

Pancreator Vobiscum Sit

The epic takes place after the **Three Crowns War**, opposing from 2018 to 2020 the *Empire of the Phoenix* against the *Caliphate of Kurga*. The war has not technically ended, as the helping intervention of *House Gesar* has not been yet considered as an ally move by the Empire.

On the diplomatic front, a lot of discussions are actually held, with both combinations of the three parties. In the Known Worlds, most would like House Gesar to join the Empire instead of keeping the neutral status, but it seems *Kaiser Friedrich-Gustav Von Gesar* would prefer being considered as a peer by *Imperator Alexius Primus*, not a vassal.

It is now the end of year 2021 A.D, and the Children of Urth are about to witness mighty changes. On their side, Kurgans have simply withdrawn, licking their wounds while keeping communication lines with both parties.

Chapter I - Stella Incognita

This adventure is an introduction to **Fading Suns**. it's supposed to be played by 3-4 people, and absolutely no knowledge of the universe is needed.

The last member of the crew is **Ron Gorlig***.

The players are supposed to get their complete character sheets when they access the *Preceptor* think machine in the cockpit, or when their pod lands on the moon.

Characters

- Clayton Briggs

- Ellis McMoran

- Gustavo Salamenca de Acero

1.1 Black Out

Introduction

Situation

The PC wake up from a terrible crash of the cruiser that was carrying them. They seem to be part of a prisoners convoy that has been heavily destroyed. Only a few decks of the ship, starting from the main deck to the airlock beyond the detention block are still bringing breathable air, and the remaining crew need to cross the messy detention block where the PC are to reach the last escape pods.

Escape pods

Each of them can host three people. Only three pods are remaining, one of them clearly damage (the B-Pod). The A-Pod will have malfunctions, but it is impossible to say so without a technical check. The C-Pod will do the job.

1.1.1 Vac Bags

Survivors

The PC will wake up with no memory. This is due to the time spent in the VAC bags they are in. They should normally be die soon, but Ron Goslig, the member of the crew that comes to check for the access to the escape pods has caused their rupture automatically by pushing breathable air there from the main deck.

Crewmembers

Along with Goslig, three other crew members are alive. One, **Regie Copram***, the first pilot is in a coma. The second one is **Gart*** a serf that is watching over Regie. The last one, **Kit Solonia*** is locked in the engine deck at the other end of the ship and only communicates through squaker. He should not be able to reach the pods without help.

Prisoners

There is only one other prisoner alive, the Ur Obun [**logun_bran_tazin was not found**]. She was able to free herself earlier thanks to the stable pressurisation on the women aisle, and think she killed the three other women prisoners.

The last one, [**cassandra_varnovicz_decados was not found**] is still alive, thanks to the cybernetics she took so many care to hide...

1.1.2 Negotiations

1.1.3 No way out

1.2 Under Attack

1.2.1 Pirates

1.2.2 Saving Lives

1.2.3 Queen's Gambit

The cruiser name is Queen Victoria

1.3 Nameless

1.3.1 Reaching The Ground

1.3.2 Sterile Land

1.3.3 New Beginnings

Gart (+)

Kit Solonia (+)

Regie Copram (+)

Ron Gorlig (+)

zaffarelli@gmail.com

Clayton Briggs (Huitzy Kawek)

Male Urthish Sebacean Crafter of from none Freefolk. Born in 4993 (28 years old)

Height: 150cm / Weight:50kg

Primary Attributes

Strength	4	Intellect	8	Tech	8
Constitution	4	Willpower	4	Reflexes	5
Body	5	Temper	3	Agility	4
Movement	4	Presence	5	Awareness	7

Secondary Attributes

Recovery	8	Stamina	2	Endurance	45	Stun	9
Resistance	9	Damage	0	Tolerance	7	Humanity	35
Passion	10	Wyrd	13	Speed	3	Run	8

Skills

Academia	2	Knavery	2	Remedy	1
Alchemy	1	Leadership	1	Science	1
Athletics	2	Linguistics	2	■ <i>Engineering</i>	1
Bureaucracy	2	■ <i>Urthish</i>	1	Seduction	1
Demolition	1	■ <i>Urthtech</i>	1	Shadowing	1
Dodge	1	Magna Carta	2	Shoot	3
Fight	5	Observe	4	Streetwise	3
Focus	2	Persuasion	4	Teaching	2
Heavy Weapons	1	Politics	2	Think Machine	1
Impress	2	Redemption	2	Trading	2
Inquiry	2	■ <i>Mech</i>	4	Interrogation	1
■ <i>Volt</i>	4				

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Gossip Network (Cost:2 Planetwide) .

Talents

Shortcuts

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (6), Heavy weapon fire:REF + Heavy Weapons (6), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (6), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (8)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15),

Apprenticeship Guildhall Engineer (25), **Early Career** Mercenary Combat Engineer (48), **Tour of Duty** Entrepreneur (20), **Tour of Duty** Street Cartel Thug (20), **Worldly**

Benefits Friends & Rewards (7).

Narrative

Generated with **Dramatis Personae**

Sept. 30, 2021, 12:05 a.m.

