



Karovelon

Science Fiction Roleplaying Game

Game Book



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**JIMMY
CLEPHANE**



Karovelon Table-Top Roleplaying Game: Explore the Void



Running Your First Game

The following game has been written to give new Game Masters and Players an experience of all aspects of the Karovelon game. It includes ability checks, skill checks, traversing maps, normal combat as well as space combat, some of the weirder creatures of the Mavros system and a host of NPCs to interact with. At the end of the game, player's characters will have levelled up twice and be nicely prepared for a full campaign.

A Motley Crew

Before You Start

Before you begin playing there are a few things to take care of. First of all, make sure that each of the players has a character ready to go. Their characters should all be fresh with no class levels yet but do encourage them to think about what their character would ultimately want to be.

Next, make sure to read through the whole adventure to understand what is coming and to help you answer questions that the players or their characters may ask during the game.

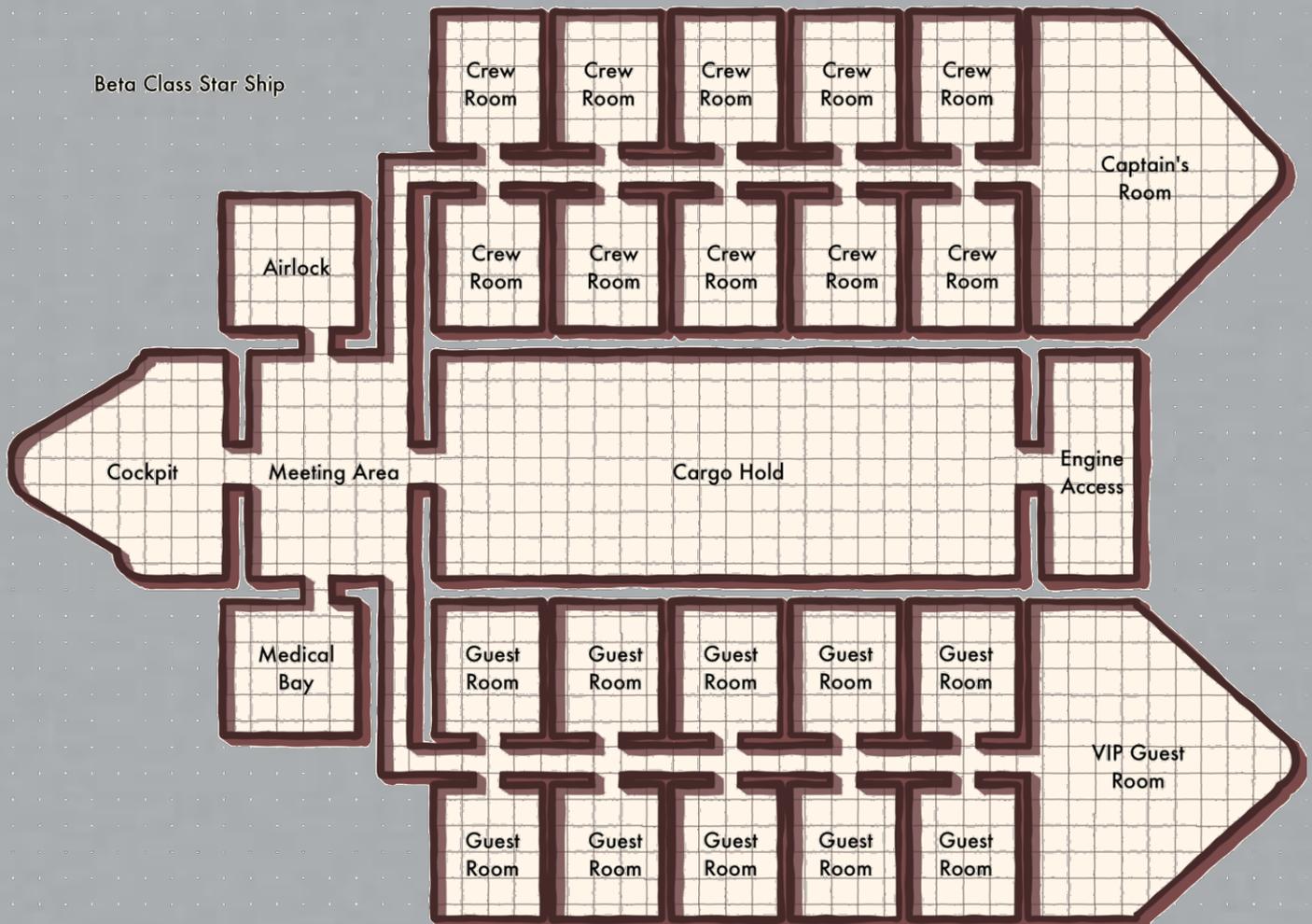
Finally, pick a place to play and make sure that everyone has a pen or pencil and some note paper, their character sheet and access to a set of dice.

When you are ready, start with Chapter I: Aboard Ship ...

