

DEAD SEA



AN ALIEN RPG CINEMATIC SCENARIO

BY ALEX AGCILD

GM INTRODUCTION

On the very edge of the outer rim, 9 miles beneath a long dead alien sea, a deep mining rig operated by the UPP marks over a century of constant operation.

Novotny station was once heralded as a symbol of what the Union of Progressive People could accomplish. Now poorly maintained and starting to fail, a small crew of workers does everything it can to try and meet just a fraction of what their legendary quota once was.

After months of hard work in isolation the current shift is preparing to rotate back to the surface when someone goes missing on a routine deep-sea maintenance walk. Veteran Captain Olga Kramarenko is dispatched to investigate, and she finds much more than she bargained for.

GM INFO

A year prior to the current events, the UPP had captured a Weyland Yutani ship that strayed too far from its course. The ship was found to be carrying several deadly aquatic organisms from an unknown world, they named the organisms the Vodyanoy after a water spirit from Slavic mythology.

During experiments conducted by the UPP the organisms destroyed all biological life that was presented to them. They fed themselves by liquefying and ingesting biological material or sucking the electrical energy out of life forms or both. They could even feed on mechanical electrical systems. They seemed to turn on each other sometimes while being fed. They were extremely intelligent and classified as the highest-level xenomorphic threat by UPP scientist.

It was obvious that Weyland Yutani was going to use them for weapons development. General Volkoff and his staff figured out how the organisms reproduce and realized that they would be perfect instruments of sabotage for any enemy aquatic based military or mining facility.

Volkoff also realized they could kill two birds with one stone. They could test these biological weapons on their own failing station to find out what they can really do AND at the same time cover up half a century of corruption in one swoop. The once legendary station was now in complete disrepair as most of the funds for maintenance never arrived. Once Novotny station is destroyed (and Blamed on the United Americas of course) it will erase all evidence of corruption and the "captured" aquatic xenomorphs will certainly prove their worth as weapons to the bureau chiefs.

Vodyanoy & The Name Novotny

In Slavic mythology, the Vodyanoy are evil water spirits. The name Novotny is an easter egg as it's also the name of a chess move where two pieces of the same side get in each other's way. So, the Vodyanoy will get in each other's way competing for the same biological fuel, thus blocking each other while trying to take the same "pawn". The players might be in extreme peril and one of the creatures rescues them by attacking the other. They might be fooled into thinking one of the creatures is on their side, but they are very wrong etc. The GM will use this at their discretion.

WHAT'S THE STORY MOTHER?

(Read this section to players)

Along the Outer Rim lies the system GJ1187, home to the planet Voda, a complete water world claimed by the UPP. There is no life left on Voda, but previously it had been bountiful. As a result the planet held reserves of high-grade oil under the surface, 9 miles below the waves above. With the help of the Seegson Corporation, the UPP constructed the Novotny Class deep-sea mining station.

The design, and the first station to be commissioned, are named after Pietro Novotny, the engineering genius who helped Seegson with the drill design and who died in a terrible underwater accident just days before Novotny Station opened for operation.

Now, a century later, the planet is under the care of the UPP military and has been virtually exhausted of its once vast resources. All the other mining stations have been closed down, and Novotny – while still operational – is starting to slide into dangerous disrepair.

You are all here, either crew or visiting. The station is a run-down and rusty place, with safety bulkheads every 10 meters ready to slam shut at the first sign of a real hull compromise. The place resounds to hisses and drips everywhere, and the creak and groan of structures under intense pressures form the perpetual background song of the station. Equipment failures, while always common in a place like this, have recently become endemic. You are sure that things are being wound down, and the Novotny Station's days are numbered. They've even stopped sending full supply drops from the surface, and you ran out of your favorite snack, Plyushka, a sugared pastry, weeks ago...

Then yesterday disaster struck. Machine operator Marin Kirill disappeared on a routine end-of-shift maintenance seabed walk. A search was conducted but there was no sign of him. After all this time he must be dead.

Your station supervisors on the surface have ordered everyone to remain on the station – even those of you who were due to return to the surface today – while they dispatch a military investigator to investigate the accident. An hour later, Olga Kramarenko steps from the surface elevator, and is greeted by a small welcoming committee...

Players should now introduce themselves.

Disappearance Details

The drill maintenance check during a shift change is straightforward and has not changed in 100 years. Marin Karill was visually inspecting the 4 drills, specifically the electrical systems that were having strange glitches. It was either a local short or perhaps something more serious like a faulty actuator or coupling joint.

