat that must be stored or radiated. If the ship accumulates too much heat it may become unresponsive, malfunction or even explode. In game terms, a ship can accumulate *Heat Fatigue*, which works just like character Fatigue: Each level of Heat Fatigue a ship has applies a cumulative -1 penalty to all character rolls.

Many types of actions heroes perform on a ship, as well as enemy attacks, generate *Heat Points* that are added to a *Heat Pool*. We suggest you use tokens to keep track of the current number of heat points in the Heat Pool.

If there is at least one heat point accumulated in a ship's Heat Pool, it must be radiated before a full round goes by or it automatically generates one level of Heat Fatigue. To clean the Heat Pool, someone (usually the Ship Engineer) must make a Knowledge (Ship Ops) roll adding the ship's Heat Radiation modifier, as well as any applicable modifiers from Edges, character and ship Wounds and Fatigue and others, and then *subtracting* as many points as there are in the Heat Pool. In other words, the more points there are in the Heat Pool, the harder it is to succeed at the roll. This roll counts as an action.



If the Ship Engineer rolls a success or higher, no Heat Fatigue is accumulated this round and the Heat Pool is reset to zero. If the roll is failed the ship accumulates one level of Heat Fatigue. Rolling a 1 on the skill die in the case of Extras, or rolling a Critical Failure if there is a Wild Die, counts as failing the roll, regardless of any bonuses to it.

If a full round goes by with no one rolling to store heat, one level of Heat Fatigue is accumulated as if the roll had been failed. The Heat Pool is reset to zero regardless of the results of the roll, or even if no roll was made at all.

If the ship reaches the Heat Fatigue equivalent of Incapacitated, it has accumulated more heat than it can handle, and is in danger of exploding or melting. In game terms this means that:

- The ship's engines go down permanently. The ship immediately stops moving as if it had performed the Steady maneuver.
- The ship can no longer fire its weapons or defenses.
- The ship's Coulborne Shield immediately goes down. The ship loses all of its Armor, running Shield Effects, and ability to activate further Shield Effects.
- Every member of the crew must make a Vigor roll or gain a Level of Fatigue because of the internal heat.

When this happens, the ship's computers automatically extend the heat radiators to radiate extra heat, thus keeping the ship (and the crew) alive. These effects last for 2d6 hours after which the ship cools down and becomes operative again. All Fatigue levels coming from Heat are eliminated, but Wounds and other Critical Hits remain. Enemy ships usually take advantage of all this time to either capture and board the ship or blow it to bits.

The only way to eliminate Heat Fatigue during battle is to lower the Coulborne Shield. This is a risky maneuver, and is explained more fully in the Coulborne Shield section below.

Example: *The McKenna is battling an enemy ship, and has accumulated four points in its Heat Pool. It is now the turn of Judith, the Ship Engineer. Judith knows she has to make a Heat roll this turn or a whole round will go by and the McKenna will accumulate one point of Heat Fatigue. She decides to radiate Heat. This is a Knowledge (Ship Ops) roll modified by the ship's Heat Radiation modifier of +1, the -1 penalty for the Wound the McKenna already has, and the -4 penalty for the four points accumulated in the Heat Pool. She rolls and gets a 9, which modified by the -4 net penalty nets her a success. Judith*

successfully radiates all the Heat accumulated this round! The Heat Pool is immediately reset back to zero.

The next round Terrence fires a missile at the enemy, generating one point of heat that goes into the Heat Pool. When Judith's turn comes, she makes another Heat roll, this time with the ship's +1 Radiation Modifier, the -1 penalty for the Wound the McKenna already has, and the -1 penalty for the one point accumulated in the Heat Pool, for a total modifier of -1. However, Judith fails the roll, and she has no more Bennies left to spend. Now the McKenna has gained one level of Heat Fatigue, generating an additional -1 penalty to all future rolls made on the ship. As always, the Heat Pool is reset back to zero.

If the ship gains two more levels of Fatigue it will overheat, with disastrous results: Davril would not be able to pilot the ship anymore (except for the "Steady" action), nor would he be able to evade missiles. Terrence would not be able to fire any weapons. The Coulborne Shield would go down, making the ship's effective Toughness 4 instead of 14. Any Shield Effects running would also go down. And everyone in the ship would have to make a Vigor roll (minus their and their ship's Wounds and Heat Fatigue) or gain a level of Fatigue as a result of the unbearable heat. Hopefully their enemy would be merciful and not blow them up. Judith must not allow this to happen!

INITIATIVE

Once the stage is set, the game goes to combat rounds. A combat round is an abstract measurement encompassing several minutes of game time. Initiative works as normal, with every character being dealt his own cards, and groups of Extras acting on the hero's card.

MOVING THE SHIP

At the beginning of their turn each pilot gets to move their ship by making a Piloting roll. This counts as an action for the character making the roll.

The character piloting the vehicle with the faster Top Acceleration gains a +1 bonus to this roll. If the vehicle's Top Acceleration is twice or more than the highest of the opposition, the character gains a +2 bonus to the roll instead. Remember to include the character's and the ship's Wound and Fatigue modifiers, if any, as well as the ship's Handling bonus or penalty.

The results of this roll are as follows:

- **Success:** The ship receives one (1) movement unit.
- **Raise:** The ship receives two (2) movement units.
- **Failure:** The ship does not receive any movement units this round.
- **Critical failure or any result of one or less due to penalties:** The ship goes Out of Control.

The Pilot may spend all or part of the movement units gained to move the ship in the direction it is pointing at. Unused movement units are lost. If a ship moves to the same position as another, they are presumed to be side by side, and 0.5 SUs away.

Moving the ship this way adds no points to the Heat Pool.

PUSH THE ENGINES

The pilot may choose to "push the engines" by making the Piloting roll above with an additional -2 penalty. If successful, he gains one additional movement unit. This is the maximum that may be attempted. Pushing the Engines adds one heat point to the Heat Pool.

TURN THE SHIP AROUND

If the Pilot obtained two or more movement units this round, he may use all of the units gained to turn the ship 180 degrees so it points in the opposite direction. Turning around consumes all the movement units gained this round. Turning Around adds one heat point to the Heat Pool.

KEEP THE SHIP STEADY

If the pilot can't (or won't) make a Piloting roll to move his ship this round, the ship stays in its place. In reality it is still moving at its current speed, but it is not accelerating or decelerating. Keeping the ship steady removes one point from the Heat Pool. The Heat Pool can never be below zero points.

Example: Davril is piloting the McKenna in space combat against an enemy ship piloted by Jubilee terrorists. The McKenna and the enemy ship are facing each other, eight SUs away. Davril immediately alerts Terrence, the ship's Gunner, and Judith, the ship's Coulborne Engineer, about the situation.

Davril suspects that the enemy will make heavy use of their laser beams, and thus decides to try to close the distance to use his missiles. He decides to Push the Engines and makes a Piloting roll at -2, rolling a seven. Subtracting the -2 penalty for the Push and adding a +1 bonus for his ship's Handling and a +1 bonus for having a

higher Top Acceleration than his opponent, he gets a final score of seven. Thus Davril gets one movement unit for the success plus one extra movement unit for the Push for a total of two movement units. The McKenna moves two positions in the track towards the enemy ship. Both ships are now six SUs away. Since Davril performed a Push maneuver, one point is added to the ship's Heat Pool, for Judith (the Ship Engineer) to radiate on her turn.

The enemy ship has several weapons, but its heat radiation systems are not that good. Their crew thus decides to flee. The enemy pilot makes a Piloting roll and gets an eight, getting two movement units. The enemy pilot then uses these two movement units to turn the ship around. The enemy ship adds one point to its Heat Pool for the turn. Since the enemy acts on the same card, the enemy Engineer immediately makes his Knowledge (Ship Ops) roll to radiate Heat, with the -1 penalty for the accumulated heat point, and succeeds.

Davril will need at least a success and raise in his next Piloting roll to obtain two movement units and thus move within four SUs of his enemy, the shooting range of his missiles.

ATTACKS AND DAMAGE

Attacks are handled using the normal rules from *Savage Worlds*. Note that all Shooting rolls against ships have a +2 bonus to the roll, because it is almost automatic to aim and hit at enemy ships in space. Since all spaceships have the Improved Stabilizer characteristic, Unstable Platform penalties do not apply in space combat, and the Steady Hands edge is not needed.

The direction ships are facing at is irrelevant when attacking. Any weapon can attack in any direction without restriction.

Each weapon lists a specific heat point cost. Each time the weapon is used, the appropriate number of heat points is added to the ship's Heat Pool.

The Space Combat rules make heavy use of the missile rules from *Savage Worlds*. The GM and players are encouraged to review the official rules on Missiles, Anti-Missile Systems (AMS) and Anti-Missile Counter Measures (AMCMs) from the *Savage Worlds* rulebook.

DAMAGE

Damage works as explained in *Savage Worlds*. Additionally, **when a ship is hit (damage equals or exceeds Toughness, considering AP), a number of heat points equal to half its Heat Radiation stat,**

rounded down, are added to its Heat Pool, for a minimum of one heat point. At least one heat point is added to a hit ship's Heat Pool, even if no Wounds were dealt.