Chapter I: Aboard Ship

The game begins on a Beta Class Starship on its way to Pithika. The captain, Grok McAntic, is down on his luck and while he may have a ship he does not currently have the credits to afford a crew. He is transporting supplies that ultimately have to get to Titan Gamma but before that, he has decided to take passengers at a reduced rate in order to get a few credits quick.

The characters begin in the Meeting Area where Grok welcomes them aboard. He explains that they are on their way to Pithika and thanks them for choosing his ship. He adds that he is short-staffed at the moment though and he would be grateful if the



characters could help out with some basic tasks around the ship.

If a character protests at having to help out when they have paid for passage, have them roll a Charisma Check. If they score a 12 or higher, Grok will refund them 50 Credits if they promise to help out with the tasks.

The tasks needing completion are as follows ...

- **Engine Maintenance:** This requires a Normal Science Check, the result is that the engines come online, highlighting to the character that completes this that Grok had over-estimated the state of his ship and the distance they had already travelled.
- **Organising the Hold:** this requires a Normal Deduction Check to complete as the whole of the cargo hold is an absolute mess. A datapad in the hold gives details of the cargo that should be present. Once completed, the hold is fully organised and cargo can be readily found.
- **Calibrate Weapons:** this requires a Normal Agility Check to complete. The calibration mechanism is somewhat like a gaming chair, in which the character sits and plays a simulated space battle to align the weapons. Upon completion, the weapons (Thermal Cannons) are now ready for use.
- **Load and Clear Out the Trash:** this requires a Normal Brawn Check to complete. There is a lot of rubbish all over the ship. It must be carried to the air lock and flushed out into space.
- **Prep the Medical Bay:** this requires a Normal Healing Check to complete as the character must identify the various medical supplies and sort them accordingly. Upon completion, the medical bay has three simple medpacks that can be used later.
- **Upload Data to the Mainframe:** this requires a Normal Intuition Check to

complete. Grok has a lot of overdue paperwork to upload to Central Intelligence. Failure at this task will destroy the paperwork, for which Grok will not be happy.

Encourage each player to pick a task for their character to try. If they fail, make a note. Every task except uploading the data may be re-attempted once more with help from another character.

During the tasks, encourage the players to have their characters talk about themselves. Try asking them ...

"Why might your character be going to Pithika?"

"Why do you think they took the cheapest flight offered?"

"Are they picking this task because it's something they want to do as a class / career later?"

Once they have all had a go at the tasks and got to know each other a bit, Grok will show them to the Guest Rooms and then go to pilot the ship.

Everything is quiet until the middle of that night. The characters are all woken from sleep by flashing red lights, sirens and the ship's onboard computer repeating "Intruder Alert! Intruder Alert!"

They don't know this yet, but here's what's happened ... a Pinčiukas has gotten aboard the ship. These creatures are about 1 m tall, gaunt and vicious. They do not speak any known language and they act very feral. They float through space, their bodies capable of going comatose until they encounter a vessel, whereupon they slowly wake up, spitting acid on the hull until it opens up to allow them through. They then reseal the gap and proceed to eat any creatures they find on board.

This particular Pinčiukas has already attacked Grok, he is still in the cockpit but he is unconscious at -10 hit points. He has bad acid burns all over his body but before he passed out he was able to scare the Pinčiukas away with a quick shot from his blaster. It is now hiding in the Cargo Hold and waiting

for any creatures to come to investigate.

Describe the situation to the players but do not tell them about Grok until they go to the cockpit to investigate. Likewise, do not tell them about the Pinčiukas until they either enter the cargo hold or they attempt to peer into it from outside (in the meeting area). If they try to look in from outside they must succeed on an Easy Intuition Check to spot it.

If the characters enter the cargo hold then the Pinčiukas attacks them straight away and initiative begins. Otherwise, initiative does not start until they choose to engage it. It will not leave the cargo hold willingly, even to attack them, as it sees it as a safe place to hunt.

The players have a choice, they can either try to kill it or try to lure it into the airlock and flush it into space. If they are trying to lure it then ask how they plan to and choose an appropriate skill or set of skills to have them roll checks to achieve.

The next problem they will need to deal with is that the Pinčiukas has damaged the engines. A Normal Science Check will be needed to re-enable them. That done, they may either try to revive Grok or to pilot the ship themselves.

Grok can be revived by two consecutive Normal Healing Checks to bind his wounds, at which point he is restored to 1 hit point, or by using the medpacks in the medical bay. Either way, he will then insist the characters leave him alone to pilot the ship.

Alternatively, if the characters pilot the ship in, the authorities at the Pthika Space Port will use the Automated Docking System to pull the ship in.

Either way, Grok is unconscious upon landing (having relapsed if revived and left to pilot on his own) and rushed off to the Field Medical Station by the port authorities.

Chapter 2: Levelling Up

Once Captain Grok has been removed from the ship, the characters are immediately detained by the port authorities for questioning. Pinčiukas are a folk tale or ghost story told by retired pilots and are not generally considered to be real so the authorities will not immediately believe the characters if they talk about it.

