FAMILIAR FACES VOL.1

FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG

1E

SPICY TUNA

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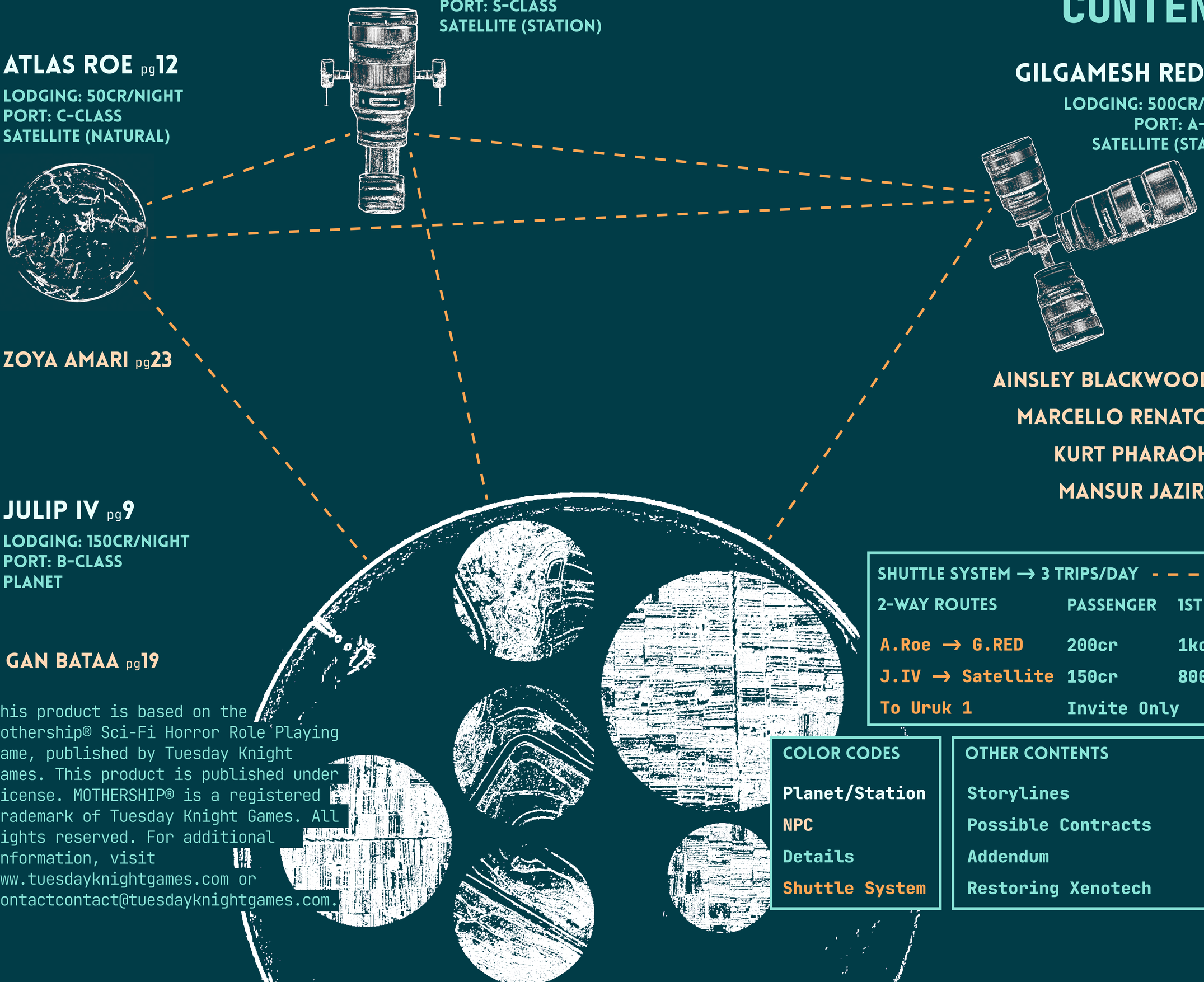
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SHUTTLE SYSTEM → 3 TRIPS/DAY		
2-WAY ROUTES	PASSENGER	1ST CLASS
A.Roe → G.RED	200cr	1kcr
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To Uruk 1	Invite Only	

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A BOOK OF SEEDS [3.1]

- **MADE TO FIT IN ANY UNIVERSE:** NPCs in this book are supposed to have interesting **professions that are necessary for any future world.** There will be wealth that obsesses over found artifacts across the universe and there will be adventurers who come across ancient xenotech they have no idea how to use. Therefore, there must be specialists who provide services to solve these issues.

  These characters are designed to work independent of their setting and plopped into any other space station or planet. Please use a single sentence or the entire book for your home games.

- **THE SEEDS:** This is a passion project inspired by Chris McDowell's work on Electric Bastionland and Sean McCoy's + TKG's work in the Mothership modules. They provide subtle settings. They bake in assumptions and favor lore + flavor over canon. This is what Familiar Faces aspires to do.

  The seeds are scattered in the NPCs' acquaintances and motivations. Many of these seeds won't be watered during future issues, but we hope there ends up being hundreds of versions of the Laughing Sphinx Corporation, Uruk 1, and Eudaimonia.

- **WEAVING TOGETHER THE SPICY TUNA UNIVERSE:** Familiar Faces is designed to connect Spicy Tuna's other zines. Volume 1 has connections to Knights of Lazarus and the upcoming Incorporated Vol.1 zines. In some ways the professions inside of Familiar Faces Vol.1 were inspired by Spicy Tuna's other zines.

  We have provided connections to other products so wardens can easily tie adventures together in their ongoing campaigns or keep familiar elements for players through smaller session games.

  We did not include these connections to limit use or require additional purchases. For example, despite the connection to Adonna Camsal from the Yucatan Tech Co, a warden does not need to purchase any additional products to successfully use her in a storyline. Adonna can be used as any other seed in the book without additional information about Yucatan Tech Co.

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Editing: **Greenspore**

5 WAYS TO USE THIS MODULE [4.1]

1. Home Base for Shore Leave
The **Julip IV System** can be as restoring or dangerous as a warden wants to make it.

It offers players a sandbox of opportunities, shore leave experiences, local conflicts, and mission seeds.

2. Piecemeal into your campaign.
Modularly pull people, places, or things into existing campaigns as needed.

3. One-Shot Trove
Suggestions

- Explore **Atlas Roe [12.1]** in search of a specific **bunker [15.1]**. Once the crew finds it, the contents will guide the second half of the adventure. Use the **Enforcer Table [14.1]** to intensify the danger.
- Navigate **political conflict [Page 11] on Julip IV [9.1]**. Use the **Julip IV Notables [9.2]** to fill out who the crew can interact with or search for. Optionally use **Gan Bataa's Motivations [20.3]** or intertwine the politics of **Uruk 1 [45.2]** into the adventure.
- Follow any **Storyline from [5.1]**.
- Take a job from any of the Major NPCs from one of the **Possible Contracts [7.1].**
- Use any Major NPC and their profession as inspiration for an adventure. **[19.1],[23.1],[31.1],[35.1], [39.1],[43.1].**

4. Follow a Storyline [5.1]
Storylines provide optional ways to introduce major NPCs. They progress over 5 events.

They can be used in two ways.

a. As individual adventures,

b. Dangerous happenings to spice up shore leave.

Guidelines to run storylines as dangerous happenings on shore leave: before running a storyline, allow players time to get to know at least one location in this book, run a single storyline at a time, and space them out to give players opportunity to utilize shore leave.

5. Build an adventure around Possible Contracts [7.1]
Contracts give context to what major NPCs are currently working on.

Contracts can be used as a whole or deconstructed into stand alone parts. For example, wardens may be more interested in using skitter leeches as an adversary than using the full exhibition contract for Kurt Pharaoh.

Wardens can use the **"Need to Hire"** section to craft an entire adventure around and give reason to building relationships with the NPCs.

People and Places to Help Fill Out Any Number of Adventures:

Planet and Satellite Notables: [9.2], [12.2], [25.2],
Major NPC Acquaintances: [20.2], [24.2], [32.2], [36.2], [40.2], [44.2]
Businesses: Weapons Wing [27.3], Information Hall [27.5], Topographics [28.1]
Outside Groups: Imaginaria [46.1], Grey Terror Cartel [46.2] Iron Tiger [46.3]

STORYLINES [5.1]

Storyline Synopses

Risomania Horror Infection:

Without the rest of The Slant Initiative [11.2] knowing, Sutton Song [9.2] has decided to expedite Julip IV's pivot into manufacturing by hiring the bioterrorist group, Imaginaria [45.3]. Things don't go according to plan.

Attack on Gilgamesh Red.

A calculated plan of attack results in OmBreaker Mobile Suits stolen from Mansur Jaziri's Hidden Workshop [28.5] as they are used to raid Ainsley Blackwood's Xenotech Restoration Studio [26.1].

Hidden Person's Inc Data Breach.

Zoya Amari [23.1] is discovered as the former hacker, Red Bird, that was thought to have brought down the Grey Terror Cartel [45.4]. They now seek revenge.

Time Between Events

Always time events to the playstyle of your group. For investigative tables, an event may happen once a session. For quick-paced reactive groups, the events may happen every 40 minutes over the course of a one-shot.