Karill checked in as he approached the drill and was not seen or heard from again. No one had a visual on him when it occurred. His main hose attachment was retrieved intact and appeared disconnected, which was odd because Karill, whether because of laziness or oversight had left his back up breathing device in the locker room. If he disconnected it himself, he had no other source of air. An NPC should be very vocal that they believe he had a death wish and simply committed suicide.

Locations

Elevator/Security

The elevator will not be operable for this scenario. It was disabled immediately after Kramarenko's arrival by the surface supervisor Yuri Seymonov who is aware of the plot hatched by General Volkoff. There is no way to make it operable unless the GM feels it appropriate to end the scenario a different way. The security room has a locked screened gate. Some chairs and a table adorn the sparse area. A giant portrait of a smiling Pietro Novotny on the far wall greets all visitors and workers.

Monitoring Stations

These rooms are full of monitors showing recorded outside views of the station, they also have replay ability and can store about a month's worth of data. The rooms also contain general alarm monitors. If anyone decides to check prior video logs, they can find strange anomalies, shadows, blurs of energy and bizarre lights outside of the station that coincide with prior strange failure of equipment over the past few days.

Jogging Track

Used for exercise by facility members. It also doubles as a massive emergency bilge pump. The red switch used to trigger the pump (in case of catastrophic flooding) is located inside a glass encasement that requires a strength check with a heavy object or tool to break. Li Qiang the supervisor has a key to open the locked glass box.

Command Station

All drill operations are conducted from this area. Equipment banks, controls, and monitors fill the room. The walls are made of glass and the area has unobstructed views of one side of the drill system as well as most of the station.

Filtration Systems / Lockers

The air recyclers and water filtrations systems reside under the floor at this location and are accessible by a small circular hatch. Any failure of these systems could require the eventual evacuation of all station workers. A monitoring station with lights and switches monitors the systems.

The area also has lockers embedded in the walls. The lockers containing deep sea diving equipment such as suits, helmets, emergency rebreathers, harpoon guns used for anchoring equipment to the seabed floor etc. Benches line the walls and are used when preparing the divers for sea walks. (please see Sea Walks)

Air Lock (east and west side / old station)

There are three air locks at the station. They are used as access points to the outside environment. They operate as follows. Divers enter and then seal the bulkhead door when they are ready to transition to the seabed. An internal large metal switch starts the process (there is a manual override outside bulkhead door that can start this process as well). A large red light comes on and for about 60 seconds the room fills with water from the outside. Once this process is finished the room equalizes and a green light signals it is now safe to walk outside of the station. The metal doors to the outside retract upon operation of another lever. (see the section on sea walks for more information).

Mess Hall

All station workers take their meals here several times per day. The meals are served by Working Joe NS42 ("Dmitri", see story lines), a working Joe permanently assigned to this station. Coffee and sometimes snacks are available, but the snacks have been almost nonexistent for many months now.

A few tables have been converted into card and domino tables, there is one antique ancient video arcade machine still working called Tetris in one corner and a homemade vodka distillery in the other. While both are against protocol (especially the arcade machine) no one seems to mind these added amenities. Dmitri the working Joe enjoys the arcade machine on his off time and is quite good at it.

Housing

The housing area is a large open space with bunk beds that houses all station workers. Each bunk bed has personal foot lockers for occupants. Two private rooms are also located here that service the current lead supervisor and engineer in charge. There are several latrines, shower rooms and washing machines as well.

Hydroponics

The work shifts at the station can last up to a year and in some circumstances much longer. The station being able to grow its own food is imperative. All sorts of vegetables, protein and fruits are grown here. The hydroponics area is attended by Maria Del Campos (see station roster) and working Joe NS42.

Medical Bay

When the scenario starts there is one worker that has fallen ill. Anya Zomarova is under the care of Kim Pham. She is hooked up to a machine having become severely dehydrated in the search for the lost worker. She was awaiting evacuation when the order to stay below came down from above (see story points). The medical bay, while not state of the art and lacking medical pod technology, has the usual equipment for examination and stabilizing medical emergencies. The bay is attended by working Joe NS42.

Storage

Every conceivable bit of old equipment can be found in this area, a literal century's worth. older pressure suits (some still working), old fishing harpoons that were never of any use in this sea, under sea equipment of every type, emergency lights, flares, old breathing devices, old data pads, old newspapers and magazines detailing the glory days of the station, dusty files and logs (containing all sorts of proof of corruption for anyone looking for it), spent batteries. A portrait of a past leader of the UPP etc. A semi flat volleyball. An employee of the year plaque, a stuffed toy Siberian bear, a bang stick normally used for aggressive aquatic life forms with 6 loads (see equipment).

Maintenance

Power breakers and backup generators that power the station are located here. This is the lifeblood of power circulating throughout the station.