The questioning will be led by Captain Fent, a Pithik about 40 years old. He is matter-of-fact and disinterested in any details that do not directly relate to the ship being immobilised or Grok being injured.

He will take each character into a detention room with a member of the port police to guard them and ask them the following questions ...

"Is this your first visit to Pithika?"

"What is the reason for your visit?"

"In your own words, what happened aboard the ship?"

"Do you have any reason to suspect any of the other guests of attacking the captain?"

If they allude to the Pinčiukas or to the security footage of the ship, Fent will explain that the ship is being searched and a full investigation will be carried out.

With questioning complete, he will have the office place a tracker on the ankle of the character and tell them that they must not leave the port while the investigation is under way. "You are not currently a suspect but you are certainly a witness. We will take it as a sign of good faith if you remain within the port during this investigation. Any attempt to leave may be seen as evidence of guilt. Welcome to Pithika."

The ankle trackers are a tight fit and cannot be removed. They will track the character anywhere in the Mavros system.

Once the characters have all been questioned, they may make their way into the port itself.

Pithika Space Port is an enormous complex of shops, restaurants, cafés, hotels and, more importantly, some key buildings that will allow the players to level up their characters ...

The Temple of Arches

A vibrant and colourful place in which the Weavers of Archos meet and pray. Each one is dressed in bright colours and usually engaged in a craft such as sewing, crochet or knitting. They welcome anyone who comes to see them and characters may become an Evangelist of Archos to gain 1 level as a Weaver.

The Temple of Telos

A dark and solemn place in which the Weavers of Telos meet and pray. Each one is dressed in blacks and greys with severe expressions on their faces, though they are quite approachable and interested in newcomers joining as Evangelists of Telos and gaining 1 level as a Weaver.

The Field Medical Station

A rough-edged but very busy and well used hospital in which Captain Grok is being treated while the characters are at the port. A character may also use their time in the port to sign up as a First Aider and gain 1 level as a Medic.

The United Army Recruitment Post

The united army is an interplanetary reserve force of soldiers. A character may sign up to gain one level as a soldier, completing basic training during their time at the port. As a member of the united army they are not immediately on active service but may be called up at any point.

The Central Intelligence School of Engineering

Central Intelligence offer qualifications in Engineering to anyone that is interested in joining. Training is free on the understanding that the skills will be used to aid commerce throughout the system. Characters may visit here to gain 1 level as an Engineer.

The Central Intelligence Flight School

Much like engineering, Central Intelligence also offer training in piloting the various space vessels. Training is free on the understanding that the individual will then seek employment and aid the traffic of goods and credits throughout the system. A character may visit here to gain 1 level as a Pilot.

Each character should go through the level up process at one of the venues at the port. Note that there is not an option at this stage for any of the characters to take a level in Corsair.

Once the characters have all completed a level up, they are called again to see Captain Fent.

He explains to them, as a group, that Captain Grok is still critical and not able to complete his obligations. "It would seem he had overstretched on his ability in order to try and earn a few extra credits. His cargo hold is filled with a shipment of food, medical supplies and tools that is due to delivery to Titan Gamma."

He thanks the characters for not trying to leave the port and offers them another "good faith" opportunity. They may take the ship and complete the mission then return to the port. Their trackers will still be left on them however one of them will be issued with a temporary Corsair license (this does not grant a level) and be named captain of the vessel for this mission.

There is a reward of 2,500 credits for making the delivery. It is owed to Captain Grok but Fent will say that he fully expects Grok to share it with the characters if and when he regains consciousness.

Ask the players which character is to be the temporary captain. Fent then sends them a temporary corsair license and a full inventory of the delivery along with the location to deliver onto their datapad.

Chapter 3: The Raid

Aboard ship, the characters may wish to check the cargo hold and confirm that it definitely does have everything that is listed on the inventory. An Easy Intuition Check or an Easy Deduction Check will reveal that it is indeed all there.

The next thing to do is to decide who will pilot the ship to Titan Gamma. If a character has gained a level in Pilot then they would be best to do so as otherwise the trip could take several days.

Note that each character must have three meals per day to survive. If they have not bought supplies before leaving then they can break into the food in the cargo hold however this will have repercussions later.

Food supplies can be bought from the port for 1 Credit per meal per character per day. The players do not know though how many days it will take until they begin to travel but they would know that it could take up to six.

The journey will take 1d6 days (to be rolled by the player whose character is piloting the ship) however, if they took a level in Pilot then they may offset this with their levels in Science however there is still a minimum of one day required to make the journey.

Upon arrival at Titan Gamma, the foreman at Station 1 Lunar Harvesting Facility will hail the ship and ask if the characters want to be automatically docked or whether they will pilot it in manually. Manual piloting requires a Hard Science Check. If they fail then the automated system will kick in however the jolt means that each character should roll a Dexterity Check. A score less than 12 means that the character loses their footing, falling to the floor where they take 1d6 damage from the impact.

Once within the station, the foreman will thank the characters and send a medic and a miner aboard to check that everything is present.