Julip IV [9.1]	Gilgamesh Red [25.1]	Atlas Roe [12.1]
Risomania Horror Infection	**Attack on Gilgamesh Red**	**Hidden Persons Inc Data Breach**
Sutton Song [9.2] hires Imaginaria [46.1], a bioterrorist corp to infect 20% of Julip IV's crop. Imaginaria imports **Risomania Horrors** into Julip IV's Southern hemisphere which infect the crop. 1	**Docks shut down for new landings for the next 48 hours** due to overparking. "Gilgamesh Red has entered capacity. We ask all non-owners to depart the station." 1	**Coordinated EMP bombs detonated in all populated areas of 200+ people on Atlas Roe.** Grey Terror snipers and search parties land on two desolate areas on the moon. 1
Hagatha Labs identifies the horrors. **Consumption of crop causes hallucinations. Body Save at Disadvantage.** Cases increase. **Julip IV halts all exports and passenger travel.** 2	**Security cameras across the station glitch.** GR Cybersecurity team is unable to reverse. GR Cybersecurity enlist **Water Hose Inc. [27.6]** for assistance. **Stabilized after 40min.** 2	Message delivered: "This is Rixon Barbara of the **Grey Terror Cartel [46.2]. We are here to extract Ayana, also known as Red Bird, or Zoya Amari [23.1]. Departing ships will be destroyed.** Cooperation is best." 2
Determination of sabotage is established. **Food shortage warnings hit all Julip IV Satellites [12.1],[25.1],[45.2].** **Julip Cardinal Police preemptively arrest all minority politicians and visitors.** 3	**Station security prioritizes** bunkering **Ainsley Blackwood's Studio [26.1]**, **Mansur Jaziri's Workshop [28.5]**, **Weapons Wing [27.3]**, and **Station Supports [27.2], [28.2]**. Visitors quarantined in the **Sit Down District [26.4].** 3	**3x Local Enforcers sniped across the moon. [Recommended: the crew witness one instance.]** **Hidden Persons Inc [12.1]** has notified and confirmed contact with all hidden persons on Atlas Roe. 3
Food Supplies: Uruk 1 at 70 days. Atlas Roe at 30 days. Gilgamesh Red at 24 days. **Uruk 1 sends demands for Julip IV to share their crops and resume exports.** Julip IV Satellites **restrict food supplies to non-citizens.** 4	**Mansur Jaziri's Workshop** is raided. 8 security officers and 11 assailants dead in gunfight. **3x OmBreaker Mobile Suits are stolen. C:70 Arm Cannon 4d10 S:20 H:3(40)** 4	**Triplets of hitmen begin infiltrating towns. C:50 2d10 S:35 I:45 H:2(35)** Casualties increase, prisoners taken and used to sniff out Zoya Amari. 4
Sutton Song is arrested. 2 days later a **mercenary blockade forms 35km from the Julip IV Satellites** declaring they **will attack any ships coming in or out** of the blockade. 5	OmBreakers slowly make their way past security **en route to Ainsley Blackwood's Studio**. 5	**Hidden Persons Inc. restores contact** at risk of exposing their safeguards. **Grey Terror Cartel begins bombing plots of "uninhabited land".** 5

POSSIBLE CONTRACTS [7.1]

Gan Bataa: Spidroina Silk Farmer [19.1]



Client: Blackfog Defense Services **Contract**: SPDN-889381
Silk: Spidroin 45. 110 Bolts.
Price: 385kcr/unit

Description: Marked **"Emergency Order"**. New client requires bolts to be vacuum packed and labeled as "Linens". **Must be delivered to Gilgamesh Red via private courier.**

Need to Hire: Delivery to Gilgamesh Red. **(Budget: 3kcr)**

Marcello Renato: Numismatist [26.3],[35.1]



Client: Gustav Montano **Contract**: 7562J9
Coin: Eta-Hau Asteroid Colony. **Price:** 500cr. Purchase 110cr/coin.

Buying ☐ **Selling** ☒ **Identification** ☒ **Cleaning** ☐ **Grading** ☒

Client Description: 1140x precious metal coins. Found in ground. No space exposure.

Inspection Notes: Discovered superficial aging and is suspected to be a current currency taken from **Kinkase Colony**.

Need to Hire: **Security and escort out of Gilgamesh Red** until Gustav Montano is captured and imprisoned. **(Budget: 5kcr)**

Zoya Amari: Defense Robot Engineer [23.1]



Client: Guay Khartoum **Contract**: HB-89MI03
Bot: Pod Released Acceleration Bot
C:60 1D10 **Crit:** Blunt **S:**50 **I:**40 **H:**2(15)
Price: 400kcr for 10 units

Description: Ceiling clinging pods. High acceleration hover bot. Plated for ramming. Electric net gun. Paid in full. Delivery needed.

Need to Hire: **Requires delivery to Sentinalis Core** (distant planet in the same solar system as Julip IV). **(Budget: 40kcr)**

Kurt Pharaoh: Artifacts Curator [27.4],[39.1]



ExhibitionTitle: Dormancy. The Untold Skitter Leech Story.
Client: Varmint Atheneum Co. **Contract**: 3SE-67820
Contact: Melody Shelley **Price**: 550kcr

Description: Skitter Leech remnants and full specimen. A single full specimen delivered. **Dormant states allow survival without nutrients for up to 4 years. Devours organic substances slowly.** Display requires blown-up images of the molecular structures.

Need to Hire: Additional specimen for dissection required. Specimen was recovered from the overran asteroid mining station, **Bixpatch 12**. Still thought to be infested. Additionally, **remnants found for auction on the Jostings Moon Colony**. **(Budget: 90kcr)**

Ainsley Blackwood: Xenotech Restorator [26.1],[31.1]



Client: Calliope Research Group **Contract**: 983K41G-94
Xenotech/Artifact: Teleportation Credenza
Restoration Price: 88kcr

Function/Repair: **Teleports organic lifeforms** who crawl inside **somewhere in a 30m radius**. Unpredictable destination. Credenza is **currently disfiguring beings when teleported**.

Need to Hire: **Gather non-intelligent organic lifeforms** to use for testing after repair. **(Budget: 22kcr)**

Mansur Jaziri: Mobile Suit Designer [28.5],[43.1]



Client: AMSIR Explorations **Contract**: M819D-09H1
Mobile Suit Working Title: Curl n' Roll Zero Grav Mech Suit
Roll Attack: 4d10 **Crit:** Blunt **Armor:** 13
Restoration Price: 1.2mcr (2x suits).

Description: Requires iridium plating on exterior, three troy pounds per suit. Mech suit capable of curling into a ball for traveling at high speeds. Zero-G.

Need to Hire: **Iridium** is currently **unavailable in the Julip IV System**. **Four troy pounds needed.** Avg. Price: 55kcr/troy pound. **(Budget: 250kcr)**

JULIP IV

[9.1]

Planet

Julip IV was settled 643 years ago by inhabitants of the **Zadari Solar System.** Prior to landing, there was no intelligent life on the planet. The **natural terrestrial fauna lacks diversity**, comprising mostly of amphibians, smaller reptiles, and a few avian species.

Julip IV depends on its massive agricultural industry. The soil is naturally rich and nutrient-dense, and the **government-funded research is largely dedicated to biotechnology.**

Julipians are practitioners of Mendelian genetics, selective breeding of seeds, and regenerative agriculture. They use a variety of techniques including the use of cover crops, seasonal crop rotations, minimal tilling, natural composts, microbial inoculant injections, and genetic engineering to specify growth and nutrient development responses to the unique atmospheric, water, and soil conditions of Julip IV.

Most produce is immediately powderized, sealed, and **processed into nutrient-dense meal supplements for exporting.** The remainder is kept fresh for the local inhabitants.

All **land on the planet is owned by the Julipian Government which is rented through long-term contracts.** Currently, **40% of the land is being farmed.** The remainder of the land is made up of dense forests, rainforests, and scarce plains. A single desert sits in the southern hemisphere.

60% of the planet's water is fresh, most of it stored in underground aquifers. Julip IV has a relatively small ocean, but abundant with fresh water lakes that sit above aquifers.

Livestock on the planet must be genetically modified to produce less environmentally impactful gasses such as phosphorus to prevent evaporation of the lakes and a runaway greenhouse effect.

Notables 9.2

- **Igor Gillespie:** Croft Party [11.1] Senator and Livestock Farmers Ambassador.
- **J. Gurragchaa:** Trust Party [11.3] Head of Interplanetary Relations.
- **Sutton Song:** Slant Initiative [11.2] Representative and cybernetics dealer.
- **Renee Richards:** Grains and berry farmer.
- **Vanessa Romero:** Middle manager of From Julip, a food safety and inspection agency that also manufactures meal supplements.

1d10 Julip IV Towns Table 10.1

	Standout Building	Sight
1	Most of the city is made up of greenhouses.	Large mechs harvesting giant leafy greans.
2	Electronics warehouse and distributor.	Residential 3D Printer making rows of mixed-use buildings.
3	Prison dome. Guarded by anti-air turrets.	Huddles of electric sheep explore freely on the streets.
4	Salvage yard.	A pair of bicycle couriers swiftly delivering packages.
5	Pop-up market. Patches, Small electronics, and more.	A series of unattended closed roads taped off for safety.
6	A highbrow casino.	Street taco cart with a long line.
7	Art gallery. Dealers occupy a variety of stations.	Giant statues made of welded scrap steel. The statues resemble ferns or spiked fists.
8	Livestock racing track.	Stacks of tires and metal wheels.
9	Bar district serving homebrewed whiskeys and gins.	A dune buggy rental lot. 140+ unique vehicles.
10	Parliament building.	26x 80ft silos.

1d5 Farm Spark Tables 10.2

	Animal	Genetic Modifier
1	Bison	Thick wooly coat
2	Guinea hens	Docile and high-protein milk producing
3	Yaks	Stomach bacteria limits diseases the animal is capable of carrying
4	Alpaca	Extreme longevity and health modifiers
5	Water buffalo	1.5x-2.2x natural size
	Crop	**Genetic Modifier**
1	Leafy greens	Oversized/Crunchy/Easier to powderize
2	Grains & grasses	Rapidly grows in a few days
3	Cotton, Flax, & Hemp	Hypoallergenic modifier + carbohydrate increased biosynthesis
4	Berries and vines	Nutrient + mineral density + increased flavonols and phenylpropanoids (metabolites)
5	Root vegetables	Mycellium, bitters, and cardiac glycosides modifiers

JULIPIAN IV POLITICAL PARTIES

The Croft Party 11.1

- **Increase Julipian farmland to 70% of total land use over the next three years. Half of new farmland will be state-ran, increasing high-paying governmental employment and expanding state-owned exports. Decrease local taxes by 85%.**
- Increase the gross national income by 80% through the increased farmland initiative.
- High emphasis on the economic relationships with the Julip IV's Satellites.
- Recent Political Wins
  - 60,000 sq km of new privately-ran farmland (converted from forests) **dedicated to a financial assistance program aimed at helping citizens whose lineage traces back three generations.** Extra tax for use of gov. equipment.
  - **Increased emission taxes** and heightened regulations on the genetic enhancement requirements for livestock.