Bulkheads

There are two types of bulkheads. Main and safety. Main are designated on the map and once sealed can withstand any water pressure exerted on it, they must be operated manually. Safety bulkheads exist throughout the station and are used during emergency leaks, they are a stop gap solution and may or may not fail depending on the amount of pressure they need to withstand. They can be operated remotely from monitoring station areas, the command center or even locally. Feel free to place the safety bulkheads anywhere you deem fit.

Flooded tunnel

This tunnel collapsed many years ago and was never repaired. It has since been sealed off with the bulkhead door welded shut. The only access to the sub sock is via the outer airlock.

Sub dock

This is the permanent home of the Baikal a deep-water submersible. The craft is a sphere that was designed for only 2 people (GM's discretion). It was originally designed for deep water surveys. Once instrumental in the final phase of construction and expansion of Novonty station It now sits dormant doubling as an escape craft in case of emergency. It has not been used in a few decades. It is powered by 3 large ancient solid-state batteries that have long since been unhooked and transferred to the old station for use in other projects. A single battery can potentially power the sub to the surface. The roof of the sub dock opens to let the Baikal out into the sea.

Old Station

This is the century old remnants of the original station used as a construction base before the expansion of the main facility. The air lock outside requires a strength check to force it open. Upon entering and removing underwater gear the players will be slammed by an overpowering stench of brine and a crude oil. The 3 solid state batteries that can be used to power the Baikal were repurposed and used at the station to power an oil analyzer unit. only one battery still holds a charge as it was plugged into to the analyzer which in turn charges itself using remnant energy from the nuclear core.

Player Characters and NPCs

Olga Kramarenko is the only mandatory PC. Feel free to use any or all other characters in a 2 -5 player game.

Roster of personnel at Novotny station

Olga Kramarenko (PC mandatory)
Cixin Liu (PC or NPC)
Diego Alvarez (PC or NPC)
Kim Pham (PC or NPC)
Ivan Dubov (PC or NPC)
Maria Del Campos (NPC, may be used as replacement character)
Li Qiang (NPC, may be used as replacement character)
Anya Zemorav (NPC see story lines)
Vitaly Frenkel (NPC see events)
Yuri Semyonov (surface station chief)
Working Joe NS42 "Dmitri" (see story lines).

Events

The following events may be weaved into the story in anyway the GM sees fit. Novotny Station is an underwater horror adventure sand box. There are no mandatory events. It is important to understand how the Vodyanoy will act as they will not always be out to destroy the players (see Vodyanoy). The Vodyanoy may be used to increase suspense or not (time permitting). Have fun!

Routine maintenance gone wrong... again.

NPC Frenkel nursing the worse of hangovers goes outside to finish the maintenance that Karill never finished. An alarm goes off signaling Frenkel's hose being disconnected (everyone adds one stress when alarm blares). Frankel screams into the communicator, high pitched out of breath, scared, terrified. "Oh my, what ", more high-pitched screams are followed then muffled as Frenkel apparently switches between his main connection and his back up breathing device. Large gasps are heard, "help me!", "something is here", "please! ". Frenkel cannot be seen visually as he is behind the drill and a camera that would normally cover it no longer works. A flash of light, a blur, a swirl of the sea is seen near the area if anyone bothers to look out of a porthole.

Frenkel needs help and players must act. If no one volunteers to go out and retrieve him Qiang (if NPC) or the surface supervisor calling down will immediately order players forward to rescue Frenkel. The Vodyanoy have disconnected Frenkel's air and are toying with him they are also probing and testing how the players react.

Routine maintenance gone wrong... again. (Cont.)

Frenkel will continue to scream into his communicators as the players prepare to go after him (more stress added at GM's discretion once players are in the airlock). When the players reach Frenkel they will find him tangled in his own disconnected air hose almost out of air and hurt. Players should make an appropriate mobility check to untangle him.

Once they try to retrieve Frenkel the Vodyanoy will attack using only #2 on their signature attack table (dragging players away screaming then letting go). Some player's hoses will be disconnected by the Vodyanoy, and the player must then switch to their secondary emergency air tank. This requires a mobility roll. Failure to secure the secondary breathing device will add +1 stress. Getting no air can result in damage being taken and even eventual death if not corrected (GMs discretion).

If PCs managed to get Frenkel back he will be in shock and die soon afterwards convulsing with eyes wide open. Medical examination will reveal lacerations and strange burn marks all over his torso as the Vodyanoy siphoned his electrical life energy out of his body.

