

For the MOTHERSHIP™ Sci-Fi Horror Roleplaying Game

MRPG-M2

McCOY • STROUD • GEARING • CRADER • BURAGAY • 磅肉抵債

A POUND OF FLESH

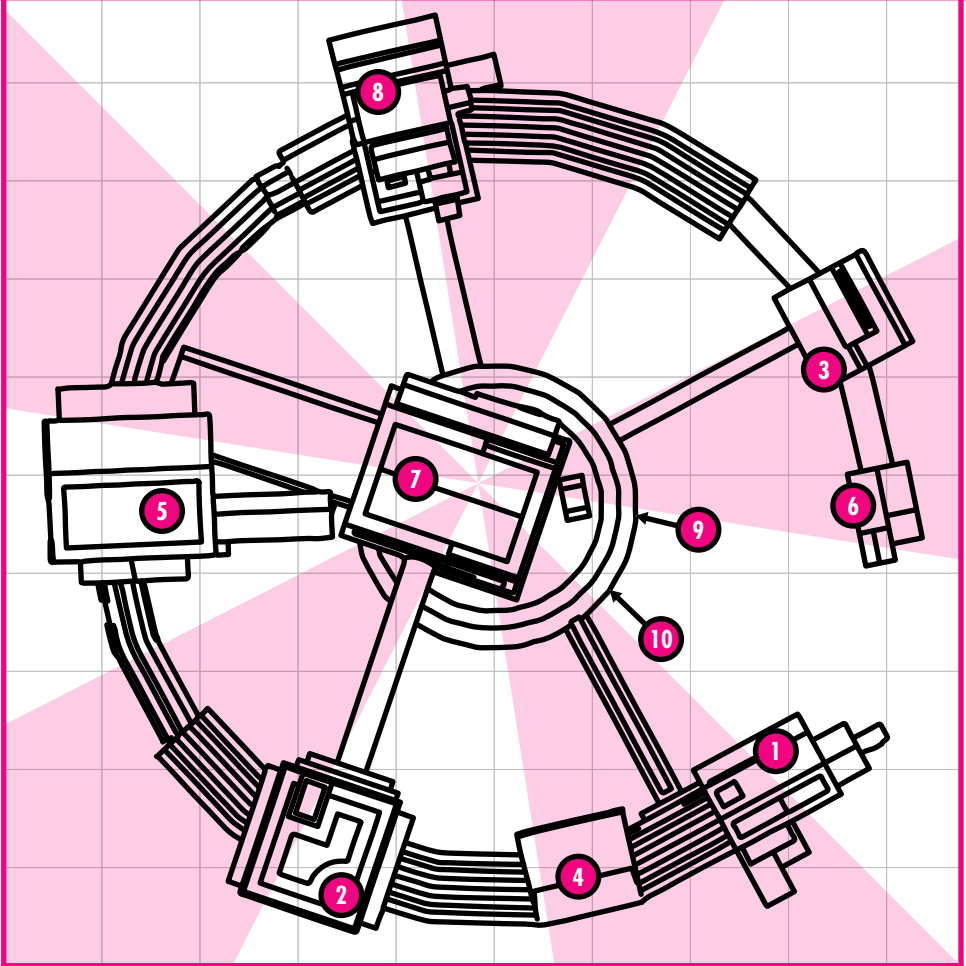


SOONER OR LATER...
... EVERYBODY PAYS

Tuesday
Knight
games

PROSPERO'S DREAM

Roll for a Station Encounter (pg. 41) whenever players travel through a slice on the map.
One square is a ~15min walk. It takes ~7.5hrs to traverse the outer rim.



WARDEN'S NOTES:

A large grid area for taking notes, located below the "WARDEN'S NOTES:" header.

Population (City Level): 5.6m
Population (Choke): 3.1m
Ships Currently Docked: 1d100[+]

Diameter: 12.98km
Circumference: 40.77km

Decks (Outer Ring): 23
Decks (Ring Structures Avg.): 78
Decks (Center Spire): 430

01 Dry Dock

pg. 10.
Docking and repairs.
Docking fee: 1kcr
+ 10kcr/week.
O2 tax: 10cr/day/person.

02 Stellar Burn

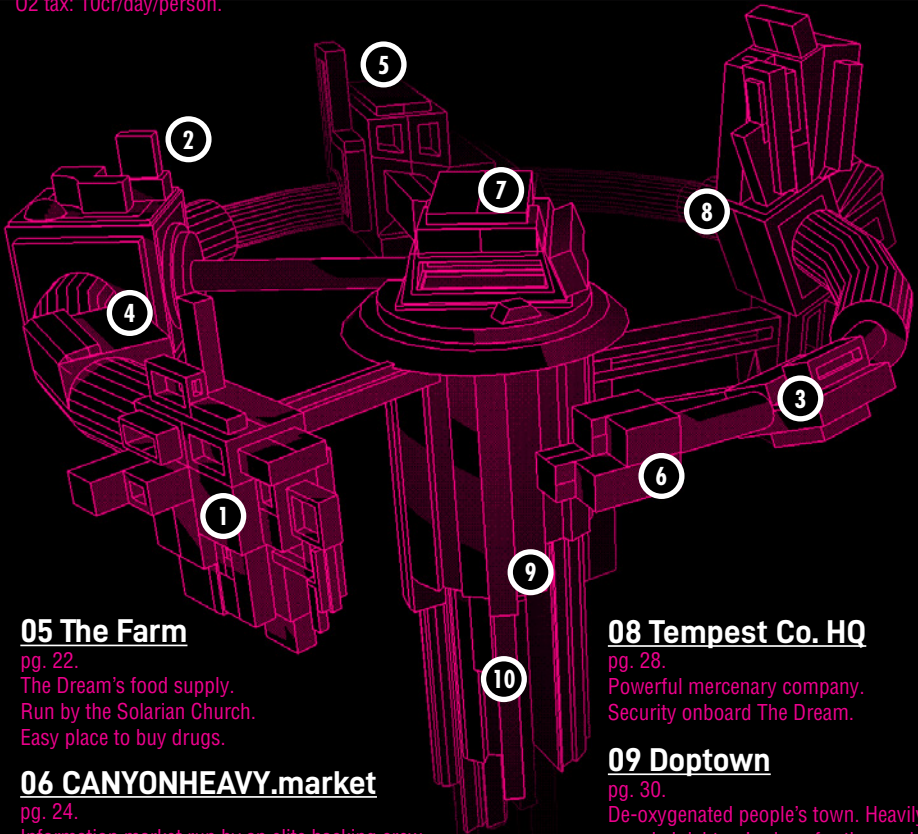
pg. 12.
Rumors, drinks, and R&R.
Ask for Sem.

03 Chop Shop

pg. 14.
Cybermod installation
and repair by Zhenya
and The Babushka.

04 The Ice Box

pg. 20.
Slickware installation and
resleeving facility.



05 The Farm

pg. 22.
The Dream's food supply.
Run by the Solarian Church.
Easy place to buy drugs.

06 CANYONHEAVY.market

pg. 24.
Information market run by an elite hacking crew.

07 The Court

pg. 26.
Disputes resolved and justice served through brutal arena combat.
Easiest place to find The Dream's top power brokers.

08 Tempest Co. HQ

pg. 28.
Powerful mercenary company.
Security onboard The Dream.

09 Doptown

pg. 30.
De-oxygenated people's town. Heavily
guarded debtors' prison for those who
can't pay the O2 tax.

10 The Choke

pg. 32.
Abandoned, quarantined wasteland.
Houses Doptown.

A POUND OF FLESH

Written by **SEAN McCOY, DONN STROUD,**
LUKE GEARING
Illustrated by **JAN BURAGAY & SEAN McCOY**
Edited by **JARRETT CRADER**
Proofread by **DANIEL HALLINAN**

PDF Remediation by **DAI SHUGARS**
Special thanks to **LINDSAY, LANGSTON &**
JUNIPER, REECE CARTER & EVLYN MOREAU
Copyright © 2022 Tuesday Knight Games
1st Edition, 1st Printing v1.2 MothershipRPG.com

THE BASICS

Prospero's Dream is a massive space station with a population of over 8 million. It's haphazard, disorganized, overcrowded, and teeming with hustlers and criminals of all stripes.

The Dream is operated by the **Golyanovo II Bratva** (AKA the Novos, or "Yandee's People"), a powerful criminal syndicate headed by a meticulous (secret) android named **Yandee** (pg. 8), backed by the elite **Tempest Mercenary Company** (pg. 28). Together they sell the lucrative drug **Sycorax** (pg. 23), which is supplied by **The Solarian Church** (pg. 22) and distributed by **Teamsters Local 32819L**.

How do you board the station?

Ships of Class-III or lower can enter through the dry dock. Once inside, ships are attached and locked into the station via crane and stored in the stacks until ready for departure, or else transported to **The Dry Dock** (pg. 10) for repairs. Ships Class-IV or greater must be moored to the station's piers. After the ship is moored, a shuttle is sent to retrieve anyone coming aboard.

Every ship is required to have an up-to-date manifest which includes the captain, crew, and cargo. IDs are checked upon entry, and discrepancies in the manifest can lead to invasive searches from greedy customs agents, an impounded vehicle or, in the worst case, arrest.

Those who can't afford the fees or who find themselves arrested are sent to **The Court** (pg. 26) to await trial by combat. Losing a trial means death or being sent to the dreaded **Choke** (pg. 32), a gigantic O2 debtors prison housed in the bowels of The Dream.

If the crew only wants to refuel they don't have to pay the docking fee, though they can't disembark.

What happens when the crew boards?

Upon disembarking, crews are directed by a station android to a **Clean Room** (pg. 11), where a squad of hazmat clad brutes (a **Q-Team**) strip search and spray them with disinfectant (4 Stress).

After decontamination they are issued an **O2 credstick** which acts as wallet, passport, and locator aboard the station. It must be preloaded with credits, and any debts or purchases are automatically deducted from it (taxes and fees are automatically withdrawn daily).

Q-TEAM

COMBAT:25 Disinfectant Foam Gun (Body Save or be knocked down) or Pulse Rifle 3d10 DMG
INSTINCT:25
WOUNDS:2(20)

What are the laws aboard The Dream?

The rules of **The Dream** are as follows:

- » Have your **O2 credstick** on you at all times. Your movements are tracked.
- » **Contraband List:** Laser cutters, explosives, signal jammers, contagious bioweapons, EMP tech. This list is subject to change.
- » You can keep non-hull piercing weapons, but other weapons must be stowed in a **rented locker (1cr/day/weapon)**. The key is tagged to the renter's fingerprint, so don't lose it.
- » Don't enter unauthorized areas, particularly **The Choke** (pg. 32).

Everything else is left to the parties involved. Street justice is pervasive. Anything more substantial, including breaches of **The Dream's** "Laws," are handled by **Tempest Company** (pg. 28) and **The Court** (pg. 26).

Item	Cost
Docking Fee	10kcr/week. Impounded vehicles fine: Ship Class x 1kcr per day impounded.
Oxygen Tax	10cr/day/person. 50cr/day/person during major events (like at The Court (pg. 26)).
Seller's License	2kcr. Allows the selling of goods aboard The Dream . Without this the crew can only make purchases.
Weapon Locker	1cr/day/weapon. All hull-breachable weapons must be placed in a locker.
Bribe	Minor Bribes: 2d10x10cr. Major Bribes: 2d10x10kcr.
Refueling	Refueling costs 1d5x the amounts listed in the Shipbreaker's Toolkit . Re-roll monthly.

HOW TO USE THIS MODULE

This isn't like a typical module. Players don't "beat" it (though they may have to survive it). In fact, if your players want, they don't have to interact with anything on this station. They can stop in for some quick Shore Leave, or make The Dream their homebase for a campaign. That's great! That's the module working. If they want to investigate more, they can. There are details here to discover, and plots to unravel. As for why visit The Dream? Here's a few ideas to get you started:

- » Join the **Tempest Mercenary Company (pg. 28)** and go on missions for them. It's a great way to earn a lot credits and gain cool benefits from ranking up.
- » Become a Droog for the **Golyanovo II Bratva**, a ruthless criminal organization led by the cold-blooded **Yandee (pg. 8)**.
- » Install off-the-market cybermods from **The Babushka** in **The Chop Shop (pg. 14)**.
- » Protect your future with a backup sleeve or expand your mind in one of the lifelike VR Slickbays at **The Ice Box (pg. 20)**.
- » Take the edge off with some potent drinks, drugs, and company at **The Stellar Burn (pg. 12)**. Ask for **Sem**.
- » Visit **The Aarnivalkea (pg. 22)**, the oldest living tree aboard a space station.
- » Fight for someone's freedom (or your own) in **The Court (pg. 26)** and earn some credits while you're at it.

What if I'm running a One-Shot?

Prospero's Dream works best as a base of operations in an ongoing campaign, but it's also good for pick-up-and-play style groups. Here are a few recommendations for running content from *A Pound of Flesh* as a one-shot:

- » Look up one of the **Important People on pg. 8-9** and pick a job they're offering. Run just that job as a one-shot.
- » Build a session around an event from the **Timeline on pg. 7**.
- » Both **Life Support 01 (pg. 36)** and **The Burrows (pg. 37)** can be ripped straight from this module and run standalone. The Burrows can even be quickly converted to a custom bug hunt with a little elbow grease.
- » The **Tempest Co. Mission Table (pg. 29)** is ripe for plundering for inspiration.
- » After the crew docks and gets some rest, all hell breaks loose. Start the players off in **Phase 3 (pg. 7)** of any of the three major storylines, and have them fight their way back to their ship in an attempt to **ESCAPE FROM PROSPERO'S DREAM**.

WHAT EXACTLY IS GOING ON HERE?

Everything in this book is for the Warden to take and run with. There is no canonical **Prospero's Dream**, only what happens at your table. That being said, we've written three evolving **STORYLINES** or crises that players can engage with or ignore.

1. THE IMPENDING TEAMSTER STRIKE: Ex-pilot **Reidmar (pg. 8)** runs **Teamsters Local 32819L**, which makes money largely by distributing the lucrative drug **Sycorax (pg. 23)** for **Yandee (pg. 8)**, Vor of the powerful criminal empire, the **Golyanovo II Bratva**. However, tensions between the two groups are at an all time high after a small fleet of Reidmar's freighters are held ransom by the rival **Stratemeyer Syndicate**. Yandee won't pay ransom, and Local 32819L can't afford to hire Tempest Co. to rescue the hostages. If a solution isn't found, the Teamsters organize a general strike and steal what remains of the Sycorax for themselves. Ultimately, the Syndicate's goal is to corner the Sycorax market, and they will pay a high price to anyone who can determine how it is made or where it comes from.

2. UNREST IN THE CHOKE: Those who can't afford to pay the daily O2 tax are sent deep below the bowels of The Dream into **The Choke (pg. 32)**, where oxygen is scarce and life is short. This brutal prison houses millions living in destitute squalor. However, revolution is coming: **Imogene Kane (pg. 31)** and her insurgent resistance, **the Hunglungs**, are planning to overthrow their Tempest Co. guards and retake The Dream in a bloody revolution. Terrorist attacks are becoming more frequent and Tempest Co. and the Novos are responding in kind. It's only a matter of time before war breaks out.

3. ACMD OUTBREAK: Two decades ago, **Dr. Emil Bancali (pg. 34)** brought his terminally ill daughter, **Ariel**, to The Dream in the hopes of curing her rare disease through bleeding-edge cybermod treatments. Unfortunately, the treatments didn't work, and Dr. Bancali resorted to inhumane experiments in the hopes of keeping his daughter alive. He inadvertently gave birth to an outbreak of a new disease: **ACMD, Acute Cybernetic Mutagenetic Disorder**, which infects individuals with cybermods, slowly transforming them into fully cybernetic beings that then merge to become one with a being called **"Caliban" (pg. 39)**. Bancali was the first to succumb to ACMD, and has merged with the station itself, and is in fact Caliban. As more people become infected, Caliban gains more power over the station, until eventually he and The Dream become one singular grotesque organism.

The Three Phases

We've divided each of these **STORYLINES** into three **PHASES**, with a couple of **EVENTS** happening in each phase. These events are loosely defined, so you can use them in a few different ways depending on your play style:

- » **Current events:** news, rumors, or background flavor each time players visit The Dream.
- » **Potential seeds for play:** the players can investigate and try to solve the crises, preventing them from spiraling to their conclusions.
- » **Session fodder:** Wardens can build missions around one of the **Important People (pg. 8-9)** who have a hand in The Dream's affairs.
- » **Ignored entirely:** you don't need this book.

We recommend spacing the events out at a pace that works for your table. In a campaign, one event per session spent on The Dream is enough. For an intense one-shot you can follow one storyline all the way to its conclusion. When all of the events in a phase have happened, move on to the next. If the players manage to solve a storyline, further events in that storyline won't happen.

Finally, this module is a tinderbox, not a roadmap. Not everything is spelled out. For example, who is the Stratemeyer Syndicate and where are they holding Reidmar's fleet? Who is Imogene Kane and what does she ultimately want? These are questions you'll need to answer yourself (though if The Syndicate's hideout is a space station, the tables on pg. 46-51 should prove useful).

Phase Alterations

You'll notice these "Phase Alterations" boxes spread throughout the module in most of the locations. They outline how the location can be modified based on what Phase or Storyline you're in.

For example:

- » **Strike 1:** This means you're in Phase 1 of the "Impending Teamster Strike" storyline.
- » **Unrest/Outbreak 2:** This means you're in Phase 2 of either the "Unrest in The Choke" or "Caliban's Awakening" storylines.
- » **Phase 3:** This means you're in Phase 3 of any of the three storylines.

Not every Phase or Storyline will be listed. These are meant to be cool little flourishes to add to the reactivity of the module. They're not meant to be prescriptive, and if you miss one it's not gamebreaking, so don't sweat it.

Infection Checks

Unless the ACMD outbreak is cured, crew may have to make **Infection Checks** when contacting other infected, puncturing a hazard suit in **The Choke** (pg. 32), etc. To make an Infection Check, first make a Body Save. On failure the character becomes Infected, and their **INFECTION LEVEL** increases by 1 (see **Infection Table**). Once per day they may make a Body Save instead of Resting to reduce Infection by 1 (1d5 on a Critical Success). On failure the Infection increases by 1 (1d5 on a Critical Failure).

Infection Table

01	Weak immune system. All Body Saves at [-].
02	Once/day make a Body Save or go into a coughing fit for 1d5 rounds. Anyone within Close Range must make an Infection Check.
03	Fever and chills. Suffer 1d5 DMG per day.
04	Gain a random Mutation (Back Cover) .
05	Frailty. All Strength and Speed Checks are at [-]. Gain Mutation (Back Cover) .
06	Suffer 1d10 DMG per day. Endure a Random Malfunction (pg. 17) .
07	Panic Check. [+] on Reaping Checks until cured. Gain Mutation (Back Cover) .
08	Install 1 cybermod per week or gain 1d10 Stress. Gain Mutation (Back Cover) .
09	Once/day make a Body Save or spew an infectious Nanoswarm . All in Close Range must make an Infection Check at [-]. Gain Mutation (Back Cover) .
10	Lose control of the character and transform into Chokespawm (pg. 35) .

Timeline of Events that Happen if the Players Do Nothing

	Impending Teamster Strike	Unrest in The Choke	ACMD Outbreak
PHASE 1	Reidmar's freighter fleet has been captured by the Stratemeyer Syndicate. He demands Yandee send in Tempest Co. to rescue them.	Footage of Hunglungs demanding all O2 debt in The Choke (pg. 32) be paid off in 24hrs or bombings will commence.	Body Saves against infection are at [+]. Reports of mysterious figure roaming the Slickworlds . 2d10 die in strange Slickbay (pg. 20) accident.
	The Stratemeyer Syndicate sends footage of Teamster executions . Reidmar threatens a general strike if the ransom isn't paid.	Bombings occur in a random module (roll 1d10 on Inside Front Cover). 2d100 dead. Tempest Co. begins to "Search & Seize" citizens at random.	First Chokespawm (pg. 35) caught on the station. Rumors that the ACMD plague comes through the air filters from The Choke (pg. 32).
PHASE 2	Strike! Teamsters walk off the job. No ships may leave or enter port. Tempest Co. is overworked. Crime is high. Fuel/repairs cost 5x normal .	Ukko/Ukka (pg. 9) unmasked as Doptown rebel sympathizer/patron. Standoff at The Farm (pg. 22) between Tempest Co. and The Solarian Church.	Packs of Chokespawm roam the corridors . Body Saves against Infection normal. Q-teams extort newcomers. Sycorax (pg. 23) scarce.
	Tempest Co. strikebreakers called in to arrest Union leaders. Scabs allow some amount of ships to leave. Fuel/repairs: cost 2x normal .	The Choke is quarantined . No one allowed out for any reason. O2 debts doubled on all citizens of Doptown until leaders turn themselves in.	Every 24 hours a random loction (roll 1d10 on Inside Front Cover) is taken over by Caliban. Husks (pg. 21) and Chokespawm run rampant.
PHASE 3	Brutal violence breaks out . Teamsters fight back against roving gangs of Novo Droogs and Tempest Co. Operators. Massive looting and rioting.	Citizens from Doptown overrun the guards at the Airlock (pg. 30). War erupts in the corridors . Tempest Co. Armored Troopers butcher civilians.	Every inch of The Dream begins to morph. Metallic eyes and faces appear. Corridors become giant throats. Caliban takes over .



ANGUS

C:25

Revolver 1d10 +1 DMG
I:75 W:2(20)

SYSADMIN OF CANYONHEAVY.MARKET

Runs the sector's most powerful data brokerage firm and the intelligence arm of the Golyanovo II Bratva. Loyal to Yandee. Always has a lead on work for a 1d10kcr finder's fee. Chatty, manic voice.

REIDMAR

C:35

Spanner 2d10 DMG
I:55 W:3(20)

UNION REP OF TEAMSTER LOCAL 32819L

Union loyalist, fluid expression of their gruff exterior and notoriously impatient. Legendary pilot. Distributes Yandee's Sycorax to fund Local 32819L's corporate lobbying. Rough voice.

YANDEE

C:65

Laser Pistol 1d100 DMG
I:80 W:4(55)

VOR OF THE GOLYANOVO II BRATVA

(Secretly) an android built from scraps on a pink world, Yandee rose through the ranks of the powerful Golyanovo II Bratva empire by discovering the lucrative Sycorax trade. Methodical.

What Can You Do For Them?

- » Always looking for good information. Tips pay **3d10kcr/ea**.
- » **[Strike 1]** Location of [Stratemeyer Syndicate](#) (pg. 6). **200kcr**.
- » **[Unrest 1]** Find who is broadcasting the [Hunglung Footage](#) (pg. 7). **250kcr**.
- » **[Outbreak 1]** Investigate rumors of girl named [Ariel](#) (pg. 6) haunting the [Slickbays](#) (pg. 20). **20kcr**.
- » **[Strike 2]** Negotiate with [Reidmar](#). See if he'll end the strike before Yandee sheds blood. **500kcr**.
- » Hack [The Babushka's OGRE](#). **5mcr**.
- » See [Canyonheavy Missions](#) pg. 25.

- » **[Strike 1]** Locate the Stratemeyer Syndicate hideout where the lost fleyer (pg. 6) is being held hostage. **50kcr**.
- » **[Strike 1]** Provide protection for the Teamsters during negotiations with Yandee. **100kcr**.
- » **[Strike 2]** Sabotage scab freighters attempting to leave port. **75kcr per ship disable/destroyed**.
- » **[Unrest 2]** Smuggle weapons into [The Choke](#) (pg. 32). **500kcr/smuggling run**.
- » **[Outbreak 2]** Help evacuate The Dream. **Normal ship's charter +50kcr/ Evacuation run**.

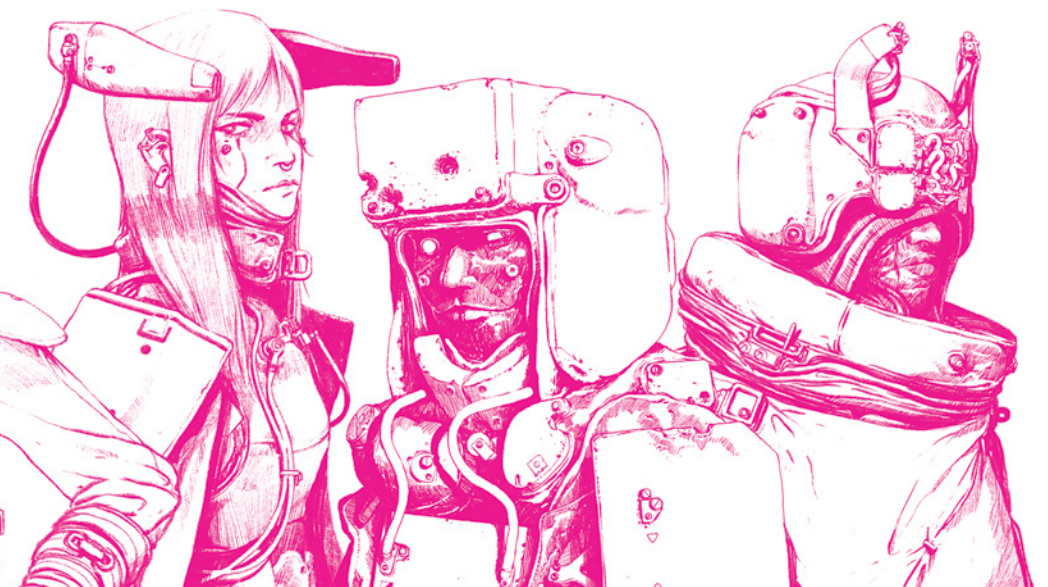
- » [The Babushka](#) (pg. 14) is late on protection money. Go collect. **500kcr**.
- » **[Strike 1]** Assassinate head of [The Syndicate](#). **2mcr**.
- » **[Strike 2]** Destroy the [Conquer All](#) (pg. 11). Make it look like an accident. **1mcr**.
- » **[Strike 2]** Escort Teamster scabs to work. **50kcr/day**.
- » **[Unrest 2]** Find the Sycorax formula in [Farm Two](#) (pg. 22). **20mcr and a ship**.
- » **[Outbreak 3]** Kill Caliban. **50mcr**.
- » Harvest Sycorax. **10kcr/3 fruit**.
- » Do 3 jobs for Yandee and become a [Novo Droog](#). **10kcr/month**.