Slant Initiative 11.2

- **Decrease reliance on interplanetary imports of medicine, central processing units, cybernetics, farm equipment, and transportation. At current, dependence presents a potential economic and safety hazard for the planet.**
- Quadruple available licenses for manufacturing businesses for the above categories.
- **Increase technological output** on the planet. They intend to **redistribute current R&D funding** (currently dominated by agricultural biotechnology).
- To combat increased emissions they plan to **invest 100mcr into direct air capture technology.**
- Recent Political wins
  - 20% decrease in manufacturing tax for businesses that export less than 40% of their production.
  - **Prevented the previous 4 attempts to deprivatize the manufacturing industry.**

The Trust Party 11.3

- **Minimize current government restraints, decrease taxes, and shrink the overall power of the government.**
- They believe the **government should be economically self-sustaining and run as a corporation** whose primary function is a "middleman" between local production and interplanetary trade partners. This will **decrease the taxes on the people, increase defense funds, and provide more ecological and agricultural grants.**
- Recent Political Wins
  - **Started the Department of Economy with elected representatives from each political party.** Their first start up provides rehydration systems and maintenance.

ATLAS ROE [12.1]

Satellite (Natural)

The only natural satellite of Julip IV [9.1]. All land on Atlas Roe is privately owned by a few hundred individuals. Most own large areas, towns, or subterranean parts of the moon, while a few own small plots, single houses, or other living areas.

The moon is home to several towns and villages - most of which are not neighboring. **The majority of the land is accepted to be "unoccupied".**

- **Relatively safe place** to meander, depending on the town's enforcement.
- **UBI covers living expenses.**
- Government paid utilities cap usage for individuals unless they operate a registered export business.

Notables 12.2

- **Husk Cruto:** Head of the Chainmail Street Gang.
- **K. Cola:** "Hidden Person" - Android under protective services for discovering the blackmarket identies in the Zadari Solar System.
- **Nayiga Masiko:** Owns Busia Munyenye, the most populated city and unofficial trade capital on the moon.
- **Guglielmo Marconi:** "Hidden Person" - Radio engineer who gathered intel on the Cells Syndicate during installations and repair jobs.

Hidden Persons Inc uses Atlas Roe as a new home for displaced people hunted by bad actors. They hold several contracts with the owners of towns and provide people under their protection with stipends for personal expenses exceeding the moon's UBI. They offer additional services that enable their protected persons' self-sufficiency.

The people living under protective services are pulled from a variety of solar systems and, for the most part, **are unaware that others under protective services live here.**

Atlas Roe is one of many new homes they chose because of the **lack of off-moon trade.** Most of the wealth is held off-moon and the commercially more significant satellites and planets nearby detract interest from Atlas Roe.



Atlas Roe Towns Table 13.1

	Small Business	Feel
1	Western saloon.	Echanting bayou town.
2	Well diggers.	Abandoned and haunted.
3	Slickware derived from ancient action movies.	Ragtag, broken down, and being watched.
4	Religious fiction writers. Manifestos, commandments, and more.	Whistling winds and rambunctios citizens.
5	Specialized drone manucturer.	Odorous with looming buildings.
6	3D printer specializing in locksmithing.	Oddly modern. Cameras on every corner.
7	Optical cybernetics.	Welcoming and homey.
8	Mercenary assignment agency.	Occasional howls and sounds of weapons.
9	Venom and poison zoo with viles for sale.	Quiet and laidback.
10	Notable interplanetary heirlooms.	Aged with little life. Few people poking out.

1d10 Services Spark Table on Atlas Roe 13.2

	Small Business	Motivation
1	Psychology	Altruism
2	Crafting	Experimentation
3	Tracker	Ambition
4	On-Moon Transport	Building Network
5	Data Mining	Safety
6	Dispatch	Necessity
7	Firearms + Explosives	Curiosity
8	Entertainment	Wealth
9	Night Moving/Vanishing	The Challenge
10	Guns for Hire	The Danger

Enforcers Table 14.1

	Enforcer Group	Characteristics
1	**Stimpak Junky Street Fighters.** Red headbands hold back shoulder length hair, rugged arms, cutoff sleeves. **Shotguns** (3d10) and **Brass knuckles + Steel-toed boots** (1d10). **Stimpaks** (3x).	Looking for a fight. Flaky. Purchaseable.
2	**Freerunners.** Small boosters on the soles and heels of their boots. **Quick-release wing suit. Net gun** (Body save or become captured. Strength [-] check to escape.) **Tranq Pistol** (1DMG).	Capture first, talk second. In and out, low risk.
3	**Chromed-out Cops.** White helmets, dark visors, chewing seeds. Tactical vests, **Revolver** (1d10), and **Stun baton** (1d5).	Patrolling. Won't share information but open to conversation. Grimaced.
4	**Flocks of Obviously Robotic Birds.** Red light eyes, sparse feathers, mechanical squawk. **Alerts owner when danger is sensed. Divebomb** (1d5 per bird).	Loud, twitchy, not afraid to get close.
5	**Autonomous Hover Drones.** AI programmed to confront and discuss reasons for visits as they enter the town's territory. Models vary. **SMG** (2d10).	Near-silent. Assertive, yet avoids violence when able.
6	**Cyborg Retired Merc Vets. Handwelder arm attachment** (1d10) **Tranq pistol** (1DMG).	Calm. Reserved. Bored of violence.
7	**Barfly Sheriff.** Smirk with a furrowed brow. Casually dressed and bulked up. **Revolver** (1d10).	Talks slick. Not concerned. Quick trigger if needed.
8	**Dune Buggy Driving Greasers.** Teched out with holographic communicators and dark glasses capable of **short-range x-ray and long-range thermal vision. Foam gun** (1DMG) and **Crowbars** (1d5).	Rambunctious. Talks tough, but slow to violence. "I'll show you around."
9	**Robo-Hounds.** Patrols in **packs of 6.** AI programmed for intimidation. Loud barks. **Speakers allow owners to communicate with visitors. Hydraulic bite** (2d10).	Cornering. Abrasive. Calculated.
8	**Civilians.** Relaxed and happy. **Revolver** (1d10).	Inviting. Salesy. Wants visitors to stay.

1D10 I FOUND A BUNKER SPREAD

[15.1]

1 3x weeks of rations. Stacks of funnels and plastic bottles. Oil, paint cans, soap molds. **Adelina Perez**, a woman missing for eight years. **She knows Atlas Roe [12.1] is a safe haven used by Hidden Persons Inc and claims that the agency is actively making people disappear** under false pretenses. She wishes to leave the moon and ruin Hidden Persons Inc.

She is **highly reactionary** and **prone to violence** if threatened. **Quick to take cover** and claims to have the blast shelters rigged with explosives.

2 2x months of rations. An unreadable note stamped vigorously with green ink. Metal racks are loosely built. Bolts of fabric. A pulse rifle. Awful bedding.

Laser-engraved, non-uniform curved lines texture the walls. If viewed at a distance, 5ft tall fingerprints can be distinguished.

High-quality images of the fingerprints can be run through planet and solar system databases. **4 of the 17 unique fingerprints will pull 2-5 potential matches each on Sentinalis Core** (distant planet in the same solar system as Julip IV).

Only **one name pulls multiple times from the prints: Hank Swisher.**

3 1x month of rations. **Large white linens divide the room into sections. The section in the middle is illuminated by 4x floodlights that make the entire bunker glow. A large pile of ancient coins are scattered across the floor.** Beheaded heroic figures are lined against the back wall with **6 vibechetes** above them and carefully **carved, "Marcello Renato" [35.1] on the wall.**

4 4x months of rations. A collection of records and a record player are pristinely kept in the backroom (20kcr). **Among the records are recordings of the Julipian IV Trust Party [11.3] promising crop subsidies to the royal prince of the Uruk 1 [45.2] mixed government in exchange for endorsement in the upcoming Julip IV elections.**

5 No rations. The floor is bare besides a large white circle surrounding a grated door in the floor. **Pitch black dark tunnel burrows down and to the North.** Inside lives an **Emperor Slug** (**C:**50 2d10) **I:**25 **H:**3(20), a symbiote that **can flatten itself** against a surface and **attempts to devour its host's bottom half** with its wide opening mouth full of jagged teeth.

If attached, the player gains Speed +20 and moves by way of contraction and expansion on mucus.

6 **50 gallon vats halfway full of orange acetic worms** fill the space. The worms secrete an incredible amount of **metal dissolving acid.** 400x glass gallon jars. **A list of customers including contact information:** Mostly waste management and mercenary camps.

7 1x week of rations. It's chilly inside. **Mirrors of all shapes** are hung on the walls. **Iron pokers** (1d5 dmg) and **chrome root shovels** (1d5 dmg) are collected in an umbrella stand. A log of future delivery dates is tucked behind the stand. A 4-gallon wax melter and a torch attached to a fuel hose are positioned in the center of the room.

12ft+ twisted and bent tubular wax statues clutch the walls and support beams. 3 faintly scratched pairs of "Xs" are spaced across the floor, making an obtuse triangle across the bunker. **Each "X" pair has an "X" against the wall and another .5m inward.**

Standing on a large X and looking at a mirror's reflection placed on its respective small "x" reveals 1 of 3 distinct images formed by wax statues.

1. Imperfect spiral. The left side is sunken to form a rectangular shape. **2.** Nonsensical lines **3. The Solano royal family crest of Uruk 1 [45.2].**

8 2x months of rations. A **vibechete** and **shotgun** rest on a table. A **blueprint engraving in iridium** lays flat against the floor. The thin plate weighs 9lb (10.9 troy pounds). A 594mm x 841mm typographic poster hangs on the wall.

3x fully-filled journals are open and jumbled as if thrown against a wall. They are full of revenge poems, **notes about the routines of prison guards, power grid estimates**, and **recreations of turret manuals. (Players can easily link the journal notes and blueprint engraving to the Julip IV Prison Dome.)**

9 3x days of rations. A collection of modern and victorian styled seats are zip-tied to the South wall as decoration. **A detailed list of politicians in the Slant Initiative [11.2] (on Julip IV) including their place of residence and ship identifier. A book labeled "Sincerely, Thoreau"** is overly taped to the bottom of a steel table. Notable quotes include, "The best government is that which governs least." "If I knew for certain a man was coming to my house with the conscious design of doing me good, I should run for my life."

