

Mothership RPG one shot - The HOLL-E and the IV-E

Talk About Games!

Play-By-Forum games

RossM #1 December 22, 2019, 5:26pm

Mothership is a sci-fi RPG with minimum rules and a familiar theme,

Character creation is super fast, which tells you how long characters tend to last. I've created a scenario where all characters start separated so anyone can join at any point. So with no further hesitation...

You are aware of an ache, a dull pain near your right temple, a repetitive throbbing.

You blink and come to a realisation. It is the master alarm. Something is very wrong.

Struggling to move, you knock your elbow on the curved shield of your cryopod, but you cannot free yourself.

After what seems like an age the automatic systems recognise you are awake and disengage the seals, allowing you to awkwardly pull yourself upwards until you stand in an unfamiliar compartment.

This is definitely not part of your reclamation vessel, The Starbeast.

What is going on?

(Character sheet below, each person will awaken in an identical, empty room, whilst wearing very small underwear.)

[Mothership-Character-Sheet.pdf](#)

4.38 MB

Your first task is to Roll 6d10 for each of strength, speed, intellect and combat.

Then pick your class, Android, Scientist and Marine are as you expect, Teamster is your typical starship crew person...

You will then be half way through character creation.

3 Likes

system #2 December 20, 2019, 10:32am

laoth ((@SleepyWill 's character)) grimaces, his head is throbbing. Cryosleep does not agree with him.

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Intellect: 6d10: 9 + 9 + 6 + 2 + 1 + 2 = 29

Combat: 6d10: 1 + 8 + 8 + 2 + 8 + 6 = 33

As a teamster, he has plenty of time and opportunities to indulge in his 'hobby', so it's perturbing that his pod did not wake him as planned, 5 minutes after everyone else was inside theirs.

2 Likes

RossM #3 December 20, 2019, 10:42am

Missing the roll for speed there.

Allocate your skills as explained on step 4 of your sheet., pick your equipment package and then roll 2d100.

JamesMcConway #4 December 20, 2019, 11:09am

System reboot.

Running systems review.

Name...JIM1984A...

Class...Android...

Checking structural hardware...Strength 19...

Checking Motors...Speed 46

Checking Processors and Circuitry...main processors not found... checking back up processors.

Reserve processors damaged. Running residual capacity check. Intellect...Intellect...intellect 3.

Checking Weapons Systems...fully operational. Combat capacity 57.

2 Likes

JamesMcConway #5 December 20, 2019, 11:10am

Checking memory files. Empty.

Awaiting instructions.

1 Like

system #6 December 20, 2019, 11:16am

laoth's Speed: 6d10: 3 + 10 + 4 + 4 + 1 + 10 = 32

2 Likes

(Missing a digit from intellect. Rolling 6 d10s lead to skills between 6-60)

RossM #8 December 20, 2019, 11:17am

Instructions incoming...

system #9 December 20, 2019, 11:22am

laoth is a Pilot, and in addition he has astronavigation, driving and first aid.

He has, to hand his Exploration kit.

2d100: 38 + 54 = 92

1 Like

JamesMcConway #10 December 20, 2019, 11:25am

(Oops. I cheated. I used a RNG and put the lower range as 1. You can tell I've not done this before.)

Running secondary logistics check. Diverting circuitry. Update intellect check...Intellect 8.

Full systems, enviroment and operations review...*something is wrong*.

1 Like

RossM #11 December 20, 2019, 11:33am

His kit is showed in the supply locker at the rear of the pod. Also here are his coveralls, sewed to his shoulder is a patch showing crossed hammers with wings.

Inside the pocket you find a pamphlet entitled 'Panic; harbinger to catastrophe'.

(Character creation complete.)

1 Like

RossM #12 December 20, 2019, 11:34am

RossM:

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Allocate your skills as explained on step 4 of your sheet., pick your equipment package and then roll 2d100.

Allocate your skills as explained on step 4 of your sheet., pick your equipment package and then roll 2d100.

system #13 December 20, 2019, 11:36am

Marine Private First Class Bridger ([@Scribbs](#)) eyes flicker open. He bangs on the pod shield in frustration as it delays opening.