LASER AND PARTICLE BEAMS

Laser and Particle beam weapons are fired with a Shooting roll with a +2 bonus to the roll. Because of the large amounts of energy they consume, laser and particle beam weapons run the risk of overheating. Anytime the gunner rolls a 1 on the Shooting die (regardless of the results of the Wild Die) the weapon has overheated and needs to cool down. The weapon cannot be used either as an attack or as a defense for the entire next round. An overheated laser still adds heat points to the Heat Pool.

Laser beams can be used either as a weapon or as a defense (Point Defense Laser Batteries, or PDLB), but not as both in the same round. See the notes on defenses below for how to use a laser beam as a defensive weapon.

Example: The McKenna is six SUs away from its enemy when Terrence decides to fire the ship's Light Laser Cannon. Terrence makes a Shooting roll with a +2 standard attack bonus, and a -2 penalty for Medium Range. He rolls an eight, hitting the enemy with a raise! Terrence then rolls 4d6 for damage (3d6 for standard damage and 1d6 more for the raise) and gets a thirteen. Terrence's Laser attack has caused the enemy thirteen points of damage against the enemy ship's Toughness, not including the Laser Beam's Armor Piercing value of six. Then Terrence adds three heat points to the McKenna's Heat Pool, for Judith to try to radiate in her turn.

Besides any damage received, the enemy ship accumulates heat points from the successful attack. The GM halves the enemy ship's Heat Radiation stat of 1, rounding down. Since a successful hit always generates at least one heat point, the GM adds one heat point to the enemy ship's Heat Pool.

Note that since the Laser Cannon has been used as an offensive weapon this round, it cannot be used for defense as a Point Defense Laser Battery (PDLB). Fortunately no missiles are flying towards the McKenna... yet.

Later during the battle Terrence fires the Laser Cannon again. He makes a Shooting roll with the appropriate modifiers and gets a final result of six. However, his Skill die came up a 1. Regardless of the successful result, the Laser Beam has overheated, and cannot be used either

offensively or defensively until after the end of the entire next round when it cools down. Three heat points are still added to the Heat Pool, though.

MISSILES

All other weapons besides Beams are considered missiles, and use the Missile rules from *Savage Worlds*. Just as a refresh, a pilot needs to “get a lock” on an enemy target to launch a missile. Normally this is an opposed Piloting roll but in *Seven Worlds* it is simple Shooting roll with a +2 bonus (since it is not possible for the enemy pilot to swerve or avoid lock-on).

If the roll is successful the gunner decides how many missiles to release, up to the full payload. Note that some missile types, such as Nuclear or Cloud projectiles, have restrictions on how many of them can be launched at once.

Once the missiles are launched, the target has the opportunity to evade. The target has one round to evade if the missile was fired at Short Range, two rounds if at Medium Range and three rounds if at Long Range.

Heat Points are added to the Heat Pool only if missiles are successfully launched, and are independent of the number of missiles launched. A failed attempt to lock-on adds no heat points to the Heat Pool.

Example: *The McKenna is two SUs away from its enemy and Terrence is ready to fire his missiles. He tries to lock-in to the target by making a Shooting roll with a +2 bonus and a -2 penalty for Medium Range, and gets a five. Terrence has locked-on to his target!*

Although the Medium Missile Launcher has a Rate of Fire of 4, and thus Terrence can deploy up to four missiles, he decides to deploy two. Both missiles are kinetic, since that is what was loaded into the launcher. Since the shot was made at Medium Range, the enemy ship has two rounds to evade the missiles.

After firing the missiles Terrence adds one point of heat to the Heat Pool, for Judith to attempt to radiate in her turn.

DEFENSES

Against the terrifying weapons of the future, space crews have several defenses they can use.

THE COULBORNE SHIELD

The Coulborne Shield is a critical part of any ship's defensive strategy. It acts both as the ship's armor

and heat sink. The Coulborne shield opens periodically to let laser beams and defenses pass through. These openings last milliseconds, but may be taken advantage of by the enemy. Attacks already factor in these holes in the Shooting roll.

SHIELD EFFECTS

Each Coulborne Shield has a limited number of Shield Effects. These are represented by tokens or gaming stones that the character in charge of the Shield receives before combat starts. Shield effects are activated with the Knowledge (Ship Ops) skill.

Each Shield Effect can be used in one of three ways, as detailed below. The effects of multiple uses of the Maximum Shielding or Move Shield Center Shield Effects are not cumulative—only the highest modifier applies.

Activating a Shield Effect does not generate heat points.

Shield Effect capacitors recharge at varying rates, but rarely very quickly. Typically, each Shield Effect regenerates after the end of the combat. If the Engineer in charge of the Shield is dealt a Joker, however, immediately recharge one Shield Effect.

Damage Absorption: The Coulborne Shield can focus more energy in one section than in another. As a free action, a Shield Effect can be used to Soak damage inflicted on the starship. It otherwise functions exactly as a Benny for this purpose. The used skill is Knowledge (Ship Ops). Note that Ace can still be used to Soak damage as normal. The Edge represents the pilot's ability to avoid, or at least lessen, damage through his own skill.

If all the damage is Soaked, the attack does not add any heat points to the ship's Heat Pool.

Example: *A nuclear missile hits the McKenna and inflicts two Wounds on it. Judith spends one of the ship's Shield Effects to absorb the damage. She rolls her Knowledge (Ship Ops) with the appropriate modifiers and gets an eight, for a success and a raise. She has therefore managed to successfully Soak both Wounds!*

She now has only two Shield Effects left. Since she managed to soak all Wounds, no heat points are added to the McKenna's Heat Pool.

Maximum Shielding: Used in this manner, the Shield Effect temporarily increases the Coulborne Shield's resistance. This functions exactly as the *armor* power, except it cannot be maintained. Activating a Shield Effect in this manner costs an action, as the force field must be carefully calibrated.

Example: *four missiles are on their way to the McKenna, and Judith thinks it unlikely that Davril will be able to evade all four before they hit during the next round. She therefore decides to spend one of the available Shield Effects to temporarily increase ship shielding. She rolls her Knowledge (Ship Ops) and gets a success and a raise. The Coulborne Shield becomes harder and more absorbing, temporarily increasing the McKenna's Toughness from 14 (10) to 18 (14). This effect will last for three rounds.*

Move Shield Center: The Shield Effect causes the Shield to temporarily grow in size and move in such a way that the ship stops being at the centre of the Shield. This makes it harder for the enemy to guess exactly where inside the sphere the ship is located. This functions exactly as the *deflection* power, except it cannot be maintained. Against incoming missiles, this modifier is applied to the pilot's Piloting roll to evade as a bonus. Activating a Shield Effect in this manner requires an action to configure the Coulborne Shield.

Example: *The McKenna is under heavy laser beam attack, and on top of that there are still one or two missiles to avoid. Judith spends a Shield Effect to move the ship's Coulborne Shield centre. She rolls her Knowledge (Ship Ops) and gets a six. The spherical Coulborne Shield now moves off-centre from the McKenna, confusing the enemy as to the exact position of the ship. Now all enemy Shooting rolls have a -2 penalty for the next three rounds. On top of that, Davril's Piloting rolls to evade enemy missiles have a +2 bonus for the next three rounds.*

BRINGING DOWN THE SHIELD

Since the Coulborne Shield accumulates all heat in the ship, a desperate Ship Engineer can attempt to bring it down to remove Heat Fatigue. Since while the Shield is down the ship has no armor (ignore its Armor during combat) this is a very risky maneuver, only to be attempted in desperate circumstances. Also, while the Shield is down the ship can't use Shield Effects, and loses any Shield Effects that were operating at the time the Field went down. The Engineer can still make Heat rolls normally, though (the heat is stored in less-efficient internal heat sinks).

Bringing down the Shield counts as an action, and is an automatic success if performed by anyone trained in the Knowledge (Ship Ops) skill. For each full round the Shield is down the ship sheds one level of Heat Fatigue.

Turning the Shield on again also counts as an action, and is also an automatic success assuming the character is trained in Knowledge (Ship Ops).

It is not possible to bring the shield down if the ship is Incapacitated, since by then the Field is down anyway and can't be brought back up until the 2d6 hours pass.

Outside of combat, a ship may stop its movement and extend its heat radiators for 2d6 hours to eliminate all effects of heat.

Example: *Judith decides to take the plunge and bring the McKenna's Coulborne Shield down to allow it to radiate heat. In her turn she automatically brings the Shield down as an action. The McKenna's Toughness goes down to 4 from 14, and any Shield Effects running are lost. Judith also cannot activate any further Shield Effects until the Coulborne Shield is back up.*

After the first full round (during which Davril does wonders evading missiles) the ship sheds one level of Heat Fatigue!

It is Judith's turn now. Judith now has a choice: She can either try to immediately bring the Coulborne Shield up again (an action), thus restoring the McKenna's effective Toughness of 14 (10); or she can trust her and her teammates' luck and keep the Shield down for another full round in the hope that she can shed the other level of Fatigue. She must also consider that she still needs to perform rolls to radiate any Heat accumulated in the Heat Pool, and if she also brings the Shield back up this turn she might generate a MAP.