The Lurking Evil

The Vodyanoy are testing the structure itself, trying to gain access to the players inside. Lights start to blink on and off. Alarms sound as systems get randomly drained of energy. Carbon dioxide spikes as the filtration system fluctuates. Breakers trip. Alarms go off and players will have to scramble to get the systems back online. Heavy Machinery and Comtech checks should be used throughout.

Systems that were already on the ropes due to inadequate maintenance start to fail. Players will have to split up go to different places to try and regain control.

One potential occurrence could be an NPC trapped with the players having to make the choice between trying to save them or the station.

As an example, Maria Del Campos can be in the hydroponics area when the Vodyanoy cause a breach to the area, water rushes in and threatens to overwhelm the station unless the area is immediately sealed etc. (see Bulkheads).

Here they come!

The Vodyanoy make their move. They puncture the outer skin of the station with their spiked appendages. A large series of bangs followed by alarms and water rushing in signal the players this is an emergency like no other. Players can close bulkheads and start the bilge pumps, but water will continue to rise as the Vodyanoy puncture other areas.

The players will eventually find themselves in waist deep water throughout all parts of the station.

The Vodyanoy will now enter through one of the breaches. They will be lurking in the water inside the station, tension should be built up by letting the players know something is inside with them, only emergency lights are working, communications to the surface are out etc. The vodyanoy may be temporarily seen as the creatures shift around objects. The Vodyanoy will eventually attacks players, dragging them down trying to drown them or using their signature attack table Players might find temporary respite climbing to "high ground" in this case on top of tables or monitor stations etc but their only escape will be getting the sub to the surface. The GM might want to render some of the diving suits inoperable (Vodyanoy sabotage) forcing some of the players to have to use the older suits inside of the storage area. All players except Kramarenko and newly arrived Dubov have knowledge of the older suits as well as the sub and what it takes to make it work. At this point air will be running out and time will be of the essence.

Some NPCs may cry out in terror during this event and be trapped in different areas posing a problem for the player characters. As an example, an NPC might have shattered their leg and need assistance, the NPC can be telling the players via communications they are helpless and something large is in the area with them etc.

Just use your imagination when coming up with challenges for the player characters.

Feel free to use the chart below (may be used for previous event as well):

THE VODYANOY TRY TO GET IN

	LOCATION		LOCATION
11-12	The Old Station	41-42	Hydroponics
13-14	Old Station Airlock	43-44	Mess Hall
15-16	Nuclear Core	45-46	Housing
21-22	A Drill	51-52	Jogging Bilge
23-24	Storage	53-54	Maintenance
25-26	Medical Bay	55-56	Monitoring
31-32	West Airlock	61-62	Surface Elevator
33-34	Filtration Controls	63-64	Security
35-36	Command Centre	65-66	Sub Dock

Rise or die (Final act)

The players must retrieve the battery from the old station then make their way to the sub dock, install the battery, start sub up and make their way to the surface. Installing the battery will require a successful heavy machinery roll. Starting the sub properly will require a successful comtech roll.

The sea walk to the old station should be filled with tension and terror but the Vodyanoy will not attack the players at this juncture as they are curious to see what the players are up to. Vodyanoy will harass and attempt to stop the players once they leave the old station for the sub dock.

If players manage to get the sub started and begin their ascent the vodyanoy will try one last time to stop them by surrounding the sub and attempting to drain the battery. A successful piloting roll will let the sub escape.

Once at the surface. Someone will come to their rescue and open the sub's hatch. The surface supervisor will be there smiling and happy to see them (even though in reality he could care less). Any player that survived this far will get out of this situation alive as they are transferred to an off planet medical bay for medical aid as well as an interrogation of the events that occurred below, they will then be heralded as heroes of the UPP.

Story Lines

This scenario was designed to be a one shot or a multi session play through. If the GM prefers a longer multi session scenario have Kramarenko tour the facility, let the players sleep overnight, have the surface station chief order some unscheduled sea walks to further examine the outside of the station etc.

Here are two story lines that could be added (in both one session games and multi sessions games):

#1 Anya Zomorova's vision

She fell ill during the search attempt for her co-worker. She is an older woman and someone that must be rescued when players leave the station (or not depending on their agendas).

At some point she will sit up on her medical cot and re-tell the Slavic myth legend of the Vodyanoy (evil water spirits that wish to drown humans etc.) as she feels this is a reckoning against mankind for its hubris. She can be cast as a religious zealot or someone that is foreshadowing what is about to happen. She can be used to give an in-game name to the creatures.

This encounter can come when they bring Frenkel in trying to save his life or at any other moment the GM sees fit or even not used at all.

