

Player Introduction

2029: Mengzhou 3 lands at Shackleton Crater on the Moon. Chinese taikonauts discover a dormant extra-terrestrial vessel on the crater floor, which activates, leaves the crater, and fires upon Earth. In the next few minutes, every major space launch site and military base is destroyed. The taikonauts manage to board the vessel and destroy it, losing their lives in the process.

The remains of the vessel were taken down to Earth and examined. From the remains, the secret to interstellar flight was discovered: the Spike Drive. The beings who created the vessel are dubbed 'Species X'. In light of the knowledge that humanity is not alone and the existence of at least one potentially hostile species, inter-state conflicts largely cease and there is an economic downturn in preparation for a future attack.

After the discovery of the Spike Drive, a group of rich individuals, who controlled the majority of the world's wealth and industry devised a plan to build a large spacecraft with the Spike Drive recovered from the extraterrestrial vessel and leave the planet. The plan was leaked to the public, with mass unrest following across the planet. The world's billionaires became pariahs and lost most of their wealth and influence.

The Spike Drive was brought to the newly created United Nations Space Agency and reverse engineered with the aim of creating a Human space fleet.

Your characters are astronauts/cosmonauts/taikonauts selected for the crew of the UNS Odyssey, the first interstellar craft of the UN Space Agency. Your mission: to venture out into interstellar space and make contact with alien civilizations and discover the source of the extra-terrestrial vessel.

Modifications to the Setting:

The chapters from the sourcebook on the History of Space are not relevant to the setting.

Equipment: When choosing equipment, you cannot buy equipment TL4 or above, except for the medkit and Lazarus patch.

Psionic Characters: After the Mengzhou 3 incident, many individuals began expressing strange and impossible psychic powers, from mind reading, to visions of the past and future. It is unclear what has caused these powers to suddenly manifest, but scientists believe that the extraterrestrial vessel somehow triggered this. Many of the most talented psychics were recruited into the UN Space Agency.

VI and Robot Characters: UN scientist found the control circuits of the extraterrestrial vessel contained imprints of an intelligent computer system. By reverse engineering these circuits, scientists were able to create Virtual Intelligences (or 'VI's) and robot bodies to house them.