EVADING MISSILES

As explained in the *Savage Worlds* Missile rules, pilots have an opportunity to evade incoming missiles, but with a -6 penalty to the Piloting roll (plus other applicable bonuses or penalties). Attempting to evade missiles counts as one action regardless of the number of missiles being evaded, and does not generate heat points. A separate roll is made for each missile (and a separate Benny is spent to reroll any single roll). Missiles that were not evaded in their final turn hit the target at the end of the current round.

Example: *Five missiles are on their way to the McKenna. Davril has two rounds left to evade four of them, and just one round left to avoid the fifth one. He spends an action to evade and makes five Piloting rolls with a -5 penalty (-6 as the standard evasion penalty rules and +1 for the ship's Handling modifier to all Piloting*

rolls). He succeeds at just one roll, and that for one of the missiles that still had two rounds left to hit. Now only four missiles are on their way to the McKenna: three of them will hit in one more round, and one of them will hit as soon as the current round ends! "Brace for impact!," yells Davril.

Hopefully someone will bring down the missile before the round ends, otherwise the ship is in for significant damage. On top of that, the other missiles are coming closer. Assuming they're still alive, Davril will have to try to evade again next round.

MINE CLOUD DEFENSES

Mine Cloud Defenses (MCDs) are useful for deflecting enemy projectiles, and use the Anti-Missile Counter Measures (AMCM) rules in *Savage Worlds*. When deployed by the pilot (an automatic, free action), MCDs add +2 to his or her Piloting roll(s) that round only for purposes of evading all incoming missiles.

Before rolling for evasion, pilots can decide whether to deploy the MCDs against a single enemy projectile or against all incoming projectiles. In this last case the pilot picks the projectile and gets +4 to the roll against that projectile only. More than one MCD may be deployed in the same round. For each missile being evaded, only the highest MCD bonus applies.

Firing Mine Cloud Defenses adds one point of heat to the Heat Pool. Mine Cloud Defenses are ineffective against Coilgun projectiles.

Example: *On the next round three deadly missiles are still on their way to the McKenna. This is Davril's last chance to evade them before they hit. Davril decides to deploy an MCD to evade all missiles. He spends an action to evade and makes three Piloting rolls with a -3 penalty (-6 as the standard evasion penalty as per the Savage Worlds rules, +2 as bonus from the MCD, and +1 for the ship's Handling modifier to all Piloting rolls). He succeeds at two rolls, successfully evading two missiles, but one is still en route to the McKenna.*

Davril could have deployed the MCD to focus on one missile more than on the others. In that case, he would have spent an action to make a Piloting roll to evade that missile with a -1 bonus (the -6 standard evasion penalty plus the +4 bonus against a single missile provided by the MCD and the +1 ship's Handling modifier) and also evade the other two missiles with a -5 penalty (again adding the -6 standard evasion penalty and the +1 ship's Handling modifier). He

could also have deployed two MCDs this round, one of them focused on a single missile and the other focused on the other two missiles. Since for each missile only the highest MCD bonus applies, in this case Davril would have spent an action to make a Piloting roll to evade the first missile with a -1 bonus, and then make the evasion roll for the other two missiles with a -3 penalty (-6 to evade, +2 for the MCDs and +1 for Handling).

Regardless of whether one or two MCDs were launched, one point is added to the Heat Pool for Judith to attempt to radiate in her turn.

POINT DEFENSE LASER BATTERIES

Point Defense Laser Batteries (PDLBs) use the Anti-Missile Systems (AMS) rules in *Savage Worlds*, but each successful hit has a 2 in 6 chance (not 1 in 6) of shooting down the missile. Note that a Laser Cannon has different Rates of Fire for offensive and PDLB use.

Since PDLBs are laser beam weapons used to fire many short laser beam bursts against enemy projectiles, a laser beam cannot be used both as an attacking and defending weapon in the same round. Also, if a laser beam is destroyed or is disabled (for example, by overheating) then it obviously it cannot be used as a PDLB until it goes back online.

When used as a PDLB, a Laser Beam cannot overheat (nothing happens if the hero rolls a 1 on any of his Shooting dice) but it still adds heat points to the Heat Pool.

Example: *Four missiles are on their way to the McKenna, and Terrence tries to bring them down. He points his Light Laser Cannon at them and begins firing as a Point Defense Laser Battery. When used as a PDLB the Laser Cannon has a Rate of Fire of 5, so Terrence rolls five Shooting dice with a +2 bonus to the roll, plus a Wild Die. Since the Laser Cannon's range is 4/8/16, all four missiles in this case fall in Short Range, so there is no penalty for Range.*

Terrence rolls and gets four successes. He rolls four d6s and gets a 1,2,4 and 6. Two of the four missiles are brought down by the PDLB! Three heat points are added to the ship's Heat Pool.

Since Terrence used the Laser Cannon as a PDLB this round, it is not available for use offensively until the next round.

a mysterious encounter

This section contains *A Mysterious Encounter*, the first adventure in the official *Seven Worlds* campaign, which is further detailed in other modules in the *Seven Worlds* line. This introductory adventure will send your heroes on a mission that will change the course of the *Seven Worlds* and ultimately decide their survival!

Players: Don't read any further than this point!

INTRODUCTION

The heroes begin the adventure on their ship, the *Voyager*, racing across the Gamma Leporis system.

Read or paraphrase the following text to the heroes. Make sure you identify the most appropriate Assistants for the scene. We suggest you role-play the heroes' conversations with them whenever possible.

The year is 2217. The place is the asteroid field close to Gamma Leporis, a bright star system twenty-nine light-years from Earth, home to a frontier planet called Nouvelle Vie (noo-vel-VEE). Jubilee and Dauphin, the two nations that share this planet, are constantly at the brink of war, and covertly fund terrorist organizations to sabotage and attack each other. As members of the Circle, the interstellar organization tasked with keeping the peace, you are the main buffer force to keep things orderly and protect civilians from attacks.

As your brand-new Circle Patrol Ship, the Voyager, approaches within one light-second of Gardner Station, a small mining outfit located in the asteroid belt closest to the sun, [insert a hero's Assistant's name here] interrupts and asks, "Well, I trust you remember the details of our mission, correct?"

This is a good opportunity to bring Assistants into the conversation. When the heroes admit they don't know the mission the Assistant sighs and elaborates.

Jubilee police recently raided a Dauphinian terrorist cell inside Jubilee territory and found clues that point to an "imminent" terrorist operation against Jubilee in the next few days. The exact nature of the operation could not be determined, but the clues seem to implicate small, out-of-the-way Gardner Station. Since Gardner Station is owned by a Dauphinian

consortium the Jubileans can't enter it, and they are not in speaking terms with Dauphin's government.

To break the stalemate, a few days ago, Jubilee authorities contacted the heroes' superiors at the Circle. As agreed peacekeepers, the organization the heroes belong to has the authority and impartiality to enter Gardner Station and investigate. The heroes' orders are to enter Gardner Station, look for evidence or clues of Dauphinian terrorists or operations, and put a stop to whatever they find.

If the heroes want to know more about their ship, the *Voyager*, now is a good time to give them the description that appears in the ship's handout.

[Insert another Assistant's name] turns up on your lenses. "We're being hailed by Gardner Station. I'm opening audio-visual contact. You're OK with that, I assume?"

Assuming the heroes say yes, after a few seconds the face of a thin man with a white moustache appears, trembling with indignation. The heroes' lenses identify him as Chief Will Cameron, Station Administrator.

Cameron begins by nervously telling the heroes his station is a legal outfit with no terrorist affiliations whatsoever, and that he sees no need to let anyone in to investigate anything. After some back-and-forth with the heroes, he agrees to let them dock, and tells them he will send an escort to meet them at the station docking external rig.

APPROACHING THE STATION

Gardner Station is a 200-plus-inhabitant space hulk, an old-fashioned construction with barely any centrifugal gravity and sparse design, framed as a dark silhouette against the star of Gamma Leporis. The star itself looks huge at less than half the distance from the Earth to the Sun.

After the *Voyager* approaches and docks, the heroes are received by Technician Andrés Orlutti, a wide-chested young man with droopy eyes and a worried face. Orlutti politely escorts the heroes, floating in zero-G through the long docking external rig and into the station. The air smells stale and sweaty, something that happens on older stations that have not seen an atmosphere recycling unit refit in years.

If one of the heroes asks to search for Orlutti's profile in their ship's V-World databanks, his or her Assistant takes a few seconds to find the standard background for a career miner, eight years into the craft, with living parents in a small town in Dauphin. Nothing suspicious.

Orlutti leads the heroes into a conference room, where some refreshments are waiting. The room is designed for zero-G interaction. The furniture is fixed to the floor and all glasses and vases are magnetically attached to the table and closed to keep their contents from floating away. One wall is a "window" into space outside the station (actually a wall screen to avoid radiation and brightness risks).

Orlutti tells the heroes they should wait for Administrator Cameron. If the heroes ask, Orlutti knows nothing about terrorists or politics, and is just a miner nervous about being assigned to escort Circle officers into the station.