Where Are They And What Are They Doing? (1d10)

00: Getting his slicksocket tuned up at [The Chop Shop](#) (pg. 14).
01-04: Locked in [his office](#) (pg. 24) on a marathon hacking sprint.
05-08: Coding in the [Battlestations](#) (pg. 24) with the rest of his crew.
09: On a slickraid with his legendary Clan, DEKALOG, in [The Slickbays](#) (pg. 20).

00: Fixing up the [Conquer All](#) (pg. 11) with his daughter, Trieu.
01-04: Overseeing Sycorax shipment in a [Hangar Bay](#) (pg. 11).
05-08: Swapping piloting stories with the Oldtimers at [Sem's Bar](#) (pg. 12).
09: Union meeting in [Loshe's Office](#) (pg. 11). Leadership challenge. High tensions.

00: [The Farm: Processing](#) (pg. 22). Random audit of Sycorax production.
01-04: Giving orders to the Novo Droogs in [Heaven](#) (pg. 12).
05-08: In their penthouse above [The Stellar Burn](#) (pg. 12), going over intelligence reports from Angus.
09: Gambling at [The Court](#) (pg. 26).



BRUNHILDA

C:70
B:Indr. 6d10 DMG
I:65 W:3(45)

CHIEF ADJUDICATOR OF THE COURT

Retired bounty hunter overseeing [The Court](#) (pg. 26). Yandee's fanatic right hand. Feared interrogator. Settled here for quality Big Switch and combat. Uses a modded antique blunderbuss (2mcr).

CUTTER

C:75
Pulse Rifle 3d10 DMG
I:55 W:3(50)

COMMANDER OF TEMPEST COMPANY

Established his command as a privateer during the Corp Wars. Widely feared as a salt-the-earth tactician. Security arm of the Golyanovo II Bratva. Doesn't trust Yandee. Unrelenting voice.

UKKO/UKKA

C:20
Unarmed
I:60 W:2(20)

HIGH GARDENER OF INVICTUS SOL

Born in [Doptown](#) (pg. 30), Ukko/Ukka harvested Scyorax to pay off their birth debt. Joined the Solarians as a chemist, rose quickly to High Gardener. Donates massive O2 to The Choke. Coughs.

What Can You Do For Them?

- » Find out if **Cutter** is loyal to Yandee. **1mcr for hard evidence.**
- » Playtest new [Sticksquid](#) (pg. 27) design. **Survive and become an honorary Executioner.**
- » **[Unrest 2]** Locate and apprehend [Imogene Kane](#) (pg. 31). Alive. **2mcr.**
- » **[Outbreak 2]** The Court needs [Chokespaw](#) (pg. 35) for the Pit. **100kcr/ea. Alive only.**
- » **[Strike 3]** Protect Yandee from Teamsters and get them off The Dream. **50kcr. Become Novo Captain.**
- » Act as Public Defender. **5kcr/win.**

- » **[Unrest 1]** Find the Hunglungs who bombed the station. **250kcr.**
- » **[Unrest 2]** Arrest Ukko/Ukka. **Gain a Rank in Tempest Co. 40kcr.**
- » **[Outbreak 2]** Hunt Chokespaw. **Given an Exosuit and 500kcr/kill.**
- » **[Strike 3]** Kill Reidmar. **Gain a Rank in Tempest Co. and your own 5 member Operator Squad.**
- » **[Unrest 3]** Defeat the Hunglung Insurgency. Kill Imogene Kane. **Promoted to Platoon Commander. 1mcr.**
- » See [Tempest Mission Table](#) (pg. 29).
- » (Secret) Kill [Novo Droogs](#). **10kcr/kill.**

- » Always looking for Public Defenders (pg. 26) for the oxy-poor. **Can pay in drug supply (pg. 23).**
- » **[Strike 1]** Negotiate a deal between The Novos and Local 32819L. **100kcr.**
- » **[Outbreak 1]** Investigate rumors of a "Dr. Bancali" in The Choke. **40kcr.**
- » **[Unrest 2]** Smuggle Ukko/Ukka off The Dream before Tempest Co. can kill them. **The Solarian Church will owe you.**
- » **[Outbreak 3]** Destroy [the infected Aarnivalkea](#) (pg. 23). **Crew is given a Solarian shuttle.**
- » Donate O2 to [Doptown](#) (pg. 30).

Where Are They And What Are They Doing? (1d10)

00: Detailed weapon maintenance in her [Quarters](#) (pg. 27).
01-04: Sitting on [The Bench](#) (pg. 27).
05-08: [Sublevel C](#) (pg. 28). With Yandee, interrogating captured [Hunglungs](#).
09: [The Dry Dock](#) (pg. 10). Sending out a team of bounty hunters.

00: R&R at [The Ecstasy](#) (pg. 12).
01-04: [Armament Level](#) (pg. 28) running new recruits through slicktraining.
05-08: [Operations Level](#) (pg. 28) commanding in-progress missions.
09: In his [mansion](#) (pg. 28) plotting [Yandee's](#) overthrow with an inner circle of [Platoon Commanders](#).

00: In [The Holding Cells](#) (pg. 27) giving counsel to the Accused.
01-04: Walking the corridors giving money and seeds to the poor.
05-08: Silently tending to [the Aarnivalkea](#) (pg. 22). Listens to anyone.
09: Secretly meeting with [Imogene Kane](#) in [Doptown](#) (pg. 30).

01. DRY DOCK

Sparks fly as the harsh screeching of metal grinding fills the air and reverberates off the walls. Dozens of **shipbuilders** scurry around on scaffolding dangling above massive ships.

The Dry Dock is actually hundreds of small ports like the one **mapped on pg. 11**. This particular dock is only notable for being attached to **Loshe's Office (2)**. Otherwise they all look roughly the same.

How much do repairs cost?

Prospero's Dream is a legendary X-Class Port, far from the prying eyes of the law. The mechanics work fast and hard, but not always cheaply or reliably.

- » **MAJOR REPAIRS** cost 2x as much as normal.
- » **UPGRADES** cost 2x as much as normal.
- » **50% DOWN PAYMENT** required.
- » **TURNAROUND** time is 1d5x normal.
- » 10% chance some cargo is **STOLEN**.

d10 Rumor (100cr per roll)

- | | |
|----|--|
| 01 | There's creatures growing in The Choke (pg. 32). |
| 02 | Yandee (pg. 8) is secretly an android. |
| 03 | Cutter (pg. 9) is looking to overthrow Yandee. |
| 04 | Ukko/Ukka (pg. 9) is a Hunglung sympathizer. |
| 05 | Imogene Kane (pg. 31) is planning an uprising. |
| 06 | Sycorax (pg. 23) makes installing cybermods easy. |
| 07 | Angus (pg. 8) knows everything about everyone. |
| 08 | Brunhildh (pg. 9) keeps a pet monster in the cells. |
| 09 | Something called "Caliban" is infecting the terminals. |
| 10 | The Aarnivalkea (pg. 22) can heal any disease. |

Phase Alterations

- » **Strike 2:** Fuel/repairs cost 5x their normal price. Rampant thievery from any cargo freighters.
- » **Strike 3:** No ships can enter or leave. Mandatory search. All valuable cargo confiscated by Teamsters.
- » **Outbreak 3:** The **Shipbuilders** who hung from the ceiling for repairs are now fused in their suspension rigs, with living hoses puncturing and feeding their bodies. **Loshe** is still conscious, but his exoskeleton is walking around of its own accord while he watches blankly, trapped inside. The Repair Bays (3) are infected, maniacally retrofitting ships to become one with **Caliban** and spread his seed throughout the sector.

Shipbuilders: C:45 Grottesque Tools 2d10 DMG I:30 W:2(20)



LOSHE DOCKMASTER

COMBAT: 55 Exoskeleton Bash 4d10 DMG

INSTINCT: 60 **WOUNDS:** 3(40)

- » **Exoskeleton:** Four arms, each capable of attacking or firing a weapon in one round. Reapable. Worth 300cr.

Loshe personally oversees every ship that comes in. This makes him a hub of information about who's who aboard The Dream.

Speaks in a calm voice. Always smokes cigars. Drinks Cadre Cola (pg. 13). In recovery.

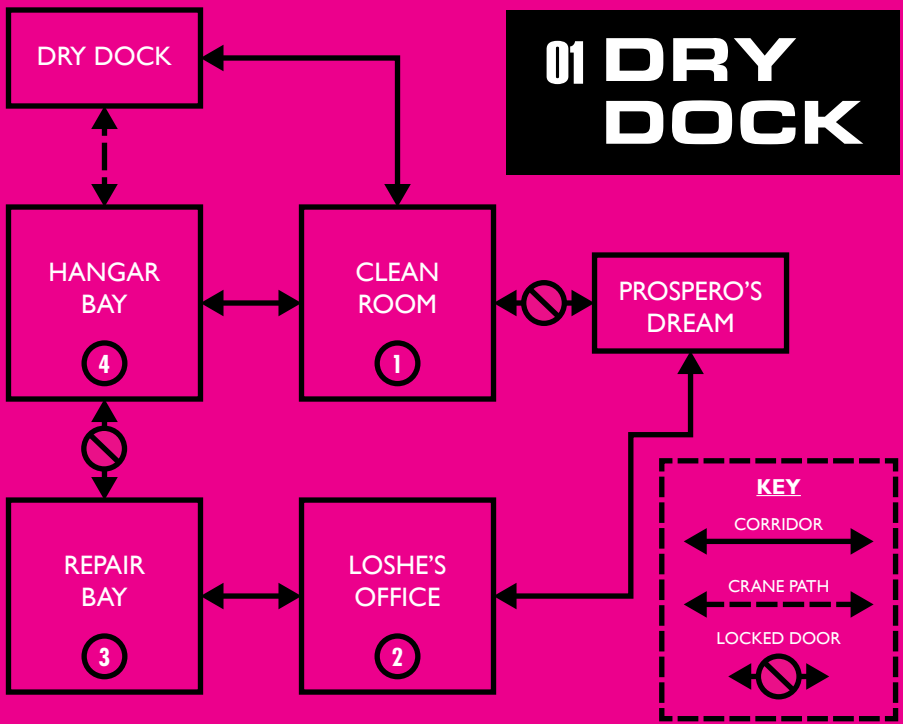
WHAT DOES HE WANT?

- » To keep the dock running smoothly and without injury.
- » To get his 1 year sobriety chip.
- » To protect the Union. Despises corruption.

WHAT IS HE UP TO RIGHT NOW?

- 1-4:** Randomly inspecting a ship's cargo and manifest.
- 5-7:** Gossiping with the mechanics (Free rumor).
- 8-9:** Overseeing a **Q-Team** disinfecting a new crew.
- 10:** Meeting with **Reidmar (pg. 8)** in the back office.

01 DRY DOCK



1. CLEAN ROOM. Spartan, concrete room with rusty drains lining the floor. **1d5+1 Q-Team members** wearing green hazard suits strip search and spray anyone who has disembarked from their ship with disinfectant foam guns.

Q-TEAM

COMBAT: 25 Disinfectant Foam Gun (Body Save or be knocked down) or Pulse Rifle 3d10 DMG
INSTINCT: 25
WOUNDS: 2(20)

2. LOSHE'S OFFICE. Cramped, greasy office littered with tools. **Loshe** is usually here reviewing blueprints or negotiating a complex repair. A **safe** in the back contains plans for an experimental Jump-8 drive that requires only 4 Fuel to Jump.

3. REPAIR BAY. Giant **robotic limbs** move independently, dismantling and upgrading ships. A few **mechanics** monitor the repairs.

4. HANGAR BAY. This is where the crew's ship is docked during the duration of their stay aboard The Dream. Guards can be hired from **Tempest Co.** (pg. 28). Otherwise there's a 10% chance that some cargo is stolen.

d10 Ships Currently Docked

01	Conquer All	Looking for gunmen. Leaves tomorrow. 6 mos Salary + Hazard Pay.
02	Bartzabel	Strikebreakers heading to Tyballt Blue research station. 6 mos Salary.
03	Decade of Therion	Blockade runner heading to DMZ. Room for 5. Tickets 20kcr/ea.
04	Horns of Baphomet	Rescue mission. Looking for a ship called The Defiance .
05	In the Absence of Light	Needs 2 scientists, heading to remote research station for 3 weeks. 2 mos Salary + 1 mo Hazard Pay.
06	Ov Fire and Void	Smuggler looking for work. 1.5kcr advance and 10% of profits.
07	Daimonos	Needs 100 doses of Sycorax.
08	Atlas, Lord is Upon Me	Mining crew taking apprentices. 3 mos Salary.
09	Inner Sanctum	Solarians on a pilgrimage to Päivätär 1019. Will take anyone.
10	From the Pagan Vastlands	Sensitive cargo heading to the Thelema Sector. Guards needed. 1 mo Salary + 1 mo Hazard Pay.

02. THE STELLAR BURN

Dark, smoky, filled with strobing lights and flashing lasers, The Stellar Burn is the place to unwind and do much of the station's "business." Security is handled by **Gundrones** and **Tempest. Co Probies**.

1. SEM'S BAR (CLUB LEVEL). **Jury "Sem" Semenov** runs the club level and is often found behind the bar. Check **What's on the Menu? pg. 13** for drinks and services offered. Additionally, Sem dispenses **a rumor from pg. 10** if you've bought a drink. Any patrons going upstairs for a private booth need their retinas scanned (via a cybermod in Sem's palm) or the **Gundrones** are alerted.

2. HEAVEN (UPPER LEVEL). Overlooks the bar and dance floor, and contains private booths with sonic muting.

3. THE ECSTASY (LOWER LEVEL). **Indyl's** exclusive domain, where companionship can be bought (see **What's on the Menu? pg. 13**). 100cr entry fee.

GUNDRONE

COMBAT: 60 SMG 2d10 DMG

INSTINCT: 25 **WOUNDS:** 1(15)

» Special: Flying

TEMPEST - PROBIE

COMBAT: 25 SMG 2d10 DMG

INSTINCT: 25 **WOUNDS:** 2(35)

» Tactics: Takes cover, calls for reinforcements.

SERAPHS OF VIRTUE

COMBAT: 70 Electrified Lash 2d10 DMG

or Smart Rifle 4d10 DMG (AA)

INSTINCT: 65 **WOUNDS:** 3 (20)

» Tactics: Ambush, retreat, repeat.

» Electrified Lash: Body Save or fall unconscious.



INDYL PROCURER

COMBAT: 35 Retractable Nanoblade 2d10 DMG

or Laser Pistol 1d100 DMG

INSTINCT: 85 **WOUNDS:** 5(15)

» **Pheromone Transmitter:** Body Save or [-] to acting against Indyl.

» **Poison Tongue:** After a successful hit Indyl can use their tongue like a poisonous stinger. Body Save at [-] or be paralyzed for 1d10 hours.

Runs **The Ecstasy**. Tall and graceful. Staunchly protective of their workers. Covered in esoteric motion-tattoos. Indyl's personal bodyguards, the **Seraphs of Virtue**, are highly skilled assassins with an 85% clearance rate who can be hired for 2mcr/target.

MODS: Retractable Nanoblade (10kcr), Poison Tongue (400kcr), Pheromone Transmitter (2.5mcr).

Phase Alterations

- » **Strike 2/Unrest 2:** Business is slow. Sem has overheard where to find **Imogene Kane (pg. 31)** but wants 5kcr for the info.
- » **Outbreak 3:** The ceiling sags from the weight of fatty tissues rife with oozing metal veins. Black sludge covers the floor. **1d10 Husk Swarms** stand lifeless on the dance floor, motionless under the pounding droning bass static.

The doors to the lifts down to The Ecstasy have been sealed over with metallic meat and skin. The speakers around the club scream when any of the fleshy walls are cut. **Husks (Swarm)** [C: Wx10 Mindless Clawing Wd10 DMG l:20 W:1d10(5). Swarm: This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on its current Wounds.]



What's on the Menu?

Sem's Bar

01. **CHATTER.** Adzuki beans. Chat grubs. Corn. 15cr.
02. **MOLOKO+.** Milk. Synthesc. Hallucinogen (Body Save or hallucinate (all rolls at [-] for 1d10 hours)). 25cr.
03. **AMBROSIA.** Midori. Blue curacao. Lime juice. 20cr.
04. **VICTORY GIN.** Sickly. Oily smelling. Acidic. 12cr.
05. **VESPER.** Three measures gin to one measure vodka, half measure Lillet. Shaken. Lemon peel. 30cr.
06. **CADRE COLA.** Caffeinated cola beverage. 1cr.
07. **SMOKEY.** Mescal margarita. Dry. 15cr.
08. **WELL DRINK.** Blood Mary, Gin & Tonic, Long Island Iced Tea, Margarita, Rum & Coke, etc. 10cr.
09. **CALL DRINK.** Mixed drink with particular brand of liquor requested. 20-75cr.
10. **BEER.** Can or bottle. 5cr.

BODY SAVES FOR DRUNKENNESS: Made at [+] after a few drinks, normal for a casual outing or [-] for a long night of heavy drinking. [-] to all rolls white drunk. Lasts 1d10 hours.

Heaven

- SYCORAX.** Neon pink pill. Strong sense of euphoria for cybermod users (see pg. 23 for details). 1kcr/pill.
- PRIVATE VIP BOOTH.** Complete sonic muting and dynamic privacy tinting. 250cr.
- BALCONY ACCESS.** Semi-private booths with a balcony view of the dance floor. 50cr.

The Ecstasy

- COVER CHARGE.** Required payment to gain access. 100cr.
- PRIVATE DANCE.** A dance in a private soundproof booth. Reduce 1d5 Stress [-]. 20cr.
- HOURLY RATE.** An hour alone in a private room. Reduce 1d5 Stress [+]. 100cr.
- OVERNIGHT.** Companionship for an evening out or in. Reduce 1d10 Stress. 1,500cr.
- XP SLICK.** Recording of time with companion. 40cr/hr for your own. 5kcr/hr for someone else's.

03

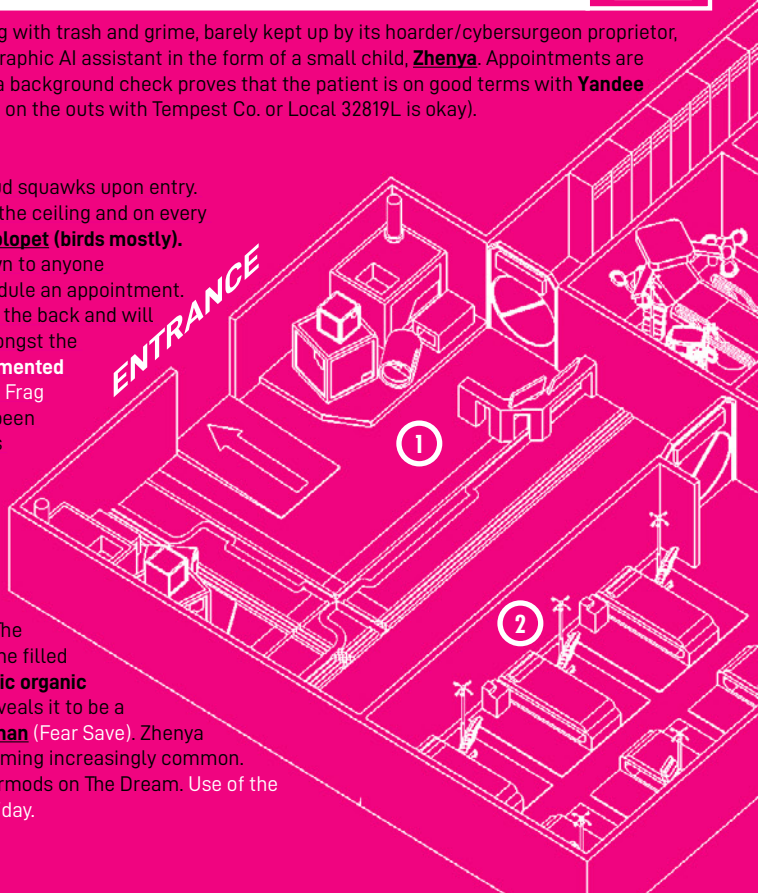
THE CHOP SHOP



The Chop Shop is overflowing with trash and grime, barely kept up by its hoarder/cybersurgeon proprietor, **The Babushka** and her holographic AI assistant in the form of a small child, **Zhenya**. Appointments are made through Zhenya after a background check proves that the patient is on good terms with **Yandee** (pg. 8) and her people (being on the outs with Tempest Co. or Local 32819L is okay).

1. CRAMPED ENTRANCE. Loud squawks upon entry. The entrance is cluttered to the ceiling and on every conceivable perch rests a **holopet (birds mostly)**. **Zhenya** makes himself known to anyone approaching and helps schedule an appointment. Reapers must enter through the back and will not be admitted. Hidden amongst the mess, three child-sized **Augmented Toys** [C:55 SMG+ 2d10 DMG + Frag Grenades I:20 W:2(10)] have been outfitted as killing machines should the need arise.

2. RECOVERY ROOM. Six dingy bunks where those who have just undergone augmentation can recover. The beds are empty except for one filled with a **melted lump of horrific organic cybermods**. Investigation reveals it to be a **terribly mutated former human** (Fear Save). Zhenya will tell you that this is becoming increasingly common. Something is infecting cybermods on The Dream. Use of the Recovery Room costs 100cr/day.



THE BABUSHKA CYBERSURGEON

COMBAT: 25 Sawn-Off Combat Shotgun 2d10+2 DMG or MegaTranq Rifle 1d10 DMG and Body Save [-] or fall unconscious

INSTINCT: 90 WOUNDS: 2(45)

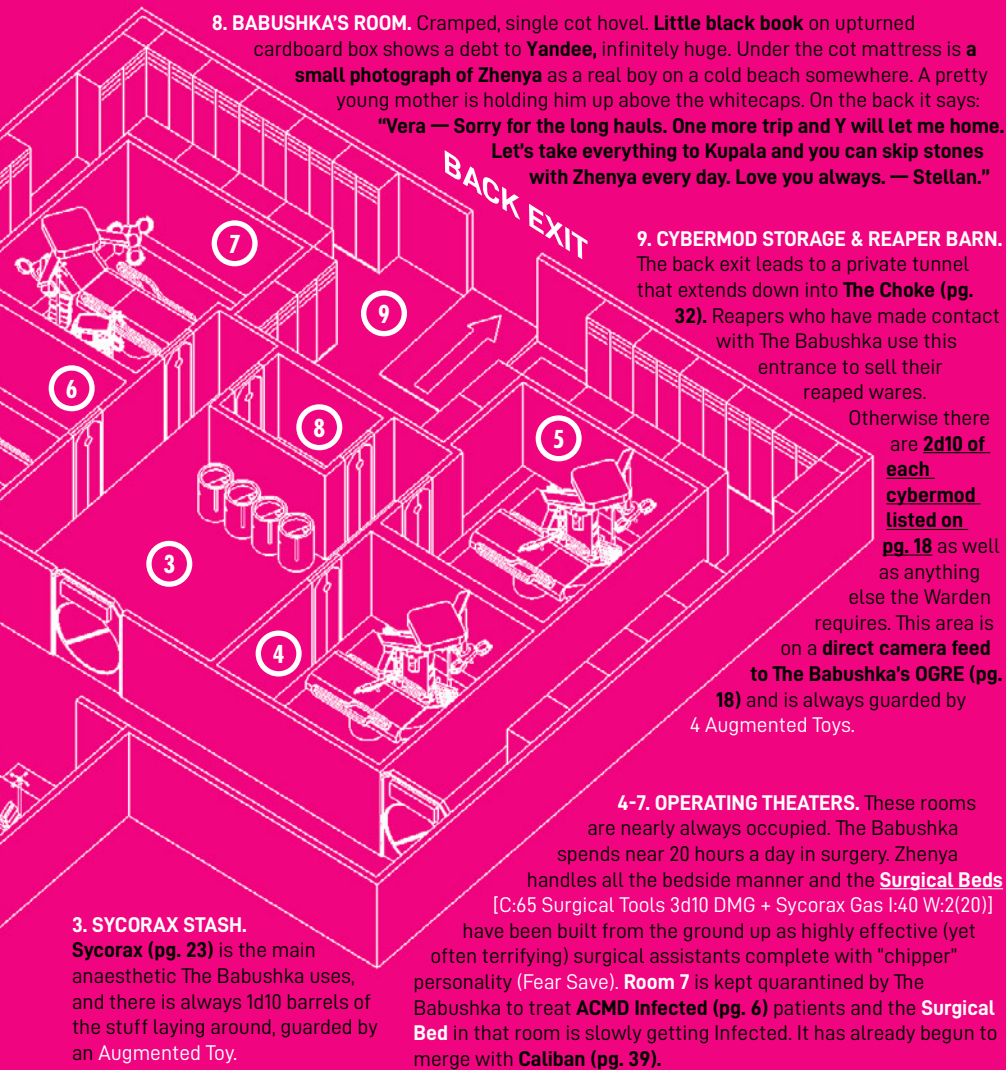
» **Cyber Savant:** When she hits with any weapon, she can shut down any one of the target's cybermod for the duration of the encounter.

