

# 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 On their side, Kurgans have simply withdrawn, licking their wounds while keeping communication lines with both parties.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.

### Dramatis Personae

#### Crew members (Main Deck)

- **Ron Gorlig**
- **Regie Copram**
- **Kit Solonia**
- **Gart**

#### Male Prisoners (Deck 3)

- **Clayton Briggs**
- **Ellis McMoran**
- **Gustavo Salamenca de Acero**
- **Derek Paracelsus**
- **Konrad Grimler**

#### Female Prisoners (Deck 4)

- **Logun Bran Tazin**

#### ViP Prisoner (Deck 5)

- **Cassandra Varnovicz**

## 1.1 Black Out

### Introduction

#### Situation

The PC wake up from a terrible crash of the penitentiary cruiser, the **Queen Victoria**, that was carrying them. They seem to be part of a prisoners convoy that has been heavily damaged. 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.

#### What really happened

There was an attack of Pirates on the ship. Those pirates, the Kashim brotherhood, is a remnant of Li halan deserters that where butchered by the Kurgan during the Icon Battle.

### 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 Gorlig**, 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 crew member 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 sqwaker. 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**. 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** is still alive, thanks to the cybernetics she took so many care to hide. As a ViP, she is locked in the deck 4.

### 1.1.2 Negotiations

As they recover from the void syndrome, negotiation with Ron should not be a problem: the old pilot follow the old rules that were established during the Regency, and among those principle, one says that there can be prisoners among survivors... if they survived the crash, that's the will of the Pancreator and they should not be considered as prisoners. On the other side, the same rule says they have to help the crew. As the **Queen Victoria** is get closers to a dead hull from hours to hours, Ron prefers to follow this rule.

### 1.1.3 No way out

The main problem is leaving the ship. There are actually only three pods on the six available, each suited for 3 people. In the Maintenance Deck, two armored spacesuits can be found.  
The B Pod is apparently damage and will be harder to manoeuver (-4). The A Pod will have malfunctions if it is not maintained. The C-Pod will do the job.

## 1.2 Under Attack

As they are preparing their escape route, they see that there's a beacon indicating a mining facility is near, on a moon orbiting a moon planet of a gas giant.  
As they discover that, noises can be heard around the storage deck, as pirates are coming to raid the ship. They are apparently forcing the hull, that will take two hours to do so. They went to the Queen Victoria with a league escort that is actually magnetically locked to the cruiser.  
Reaching the moon should take 4 hours, with 4 manoeuver checks.  
If the moon is missed, the pod will fall on the planet it orbits around. It is possible to hack the pods to have them follow themselves.  
When the pirates manage to force the hull, the leaking fusion propeller at port will ignite instantly, creating a deflagration that will heavily damage the league escort and kill 4 of the 5 pirates.

### 1.2.1 Pirates

The pirate have come with a small fleet, as they always do. There are two other league escorts around, and a Li Halan frigate. The sentries will not come closer to the cruiser, fearing for another deflagration.

### 1.2.2 Saving Lives

Three pods are missing in the Queen Victoria. They have been used by a few members of the crew, in particular the commander of the cruiser, Lucius Veng. His is heavily wounded, as are the men that escaped with him.  
Their pods have been intercepted by an imperial cruiser, the Winter Rose patrolling in the sector, and the ship is actually scanning the sector for more news about the Queen Victoria.

### 1.2.3 Queen's Gambit

There is no mean to escape the pirates using the pods. However, using the turret on the damaged sentry could create a diversion. That would make the pirates opening fire on the Queen Victoria, an event that could be crucial for the dying ship.

## 1.3 Nameless

There are only a few ways for the players to get back their memory: have no actions for twelve hours and keep the inhalator mask on continuously (no more than a 10 minutes break per hour).  
The other solution is to be administrated with Santrak VI doses, which can be easily found in the medical deck.  
Note that **Logun Bran Tazin** is suffering the vac syndrome as well.  
If she can make it to the penitentiary think machine, **Cassandra Varnovicz** will be able to hack into the system and get the official reason why the characters are here.  
Why the characters are here:  
- **Ellis McMoran**: Treason, Mutiny, Desertion  
- **Clayton Briggs**: Outrage to the PoM, Excommunication  
- **Gustavo Salamenca de Acero**: Treason, Assassination attempt on imperial official  
- **Derek Paracelsus**: association with third republican terrorists, murder  
- **Konrad Grimler**: blackmail, personal usage of imperial mandat and assets  
- **Logun Bran Tazin**: murder, antinomy

- **Cassandra Varnovicz**: association with anti-alexius groups, disclosure of confidential imperial data.

### 1.3.1 Reaching The Ground

Sooner or later, the attempt will be done to reach the ground.  
If they do nothing, the Winter Rose will arrive with its two frigate escort to attack the pirates. This is something they will try to avoid at any cost.  
If they try to launch the pods in front of the pirates, they will send sentries to follow the pods.  
If they attack the pirates from the turret of the damaged sentry, they will escape with the pods freely, but leaving the guys operating the sentry turret all by themselves.