After the heroes have had a chance to ask a few questions, read or paraphrase the following:

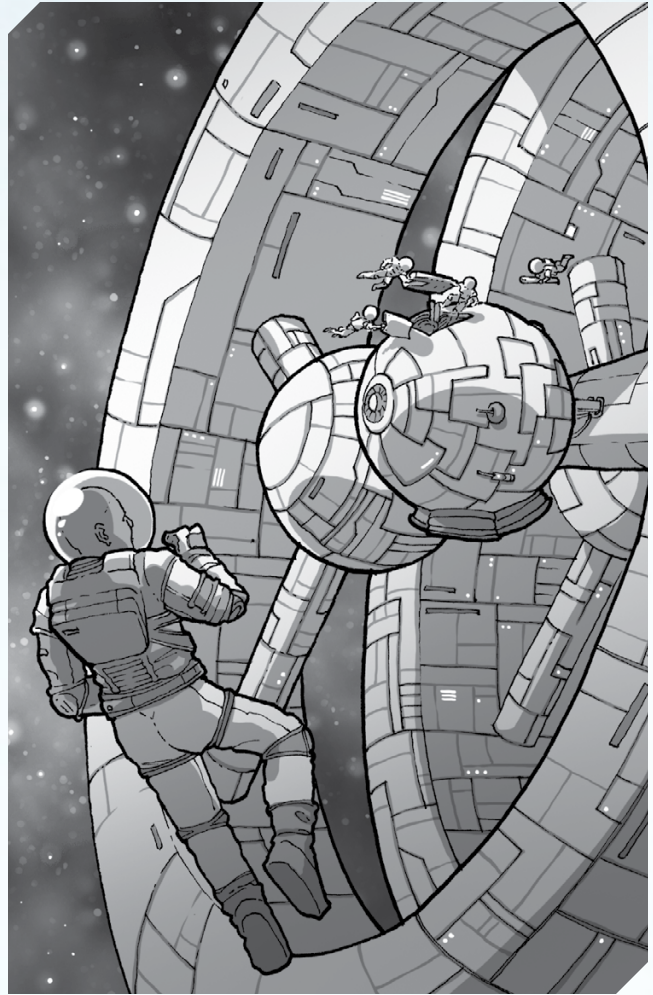
Suddenly the conference room door closes, leaving you and a surprised Orlutti trapped! Alarms blare all over the station, along with several strange sounds coming from far behind the door. [Insert another hero's Assistant's name here] casually says, "maybe spending so much time with you just hones these kinds of skills, but don't those sound like gunshots?"

Another sound, this time a low rumbling and shaking, moves the station. "Now, doesn't that sound like a spaceship leaving?," mumbles [another Assistant] drily.

SCENE 1: TRAPPED!

The heroes and their Assistants' connection to the station's V-World (and to their ship's database and communication equipment) has been severed, and the door does not respond to their commands. This includes even simple commands such as asking the door to show them what's going on behind. However, a successful Hacking roll with a -2 penalty (either by a hero or an Assistant) allows the heroes to hack into the local V-World and override access to the network.

As soon as network access is obtained, one of the heroes' Assistants reports gunfire all over the station. Most of the miners are trapped in the various rooms of the station. There are a few groups, though, floating through the hallways, shooting at anyone who is not trapped. Also, an Assistant can confirm that a



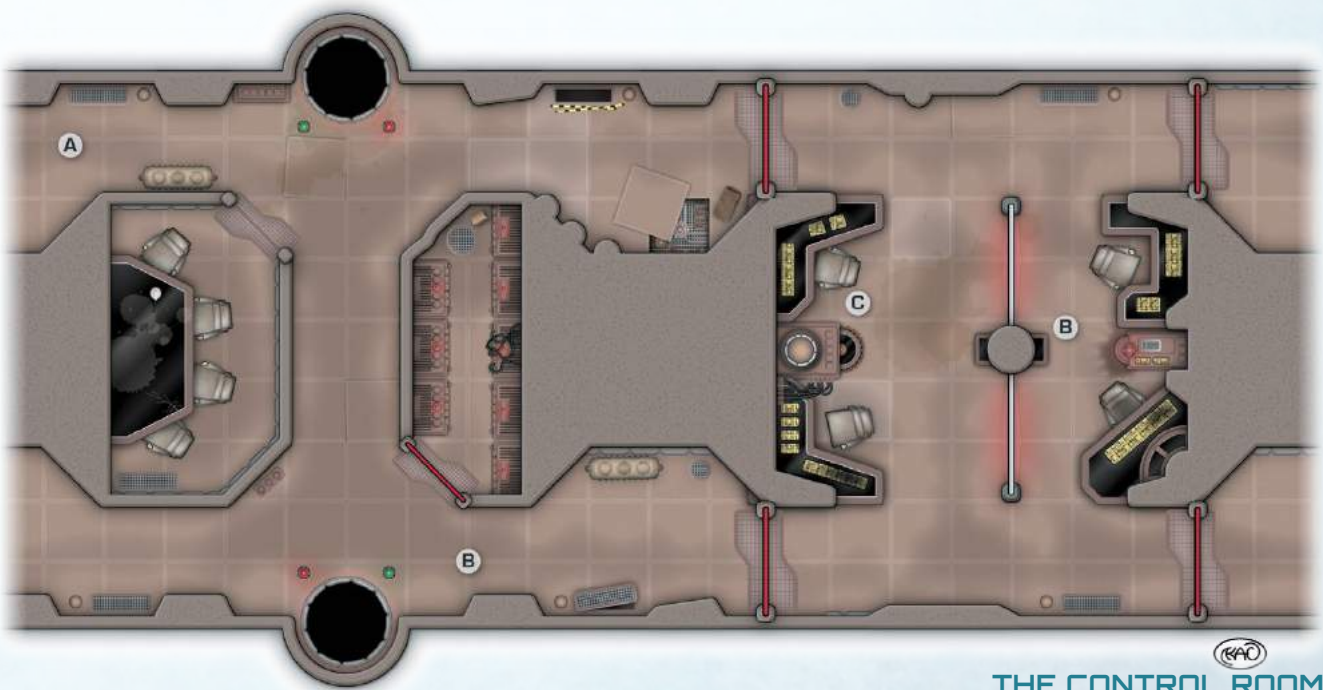
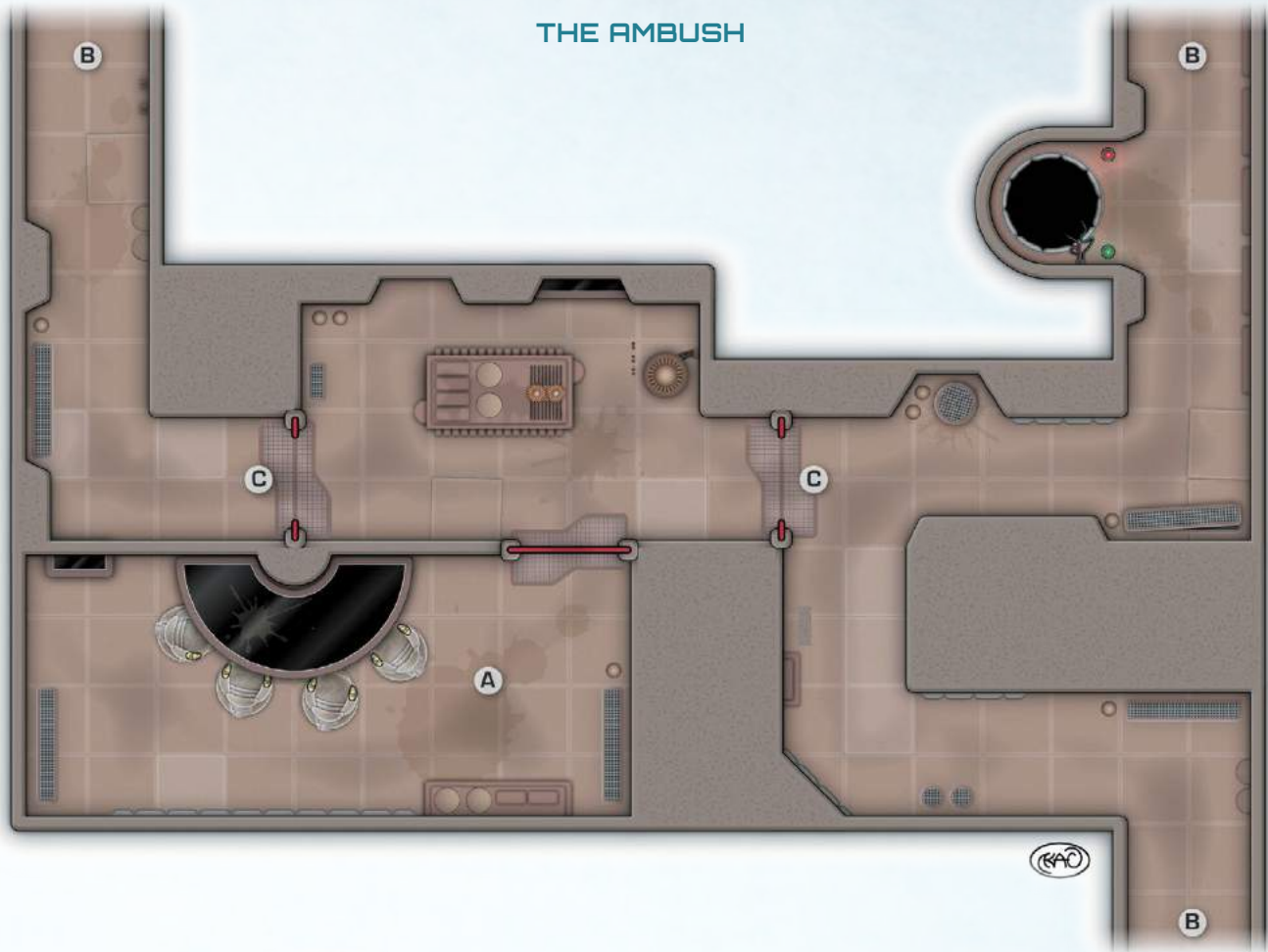
transport ship (not the *Voyager*) has indeed departed Gartner Station for an unknown destination.