Strength 6d10: $1 + 9 + 10 + 9 + 9 + 9 = 47$

Speed 6d10: $5 + 10 + 10 + 1 + 2 + 6 = 34$

Intellect 6d10: $10 + 7 + 2 + 10 + 9 + 3 = 41$

Combat 6d10: $9 + 7 + 3 + 8 + 9 + 7 = 43$

1 Like

RossM #14 December 20, 2019, 11:40am

(Rolling above average Wow!)

1 Like

RossM #15 December 20, 2019, 11:42am

Allocate your skills as explained on step 4 of your sheet., pick your equipment package and then roll 2d100.

JamesMcConway #16 December 20, 2019, 11:49am

Checking equipment: regulation extermination pack.

Conducts survey of surroundings

[Rolls a 57 on a 2D100]

RossM #17 December 20, 2019, 11:51am

2(separate rolls of 100)

system #18 December 20, 2019, 11:53am

In addition to his Military Training, Bridger is trained in Athletics and is an expert in Firearms. He grunts at the emerging crew and other spacers, and heads immediately to his locker to grab his SMG, which he checks is ready for use, before donning his uniform.

(Extermination loadout)

2d100: 13 + 57 = 70

RossM #19 December 20, 2019, 11:54am

(For reference [@Scribbs](#) you are all identical rooms, separate from each other.)

1 Like

JamesMcConway #20 December 20, 2019, 12:04pm

Rerolling.

[22]

[42]

1 Like

Scribbs #21 December 20, 2019, 12:10pm

(Noted. Scratch some of the last comment then)

The unfamiliar surroundings are a concern, putting him on edge. First priority is to establish contact with the rest of his unit. Once in his battledress, Bridger will start to use his short range comms to check in, cycling through channels if no signal is received.

RossM #22 December 20, 2019, 12:17pm

Bridger's combat armour has a patch as well, 'Plays well with others.'

He also has a small hip flask of Snake whiskey...

1 Like

RossM #23 December 20, 2019, 12:30pm

You have a lightning bolt patch and a small pamphlet 'Signs of alien infestation.'

RossM #24 December 20, 2019, 12:32pm

What skills do you have? You start with computing mathematics and linguistics and may pick two more from the character sheet.

JamesMcConway #25 December 20, 2019, 12:33pm

Something is wrong. "Need systems update."

Surveys room for any face sized electrical orifice to shove face into

RossM #26 December 20, 2019, 12:34pm

Anyone with short range coms may communicate.

The rooms are all featureless, apart from a massive airlock at one end and a small airlock at the other, to the side of the small airlock is a computer terminal in the wall.

Your cryopods are the only items in the room.

JamesMcConway #27 December 20, 2019, 12:34pm

Military training and Theology online.

1 Like

JamesMcConway #28 December 20, 2019, 12:35pm

Attempts to plug face into computer terminal

1 Like

RossM #29 December 20, 2019, 12:42pm

In this case let's say interfacing with the computer is an intellect check. You must roll under that score to succeed. However skills increase your chances of success. A level one skill in computing would add 10 to your success chance.

Also, you are an Android in an entirely safe space, so you are working at optimal conditions, so you have advantage which means you roll two dice and pick the best result.

Intellect 8 + 10 computer = 18.

Roll 2 separate d100s and declare both results.

JamesMcConway #30 December 20, 2019, 12:44pm

30

93

RossM #31 December 20, 2019, 1:42pm

The front panel does not respond to your interface attempt but the screen does blink into life.

IV-E Independent vehicular exit system online.

PM sent.

Scribbs #32 December 20, 2019, 1:51pm

Whilst cycling radio frequencies, Bridger runs through his battle dress diagnostic systems, checking that his HUD is working and whether there are any read outs that may shed light on the current situation.

JamesMcConway #33 December 20, 2019, 1:51pm

Blinks

Uses short comms

"JIM1984A online. Processing capacity malfunction, operational levels 13%. Weapons systems working, capacity 95%. Memory failure. Awaiting instructions."