10 2x weeks of rations. **.5-1m diameter largely see-through balls of wrapped wire hang from the ceiling.** Shattered mosaiced mirrors are glued to the floor beneath each one. **A small inkling slime organism is somehow stuck inside each one.** If close up, the organism will flatten like a disc, and the **player will see a horrific memory. +2 Stress.**

GAN BATAA

Spidroina Silk Farmer

GAN BATAA [19.1]

Gan's soft voice contrasts her sporadic movement. She is constantly moving and changing her line of vision to keep track of the goats' actions and mechanical instruments collected on her walls.

Her words slice in playful insults and she banters about seemingly mundane things like patches people wear or imperfections in their posture. She slips these details in while giving straight answers to inquiries.

Despite the abrasiveness in her personality, **she is quite charming with an infectious smile.**

Operates a farm of transgenic silk-producing sheep on the planet Julip IV [9.1].

- **Bison-sized sheep have been transferred a bovine-Pit-1 gene and either a spidroin or spidroina gene into their cell regulation system for milk proteins.**
- The sheep are mild-mannered and **eat genetically modified grass** and herbs with extreme levels of vitamin D, A, and Biotin **for healthy living and superior silk production.**
- **Four sheep are smaller** than the rest, have a bushier coat, and are much more interested in people. **They make milk.**

The horseshoe shaped barn houses the milking machines, processors, and automatic looms. Threads of silk are twisted from small strands distilled from the milk. It's then passed through the loom and braided into 4-inch thick cords, wrapped in figure eights, and hung neatly on a clothesline. They are then passed through a second loom that weaves the silk into yards of fabric in turn wrapped into bolts.

Gan comes from a lineage of farmers, although her sisters and father raise animals to slaughter. Her family farm kept many pet animals, including the standout personalities of the oxen they sold to butchers. **She was taught the importance of love for living things alongside the purpose meat-providing animals serve for intellectual beings.** She likes to share her knowledge of healthy diets and the importance of eating animals.

Services 20.1

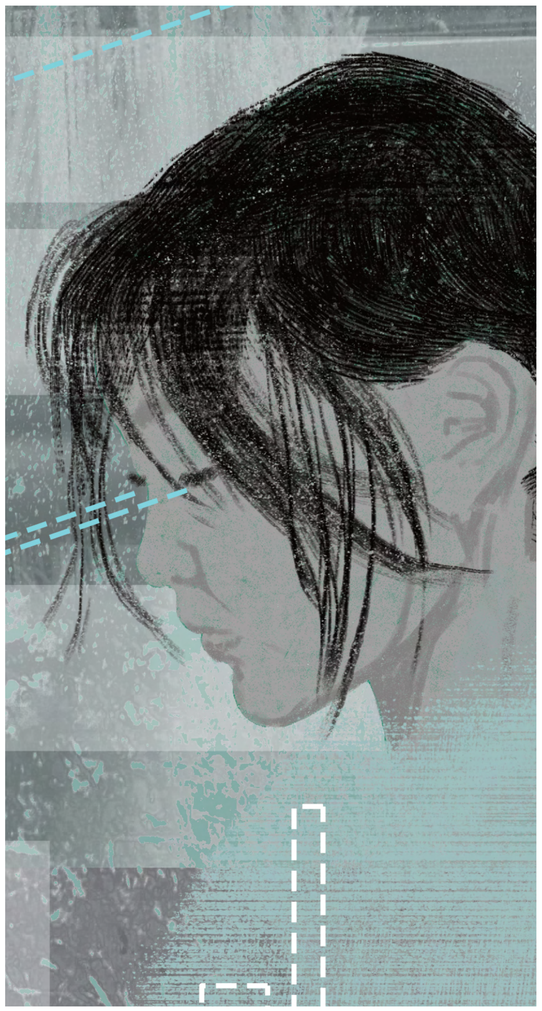
- **BULK SILK SALES:** Min. Order 10 bolts of silk. 35kcr.
- **ANIMAL HUSBANDRY CLASSES:** Crash course lessons over two weeks. Eight hours/day, Mon-Thurs. 2.5kcr.
- **THE GREATEST GOAT CHEESE™:** Small quantities available. 30cr/lb.

Acquaintances 20.2

- **MANSUR JAZIRI [43.1]:** Specialty mobile suit designer living on **Gilgamesh Red [25.1].** Mansur travels to Julip IV, his station's mother planet, monthly to purchase Gan's silk.
- **JERICHO FRIAR:** Space Suit Cleaning, Repair, and Tailoring Service. A man living among many space stations. Secretly he collects space horror DNA while cleaning space suits.
- **GUADALUPE BRAVO:** A battered retired teamster who sews with a group of old friends. Mother of Javier Bravo, captain in **Blackfog Defense Services.**
- **GEMMA OCRE:** An **aristocrat on Uruk 1 [45.2]**, the space station that houses the mixed government of Julip IV's children satellites. She raises space horror clones in her private apartment. Spider silk is an essential ingredient in creating their specialized living enclosures.

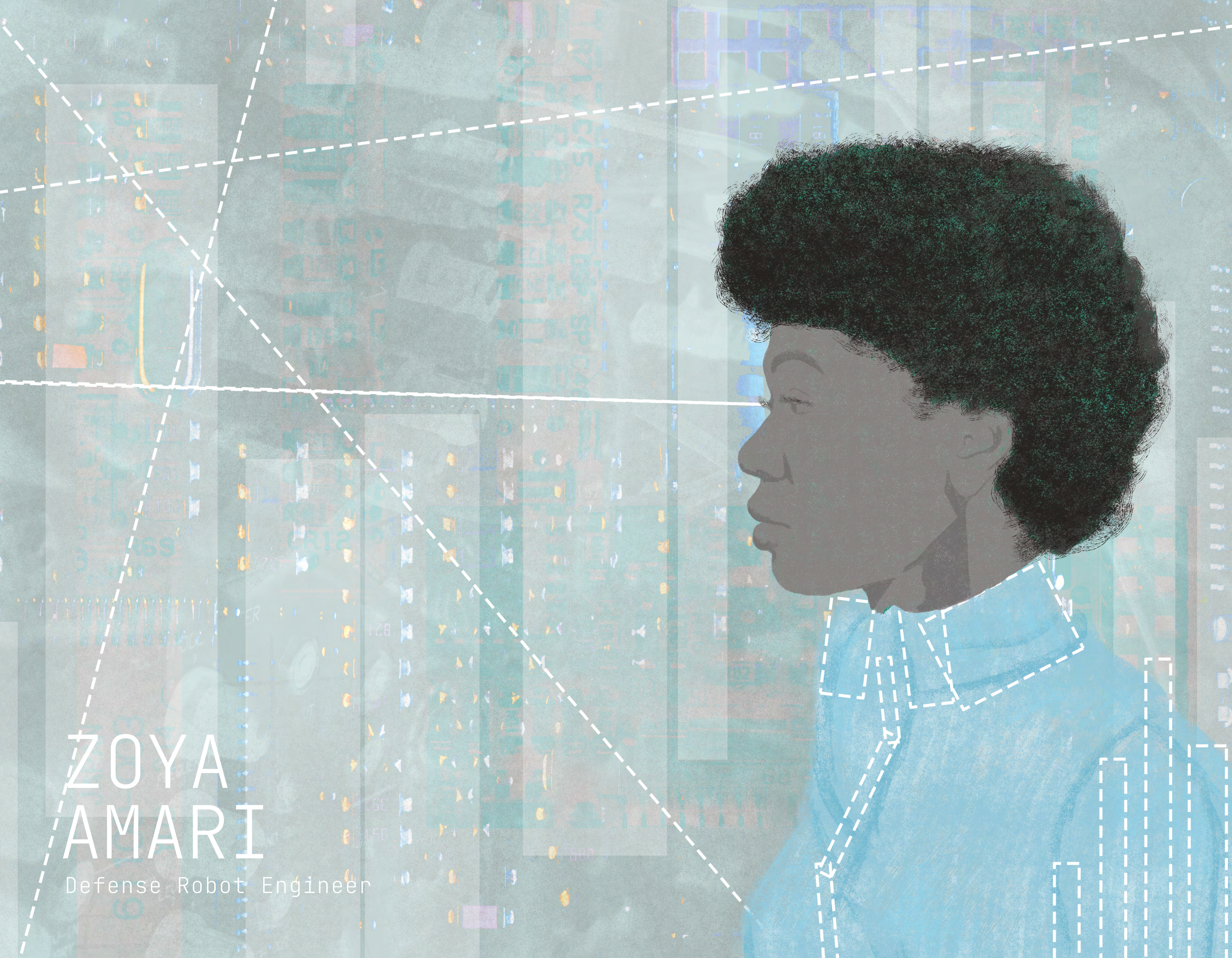
Motivations 20.3

- Wants the **Croft Party [11.1] to win the Julip IV election and gain majority presence in the parliament.** Their goal is to increase both usable farmland and regenerative farming practices through mandates across the planet.
- Tripling the size of her operation. **Hiring and training employees** to help care for her sheep.



Skills: 1.**Zoology** 2.**Animal Husbandry** 3.**Farm Management** 4.**Industrial Equipment** 5.**Mechanical Repair**

Farms on Julip IV (Planet) C:35 I:55 H:2(25)


ZOYA
AMARI
Defense Robot Engineer

ZOYA AMARI [23.1]

She was a 12 year-old hacking prodigy for hire. After years of remaining anonymous and playing key roles in taking down the **Grey Terror Cartel [46.2]** and outing the **Prime Minister of Unk Bordeaux**, she found herself doxxed, uncharacteristically, by the hacker group **Iron Tiger [46.3]**.

She was forced to escape her home planet, Grok Gri.

Zoya Amari is her newly assumed name while she **lives under protective services on Atlas Roe [12.1]**, a moon orbiting the agricultural planet, Julip IV. There does not seem to be an end to her protective needs.