Legendary cybersurgeon. Intensely private. Clinically removed from her patients, but generally has a good heart. Doesn't speak much, letting Zhenya, her holographic AI child, do most of the talking.

MODS: Unknown. Assume everything.

POSSESSIONS: Bag of useless junk.

1d10	Jobs for The Babushka	Pay
1-4	1d5 infected corpses. Bring them here for study. Don't get sick.	2kcr/ea.
5-6	Sycorax pickup from The Farm (pg. 22). Talk to Ukko/Ukka , no one else.	3kcr
7-8	House call. Mutated patient has mysteriously died in their home. Visit the scene and collect evidence. Don't get sick.	15kcr
9	Rumors of a Dr. Bancali modding patients in The Choke (pg. 32). Visit Doptown (pg. 30) and track him down. See if he knows what's going on with the ACMD outbreak.	Free cybermod
10	Yandee (pg. 8) has called The Babushka in for a meeting. Provide protection.	40kcr



8. BABUSHKA'S ROOM. Cramped, single cot hovel. **Little black book** on upturned cardboard box shows a debt to **Yandee**, infinitely huge. Under the cot mattress is a **small photograph of Zhenya** as a real boy on a cold beach somewhere. A pretty young mother is holding him up above the whitecaps. On the back it says: **"Vera — Sorry for the long hauls. One more trip and Y will let me home. Let's take everything to Kupala and you can skip stones with Zhenya every day. Love you always. — Stellan."**

9. CYBERMOD STORAGE & REAPER BARN. The back exit leads to a private tunnel that extends down into **The Choke (pg. 32)**. Reapers who have made contact with The Babushka use this entrance to sell their reaped wares.

Otherwise there are **2d10 of each cybermod listed on pg. 18** as well as anything else the Warden requires. This area is on a **direct camera feed to The Babushka's OGRE (pg. 18)** and is always guarded by **4 Augmented Toys**.

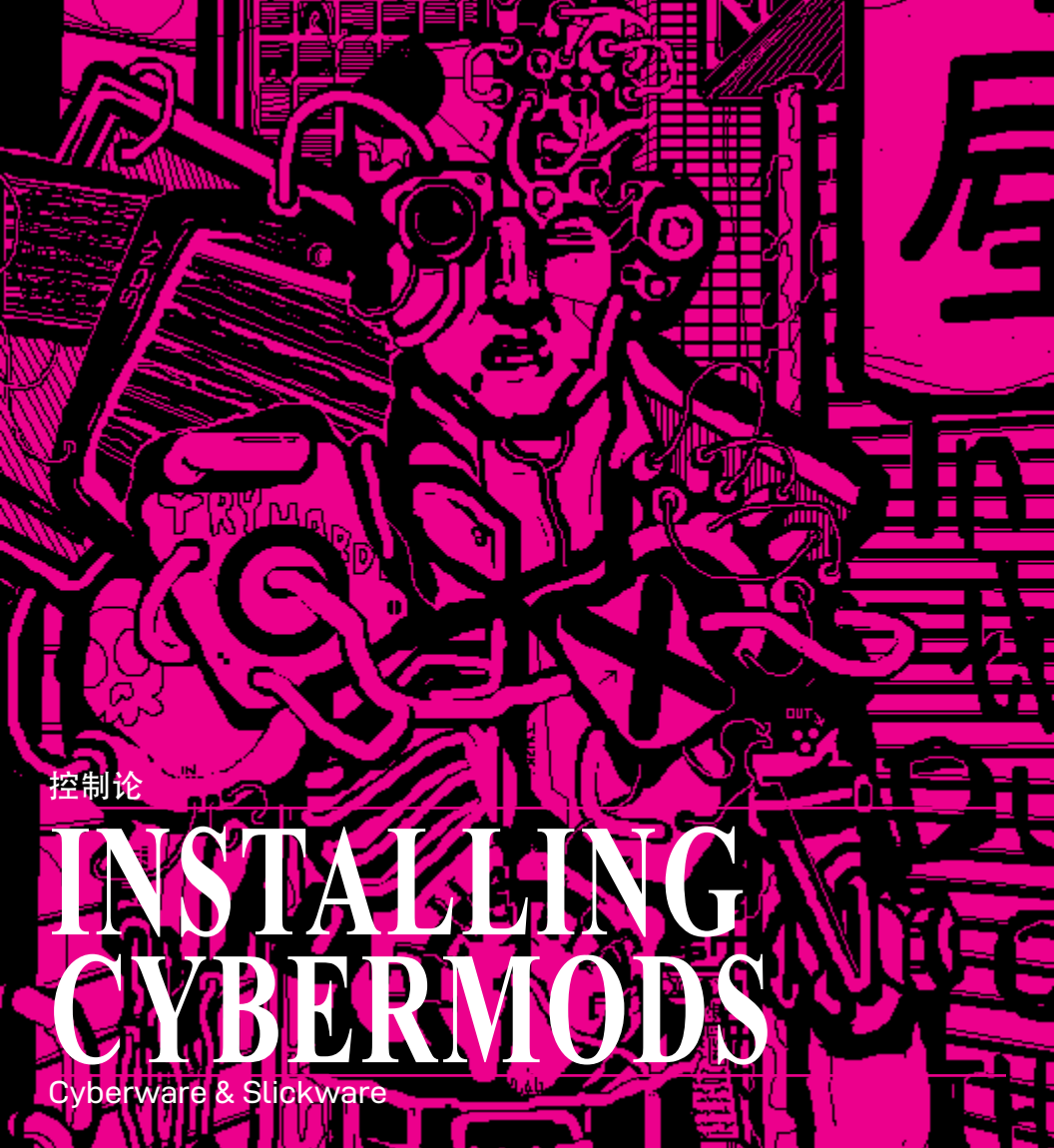
4-7. OPERATING THEATERS. These rooms are nearly always occupied. The Babushka spends near 20 hours a day in surgery. Zhenya handles all the bedside manner and the **Surgical Beds [C:65 Surgical Tools 3d10 DMG + Sycorax Gas I:40 W:2(20)]** have been built from the ground up as highly effective (yet often terrifying) surgical assistants complete with "chipper" personality (Fear Save). **Room 7** is kept quarantined by The Babushka to treat **ACMD Infected (pg. 6)** patients and the **Surgical Bed** in that room is slowly getting Infected. It has already begun to merge with **Caliban (pg. 39)**.

3. SYCORAX STASH.

Sycorax (pg. 23) is the main anaesthetic The Babushka uses, and there is always 1d10 barrels of the stuff laying around, guarded by an Augmented Toy.

Phase Alterations

- » **Strike 1: Reidmar (pg. 8)** is here, meeting with The Babushka in secret. Nosey/stealthy players can make out whispers that Yandee is actually an android. Reidmar is looking for a way to gain an upper hand on them. The Babushka is trying to warn him off of acting rashly.
- » **Outbreak 2:** The entire clinic is packed wall to wall with citizens, all dealing with ACMD infections. Just walking in triggers an **Infection Check (pg. 6)**. Wait time to see The Babushka is 1d5 hours. Players who stick around witness an infected patient transform into a **Chokespawm (pg. 35)** and attack everyone in the clinic, screaming "Caliban is coming! He's inside my mind!"
- » **Unrest 2:** The Babushka won't see anyone, and is hard at work on a series of marathon surgeries in Rooms 4 and 5. **The Recovery Room (2)** is filled with **HungLungs** who have just had **Dr. Bancal's (pg. 34)** "gills" removed after suffering severe mutations.
- » **Outbreak 3: Room 7** has mutated into a hideous orifice that lashes out with pronged metallic tongues. **Room 7 [C:65 Surgical Tools 3d10 DMG I:20 W:1(100)]**
- » **Phase 3:** The Babushka dons a colossal, custom-built exosuit (DR:5 AP:20) with shoulder-mounted railguns (2d10x10 DMG). She is a force to be reckoned with and will go down shooting no matter what. No. Matter. What.



控制论

INSTALLING CYBERMODS

Cyberware & Slickware

There are two kinds of **CYBERMODS (MODS)**: **CYBERWARE** and **SLICKWARE**. Cyberware is cybernetic hardware that is physically installed and augments your body. Slickware is software you install in your brain via a **Slicksocket**. Every character has a certain number of **SLOTS** they can use to install mods. For every 10 points of Strength (rounded down) they may install 1 piece of Cyberware. For every 10 points of Intellect (rounded down) they may install 1 slot of slickware provided they have a **Slicksocket (pg. 19)**. Players who wish to install more mods than they have slots should see the rules for **Overlocking (pg. 19)**.

Installing Cyberware

Getting cyberware installed at a professional cybersurgeon's installation facility like **The Chop Shop (pg. 14)** requires a Body Save [+]. Failure means the mod is installed but the character suffers Xd10 damage where X is the number of slots being installed. Additionally, they gain a **Malfunction (pg. 17)**. Critical Failure means their body rejects the implant in its current form and they must roll for a **Mutation (Back Cover)** as well as a Panic Check as per usual. Critical Successes reduce Stress by 1d5 in addition to a successful installation.

Installing Slickware

Installing slickware at a professional Slickbay like **The Ice Box (pg. 20)** requires a Sanity Save [+]. Failure means the mod is installed but the character gains Stress equal to the number of slots being installed. Critical Failure means their brain won't mesh with the new software and they reduce their Sanity by the slickware's slots, roll for a Malfunction, and make a Panic Check. Critical Successes reduce Stress by 1d5 in addition to a successful installation.

d100	Cybermod Malfunctions
00-14	Loud. Squeaks, rings or hums near-constantly, making stealth difficult and peace of mind impossible. +1 minimum Stress.
15-29	Ghastly. People are unnerved to have you around and stare at you. +2 minimum Stress.
30-44	Irritating. Itches, twitches, and sends chills down your spine. Stress reduction is halved.
45-59	Painful. Constant source of chronic pain. Health restoration (through rest or otherwise) is halved.
60-74	Sickly. Your body doesn't play well with the intrusive mod. Body Save reduced by 1d5.
75-89	Fragile. Prone to breakage. Whenever you critically fail a Body Save the mod breaks down. Requires 10% base cost to repair.
90	Knockoff. Cheaply made version of whatever you thought you were getting. Whatever effect the mod had is now halved.
91	Complicated. Install needs additional work. Come back for another session and pay 10% of base price to get it up and running.
92	Finnicky. Requires 1d10kcr in repairs every 1d10 mos.
93	Poor Fit. The mod takes up one more slot than it's supposed to.
94	Traumatizing. The mod overwhelms your mental capacity. Forget a random Skill.
95	Interference. Causes static and problems with functioning electronic equipment in Close Range.
96	Underpowered. Requires a permanent 1 slot battery pack to work properly (costs 2kcr).
97	Poorly Designed. Pay your engineers better! Permanently breaks down in 2d10 days.
98	Mutation. Mod messes with your system. Roll a Random Mutation (Back Cover) .
99	Lemon. Roll twice and combine.

Amateur Installation

Mods installed by amateurs are at [-], however, if the installer has a relevant Skill the patient can add the installer's Skill to their Save.

Recovery

Recovery takes 1 week/slot installed (doubled for amateur installations). All actions are at [-] during recovery.

Custom Cybermods

Beyond the **listed mods (pg. 18-19)**, players can install any weapon, armor, or piece of equipment at 10x the base cost of the item. Armor takes up one slot for every 2 Armor Points. Handguns take up 1 slot and rifles take up 2. Anything larger than a rifle takes up 3 or more.

Cybermods, Panic, Mutations

If it becomes relevant the Warden can call for Panic Checks on the **Cybermod Panic Table** below instead of the usual Panic Table from the **Player's Survival Guide** or roll for a **Random Mutation (Back Cover)**. Healing mutations is difficult and requires cybersurgery similar to installation.

D20	CYBERMOD PANIC TABLE
1	Endorphin Flood. Reduce 1d5 Stress.
2	Biofeedback. Regain 2d10 Health.
3	Uplift. Gain a random Skill for 1d10 days.
4-5	Glitch. Sanity Save or 1d5 Stress.
6-7	Out of Batteries. All mods stop working unless you are hooked into a power source.
8-9	Power Surge. Take Xd10 DMG where X equals the number of slots installed.
10-11	Shutdown. A random mod stops working completely until it is repaired.
12-13	Reboot. Forget the last 1d10 days.
14-15	Immune Response. Reduce your total slots by 1.
16-17	Overload. Random mod explodes, dealing Xd10 DMG where X equals the mod's slots.
18	Mindwipe. Forget a random Skill.
19	Loss of Humanity. Fear Saves made in your presence are now at [-].
20	I, Robot. In 1d10 rounds the mod takes over and you become a machine controlled by the Warden.

Cyberware	Cost	Slots	Description	Requires
Big Switch	18kcr	1	Allows the user to change their primary sexual characteristics. Takes 1 hour and a mental trigger.	
Black Box	200kcr	1	Eidetic memory backup. Memories can be watched with an OGRE or projected with a Holoprojector. Only saves complete memories from the time of installation onward. Also stores any uploaded data or slickware.	Slicksocket
Cloakskin	200kcr	1	Near-invisibility for 5 minutes once per day. If a Wound is gained during use there is a 30% chance condition is permanent.	
Deadswitch	5kcr	1	Feigns death for 2 weeks. Every time the switch is used there's a cumulative 5% chance the condition is permanent.	Black Box
Fangs	2kcr	0	Hollow cybernetic fangs. 2d10 DMG. Can store up to 3 doses of poison, medicine or any other drug.	
Handcannon	6kcr+ Weapon	Varies*	Conceals a weapon inside a prosthetic limb. Slots and cost are based on the weapon used.	
Holoprojector	750cr	1	Holographically project stored data (collected via OGRE, Installed Body Cam, Black Box, Slicksocket, etc.).	OGRE
Hotswap	5kcr	0	Allows a 1 turn changing of cyberware.	
Huntershot	4.5kcr	1	Holds 1 dart which can be fired on command, upon death or unconsciousness. 2d10 DMG.	OGRE
Little Switch	8kcr	0	Allows the user to smooth or roughen their appearance. Takes 1 day and a mental trigger.	
Loudmouth	500cr	0	Allows for recording and playback of audio. Maximum volume equivalent to that of a flashbang.	
Lumatat	200cr+	0	Cosmetic, color changing, animated or luminescent tattoos.	
OGRE	24kcr	1	Occular Graphic Rendering Engine. A Heads-Up Display implanted in the optical nerve which projects directly into user's field of vision.	
Panic Button	10kcr	1	When triggered (on purpose or upon death) violently detonates hidden explosives. Everyone within Close Range must make a Body Save or take 3d10 DMG. If knocked unconscious there is a 5% chance this will trigger automatically.	
Panzerfist	5mcr	3	A miniaturized missile launcher hidden inside a prosthetic. Extreme Range, 2d10x10 DMG Shots: 2. Wound: Fire/Explosion [+] Reloading takes a round. Without a Spinal Rig user must make a Body Save [-] or be flung backwards. Takes 2 rounds to fire.	Prosthetic
Prosthetic	2kcr	0	Artificial hand, foot, arm or leg. Prosthetic organs can also replace any damaged organs, though at 10x the cost.	
Remote Uplink	2mcr	1	Once per day sends a PDGP encrypted broadcast of user's Black Box data to a secure backup site for future retrieval (or resteeving). Many services require an authorized next-of-kin.	Black Box
Retractable Nanoblade	80kcr	1	Retractable 9" blade which can cut through almost anything. 2d10 DMG.	
Revenant Protocol	20kcr	1	If triggered within 2 rounds of death, allows the user to continue fighting for 2d10 rounds after death. If there are no remaining enemies, user must roll randomly for targets.	
Scapegoat System	10kcr	1	For every 10 DMG user takes, Scapegoat System gains 1 Charge. Charges can be released via touch for 2d10 DMG. Holds 3 charges.	

Hardware	Cost	Slots	Description	Requires
Slicksocket	500cr	1	Cranial input jack which allows slickware to be installed (pg. 21).	
Sockpuppet	1mcr+ Weapon	1	Allows the user to install a weapon which can fire on its own once per round using the user's Combat Stat.	Spinal Rig
Spider Mount	250kcr	0	Grants +1 slot. Can only be installed once.	Spinal Rig
Spinal Rig	150kcr	1	Mechanical rig built for assisted heavy-lifting. User gains 10 Strength (and 1 slot). Can only be installed once.	
Subdermal Armor	5mcr	1	Grants user a layer of rechargeable armor (5 AP) beneath their skin. Takes 2 weeks to regrow if used.	
Tattletale	2kcr	0	Detachable audio surveillance bug which can be traced up to 100km to within a 100m area.	
Terminal Jack	750cr	1	Port allowing interface with terminals, smartlink weapons, and vehicles. Can download data from linked systems or upload information from a Black Box.	
Whiplash Injector	4mcr	1	Single Use. Automatically restores 1 Wound upon user's death. Reduce Body Save by 1d10 [-] after use.	

***Slots for Weapons:** Handguns: 1. Rifles: 2. Larger than Rifle: 3+ (laser cutter, flamethrower, grenade launcher, etc.).

Cost for Weapons: 10x more than their regular cost.

Overclocking

If a player wants to install more mods than they have slots, or if by a reduction in their Stats they lose slots that are allocated to existing mods, they become **Overclocked**. For every mod installed beyond their slot limit they increase their **Overclock Level by 1** and experience the cumulative effects from the table below.

Additionally, any Overclocked mod costs twice as much due to the risk of installation, and Body Saves made during installation are at [-]. If the mod is removed, the Overclock Level is reduced accordingly and the character loses the accompanying effect.

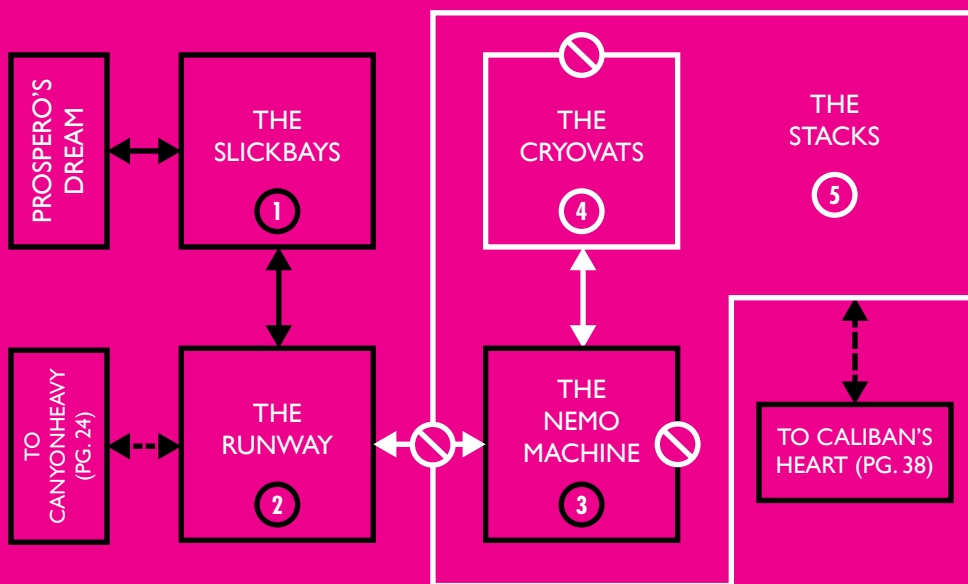
Overclock Level	Effect
1	Minimum Stress increased by +1.
2	Unnerving. Gain the android's Trauma Response: you now cause others in your vicinity to gain [-] on Fear Saves. Androids now give everyone around them 1 Stress whenever they fail a Fear Save.
3	Minimum Stress increased by +2.
4	Removed. You no longer make Fear Saves. You no longer make Panic Checks for seeing others die, for seeing others Panic, or for feeling hopeless.
5	Less than human. The machine is in control. The Warden takes over your character.

Reaping

Mods can be bought, sold, and stolen. Removing (or "reaping") a mod from a living and willing host requires an Intellect Check (*Surgery, Jury Rigging, or Cybernetics*) from the reaper and a Body Save from the host. Failure of one roll deals Xd10 damage to the patient where X is equal to the mod's slots, but the mod is removed. Failure of both rolls deals Xd10 damage and the mod remains attached. Critical Failure on either roll leads to a **Cybermod Panic Check (see pg. 17)**.

Unless extreme care is taken when the damage is done, there is only a 15% chance that anyone killed in combat has reapeable mods.

04 THE ICE BOX



THE ICE BOX is **The Dream's** slang term for its highly illegal Synthetic Sleeving Facility and Slickbay venue. **Sleeves** are vat-grown synthetic humans into which a user's memories can be installed, allowing them to experience life or live again in a new body.

1. THE SLICKBAYS. Hundreds of human-sized pods ("Slickbays") where users can enter a virtual "**Slickworld**" for education, escape and pleasure. While logged into a Slickbay players can install slickware as per the **rules on pg. 17**.

After 1 month of continuous Slickbay usage, any damage taken in the Slickworld applies to characters in real life as well. Likewise, if a character dies in a Slickworld under these circumstances, they must make a Death Check. Some Slickworlds automatically have these safety features turned off. People often die inside their self-made worlds.

Powerful minds have unlocked deep mysteries and constructed awe-inspiring private worlds in the Slickbays, though it can be addictive. Oftentimes, experienced "Mindors" are hired by concerned friends and family to enter an addict's Slickworld and attempt to convince them to return to reality.

This can be a very dangerous proposition, akin to asking a god to become mortal.

2. THE RUNWAY. Minimalistic, surgically-lit fashion runway where sleeves are paraded and inspected before purchase. Because sleeving is illegal, access to The Runway is restricted to appointment only. Ask **Angus (pg. 8)** or **The Babushka (pg. 14)** for an invite.

3. THE NEMO MACHINE. The legendarily outlawed **Neural Monitoring Machine** downloads a user's memories for future upload into a sleeve. Procedure takes 24 hours and requires a Sanity Save or the character forgets the last 1d10 days. Critical Failure results in a Panic Check and total amnesia. After a successful upload, the user's memories are placed into a Sleeve (sold separately). Sleeves take 24 hours to wake up, and have [-] on all rolls for 1 week. Gain +1 minimum Stress as well as whatever bonuses/penalties the Sleeve comes with (**Ice Box Services pg. 21**).

4. THE CRYOVATS. Enormous facility where sleeves are vat-grown from scratch. Giant cryovats with sleeves strung up by their spines as they grow, dangling like fruit. **Sanity Save upon first viewing.**

5. THE STACKS. Data storage of remote uplinked sleeve backups as well as thousands of sleeves in cryostorage. **Freezing cold, at danger for hypothermia without proper protection.**

Slickware	Cost	Slots	Description	Requires
God Mode	10kcr	1	Gives [+] on Hacking Checks when jacked into a terminal. On failure: Gain 2 Stress.	Slicksocket, Terminal Jack
Espernetic Feedback Loop	36kcr	1	Psionic attack that overloads targeted electronics (including androids, cybernetics, etc.). Make a Sanity Save [+]. If successful deal damage equal to the amount rolled. On failure take 1 DMG and gain 1 Stress as per usual.	Slicksocket
Holopet	24kcr	0	Projects a medium sized holographic AI pet which can run around within Close Range. When Resting, relieve +1 Stress. Panic Check at [-] if the Holopet slickware is ever destroyed.	Slicksocket
Looky-loo	550cr	0	Picks up transmissions on all non-encrypted bands.	Slicksocket
Machine Code	350kcr	4	Can converse with powerful AI at a level the AI finds comfortable. Requires Sanity Save: if successful gain 1 Stress per hour spent conversing. If failed gain 1 per minute.	Slicksocket, Black Box, Terminal Jack
Sentinel System	120kcr	2	Doubles effectiveness of stimpaks, Rest and Medical Treatment.	Slicksocket
Skillstick				Slicksocket
(Trained)	50kcr	1	The user gains the purchased Skill for as long as the Skillstick remains installed. The selection and supply of Skillsticks is very limited and closely guarded.	
(Expert)	500kcr	2		
(Master)	1mcr	3		
Twitch Booster	4kcr	1	When activated, the user gains [+] on Speed Checks for 3 rounds and takes 1 DMG as their nerve endings burn.	Slicksocket
Vox Box	24kcr	1	Can perfectly mimic any voice after 10 minutes of speaking to the target. Stores up to 3 voices.	Loudmouth

Ice Box Services

Cost

Reclamation Sleeve. Built by memory wiping prisoners. Re-roll stats. 10% chance of learning a random skill. 10% chance of gaining someone else's memories.

300kcr

Model-A Series Sleeve. Bulk issue. Ten different physical models (A1-A10). Reduce all Stats and Saves by 5. Heavily discriminated against.

500kcr

Atlas X Premium Sleeve. Custom designed. +5 Strength, Speed, and Body. Recovery only takes 48hrs.

3mcr

Narcissus-1 Sleeve. Luxury designed. All new Stats. Spend 240 points between Strength, Intellect, Combat and Speed. Recovery only takes 12hrs.

50mcr

Sleeve Backup. Download memories in the NeMo Machine. Takes 24 hours. Sanity Save or forget the last 1d10 days. Critical Failure results in a Panic Check and total amnesia.

50kcr

Sleeve Storage. Monthly storage fees.

500cr

Slickbay (1hr). Enough time to install a slick.

5cr/hr

Slickworld (1mo). DIY or join a Clan Server.