Ellis McMoran (Zaharielle)

Male Urthish Teutonic Lieutenant of from none Freefolk. Born in 4996 (25 years old)
Height: 171.34203cm / Weight:63.99089856587989kg

Primary Attributes

Strength	5	Intellect	5	Tech	6
Constitution	4	Willpower	7	Reflexes	7
Body	5	Temper	3	Agility	4
Movement	4	Presence	4	Awareness	7

Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	12	Speed	4	Run	8

Skills

Academia	3	Gunnery	2	▪ Mech	1
Athletics	2	Impress	1	Remedy	1
Bureaucracy	2	Inquiry	1	Security	2
Cryptography	2	Interrogation	1	Sensors	1
Demolition	2	Leadership	1	Shoot	6
Dodge	2	Linguistics	2	Spycraft	2
Driving	1	▪ Latin	1	Streetwise	2
▪ Celestial Sailing	2	▪ Urthish	2	Surveillance	1
Empathy	1	Magna Carta	1	Survival	2
Etiquette	2	Observe	6	Teaching	2
Fight	3	Persuasion	2	Think Machine	1
Focus	2	Redemption	1		

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

Talents

Shortcuts

Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (6), Give orders to subsidiaries:PRE + Leadership (5), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (13)

Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Wealthy Class (5), Apprenticeship Academy Muster (25), Early Career Royale House Soldier (48), Tour of Duty Icon Veteran (5019) (20), Tour of Duty Security Enforcer (20), Worldly Benefits High Promotion (7).

Narrative

Generated with Dramatis Personae
Sept. 30, 2021, 1:15 a.m.

Gustavo Salamenca de Acero (Guilee)

Male Urthish Castillan Baronet of from none Nobility. Born in 4997 (24 years old)
 Height: 182cm / Weight:76kg

Primary Attributes

Strength	4	Intellect	4	Tech	3
Constitution	6	Willpower	6	Reflexes	5
Body	5	Temper	5	Agility	6
Movement	5	Presence	3	Awareness	8

Secondary Attributes

Recovery	10	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	0	Tolerance	11	Humanity	55
Passion	13	Wyrd	9	Speed	3	Run	10

Skills

Academia	2	Focus	3	Persuasion	3
Acrobatics	1	Forgery	4	Redemption	1
Alchemy	2	Gambling	2	▪ <i>Mech</i>	1
Athletics	4	Impress	5	Remedy	1
Bribery	1	Knavery	2	Security	1
Disguise	1	Linguistics	1	Shadowing	1
Dodge	4	▪ <i>Urthish</i>	2	Sneak	3
Empathy	3	Melee	7	Stoic Mind	2
Etiquette	3	Observe	4	Streetwise	3
Fight	2	Oratory	1	Teaching	2

Blessings/Curses

Disciplined (2) , Vengeful (-2) .

Benefices/Afflictions

Addiction (Cost:-1) , Assets (Cost:5 5000) , Householder (Cost:1) , Rise Rank by 1 (Cost:2) .

Talents

Shortcuts

Avoid being hit:AGI + Dodge (10), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (9), Fencing:REF + Melee (12), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (5), Iron will:WIL + Stoic Mind (8)

Lifepaths

Race Urthish (140), **Upbringing** Rural Estate Hazat (20), **Apprenticeship** Leisure Duelist (25), **Early Career** Defrocked Noble (48), **Tour of Duty** House Duellist (20), **Tour of Duty** Junkie in satin (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with ***Dramatis Personae***
 Sept. 30, 2021, 1:28 a.m.

Ron Gorlig

A old starpilot

Male Urthish Castillan of from none Freefolk. Born in 4966 (55 years old)

Height: 173cm / Weight:50kg

Primary Attributes

Strength	5	Intellect	4	Tech	4
Constitution	5	Willpower	5	Reflexes	7
Body	6	Temper	5	Agility	3
Movement	5	Presence	6	Awareness	6

Secondary Attributes

Recovery	10	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	11	Wyrd	11	Speed	4	Run	10

Skills

Academia	2	Fight	4	Persuasion	2
Acrobatics	3	Focus	2	Redemption	1
Alchemy	1	Forgery	2	▪ <i>Tinkering</i>	2
Athletics	4	Gunnery	3	Remedy	2
Beastcraft	1	Impress	3	Security	3
Bureaucracy	1	Interrogation	1	Seduction	1
Cryptography	1	Knavery	1	Sensors	1
Cybernetics	1	Linguistics	1	Shadowing	1
Dodge	3	▪ <i>Urthish</i>	1	Shoot	2
Driving	2	Lore	1	Streetwise	2
▪ <i>Heavy Transport</i>	2	▪ <i>Jumpweb</i>	1	Teaching	2

Vehicle

▪ <i>Railway</i>	1	Melee	1	Think Machine	3
Empathy	1	Observe	4		

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) .

Talents

Shortcuts

Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (7), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (9)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Gunner (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Street Cartel Thug (20), **Worldly Benefits** Promotion & Friends (7).

Narrative

Generated with **Dramatis Personae**
 Sept. 29, 2021, 11:25 p.m.