If the characters ate any of the food from the cargo hold then the foreman will refuse to pay the full price, insisting that the food is of no use if it has been tampered with, only paying 1,500 for the medical supplies and tools.

Otherwise, if all of the cargo is present then the foreman pays the character named as captain for this mission the full 2,500 credits.

The miners and medics of the station then clear out the ship however immediately upon completion alarms begin to sound.

Two Alpha Class Ships have just appeared in orbit and have locked weapons on the station. This is unfortunately not the first time that the station has come under attack from lawless raiders.

The foreman implores the characters to help them. The players now have three options: they may flee and let the station be attacked (try to dissuade them from this by reminding them they are on a "good faith mission" and are still being tracked), they may wait for the raiders to land then fight them face-to-face, or they can board their ship and fight them ship-to-ship.

Note that if the players did not choose to or did not succeed at calibrating the weapons back in Chapter 1 then they must be calibrated with a Normal Agility Check now before the space battle can begin.

If they choose to fight face-to-face

... the station is hit by laser fire and several sections are very badly damaged. Ten raiders enter through the main entrance and order that the miners and characters all stand aside while they take what they want. Roll initiative and begin combat. The raiders will flee if half their number are unconscious or killed. Afterwards, the foreman will ask the characters to help rescue and heal those injured in the attack. A Hard Brawn Check will clear the passages, an Expert Science Check will restart the machinery and a Normal Healing Check will heal the wounded.

If they choose to fight ship-to-ship ... the characters must ensure that the ship's weapons are calibrated but, if so, they may begin combat in space. The two Alpha Class ships are equipped with standard shields, standard engines and laser cannons. Their own Beta Class ship has Phantom Armour, standard engines and Thermal Cannons.

The raiders will attempt to flank the Beta Class ship and then shoot at it from both sides. If they are within 10 Mm of the Beta Class ship however, they will not shoot but rather use their action to dash an extra 2 Mm to maintain their distance.

If the characters manage to immobilise one of the Alpha Class ships, the other will hail them saying that they will withdraw and not return if they may retrieve their comrades. With a DC 15 Charisma Check, the characters may convince the raiders to abandon the damaged Alpha Class Ship, which the characters may then claim for themselves.

If they do so, the engineers on the station will help any engineers among the characters to restore hit points to it so that it may be piloted back to Pithika as well. The station engineers can restore 20 hit points to the Alpha Class ship in one day.

If the characters investigate the Alpha Class ship then with a Normal Science Check they can glean from the computer's navigation logs that the raiders operate out of the inner most asteroids of the asteroid belt, just outside of the accretion disk of the black hole.

The characters must now pilot their Beta Class Ship back to Pithika. If they have claimed an Alpha Class Ship as well then they must bring that too. The same requirements for food apply as before and the journey time should be calculated separately for the multiple ships based on who is piloting each.

Returning to Pithika Space Port, Captain Fent will congratulate the characters on completing the mission but sadly tell them that Captain Grok has died. He will offer them the ship if

they can complete one more mission for him. He will also impound the Alpha Class Ship if they have obtained it, saying that it must be checked and cleared before they may use it.

The character's trackers are now removed so long as they agree to the next mission. The (previously temporary) captain will now gain a level in Corsair and the other character's may make use of the space port again to take another level in any of the other five classes.

Chapter 4: Ghosts in the Void

The next mission for the characters is to go to one of the Asteroid Belt Mining Stations and bring back a shipment of materials that has been extracted.

As before, the characters should name a pilot and that pilot should roll 1d6 to determine how many days it takes. If they have a level of Pilot they may reduce the number by the levels in Science with a minimum of one day's travel time.

About half way to the mining station, the ship's navigation system brings them to an automatic halt. It immediately declares to whoever is piloting it that two life forms have been detected in the void of space.

If they ask the ship for visuals, they are shown the image of an Erpon and a Pithik, both in space suits, floating.

Ask the players what they want to do. If they say they will ignore it and continue, ask if they are sure they want to leave lifeforms stranded in space like this.

If they do ultimately choose to take them onboard, the ship can do so automatically and they both land inside the airlock.

As soon as the characters get sight of them, it is obvious that both are very definitely dead. They are infected with Pelésis and they will rise up and attack if they are either left in the medical bay or if the crew attempt to re-eject them into space. In this case, roll imitative and begin combat.

The rest of the journey to the mining station is without event and so long as none of the characters die, they can all take a long rest for the remainder of the journey to recover full hit points.

Chapter 5: Rescue

The players should be getting the hang of things a bit by this point, this final challenge will give them a chance to approach a problem for any of a number of directions.

As they arrive at the mining station have them all roll Normal Intuition Checks. Anyone who succeeds can immediately tell that things are not right here.

A Normal Science Check will reveal that the asteroid the station is on is slowly spiralling into Mavros as its stabilisers have been tampered with.

Communicating with the station, they are aware that they are not on course and will begin to panic if they are told of their impending fall into the black hole.

There are 40 miners aboard the asteroid that need to be rescued.

This time, don't present the players with options but rather just ask them "what do you do?"