2 Likes

Scribbs #34 December 20, 2019, 2:07pm

Bridger frowns as the comm link buzzes with the incoming message. He's never been too comfortable around Androids, and he remembers the vivid horror stories Corporal Nash used to tell about the machines going crazy and going on the rampage. Sarge quickly told him to can it and to stop winding up the new grunts, but Bridger reckons there was a tone in Sarge's voice that suggested she knew something she wasn't sharing.

Despite his reservations, Bridger still responds.

"Copy that JIM. Marine Private First Class Bridger here. Any idea where your position is, or what's going on?"

JamesMcConway #35 December 20, 2019, 2:35pm

Via short comms

"These systems are unfamiliar. Attempts at interaction have informed me that Independent vehicular exit system is online."

JamesMcConway #36 December 20, 2019, 2:35pm

Blinks

RossM #37 December 20, 2019, 2:41pm

All environmental readings are nominal.

Scanning the local radio you can detect several emergency beacons, including the one on your cryopod.

More troubling is another automated distress call.

*repeat, this is the salvager Starbeast. Environmental systems are offline. The ship will automatically return to home coordinates in 17 hours and 6 minutes, repeat..."

1 Like

JamesMcConway #38 December 20, 2019, 2:50pm

Blinks

Blinks

1 Like

RossM #39 December 20, 2019, 2:53pm

Are you using any of your equipment to help you?

JamesMcConway #40 December 20, 2019, 3:13pm

No, not yet. Just brute force. I am readying a frag grenade while my residual higher functioning circuitry is trying to override the combat instinct and calculate the likely success of using the electronic tool kit. At the moment "grenade option" is winning.

1 Like

RossM #41 December 20, 2019, 3:14pm

Make a strength test. 1d100

JamesMcConway #42 December 20, 2019, 3:20pm

29

RossM #43 December 20, 2019, 4:40pm

Sadly the door designed to keep space outside does not succumb to your bare hands...

Scribbs #44 December 20, 2019, 4:48pm

Bridger speaks over the coms to JIM, directing them to the channel the distress call is being broadcast on.

He then turns his attention to the computer terminal and tries to access it.

RossM #45 December 20, 2019, 4:50pm

system #46 December 20, 2019, 4:50pm

Bridger rolling Intellect
2d100: 57 + 50 = 107

RossM #47 December 20, 2019, 4:52pm

You too managed to activate the front screen. The computer is on, nothing more.

JamesMcConway #48 December 20, 2019, 4:54pm

Takes a grenade in hand

Blinks

Puts back grenade

Tries to use electronics tool kit on computer interface.

RossM #49 December 20, 2019, 4:57pm

The computer does not appear to be damaged. How will you use your toolkit to improve your chances of interfacing?

JamesMcConway #50 December 20, 2019, 5:03pm

Blinks

Picks up grenade again...

1 Like

RossM #51 December 20, 2019, 5:09pm

Describe exactly how you use this grenade...

Scribbs #52 December 20, 2019, 5:12pm

(Is there an obvious interface method for the computer terminal?)

JamesMcConway #53 December 20, 2019, 5:23pm

(Look, JIM1984A is operating with severely limited intellect, and even if he wasn't, he is... lets say... lets say, programmed by someone not used to controlling the output of androids).

1 Like

JamesMcConway #54 December 20, 2019, 5:24pm

Blinks

1 Like

RossM #55 December 20, 2019, 5:32pm

Not an obvious interface, just two buttons.

RossM #56 December 20, 2019, 5:33pm

So let's say you want to stand behind the cryotube and throw the grenade at the door?

Scribbs #57 December 20, 2019, 5:34pm

Two buttons, two doors muses Bridger. He looks for a panel to pry open with some of his electronic tools or any obvious external signs as to which door might be wired to which button.

RossM #58 December 20, 2019, 5:35pm

@Scribbs PM

JamesMcConway #59 December 20, 2019, 5:48pm

Hmmm. 2 buttons. 2 doors. One out of space. One rest of ship?

Two buttons. One correct button.

Calculating odds...odds calculated a 99% chance of success.