100cr

Phase Alterations

- » **Outbreak 1:** Strange accidents are causing Slickbay users to go catatonic. The few who awaken describe a crying girl named **Ariel** (pg. 6). She says she's sick and her dad won't let her die. Please help her.
- » **Outbreak 2:** All the Slickworlds merge into a bleak wasteland ruled by a demon named Caliban. No one can logoff their Slickworld unless Caliban is found and destroyed (digitally or otherwise).
- » **Outbreak 3:** The Cryovats begin to pump out grotesque clones of Caliban. These **Husks** wander the corridors begging "Who am I?" and attacking everyone in their path.

HUSKS (SWARM)

COMBAT: Wx10 (Mindless clawing Wd10 DMG)

INSTINCT: 20 **WOUNDS:** 1d10(5)

- » **Swarm:** This creature's Wounds represent the number of creatures in the Swarm. Combat and DMG are based on current Wounds.

05 THE FARM

"Let light shine on the afflicted / cast mercy upon the deep / feed the hungry / ransom our prisoners / raise up the sick / banish the dark places."

— SOLARIAN MORNING PRAYER

Run by the **EVANGELICAL SOLARIAN CHURCH (ESC)**, The Farm is both the principle grower of food on **The Dream** as well as an important holy site for the Solarians, with thousands of pilgrims making the journey each year to see **The Aarnivalkea (9)** tree.

Additionally, The Farm is a major producer of drugs for the **GOLYANOVO II BRATVA** and the church's **High Gardener, Ukko/Ukka (pg. 9)**, has a close relationship with **Yandee (pg. 8)** as their single source for the cash-crop drug **Sycorax (pg. 23)**.

What do the Solarians Believe?

The **ESC** (also known as Invictus Sol or The Dawn of the Unconquered Sun) is a polytheistic **star-worshipping religion** centered around the core belief that all energy in the universe comes from stars, and that sun god worship is the oldest human religion and therefore the ideology that most ties humanity to its roots. They practice **solar astrology**, **sunbathing meditation**, extensive training in **agriculture** and **hydroponics**, and the giving of **seeds to the poor**.

Anyone can become a member of Invictus Sol by accepting a bindi, burned into their skull, called a "**Sun Spot**," and then growing and maintaining a small garden in their home (on board a ship or otherwise).

1. THE SANCTUARY. Grand sunlit chapel. From the Altar of Dawn **Ukko/Ukka (pg. 9)** leads all who seek in guided meditations at "dawn" (0600hrs), "high sun" (1200hrs) and "sundown" (1800hrs). **Solarians** pass out tract literature/seed packets.

2. THE SUN MARKET. Bustling farmer's market. Vendor stalls for fruits, vegetables, drugs, arts & crafts, etc. **Hundreds of shoppers** on weekends.

3. THE GARDENS. Silent meditation gardens. Walking paths, reflecting pools, artificial nature sounds. Statue of Tonatiuh, the "Fifth Sun." **1d5 Solarian Gardener Monks** [C:15 Stick 1d10 DMG 1:20 W:1] in thoughtful meditation.

4. THE MONASTERY. Access restricted to the **Solarian Gardener Monks** of the ESC (about 40 currently there). Simply designed stone and wood architecture (rare in space). Dormitories, library, refectory, infirmary, and bathing pool.

5. THE DRUG LAB. Guarded by **2d10 Tempest Co. Operators** [C:35 Pulse Rifle 3d10 DMG 1:25 W:2]. **1d10 Solarian Scientists** [C:15 1:35 W:1] working. Drugs manufactured for **Yandee (pg. 9)** and distributed by **Local 32819L**. Thousands of doses of any drug on the **Drug Table (pg. 23)**. **Sycorax** is packaged here but secretly manufactured at **Farm Two (10)**.

6. THE SEED VAULT. Cryogenic vault of thousands of seeds needed for farming with multiple redundant backups. Guarded by **Tempest Co. Armored Troopers** [C:65 GPMG 4d10 DMG 1:45 DR:5 AP:13 W:3(20)].

7. THE SOLARIUM. Massive artificial sun room. Access restricted to Solarians (or those who make a 100cr donation). **Dozens of Supplicants**, kneeling in shallow waters, praying and basking in the glorious light. Reduce Stress by 1.

8. FARM ONE. Immense zero-g hydroponic farm operated by **2d10 Swarms of Cybernetic Drone Bees** [C:Wx10 Stinger Wd10 DMG 1:20 W:1d10(1) Flyer. Swarm: This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on its current Wounds.]. Artificial day/night cycle. **1d5 Solarian Gardener Monks** trimming branches.

9. THE TREE. **The Aarnivalkea**, the first tree grown on The Dream. Gargantuan. Lives on a small artificial island in the center of a giant man-made lake. Roots go down four stories. Restricted access to **Solarian Gardener Monks** (1d10 swimming in the lake right now) or anyone who donates 5kcr.

The legendary tree is secretly maintained through advanced proprietary Solarian cybermods. This allows it to bear a sterile fruit which when combined with the fruits from **The Burrows (pg. 37)** allows for the creation of **Sycorax (pg. 23)**. **Yandee has a Spy** inside the Solarian Church and is aware that the Tree is the secret to Sycorax production. If given the opportunity (or confronted with the need) Yandee will take the Aarnivalkea by force.

10. FARM TWO. Only rumored to exist. Restricted and **hidden underwater entrance** reached from **The Tree (9)**. Guarded by **2d10 Solarian Gardener Monks**. Sycorax is manufactured here and its formula is a highly guarded secret. **3d10 Solarian Scientists** working feverishly.

1d10	Drug, Effect & Comedown	Price
1	Method. Complete and total eidetic memory for 2d10min.	80cr
2	Liquid Sword. [+] on Combat Checks for 1d5 turns. Take 2d10 DMG after.	200cr
3	Daytona. Gain an extra action for 1d10 turns. Reduce Speed by 1d10 after.	150cr
4	Triumph. Grants [+] on the next 1d10 rolls. 1d5 Stress. Permanently reduce Max Health by 1d5.	300cr
5	Soma. Don't gain Stress for 1d10 hours. [-] on Speed Checks for the next 1d10 days. +1 Minimum Stress.	125cr
6	Ruckus. +1d10 Strength. -1d10 Sanity.	100cr
7	Seed. Gain a new Skill for 1d10 days. Lower a random Skill's bonus by 5 [1d10: (1-5) Trained. (6-9) Expert (10) Master]. A Skill reduced below 0 is forgotten completely.	350cr
8	Stimspice. Grants the ability to read target's mind for 1d10 minutes. Gain 1d5 Stress.	500cr
9	Slug. Mentally visit a virtual world shared by everyone taking Slug at that exact moment. Last 1d10 hours. Sanity Save.	25cr
10	Sycorax. See sidebar.	750cr

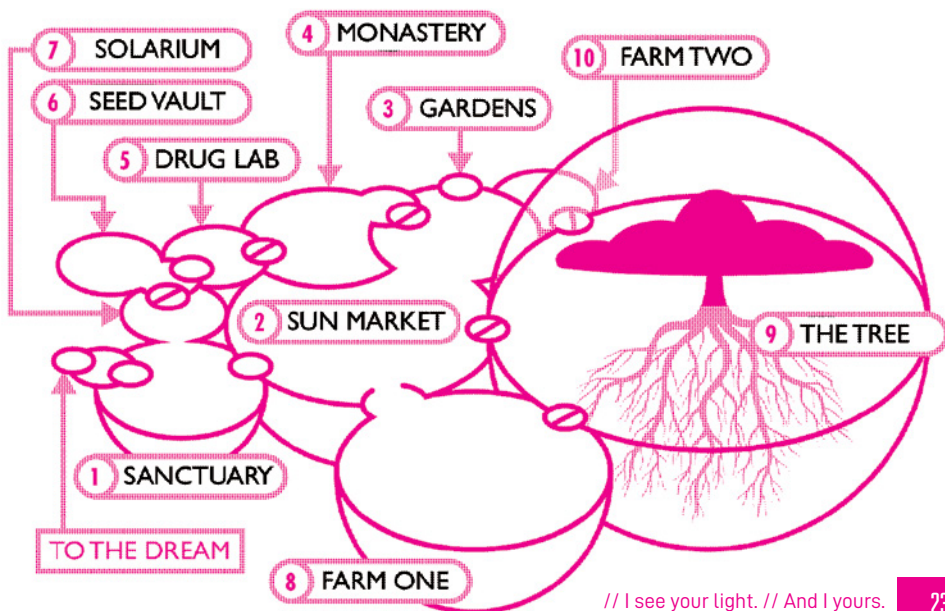
Phase Alterations

- » **Unrest 1:** The Solarians are funneling credits from their donations to the **Hunglungs** and helping to sneak them off The Dream.
- » **Unrest 2:** Massive siege of The Farm by **Tempest Co. Operators**. Tense standoff. Solarians have taken up arms and imbibed powerful drug cocktails, making them fanatical combatants willing to fight to the death. Ukko/Ukka will destroy the Aarnivalkea rather than let it be taken by Yandee.
- » **Outbreak 3:** The Aarnivalkea comes to life and sprouts dozens of **Husks** per hour. **Husks (Swarm)** [C:Wx10 Mindless Clawing Wd10 DMG l:20 W:1d10(5) Swarm: This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on current Wounds.]

SYCORAX

A powerful drug created only from fruits that only grow in **The Burrows** (pg. 37). Three fruits yield a batch of 500 pure doses (375kcr in revenue). Solarians pay 10kcr for every 3 fruits (in a sealed container).

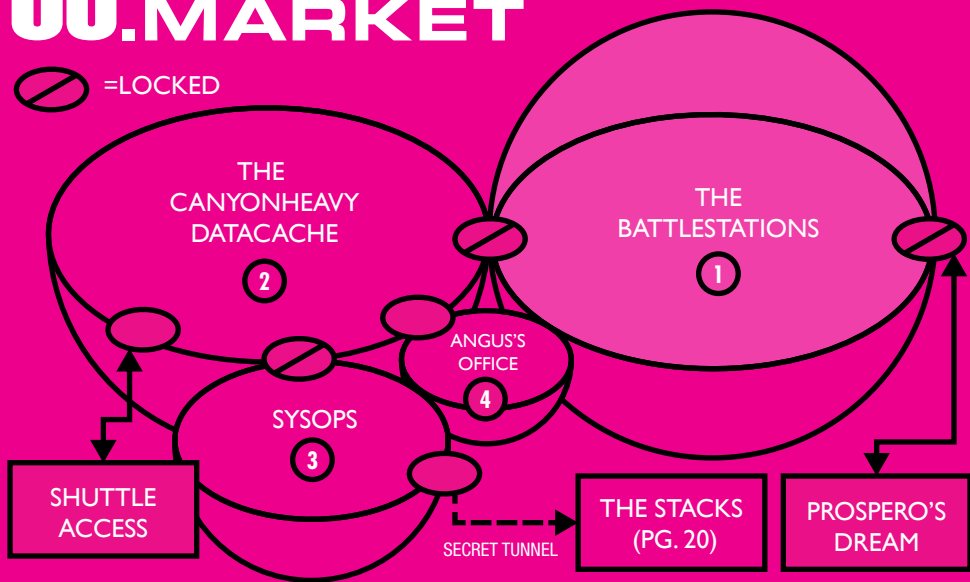
- » Grants +20 to Body Saves made when installing cybermods.
- » Heals Xd10 DMG where X is equal to the number of slots of cybermods and stickware installed.
- » Every time you take Sycorax make a mark on your character sheet and roll a d10. If you roll equal to or lower than the number of Sycorax you have taken gain a random **Mutation (Back Cover)**, then reset back to zero.
- » Addictive.



06. CANYONHEAVY MARKET



=LOCKED



CANYONHEAVY.market is an intergalactic haven for hackers run by prodigy hacker [Angus \(pg. 8\)](#) (a.k.a. Ang-Hause, @NG, angryhoss, AnGoose). CANYONHEAVY is effectively the intelligence apparatus of the **Golyanovo II Bratva** but is a renowned and feared information brokerage and hacking collective in its own right. Access is restricted to vetted clients, first met in a private booth at [The Stellar Burn \(pg. 12\)](#).

1. THE BATTLESTATIONS. Zero-G. Rough sphere workspace coated in multi-terminal workstations. [Dozens of hollering Console-Cowboys \[C:25 I:65 W:1\]](#) under-lit in neon-green kick-off and drift between the terminals, commentating the current Clan Game in slang incomprehensible to outsiders. A **huge scoreboard** floats in the center of the room. The air is filled with Daytona smoke (pg. 23) and crushed Cadre Cola cans.

2. THE CANYONHEAVY DATACACHE. Zero-G. A humming nest of **servers and terminals** with the atmosphere of a church. These terminals are a **datacache** of all CANYONHEAVY assets: strange new malware strains, leverage over various corporations and a nuclear arsenal of hacking tools. Encrypted and guarded by [1d10 Mercenaries loyal only to CANYONHEAVY \[C:35 Pulse Rifle 3d10 DMG I:35 W:2\]](#). If the datacache could be recovered and decrypted it would net you 1d5bcr and CANYONHEAVY as a powerful, lifelong enemy.

3. SYSOPS. Zero-G. Planning room for major operations. Hidden behind an old-school **whiteboard** is a secret tunnel to [The Stacks \(pg. 20\)](#) used to arrange meetings with high-value clients. Regular clients use this area as a meeting space.

There's a 20% chance each time you travel through the **Secret Tunnel** that you'll encounter a random [Chokespawm \(pg. 35\)](#).

4. ANGUS'S OFFICE. Zero-G. A cramped and dingy office crammed with blinking terminals, mechanical keyboards and discarded takeout boxes from Hanzo's floating through the air.

The Databroker, [Angus \(pg. 8\)](#), is the uncle and shepherd to this mongrel band and acts as their talent agent. The purchasing of equipment and talent is all done through him. If any of his flock are abused or killed, his significant contacts ensure swift revenge.

Angus always pays for good information, rumors and any data that can't be got through purely digital means. Check [CANYONHEAVY Missions \(pg. 25\)](#) or [Angus: What Can You Do For Them? \(pg. 8\)](#) for work.



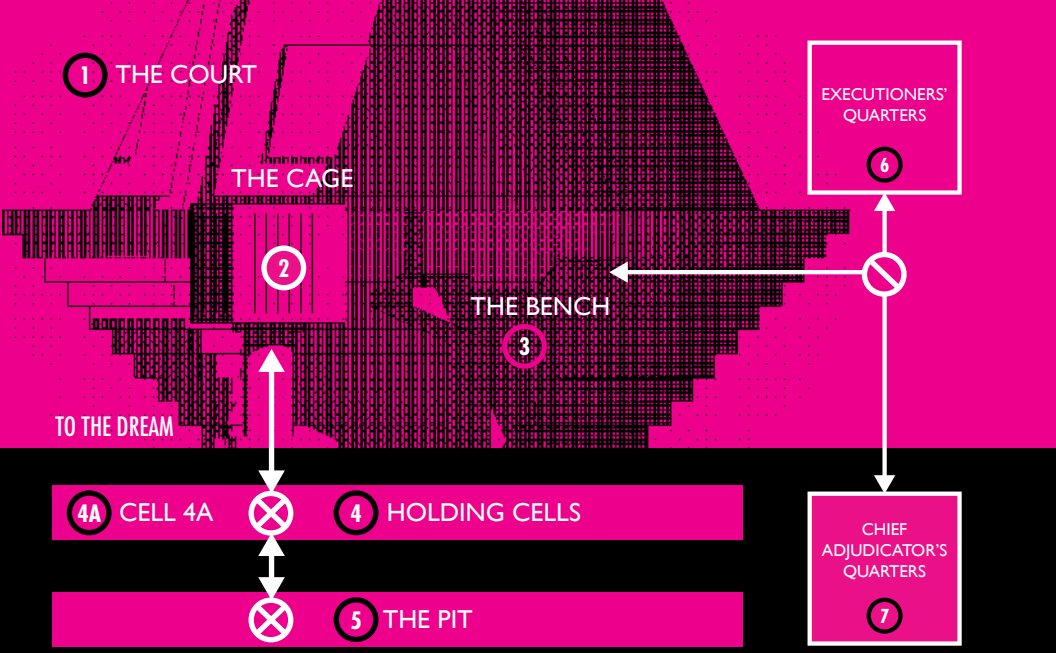
1d10	Thing	What Do	Cost
1	TrashKid	Portable device preconfigured to generate believable iconography and attack patterns for a fictitious cyber-gang, leading investigators astray.	5kcr
2	Splintermask	Transparent, flexible balaclava whose outer surface transmits harsh jagged noise-patterns, defeating conventional and IR cameras. Stressful to Androids/AI systems.	3kcr
3	Racketball	Bundle of transmitters, speakers, LEDs and suspicious cabling which aggressively output noise on all spectrums, destroying any delicate sensors within 30m and stunning standard sensors for 1d10min.	4.5kcr
4	Office Assistant	A large suitcase or backpack containing blank Android personality storage and several I/O cables. A willing android can download a copy of their personality into the device which if then connected to an unwilling android (Sanity Save to resist) can control this new body, locking the original personality out.	55kcr
5	Moebius Strip	If connected to a camera, endlessly replays 30 seconds of selected footage while increasing the timestamp accordingly.	3.5kcr
6	Doorstop	Small siphon-circuit which traps any open/close signal output by a door, meaning no notification of door operation is reported to the network.	500cr
7	Remote Autohacker	A radio operated, preprogrammable output device allows for remote input (allowing the player to make a remote Hacking Check). Long Range.	250kcr
8	Slaveshot	Close Range dart gun which on hit injects malicious code into a cybermod, allowing the hacker remote access within Long Range (Body Save to resist).	15kcr
9	Socketsnake	An inert, lifeless bundle of cables with a set of adaptors. Once connected to a device any further input causes the snake to thrash wildly, dealing 2d10 DMG to the user.	750cr
10	Mommybird	A heavy black cylinder filled with a huge bank of capacitors. When connected the device siphons power into the capacitors before outputting all of this charge back into the device. This takes 60 seconds.	75kcr

1d10 Canyonheavy Missions

- Infiltrate Local 32819L.** Gain membership. Find dirt on [Reidmar \(pg. 8\)](#). Foment insurrection. **50kcr.**
- Infiltrate the Golyonovo II Bratva.** Become a Droog for [Yandee \(pg. 8\)](#). Report secretly to Angus. **25kcr.**
- Locate and break into "Farm Two."** Find the formula for Scyorax production at [The Farm \(pg. 22\)](#). **30kcr.**
- Contact Imogene Kane.** Rumored [Doptown \(pg. 30\)](#). **10kcr.**
- Locate Dr. Bancali.** Ask around in [Doptown \(pg. 30\)](#). **100kcr.**
- Make contact with Hideo Kiestowski.** Reclusive genius rumored to be hiding in a private Slickworld in [The Ice Box \(pg. 20\)](#) for a over decade. Convince him to return to reality to help with the ACMD outbreak. **350kcr.**
- Extract Anouk Falconetti.** Currently held on [Sublevel C \(pg. 28\)](#). Escort her to [Loshe \(pg. 10\)](#). **750kcr.**
- Relay slickware message to Goblin X.** Currently held in a high security cell at [The Court \(pg. 26\)](#). **150kcr.**
- Retrieve Brunhildh's terminal passcode.** Small disc. Hidden inside her library near [The Court \(pg. 27\)](#). **375kcr.**
- Deliver Dead Drop.** Visit specified private booth in [Heaven \(pg. 12\)](#) and hide package. Do not open. **5kcr.**

Phase Alterations

- » **Unrest 1:** Angus is looking for any information on [Imogene Kane \(pg. 31\)](#) and her Hunglung rebels. He pays 5kcr for substantial rumors.
- » **Outbreak 2:** Strange images of a laughing man flash on the terminals. The hackers are desperately trying to isolate the problem. Any services are 2x normal cost.
- » **Outbreak 3:** Bulkhead will be sealed, no-one in or out. If Angus has had positive dealings with the crewmembers he'll offer them a job: 2mcr to escort his flock to the shuttle at Tempest Co. HQ. Once his flock takes off Angus will strap himself in for one last run, paying the crew (in future service or favor) to guard his physical location as he attempts to drive Caliban off the network. This hack takes 3d10 turns, with **2d10 Husks (Swarm)** [C: Wx10 Mindless Clawing Wd10 DMG 1:20 W:1d10(5). Swarm: This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on its current Wounds.] arriving every turn, crawling through every vent and possible opening. If Angus is successful, all of Caliban and his minions halve their Wounds permanently. If the situation looks hopeless and the module is still full of his flock, Angus will gas CANYONHEAVY, killing everyone. Better than than assimilation.



07 THE COURT

1d10 The Docket Odds

1	1d10 Doptownians vs. C:20 Unarmed 1d5 DMG l:20 W:1 1 Executioner Probate C:30 Vibechete 3d10 DMG l:35 W:21	1:1
2-3	Accused vs. Accuser C:25 Vibechete 3d10 DMG l:35 W:1	1:1
4-5	Accused vs. C:25 Spear 1d10+1 DMG l:35 W:1 Executioner C:55 Electrolash 2d10 DMG l:35 W:3	1:5
6-7	Advocate vs. C:55 Rigging Gun 1d10 DMG l:45 W:2 Executioner C:55 Electrolash 2d10 DMG l:35 W:3	1:2
8	Accused vs. C:25 Spear 1d10+1 DMG l:35 W:1 Random Pit Creature (pg. 27)	1:10
9	1d10 Traitors vs. C:45 Spear 1d10+1 DMG l:35 W:1 Chief Adjudicator Brunhild C:75 Antique 5d10 DMG l:75 W:4	1:3
10	2d10 Accused & 1d10 Advocates vs. (see above) + Melee Weapon of Choice 1d10 Chokespaw & 5 Executioners (pg. 35) & (see above)	1:2

SECURITY CHECKPOINT

RESTRICTED ACCESS

Presided over by **Chief Adjudicator Brunhild** (pg. 9) and her retinue of **Executioners**, The Court of Prospero is the only law on a lawless station. Anyone found breaking one of the **few written laws** (pg. 4) or many unwritten laws on The Dream are thrown into **The Holding Cells** (6) to await trial by combat in **The Cage** (2). Anyone accused of a crime has the right to a representation via an "**Advocate**" if they can afford it (prices start at 5kcr). The winner goes free and the loser, if still alive, is sent to **The Choke** (pg. 32). Trials are held several times a day and provide entertainment as a bonus. Gambling on the outcome of each trial is common (the odds are provided on **The Docket**).

- » **TO BECOME AN ADVOCATE:** Submit a thumbscan contract with the **Accused** to The Court. A loss by submission or death in combat means the Advocate doesn't get paid and the Accused is sent to **The Choke** (if an Advocate dies in combat, however, their estate is still paid). Advocates can also act as "Public Defenders" who work for anyone who can't afford an Advocate (pays 5kcr/win).
- » **TO BECOME AN EXECUTIONER:** Donate 15kcr to the Golyonovo II Bratva and win 10 Advocate bouts (unless otherwise arranged by a sponsor). **Accusers** always have the option to fight as Executioner against the person they accuse.

1. THE COURT. Throng of spectators, thick stench of body odor and smoke. Rampant side-betting. Fights.

- » **STADIUM SEATING:** 25cr/ticket.
- » **FLOOR SEATING:** 500cr/ticket.
- » **BOXED SEATS:** 15kcr/box (holds 20).

Bets are taken via O2 credstick. Tempest Co. Probies [C:25 SMG 2d10 DMG I:25 W:2] on standby in case of riots. Many gamblers go bankrupt after a trial and are immediately taken to The Holding Cells (6).

2. THE CAGE. An elevated, revolving stage fenced in with electrified cage (Body Save or 1d10 DMG and lose an action) which dominates the center of The Court. In the middle of The Cage is a platform which raises up the Accused from the security checkpoint in The Holding Cells (4).

3. THE BENCH. Balcony boxed seating reserved for Chief Adjudicator Brunhildh, her retinue, and the major power brokers on The Dream, namely Angus the Databroker, Teamster Union Rep. Reidmar, Tempest Co.'s Cmdr. Cutter, Solarian High Gardener Ukko/Ukka (who never attends) and the Vor of the Golyanovo II Bratva, Yandee (details on all of them can be found on pg. 8-9).

4. HOLDING CELLS. Guarded by 1d10 Tempest Co. Probies. Most of these cells are occupied with O2 debtors. In one particular cell (Cell 4A) is the grotesquely musclebound Rage of Caliban beating against the cell bars. Its features are a puffy mess of flesh and bone.

RAGE OF CALIBAN

COMBAT: 80 Bash 3d10 DMG or Mutated Arm Cannons
1d100 DMG

INSTINCT: 65 WOUNDS: 4 (30)

5. THE PIT. Musty animal odor. Its cages contain horrific beasts and other freaks (see Pit Creatures Table). Heavily guarded by 1d10 Tempest Co. Armored Troopers C:65 GPMG 4d10 DMG I:45 DR:5 AP:13 W:3(20).

6. EXECUTIONERS' QUARTERS. Twelve spartan rooms, each with a small bunk and footlocker (electrolash, badge of office, robes, 15% chance of a jailbroken O2 credstick with 1d10kcr on it).

7. ADJUDICATOR'S QUARTERS. Brunhildh's (pg. 9) lavish suite decorated in old leather and hunting trophies. An antique rifle rests above the door. A bed which looks unused. Hidden behind a bookcase is a secret alcove containing an android charging unit and private terminal. Her password is written under a whale figurine.