Whatever they come up with, ask yourself whether it carries a chance of success. Things like "destroy Mavros" would absolutely not as it is a massive black hole and they have no means to do so. Whatever they come up that could work, look at the list of Skills and assign an appropriate check for each part of the plan.

Note that fixing the stabilisers is not possible. The damage is too severe to be fixed in time. An Expert Science Check however will reveal that it was done by the same group that raided Titan Gamma.

The Beta Class Ship does have a guest capacity of 20 however it does not have time to make two trips to enable the whole compliment to escape.

One workable rescue solution is that while there are no other working ships

docked, there are two broken Alpha Class ships that may be repaired. Expert Science Checks from at least two characters (if non-engineer, expert becomes impossible) on each will repair them however they must both succeed at the same time, not on different rolls.

However they achieve it, once the ship pulls away from the asteroid, the characters see it fall out of its orbit and drift towards Mavros where it accelerates and shatters into a stream of bright heat and debris that is quickly lost in the accretion disk.

Epilogue

Arriving back at Pithika Space Port the, if the crew brought the minerals, they are paid 10,000 credits. On top of that, a reward of 500 credits per head is paid for anyone they rescued.

The police question the crew again, this time about the sabotage, making a note of anything they have found out about the raiders.

Finally, for their act of heroism at the Mining Station, the Central Intelligence awards each of them with a medal in a ceremony at the port.

The characters are then released ready for their next adventure in the Mavros System.

NPCs, Monsters and Maps

Non-Player Characters

Captain Grok McAntic

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
15	16	10	16	11	13
+2	+3	+0	+3	+0	+1

Agility 4, Brawn 6, Persuasion 4, Science 5, Stealth 1. Corsair 1, Engineer 2, Soldier 2. AC 14. HP 23. Speed 10 m. Ion Blaster. Ranged Attack. +3 to hit, range 75 m, 1d8 damage

Port Officer [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
14	16	11	11	16	10
+2	+3	+0	+0	+6	+0

Agility 6, Brawn 8, Persuasion 4, Stealth 2. Engineer 1, Medic 2, Soldier 2. AC 16. HP 30. Speed 10 m. Laser Blaster. Ranged Attack. +3 to hit, range 50 m, 1d6 damage. Shock Stick. Melee Attack. +2 to hit, 1d4 damage.

Captain Fent

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
11	18	12	9	14	10
+0	+4	+1	-1	+2	+0

Agility 8, Brawn 4, Persuasion 6, Stealth 2. Engineer 1, Medic 1, Soldier 3. AC 18. HP 33. Speed 10 m. Plasma Blaster. Ranged Attack. +4 to hit, range 150 m, 1d10 damage. Shock Stick. Melee Attack. +0 to hit, 1d4 damage.

Weavers of Archos / Telos [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
12	9	15	13	16	13
+1	-1	+2	+1	+3	+1

Healing 8, Nature 4, Persuasion 6, Science 2. Medic 2, Weaver 3. AC 11. HP 28. Speed 10 m.

Arch-Weaver of Archos

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
12	9	13	13	16	15
+1	-1	+1	+1	+3	+2

Agility 2, Healing 2, Nature 6, Persuasion 9, Science 1. Weaver 5. AC 11. HP 29. Speed 10 m.

Arch-Weaver of Telos

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
9	12	13	15	16	13
-1	+1	+1	+2	+3	+1

Brawn 2, Nature 6, Persuasion 8, Science 4. Weaver 5. AC 11. HP 31. Speed 10 m.

Engineering Tutor

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
13	16	13	12	15	9
+1	+3	+1	+1	+2	-1

Agility 3, Brawn 2, Science 15. Engineer 5. AC 12. HP 32. Speed 10 m.

Piloting Tutor

Species: Erpon

Str	Dex	Con	Int	Wis	Cha
10	18	10	11	16	12
+0	+4	+0	+0	+3	+1

Agility 6, Brawn 2, Science 12. Pilot 4, Soldier 1. AC 11. HP 20. Speed 12.5 m. Ion Blaster. Ranged Attack. +4 to hit, range 75 m, 1d8 damage

Field Medic

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
13	12	10	16	15	14
+1	+1	+0	+3	+2	+2

Agility 3, Brawn 2, Healing 15. Science 5. AC 12. HP 34. Speed 10 m.

United Army Captain

Species: Arkoan

Str	Dex	Con	Int	Wis	Cha
18	10	16	11	12	8
+4	+0	+3	+0	+1	-1

Agility 4, Brawn 12, Science 4. Soldier 5. AC 18. HP 42. Speed 7.5 m. Plasma Blaster. Ranged Attack. +0 to hit, range 150 m, 1d10 damage. Electroblade. Melee Attack. +4 to hit, 1d6 damage.

United Army Recruits [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
14	12	10	9	14	10
+2	+1	+0	-1	+2	+0

Agility 6, Brawn 8, Healing 2, Science 4. Soldier 5. AC 14. HP 34. Speed 10 m. Plasma Blaster. Ranged Attack. +1 to hit, range 150 m, 1d10 damage. Electroblade. Melee Attack. +2 to hit, 1d6 damage.