Questioning Orlutti shows he is just as confused as the heroes about what is going on. He also thought the suspicions of terrorist activity on "his" station were ridiculous, but now he is not so sure.

If a hero wants to know which of the miners are shooting their way through the station, a successful Investigation roll allows him to see a list of their names using their ID tags (have an Assistant suggest this if no hero thinks of it). When Orlutti sees the names of the attackers he realizes they are all miners recruited in the last three months or less. They have all been recruited by the (also new) Station co-Administrator Harlan Duhan. Orlutti believes Chief Cameron knows nothing of this, as Gardner Station is his life, but maybe Duhan is behind all of this.

The door override has been centrally locked but can also be hacked to open. This requires a successful Hacking roll with a -2 penalty and takes about 5 minutes. The door is reinforced and cannot be blown away except with explosives.

THE AMBUSH



THE CONTROL ROOM

SCENE 2: THE STATION

Once the heroes escape the conference room, Orlutti suggests going to the main control room. The docking clamps on the ships, including the *Voyager*, are controlled from there. Besides, that's the most likely place for both Chief Cameron and Harlan Duhan to be.

Since the station is in zero-G, explain to the heroes the rules for Microgravity and Zero-G.

AMBUSH

As soon as the heroes leave the conference room (marked with an "A") several terrorists approach from locations "B," ready to ambush the heroes. You should take advantage of the fact that the terrorists can be traced via the V-World connection to have an Assistant explain to the heroes the benefits of technology in *Seven Worlds*. The heroes should not be surprised by their enemies, and should in fact know their locations before they can see them (their enemies know this too).

This is a good opportunity to involve Assistants in combat. Remember that the bad guys also have Assistants!

Besides the standard combat actions Assistants have available, the following special Assistant actions are also available in this battle:

- **Hatch Door:** These doors are at locations "C" on the map. By spending a Benny and making a successful Hacking roll with a +2 bonus the Assistant can close one hatch door, effectively dividing the environment and keeping some of the terrorists from closing in on the heroes. The door can be opened in the same way. Alternatively, the Assistant can "go on Hold" until an enemy crosses the threshold of the door. At that moment the Assistant makes a Hacking roll opposed by the enemy's Agility. If the Assistant wins, the door suddenly closes on the enemy's face, inflicting 2d6 damage and knocking the enemy 1d6" back (because of zero-G). If the floating enemy hits a wall on his way back, he receives 2d6 additional damage.

Any captured terrorists who are interrogated confess they are led by Harlan Duhan. Their mission has already begun (that's the reason the other ship has left). They do not have the details on the mission, though, only Duhan does. He is in the station's main control room.

- **Terrorists (1 per hero plus 2, evenly distributed among each location "B"):** Use the stats for Typical Terrorist, Space.
- **Technician Orlutti:** Use the stats for Civilian.

THE CONTROL ROOM

As the heroes float the hallways of Gartner Station they see dead bodies everywhere. With Technician Orlutti's guidance, the heroes finally reach the Station's Control Room.

The heroes approach the Control Room from location "A" in the map. The Control Room is also heavily guarded, and the terrorists, at locations "B", are fully prepared for the heroes.

At this point the heroes enter the part of the station that is under centrifugal gravity, so anyone can walk normally.

Throughout the battle, Harlan Duhan (at location "C") maintains a gloating conversation directly with the heroes through the headphones connected to their lenses. This means they can hear him clearly even through the noises of the fight. This allows him to attempt Intimidation and Taunt attacks directly.

During combat have Duhan explain to the heroes that they are too late to stop the terrorists' plan: A passenger ship carrying the Governor of Jubilee's daughter should have just arrived at the jump point from Concordia. Any ship departing from Nouvelle Vie cannot reach it in time to intercept it, but Gartner Station is closer to the jump points than Nouvelle Vie. The terrorists have launched an intercepting ship that will reach the passenger ship and blow it up before it can be defended by Nouvelle Vie ships!

The following special activities are available to Assistants during the battle:

- **Hatch doors:** Located in front of the entrance to the Control Room. These behave just like the Hatch Door in the previous battle, except they start closed.
- **Centrifugal Gravity Control:** By spending a Benny an Assistant may attempt to control the rotation of this part of the station. If the Assistant is successful at a Hacking roll, the rotation suddenly stops! Have everyone make an Agility roll with a -2 penalty (+1 bonus if the character was grabbing on to something; there are handles all along the walls of the hallways). Roll for each Extra separately. With a failure, the character goes flying 4" to the east. If the character hits a wall he receives 2d6 impact damage and is Shaken. If the character does not hit any walls, he falls Prone and is Shaken. The environment is in Zero-G from then on (use the Zero-G rules). An Assistant may spend a Benny to

turn the Gravity Control back on. In this case use the same rules as above but consider the characters fly towards the west.

After the battle, the heroes find the body of Chief Cameron inside the Control Room, shot by Duhan while resisting the takeover. It should not take long for the heroes to confirm what Duhan told them: They are the closest vessel that can intercept the terrorist ship before it attacks the passenger ship that carries Governor Therriault's daughter. From the Control Room the heroes (or their Assistants) can easily remove the docking clamps for the *Voyager*. They can then float back through the station to take off in pursuit of the terrorist ship.

- **Terrorists (1 per hero on each location "B"):** Use the stats for Typical Terrorist, Space.
- **Harlan Duhan, Terrorist Leader (1, at location "C"):** Use the stats for Veteran Terrorist, Space.

SCENE 3: THE CHASE

The heroes can send a warning message to local Circle HQ in Nouvelle Vie, if they want to. Remind them that the message takes about eight minutes to round trip, and that the heroes are still the only ones with a chance to intercept the terrorist ship before it attacks the passenger ship.

Once the heroes are on their way an Assistant tells them that the threatened passenger ship appears to have detected the terrorist ship hurtling towards them. Seeing the route to Nouvelle Vie blocked and with no chance of outside help, the captain of the passenger ship has changed course to fly towards the jump to AP Columbrae, a "dead end" uninhabited star system. Not even this evasion route will be enough to avoid the terrorists, but it can buy some time. Show the players the handout diagram of the situation.

Allow the heroes time to hash a few options and then read or paraphrase the following:

Several hours later you are within laser range of the enemy ship. Both of you are just light-seconds away from the jump point to AP Columbrae, a dead-end star system relatively close to Gamma Leporis. The passenger ship is several light-seconds away from you, giving you a chance to stop your enemy before it's too late.

Of course, you're still tens of thousands of miles away, so you can't see the enemy at all. And your ship does not have windows, anyway;

all your views come from the electronic sensors mounted outside the ship. Nevertheless, even at this distance a laser beam can fry the entire ship.

If this is the player's first space battle read or paraphrase the following text to explain to them how space combat works in *Seven Worlds*. If your players are already familiar with the setting either skip this section or have an Assistant explain it to them.

You activate the Voyager's Coulborne Shield in battle configuration and a large dark sphere of energy surrounds the ship. Dozens of small robotic devices start running around the external surface of the ship, repositioning themselves. They are the ship's engines, thrusters, weapons and defenses, ready to move to the appropriate position during battle.

All of you "fly" along the ship's passageways, eager to get to your posts and prepare for battle. Some of you will take care of piloting the ship; others will handle weapons and defenses; yet others will manage the all-important Coulborne Shield and the ship's heat levels, probably the most critical job of all. Every action you take, every attack you sustain, every weapon you fire, all generate heat; as more heat accumulates inside the Coulborne Shield than can be radiated into space, systems begin failing until a crew faces the ultimate choice: Turn everything off and basically surrender; or stop wondering how melting feels. Space combat is ultimately a contest of endurance, not of power.

Most of you are strapped-in to your consoles, accessing all controls and information for your post through the VR interfaces in your lenses, and having your Assistants ready to support you (in both a virtual and very real sense) in your activities.

SPACE BATTLE

This first space battle is a simple one that the heroes should easily win. Take advantage of this to teach the players the particulars of space combat in *Seven Worlds*, particularly the heat rules.