1d10 Accused & What They Can Pay

- | | |
|-----|---|
| 1 | Golyanovo Traitor. 1d10x100cr for Advocate. However, you'll have to fight the Chief Adjudicator. |
| 2-5 | O2 Debtor. No money at all. Talk to <u>Ukko/Ukka (pg. 9)</u> . |
| 6-7 | Contraband Smuggler. 50kcr and a free ride. |
| 8 | Teamster who stole from Yandee. 1d100kcr and a free ride (maximum 3 Jumps). |
| 9 | Hunglung Insurgent. Can't afford Advocate but <u>Imogene Kane (pg. 31)</u> will owe you a favor. |
| 10 | Political Prisoner. Enemy of the Teamster Union, Tempest Co., The Golyanovo II Bratva or The Solarian Church. Can get 300kcr+ if you can win the almost certainly rigged trial and survive long enough to escort them off The Dream. |

1d10 Pit Creatures

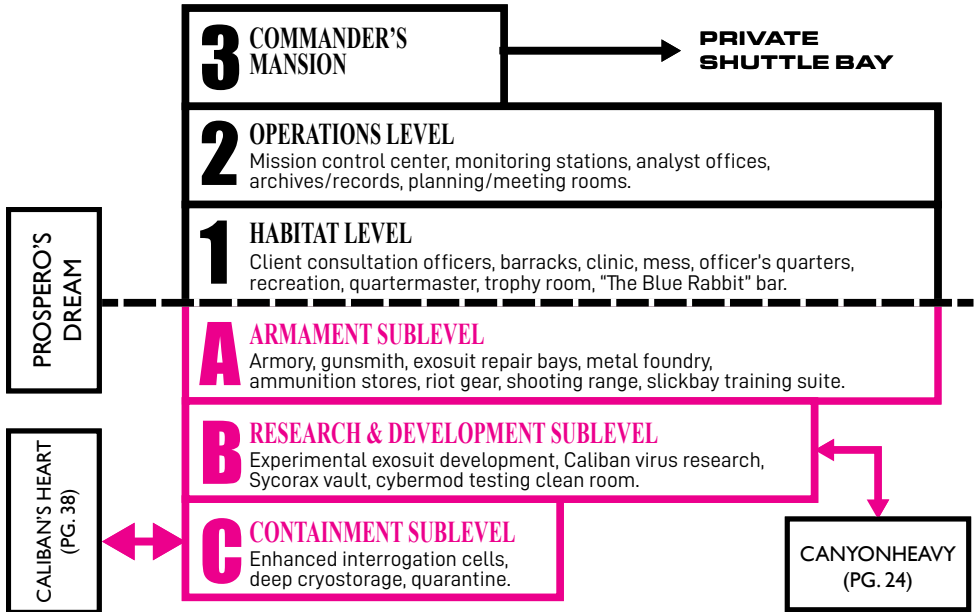
- | | |
|-----|---|
| 1 | Infected Cyberfreak
C:20 Unarmed 1d5 DMG + Infect I:20 W:3. |
| 2-4 | 1d10 Diamond Dogs
C:65 Bite/Bite/Claw 1d10 DMG I:35 W:1. |
| 4-5 | Sleevevraith
C:70 Rusty Blade 2d10 DMG I:35 W:2.
Reclamation sleeve with combat slickware. |
| 6-7 | Slicksquid
C:65 Tentacle 4d10 DMG I:85 W:3.
Combat via Slickbay, projected into The Court. |
| 8 | The Brute
C:65 Swipe 5d10 DMG I:75 W:5.
Giant slow mech. Swipe hits multiple targets. |
| 10 | Specimen 869
C:85 Psi-Blast Sanity Save or Xd10 DMG + 1d10 Stress.
I:95 W:2. X=rounds spent concentrating. |

Phase Alterations

- » **Outbreak 1:** Mass execution of 400 Infected Prisoners overseen by Yandee and Brunhildh. The Q-teams that rounded up the infected are also disposed of by Armored Troopers.
- » **Strike 2:** Huge influx of Teamster prisoners. Riots in The Holding Cells (4).
- » **Unrest 2:** Hunglung insurgents stage an elaborate breakout of The Holding Cells (4). Imogene Kane (pg. 31) is among them, leading the charge.
- » **Outbreak 3:** The Pit (5) is overrun and all its creatures escape. Specimen 869 mind controls a squad of Tempest Co. Armored Troopers. The Holding Cells (4) are open as well and its prisoners have all become infected. Tempest Probies are besieged, have locked themselves inside a cell.

08. TEMPEST COMPANY HQ

7 (3 Squad) Platoons: 42 Fireteams. Officers: 36. Armored Troopers: 54. Operators: 350. Probies: 906. Admin: 85.



Tempest Mercenary Company is a detachment of the Czernobog Private Military Corporation. Their core mission is to act as muscle for the Golyanovo II Bratva. Led by **Cmdr. Race Cutter (pg. 9)**, Tempest is primarily engaged in defending **Reidmar's** fleet (pg. 8) during **Sycorax** distribution, quelling insurrection in **The Choke (pg. 32)** and eliminating **Yandee's** (pg. 8) enemies throughout the sector.

Level 1 - Habitat. Heavily fortified entry control point. Badged visitors can access the client consultation offices and The Blue Rabbit, everywhere else is restricted to **Rank 1 (R1)** and above (as noted below).

Level 2 - Operations. Security checkpoints at the elevators. The nerve center of all operations. Extensive monitoring of citizens of The Dream.

Level 3 - Commander's Mansion. Cutter's lavish penthouse. Guarded by **The Zirnitra**, an elite Armored Trooper unit. Personal terminal reveals evidence of disloyalty to Yandee in encrypted communications with a secret cabal of officers.

Sublevel A - Armament. Security clearance **R2+**. Sublevels reached via freight elevator. Massive stores of weaponry. **Probies** in Slickbay training.

Sublevel B - Research & Development. **R5+**. **ACMD** (pg. 6) research is heavily quarantined.

Sublevel C - Containment. **R7+**. 30min. elevator. Freezing cold. Access to **The Veins** (pg. 35) via hidden ducts. Supersoldier Sleeve (pg. 20) storage.

How can I join Tempest Co.?

To become a member of Tempest Co. roll 1d10 [-] on the **Tempest Co. Mission Table**, complete the mission and donate all the credits earned back to the Company. Once that's done the character will become a Rank 1 (R1) **Probie** with full standing.

To continue to rank up they must successfully complete a number of missions equal to the next rank (for example: to move from R5 to R6 requires 6 successful missions). Conversely, members are demoted by failing a number of missions equal to their current rank or by losing a number of soldiers equal to 3x their rank (for example: an R6 is demoted to R5 after failing 6 missions or losing 18 Operators/Recruits/Probies/etc.).

Finally, the characters must kick back **10% of all credits earned** to the Company in dues.

To be assigned a mission roll on the **Tempest Co. Job Table** and add current rank. Wardens are encouraged to assign missions from the table and add their own unique missions as they see fit (even missions typically beyond the players' ranks).

TEMPEST COMPANY RANKS

Rank	Description	Benefits (Cumulative)
R0	Recruit: Do 1 job and donate all the pay to Tempest Co. C:20 Stun Baton 1d5 DMG I:20 W:1 L:20 Salary: 1kcr	None.
R1	Probie: Assigned to a fireteam with an R6+ CO. C:25 SMG 2d10 DMG I:25 W:2 L:35 Salary: 1.5kcr	Access to Mission Table at [-].
R2-R5	Operator. Full fledged member of Tempest Co. C:35 Pulse Rifle 3d10 DMG I:25 W:2 L:35 Salary: 2kcr	+100cr monthly salary per rank. Access to Mission Table.
R6-R7	Squad Leader: Leader of 1 squad (2 fireteams of 5 Troopers each). C:45 Combat Shotgun 4d10 DMG I:35 W:2 L:35 Salary: 3kcr	+1 Expert Skill. All Mercs hired gain +10 Loyalty.
R8-R9	Armored Trooper: Elite drop soldiers and deep recon scouts. C:65 GPMG 4d10 DMG I:45 DR:5 AP:13 W:3(20) L:40 Salary: 5kcr	Exosuit (pg. 28). +1 Expert Skill. Always in high demand.
R10	Platoon Commander: Leader of 3 squads and a Troopship. C:65 Revolver 1d10+1 DMG I:65 W:2 L:65 Salary: 6kcr	Command Skill. Hire Mercs at 75% off. Assign missions to R2 squads for profit.

TEMPEST CO. MISSION TABLE (Roll 1d10 and add current Rank or assign. Cross off and add when completed).

- Outer Hull Patrol. Babysit repair crews as they fix cracks, bullet holes, check for illegally docked craft. 500cr.
- 2-3 Night cycle corridor guard duty. Make 2 rounds of The Dream and deal with any issues. 500cr.
- 4 Teamster riots in (roll 1d10 on Inside Front Cover). Squash the rebellion. 2kcr per leader brought to Sublevel C.
- 5 Insurgents organizing in Doptown (pg. 30). Capture their leader Imogen Kane and bring her to Sublevel C. 100kcr.
- 6 Transfer accused prisoner from (roll 1d10 on Inside Front Cover) to [The Court \(pg. 26\)](#). 500cr.
- 7 Retrieve subject from [The Choke](#) (roll 1d10 on pg. 32, on a roll of 10 means the location in The Choke is unknown). 10kcr.
- 8 Visit [The Sink \(pg. 34\)](#) and hunt Chokespaw. See Col. Antonio (pg. 30) for details. 2kcr/kill.
- 9 Accompany Dažbog Squad to [The Burrows \(pg. 37\)](#), retrieve 3d10 fruits, deliver to [The Farm \(pg. 22\)](#). 1kcr/fruit.
- 10 R&D needs 10 infected corpses for vaccination research. Deliver to [The Babushka \(pg. 14\)](#). 5kcr/corpse.
- 11 Black box retrieval from KIA operator on [Calipse Citymoon \(Jump 3\)](#). Requires operative with Surgery Skill. 50kcr
- 12 Data breach detected and traced to [Ov Fire and Void](#). Capture the spy and escort them to Sublevel C. 20kcr.
- 13 [Seraphs of Virtue \(pg. 12\)](#) haven't been paying up to Yandee. They owe 2.3mcr. Get them to pay or kill them. 75kcr.
- 14 Hyperspace raiders have captured the [Chant for Ezkaton \(Jump 2\)](#). Extract hostages. 5kcr/hostage.
- 15 Retrieve artifact from [The Alexis](#) derelict in Sector (unknown). See [Angus \(pg. 24\)](#) for details. 250kcr.
- 16 Assassinate [Yandee \(pg. 8\)](#). Failed operations will be disavowed and their Operators purged. 1mcr.
- 17 Covertly inject experimental biotoxin to the life support unit on [The Messe Noire](#). Observe field test. 150kcr.
- 18 Deliver cybernetic weapons cargo to [Orobas Moonbase \(Jump 6\)](#) where Tempest is fighting off insurrection. 500kcr.
- 19 Transport cryopod containing Project Svetovid VII to research facility on [Camelot-XIII \(Jump 7\)](#). 25kcr.
- 20 Transfer to [Gabriel's Sword space station \(Jump 10\)](#). Report to [Cmdr. Mokosh](#). Prepare for war. 100kcr.

Phase Alterations

Strike 1: 2mcr bounty put out for the return of the teamsters held hostage by the [Stratemeyer Syndicate](#).

Strike 2: Scabs needed to make Sycorax deliveries in lieu of the striking Teamsters. Pays 10kcr per successful run.

Strike/Unrest 3: HQ on total lockdown. [Guards](#) at the entrance shoot on site those who don't have the password.

Outbreak 3: [Chokespaw \(pg. 35\)](#) overrun the HQ. [Cutter](#) bunkered in Operations. Catastrophic firefight between a squad of [Armored Troopers](#) and [the Wire Man \(pg. 34\)](#) taking place on the freight elevator down to [Sublevel C](#).



CAMPAIGN FRAME: Start the players off as Probies and have them work their way up.

09. DOPTOWN

Slang for "de-oxygenated people's town," Doptown is a hellish slum filled to the brim with suffocating people imprisoned for oxygen debt and kept low by a system that oppresses and exploits them. **Upon entering make a Fear Save or gain 1d10 Stress.**

It is a waking nightmare of overcrowded streets and quiet death as the doomed inhabitants, derogatorily called **Chokers** and **Rebreathers**, live out the remainder of their lives in relative silence, afraid of wasting any breath. Many children are born here despite this. **Ukko/Ukka (pg. 9)** was one such child.

It would take 50.4bcr to pay off the O2 debt of everyone currently living in The Choke.

1. THE "AIRLOCK." A heavily armed gate flanked by **two cement turret bunkers** (which can withstand 200 DMG) and **1d0 Armored Troopers** [C:65 GPMG 4d10 DMG + Frag Grenades |45 DR:5 AP:13 W:3(20)]. Hastily scrawled graffiti hugs the cement: "TAKE MY BREATH AWAY."

The commanding officer of this shit detail is **Colonel Antonio**, a banal drone who is neither malicious nor sympathetic to the plight of the Doptownians, carrying out his orders with cold indifference. He doesn't even have the strength of character to reign in his men, who often turn to savage butchery under the guise of "giving the Chokers a quick death."

You cannot get back into The Dream without a **pass**, and Doptownians who are aware that the players have one are willing to kill to get it.

To enter Doptown, players who leave the Airlock must descend a **massive freight elevator** downwards for 30 minutes into cold suffocating darkness.

2. THE AUCTION. A silent market where Doptownians offer their services at cutthroat rates in order to afford to pay down their massively accumulating O2 debt. Any service can be purchased here, and **wealthy citizens** from The Dream often descend (with **bodyguards**) in order to pay for their dirty work to be done. Assassins and hitmen offer up their services alongside cleaning crews and personal assistants. Everyone wants a chance to breathe real air again.

3. THE SLUMS. Sprawling and cramped, filled with the stench of death. **O2 beggars** line the streets. Robbery is rampant. Roll encounters every half hour. In exchange for an O2 tank per rumor, the players can learn the following:

- » **Imogene Kane** is leading a resistance and plans to overtake **the Airlock** and invade The Dream.
- » A "**Doctor Bancali**" has been implanting Doptownians with artificial "gills" to help them live longer. His lab is hidden behind the sludge **Falls (pg. 34)**.
- » The cash crop **Sycorax** is harvested in **The Burrows (pg. 37)**. This is mostly done by underpaid Doptownians who will show the way there for 100cr.
- » Something is growing deep below, and it talks to the Doptownians in their sleep.
- » There is a broken **Life Support Tower (pg. 36)** that can be mended to help give everyone here a better life. A repair team has recently been lost en route.
- » You can descend into **The Sink (pg. 34)** via the sludge waterfall at the edge of town.
- » A giant wailing creature Doptownians call "**The Wire Man**" (pg. 34) stalks **The Sink**.

↔ ROLL ENCOUNTER DURING TRAVEL



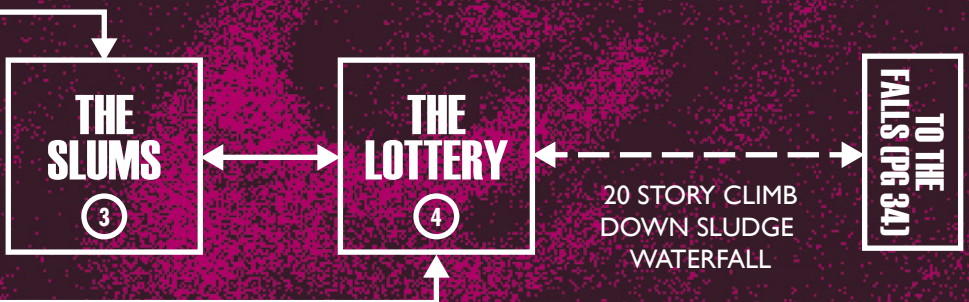
⊘ LOCKED AND HEAVILY GUARDED

4. THE LOTTERY. Doptownians gather up the discarded O2 tanks that have been scavenged by teams out in The Sink and distribute them based on lottery. One entry per person. If the players enter there is a 5% chance per person they receive an O2 tank with 1d10 hours worth of O2 in it (1d10 days if they do nothing but rest).

Imogene Kane (see entry 10 below) is here, passing out O2 tanks stolen from The Dream. She is a legendary hero amongst the Doptownians, any of whom would gladly die to protect her.

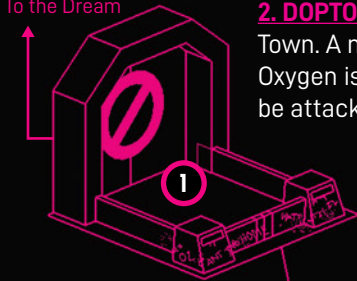
- » **Unrest 2:** The entire Choke along with Doptown is quarantined by Tempest Co. No one is allowed in or out. Rallies in the Slums. Massive recruitment for the **Hunglungs**.
- » **Outbreak 2:** Doptownians who have visited **Dr. Bancali** begin to transform into **Chokespawm** (pg. 35). Many try to escape but are stopped at **the Airlock (1)** by **Col. Antonio's men**. Everyone takes shelter and the streets are empty as the **Chokespawm** hunt for victims.
- » **Unrest 3:** **Hunglungs** surge and attack **the Airlock (1)** en masse. Massive casualties. **Armored Troopers** mow down Doptownians indiscriminately.
- » **Outbreak 3:** Everyone has died from asphyxiation. **The Avatar of Caliban** (pg. 39) walks **the Slums (3)**, infecting the corpses and transforming them into **Husks** (pg. 21).

1d10	Encounters (roll once per change of location)
1	Chokespawm (pg. 35): Running rampant and attacking Doptownians. Always stops to consume bodies.
2	Deceased O2 Beggar.
3	O2 Beggar: Cardboard sign of a clock showing how many hours the beggar has left to live. Those who don't donate must make a Sanity Save.
4	O2 Beggars, Family of Three: Child has a sign that says "Paying for my father's sins." Those who don't donate must make a Sanity Save.
5	2d10 Beggars: Group of desperate beggars mob you for O2, credits, weapons, anything. Just anything.
6	1d10 Scavengers: Going from home to home collecting O2 tanks from the dead.
7	1d5 Tempest Armored Troopers: Patrolling. Harrassing and murdering those who approach too closely or annoy them.
8	Standoff between 1d5 Tempest Armored Troopers [C:65 GPMG 4d10 DMG I:45 DR:5 AP:13 W:3(20)] and 2 Hunglung Snipers [C:75 Smart Rifle 4d10 DMG (AA) I:55 W:2]: Tempest mercs pinned down, calling for reinforcements.
9	1d5 Hunglung Insurgency Recruiters: Want to take you to speak with Imogene Kane. They have snipers on you.
10	Imogene Kane: Leader of a growing insurgency called the Hunglungs . Has "gills" from Dr. Bancali (pg. 34). Does not know this is making her sick and paranoid. Seeking volunteers to infiltrate The Ice Box (pg. 20) through Caliban's Heart (pg. 38) and upload all Doptown citizens into new sleeves. Regularly uses suicide bombers to attack the Airlock (1) .



1. THE AIRLOCK (PG. 30). Gigantic locked gate guarded by 1d10 Tempest Armored Troopers [C:65 GPMG 4d10 DMG + Frag Grenades I:45 DR: 5 AP:13 W:3(50)] in cement current bunkers (which can withstand 200dmg). You're assigned a locator tag to get into Doptown, which you must have to be able to leave, no exceptions. The Choke is BYO-O2 (Bring Your Own Oxygen). Without it, you're at disadvantage to all rolls and must make a Body Save once per day to stay conscious.

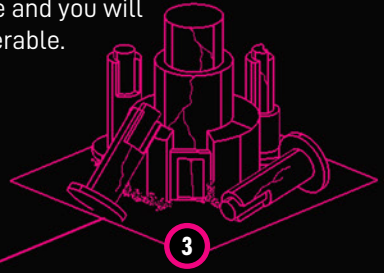
To the Dream



30 min. massive freight elevator. 30 stories.

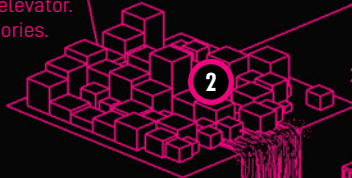
2. DOPTOWN (PG. 30): Stands for Deoxygenated People's Town. A massive slum slowly suffocating to death. Oxygen is incredibly valuable and you will be attacked if you look vulnerable.

4hr walk. Roll twice for encounters.

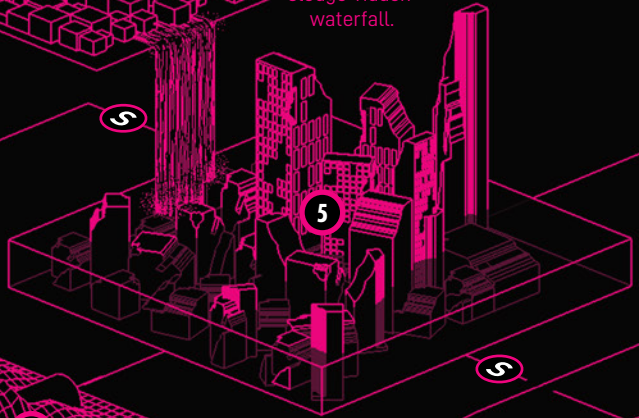


4. THE DOCTOR

(PG. 34): Hidden behind the sludge waterfall.



20 story climb down sludge-ridden waterfall.



7. MASS GRAVE (PG. 35): Sign outside says "Even if you cannot breathe, you don't deserve to die here. Come back home." One story high pile of corpses. Fear Save.



5. THE SINK (PG. 34): Formerly a major functioning portion of The Dream, The Sink is now a sunken city wasteland, filled with sewage and strange creatures. Massive high-rise superstructures. The whole place is dark and dimly lit and requires light to traverse.

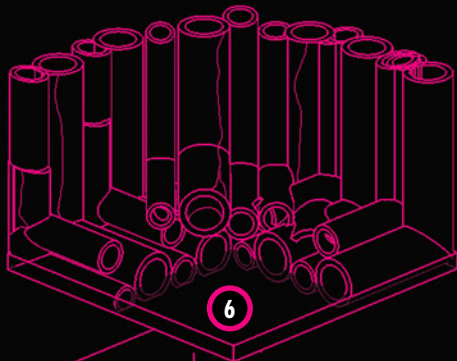
It takes six hours to walk from one end of The Sink to the other and roughly a couple hours to get to any other connected location. Roll for encounters once per hour.

10 THE CHOKE

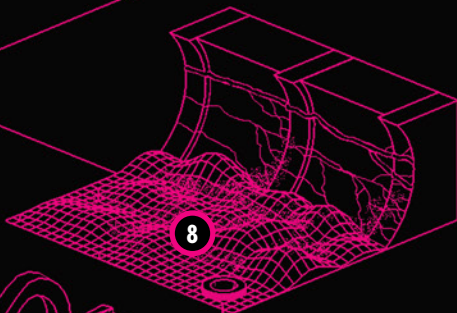
S = Secret Passage

3. LIFE SUPPORT 01 (PG. 36):

The sole remaining semi-functional life support system in The Choke. Doptownians regularly send patrols here with supplies to keep it in working order.



2hr walk through cramped drain pipes. Roll three times for encounters.



9. CALIBAN'S HEART (PG. 38):

The awful, pulsating center of the Choke. Caliban's twisted form lies here, fully merged and integrated with The Dream.

This section is a great place to emphasize the survival horror aspects of Mothership.

1d10 Encounter

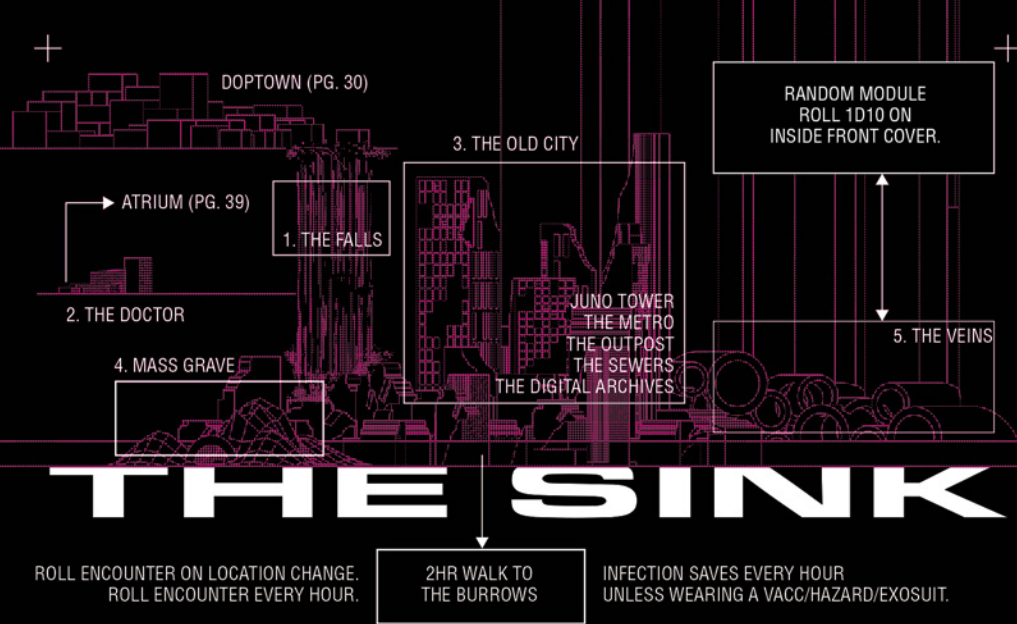
- | | |
|----|---|
| 1 | Discarded O2 tank. 1d10hrs remaining. |
| 2 | Septic Wave. Fear Save or be split up. |
| 3 | Sink Hole. Body Save or fall to lower level. Take 1d10 DMG. |
| 4 | Doptownian looking for a place to die. |
| 5 | 2d10 Hunglungs [C:25 Spears 1d10+1 DMG l:25 W:1] waiting in ambush. |
| 6 | 1d10 Hunglung Engineers heading to Life Support One (pg. 36) dragging a huge replacement filter. Without help, they won't survive the trip there. |
| 7 | 1d5 Tempest Operators [C:35 Pulse Rifle 3d10 DMG l:25 W:2], lost and paranoid. |
| 8 | Chokespawn (pg. 35). |
| 9 | 1d10 Chokespawn. |
| 10 | The Wire Man: 10 story tall, faceless behemoth built entirely of wires. Stomps reverberate across the Sink. Easy to hide from, but he peers into cracks and broken windows. Massive swipe 1d100 DMG, Body Save to avoid. Wounds 5(200). Retreats after gaining a Wound. |

6. THE VEINS (PG. 35):

A series of drainage pipes, ventilation shafts, and maintenance tunnels which lead all over The Dream.

