

RAYA'S HOUSE

■ **Location-Tags:** *I'm freezing my ass off!, Dilapidated, Barely works, Best Food ever!*

■ **Mystic Field Strength:** ◀■■□□▶

RAYA

The owner and host of the shelter house is an elderly human lady who belonged to the first settlers of Freedom Rock. She keeps a healthy distance from politics and daily life and enjoys the respect of the high council due to her advanced age.

TAGS

Hearty Grandma, Founder of Freedom Rock, Well-known

MANHATTAN'S MARKET

■ **Location-Tags:** *Dense crowd, You'll find anything here, Haven for thieves*

■ **Mystic Field Strength:** ◀■■□□▶

OYO

Oyo is an elderly yol shaman wearing a brightly colored turban on his head. He usually mutters incoherent nonsense to himself, even if someone else is talking to him. The turban hides his amputated tentacles, which are the reason for his confused state.

TAGS

Emotionally Secluded, Confused Veteran, Conjuror/Shaman

TARAK LARS WORKSHOP

■ **Location-Tags:** *Dirty workshop, Gangland, Confusing environment*

■ **Mystic Field Strength:** ◀■■□□▶

TARAK LAR

His ochre-colored skin is covered in tattoos. His workshop resembles a small junkyard. There are two or three shuttles in various stages of disassembly at any one time, being worked on by busy mechanics.

TAGS

Gruff, Honest, On the Breaker's Gang's Payroll

PEVEK'S HOME

■ **Location-Tags:** As needed (see below)

■ **Mystic Field Strength:** ◀■■□□▶

PINK ASTEROID: ORBIT

■ **Location-Tags:** *Within the Earth Belt, Space*

■ **Mystic Field Strength:** ◀□□□□▶

MUSHROOM FOREST

■ **Location-Tags:** *Impassable, Crawling in the Astral, Weird flora, Thin atmosphere*

■ **Mystic Field Strength:** ◀■■■□□▶

OYO'S FARM

■ **Location-Tags:** *Under swarm control, Semi-automated facility, Dark and spooky*

■ **Mystic Field Strength:** ◀■■■■□▶

TASK DIFFICULTY

Task Difficulty	Dice Pool	Target Number
Very Simple	2	7
Simple	3	11
Easy	4	14
Average	5	18
Tough	6	21
Challenging	7	25
Hard	8	28
Impossible	9+	32+

SPELL PARAMETERS

Energy (E)	Range	Duration	Area of Effect (AoE)
◀□□□□▶	Point-blank	Instant	Point-blank
◀■■□□□▶	Short	E Rounds	Point-blank
◀■■■□□▶	Medium	E Minutes	Short
◀■■■■□▶	Long	E Hours	Short
◀■■■■■▶	Extreme	E Days	Medium

RANGES

Range	Tokens	Meaning
Point-blank	0	Within reach.
Short	1	A few meters away.
Medium	2	About a dozen meters away.
Long	3	Several dozen meters away.
Extreme	4+	Things at Extreme Range are still within line of sight, but usually outside hearing distance.

ADVANTAGES AND DISADVANTAGES

Type	Straight	Pool
Minor	±1 to ±4	±1D
Considerable	±5 to ±8	±2D
Major	±9 to ±12	±3D

PEVEK'S SHUTTLE

Hopelessly outdated and battered shuttle

ATTRIBUTES

Maneuverability	■■■■■□	Sensors	■■■■□□
Engines	■■■■□□	Reputation	■■■■□□
Hull	■■■■□□	Morale	■■■■□□

CHARACTERISTICS

Initiative	6	Resistance	5 (6)
Defense	12		

HEALTH

Structural Integrity	AP	Critical Hits
<input type="checkbox"/> Fully Operational	4	<input type="checkbox"/> <input type="checkbox"/> Minor
<input type="checkbox"/> Strained	3	<input type="checkbox"/> <input type="checkbox"/> Considerable
<input type="checkbox"/> Damaged	2	<input type="checkbox"/> Major
<input type="checkbox"/> Critical	2	
<input type="checkbox"/> Shutdown	2	