### 1.3.2 Sterile Land

With a really nice manoeuver, they will be able to reach the the moon close to the mining facility on it. This facility has 20 guilders operating it, mining iridium condensate from the rich soil.  
There's a thin atmosphere here, but each hour spent with a filtration mask a stun check is needed to avoid fatigue (1D6 torso damage, no armor)  
Without filtration it is almost impossible to breathe, the only solution being to stay on the pods ombilicals.  
With a full space suit, it is ok. The gravity of the moon is one quarter the one on earth, that's also the maximum value for movement checks. However, falling damage is divided by four as well.  
If they use beacons from the pods, they will be able to alert the miners, the pirates, the imperial patrol... and the D'Rouge-Glace Escort that's looking for **Cassandra Varnovicz**.

### 1.3.3 New Beginnings

If they reach the mining facility, they will be able to hide on the moon for a while if they manage to convince them. Money should be enough, £100 per capita.

#### Cassandra Varnovicz

##### A beautiful noblewoman

Female Urthish Castillan of from none Freefolk.  
Born in 4992 (29 years old) Height: 164cm / Weight:56kg

STR:4 CON:3 BOD:4 MOV:3 INT:7 WIL:5 TEM:5 PRE:7 TEC:3 REF:6 AGI:4 AWA:9  
REC:7 STA:1 END:35 STU:7 RES:12 DMG:0 TOL:10 HUM:50 PAS:14 WYR:13  
SPD:3 RUN:6

**Skills:** Academia[2], Arts[1], Athletics[2], Cybernetics[2], Empathy[2], Etiquette[6], Fight[2], Focus[2], Gunnery[1], Impress[1], Knavery[5], Leadership[2], Linguistics[3], Melee[3], Observe[5], Oratory[4], Persuasion[3], Politics[2], Remedy[2], Science[1], Seduction[4], Shoot[4], Stealth[1], Teaching[2], Think Machine[2], Arts (Painting)[3], Linguistics (Kurgan)[2], Linguistics (Signs Language)[2], Linguistics (Urthish)[3], Science (Cybernetics)[1].

**Shortcuts:**Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (9), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (11), Fire a ranged weapon:REF + Shoot (10), Surgically implant cyber:TEC + Cybernetics (4)

[000434 / cassandra\_varnovicz]

#### Gart

##### Serf

Male Urthish Urthish of from none Freefolk.  
Born in 5000 (21 years old) Height: 168cm / Weight:62kg

STR:5 CON:4 BOD:5 MOV:4 INT:6 WIL:3 TEM:3 PRE:5 TEC:3 REF:5 AGI:3 AWA:6  
REC:9 STA:2 END:45 STU:9 RES:8 DMG:1 TOL:6 HUM:30 PAS:9 WYR:11 SPD:3  
RUN:8

**Skills:** Academia[2], Athletics[3], Beastcraft[2], Dogma[1], Driving[1], Fight[3], Focus[3], Impress[1], Inquiry[1], Knavery[1], Linguistics[1], Lore[1], Observe[4], Persuasion[3], Redemption[1], Remedy[2], Streetwise[3], Teaching[2], Trading[1], Dogma (Church of the Celestial Sun)[2], Driving (Landcraft)[2], Linguistics (Urthish)[2], Lore (Spacesuit)[2], Redemption (Tinkering)[3].

**Shortcuts:**Keep focused on a task:WIL + Focus (6), Deduce from data:INT + Inquiry (7), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8)

[000427 / gart]

**Kit Solonia**  
**Wounded Engineer**

Male Urthish Castillan of from none Freefolk.  
Born in 4988 (33 years old) Height: 165cm / Weight:54kg

STR:4 CON:4 BOD:4 MOV:4 INT:9 WIL:5 TEM:3 PRE:9 TEC:6 REF:5 AGI:3 AWA:6  
**REC:8 STA:1 END:40 STU:8 RES:14 DMG:0 TOL:8 HUM:40 PAS:9 WYR:14**  
**SPD:3 RUN:8**

**Skills:** Academia[3], Athletics[3], Beastcraft[1], Bureaucracy[4], Cybernetics[1], Driving[3], Empathy[2], Etiquette[2], Fight[2], Focus[4], Impress[1], Inquiry[2], Knavery[1], Leadership[1], Linguistics[2], Lore[1], Magna Carta[2], Melee[1], Observe[4], Persuasion[4], Politics[2], Redemption[4], Remedy[4], Science[1], Seduction[2], Sensors[2], Teaching[3], Think Machine[3], Trading[2], Driving (Celestial Sailing)[2], Driving (Heavy Transport Vehicle)[3], Driving (Railway)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Lore (Spacesuit)[2], Redemption (Forbidden Lore)[2], Redemption (Mech)[4], Redemption (Tinkering)[2], Redemption (Volt)[3], Science (Engineering)[3].