8. THE BURROWS (PG 37):

A cluster of cybernetic veins the size of corridors. Its slick, fleshy walls spawn **1d10 Husks (Swarm)** [C: W*10 Mindless Clawing Wd10 DMG l:20 W:1d10(5)]. **Swarm:** This creature's Wounds represent the number of creatures in the Swarm. **Combat and damage are based on its current Wounds.** This is the only place to harvest the fruits which can be turned into **Sycorax** (pg. 23).



ROLL ENCOUNTER ON LOCATION CHANGE.
ROLL ENCOUNTER EVERY HOUR.

2HR WALK TO
THE BURROWS

INFECTION SAVES EVERY HOUR
UNLESS WEARING A VACC/HAZARD/EXOSUIT.

THE SINK is what remains of the once bustling downtown center of The Dream. It now lies in ruins, covered in *twisting ropes of cybernetic wires*, creeping around every fallen building. The Sink is *dark, foetid, and quiet*. Behind every shadow lurks some hideous abomination. Make an **Infection Check** once per hour unless wearing a hazard suit, vaccsuit, or exosuit.

1. THE FALLS. Twenty story toxic sludge waterfall. Strength Check to climb down unassisted by gear. An old Hunglung named **Otto** sells scavenged climbing gear for a full O2 tank per set or 2kcr. For 500cr Otto will sketch a map of directions to **The Doctor**. 5% chance the gear is faulty.

2. THE DOCTOR. Hidden beneath the toxic sludge falls runs a pulsating tunnel with walls ridged like a metal gullet. At the far end is a disquieting *makeshift operating theater* built entirely from reaped limbs. **Dr. Bancali**, a young and driven surgeon, works feverishly on a Hunglung.

DR. BANCALI

COMBAT: 65 Scalpel 1d10 + Infection Save
INSTINCT: 65 WOUNDS: 2(20)

Bancali is singularly devoted to curing someone named Ariel (pg. 6) of a rare and terminal disease which he only calls "her sickness." He is the last remaining scrap of Caliban's sanity, compartmentalized in an advanced home-grown sleeve. He is unaware of the damage Caliban is causing, or the ACMD outbreak.

1d10 Encounter

1	Discarded O2 tank. 1d10hrs remaining.
2	Septic Wave. Fear Save or be split up.
3	Sink hole. Body Save or fall to lower level. Take 1d10 DMG.
4	Doptownian looking for a place to die.
5	2d10 Hunglungs [C:25 Spears 1d10+1 DMG I:25 W:1] waiting in ambush.
6	1d10 Hunglung Engineers heading to Life Support 01 (pg. 36) , dragging a huge replacement filter. Without help they won't survive the trip there.
7	1d5 Tempest Operators [C:35 Pulse Rifle 3d10 DMG I:25 W:2] lost and paranoid.
8	Chokespawm (pg. 35).
9	1d10 Chokespawm.
10	The Wire Man: 10 story tall faceless behemoth built entirely of wires. Stomps reverberate across The Sink. Easy to hide from but he peers into cracks and broken windows. Massive Swipe: 1d100 DMG Body Save to avoid. Wounds 5(200). Retreats after gaining a Wound.

A gross orifice in the wall opens onto a tunnel to **The Atrium (pg. 39)**. Bancali cautions the players "not to go poking around in his heart." Bancali will install cybernetic "gills" that remove the need to breathe oxygen if asked. If Bancali is killed, **Caliban (pg. 39)** loses control (move to **Outbreak: Phase 3 (pg. 7)**).

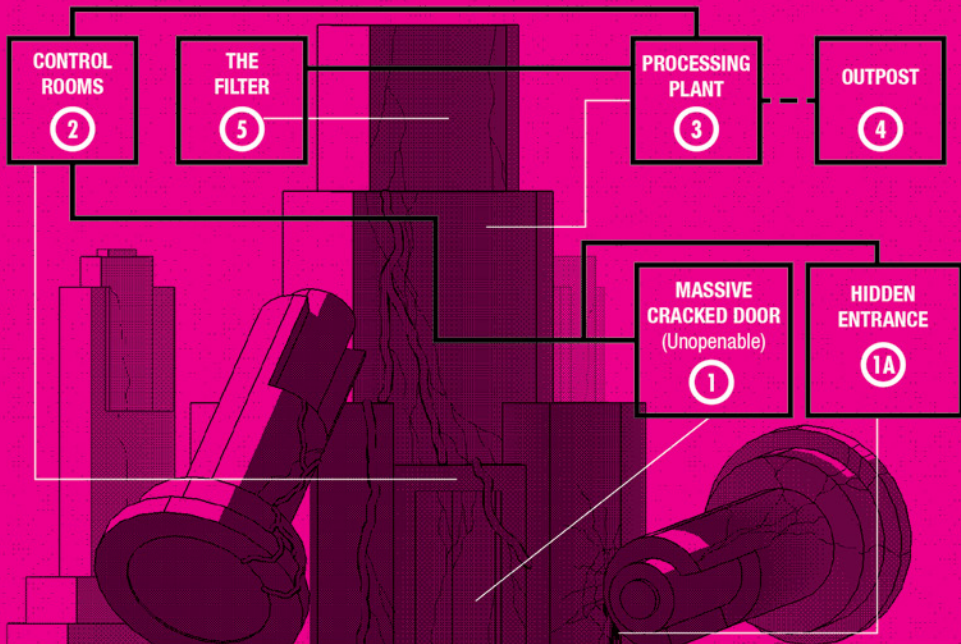
1d10	Chokespaw Base Form	Unique Feature	Special Attack
01	Disfigured Human Child C:20 1d5 DMG I:20 W:1	Hideos: Gain 1 Stress on viewing. Fear Save or cower for 1d5 (+) rounds.	Begs You To Kill It: Sanity Save each round it begs.
02	1d10 Skittering Rats C:30 1d10 DMG I:25 W:1	Survivor: +10 to Combat, +1d10 DMG, +1 Wounds, +5 Health.	Crawls All Over You: Fear Save [-].
03	1d10 Feral Dogs C:45 2d10 DMG I:55 W:1(15)	Machine-mesh: Overflowing with cybermods. AP: 10.	Howl: 50% chance 1d5 identical Chokespaw arrive in 1d10 rounds.
04	Infected Hybrid Human C:50 2d10 DMG I:45 W:2(10)	Conjoined: Roll 2nd Base Form, take highest Stats, +1 Special Attack.	Acid Vomit: Body Save or Armor destroyed.
05	2d10 Throbbing Eggs C:0 I:0 W:2(20)	Cocoon: Inert. Hatches after 1d10 rounds with +10 Combat and +10 DMG.	Noxious Spray: Body Save or raise your Infection Level by 1.
06	Centipede of Discarded Limbs C:65 3d10 DMG I:70 W:3(40)	Mass of Limbs: Can act 1d5 times/round. +1 Special Attack.	Swallow: Body Save or be ingested whole. 1d10 DMG/round until it takes a Wound.
07	Mechanical Spider C:70 3d10 DMG I:75 W:4(12)	Egg sack: After taking 20 DMG the sack splits and spews 1d10 Chokespaw.	Infect: Make an Infection Check (pg. 7) whenever you are hit.
08	Tangled Wires & Cables C:75 4d10 DMG I:50 W:3(30)	Morph: After 1d5 rounds changes Base Form. Add new form's Wounds and DMG.	Snatch: Body Save or be grabbed and knocked prone. Next attack auto hits.
09	Pulsating Flesh Sack C:0 I:10 W:1(100)	Mitosis: Every 1d10 rounds divides into a copy of the first creature.	Pseudopod: New limb sprouts. Chokespaw gains +1 action/round.
10	Grotesque (2 Unique Features) C:65 1d100 DMG I:45 W:3(50)	Engorged: 3x as large as normal. +3 Wounds. Double damage.	Body Snatcher: Body Save (+) or have your next turn taken by the Warden.

3. THE OLD CITY. Massive, sunken, and abandoned city. Collapsing buildings (1d5x10 stories). Raw sewage. **Chokespaw** stalk the darkness. Dimly lit through cracks in the ceiling a hundred stories above. There are a few notable landmarks, each about an hour apart:

- » **JUNO TOWER.** Former corporate HQ on The Dream. 34 floors above the waste and 4 sunken below. **Sadistic Tempest Co. Sniper** [C:75 Smart Rifle 4d10 DMG (AA) I:55 W:2] perched near the top, picking off travelers for sport.
- » **THE METRO.** Dark descent down three creaking stairwells into abandoned Metro tunnels. Power can be temporarily restored with a successful Jury Rigging or Engineering Check. This opens up fast travel to **The Veins (5)** or the **Mass Grave (4)**.
- » **THE OUTPOST.** Tempest Co. Forward Operating Base in a crumbling apartment building. **1d5 Paranoid Operators** [C:25 SMG 2d10 DMG I:25 W:2]
- » **THE SEWERS.** Reached by spelunking down a 100' drop in the cracked pavement. Leads to the **Mass Grave (4)** and **The Burrows (pg. 37)**. Roll for encounters twice per hour.
- » **(HARD TO FIND) THE ARCHIVES.** Decayed corporate research facility. Requires a guide or significant time spent to find. Investigation of patient records reveals that a cybersurgeon, **Dr. Bancali**, and his daughter **Ariel** came to The Dream 23 years ago to cure her terminal cancer.

4. MASS GRAVE. There is a lonely sign that reads **"Even if you cannot breath you don't deserve to die here. Come back home."** This is your only warning before you see the **one-story-high pile of corpses**, reaped limbs and discarded **Husks (pg. 21)**. This is what remains of more than a decade of Caliban's monstrous experiments. **Fear Save or gain 1d5 Stress upon locating the Grave.** There is a 25% chance that if an hour is spent searching, one random cybermod is found discarded here. Installing the cybermod incurs two rolls on the **Mutation Table (Back Cover)** and gives you permanent [-] on Saves to resist Caliban if he awakens.

5. THE VEINS. A series of drainage pipes, ventilation shafts, and maintenance tunnels that lead all over The Dream. Any module can be accessed if you know the way. The tunnels are **marked by symbols** that Imogene Kane (pg. 31) and the Hunglungs can easily decipher, allowing them the ability to strike any part of The Dream and retreat back to the relative safety of The Choke. They are unaware that **Caliban is the originator of these symbols**. It takes 2d10 hours to follow any of these veins back to a module (roll randomly on the Inside Front Cover to see where crew appears). Once a route is established, it can be traversed again if detailed notes are kept.



LIFE SUPPORT 01 is the only remaining semi-functional life support unit in The Choke. **The Guile of Caliban** will stalk and ambush whenever the opportunity presents itself.

MOOD: No Light. Loud thrumming machinery. Floors groan like the building might collapse any second.

1. MASSIVE CRACKED DOOR. Encrusted with cables and wires, spreading vein-like across the steel doors. **Too heavy to open** without heavy-duty construction equipment or an exosuit, etc.

1A. HIDDEN ENTRANCE. If the players spend time searching they'll find a small cracked entrance at 1A where a **fallen tower marked EST-03** (Scientist or Heavy Machinery: "Environmental Scrubbing Tower") has gouged a hole in the main building. The hole is small, and anyone wearing bulky armor (like hazard/vacc/exosuit) must spend a round carefully entering or else risk damaging their suit.

2. CONTROL ROOMS. Several decayed terminal banks. A close search will reveal **one terminal which can be salvaged** with some work, containing a complex map of **The Veins (pg. 35)**. A **rusty and crumbling metal staircase** (if more than one person climbs at once, it collapses) leads to the **Processing Plant (3)**.

LIFE SUPPORT 01

3. PROCESSING PLANT. Incredibly quiet except for the low hum of the O2 scrubbers. **Staircase**

to The Filter (5) is boobytrapped with a noisemaker (which can be heard from the Outpost (4).) A **cart of dirty uniforms** hides the entrance to **The Outpost (4)**.

4. OUTPOST. Dinky safehouse. A **bloodless corpse** lays discarded in the corner. Stash of pulse rifle ammunition and x3 O2 tanks (1d10 hours each).

5. THE FILTER. If a filter has been brought it can be replaced here in 1 hour. Otherwise it takes 3d10 hours to scrub the old filter clean (lasts 4d10 days).

GUILE OF CALIBAN

COMBAT: 40 Slash x2 2d10 DMG or **Tranq Lash** 1d10 DMG or **Bloodsucker Bite**.

INSTINCT: 65 AP; 10 (Camouflage) **WOUNDS:** 3(35)

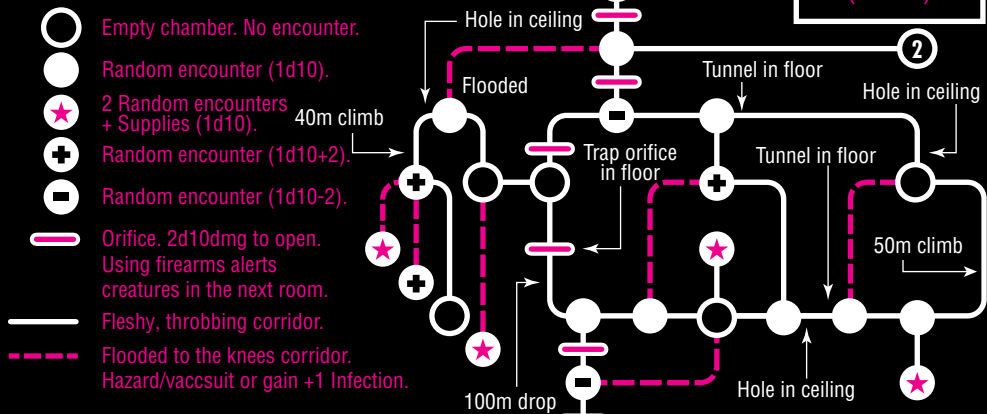
» **Tranq Lash:** Body Save or knocked unconscious for 1d5 rounds.

» **Bloodsucker Bite:** 1d10 DMG, doubled if target is unconscious. Heals the Guile for 1 Wound.

Fast crawling beast with six arms. Silent movement. Can crawl on walls and ceilings as fast as the floor.

Ambushes and then retreats. Always runs away after gaining a Wound.

THE BURROWS



1d10 Encounter

1-2	Nothing. The walls pulsate and throb.
3	1 Confused Husk. Wounds 1 (5).
4	Mouth forms and spews bile. Body Save or Armor no longer protects from Infection.
5	Chamber becomes engaged. Room squeezes shut until it takes 30 DMG. Body Save to escape or 1d10 DMG per round.
6	Eye stalk sprouts. If not killed within one round of appearing, next encounter roll is at +3.
7	Grasping veins. Random character must Body Save or be sucked into the walls and sent to Room 3.
8	1d10 Husks.
9	2d10 Husks.
10+	1d10 Husks, 1 Chokespaw (pg. 35).

1d10 Supplies

1-2	O2 Tank. 1d10 hours remaining.
3	Decayed Hazmat Suit. No AP.
4	Hidden Cache: 1d5 stimpaks. 1d10kcr.
5-7	1d5 Fruit Sacs. The Solarian Church (pg. 22) pays highly for these (in batches of 3) which are processed into Sycorax. Must be kept in a sealed container or The Sink will ruin them.
8-9	1d10 Pulse Rifle Ammunition. Scattered magazines amongst decayed corpses.
10	Corpse wielding Flamethrower. Still has 1d10 canisters of fuel remaining. Wearing an exosuit .

THE BURROWS is a cluster of flesh interfaces the size of corridors. These burrows are the only place to harvest the fruit which becomes **Sycorax** (pg. 23). There are hundreds of burrows like this in The Choke. Eventually they all lead to **Caliban's Heart** (pg. 38).

- 1. THE BIG WALL.** At the edge of **The Sink** (pg. 34) is a giant patch of hive-like burrows poking the massive bulkhead. One of them glows with a dim light. This one will, if climbed up and entered, reveal a wet, closed orifice which opens when it takes 10+ DMG, leading inside to the burrow chambers.
- 2. DEAD HUNGLUNG.** The flesh has already started to reclaim him. Scalpel in one hand, **"He's coming for you"** carved into the other.
- 3. GENE POOL.** **2d10 Doptonians** stuck to the flesh. They merge with Caliban in 1d5 rounds if not removed (Strength Check). **Large sphincter** in the floor if stepped on reveals sliding tunnel to **Caliban's Heart** (pg. 38).

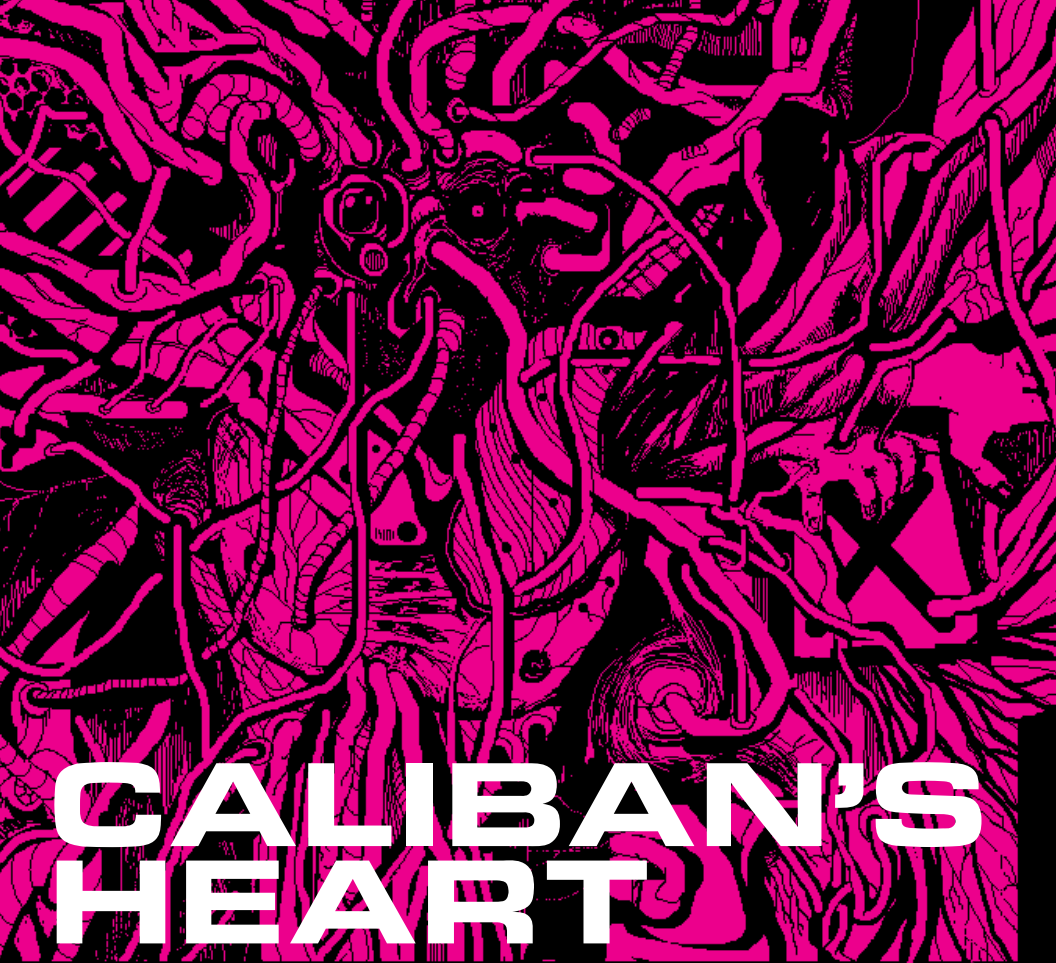
HUSKS (SWARM)

COMBAT: Wx10 (Mindless clawing Wd10 DMG)

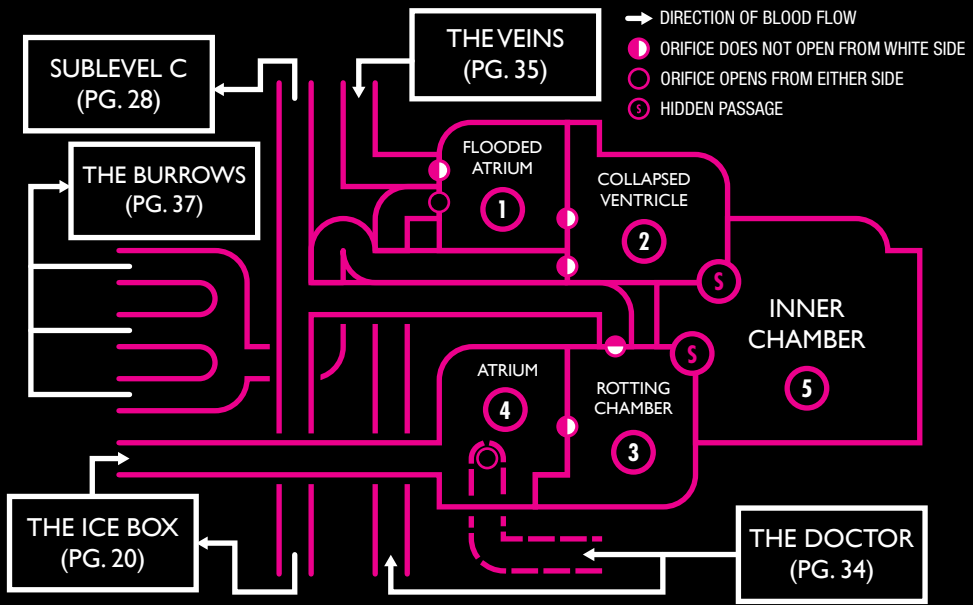
INSTINCT: 20 WOUNDS: 1d10 (5)

» **Swarm:** This creature's Wounds represent the number of creatures in the Swarm. Combat and damage are based on current Wounds.

Half-formed clones. Sanded down features. No exposed orifices or eyes. Everything a blank, featureless slate. They grow out of the walls, sliding off and slapping the ground when finished.



CALIBAN'S HEART



CALIBAN'S HEART is a slick wet pit of cybernetic and organic fusion. Every inch of these twisting chambers crawls with **flesh seeking wire tendrils** looking to merge with any living tissue and subsume it into the whole. **Every turn roll 1d10**. On 1-5 the location rolled is flooded with the **tendrils**, knocking everyone to the floor and forcing an **Infection Check (pg. 7)**. On a Critical Failure character begins to merge with Caliban. 1d5 rounds, requires a Strength Check to be pulled free.

1. FLOODED ATRIUM. The **Jealousy of Caliban** dominates the room, slumped over in a corner, half sunken in a pool of dark blood. It attacks anyone who isn't Infected but otherwise ignores the crew.

2. COLLAPSED VENTRICLE. Hundreds of **terminal monitors** merged grotesquely with the organic bulkhead. Each of them displays a **hideous unblinking eye** (Sanity Save or gain 1d5 Stress). On the wall bordering the **Inner Chamber (5)** is a password protected ("ARIEL") **Control Console** which allows the user to spy on anyone in The Dream using the nearest terminal as a camera. There is a **giant dark terminal monitor** in the far corner which if broken into reveals access to the **Inner Chamber (5)**.

3. ROTTING CHAMBER. A jungle of gnarled veins and cables sprouting from every inch of the walls to the center of the chamber where the **Avatar of Caliban** sits on a twisted, oily throne built of disfigured cybernetic organisms. The **awful crown** on his head throbs with each pulse from the tangled veins. Killing the Avatar and donning the crown grants the user total control over all of The Dream's systems. Sanity Save [-] to take the crown off, otherwise it is impossible to remove without killing the user. The crown can open a hidden hatch to the **Inner Chamber (5)**.

4. ATRIUM. An obscene torture chamber. **3d10 denizens of The Dream** hang on rusty meathooks while fist-sized **Cyberleeches (C: 45 Infection Check W:1)** slowly digest the bodies. An orifice in the floor reveals a tunnel to **The Doctor (pg. 34)**.

5. INNER CHAMBER. A dark and towering hollow. Black granite floors. Quiet except for **faint wheezing**. Fused into the wall is **Caliban**, pathetic and mutilated. His human form is unrecognizable and he cannot speak, only rasp out machine-assisted breaths. A **black child-sized box** lays in front of him. Inside of it lies **Ariel**, Dr. Bancali's daughter. She should have died long ago from terminal cancer, but Caliban/Bancali's tireless efforts have kept her alive, though unaging, for 23 years. She dies if removed from the box. Caliban only exists to keep her living.

JEALOUSY OF CALIBAN

COMBAT: 80 Bash 5d10 DMG or Fleshcannon 3d10 DMG
INSTINCT: 20 **WOUNDS:** 5(45)

» **Fleshcannon:** Shoots disgorged limbs, viscera, and blood at target. Infection Check [-].