Set up ten range counters as per the Chase rules. The terrorist ship begins in the first position, pointing away from the *Voyager*, while the heroes' ship chases seven SUs behind, pointing towards its enemy.

The enemy ship's strategy is to attack the *Voyager* with its lasers while attempting the Push maneuver to increase movement. As long as the enemy ship believes it has a chance of escaping the heroes and

continuing on to its target, it will not turn around. When the situation becomes such that the enemy ship feels it has no alternative but to destroy the heroes' ship, it will turn around and fight until either disabled or overheated. Only then will it surrender.

Keeping the heroes' Assistants involved helps set the mood of the combat. Remember Assistants are a great way to give the heroes basic information or remark on the nature of the combat, and are a constant presence on the ship. Also, make sure the descriptions take advantage of the details of how ships and weapons work.

Ideally, the enemy ship should be stopped but not destroyed. When the battle ends go to the next section.

- **Dauphinian Terrorist Ship:** Use the stats for Merchant Ship.

SCENE 4: A SURPRISE VISIT

Once the heroes successfully stop or disable the enemy ship, an Assistant tells them the passenger ship carrying Governor Therriault's daughter is changing course towards Nouvelle Vie. After a minute or so the heroes receive a transmission from the passenger ship with the captain's thanks for their help. Several escorts from Nouvelle Vie have been

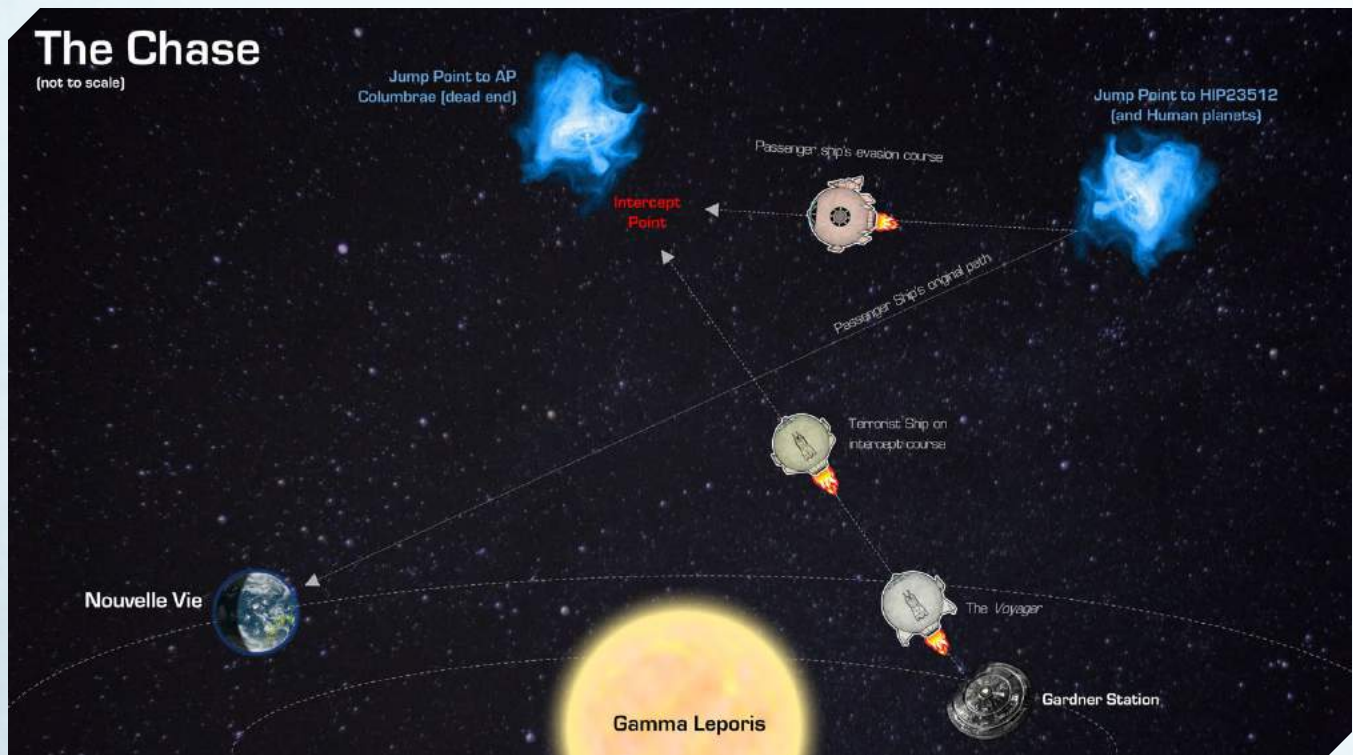
dispatched to protect the passenger ship, and will rendezvous with it in a few hours.

Have an Assistant comment that of course this will generate yet another diplomatic incident between Jubilee and Dauphin. If the heroes ask, the Assistant explains that Jubilee will accuse Dauphin's government of being behind the attack, while Dauphin will claim it is the work of terrorist elements not affiliated with the government. The politicians and Circle leaders will have their work cut out for them.

A STRANGE ARRIVAL

Both the heroes' and the enemy ship have been drifting steadily closer to the AP Columbrae "dead-end" jump point. Suddenly, as the heroes approach the enemy ship to check for survivors (or just when they're ready to leave), a red alert glow covers their VR view of the ship's dashboard, and an Assistant tells them that something has just jumped from the AP Columbrae star system.

If the heroes ask, their Assistants confusingly reply that nothing's supposed to be at the other side of the deserted jump point. It could be an explorer or scientific expedition ship, returning from a mission. After a few seconds, the Assistant stammers that it doesn't know what the arriving ship is, and requests permission to project a visual on the heroes' lenses.



Assuming the heroes approve, read or paraphrase the following:

What you're looking at looks like a huge, three-dimensional star-shaped object built out of some kind of black diffuse matter, with many slightly sparkling dots. It is definitely emitting energy and heat, but the info overlays on your VR screen show they are both very low, definitely much lower than what a ship of that size should emit.

This thing is definitely artificial, but you've never seen anything like this. It does not look human at all.

The thing begins to move, just slightly at first.

Tell the player who is playing the pregenerated character Maricelle that she has seen this ship before, the day her family's mining ship was attacked.

Allow the heroes a turn or two to talk about what they want to do. Then read them the following:

Suddenly your dashboard goes crazy, as the info overlays fill up with numbers showing a huge spike of energy! You barely have time to register what you've seen before everything goes nuts and explodes in front of you. "We're under att..." you hear an Assistant urgently scream, but you never get to hear the end of the sentence. The last thing you remember is the image of the floating menacing black asterisk floating in space, and then, everything goes dark...

DAMAGE FROM THE ATTACK

The attack automatically hits. Roll 4d8+6 damage against the heroes' ship. After applying the damage add the appropriate number of heat points to the Heat Pool, and then have the Engineer (when he or she regains consciousness) make a Heat roll with the appropriate modifiers. Note that the heroes' ship most likely still has damage and accumulated Heat Fatigue that has not been eliminated yet. The damage could be significant, but you should avoid destroying the heroes' ship at all costs. Modify any critical hits so that they give as much repair work to the heroes as possible without actually destroying the ship.

When the heroes' recover their wits (and get their systems back) read them the following:

As your systems come back online, you look at the readings on your screen. Whatever it was, it's gone now, having jumped back from where it came from. You're lucky to have survived that hit, whatever it was. Luckier than the terrorist ship, the burning-red debris of which you can see and detect outside. Now you know, for sure, there are no survivors.

What in the name of the Circle was that?!

If the heroes jump to the AP Columbrae point and follow the strange ship (after repairing their ship, of course) they find no ship and no energy reading to locate it. This is particularly strange since unless many days have passed, the ship's energy emissions should still be visible. The only likely explanation is that the strange ship has jumped again, but there are no known jump points in the AP Columbrae system other than the jump point to HIP 33499, and that jump point is several days away. So where did it go?

Approximately half an hour after this strange event, the heroes receive a transmission from Circle Headquarters in Clarke Station. Delta Officer Saucedo orders them to head back to HQ as fast as possible for a debriefing. Round-trip voice communications between the AP Columbrae jump point and Clarke Station take around eight light-minutes; consider that when role-playing the communication.

EPILOGUE

Ultimately, the heroes have to go back to Clarke Station in the orbit of Nouvelle Vie to report to their local superior, Delta Officer Bryce Saucedo. She's currently in one of her frequent angry moods.

"Alright, what did you do?," Delta Office Saucedo asks, standing away from her desk with complete ease, showing how accustomed she is to the fake gravity created by Clarke Station's centrifugal movement. The thick screen behind her simulates a window, with a beautiful view of blue, water-covered Nouvelle Vie far below. "Congratulations on your mission, you uncovered the terrorists, saved the Governor's daughter, blah blah blah. Good, pat yourselves in the back. Now on to the important stuff. Our sensors captured everything, but I don't know what they've captured. So please explain what you saw."