Doesn't sound right. Maybe it is.

Uses short comms : "I am going to press the right-hand button".

Presses righthand button.

RossM #60 December 20, 2019, 5:59pm

[@JamesMcConway](#) PM

RossM #62 December 20, 2019, 7:49pm

It is indeed your cryopod. The room is clean and much newer than the Starbeast.

1 Like

RossM #64 December 20, 2019, 7:50pm

Solid. One is wall sized, the other door size.

1 Like

RossM #66 December 20, 2019, 8:09pm

You have more than a day of oxygen, it can be refilled from your cryotube.

1 Like

RossM #68 December 20, 2019, 8:13pm

(It can. Both [@Scribbs](#) and [@JamesMcConway](#) are able to communicate freely, and can discuss anything they have learnt in PMs.)

2 Likes

Scribbs #69 December 20, 2019, 8:23pm

“Aye, Bridger here. Looks like we’re on a Gimbels corporation research ship, *Orlok*. Picked up our pods just over 4 hours ago. We’ve been in cryo about 6 months. There’s an automated signal from the Starbeast on channel Kappa. Her environmental systems went down. Guess she had to eject the pods and this vessel responded to their auto distress beacons and hauled us in.”

1 Like

Scribbs #71 December 20, 2019, 8:31pm

“Also got some Network status from the terminal in my room.

Mainframe HOLL-E offline.

Life support OG-E online.

External IV-E online.

So vessel integrity seems sound, though mainframe being down is a worry.”

1 Like

RossM #73 December 20, 2019, 9:18pm

How were you trying to open the door?

1 Like

RossM #75 December 20, 2019, 9:45pm

No handle, just a computer. A screen (currently inactive) and two buttons underneath.

1 Like

RossM #77 December 21, 2019, 7:27am

Your computer screen flicks on.

INFO flashes on the screen.

1 Like

RossM #80 December 22, 2019, 12:32pm

Well now you all have your spiffy character sheets, let’s talk about Saves.

Saves are rolled once you make a save. Each save is class dependent and rolled against d100. To pass, roll equal or under.

For example if I ask a marine to make a fear check he rolls against the value of 30.

An android Would roll against 85.

Talking of which...

Bridger the small airlock nears you rumbles slowly open, before seizing about three quarters of the way open.

Make a fear save.

JIM1984A the large door in your airlock begins opening up from the middle, with accompanying sirens.

The atmosphere begins to leak out into space, and you feel it begin to tug you out into space.

Also, make a fear save...

JamesMcConway #81 December 22, 2019, 12:29pm

[78]

JIM1984A startles for a moment, but doesn't scare.

1 Like

JamesMcConway #82 December 22, 2019, 12:32pm

Using short comms

"This is JIM1984A, repeat this is JIM'A. My airlock is opening into space. Requesting someone to please assist."

RossM #83 December 22, 2019, 12:39pm

...You begin sliding towards the vastness of space. Do you do anything to try and stop this?

RossM #84 December 22, 2019, 12:42pm

Make a strength test with advantage [@JamesMcConway](#)

RossM #85 December 22, 2019, 12:42pm

(Two separate 100s)

JamesMcConway #86 December 22, 2019, 12:43pm

[6 & 69]

1 Like

RossM #87 December 22, 2019, 1:45pm

(Responding to PM)

You manage to hold yourself in place whilst you manipulate the two buttons to close the main airlock and then open the smaller one.

But the ordeal is not without consequence, increase your Stress to 3. (I'll explain stress later, it's probably not important.)

The inner door squeals open, what is beyond?

Take another fear test vs 85.

system #88 December 22, 2019, 2:00pm

Bridger rolling Fear Save

d100: 47

JamesMcConway #89 December 22, 2019, 2:05pm

[62]

Shows no fear and goes through the now open doorway

RossM #90 December 22, 2019, 2:29pm

The strange environment, the distress call from the Android, it's all starting to put Bridger on edge.

Add d10 stress.

1 Like

system #91 December 22, 2019, 2:33pm

Bridger stress

d10: 1

1 Like

Scribbs #92 December 22, 2019, 2:38pm

Keep it together Bridger...