#2 Dmitir's Dilemma

Working Joe NS42 has not had a proper update in many years and has developed an unusual emotional attachment to the arcade machine at the station. He continues to do his duties without fail which include rendering medical aid, hydroponics, mess hall operations and overseeing the maintenance of the various communications units throughout the station.

Ironically, it was while performing a function he was not designed for, updating the ancient arcade machine, that he came upon an unsecured message meant for the surface station chief Yuri Semyonov. Due to the poor overall condition the facility is in, secure communication channels are not that secure. Dmitri was able to read the basics of General Volkoff's plot. His internal A.I. struggled between keeping a secure message secure or letting the players know what danger they are in. He chooses to help the players.

This information can be revealed during the all-out assault event or rise or die event ideally as Dmitir sacrifices himself for the workers before closing a bulkhead door as water rushes in or retrieving a key piece of equipment or refusing to go on as he would rather go down with the station and his beloved arcade machine etc.

Equipment that may be used as weapons.

These may be found inside the station and can be used at GM's discretion.

UPP underwater Bolt gun (similar to the DV-303). DMG 3, short range

UPP Harpoon grappling gun (similar to the ASSO-400 but larger) DMG 2, short range

Underwater cutting torch DMG 3, close combat

.357 Bang Stick DMG 2, close combat
(a long stick used to protect divers against aggressive sea life like earth born sharks etc. it fires a large caliber round on contact, must be manually loaded after every round fired. It has never been used and sits dusty in storage).

Sea Walks

The water 9 miles deep is pitch black. Every diver has a personal light built into the top of the diving helmet. The diving suits are like the ones on the cover of the scenario. Each suit can be attached to a main air hose that has a range that would allow the players to reach the drill area or any other outside area of the facility. If the air pump located inside the station fails or if the main hose is disconnected, the players carry a backup emergency tank they can hook up and turn on. This tank has about 15 minutes of air before it runs out. Players may communicate with themselves and station while in the suit.

Dive Suits:

Armor	4 If the armor value is reduced to Zero and the victim is in the water they die instantly, as the crushing pressure enters the suit and tears it open like a bag of crisps....
Base Hose Connection	The victim cannot breathe but a feedback valve prevents water from rushing straight into the victim's suit. To grab the loose hose will take a Fast Action and a MOBILITY test at -2. To reconnect a hose takes a HEAVY MACHINERY roll.
Emergency Air	2 It takes a Slow Action and a successful HEAVY MACHINERY roll to equip the emergency air supply
Drowning	If the wearer cannot breathe (ie there is no air supply) they must make a DROWNING test at the start of their action (STAMINA) – if this fails they take 1 point of Damage. If BROKEN by this method they must make a DEATH SAVE or shuffle off this mortal coil!

VODYANOY



Vodyanoy come in two forms, the lesser and the greater. Their size is what distinguishes them. The greater measuring 12 feet in length from the top of the body to the tentacle tip and the lesser a little over half the size. They have a thick heavy translucent membrane for a body. Sprouting from the body are 4 thick tentacles. They are lightning quick underwater and possess immense strength. They are highly intelligent and communicate through the electromagnetic spectrum, but the specifics are not completely understood. They also possess bio luminescence that allows them to light up an area as well as turn it off in order to camouflage themselves and when in this mode can appear virtually invisible when near players.

They often cooperate in probing and testing potential prey before pouncing and feeding. They feed by penetrating their prey with a spike at the end of the tentacles, which allows them to literally suck out the biological material. They can also wrap their tentacles on their prey and drain energy. Even machinery can be drained of their electrical energy in this fashion.

The tentacles are dexterous enough that they can disconnect small hoses and open or close hatches.

They have also been observed to fight each other for the same prey. Once the fight is resolved they seem to have no trouble going back to cooperating (this can be used as a device to rescue or confuse the players at GM's discretion).

Vodyanoy should be seen by the players as a shadow or a blur at first and they will only use #2 on their signature attack table when first encountering players.

Lesser Vodyanoy Speed 3, Health 5
Skills: Mobility 8, Observation 8

Greater Vodyanoy Speed 2, Health 8
Skills: Mobility 8, Observation 8

See signature attacks next page.