Raiding Crewman [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
14	13	12	11	9	14
+2	+1	+1	+0	-1	+2

Agility 4, Brawn 4, Healing 2, Science 4, Stealth 6. Engineer 1, Medic 2, Soldier 2. AC 16. HP 28. Speed 10 m. Plasma Blaster. Ranged Attack. +1 to hit, range 150 m, 1d10 damage. Shock Stick. Melee Attack. +2 to hit, 1d4 damage.

Titan Gamma Miner [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
16	10	14	11	15	13
+3	+0	+2	+0	+2	+1

Agility 2, Brawn 10, Nature 4, Science 4, Engineer 1, Medic 1, Soldier 3. AC 14. HP 33. Speed 10 m. Shock Stick. Melee Attack. +3 to hit, 1d4 damage.

Titan Gamma Engineer [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
12	13	10	14	12	9
+1	+1	+0	+2	+1	-1

Agility 2, Brawn 3, Science 15, Engineer 3, Medic 1, Soldier 1. AC 12. HP 31. Speed 10 m. Shock Stick. Melee Attack. +1 to hit, 1d4 damage.

Titan Gamma Medic [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
12	15	13	12	14	10
+1	+2	+1	+1	+2	+0

Agility 2, Brawn 2, Healing 10 Science 6, Engineer 1, Medic 3, Soldier 1. AC 12. HP 28. Speed 10 m. Shock Stick. Melee Attack. +1 to hit, 1d4 damage.

Asteroid Miner [Generic]

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
16	10	14	11	15	13
+3	+0	+2	+0	+2	+1

Agility 2, Brawn 10, Nature 4, Science 4, Engineer 1, Medic 1, Soldier 3. AC 16. HP 33. Speed 10 m. Shock Stick. Melee Attack. +3 to hit, 1d4 damage.

Monsters

Pinčiukas

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
7	15	18	8	7	8
-2	+2	+4	-1	-2	-1

Armour Class: 16, Hit Points: 15, Speed: 10 m

Pinčiukas, known as "Pinchies" by seasoned space travellers, are an impish species capable of surviving in the cold vacuum of space by placing their bodies into a hibernation state. Like this, they float through the void until they collide with and attach to a ship whereupon they burrow inside, resealing the breach with their acidic saliva, and will proceed to feed on anything and anyone they find there until they are killed or expelled. They can use any small weapons that are light enough that a child could wield them but as standard use their claws. They cannot speak any known language and cannot be reasoned with.

Claw: Melee Attack, +4 to hit, 1d4 + 2 damage

Acid Spit: Ranged Attack, +4 to hit, 1d4 + 2 damage

Pelésis

Species: Pithik

Str	Dex	Con	Int	Wis	Cha
13	6	16	6	7	5
+1	-2	+3	-2	-2	-3

Armour Class: 10, Hit Points: 22, Speed: 7.5 m

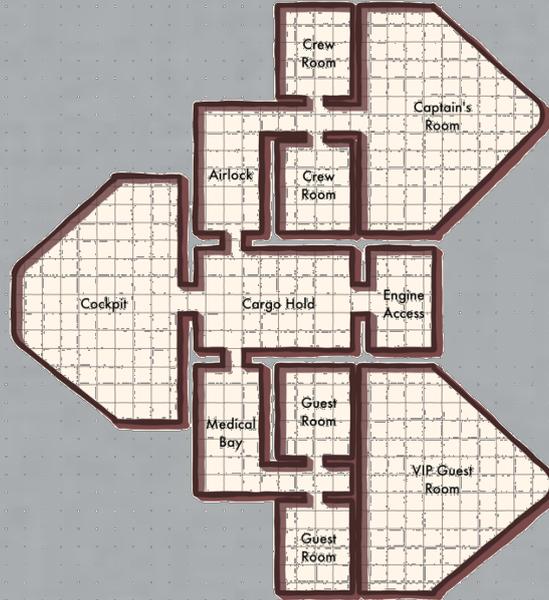
Pelésis are a spore creature capable of taking over and consuming a Pithik, Arkoan or Erpon host after their death. The spores will feed on the remains and multiply, whilst at all times maintaining control of the nervous system and moving the deceased to fight off any other creatures around. In the event that another creature is killed, the Pelésis will spread, taking full control of that creature as well after 1 hour. Pelésis are capable of using any weapons that the host could hold however they do not have blaster proficiency. Pelésis can survive in a host for 28 days without external oxygen or nutrients. They will attempt to extend this by causing the host body to eat any and all nutrients they find, including other crew members. Pelésis can move through the void of space but cannot control their direction in this case.