CONFIGURATION

Gun Turret (Damage 5, Medium), Transport Hook, Thick Hull (Armor 3), Passenger Cabin (6 seats)

CONTROLS

Pilot, Operator

TAGS

Sturdy but unreliable, Ugly, Flying trashcan

GHOSTBRINGER-SHUTTLE

One of the Ghostbringer's main shuttles

ATTRIBUTES

Maneuverability	■■■■■□	Sensors	■■■■□□
Engines	■■■■□□	Reputation	■■■■□□
Hull	■■■■□□	Morale	■■■■□□

CHARACTERISTICS

Initiative	6	Resistance	5 (6)
Defense	12		

GESUNDHEIT

Structural Integrity	AP	Critical Hits
<input type="checkbox"/> Fully Operational	4	<input type="checkbox"/> <input type="checkbox"/> Minor
<input type="checkbox"/> Strained	3	<input type="checkbox"/> <input type="checkbox"/> Considerable
<input type="checkbox"/> Damaged	2	<input type="checkbox"/> Major
<input type="checkbox"/> Critical	2	
<input type="checkbox"/> Shutdown	2	

CONFIGURATION

Gun Turret (Damage 5, Medium), Transport Hook, Armor Plating (Armor 6*), Mystic Field Generator (Low)

CONTROLS

Pilot, Operator, Crew (4)

TAGS

Pirate vessel, Dirty, Well-maintained

NOTES

*) The pirate shuttle has better armor than Pevek's, which makes it harder for the players to damage it. This is intentional, because it emphasizes that they have a better equipped opponent. Later, on the ground, the player characters will outmatch the pirates. Everything is better with explosions, of course, so you can safely lower the pirate shuttle's armor to 4.

GHOSTBRINGER-PIRATE

Yarva Glethu's Loyal Follower

ATTRIBUTES

Prowess	Agility	■■■■□□	Awareness	■■■■□□
Might	Physique	■■■■□□	Presence	■■■■□□
Vitality	Toughness	■■■■□□	Tenacity	■■■■□□

CHARACTERISTICS

Resistances	Combat
Resilience 3	Initiative 5
Composure 3	Attack 5
Spirit 3	Defense 5 (9)

HEALTH

Health Status	Action Points	Wounds
<input type="checkbox"/> Okay	6	<input type="checkbox"/> <input type="checkbox"/> Minor
<input type="checkbox"/> Winded	5	<input type="checkbox"/> <input type="checkbox"/> Considerable
<input type="checkbox"/> Strained	4	<input type="checkbox"/> Major
<input type="checkbox"/> Exhausted	3	
<input type="checkbox"/> Devastated	2	

WEAPONS AND ARMOR

Regon Blaster (Damage 6, Medium), Large Knife (Damage 6), Light Armor (Armor 4)

TAGS

One for all and all for one!, Tough and unscrupolous pirate

SKILLS

Qualification: Foot Soldier 2

ENERGY SWARM

Energy-sucking Cloud of Bugs

ATTRIBUTES

Prowess	Agility	■■■■■□	Awareness	■■■■□□
Might	Physique	■■■■□□	Presence	—
Vitality	Toughness	■■■■□□	Tenacity	■■■■□□

CHARACTERISTICS

Resistances	Combat
Resilience 3	Initiative 7
Composure -	Attack 6
Spirit 3	Defense 7 (12)

HEALTH

Health Status	Action Points	Wounds
<input type="checkbox"/> Okay	3	<input type="checkbox"/> <input type="checkbox"/> Minor
<input type="checkbox"/> Winded	2	<input type="checkbox"/> <input type="checkbox"/> Considerable
<input type="checkbox"/> Strained	2	<input type="checkbox"/> Major
<input type="checkbox"/> Exhausted	2	
<input type="checkbox"/> Devastated	2	

TAGS

Angry swarm, Noisy when flying, Simple-minded

SKILLS

Zap: The swarm can shoot a bolt of electricity at a target in short range (Damage 7, Short).

Swarm Armor: Due to the nature of the swarm, slugs and blades generally aren't as effective as area effects. As a result, treat the swarm's armor as Armor 8 and only as Armor 4 vs area effects.