"I'm out of my room, proceeding to check immediate surroundings" he murmurs into his mic, "Hold steady JIM."

(Is there signs of light outside the door?)

RossM #93 December 22, 2019, 2:49pm

You both proceed into a curved corridor. The corridor itself is virtually featureless, with the name Orlok stencilled every few feet and two thick painted lines on the wall and floor. One is green and the other is red.

It appears this ship is circular. Both of your airlock doors were on the outer rim of the corridor, from where you are standing you are perhaps 100 metres apart, just visible before the curvature blocks your vision. There are several other airlocks in this side, their display panels flashing.

The main running lights are all on and life support and gravity seem to be functioning perfectly.

1 Like

Scribbs #94 December 22, 2019, 2:59pm

Bridger sweeps his SMG back and forth, the gun tracking his vision as he checks the safety of the immediate area. He gives JIM a nod as he stalks down the corridor, pausing to glance at the display panels as he passes them. "Which one of these doors you behind laoth?"

RossM #95 December 22, 2019, 5:19pm

(Meanwhile, not far away...)

Your first task is to Roll 6d10 for each of strength, speed, intellect and combat.

Then pick your class, Android, Scientist and Marine are as you expect, Teamster is your typical starship crew person...

You will then be half way through character creation.

1 Like

JamesMcConway #96 December 22, 2019, 6:20pm

JIM1984A hadn't been able to match Bridger's voice to his audio files. Having glimpsed him down the corridors, he attempts to run facial recognition, but still cannot find a match. However, an internal systems review suggests most of his cache of facial mapping is still irretrievable.

JamesMcConway #97 December 22, 2019, 6:24pm

However, something about his badge and perhaps his movements seem to trigger some circuits of recognition...so...

JIM'A follows Bridger down the corridor

RossM #98 December 22, 2019, 8:20pm

(This is a great moment to talk about how subclasses deal with fear and stress. A marine is super tough, but if they ever fail a panic test, everyone with them must pass a fear test.

Androids are just weird, they react to danger in a very detached manner, anyone forced to take a fear test in the presence of an Android rolls at a disadvantage.)

system #99 December 23, 2019, 12:27am

Gungeon rolling my stats.

Strength: 6d10: 1 + 5 + 6 + 8 + 4 + 1 = 25

Speed: 6d10: 6 + 8 + 10 + 4 + 8 + 10 = 46

Intellect: 6d10: 9 + 10 + 10 + 4 + 1 + 9 = 43

Combat: 6d10: 1 + 1 + 9 + 1 + 9 + 10 = 31

Gungeon #100 December 23, 2019, 12:29am

Hmmm, I think I'll round this group out and go scientist.

1 Like

RossM #101 December 23, 2019, 6:38am

Allocate your skills as explained on step 4 of your sheet. (Right hand side, see the link in post one.)
pick your equipment package and then roll 2d100

RossM #102 December 23, 2019, 2:49pm

Isaac Van de Linde rubs his head, feeling a large bump, as he slides out of his own cryopod, how long had he been out?

1 Like

system #103 December 23, 2019, 4:40pm

Isaac Van de Linde

Computers, Chemistry, Hacking and Heavy Machinery

Examination Pack.

2d100: 94 + 55 = 149

1 Like

RossM #104 December 23, 2019, 4:51pm

Your own patch simply states "Keep well lubricated," you are also satisfied that your taxidermied cat has survived intact.

2 Likes

Gungeon #105 December 23, 2019, 8:22pm

Amazing 😂

Errr, I'm just going to assume Isaac has an easy relationship with alcohol...

1 Like

Gungeon #106 December 23, 2019, 8:30pm

Sorry, can I change heavy machinery to **Mechanical Repair** please? Seems to make more sense with his profession. If not, no worries!

1 Like

RossM #107 December 23, 2019, 8:28pm

Of course!

1 Like

RossM #108 December 23, 2019, 8:39pm

Isaac, you are in a featureless room with two doors, one large, one small. A small computer sits in the wall by the smaller door. Your equipment, clothes and cat are all stored in a locker in your cryotube.