Allow the heroes time to explain in their own words exactly what they saw and did. Delta Officer Saucedo impatiently asks questions to move the story along. When the heroes are finished, read or paraphrase the following:

"Now I'll have to explain to the Dauphinians that no, we're not testing a new secret weapon against space property of Dauphinian companies, even if said property was piloted by terrorists at the time. Then I'll have to tell them that no, we are not allied with the Jubileans against them. I know how this will go. Fortunately, the entire planet saw the energy spikes, and they know what you saw was unique. This is not the first time such a weird thing has been seen in the last few years, you know. People say there's more aliens out there, nasty aliens this time, not N'ahili wussies. Others say it's our secret weapons division. Oh well."

"Anyway, your ship is being repaired. As soon as it's ready, I want you to go to Circle HQ in Concordia and report this to the boss. I'm sure Epsilon Leader Antoine will enjoy your story, and I want you lot out of here before some Dauphinian nutcase tries to take revenge on you. Lucky you, you'll get to see the Centenary Celebration. I've heard the Concordians are sparing no expense."

"Now get out. I've got to tell the EarthGov Ambassador to get off her butt and do her work." With that, you're dismissed.

This might be a good moment to explain who the N'ahili are, if the players ask.

AFTER THE MEETING

The heroes are now free to either begin the nine-week trip to Concordia or start exploring on their own. What happens when the heroes arrive at Concordia is detailed in the next adventure in the *Seven Worlds* campaign, available separately.

In the meantime there are many things to do and places to explore! Clarke Station and Nouvelle Vie are full of intrigue and conspiracy, as their unending conflict bubbles. And nearby locations such as Mussala Station and Bay Jing itself are full of other possibilities for excitement and adventure.

Have fun exploring the *Seven Worlds*!

ENCOUNTERS

This is a list of the creatures and enemies that appear in the included introductory adventure. See the *Seven Worlds* Setting Guide to find a comprehensive list of creatures found in *Seven Worlds*, both in the real world and in V-World.

CIVILIAN

Most civilians in the 23rd Century live normal lives, focusing on their trade or skills.

Found in: Everywhere

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Piloting d6, Knowledge (One specific trade) d6, Notice d6, Shooting d4, various other skills

Cha: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Mental Toughness:** 5

Hindrances: Varies

Edges: Varies

Gear: Assistant (skills and personality vary), tools of the trade.

TERRORIST

Terrorists, or Freedom Fighters (depending on who you ask), are ruthless and committed to their cause.

Found in: Everywhere, but mostly on Nouvelle Vie

TYPICAL TERRORIST

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (+2/+4); **Mental Toughness:** 5

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Combat Vest (+2/+4 AP4 against bullets), Combat Helmet (+3, head only), Assault Rifle (Range: 24/48/96, Damage: 2d8, AP2, ROF 3, Auto), stun grenade (Range 5/10/20, Damage: 3d6 non-lethal, Medium Burst), Assistant with at least a d4, Hacking skill.

TYPICAL TERRORIST (SPACE)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7/9 (+2/+4);

Mental Toughness: 5

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Reinforced vacc suit (+2/+4 AP4 against bullets), Vacc suit Helmet (+3, head only), Accelerator Rifle (Range: 15/30/60, Damage: 2d8, ROF 1, AP2, does not incur Zero-G penalty if attack die comes up 1 or 2), Assistant with at least a d4, Hacking skill.

VETERAN TERRORIST (SPACE)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Taunt d8, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8/10 (+2/+4);

Mental Toughness: 5

Hindrances: Loyal

Edges: Combat Reflexes, Dodge, Command, Zero-G Training.

Gear: Reinforced vacc suit (+2/+4 AP4 against bullets), Vacc suit Helmet (+3, head only), Accelerator Rifle (Range: 15/30/60, Damage: 2d8, ROF 1, AP2, does not incur Zero-G penalty if attack die comes up 1 or 2), Assistant with at least a d6, Hacking skill.

VEHICLES AND SPACESHIPS

The following ship appears in the included introductory adventure.

MERCHANT SHIP

Merchant ships are the workhorses of space, designed to transport cargo and valuables on long travels. Crews come in all shapes and sizes, but the typical crew is ready for everything... as long as there is money in it.

Top Acceleration: 6; **Toughness:** 14 (10); **Handling:** +0; **Heat Radiation:** +2; **Shield Effects:** 2; **Crew:** 3+8; **Jumps:** 10; **Weeks per Jump:** 1

Abilities: Knowledge (Ship Ops) d8, Piloting d6, Shooting d4, Repair d4

Notes: Heavy Armor, Spacecraft, Improved Stabilizer, 1 Healing Pod

Weapons:

- 1 × Light Laser Cannon (Range 4/8/16; Damage 3d6; AP 6; RoF 1; PDLB RoF 5; Heat Points 3; HW)
- 1 × Light Missile Launcher (Range 1/2/4; RoF 2; Heat Points 1; 2 reloads per launcher, no nuclear missiles).
Available Ammo:
 - ⊕ 4 Kinetic Missiles (Damage: 3d6; AP: 8; HW)
- 2 × Mine Cloud Defenses



SEVEN WORLDS

ATTRIBUTES

AGILITY d8

SMARTS d6

SPIRIT d4

STRENGTH d6

VIGOR d8

BASE STATS

PACE 6

CHARISMA +1

PARRY 6

TOUGHNESS 9(2)

MENTAL TOUGHNESS 4

HINDRANCES

Heroic Loyal

Death Wish (quell guilt for classmate's death)

EDGES

Military Family

Experienced Officer

Ace

Brawny

Soundrel

WOUNDS

-1

-2

-3

INC

-2

-1

Permanent Injuries

SKILLS

d8 Fighting

d6 Intimidation

d6 Notice

d4 Persuasion

d10 Piloting

d4 Repair

d4 Knowledge (Ship Ops)

d8 Shooting

GEAR

ARMOR

Head:

Torso: +2/+4

Arms: +2/+4

Legs: +2/+4

Reinforced Vaco Suit (Spacesuit); WT 8

Assistant

2 Bloodstoppers

EQUIPMENT

Total WT: 15 lb

WT Limit: 30 lb

Penalty: 0

ASSISTANT

Name: Jonathan Gender: Male Program: 3

Personality: Serious, proactive, formal, efficient, military.

Skill Modules: 1 Level I Skill, 1 Level II Skill

d4 Notice

d6 Persuasion

WEAPON

RANGE

ROF

DAMAGE

AP

WT

NOTES

Enhanced Autopistol 12/24/48 1 2d6 1 4 Semi-Auto, 20 bullets, can also fire 1 explosive round (2d8, AP4, SBT)

Combat Knife 3/6/12 ---- Str+d4 --- 2 Cutting, piercing.

1 extra explosive round (ammo)

PSIONIC POWER

COST

RANGE

DAMAGE/EFFECT

DURATION

5

10

15

20

25

30



SEVEN WORLDS

Duarthe

Name

Zarina ("Gee")

Homeworld

Alpha-level Officer (Novice)

0

Rank and Level

XP

ATTRIBUTES

AGILITY d6

SMARTS d8

SPIRIT d8

STRENGTH d6

VIGOR d4

BASE STATS

PACE 6

CHARISMA -2

PARRY 5

TOUGHNESS 5(2)

MENTAL TOUGHNESS 6

HINDRANCES

Small Outsider Pacifist(m)

Vow(m): Psion Vow

EDGES

Arcane Background (Psionics)

Soul Drain

Mentalist

SKILLS

d6 Fighting

d4 Healing

d6 Intimidation

d8 Investigation

d4 Knowledge (Science)

d8 Notice

d8 Psionics

d6 Shooting

GEAR

ARMOR

Head:

Torso: +2/+4

Arms: +2/+4

Legs: +2/+4

Reinforced Vaco Suit (Spacesuit); WT 8

Assistant

2 Bloodstoppers

Portable Healing Kit

EQUIPMENT

Total WT: 15 lb

WT Limit: 30 lb

Penalty: 0

WEAPON

RANGE

ROF

DAMAGE

AP

WT

NOTES

Enhanced Autopistol	12/24/48	1	2d6	1	4	Semi-Auto, 20 bullets, can also fire 1 explosive round (2d8, AP4, SBT)
Combat Knife	3/6/12	----	Str+d4	---	2	Cutting, piercing.
1 extra explosive round (ammo)						

PSIONIC POWER

COST

RANGE

DAMAGE/EFFECT

DURATION

Bolt	1-3	12/24/48	2d6/3d6	Instant; Against Mental Toughness
Deflection	2	Touch	-2/-4 to enemy attacks	3 (1/round)
Read Surface Thoughts	1	Smarts	Special	Instant

WOUNDS

-1

-2

-3

INC

-2

-1

Permanent Injuries

ASSISTANT

Name: Dante Gender: Male Program: 3

Personality: Floating black point, obedient, slightly rebellious

Skill Modules: 1 Level I Skill, 1 Level II Skill

d4 Knowledge (Science)

d6 Hacking

5 15 20 25 30



SEVEN WORLDS

Maricelle

Name

Nouvelle Vie

Homeworld

Alpha-level Officer (Novice)

0

Rank and Level

XP

ATTRIBUTES

AGILITY d6

SMARTS d8

SPIRIT d6

STRENGTH d4

VIGOR d6

BASE STATS

PACE 6

CHARISMA -2

PARRY 5

TOUGHNESS 7(2)

MENTAL TOUGHNESS 5

HINDRANCES

Bad Luck (Major) Outsider

Cautious

EDGES

Zero-G Training

Miner

SKILLS

d6 Fighting

d10 Knowledge (Ship Ops)

d4 Notice

d6 Piloting

d8 Repair

d6 Shooting

d4 Streetwise

d4 Taunt

GEAR

ARMOR

Head:

Torso: +2/+4

Arms: +2/+4

Legs: +2/+4

Reinforced Vaco Suit (Spacesuit); WT 8

Assistant

2 Bloodstoppers

EQUIPMENT

Total WT: 15 lb

WT Limit: 30 lb

Penalty: 0

WEAPON

RANGE

ROF

DAMAGE

AP

WT

NOTES

Enhanced Autopistol 12/24/48

1

2d6

1

4

Semi-Auto, 20 bullets, can also fire 1 explosive round (2d8, AP4, SBT)

Combat Knife 3/6/12

Str+d4

2

Cutting, piercing.