She mostly avoids computers with the exception of being directly connected to a private network. Instead, she has turned her talents to robotics. **She began Scarabs and Crows Inc inside of a bunker and now operates out of a small town, Krakatoa.**

Zoya Amari keeps discussions off the record and restricts conversations to private meetings only. Her office walls are covered with wall-clinging defense robots and there are **two large barreled pistols held by gold-plated robotic arms that point toward her guests' chairs** during meetings. The backdrop behind her chair is graffitied sheet metal.

She does not like hiding her past and is **willing to speak of her past to long-standing clients who she develops friendships with.** She will only do this after extensive research into the background and network of the individual.

Her largest confidential contract is with the **Knights of Lazarus.** She has daydreamed about joining their noble endeavors but has been told that she may cross the paths of the people searching for her.

In Stock Bots 23.2

	Model		Cost
1	**Self-Placing Mine Bot**	C:40 3d10 S:35 I:60 H:1	500cr
2	**Wall-Clinging Sentry**	C:40 1d10 S:-- I:40 H:1	12kcr
3	**Riot-Control Bot**	C:30 1d10 S:40 I:45 H:2	23kcr
4	**Sensor-Heavy Patrolling Machine**	C:35 1d10 S:35 I:60 H:2	28kcr
5	**Sprocket-Wheeled Shotgun Bot**	C:30 3d10 S:30 I:45 H:2	46kcr

Services 24.1

- **OWNS and OPERATES "SCARABS and CROWS INC".**
  - Scarabs and Crows Inc is a specialized defense company for those who wish to protect important possessions. Guard your goods today with our autonomous machines, bots, and mines. [Mine bots explode on contact.]
- **SELLS BULK DEFENSIVE ROBOTS.**
  - **ORDER SPECIFICS:**
    Turn around: 1 month.
    Order Min: 10 Bots. 100+ Bulk Discounts. **Cost:** 5kcr for 10 mine bots. 120kcr-460kcr for 10 defensive bots.

Acquaintances 24.2

- **SELMA EL CID:** Curator of chivalric artifacts for the **Knights of Lazarus.**
- **AINSLEY BLACKWOOD [31.1]:** The Xenotech Restorator on **Gilgamesh Red [25.1].** Zoya periodically enjoys dinner with Ainsley where they share and compare schematics and mechanical workings in ancient xenotech and the bots Zoya is currently working on.
- **JAVIER BRAVO:** Master Private in **Blackfog Defense Services.** Regularly delivers chocolates to Zoya during his purchasing visits.

Motivations 24.3

- Create exceptional machines for interesting patrons.
- Companionship.
- She wants to be able to **travel outside of her current solar system, and live without needing to hide from Iron Tiger or any others hunting her.**

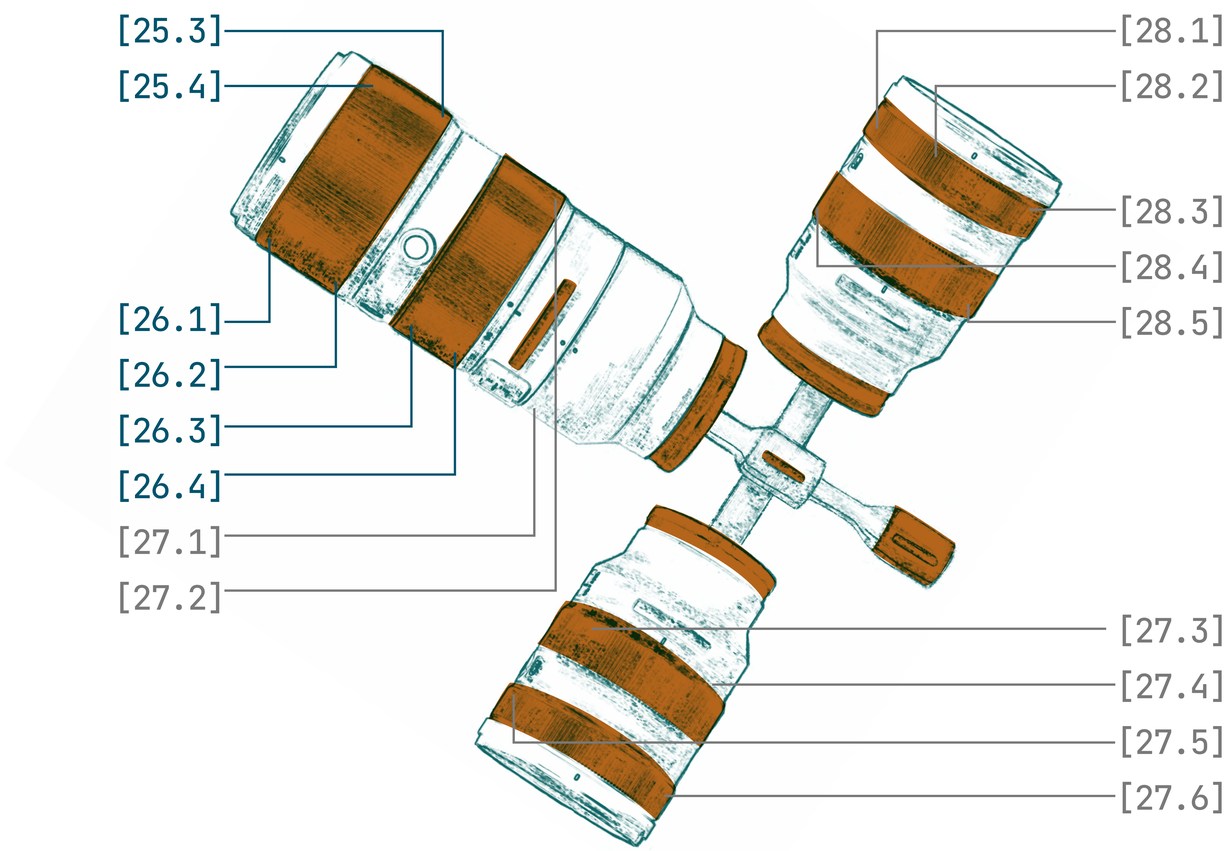


Skills: 1.**Computers** 2.**Hacking** 3.**Industrial Equipment** 4.**Mechanical Repair** 5.**Robotics**

Builds on Atlas Roe (Satellite, Natural) C:30 I:70 H:2(20)

GILGAMESH RED [25.1]

Satellite (Station)



Julip IV's [9.1] commercial satellite has become a prominent visiting site.

The unique services provided by individuals and small to medium sized businesses have made Gilgamesh Red a necessary asset to many nearby corporations and politicians. **These services have guaranteed important alliances with surrounding governments and groups that have promised protection for both Julip IV and its Satellites.**

The businesses on Gilgamesh Red have won small privileges from the mixed government on Uruk 1 [45.2] which often feels the need to bend to demands of the satellite. So far the pressure hasn't led to much more than lessened oversight on the businesses and splitting the cost of space debris removal around the station.

Each business owner carries a stake ownership in the station. A quarterly meeting allows for concerns and voting on self-regulating measures, including at its harshest evicting businesses from the station with sufficient evidence of malpractice that may negatively affect the station's reputation.

Notables 25.2

- **Lottie Liberta:** Operates Burglary [26.4]. Knows information about everyone on Gilgamesh Red.
- **Delphina:** Owns Big Gun Big Muscle [27.3] and Chroniclers [27.5]. Pushes for tax leniency from Uruk 1 [45.2] during quarterly meetings.
- **Casey Trevithick:** Head of Security. Has a price.
- **Annaeus Benedictus:** New firewall engineer at Water Hose Inc. [27.6] Formerly involved with Iron Tiger [46.1].

Dry Docks 25.3

- **Full-service docks**. Ships are checked in after landing and then **valeted** to specific hangars.
- **Minor Repair:** 50kcr/Hull.
  Major Repair: 95kcr/Hull.
  Full payment required up front.
  1d10 days until finished.

Navigation Systems Repairs. 25.4

- Space anomalies have been known to reset navigation systems. We give a **full reboot and adjustment (15kcr)**, **diagnostics (500cr)**, and **backtracking (20kcr)** to determine accuracy for up to 5 years of use.

Xenotech Restoration Studio, Ainsley Blackwood 26.1

- Xenotech identification, restoration, and presentations. **Ainsley Blackwood [31.1].**

Housing and Common Areas. 26.2

- Individual Dwellings. **A-Class Flat. 18kcr per month. Comfort:45.** It is more affordable to travel from **Julip IV [9.2]** or a different Satellite than it is to have a permanent home on station.
- **Employer-Paid Employee Living. B-Class Quarters. 1.5kcr/week. Comfort: 35.** 2 Week max stay.
- **Subsidized Visitor Lodging. A-Class Hotel. 300cr/night. Comfort:45. 2 Day max stay** without a voucher from a Gilgamesh business.