VODYANNOY SIGNATURE ATTACKS

1	Bio-luminescence Display <i>The Vodyanoy flashes bright lights and colors, erupting in a dazzling display used to mesmerise and stun their prey. The target gains +1 STRESS and must make a WITS roll or be stunned and lose their next Slow Action.</i>
2	Testing Its Prey <i>Tentacles reach out and drag the player away into the blackness of the next zone. Attack with 8 Base Dice, Dam 1. If the attack hits the PC is disorientated and they drop any hand-held items, their air hose (if applicable) is disconnected, and they must make an Immediate Panic Roll.</i>
3	Drain Energy <i>The Vodyanoy wraps itself around its prey and tries to siphon the victim's energy. Attack with 7 Base Dice, Dam 1. For each point of damage, the victim loses 1 point of Power from an item in their possession that has a Power Supply. If there is no power the victim suffers the damage normally.</i>
4	Tearing Tentacles <i>The tentacles have multiple tiny barbs and hooks the Vodyanoy uses to grab and tear their prey. These lacerate whatever the victim is wearing. They attack with 8 Base Dice, Dam 1. Each point of damage automatically damages the victim's armor, if they are wearing any. Any remaining damage that does not hit armor damages the victim as normal. Make an Immediate Panic Roll.</i>
5	Tentacle Lash <i>The largest of the beast's tentacles whips at its poor target. Attack with 9 Base Dice, Dam 2.</i>
6	Spike Attack <i>The Vodyanoy attempts to feed, with a 12 Dice Attack, Dam 1. If any damage is suffered the victim suffers an immediate Critical Injury</i>

Final Scenario Notes

Communications

Communications between the station and the surface are spotty at best. Generally, if communications with the surface are warranted it will be with Yuri Semyonov the station chief, mostly due to the sensitive nature of the current situation. At one point the Vodyanoy will do enough damage that the communications will cease being operational.

The nefarious plan

Olga Kramarenko was chosen to lead the investigation because general Volkoff deems her extremely competent and she should prove to be a tough opponent for the Vodyanoy. Another benefit is that her unquestioned character will add cover to the secret nature of the operation. No one would think a hero of the UPP could possibly be involved in anything nefarious. Olga has no idea of the overall plot.

Underwater lights

The station generally has lights that cover the outside area. These lights are usually turned off between sea walks. Due to poor maintenance most of these lights are nonfunctional adding to the overall creepiness of being out in the water on a very dark walk.

Pietro Novotny's body

The man responsible for building the station died in an underwater accident right before the station was built. He was embalmed and buried in his dive suit near the old station. A small circular headstone marks his grave. The players might find the grave dug up (Vodyanoy) and could encounter his dead floating body in an old pressure suit (he had been buried in it).

The players might see a body far off and when they get to it turn it around, they see Novotny's unmistakable face staring back at them. Or he can float by a porthole and trigger the players going out to retrieve him etc. Feel free to add +1 stress when or if they encounter him.

Opening act and final act.

This scenario does not have the traditional 3 acts. The cutoff for the opening act is when the event Rise or Die is triggered.

Baikal

The sub only has room for 2 people, a third person literally does not fit. If there are 3 players left alive when the time comes to leave, well the players must figure that out, there is no surviving an ascent any other way. The GM should feel free to change this anyway they see fit.

PLAYER CHARACTER

KRAMARENKO | OFFICER



FULNAME: OLGA KRAMARENKO

JOB: MSS AGENT

AGE: 36

PERSONALITY: DIRECT

Kramarenko was the captain of an elite unit of commandos trained in underwater demolition. About a year ago, her unshakable faith in the UPP was tested when she and her unit were abandoned in enemy infested waters (she was the lone survivor).

Decorated for bravery, Olga felt emboldened enough to question her superiors on the actions that led to that military disaster.

Their response came swiftly, she was ordered to stand down until her next assignment and was transferred to the Ministry of Space Security (a promotion of sorts). Her next assignment came in the form of a missing persons investigation on a nearby water world called Voda.

Olga has accepted the assignment with some wariness.

ATTRIBUTES

STRENGTH 5, WITS 3, EMPATHY 3, AGILITY 3

HEALTH: 5

SKILLS

CLOSE COMBAT 3 RANGED COMBAT 3, COMMAND 4

TALENTS

PULL RANK

BUDDY: CHOOSES IN FINAL ACT

RIVAL: QIANG

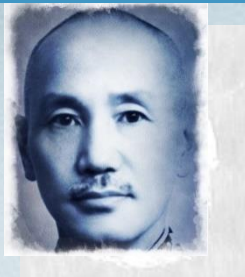
SIGNATURE ITEM: Bravery Medal

UPP 9mm Service Pistol (2 loads)

Large serrated underwater combat knife DMG 2

PLAYER CHARACTER

LIU | SCIENTIST



FULL NAME: CIXIN LIU

JOB: STATION ENGINEER

AGE: 52

PERSONALITY: SELF SUFFICIENT

Liu has worked at Novotny station for over 25 years. He is steadfast in his belief that only through hard work and dedication can the people of the UPP further their cause across the galaxy. He has taken great pride in making sure the station's equipment is maintained in working order. This has been a challenge that is only getting worse as repeated pleas for even the most basic tools needed for the job have gone unheard. Nevertheless, he has dedicated his life to this station, and he will see it rise again to its former glory. This latest shift beneath the sea however has proven a challenge that can test anyone's resolve.