Punch or Bite: Melee Attack, +3 to hit, 1d6 damage

Maps

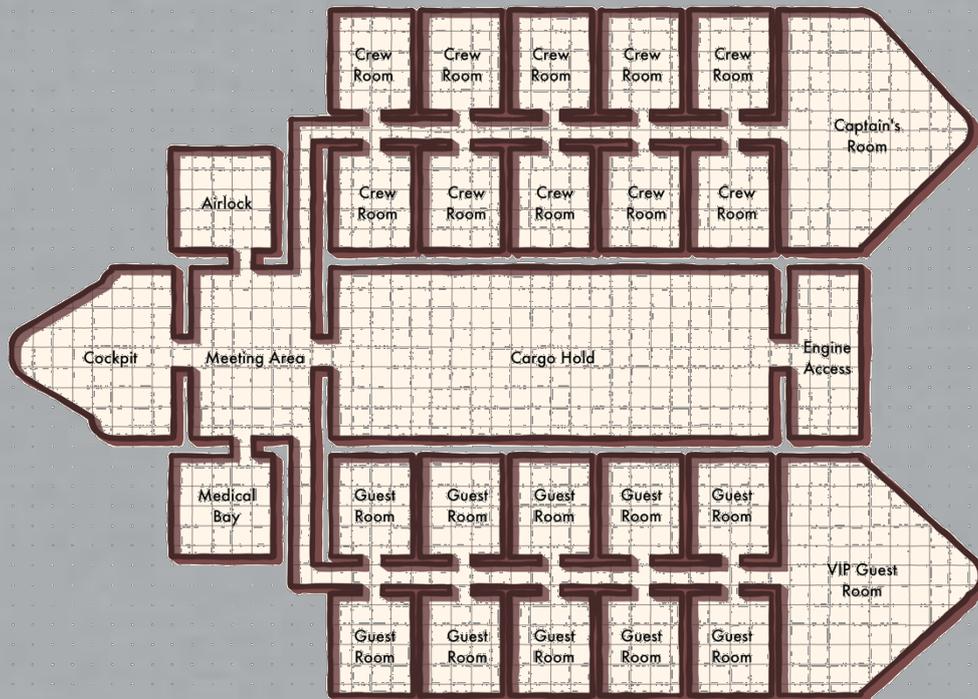
Alpha Class Ship

Escape pods are accessed by lifting up floor hatches in the cargo hold.