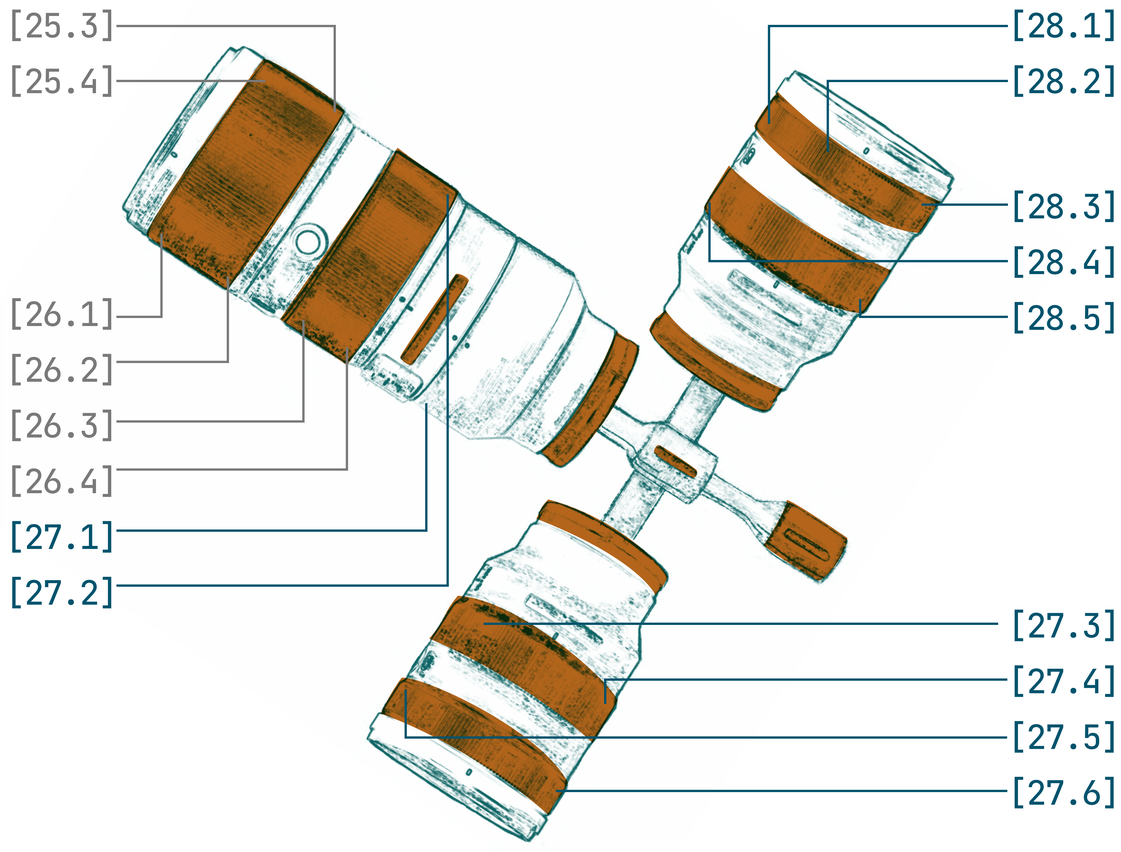
Coin Corner, Marcello Renato 26.3

- Coin identification, grading, cleaning, buying and selling. **Marcello Renato [35.1].**

Sit Down District. 26.4

- A **rarity of true chefs** who are able to source **relatively fresh fruit and vegetables** from Julip IV, and station-made cultured meat.
- **Huitzilin (Hummingbird):** Maize, fresh and dried chiles, carnitas, pozole, cotija cheese, limon. 160cr/plate.
- **Burglary:** Dining in the dark sensory experience of cultured-beef burgers, steak fries, and "fresh" green salads. 250cr/plate.
- **Stargut:** Blowtorch gastropub featuring searzalled steaks and caramelized carrots, onions, and cabbage. 110cr/plate.

GILGAMESH RED



!!Makeup!!: Genetic Corrections and Therapy Services. 27.1

- **Experimental Horror Mutation Correction.** 40% effective. Restore up to 5 DMG dealt to a Stat or Save by Radiation. **400kcr.**
- **Superoxide Dismutase Gene Therapy.** Preventative treatment for radiation sickness, up to 10 DMG dealt to any Stat or Save. 1.2kcr.

Station Support 27.2

- Aquaponics, Composting, Waste Removal, Meat Culture Systems, Algae Systems.

Weapons Wing 27.3

- **Mount Munitions:** Boutique weapons shop specializing in **craftsman and antique firearms.** 12kcr-50kcr.
- **Big Gun Big Muscle:** Exclusively employs highly vetted contractors with officer histories in military or mercanary camps. **C:**35 **I:**40 **H:**3. **Salary:** 15k. **Hazard pay included.** Hires **restricted to Julip IV System.**

Storage Units, Kurt Pharaoh. 27.4

- **Secure storage options.** 1kcr/week.
- Artifact transportation, sales, authentification and exhibition curation. **Kurt Pharaoh [39.1]**.

Information Hall 27.5

- **FloorPlan Locators:** Blueprint data center. Starts at 500cr.
- **Chroniclers:** Inter-solar system **archivists**. **Sells access to political, court, criminal, birth, and all other records**. 12kcr.
- **Discovery Direct:** Professional researchers and **hackers of data networks**. Can find information **specific to species, people, etc.** Starts at 36k.

Water Hose Inc. 27.6

- **Fighting Firewalls For Good People.** Starts at 10kcr.

TopoGraphics 28.1

- **3D Holographic maps of planets and moons**, playable in any holographic display. Starts at 10kcr.
- Models of planets contain our signature detail resolution adjustment technology that provides helpful details at all zoom options.
- View the entire exteriors at a **scale of 1:200 million or zoom to street level.**

Station Support 28.2

- Aquaponics, Composting, Waste Removal, Meat Culture Systems, Algae Systems.

Dry Docks 28.3

- **Full-service dock.** Ships are checked in after landing and then **valeted** to specific hangars.
- **Minor Repair:** 50kcr/Hull. **Major Repair:** 95kcr/Hull. **Full payment required up front. 1d10 days** until finished.

Private Hangars 28.4

- **Highly secured rented hangars.** Separate landing bay than the Dry Docks. 3kcr/week.

Mobile Suit Showroom, Locked Hidden Workshop, Mansur Jaziri. 28.5

- Specialized mobile suits for extreme circumstances. **Mansur Jaziri [43.1].**



AINSLEY BLACKWOOD

Xenotech Restorator

AINSLEY BLACKWOOD [31.1]

Wears a self-hemmed denim jacket with a giant green and teal pill patch roughly hand-sewn on its back. A skin fade leads to slicked back six-inch black hair.

A mixture of Caribbean mento, American jazz, rhythm and blues, and brass instruments play loudly from her office. She makes small head movements to the abrasive vocals.

Juxtaposed is the layout of **her small studio, pristinely arranged like a miniature museum.**

Her tools are kept away in silver tool cabinets, **the xenotech displayed on ornate pedestals.**

The entire studio is set up with visual flavor while being optimized for work.

All of this fitted inside a smaller Studio [26.1] on the commercial space station Gilgamesh Red [25.1].

- **Ainsley comes off cold because of her shyness.** She often hesitates to greet people with more than a word as she is distracted by the technology in front of her.
- **She warms up quickly with people who speak a lot. If people are bashful it is difficult for her to feel comfortable**, providing detailed answers or asking return questions.
  - **All of this aside if the players are presenting a xenotech artifact. Ainsley can't help but ask about the details of where it was found** and what else was found around it.

Services 32.1

- **XENOTECH ORIGIN IDENTIFICATION:** Provides a list of potential origins based on the mechanics, configurations, and materials used in the technology. 100cr.
- **XENOTECH MECHANICS. PRESENTATIONS:** Dissects the engineering feats and mechanics used to allow specific xenotech to function. Tech companies pay for these services as training and creative problem solving exercises for their engineers.
- **RESTORING ANCIENT XENOTECH.** 10kcr-100kcr.

Acquaintances 32.2

- **KURT PHARAOH [39.1]:** The artifacts curator on **Gilgamesh Red [25.1].**
- **ADONNA CAMSAL: Chief Weapons Engineer at Yucatan Tech Co.** Enjoys long conversations with Ainsley on the new findings in the xenotech restoration field.
- **MABEL CLEMENTINE: Head of Engineering for Eudaimonia**, a psychological tech corporation.
  - Currently developing combat helmets equipped with rTMS technology to prevent depression and PTSD symptoms developed during combat deployments.
  - Attempting to solve the problem of applying rTMS treatments in the heat of battle without distracting the soldiers.

Motivations 32.3

- Wishes to work on-planet for a large archaeology firm so she can spend less time scheduling and managing presentations and meetings. There aren't many civilizations that financially support such endeavors.
- **Believes historical xenotech is the key to sustainable technology development.**



Skills: 1.**Computers** 2.**Jury-Rigging** 3.**Mechanical Repair** 4.**Ancient Alien Tech** 5.**Xenotech Restoration**

Restores on Gilgamesh Red (Satellite, Station) C:35 I:55 H:2(25)

MARCELLO RENATO

Numismatist
(Historical Coin Trader)

MARCELLO RENATO [35.1]

Marcello is very particular about being called a Numismatist (noo-miz-ma-tuhst) and will take his time pronouncing it for players. He becomes **visibly irritated when called a coin trader.**

- **Marcello is otherwise composed and speaks slowly as he enunciates.** When speaking about coins, his pitch is elevated, often cracking slightly in excitement.

He is outwardly excited when meeting travelers, especially those who have tales of odd encounters. **Coins carry stories in their imperfections.** What a coin has "witnessed" is almost as important as its origin.

- **He will offer an advance (2d100cr) if players keep an eye out for coins during their travels.**
- Before becoming a full-time numismatist, Marcello worked for **Laughing Sphinx Corporation**, a space debris cleanup company. He refers to it as his past life. He loved the work and speaks highly of the importance of removing space debris.
- **His Coin Corner [26.3] on Gilgamesh Red [25.1] but commutes once a week from Atlas Roe [12.1].**

Coins in space undergo incredible alterations.

- **Space corrosion is highly variable depending on the metals.** Gold and platinum display high resistance. Aluminum and stainless steel do not corrode. Opposite, silver has almost no protection from its silver oxide layer, flaking easily and producing potentially dangerous space debris. No corrosion occurs In deep space.
- One rarity happens when coins are miraculously **fused together in space by cold-welding.** When two metal surfaces without an oxide layer touch together in space, they bond permanently as the atoms of either side collapse into each other.
- Coins from certain planets are **layered in contaminants from the outgassing of volatile silicones and atomic oxygen bombardment** in low planetary orbits.
- **Sputtering** may be the most exciting. **Microscopic particles are ejected from the surface** of the coins caused by fast-moving atoms and micrometeoroids.

Services 36.1

- **BUYING and SELLING COINS: Wants 60% margins.** 10cr-500cr/coin.
- **ELECTROCHEMICAL DATING and COIN IDENTIFICATION.** 100cr.
- **COIN CLEANING:** Removal of corrosive and destructive materials only. **Refuses to shine or "beautify" coins.**
- **COIN GRADING:** measures the appearance based on **five main components:** strike, surface preservation, luster, coloration, and eye appeal. 35cr.

NUMISMATICS (noo-miz-ma-ticks) is the study and collecting of things that are used for money. Coins, tokens, paper bills, etc.