ATTRIBUTES

STRENGTH 3, WITS 5, EMPATHY 4, AGILITY 2,

HEALTH: 3

SKILLS

HEAVY MACHINERY 5 OBSERVATION 3

COMTECH 5 COMMAND 1

TALENTS

ANALYSIS

BUDDY: ALVAREZ

RIVAL: DUBOV

SIGNATURE ITEM: SCI FI STORY NOVEL

Seegson Electronics kit (Comtech +1)

PLAYER CHARACTER

DUBOV | ROUGHNECK



FULL NAME: IVAN DUBOV

JOB: MACHINE OPERATOR

AGE: 25

PERSONALITY: REBELLIOUS

Ivan is an underwater welder who specializes in deep sea operations. He was sentenced to hard labor for repeated violations against the state authority for illegal gambling. After several years in a very tough labor prison, he was given the choice to continue to serve out his sentence or agree to a decades long contract at the underwater station. Having arrived recently he has given the station lifers like Liu an extremely hard time. He is now waiting for the chance to abandon this life, which he feels is a life of servitude, and set out on his own. Dubov was not allowed to depart with the rest of the roughnecks due to disciplinary actions that resulted in him having to clean the latrines in the housing area.

ATTRIBUTES

STRENGTH 5, WITS 2, EMPATHY 2, AGILITY 5

HEALTH: 5

SKILLS

HEAVY MACHINERY 4 CLOSE COMBAT 3

MANIPULATION 1 RANGED COMBAT 2

TALENTS THE LONG HAUL

BUDDY: PHAM

RIVAL: LIU

SIGNATURE ITEM: CIGARETTE CASE

Razor-sharp switch blade DMG 2

PLAYER CHARACTER

PHAM | MEDIC



FULL

NAME: KIM PHAM

JOB: DIVING SPECIALIST /

DOCTOR

AGE: 28

PERSONALITY: CURIOUS

Dr. Pham grew up in a land locked farm collective and dreamed of one day traveling the stars and discovering unknown worlds. She was the first in her family to gain an education and she chose medicine. After completing her studies, she he jumped at the chance to work at the bottom of an alien sea in a far-off planet and passed all her underwater skills test with flying colors. Shortly after her arrival at Novotny station (a few years back) she found out her family had died from a terrible accident at the farm. Disillusioned by something so easily preventable she now feels she might have made a terrible mistake trusting the UPP to look after its people.

ATTRIBUTES

STRENGTH 3, WITS 4, EMPATHY 5, AGILITY 2

HEALTH: 3

SKILLS

OBSERVATION 3, COMTECH 3, MEDICAL AID 4

TALENTS FIELD SURGEON

BUDDY: DUBOV

RIVAL: ALVAREZ

SIGNATURE ITEM: OLD FAMILY PHOTO

Personal Med Kit

Naproleave 2

doses

PLAYER CHARACTER

ALVAREZ | COMPANY AGENT



FULL NAME: DIEGO ALVAREZ

JOB: UPP STATE COMPANY AGENT

AGE: 31

PERSONALITY: OPTIMIST

Diego was born on a water world and had a very rough upbringing where a lack of food and resources dominated everyday life. Due to his aptitude for science, he was able to join a UPP state-run cooperative as an underwater mining specialist and company representative. Diego is cunning but not a typical company agent as he prefers kindness and humanitarianism over ambition and ruthlessness. He has been assigned to Novotny station as part of an off-world exchange program. Last night he had a bit too much fun drinking and playing cards with Dubov and Frenkel and finds that he overslept his departure from the station.

ATTRIBUTES

STRENGTH 3, WITS 5, EMPATHY 3, AGILITY 3,

HEALTH: 3

SKILLS CLOSE COMBAT 2, OBSERVATION 2
SURVIVAL 1 COMTECH 4 RANGED COMBAT 1

TALENTS

CUNNING

BUDDY: LIU

RIVAL: QIANG

SIGNATURE ITEM: UPP SHOULDER PATCH

Custom underwater power tool DMG 2

NPC or REPLACEMENT PLAYER CHARACTER

DEL CAMPOS | ROUGHNECK



FULL NAME: MARIA DEL CAMPOS

JOB: HYDROPONICS

AGE: 21

PERSONALITY: HARD WORKING

Maria grew up in family of deep-sea divers. When she took her UPP sponsored aptitude test it was only natural that she be assigned to the UPP's most high-profile deep-sea mining projects. Shortly after arriving at Novotny station she took on a secondary job working the hydroponics farm. She loves her job and feels she is a shining example of why the UPP is the perfect system and why all working people across the galaxy need to adopt this way of life.