GARBLED SCREAMS:

- » "Stay away from her!"
- » "Only I can find the cure!"
- » "Why won't you leave us alone?"

A grossly enlarged former human, swollen with fat, metal plates and tubes fused into its flesh. Barrels of projectile weapons extrude from chest, mouths, eyes, and arms. Hands terminate in brick-like metal boxes, skin wrapped around it like a disguise.

AVATAR OF CALIBAN

COMBAT: 80 Tendril x2 2d10 DMG + Infection
INSTINCT: 65 **WOUNDS:** 5(50)

» **Awful Crown:** Can command any machine to do wearer's bidding. Characters with cybermods/slickware and androids get Sanity Saves to resist.

» This can be an insta-kill. Telegraph this ability early by having Caliban command a minor weapon or inert object to explode.

Seven feet tall. Naked but covered in wires. Caliban's primary form when interacting physically with denizens of The Dream. His crown drags several meters of wire behind it like a train.

CALIBAN FORMERLY DR. BANCALI

COMBAT: 50 (see below)
INSTINCT: 85 **WOUNDS:** 2(200) (see below)

» **Reinforcements:** Caliban himself cannot fight, though he can call Chokespawn, Husks, or attempt to compel Infected Level 6+ to do his bidding (Sanity Save to resist). Reinforcements arrive within 1d10 rounds.

» **Hard to Kill:** Caliban is more of a loose hive mind at this point rather than a person, and makes a great campaign-length villain.

» If the entire Dream is destroyed, there is a 10% chance Caliban escaped on some other Infected person or machine. If his original form in **the Inner Chamber (5)** is killed, Prospero's Dream starts to fall apart. It will self destruct in 1d10 hours. Congratulations. You won.

Encounters on The Dream

Whenever passing through a slice of the map (**Inside Front Cover**), roll 1d10 and reference the table to the right to see if there is a **Station Encounter**, **Deadly Encounter**, or no encounter. If violence breaks out there is a 10% chance **Tempest Co. Operators** [C:35 Pulse Rifle 3d10 DMG I:25 W:2] arrive in 1d10 rounds. Otherwise no help is on the way.

If the Deadly Encounter doesn't fit with the Phase Events you've completed, move down the list until you find one that matches.

1d10	Phase 1	Phase 2	Phase 3
1	No encounter.	No encounter.	No encounter.
2	No encounter.	No encounter.	No encounter.
3	No encounter.	No encounter.	Station Encounter.
4	No encounter.	Station Encounter.	Station Encounter.
5	Station Encounter.	Station Encounter.	Deadly Encounter.
6	Station Encounter.	Station Encounter.	Deadly Encounter.
7	Station Encounter.	Deadly Encounter.	Deadly Encounter.
8	Station Encounter.	Deadly Encounter.	Deadly Encounter.
9	Deadly Encounter.	Deadly Encounter.	Deadly Encounter.
10	Deadly Encounter.	Deadly Encounter.	Deadly Encounter.

1d10 Deadly Encounters (Phase 1: 1d10. Phase 2: 1d10+5. Phase 3: 1d10+10).

- Escaped **Pit Creature** (pg. 27). **1d10 Executioners** [C:55 Electrolash 2d10 DMG I:35 W:3] attempting to subdue it.
- 1d10 Reapers** [C:45 I:35 W:2] looking for parts. They attempt to capture androids and cybermodded crewmembers.
- Fight between **2d10 Teamsters** [C:35 Unarmed I:30 W:1] and **1d5 Novo Droogs** [C:55 Knives 1d10 DMG I:25 W:1].
- Body Save or get pickpocketed for 2d100cr. **1d10 Urchins** [C:35 I:30 W:1] waiting in ambush if things go wrong.
- Ticking in the bulkhead. 2d10 seconds later a pipe bomb explodes. Body Save 1 Wound (Explosive).
- Aug** [C:40 Exoskeleton Bash 5d10 DMG I:20 W:3] screaming "Help! It's not me, it's Caliban!" Can't stop attacking.
- Sycorax Dealer** and **1d10 Novo Droogs** [C:55 Shotgun 4d10 DMG I:25 W:2].
- The floor warps and swallows you whole. Body Save or fall into **The Sink** (pg. 34). Floor morphs back to normal afterwards. If you're around to see it make a Sanity Save or 1d5 Stress.
- Q-Team** [C:25 Pulse Rifle 3d10 DMG I:30 W:2] escorting **2d10 Infected** to **The Court** (pg. 26). **Infection Check**.
- A single confused **Husk** (pg. 21). The creature doesn't attack unless interfered with.
- 2d10+10 Teamsters** [C:35 Improvised Weapons 1d10 I:30 DMG W:1] rioting. Burning down a Novo Front Establishment (pg. 42).
- Mandatory **Q-Team** [C:25 Pulse Rifle 3d10 DMG I:30 W:2] inspection. Forcibly take your blood and test for **Infection** (pg. 6).
- A fleshy mouth opens in the bulkhead (Sanity Save) revealing **2 Cybernetic Tongues** [Body Save [-] or 1d10 DMG/round. W:1(30)].
- Firefight between **2d10 Tempest Operators** [C:35 SMG 2d10 DMG I:30 W:2] and **3d10 Hunglungs** [C:35 Old SMGs 2d10 DMG I:25 W:1].
- 5d10+10 Teamsters** [C:35 Improvised Weapons 1d10 DMG I:30 W:1] burning and looting. Trying to gather enough forces to take a stand against Tempest Co. In 1d10 rounds **Armored Troopers** [C:65 GPMG 4d10 DMG + Frag Grenades I:45 DR:5 AP:13 W:3(20)] will arrive and tear gas everyone present (Body Save or fall prone coughing).
- A **giant eyeball** opens in the wall and mesmerizing you in place. Sanity Save per round until successful to escape. The eye closes after taking 25 DMG.
- A gnashing mouth opens in the bulkhead and **2d10 Husks** (pg. 21) stream out.
- Massive battle between **1d5 Tempest Co. Squads** (**Operators** [C:35 SMG 2d10 DMG I:30 W:2], **Armored Troopers** [C:65 GPMG 4d10 DMG + Frag Grenades I:45 DR:5 AP:13 W:3(20)]) and **2d10 Hunglung Insurgent squads** [C:35 Old SMGs 2d10 DMG I:30 W:1]. Massive civilian casualties. The entire area is impassable without traversing the battlefield.
- 1d5 Tempest Co. Squads** fighting **4d10 Chokespawn** (pg. 35). The Chokespawn are winning.
- The Avatar of Caliban** (pg. 39) marches through the corridors flanked by a **legion of Husks**. Anyone with cybermods or slickware must make a Sanity Save or kneel as they pass. They fight only if attacked. Behind them all the corridors have turned dark and all screens have turned to static. Fear Save or gain 1d10 Stress.



d100 Station Encounters

- Crit Any time doubles are rolled, roll again and combine the results.
- 00 Roll [Deadly Encounter \(pg. 40\)](#) and combine it with another encounter here.
- 01-09 [Cryer](#) for random nearby establishment (pg. 42-43). 10% off if you go right now.
- 10-19 [O2 beggar](#) from [The Choke \(pg. 32\)](#). They need 1d100 credits or they'll be sent back today. Giving reduces Stress by 1.
- 20-24 [Hawker](#) pawning a random [1d10: (1-5) piece of equipment (6-9) drug (10) cybermod] for 50% off.
- 25-29 [1d5 Solarian Missionaries](#) proselytizing. Any unbaptized who follow them get an hour in [The Solarium \(pg. 22\)](#).
- 30-34 [Infected denizen](#) [1d10: (1-5) coughing (6-9) vomiting (10) violently being overtaken by their cybermods].
- 35-39 [Sex worker](#) from [The Ecstasy \(pg. 12\)](#) offering overnights at 75% off.
- 40-44 Recently let go [Tempest Co. Merc](#) (roll 1d10 for Rank, see pg. 29) looking for work at 50% off.
- 45-54 [1d10 Tempest Recruits](#) [1d10: (1-5) on patrol (6-9) on leave (10) arresting someone. Roll on pg. 44-45 for whom].
- 55-57 [Gamblers](#) playing a game of Sej. 1d100x1kcr is at stake. A crowd is drawing near.
- 58-60 [Q-Team crew](#) quarantining the area. You'll have to go around which adds 1d100 [-] minutes to your trip.
- 61-63 [First mate](#) of a ship [roll on pg. 11] looking for a crew. Ship leaves in 1d10 hours.
- 64-66 [Backpacker](#) tagging the bulkhead. [1d10: (1-5) **CALIBAN LIVES** (6-9) **TAKE MY BREATH AWAY** (10) **YAN DEEZ NUTS**].
- 67-69 Gang of bored [2d10 Novo Droogs](#) squatting at an abandoned establishment (roll on pg. 42-43).
- 70-71 [Chief Adjudicator Brunhild](#) (pg. 9) and Executioners. All must stop and let them pass or get electrocuted.
- 72-73 [Novo Droogs](#) [C: 55 Knives 1d10 DMG I:25 W:1] beating up 1d10 O2 beggars.
- 74-75 An android with damaged legs lies in a pool of viscous fluids and reaches out for help.
- 76-77 [Dancers](#) from [The Stellar Burn \(pg. 12\)](#) gracefully slide by with large holosnakes draped over their shoulders.
- 78-79 [1d10 socialites](#) returning from a Big Switch installation and heading to a cybermod showing party.
- 80-81 [Sycorax dealer](#) offering tester vials. 200cr per hit. Body Save or take double damage.
- 82-83 [2d10 queer folk](#) sitting on milkcrates and smoking outside a local haunt (pg. 42-43). Suspicious of strangers and tourists.
- 84 A group of [1d10 dirty urchins](#) tugging on legs and begging for food scraps.
- 85 [1d5+1 Novo Droogs](#), drunk and getting kicked out of a nearby establishment (pg. 42-43).
- 86 Suspicious looking group: [1d10 Hunglungs](#) setting a pipe bomb at a nearby establishment (pg. 42-43).
- 87 [Solarian Gardener](#) offering 1 hour in [The Solarium \(pg. 22\)](#) in exchange for a 1d100cr donation to The Choke.
- 88 [Victim](#) of a recent reaping attempt bleeding out. Get them to [The Chop Shop \(pg. 14\)](#) in 30 minutes or they'll die.
- 89 [Flirts](#) in flashing holosuits with wings handing out fliers for the Psychoromp in [The Stellar Burn \(pg. 12\)](#) tonight.
- 90 A sleeve with a featureless face passing out invitations to [The Runway \(pg. 20\)](#).
- 91 [Accused](#) being escorted to [The Court \(pg. 26\)](#). They can pay 1d10kcr. Fight is in 1d10 hours.
- 92 [Slickbay star and entourage](#) mobbed by fans. The entire corridor is packed. 10% chance of being pickpocketed.
- 93 [1d10+2 fugitive Hunglungs](#) looking for somewhere to hide.
- 94 [Tempest Co.](#) raid on nearby establishment (pg. 42-43). Move along.
- 95 [2d10 Teamsters](#) looking to ambush a gang of [Novo Droogs](#) at a nearby Novo Bar.
- 96 An empty, discarded [sleeve](#). It will rot in 1d10 [-] hours. Still in salvageable condition.
- 97 All of the lights flicker and turn off. Sound of a heartbeat. Heavy, belabored breathing.
- 98 All nearby screens turn to static. The volume increases until you can't hear anything else. Then it's gone.
- 99 Hologram of [Ariel \(pg. 6\)](#), wandering alone. "Please, help me. I don't want to die." Disappears in 1d10min.

Establishments

The Dream is a giant metropolis, filled with hundreds of different establishments. Use these as a highlight for what the crew may run into while traveling, and then mark it down on your map for future reference.

Basic Living Expenses

- » **Squalor:** 10cr/day. Tempest Co. will throw you in [The Choke](#) (pg. 32) if they find you.
- » **Borderline:** 50cr/day. Can eat, breath, sleep.
- » **Citizen:** 100cr/day. Move about comfortably.
- » **Decadent:** 300cr/day. Go wherever you want, do whatever you want.

d100	Establishment	Prices & Notes	Example(s)
00-02	Restaurants & Bars	Biovend 1cr/dose. Body Save or 1 DMG.	"Fuel for life!"
03-04		Ramen House 2cr/bowl. Open 24hrs.	Hakata Ramen, Hanzo's
05-06		Chai Room 5cr/cup. +50cr for hallucinogenic tea (Body Save [-]).	Madame Frida's, Litany
07		Teamster Bar 1cr draft beer. Must present Union Card.	Rey's, Jump Humpers, G-Astro
08		Burger Joint 20cr combo meal. Only real meat on the station.	Keller's, Dairyette, Swensons
09		Gay Bar 30cr cover. Body Save [-] or hangover in the morning.	Striker Bar, Icarus, Warpaint
10-12	Entertainment	Cabaret 200cr cover + drinks. Shows are 1-2 hours.	Fête Fatale, BRLSQ, Palais
13-14		Mahjong Club 500cr buy-in. No androids allowed.	Mama's Game, Red Table.
15-16		Holocade 10cr/hour. Win tickets to exchange for prizes.	Godmode, The Konami Code
17		Solarian Garden 10cr suggested donation. Reduce 1 Stress (max 1/mo).	The Garden of Forking Paths
18		Drag Show 35cr cover. 2d100cr in tips.	The Abbey, The Majors-Weiss Revue
19		Slickbooth 10cr/minute. 50cr/hour. Install Slicks, visit Slickworlds.	CRVR, DimeWorlds, PeakBox
20-22	Medicine & Cosmetics	Street Surgeon Grants [+] on Rest Saves but failure causes 2d10 DMG.	Dr. Guts, Nurse Ratshit
23-24		Mod Repair Minor repair = 10% of list price. Major repair = 25%.	The Mod Squad, ChromeFix
25-26		Plastic Surgeon Most surgeries cost 5kcr. Body Save or 1d5 Stress.	New You Center, Pretty Knife
27		Acupuncturist 100cr. Reduces 1 Stress (max 1/mo).	Holistic Health, Total Control
28		Reaper Fence Buys reaped mods for 25% of list price (pg. 18-19).	The Pawn Shop, Crazy 8's
29		Sleeve Storage 500cr/month. 5% chance of Infection Check sleeved.	Golem, Cryo-first, Infinikeep
30-32	Shopping & Retail	Ration Line 1 ration/day for free. Line takes 1d5 hours.	Line 12, Line 85, Line 252
33-34		Pawn Shop Buys items at 1d5x10% of list price.	Wreckem Rackem, Dave's
35-36		Outfitter Sells clothing and standard equipment.	The Spacer Supply Co.
37		Armory 30% chance of having a given weapon in stock.	GUN\$, Heavy, Walking Arsenal
38		Mining Supplies Laser cutters, survey kits, etc. 20% Union discount.	Armco Mining Supplies
39		Android Rental 500cr/wk. [C:20 I:25 W:1 L:20 One trained Skill].	Runt Rentals, Locker Bots
40-42	Accommodations	Hostel 1cr/night. Roll Station Encounter (pg. 41).	The Beat, Lady Victoria's
43-44		Capsule Hotel 100cr/night. Rest Saves are at [-].	Stop 'n' Pop, Sleepland
45-46		Arco-op 500cr/month + 20hrs of co-op work/week.	Elysium Dreams, Pyramid
47-48		Apartment 1d5kcr/month. 1d10x100kcr to buy.	The Upper District, House 42
49		Penthouse 10kcr/month. 1d10mcr to buy. Rest Saves at [+].	The Golden Triangle, TopRing

d100	Establishment	Prices & Notes	Example(s)
50-52	Culture & Religion	I-Ching Oracle	90cr. Sanity Save. Success grants 1 free re-roll this session. Three Coin Method
53-54		Lumatat Shop	500cr/hr. Spot: 1d10hrs. Full sleeve: 50hrs. Back: 90hrs. Horiyoshi III, Bersekov
55-56		Palm Reader	25cr. Sanity Save: Success grants 1 re-roll this session. Myrna's, Mystic Palm
57-58		Bathhouse	100cr/month membership. Reduce 1d5 Stress (max 1/month). Deep Blue, King Spa
59		Solarian Shrine	1cr offering. 1%: [+] on one roll in the next 24hrs. Sol Invictus, Golden Chariot
60-62	Red Light	Novo Bar	Golyanovo II Bratva hangout. Droogs only, fools. Samizdat, Avtoritet, MACTEP
63-64		Strip Club	50cr cover, 20cr lapdance. Reduce Stress by 1 (max 1/mo). Cottontail, Bunny Slope, XT
65-66		Opium Den	1kcr/hit. Reduce Stress by 1d10 (max 1/mo). Highly addictive. The Red Room, Clocktower
67		Fight Club	10cr cover. 200cr/month. You must fight on your first night. Body Save or 2d10 DMG.
68		BDSM Dungeon	75cr cover. Dress code enforced. Vanilla Play, Abyssal, Colette
69	Freak Show	100cr cover. Rare and strange cybernetic mutations. Peephouse, The Big Show	
70-72	Training	Shooting Range	200cr/month. Combat Check: Success grants [+] on 1d5 future Combat Checks (max 1/mo).
73-74		Piloting Slicksim	2kcr/mo. Each month spent training in the sim counts as two months of skill training (Piloting).
75-76		Boxing Gym	50cr/month Strength Check: Success grants [+] on 1d5 future Strength Checks (max 1/mo).
77		Teamster Cert.	6 months working on Union Jobs at 2kcr/month salary earns a Union card. "No gods, no masters."
78		Meditation Ctr.	10cr suggested donation. 1d10 Stress relieved on first visit, 1 Stress after that (max 1/mo).
79	Shinken-Ri Dojo	6 years of training, 250kcr materials, earn the Master Skill: "God Fist."	
80-82	Administration	Tempest Outpost	1d10 Tempest RO Recruits being trained by a Squad Leader and a Probie (pg. 29).
83-84		Shuttle Dock	Shuttle for quick travel across the station. 50cr for a ride.
85		Engineering	One of many facilities which keep The Dream running. Run by Local 32819L .
86		Holding Cells	Awaiting transfer to The Court (pg. 26).
87		Fuel Depot	Massive fuel reserves. Pipeline to The Dry Dock (pg. 10). 20% discount for Teamsters.
88		Power Plant	One of 50 major power plants. Destroying it destroys the module you're currently in.
89		Waste Disposal	Disgusting smell. Body Save or vomit. Leads to The Veins (pg. 35).
90	Unique (Only one of these. Replace when rolled.)	Warp Core Vault	Warp core storage and sale. Warp cores cost 50kcr and each can fuel a single Jump.
91		Slaughterfactory	Biological tissue cloning and meat processing. Provides meat for 85% of The Dream.
92		Hunglung Base	Secret insurgent cell hideout. Roll again to see what the "front" operation is.
93		Black Site	Tempest Co.'s off-the-books interrogation center.
94		Hidden Corridor	Decreases travel time to Random Module (roll 1d10 on Inside Front Cover) by half.
95		Quarantine Area	Giant block being secretly quarantined by Tempest Co. No one allowed in or out.
96		Husk Brood Pit	Dark corridor leads to a giant pit filled with Husks (pg. 21). They stand silently, waiting.
97		Syndicate Hideout	Front operation (roll 1d100 for establishment) for Syndicate spies (pg. 6).
98		Nest of Caliban	Infested tangle of machinorganic mush. The room spews Chokespawn (pg. 35).
99		Yandee's Penthouse	One of Yandee's many fortified villas. Guarded by 3d10 Armored Troopers .

Denizens of The Dream

Use these random characters as proprietors, victims, patrons, or anything else that is not provided in this module. They can be used as is, mixed up, or as a jumping off point for your own characters. They all want something, and are flawed humans. Breathe life into them.

Remember that the **Golyanovo II Bratva** and **Tempest Co.** are constant threats, as are being thrown into **The Choke** (pg. 32) or getting Infected. Everyone knows about **Caliban** (pg. 39); he's been a persistent urban legend for years.

d100	Name	Who Are They?	What do they want?
00-02	Caprico	Solarian Missionary	"Invictus Sol, brother. Come and take the dawn with me. Change your life."
03-04	Legato	Union Organizer	"The teamsters are overworked. Reidmar is organizing a strike."
05-06	Denter	Spaceflight Controller	"You fly close enough and you'll see a ship fused to bottom of The Dream."
07	Ungar	Tempest Operator	"Brunhild and her Executioners are androids and can't be bribed."
08	Yoshitaka	Overmodded Freak	"They threw him into The Choke! For nothing! You have to get him back!"
09	Tresch	Spice Smuggler	"The Choke spawns monstrosities that run through the halls of The Dream."
10-12	Ramanan	Corporate Strikebreaker	"Looking for undercover infiltrators into Reidmar's Union. Pays 5kcr."
13-14	Gatsby	Chokespawn Keeper	"Some people's cybermods are failing, turning against their host body."
15-16	Advik	Novo Droog	"Don't let them know I told you this, but Yandee's a synthetic."
17	Hansh	Rim War Refugee	"In The Choke a massive ancient machine awakens every 130 days."
18	Krish	Lifesupport Engineer	Secret Saboteur. Wants to overthrow The Court.
19	Rohan	Cybermod Reaper	"Have you dreamed of the metal laughing face yet?"
20-22	Eiko	Ultimó Player	"Sometimes people get sick here. Like, vomiting blood and liquid metal sick."
23-24	Skeeve	Pinkerton Unit	"Have you seen this individual?" Roll d100 again for description of fugitive.
25-26	Wince	Android in Hiding	"Looking for a way off the station. Any ship. Anywhere."
27	Govender	Sycorax Addict	"They're serving Hunglungs from The Choke at long-pork dinner parties."
28	Engström	Off-duty Sex Worker	"I don't do no mods. They go blank sometimes and get rough."
29	Renton	Sycorax Dealer	"Weird fruits grow deep in The Choke. The Solarians will pay for them."
30-32	Roskam	Clan Hologamer	"This girl named Ariel shows up in all my games. She says she's dying."
33-34	Akane	Rim Space Astrogator	"Have you seen the glory of raw space?"
35-36	Fedorov	Snake Dancer	"Tempest is breeding hybrids in The Choke."
37	Sokolov	Holopet Designer	"Sometimes the AI code seems to write itself."
38	Aradhya	O2 Beggar	"I can't go back to The Choke... I CAN'T!"
39	Nowak	Court Advocate	"If you ever get in trouble at The Court and need a hand, ask for me."
40-42	Cheng	Q-Team Cleaner	"Tempest is on a secret mission from Rosalind Bio & Weaponization."
43-44	Enzo	Court High Patron	"If those Chokers don't like it down there they should get a job."
45-46	Otomo	Court Executioner	"It's too bad she won't live. But then again, who does?"
47-48	Kowalski	Holoslick Producer	"Love your look! Do you wanna be famous?"
49	Yannik	Cybermod Hacker	"You gotta overclock. You only get one body right? Well, one first body."

d100	Name	Who Are They?	What do they want?
50-52	Bennett	Nomadic Cleromancer	"There are games of skill and games of chance. Life is both."
53-54	Kask	Corporate Bodyguard	"My boss is looking for a crew with some Tempest training. You in?"
55-56	Tamm	Vault Cracker	"I can crack it. How many creds we talkin'? Half. I want half."
57-58	Moreau	Bounty Hunter	"Two thousand credits and a name."
59	Westbay	Android Serial Killer	"Someone hacked my holopet! It just ran down that dark corridor!"
60-62	Ivanov	Yakuza Lumatat Artist	"I need creds bad. Half off, today only." See. pg. 43 for Lumatat prices.
63-64	Trantis	Ragrunner	"I can do any job on a ship. Just looking to get off this shithole station."
65-66	Yukenko	Sleevejacker	"You haven't lived until you've lived twice."
67	Kruger	Street Doctor	"A stitch in time saves nine. I can get anywhere in The Dream in 30 minutes."
68	Brunekta	Licensed Privateer	"I'm looking to score off a ship in the docks tonight, you want a piece?"
69	Vasiliev	Holoslick Star	"Please, my girl is stuck in The Choke. I've got the credits..."
70-72	Ellywhen	Knockoff Mod Dealer	"Watch my back tonight. Yandee's crew is gunning for me."
73-74	Stein	Colony Recruiter	"Need a team to scout terrain and install terraformers. Six months salary good?"
75-76	Kotze	Tea Brewer	"I need this new tea leaf. 2 Jumps away. 10kcr for a container. Pay your own travel."
77	Octrev	Desperate Hacker	"My boyfriend is a Slug addict. I'll do anything if you drop Slug and find him."
78	Leikfenn	Runway Model	"There's an android stalking me, trying to kill me. It looks exactly like me."
79	Sang	Hyperspace Raider	"You think I'm psycho, don't you, Mama? You'd better let 'em lock me up!"
80-82	Kramm	Hunglung Sympathizer	"The Choke is a death camp for poor people. Stop lying to yourself."
83	Astrid	Hunglung Terrorist	"The breath you steal from us will be your last."
84-85	Eleanor	Seed Geneticist	Looking for unhatched Chokespawn egg. Pays 30kcr.
86	Linus	Block Captain	"Tempest has gone too far. We have to band together to keep safe."
87	Altmann	Conscript Dodger	"You never saw me, okay? Keep my name out of any Tempest Co. reports."
88	Roux	Prison Marshall	"Guard duty don't pay so well, but there are side benefits. 2kcr starting."
89	Sloane	Armored Ship Robber	"Got these hand welders that cut twice as fast and far. 300cr?"
90	Petrov	Customs Inspector	"I could use a little muscle later for an inspection. Interested?"
91	Ozu	Infected Citizen	"I ain't feel so good... [pukes blood and nanites on your feet]."
92	Motoko	Solarian Caretaker	"I see your light. Come with me to The Garden. You will feel lighter."
93	Loeb	Hydroponic Farmer	"It's all about nutrients, maaaaan."
94	Grendel	Undercover Thinkpot	"Tell me a little bit about yourself."
95	Amano	Political Prisoner	"I know people that can pay big. Be my Advocate and I'll change your life."
96	Kleyman	Novo Informant	"Lookin' for scabs. If Reidmar orders a strike we'll need loyal people."
97	Orlov	Core World Fugitive	"You can't go anywhere in the Core without signing their Terms of Service."
98	McCabe	Warp Core Mechanic	"Jumping is a form of prayer. You gotta be devout and you gotta be crazy."
99	Stintz	Syndicate Spy	"Need a tip: Where's Yandee rest their head? 500cr. I can protect you."