1 extra explosive round (ammo)

PSIONIC POWER

COST

RANGE

DAMAGE/EFFECT

DURATION

WOUNDS

-1

-2

-3

INC

-2

-1

Permanent Injuries

ASSISTANT

Name: Papa

Gender: Male

Program: 3

Personality: Image of dead father, caring, loving, never angry

Skill Modules: 3 Level I Skills

d4 Knowledge (Science)

d4 Investigation

d4 Hacking

5

10

15

20

25

30



SEVEN WORLDS

Seela Atherton

Name

Concordia

Homeworld

Alpha-level Officer (Novice)

0

Rank and Level

XP

ATTRIBUTES

AGILITY d8

SMARTS d6

SPIRIT d4

STRENGTH d6

VIGOR d6

BASE STATS

PACE 6

CHARISMA +2

PARRY 5

TOUGHNESS 7(2)

MENTAL TOUGHNESS 4

HINDRANCES

Zero-G Sickness Death Wish (What happened to Aaron?)

Quirk(m): Always neat&clean, even when disguised

EDGES

Acrobat

Attractive

Diplomat

SKILLS

d4 Fighting

d6 Investigation

d4 Notice

d6 Persuasion

d6 Hacking

d8 Shooting

d8 Stealth

GEAR

ARMOR

Head:

Torso: +2/+4

Arms: +2/+4

Legs: +2/+4

Reinforced Vaco Suit (Spacesuit); WT 8

Assistant

2 Bloodstoppers

EQUIPMENT

Total WT: 15 lb

WT Limit: 30 lb

Penalty: 0

WEAPON

RANGE

ROF

DAMAGE

AP

WT

NOTES

Enhanced Autopistol	12/24/48	1	2d6	1	4	Semi-Auto, 20 bullets, can also fire 1 explosive round (2d8, AP4, SBT)
Combat Knife	3/6/12	----	Str+d4	---	2	Cutting, piercing.
1 extra explosive round (ammo)						

PSIONIC POWER

COST

RANGE

DAMAGE/EFFECT

DURATION

WOUNDS

-1

-2

-3

INC

-2

-1

Permanent Injuries

ASSISTANT

Name: Chloe

Gender: Female

Program: 3

Personality: "best friend," confidant, attractive, nosy, inappropriate

Skill Modules: 1 Level I Skill, 1 Level II Skill

d4 Persuasion

d6 Hacking

5

10

15

20

25

30

SEVEN WORLDS

SHIP STATS SHEET

BASE STATS

Ship Name: Voyager Top Accel: 10 Handling: +1
 Shield Effects: 3 Crew: 1+5 Heat Radiation: +4
 Jumps: 8 Weeks per Jump: 1
 Abilities: NA (It's the heroes' ship!)

Toughness

19

(12)

Coulborne Shield

NOTES

Heavy Armor, Spacecraft, Improved Stabilizer. 2 Healing Pods, 6 V-World Pods. Ship's Locker contains one Light Combat Vacc Suit and one Vacc Suit Helmet for every member of the crew.

WEAPONS AND DEFENSES

#	Weapon	Range	Damage	AP	RoF	Heat Points	Notes
2x	Light Laser Cannons	4/8/16	3d6	6	1	+3	HW; Point Defense Laser Battery RoF: 5
2x	Medium Missile Launchers	1/2/4	----	---	4	+1	HW; 4 reloads per launcher, maximum 1 nuclear
Available Ammo: 4 Kinetic Missiles (Damage: 3d6; AP: 8), 2 Nuclear Missiles (Damage: 2d10; AP: 12)							
6x Mine Cloud Defenses							



SEVEN WORLDS

PROJECTILE TRACKING SHEET

Use this sheet to track the number and type of projectiles approaching your ship as well as how many rounds are left until each batch of projectiles hits. For each batch of fired projectiles, note the number of incoming projectiles in the box corresponding to their initial firing range. Cross out the boxes to the left. Each round after the ship performs defensive actions write down remaining projectiles on the next box to the right. If you run out of boxes to the right, the remaining projectiles hit!

Projectile type, if known. (Kinetic, Nuclear, Neutron, NNEMP, Coilgun, cloud, etc)

Number of Incoming Projectiles per range / round

Damage inflicted by
any projectiles that hit

Comments



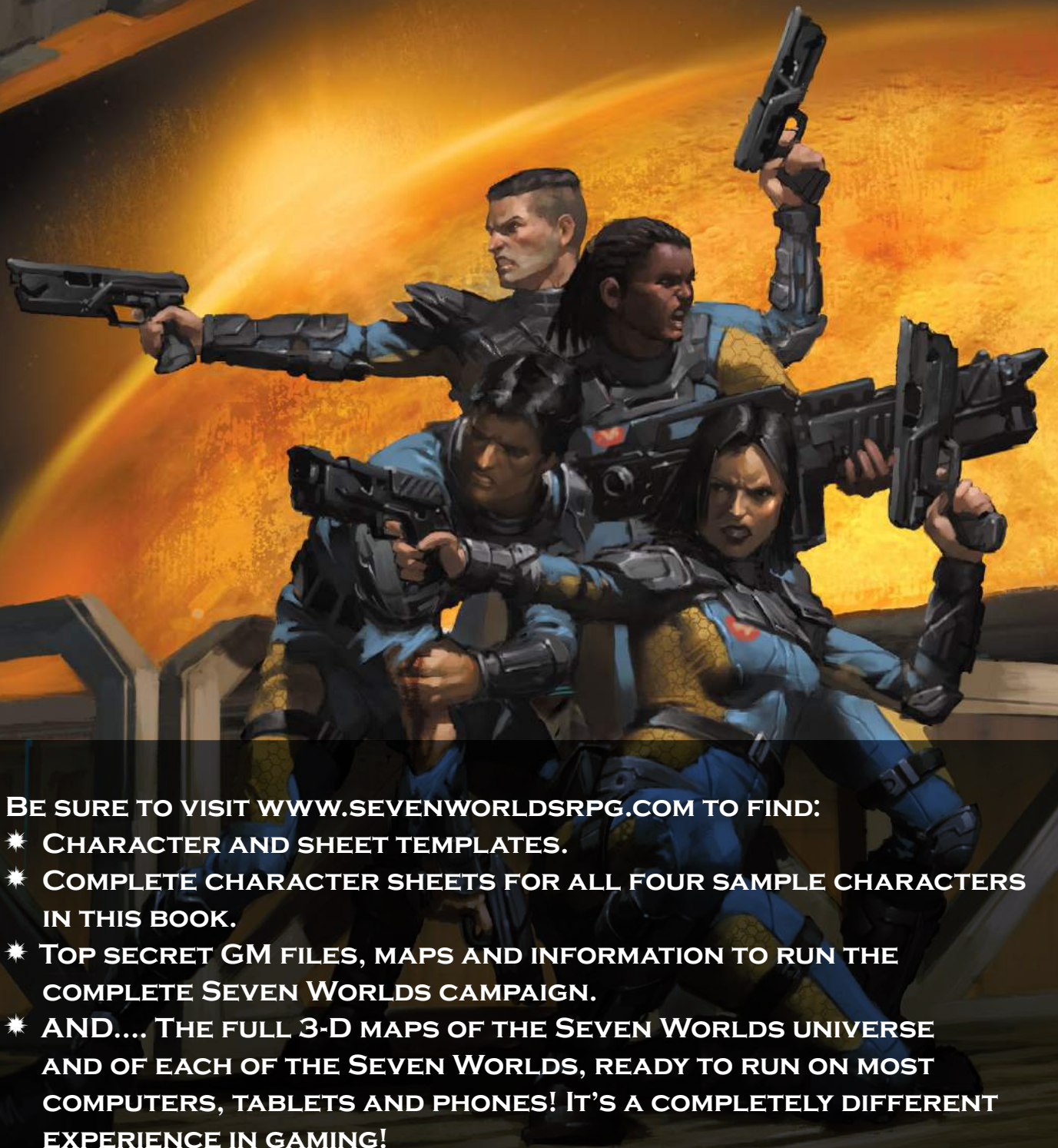
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