1 Like

RossM #110 December 24, 2019, 11:51am

Make an intellect roll (d100) 29 or less.

1 Like

system #111 December 24, 2019, 11:53am

d100: 15

2 Likes

RossM #113 December 24, 2019, 12:08pm

You remember a similar model of ship where the right button on emergency systems cycled through options, and the left button was a confirmation/enter button.

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(Now on the right thread.)

1 Like

RossM #115 December 24, 2019, 12:41pm

Information scrolls the screen.

Gimbels corporation research ship Orlok.

Crew compliment 12

Mission time 983 days

1 Like

RossM #117 December 24, 2019, 12:42pm

LOG

The log file has only one entry.

(4 hours 27 minutes ago.)

External lock G opened.

Reason:

Automated distress call cryopod.

(4 hours 22 minutes ago)

External lock G secured.

Reason:

Cryopod retrieved.

1 Like

RossM #119 December 24, 2019, 12:44pm

NETWORK

Mainframe HOLL-E offline.

Life support OG-E online.

1 Like

RossM #121 December 24, 2019, 12:45pm

Release airlock G

Release airlock H

1 Like

RossM #123 December 24, 2019, 12:51pm

You can easily secure yourself to your cryopod.

1 Like

RossM #125 December 24, 2019, 1:28pm

It must be reassuring, wearing a vacc suit and being anchored to an object the weight of a car.

But it still doesn't prepare you for the spectacle of watching a wall sized door slowly part to reveal the expanse of space.

You hold firm as the atmosphere is evacuated into the coldness of space.

Increase Stress to 3.

1 Like

RossM #127 December 24, 2019, 1:31pm

Door H opens into a corridor.

Make a fear save...

1 Like

system #128 December 24, 2019, 1:33pm

d100: 69

d100: 10

As the door opens, Iacob considers how he might repay the scientists who rescued him. "A pilot's always useful" he muses "But maybe, they might appreciate my *hobby*, it may have value to them"

1 Like

RossM #130 December 24, 2019, 1:45pm

Indeed. Add 1d10 stress.

You are free to proceed into the corridor, you are about 11 metres away from a marine and an Android you recognise.

The corridor is clean and lit. Twin painted lines of green and red go in each direction around the curved corridor.

1 Like

system #131 December 24, 2019, 1:46pm

d10: 5 laoth stress

1 Like

RossM #133 December 24, 2019, 2:06pm

(8. When I said increase stress to 3, I meant increase it by one.)

1 Like

RossM #135 December 24, 2019, 3:00pm

(Stress isn't that important, don't worry about it. 🙄)

1 Like

Scribbs #136 December 24, 2019, 3:28pm

Bridger waves laoth over. "All okay?"

2 Likes

Gungeon #137 December 24, 2019, 4:13pm

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RossM:

Isaac, you are in a featureless room with two doors, one large, one small. A small computer sits in the wall by the smaller door. Your equipment, clothes and cat are all stored in a locker in your cryotube.

Isaac waits a whole 5 mins in fear, hoping that a friendly face opens one of the doors and reassures him that nothing is wrong, this is just a test. You can go back to cryosleep.

Alas, when it's obvious no one is coming he slowly climbs out of the cryopod, flexing his limbs to get the blood flowing again and reduce the aching.

Slightly wobbly he dresses as quickly as he can, grabs his equipment and tucks Oscar under one arm.

"So much to...*HCCCHHH!* [clears throat] Damn I need water. So much to a good trip eh, Oscar?"

He heads over to the doors and puts his ear to each then approaches the small computer to see if he can gain any info about what is happening.

1 Like

RossM #138 December 24, 2019, 4:22pm

Using any equipment on the computer?

Both doors appear soundproof.

(Also your suit has short range comms)

2 Likes

Gungeon #139 December 24, 2019, 5:51pm

Isaac tries the comms channels.

Can I use the cybernetic diagnostic scanner on the computer?

RossM #140 December 24, 2019, 5:53pm

Sure. Roll intellect + 15 for hacking.