Acquaintances 36.2

- **CLOVIS G NOH:** Head Custodian of the **Space Debris Removal Crew XIX**, a cleaning unit of **Laughing Sphinx Corporation.**
- **KURT PHARAOH [39.1]:** The traveling artifacts curator on **Gilgamesh Red [25.1].**
- **NEHEMIAH CANAAN: Marcello's greatest patron and collector of all things foreign, abnormal, and obscure.** Heavily modified with cybernetics. **He owns a small town on Atlas Roe [12.1] where he resides.**
- **AINSLEY BLACKWOOD [31.1]:** The xenotech restorator on **Gilgamesh Red [25.1].** They have short and cordial interactions.

Motivations 36.3

- **Desires respect and close relationships.**
- Others to begin placing importance on past relics (such as his coins).
- **Grow his network of finders and traders.**



Skills: 1.**Archaeology** 2.**Linguistics** 3.**Piloting** 4.**Cultural Anthropology**

Trades on Gilgamesh Red (Satellite, Station) C:35 I:50 H:2(20)

KURT PHARAOH

Traveling Artifacts Curator

KURT PHARAOH

[39.1]

Kurt's **broad shoulders and larger arms demand careful movement through his 5mx5m storage unit. He hulks over most artifacts he inspects.**

Tall metal three-tier shelves are packed with bronze and ceramic oddities. Most of the objects look as historic as they do cartoonish. The **detail and craftsmanship of the objects is regal and highly detailed.** An uncommon sight on any space station.

Kurt has **built his reputation in archeology for decades.** He is known as a **reliable source of safely procured and gently-treated artifacts** from many solar systems.

He privatized his business and moved permanantly to Gilgamesh Red [25.1] six years ago. The move was welcomed by the community and quickly garnered support. **Pop-up exhibitions, curated out of his Storage Unit [27.4]** started becoming popular, eventually leading to requests from individuals, corporations, and governing bodies.

Since going private, his work has been instrumental in proliferating the knowledge of several extinct civilizations.

- Recently, and more **controversially, Kurt began curating space horror remnant exhibitions for private investors.**
  - This strays from traditional artifact collections because these horror anomalies have only been found in recent centuries and **there are not many trustworthy professionals in the space horror remains field.**
  - **Kurt is actively looking to extend his network** of reliable space horror remnant couriers, exhibitors, and field collectors.
  - **Many politicians and activists attempt to shut down the private trading of space horror remnants** with the belief that they should be held in possession of governments or vetted NGOs for intensive study and development of applications to reduce space horror threats. **This has created a chasm between Kurt's supporters.**

Services 40.1

- **ARTIFACT ACQUISITION and TRANSPORTATION:** Plan and execute distribution channels from trusted artifact suppliers to the end customer. 10kcr.
- **SALES and AUTHENTICATIONS.**
- **EXHIBITION CURATION:** Develops the acquisition plans for an exhibition. Then locates and evaluates the necessary pieces to tell an accurate story of the past. Exhibition writings include detailed histories of the artifacts and any prominent origin or extinction hypotheses. 100kcr-1mcr.

Acquaintances 40.2

- **LIONEL CYAN:** New teamster of Space Debris Removal Crew XIX, a cleaning unit of **Laughing Sphinx Corporation.** 10 years experience in the industry.
- **AINSLEY BLACKWOOD [31.1]:** The xenotech restorator on **Gilgamesh Red [25.1].** Kurt has grown a close relationship with Ainsley over the years of trading and contracting each other's work.
- **MARCELLO RENATO [35.1]:** Numismatist on **Gilgamesh Red [25.1]** obsessed with historical coins. Kurt and Marcello butt heads often, but ultimately, their relationship has served Kurt tremendously in his curating work.

Motivations 40.3

- **Desires the Uruk 1 [45.2] aristocrats and politicians vote to protect the private distribution of space horror remnants.** Uruk 1 is the space station that houses the mixed government of Julip IV's children satellites. **He believes privatization will be more effective than restricting the research to governmental and approved NGOs. And, in many ways more trusted.**
- **Proliferating past knowledge** and increasing understanding of ancient found things.



Skills: 1.**Archaelogy** 2.**Linguistics** 3.**Security Logistics** 4.**Cultural Anthropology** 5.**Ancient Alien Tech**

Operates out of Gilgamesh Red (Satellite, Station) C:50 I:55 H:2(25)

MANSUR JAZIRI

Mobile Suit Designer

MANSUR JAZIRI

[43.1]

Heavily modded with cybernetics, **Mansur sports six mechanized legs that clatter as they imitate an ant's movement.** His back is equipped with **four additional arms that sprout over his head** as he works with heavy metals in extreme heat.

He is **jovial in conversation, although rushed.** He **speaks in close proximity to others and wraps his hand around people during conversation.** His love language is touch and places his hand out for soft touches often.

Mansur values his word and keeps confidential information to himself. That sometimes conflicts with his urge to share his excitements and accomplishments.

He can be a bit too **concerned with status** and evaluating others based on their achievements as he is less interested in spending his time with those who lack stories or connections.

Near-death experiences are his favorite stories and he will always write notes in a small, leatherbound notebook while listening. **These details inspire both the practical and aesthetic design of his mobile suits.**

Mansur works the majority of the day in his Hidden Workshop [28.5] on Gilgamesh Red [25.1], finding joy in embellishing his mobile suits with details specific to his customers. The etchings are treated as signatures that, to him, will last countless years. Even if a miner perishes in an asteroid, the suit will remain to be found and repurposed.

His shop is located behind a vault door that opens with iris recognition. He sketches and writes ideas in the front room, a small public display that he leaves open while not in the shop.

Services 44.1

- Designs specialized mobile suits for extreme circumstances. **1-in-5 chance he has availability for an order.** Most of his business is on retainer for **K-2 Co., a specialty mining company**, (and confidentially, the **Knights of Lazarus**). Starts at 500kcr.
  - **Specializes in nearly indestructible zero-gravity form-fitting mobile suits. Made with thick heavy metal alloys and lined with spidroina silk.**

Acquaintances 44.2

- **GAN BATAA [19.1]:** Spidroina Silk Farmer on **Julip IV [9.1]. Long-time supplier.**

Motivations 44.3

- **To be immortalized by his armor.**
- He wants the governing body of **Gilgamesh Red [25.1]**, his home space station, to **fund the expansion of it's dry-dock and courier support** for the growing businesses of the space station.



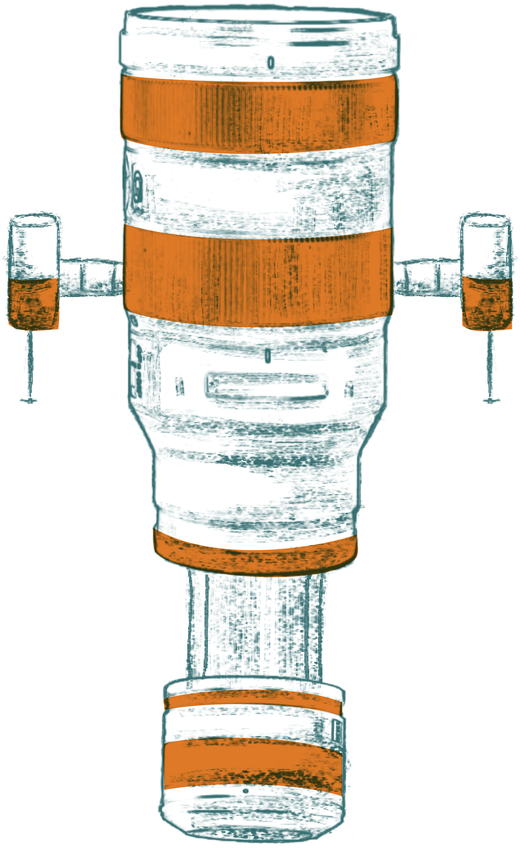
Skills: 1.**Industrial Equipment** 2.**Military Training** 3.**Firearms** 4.**Mechanical Repair** 5.**Engineering**

Designs on Gilgamesh Red (Satellite, Station) C:65 I:50 H:2(25)

ADDENDUM [45.1]

Uruk 1 45.2

- Uruk 1 **houses the mixed government responsible for all of Julip IV's Satellites [12.1], [25.1].** The station arrived in the orbit of Julip IV during the first years of settlement where the fleeting **Solano royal family graciously offered the Julip IV settlement, who had no military presence, a mixed governance agreement.**
- **The agreement included political autonomy on Julip IV [9.1], and shared governance over its satellites.**
- **The mixed government splits powers between the Solano royal family, aristocracy, and democratically elected politicians.** It features a rotating aristocratic board determined by a calculated influence that comprises wealth, business practices, and public servitude.
- It is the smallest and most protected satellite of Julip IV. **Visitation is restricted and only available to political ambassadors or by a request process for all citizens.**



Imaginaria 46.1

- The **bioterrorist group** is known to be unconventional and unpunctual. This is often forgiven as Imaginaria is the **most reliable space horror dealer.** They are capable of extracting most small to medium-sized horrors and often carry inventory.