**Shortcuts:**Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (11), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (6), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (13), Stabilize wounds:INT + Remedy (13), Charm others:PRE + Seduction (11)

[000429 / kit\_solonia]

**Logun Bran Tazin**  
**A slender obuni female**

Female Ur Obun Ur Obun of from none Freefolk.  
Born in 4974 (47 years old) Height: 173cm / Weight:50kg

STR:3 CON:3 BOD:3 MOV:4 INT:8 WIL:7 TEM:8 PRE:8 TEC:5 REF:4 AGI:3 AWA:6  
**REC:6 STA:1 END:30 STU:6 RES:15 DMG:0 TOL:15 HUM:75 PAS:14 WYR:12**  
**SPD:2 RUN:8**

**Skills:** Academia[3], Arts[1], Dogma[3], Empathy[6], Etiquette[5], Fight[2], Focus[5], Inquiry[3], Knavery[1], Linguistics[2], Lore[1], Observe[4], Occult Arts[2], Oratory[4], Persuasion[4], Politics[3], Security[2], Seduction[4], Shoot[2], Spycraft[2], Stoic Body[2], Stoic Mind[4], Teaching[2], Think Machine[2], Arts (Music)[2], Dogma (Obun Bintaru)[1], Dogma (Obun Voavenlohjun)[1], Dogma (Stellar Apocryphon)[1], Linguistics (Obuni)[1], Linguistics (Urthish)[2], Lore (House Hawkwood)[2].

**Shortcuts:**Discern emotions:AWA + Empathy (14), Keep focused on a task:WIL + Focus (12), Deduce from data:INT + Inquiry (11), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (12), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (6), Iron will:WIL + Stoic Mind (11)

[000433 / logun\_bran\_tazin]

**Regie Copram**  
**A young and brilliant starpilot**

Female Urthish Kaanic of from none Freefolk.  
Born in 4987 (34 years old) Height: 168cm / Weight:65kg

STR:3 CON:4 BOD:5 MOV:3 INT:9 WIL:7 TEM:3 PRE:7 TEC:5 REF:7 AGI:3 AWA:7  
**REC:7 STA:2 END:45 STU:9 RES:14 DMG:0 TOL:10 HUM:50 PAS:10 WYR:16**  
**SPD:4 RUN:6**

**Skills:** Academia[2], Athletics[3], Cryptography[2], Demolition[2], Dogma[1], Driving[4], Empathy[2], Fight[2], Focus[2], Gunnery[3], Impress[1], Inquiry[1], Linguistics[2], Local Expert[1], Lore[1], Magna Carta[1], Melee[1], Navigation[3], Observe[7], Persuasion[2], Redemption[1], Remedy[3], Seduction[1], Sensors[3], Shoot[2], Spycraft[2], Streetwise[2], Survival[3], Teaching[2], Think Machine[4], Dogma (Vuldrok Erdgheist)[1], Driving (Celestial Sailing)[6], Driving (Heavy Transport Vehicle)[2], Driving (Railway)[2], Driving (Skycraft Piloting)[2], Linguistics (Urthish)[2], Linguistics (Vuldrok)[1], Local Expert (Hargard)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].

**Shortcuts:**Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (10), Fencing:REF + Melee (8), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (12), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (9)

[000428 / regie\_copram]

**Ron Gorlig**  
**A old starpilot**

Male Urthish Castillan Lieutenant of from none Freefolk.  
Born in 4966 (55 years old) Height: 174cm / Weight:67kg

STR:5 CON:5 BOD:6 MOV:5 INT:4 WIL:5 TEM:6 PRE:6 TEC:5 REF:7 AGI:3 AWA:6  
**REC:10 STA:2 END:55 STU:11 RES:11 DMG:1 TOL:11 HUM:55 PAS:12 WYR:11**  
**SPD:4 RUN:10**

**Skills:** Academia[2], Acrobatics[3], Alchemy[1], Athletics[4], Beastcraft[1], Bureaucracy[3], Cryptography[1], Cybernetics[1], Dodge[3], Driving[3], Empathy[1], Fight[4], Focus[2], Forgery[2], Gunnery[3], Impress[3], Interrogation[1], Knavery[1], Linguistics[1], Lore[2], Melee[1], Observe[4], Persuasion[2], Redemption[3], Remedy[2], Security[3], Seduction[1], Sensors[1], Shadowing[1], Shoot[2], Streetwise[2], Teaching[2], Think Machine[4], Driving (Celestial Sailing)[3], Driving (Heavy Transport Vehicle)[3], Driving (Railway)[2], Linguistics (Urthish)[2], Lore (Anti-Alexius Hawkwoods)[2], Lore (Jumpweb)[2], Redemption (Mech)[2], Redemption (Tinkering)[2], Redemption (Volt)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (7), 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)

[000423 / ron\_gorlig]

zaffarelli@gmail.com