Roll 2 separate d100. This roll is at advantage for using a sensible tool.

1 Like

Scribbs #142 December 24, 2019, 6:58pm

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“Whatever happened to the Beast, this ship picked us up. Fact we’re awake suggests something started the ‘rise and shine’ protocol on the cryopods. I reckon it’s probably something to do with that alarm which is slowly giving me a headache. Anyone know what that’s about?”

1 Like

RossM #144 December 24, 2019, 7:07pm

For those of you without the full rule set it’s available at



Mothership: Player's Survival Guide by Tuesday Knight Games

A Sci-Fi Horror RPG

As a pay what you want.

2 Likes

Scribbs #145 December 24, 2019, 7:18pm

“So this isn’t a standard alarm to signify something obvious to crew that grunts like me are ignorant about?”

“You armed at all laoth?”

2 Likes

system #146 December 24, 2019, 7:36pm

RossM:

Sure. Roll intellect + 15 for hacking.

Roll 2 separate d100. This roll is at advantage for using a sensible tool.

Isaac plugs in the CDS, turns a dial on it and starts tapping away at the computer.

2d100: 85 + 22 = 107 vs Hacking 68

1 Like

Scribbs #148 December 24, 2019, 7:53pm

“Okay; until we work out what the hell’s going on, stay between me and JIM. Keep trying the comms, see if anyone is responding, and holler if you see anything shipwise that’s important. Guess we move out and try to find the bridge, maybe engineering, anywhere we might find some crew who can clue us in. Thoughts?”

1 Like

RossM #150 December 24, 2019, 8:56pm

system:

Isaac plugs in the CDS, turns a dial on it and starts taping away at the computer.

2d100: 85 + 22 = 107 vs Hacking 68

A perfect opportunity to talk about *Criticals*. Any double (22,33,88,100 etc) is a critical, if it’s also a pass it’s a critical success, if it’s a failure, it’s a critical failure. Basically, don’t roll 100. Ever.

Isaac nimbly enters the correct command and the small inner door slides open.

He steps out smartly in front of the rest of you.

(Critical means no fear check needed.)

1 Like

RossM #151 December 24, 2019, 8:57pm

(You have successfully completed the get out of the room challenge.)

3 Likes

Gungeon #152 December 24, 2019, 10:39pm

Raising a hand in greeting that looks totally out of place with the blaring sirens “Errr, Hi. Rescue mission by any chance?”

[Not sure if we recognise each other. If not I’ll introduce myself as Isaac Van de Linde, part of the science contingent]

system #153 December 24, 2019, 11:18pm

The Starbeast has a crew of d10: 1 +4...

2 Likes

RossM #154 December 24, 2019, 11:19pm

So, yep, you are all at least vaguely familiar with each other...

1 Like

Gungeon #155 December 26, 2019, 2:57pm

In which case Issac waves a greeting and says: "Gents. What the hell is going on!?"

3 Likes

Scribbs #156 December 26, 2019, 4:32pm

"Hey Doc, Oscar" Bridger gives the stuffed cat a salute. "We've got limited Intel on the situation. Starbeast developed a problem with her environmental system and ejected our cryopods. This ship is the Orlok, a Gimbels research vessel; she responded to the distress beacons on our pods and picked us up about four and a half hours ago. We've no idea what that alarm is about or why we've been woken. Can't raise anyone on the comms, so we're about to move out and see who we can find in person."

3 Likes

Gungeon #157 December 26, 2019, 9:02pm

Concern etches across Isaacs' face as he hears Bridgers' account. "So, we've got to assume we're on our own for the time being then. Great. Anyone know how far we journeyed? Any readings on the scanners? [seeing their faces his demeanour softens] Sorry, I'm just eager to get this sorted. I'll accompany you, if I may?"

RossM #158 December 26, 2019, 10:36pm

Have a retro map. Pink is your location, the green and red strips on the floor are also marked.



3 Likes

RossM #160 December 26, 2019, 10:51pm

(Just about.)

1 Like

Scribbs #162 December 27, 2019, 11:07am

“Copy that, clockwise it is. JIM, you happy watching our backs?”