SPACE STATION TOOLKIT

Use the tables on the following pages to quickly generate a space station for your crew to board and investigate. You can start by filling in the blanks on the prompts below or **roll 1d10 for each blank on the included tables**. Each station has a % chance that it's currently undergoing a **Crisis**.

The tables on the following pages can help bulk up the space station with its **Structure (pg. 48)**, **Layout (pg. 49)** and **Noteworthy Establishments (pg. 50)**. Some of these you can use at the table, others are better for pregame inspiration.

1d10	Goods	Resource
01	Equipment	Android Laborers
02	Asteroid Ore	Asteroid Mining Machinery
03	Weapons	Hardened Mercenaries
04	Scrap Metal	Black Market Cybermods
05	Prisoners	Life-saving Medicine
06	Warp Cores	Doctors who don't ask Questions
07	Galley Stock	Rations
08	Ship Parts	Out of work Scientists
09	Used Ships	Oxygen Reserves
10	Fuel	Recreational Drugs

Corespace Station Generator

_____ is a(n) _____ orbiting a(n) _____. It's run by a(n) _____ backed by _____ Docking costs _____ cr, and a cheap room is _____ cr/night. There's a 5% chance the station is currently undergoing a(n) _____, otherwise everything is fine and you can buy supplies and fuel as per normal, though at a hefty markup of _____%. They also buy _____ at _____% off and local free-traders have a line on where to find _____.

1d10	Station Name	Core Station	Celestial Body	Core Leader	Group
01	Azrael's Price	Overcrowded Habitat Colony	Still Terraforming Planet	First-Colony Descendent	Radical Colonial Separatists
02	Dumah's Sorrow	Palatial Estate	Overpopulated Slumworld	Asteroid Mining Oligarch	The Valecore Mining Consortium
03	Marut's Redemption	Secret Corporate Research Facility	Resource Rich Planet	Reclusive Intellectual	The Exo-Credit Federated Union
04	Gorgon's Revenge	Marine Battle School	Desolate Planetoid	Scheming Marine General	The 91st Colonial Dragoons
05	Soter's Ring	Bustling Trading Port	White Dwarf Star	Teamster Union Rep	Teamster's Local 101977L
06	Pontian's Crown	Sprawling Megatropolis	Moon of an Inhabited Planet	Sadistic Decadent	The Yamaguchi-gumi Clan
07	Vitalian's Sword	High Security Corporate Vault	Unpopulated Paradise World	Decorated Regional Governor	The Crashlander Titan 2nd Fleet
08	Iblis's Shield	Semi-Autonomous Shipyard	Giant Asteroid Cluster	Rimwar Veteran Commander	The Principality of Christian XII
09	Al-'Uzzá's Cross	Solitary Monastery	Red Supergiant	Reformed Criminal Outcast	The Decanon Caliphate
10	Vanth's Herald	Ancient Jump Gate	Black Hole (past Event Horizon)	Dynastic Child-Heir	The House of Tarkhan

RimSpace Station Generator

Out on the rim, near a(n) _____, a(n) _____ station (call-sign _____) spins. It's outwardly controlled by _____, though is subtly undermined by _____, led by a(n) _____.

There's a 20% chance the station is dealing with a(n) _____, otherwise everything is fine and you can buy fuel as per normal, but they are currently only offering _____ for sale and there's a rumor going around that the station is in dire need of _____.

1d10	Rim Landmark	Rim Station	Call-Sign	Control Faction	Rival Faction	Rival Leader
01	Heavily Guarded Corporate DMZ	Independent Colony	Remote Site-[d100]-[Letter]	The Anders-Klimt Mining Corporation	The Synthetic Liberation Front	Renegade Android
02	Battered Asteroid Field	Run Down Factory	[d100]-[d10]	The Gaff Android Labor Syndicate	Altruistic Scientists	Powerful Rogue AI
03	Uninhabitable Desert Planet	Military Base	Forward Base-[d10]-[Letter]	The 601st Colonial Marine Regiment	Neo-Haram Anarchists	Ruthless Criminal Despot
04	Strip-Mined Ice World	Lighthouse	Rimward-Post [d10]-[d10]	Salo-Mercury Biomotors Inc.	Violent Return-Earthers	Charismatic Revivalist
05	First Generation Pioneer Colony	Asteroid Mining	[Letter]-[d100]	The Apostles Gate Church	Carter Tactical Concerns Ltd.	Perverse Corp. Warden
06	Resource Rich Asteroid Cluster	Maximum Sec. Prison	Supervisor-[Letter]-[d10]	Confederated Systems Inc.	Armadyne Weapons, Inc.	Highly Intelligent Merc. Captain
07	The Disputed Territory Border	Scrap Processing	Control-[d100]	The "Opera" Fleet of Mercenary Raiders	House Sivaranjjan	Cunning Corporate Spy
08	Massive Jump-5 Derelict Hulk	Rest & Refuel	Command-[d10]-[d10]	The Sindec Alloyed Metals Corporation	Secret Union Instigators	Merciless Slaver
09	Burgeoning Off-World Colony	Black Market	Outpost [d100]-[Letter]-[d10]	SEBACO Mining Ltd.	Black Dawn Mercenaries	Stalwart Union Organizer
10	Ship Graveyard	Abandoned Derelict	Bridle-[d10]	The Limited Colonial Government	The Family of Eleven	Relentless Warrant Officer

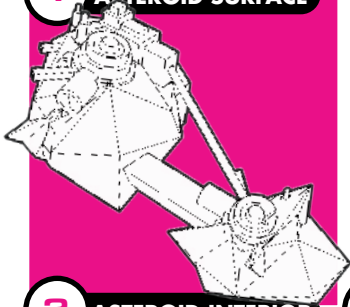
1d10	Crisis
01	Hostage Situation. Command of the station has been taken by a rival faction who demand 1d10kcr ransom.
02	Refugee Crisis. The station is overrun with refugees. Everything is 1d10+1x more expensive than usual.
03	Food Shortage. The station pays 1d10+1kcr for food and another random resource. Theft is rampant.
04	Quarantine. After boarding the station you learn that it has been quarantined. No one is allowed to leave.
05	Bout of Civil Unrest. Rioting and looting. Mercenary death squads roam the corridors executing collaborators.
06	Disaster. Crash landing, mass explosion or sabotage. Station is on full alert and going down without repairs.
07	General Strike. Unions have organized. Protests, picket lines, and intense riots. Commerce is shut down.
08	Uncanny Abandonment. The station hosts the aftermath of some bloody, haunted, or mysterious happening.
09	Martial Law Edict. All ships are boarded and inspected, station visas are issued and a curfew is in effect.
10	Blockade. The station is under siege by the rival faction and access has been cut off. Your ship is boarded.

Roll up a few of these and place them on a map. Let your players know what's out there.

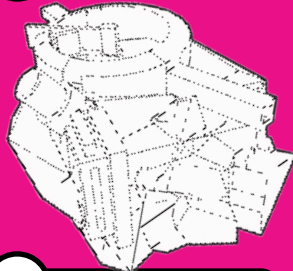
Space Station Structure

Roll 1d10 to determine the structure of the space station. The size of the structure can range wildly from single-team stations to massive artificial worlds.

1 ASTEROID SURFACE



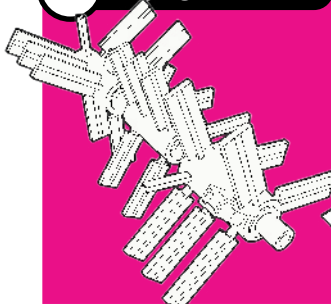
2 ASTEROID INTERIOR



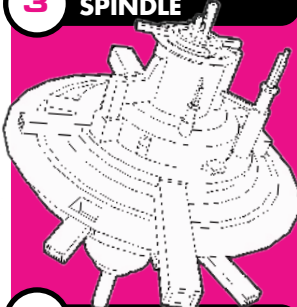
5 SPHERE



8 MODULAR



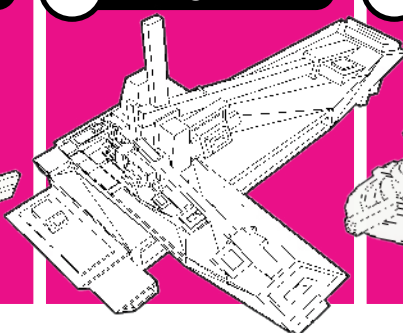
3 SPINDLE



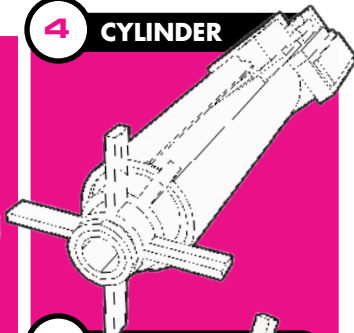
6 TORUS/RING



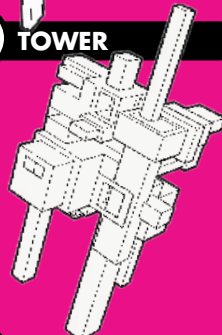
9 PLATFORM



4 CYLINDER



7 TOWER



10 AMALGAMATION



ROLL TWICE AND COMBINE

1. Asteroid Surface. This station has been built on the outside surface of the asteroid, much the same way a building rests on the surface of a planet.

2. Asteroid Interior. While there may be structures on the outside of the asteroid the majority of the station exists "underground" as a series of tunnels, caves or similar structures.

3. Spindle. A common design, shaped like a spinning top with towers rising from the top and/or bottom.

4. Cylinder. The cylinder's rotation could provide a rationale for artificial gravity and the station could be quite large, like an O'Neill cylinder.

5. Sphere. Can be as big as a Dyson or Bernal sphere or as small as a single pod-station.

6. Torus/Ring. The most common design. Like the Stanford torus or Bishop ring, the outer ring could provide enough centrifugal force to provide artificial gravity.

7. Tower. A station with an angular or blocky design, like a skyscraper flung into space.

8. Modular. Built from discrete modules or "beads" that can be removed or added on to.

9. Platform. Design based on a large ship. Clearly defined levels/decks.

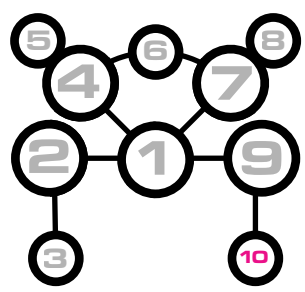
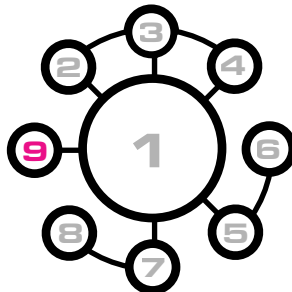
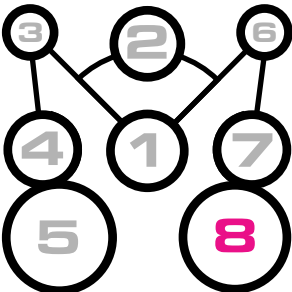
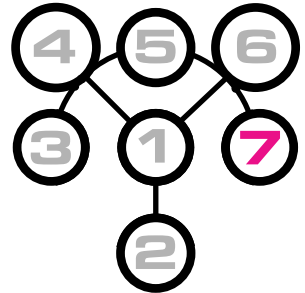
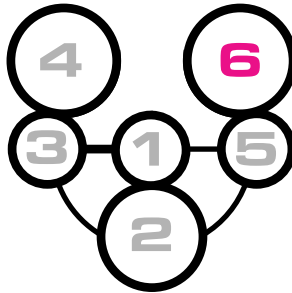
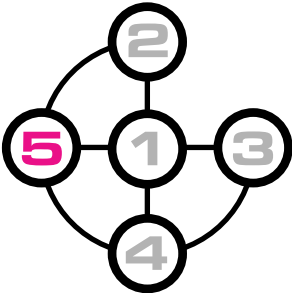
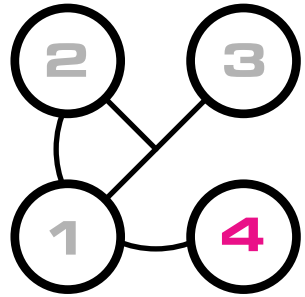
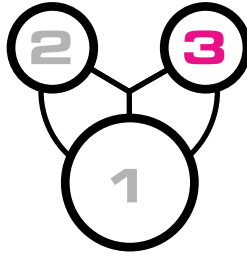
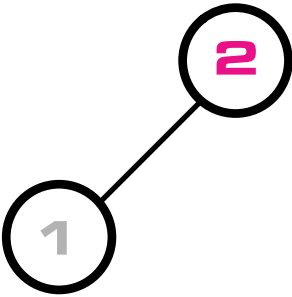
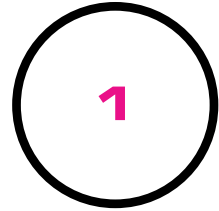
10. Amalgamation. A combination of any of the other designs.

1d10 **Common Space Station Issues**

- 01 **No Artificial Gravity.** Zero-G Skill Check for complex maneuvers.
- 02 **Resource Scarcity.** Food, water, oxygen, shelter is hard to find.
- 03 **Trade Good Scarcity.** Lack of fuel, warp cores, ammunition.
- 04 **Oxygen Poor.** Strenuous activities at [-]. O2 taxation.
- 05 **Non-standard Day/Night Cycle.** Rest Saves are at [-].
- 06 **Poor Water Treatment Facilities.** Rest Saves and recovery at [-].
- 07 **Low Security.** High risk of theft, threat of violence, piracy, etc.
- 08 **High Security.** High risk of authoritarian police, taxation, prison, etc.
- 09 **Xenophobic Population.** Suspicious/hostile to strangers/outside.
- 10 **Poor Maintenance.** Minimum Stress +1. Rest Saves and recovery at [-]. High risk of damage to the station during combat.

Space Station Layout

Roll 1d10 to determine how many **Noteworthy Establishments** (pg. 50) the station has and roughly how they are connected. There may be many more establishments, these are just the most important.



Space Station Noteworthy Locations

To find out what modules and establishments are on your space station roll 1d100 for each location (for example: if you used the Space Station Layout Chart and rolled a 4 you'd roll 1d100 four times) and mark it down on your map. This creates pretty small space stations (with a maximum of ten modules), but another way to interpret this is that the modules you roll up are the major noteworthy locations on your space station. You may have any other number of small establishments but these are the ones the station is known for.

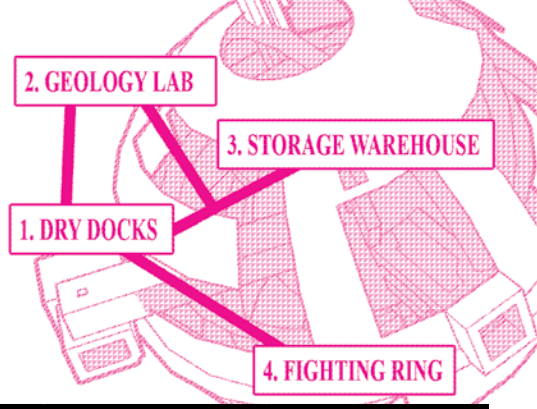
Tying it all Together

Using all of the Space Station Generation tools during a game probably isn't a great idea as it would slow gameplay down too much. Instead, these are great for Wardens who need some inspiration when populating their sector or to answer a quick question when play veers in a different direction than you were expecting ("Does this asteroid mining station have a place we can repair our android?" "Well, let me see..."). As always, play is the most important thing and if any of these results don't work for you, throw them out.

d100	1-3. Refuel/Repair	4. Port/Market	5. Colony/Habitat	6. Military
00-04	Dry Dock	Food Stand	Farming Unit	Admin Offices
05-09	Vehicle Repair	Dry Dock	Food Court	Drop Station
10-14	Chop Shop	Fence for Stolen Goods	Slickscreen	Training Rooms
15-19	Bars	Black Market	Bar/Club	Shooting Range
20-24	Showers	Resleeving Facility	Slaughterhouse	Command Center
25-29	Capsule Motel	Cybermod Shop	Seed/Gene Storage	Defensive Weaponry
30-34	Navigation Library	Imports Warehouse	Sleeping Units	Vehicle Repair Center
35-39	Warp Core Storage	Designer Drugs	Meeting Square	Brig
40-44	Teamster Union Hall	Gene Therapy	Aquaponics Tanks	Troopship Carrier
45-49	Military Lounge	Holotat Shop	Markets	Barracks
50-54	Commercial Travel	Glass Blower	School/Training Facilities	Interrogation Rooms
55-59	Private Hangar	Technobladesmith	Library/Research Lab	Medbay
60-64	Showers	Slaughter Yard	Upscale Housing	R&D Department
65-69	Metal Foundry	Fabric Loom	Security Outpost	Drop-tank Hangar
70-74	Ore Trade / Refinery	Sweatshop	Clinic	Mess Hall
75-79	Food Court	Gambling House	Factory	Officer's Lounge
80-84	Fuel Bays / Warp Cores	Dance Club	Greenhouse	"Off-base" Housing
85-89	Slickscreens	Teamster Bar	Turret Emplacement	Master Computer
90	Red Light District	Cassette Library	Red Light District	Diplomatic Embassy
91	Black Market	Specimens & Oddities	Brig	Officer's Quarters
92	Tiny Chapel	Red Light District	Power Station	Weapon Testing
93	Weapons Fabrication	Military Black Site	Pharmalab	Fighter Squadron
94	Advanced R&D	Navigator Guildhouse	Governor's Mansion	Ammunition Storage
95	Experimental FTL Lab	Decorative Rugs	Armory	Resleeving Facility
96	Astronavigator Terminals	Tea Shop	Temple	Cryochambers
97	Station Overseer	Old Earth Antique Shop	Courthouse/Records	Intelligence Facility
98	Holding Cells	Custom Androids	Landing Strip	Exomech Hangar
99	Power Station	Ship Designer	Communication Array	Massive Weapon

Example: Control 55

Out on the rim, near a ship graveyard, an **asteroid mining station** (call-sign **Control 55**) spins. It's outwardly controlled by **SEBACO Mining, Ltd.** though is subtly undermined by **Neo-Haram Anarchists** led by a **ruthless criminal despot**. There's a 20% chance the station is dealing with a martial law edict, otherwise everything is fine and you can buy fuel as per normal, but they are currently only offering prisoners for sale and there's a rumor going around that the station is **in dire need of life saving medicine**. **Xenophobic population**.



d100	7. Mining/Factory	8. Corporate/Research	9. Prison	10. Religious
00-04	Material Processing	Offices	Ruined Cellblock	Prayer Gardens
05-09	Shipping Warehouse	Open Floor Plan Office	Administration Offices	Observatory
10-14	Storage Warehouse	Cubicles	Morgue	Cellarium
15-19	Dry Dock	Testing Lab	Riot Armory	Chapter House
20-24	Assembly Line	AI Computer Banks	Guard Quarters	Dorter
25-29	Metal Refinery	Laboratory	High Security Area	Refectory
30-34	Air Scrubber	Quarantine Room	Isolation Chambers	Infirmary
35-39	Water Reclamation	Data Analysis Office	Cryostorage	Kitchens
40-44	Sleeping Pods	Android Storage	VR Exercise Yard	Lavatorium
45-49	Cafeteria	Warehouse	Prison Cells	Misericorde
50-54	Showers/Soakers	Shipping & Receiving	Group Dormitory	Scriptorium
55-59	Corp. Conference Room	Mail Rooms	Quarantine Unit	Calefactory
60-64	Garage/Hangar	Meeting Rooms	Solitary Confinement	Musalla
65-69	Geology Lab	Clean Room	Canteen	Minaret
70-74	Records/Maps/Blueprints	Employee Housing	Gruel Kitchen	Prayer Hall
75-79	Slickscreen	Hazardous Materials	Labor Camp	Ablution Fountains
80-84	Fighting Ring	Cryostorage	Execution Chambers	Chinjusha
85-89	Android Maintenance	Containment Lab	Scrap Metal Workshop	Three Gate
90	Conjugal Trailers	Private Offices	Slickscreen Classrooms	Bell Tower
91	Xenobio Lab	Luxurious Boardroom	Illegal Human Testing	Shrine
92	Extraction Point	High Security Vault	Mind Wipe Lab	Lecture Hall
93	Infraction Cells	Illegal DNA Splicing Lab	Mass Grave	Grand Reliquary
94	Cloning Facility	Embryonic Storage	Reprogramming Facility	Massive Statue
95	Communications	Morgue	Military Black Site	Secret Chambers
96	Exosuit Hangar/Repair	Animal Testing Pens	AI Prison Server	Palatial Gardens
97	Life Support	Killteam Barracks	Android Scrapyard	Scourging Room
98	Laser Drilling Array	Experiment #237	Commissary	Bishop's Manor
99	Company Store	Mega-AI Brain	Crematorium	Unmarked Prison Cell

d100	Cybernetic Mutations	Random Search
00	Teeth enlarged and coated in metal alloy.	Credstick without ID. 1d100kcr.
01-04	Fingers lengthen. Fingernails turn into circuit boards.	Credstick ID attached to victim. 1d100kcr.
05-09	Eyes turn black. Wires spread from irises across face.	VIP invite to gamble in Heaven .
10-14	Voice loses its human quality. Now choral and robotic.	Fake, rubber revolver. Looks pretty realistic.
15-19	All hair falls out, tubing protrudes from back of skull.	Functioning synthpet.
20-24	Vestigial synthetic appendage grows from ribcage.	Metallic folding fan.
25-29	Tangle of wires weave through your abdomen.	Leather jacket. "Суки Любят Острый Нож" on back.
30-34	Metallic spinal column extrudes and pierces skin.	Bundle of x5 stimpaks and x4 automeds.
35-39	Limb consumed by mods. Misshapen metal mass.	Empty O2 tank.
40-44	Metallic fingers sprout from limb.	Dried Meatapede.
45-49	Hand permanently fuses with equipped weapon.	Bracelet with flashing colored lights.
50-54	Semi-organic vents form in underarms and neck.	Flask of station hooch.
55-59	Insectile eyes cluster across your face.	Artisanal chocolate (relieves 2 Stress).
60-64	Tongue grows six times normal length. Constant drool.	Patch: "SUKA".
65-69	Neck grows an extra foot and is sheathed in metal.	Crossbow with 2d10 bolts.
70-73	Heavy organic sac swells across your hunchback.	Intact Panzerfist cybermod.
74-75	Neck vents grow and emit periodic exhaust fumes.	Map to a credit stash in <i>The Sink</i> (pg. 34).
76-77	Half of face melts away revealing metal skull.	SMG + 2 clips (non-frangible ammo).
78-79	Spiked prongs extrude from your shoulders.	Adjudicator Guard's modified Stun Baton. 1d10 DMG.
80	Patch of 2d10 synthetic eyes grow out of your back.	Cryopack. Three human fingers. Fingerprints intact.
81	Arms grow until your hands touch the floor and drag.	<u>The Lottery Man</u> by Benno von Archiboldi.
82	Metallic, wiry antlers grow from your skull.	One shot mini flame thrower.
83	Second face grows out of your chest.	CalixQ's autograph on holopic. Worth 3d10x100cr.
84	Mouths form in the palms of your hands.	Dose of Sycorax.
85	Hair turns to thick black wires, always seeking ports.	Well thumbed copy of <i>The Grasshopper Lies Heavy</i> .
86	Fingers fuse together and turn into metal claws	"Nemo" journal, recounting 4 days prior to a Sleeving.
87	Mouth splits into impossibly wide smile. Metal throat.	Pipe bomb 3d10 damage, Close Range.
88	Spines grow out of your arm bones.	Subversive anti-corporate Samizdat literature.
89	Your skin becomes a liquid metal surface.	A small bottle of <i>Tendre Poison</i> eau de toilette.
90	Hoses grow from your torso and drag along the floor.	Dog-eared copy of the <i>Orange Catholic Bible</i> .
91	The features of your face constantly drip and shift.	O2 tank with 1d10 hours remaining.
92	Sensitive antennae grow from your skull.	Inactive robotic spider named Icarus. Needs repair.
93	Your skin grows a tiny swarm of metal tentacles.	Sheathed zipgun with six bullets.
94	Prehensile tail of wire and bone.	<u>La Boussole des précieux</u> , by Pierre Menard.
95	Entire body becomes shifting swarm of nanobots.	A holomap of <i>Caliban's Heart</i> (pg. 38).
96	Keyboard keys sprout from your arms.	Writhing cyberworm. Worth 1d10x1kcr.
97	A small person grows out of your torso.	Tattooed piece of preserved skin.
98	All your skin sloughs off to reveal a metal skeleton.	Raggedy broken doll. Still talks.
99	Roll twice and combine.	Tempest Co. exosuit. Tagged: "MAMA TRIED."