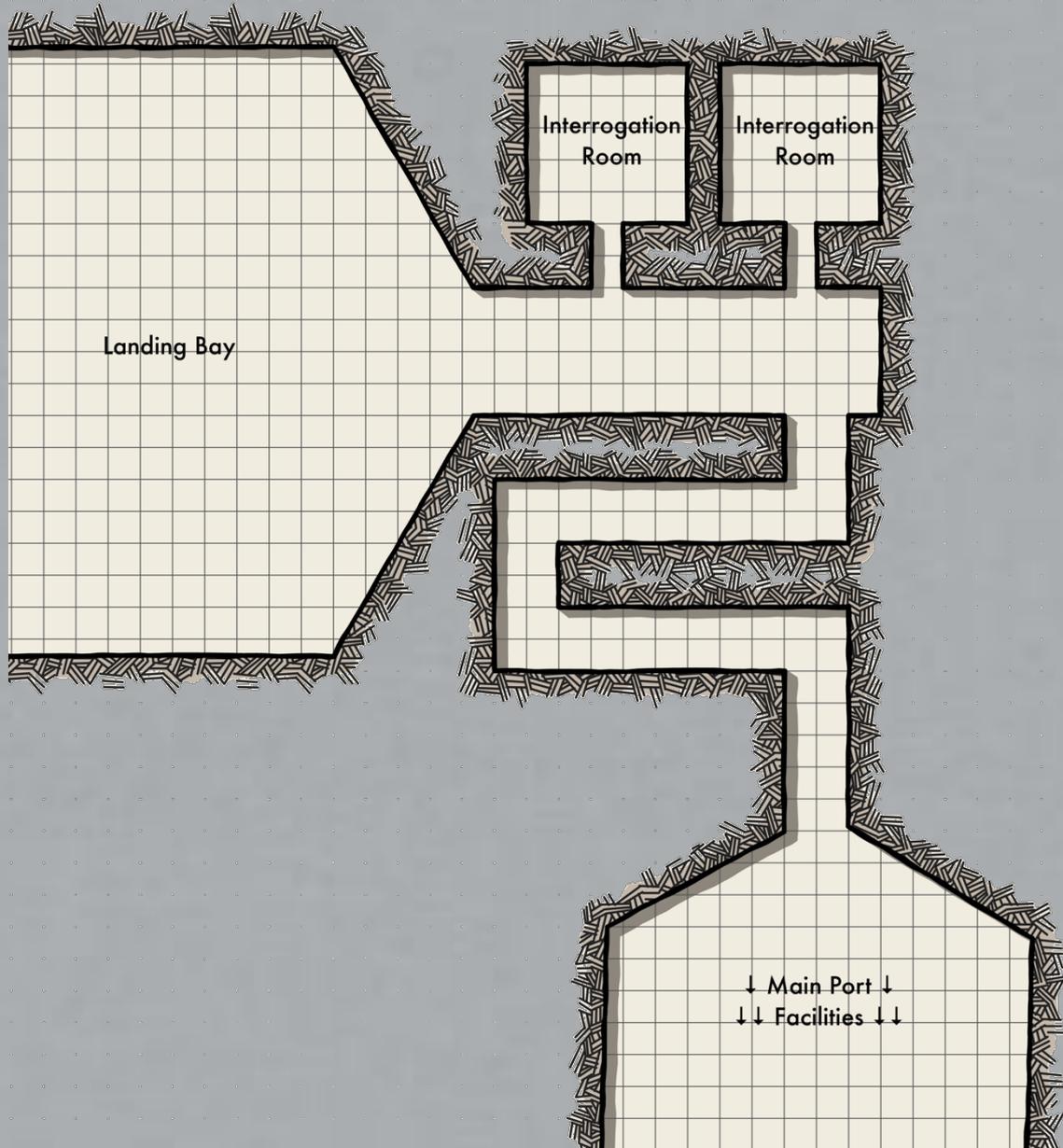


Beta Class Ship

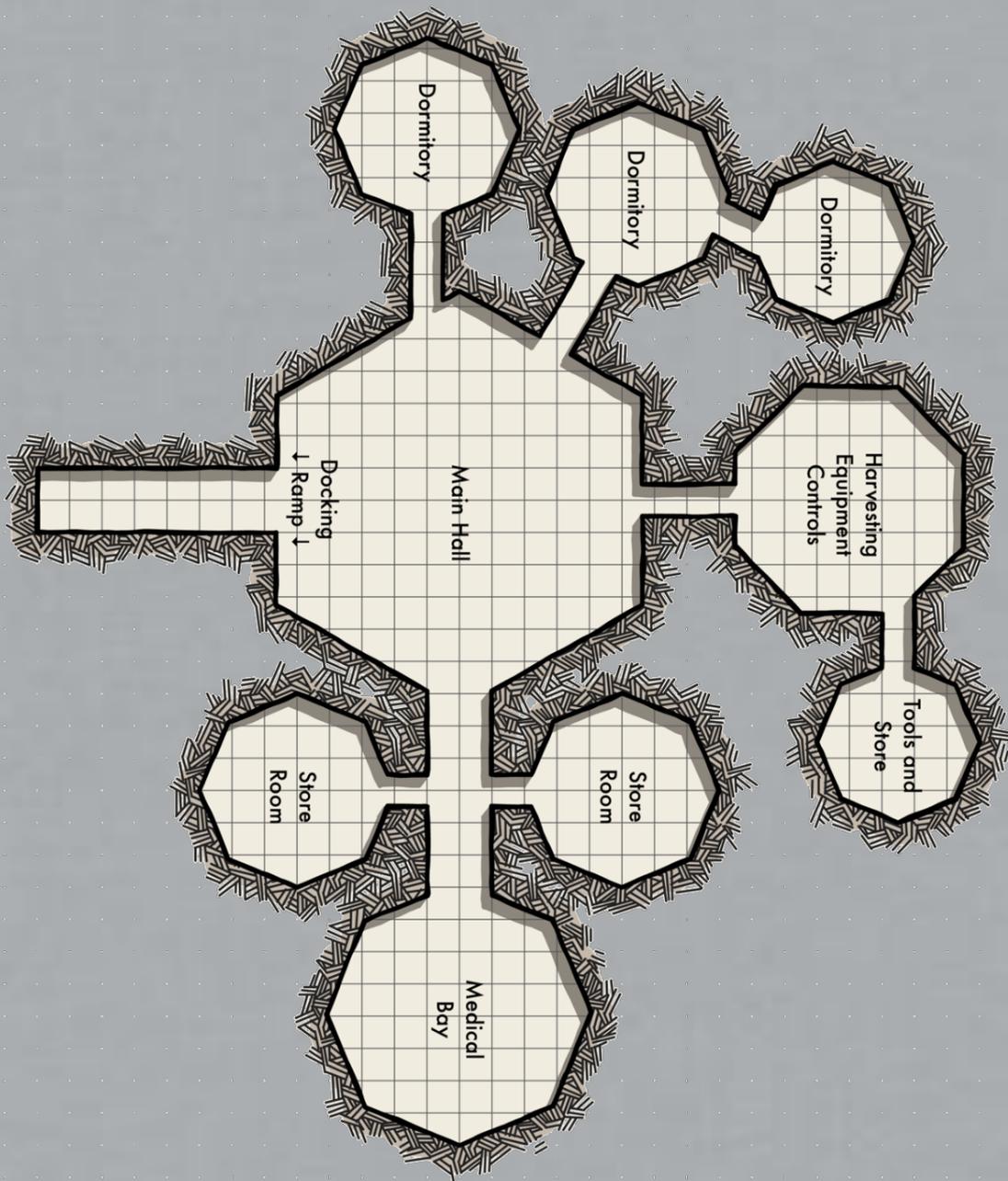
Escape pods are accessed by lifting up floor hatches in the cargo hold.



Pithika Space Port



Titan Gamma Station



Asteroid Mining Station