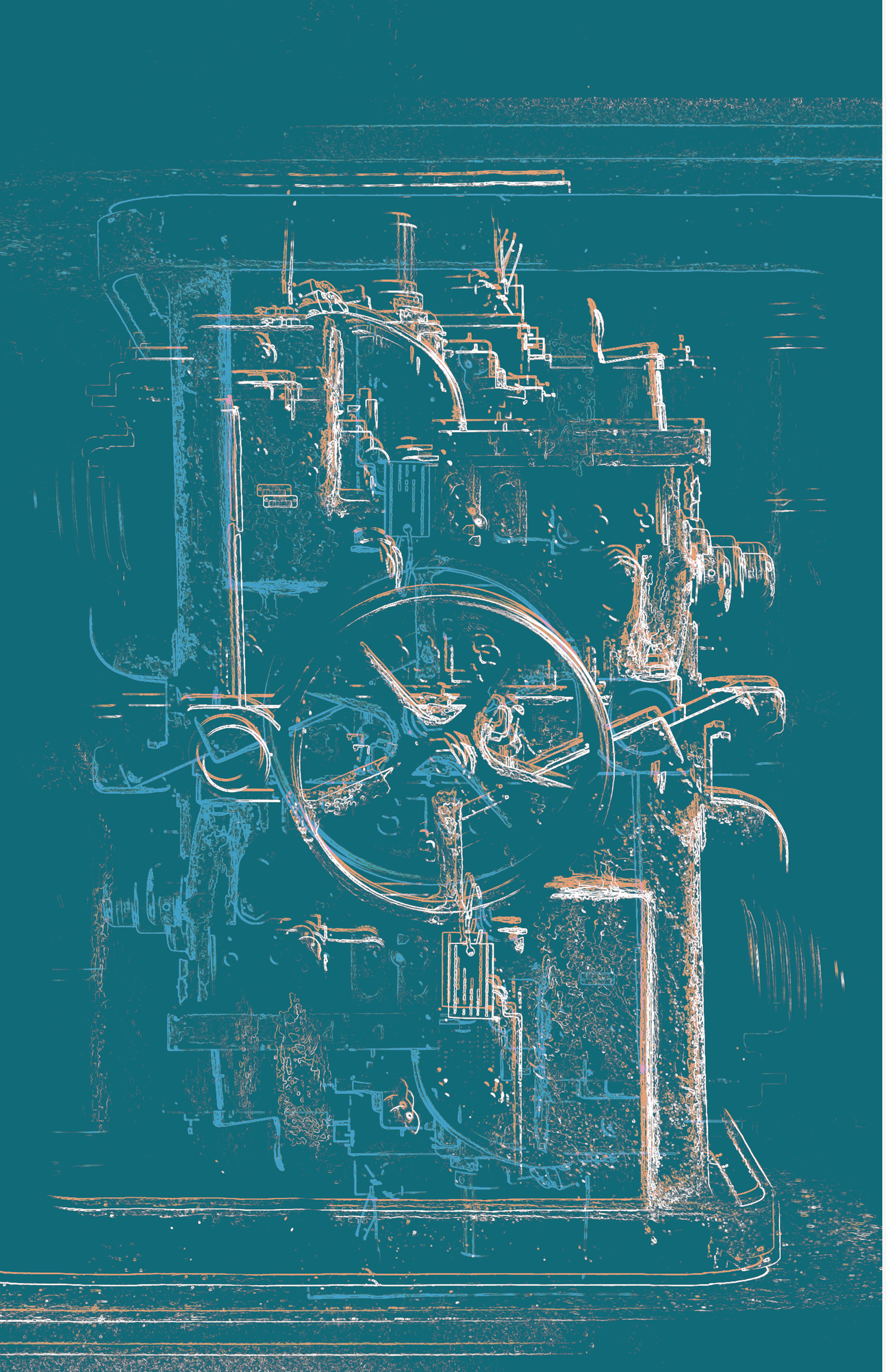
  Imaginaria has made its name as a destroyer of planets with specific horrors known for blight, mass pestilence, and exterminations.

Grey Terror Cartel 46.2

- A **pirate syndicate best known for gunrunning specialized weaponry.** The Grey Terror Cartel had grown significantly over the span of 22 years where they consumed prominent arms traffickers such as Hurry Express and Rucks Cannon. **They were unexpectedly taken down 6 years ago by a hacker group called The Spark, led by the hacker Red Bird** (Now known as **Zoya Amari [23.1]**). The hackers overtook their ships, opened their airlocks and crashed the ships into each other.

Iron Tiger 46.3

- **The most notorious vigilante hacker group in the sector.** Collectively, the **loosely tied-together** group has been responsible for overthrowing dictatorial governments, stealing the assets of corporations guilty of heinous human rights violations, and hacking and gaining control of entire battle cruisers on their way to decimate populations.
- They are **mostly seen as good actors, but there are several "out of character" instances that are tied to their name.** These affiliations are often exonerated by the group when they are able to dox the bad actors.
- Iron Tiger was **founded 32 years ago as part of a coordinated black market drug trafficking initiative** to proliferate interplanetary hallucinogenic drugs across as many populations as possible. 2 years later and after several meetings the most renowned hackers in the group, self-named **"The Overseers", doxxed 86% of the hackers in what was later named "The Reboot". Under the new "leadership" Iron Tiger helped local enforcement bring in hundreds of drug traffickers and began expanding their numbers and targets beyond drug trafficking.**



WARDENS GUIDE TO REPAIRING XENOTECH ARTIFACTS

[48.1]

This guide is **for wardens who wish to be more granular with restoring xenotech artifacts.** For standard skill bonuses we would recommend the existing skills Mechanical Repair, Robotics, and Engineering while including the new Ancient Alien Tech and Xenotech Restoration skills. Alternatively, using this guide may provide more collaboration opportunities for the crew.

Main note: PCs generally won't know exactly what ancient technology does. They will either have to randomly test it, utilize collective skills, or find appropriate experts in order to discover what it is capable of, how to charge or fix it, and how to use it.

Time requirement: Regardless of skills, ancient xenotech is too diverse to guarantee a quick fix. **We recommend 1-3d10 hours of dedicated work depending on the complexity of the tech.** Ancient jump drives may require 3d10 hours of dedicated work to fix while xenotech cybernetics that use more familiar technology might require 1d10 hours to fix. Failed rolls may take less time as the failure malfunction may happen at any time during the restoration process.

Take into consideration the type of technology players are interacting with. Some player skills may give situational Advantage [+] to a repairing stat check.

Players restoring tech together may combine skills for Advantage [+] as well.

- **Example 1:** An artifact that interacts with the brain and intelligence may be easier for a player with the Psychology Skill to understand because they would be familiar with available technology in the field.
- **Example 2:** An artifact that is making people sick may be easier for a player with the Pathology Skill to identify how it is transferring the disease.
- **Example 3:** A player with the Sophonotology skill may help an Engineer restore xenotech designed for the biology of an alien sophont.
- In these examples, the players may gain situational Advantage [+] in discovering how to disable, enable, or repair the artifacts.

Xenotech Related Skills 49.1

Ancient Alien Tech — Study of the technologies from extinct intelligent populations and understanding their technologies' uses.

Xenotech Restoration — Training in the restoration of a variety of technology from various intellectual cultures through the understanding of their possible engineering, power transfer, and mechanical methods.



Choosing the d100 or d10 System for Repair 49.2

D100 System — Rolls the same as a Stat Check. Replace Stat Scores with the "Roll Under" values on the chart below.

D10 System — Allows the dice to determine partial failures and successes by assigning values to all roll outcomes.

1D10 System Repairing Xenotech Artifacts 49.3

Mechanical Repair	Robotics	Engineering	Ancient Alien Tech	Xenotech Restoration	Outcome
1-2	1	-	-	-	Power source explodes in a burst of energy. 2d10 dmg in 2m radius.
3-6	2-5	1-4	1	-	When reattaching parts and/or wires, the machine clicks rapidly and heats up. If detached immediately, prevent overheating. 1d10 dmg from shock.
7-9	6-7	5-7	2-5	1	Power source whirs as it recharges. Good for 1 use, then overheats harming the connections of the machine.
10	8-10	8-10	6-10	2-10	Successfully recharge or fix technology.

D100 System Repairing Xenotech Artifacts 50.1

Skill(s)	Roll Under
Mechanical Repair	25
Robotics	40
Engineering	50
Ancient Alien Tech	60
Xenotech Restoration	90

Success:	Successfully recharge or fix technology.
Critical Success:	You are able to understand the technology and can teach others how to fix it with any skills listed below.
Failure:	When reattaching parts and/or wires, the machine clicks rapidly and heats up. If detached immediately, prevent overheating. 1d10 dmg from shock.
Critical Failure:	Power source explodes in a burst of energy. 2d10 dmg in 2m radius.

Gan Bataa [19.1]

- **Services: Bulk Silk Sales.**
  10 bolts of silk. 35kcr.
  Animal Husbandry Classes. 2.5k.
  THE GREATEST GOAT CHEESE™. 30cr.
- **Skills**: Zoology, Animal Husbandry, Farm Management, Industrial Equipment, Mechanical Repair.
- **Key Motivator: Wants the Croft Party [11.1] to win the Julip IV election** and gain majority presence in the parliament.

Ainsley Blackwood [31.1]

- **Services: Xenotech Origin Identification.** 100cr.
  Xenotech Mechanics Presentations.
  Restoring Ancient Xenotech.
  10kcr-100kcr.
- **Skills**: Computers, Jury-Rigging, Mechanical Repair, Ancient Alien, Tech, Xenotech Restoration.
- **Key Motivator: Wishes to work on-planet for a large archaeology firm.**

Mansur Jaziri [43.1]

- **Services: Mobile suits** for extreme circumstances. Nearly indestructible. Zero-G. Form-fitting. Starts at 500k.
- **Skills**: Industrial Equipment, Military Training, Firearms, Mechanical Repair, Engineering.
- **Key Motivator**: He wants the governing body of **Gilgamesh Red [25.1], his home space station, to fund the expansion of it's dry-dock and courier support** for the growing businesses of the space station.

Zoya Amari [23.1]

- **Services: Bulk Defensive Robots.** 120kcr-460kcr for 10 defensive bots.
- **Skills**: Computers, Hacking, Industrial Equipment, Mechanical Repair, Robotics.
- **Key Motivator: To travel outside of her current solar system**, and live without needing to hide from Iron Tiger or any others hunting her.

Marcello Renato [35.1]

- **Services: Buying and Selling Coins.** 10cr-500cr.
  Coin Dating and Identification. 100cr.
  Coin Cleaning.
  Coin Grading. 35cr.
- **Skills**: Archaeology, Linguistics, Piloting, Cultural Anthropology.
- **Key Motivator**: Desires respect and **close relationships.**

Kurt Pharaoh [39.1]

- **Services: Artifact Acquisition and Transportation.** 10kcr.
  Sales and Authentications.
  Exhibition Curation. 100kcr-1mcr.
- **Skills**: Archaeology, Linguistics, Security Logistics, Cultural Anthropology, Ancient Alien Tech.
- **Key Motivator**: Desires **the Uruk 1 [45.2] aristocrats and politicians vote to protect the private distribution of space horror remnants.** He believes privatization will be more effective than restricting the research to governmental and approved NGOs. And, in many ways more trusted.

SPICY TUNA

FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG

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