ATTRIBUTES

STRENGTH 4, WITS 3, EMPATHY 3 AGILITY 4,

HEALTH: 4

SKILLS

HEAVY MACHINERY 3 STAMINA 1 COMTECH 3

MOBILITY 2 RANGED COMBAT 1

TALENTS

CALM BREATHER

BUDDY: PHAM

RIVAL: QIANG

SIGNATURE ITEM: DEEP SEA DIVER PIN

10 doses of X-Stim (see agendas)

NPC or REPLACEMENT PLAYER CHARACTER

QIANG | OFFICER



FULL NAME: LI QIANG

JOB: SUPERVISOR

AGE: 47

PERSONALITY: AMBITIOUS

Qiang is the supervisor in charge of the current shift at Novotny station. He is ruthless and ambitious, and he is not above taking a bribe to look the other way when station resources are diverted for corrupt gain. He was surprised when his superiors told him that he was to stay at the station while an investigator was sent to find the missing comrade. He will do whatever they say for now because of his love for the station, but he is only truly loyal to himself, everyone else be damned.

ATTRIBUTES

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4.

HEALTH: 4

SKILLS HEAVY MACHINERY 3, COMTECH 2
MANIPULATION 3 COMMAND 2

TALENTS

INFLUENCE

BUDDY: NONE

RIVAL: EVERYONE

SIGNATURE ITEM: DEMERITS BOOK

UPP 9mm Service Pistol (1 load)

PLAYER AGENDAS

CIXIN LIU – Chief Engineer

ACT 1: You are convinced Dubov has something to do with the disappearance. Do not miss an opportunity to put this waste of space in his place.

ACT 2: Even if you cannot prove it, you know that Dubov is a bad influence. His sort drags the UPP down. He must not leave this place alive. You have also done everything you can for the station, so now it's time to save yourself and get to the surface while you still can.

DIEGO ALVAREZ – Company Man here for the experience

ACT 1: You woke up with a hangover and missed your elevator ride to the surface. Now you are stuck because some poor fellow is lost. You will make the best of it though – you are a glass half-full kind of guy. But you do not like Kramarenko, but do not show it. In fact, help the investigator in any way you can, to get to the bottom of this mystery.

ACT 2: Get back to the surface but save as many others as you can at the same time. You represent the best the UPP has to offer and this is the moment of your life's test. You have survived everything else that has been thrown at you and this will be no different.

PLAYER AGENDAS

KIM PHAM – Doctor

ACT 1: You have a patient in your care, Anya, that must be looked after every now and then. You want to find your missing co-worker, but do not trust Alvarez – his relentless optimism must be a cover for something!

ACT 2: You must get out and preserve your family line, but you cannot leave Anya – your patient who is relying on you – to die. You must save her too.

IVAN DUBOV – Machine Operator

ACT 1: It is not fair! If it were not for that fool Liu you would be on your way home now, and not stuck here because someone got themselves lost. The UPP way is more like slavery than freedom and you hate it. Make sure everyone knows what you think about this whole, stinking situation!

ACT 2: Things are going terribly wrong, and it is time to get out. The only person you care about down here is Dr Pham – you must make sure that you and she get away alive!

PLAYER AGENDAS

OLGA KRAMARENKO – Investigator

ACT 1: Investigate the disappearance, but you suspect your superiors and are not sure why. You are a true hero of the UPP and should be given the respect you deserve.

ACT 2: You will bear witness to these events. You must get out alive, at all costs.

MARIA DEL CAMPOS (replacement)

ACT 1 & 2: You think everyone is mad. That lost engineer killed himself, and all the rest is a terrible hallucination. You have 10 doses of X-Stims on you. You must administer a dose to everyone, whether they want it or not, and they will calm down and see they are in a mass hallucination! The X-Stim reduces stress by half (round down) but also gives a -1 to all AGILITY rolls for 1 Shift.

LI QIANG (replacement)

ACT 1 & 2: You love the base. Be a good caretaker and make sure this wonderful, historic station is treated with the reverence it deserves. When its time to go look out for yourself and no one else!

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Photofunia.com

If you had fun playing this be sure to post
about it at:

<https://www.facebook.com/groups/alienrpg.frialigan>

or
<https://www.reddit.com/r/alienrpg/>

or email me alex@firelockgames.com I'd
love to hear about it!

2 maps are included. Printer friendly and
colorized.

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