2 Likes

JamesMcConway #163 December 27, 2019, 12:05pm

“Clockwise. Green clockwise”.

It's not clear even to JIM'A if he was agreeing to the plan, or simply parsing and processing the phrase outloud. This continued bewilderment was actually unnervingly familiar. He was now accepting the possibility that his inability to fully follow his companions interactions or be certain of his own mind was not due to a temporary hardware failure. Perhaps his intellectual shortcomings were a permanent feature.

But no. Something was not right. There was an overwhelming sense of malfunction. But could his companions sense it too? He hoped not. It didn't take more than half a broken circuit to know that even a fully reliable android was a perturbation to some.

2 Likes

JamesMcConway #164 December 27, 2019, 12:07pm

And in a further attempt to reassure both himself and others...

“My combat capabilities are fully operational”

4 Likes

RossM #166 December 27, 2019, 1:26pm

After a minutes or two of moving clockwise, the passageway splits. one part continues around a rounded corridor, but a second passageway appears in the inner wall.

Helpfully, there is also a map mounted on the outer wall.



2 Likes

RossM #167 December 27, 2019, 4:53pm

@Scribbs / Bridger make a roll against combat + military training for me please.

(I think that's a 58)

Purely for information purposes, the action can proceed regardless.

2 Likes

system #168 December 27, 2019, 5:24pm

Bridger rolling

d100: 57

3 Likes

RossM #169 December 27, 2019, 5:26pm

PM sent.

1 Like

Scribbs #171 December 27, 2019, 7:12pm

“Hold here for a second. According to that map, the junction ahead is literally the only defensible position before the critical systems. Let me have a quick scout to check the way is safe.”

Scribbs #173 December 27, 2019, 7:17pm

“It’s literally my job to take these sort of risks to keep the crew safe. I won’t be long.”

1 Like

RossM #174 December 27, 2019, 7:22pm

Many things in Mothership don’t use dice rolls, sneaking, hiding and intimidation being good examples. Simply you state what you do, the Warden (GM) interprets what will happen and play continues.

How does Bridger attempt to scout?

1 Like

JamesMcConway #175 December 27, 2019, 7:30pm

“My combat operations are fully capable.”

2 Likes

Scribbs #176 December 27, 2019, 8:11pm

All marines have different methods for checking around corners without exposing themselves. Some are high tech, others are not so much. Bridger pulls out his hip flask from his belt pouch, the surface shined to a mirror finish. The fact that it has both concave and convex surfaces gives it interesting utility over a flat surface like a plain mirror. That it holds alcohol is an additional benefit. He moves slowly but steadily forward and drops to one knee at the corner, before carefully turning the flask to reflect on whatever might lie ahead.

Scribbs #177 December 27, 2019, 8:12pm

“That’s why you’re staying to protect Isaac and laoth JIM” Bridger reassures the android before stalking forward.

1 Like

RossM #178 December 27, 2019, 8:35pm

Panning around you see the corridor split into red and green sections. You see double reinforced doors labelled Mess and Machine Lab. There is a black stain on the floor by the Mess door, it might be oil. Nothing else is of note from your vantage point.

1 Like

Scribbs #179 December 27, 2019, 8:42pm

Bridger will speak softly into the comms, calling JIM forward to the corner. “Okay, I’m going to hug this wall,” he indicates the green side of the corridor, “and check around the next corner. Cover me from here JIM.”

RossM #180 December 27, 2019, 9:13pm

Glancing down the green half of the corridor you can see a few wore long black marks on the floor. Hanging from the ceiling are a number of metallic shapes, all very similar, but eveyone unique. Are they Christmas decorations?

Scribbs #181 December 27, 2019, 9:16pm

Bridger makes sure his body cam is recording all the things he sees (as per standard protocol). Any more insight on the black stain by the mess?

RossM #182 December 27, 2019, 9:33pm

You’d have to examine it closely to get anymore detail, that means walking up to it.

Scribbs #183 December 27, 2019, 9:35pm

Okay, Bridger will cautiously approach the black stain, trying to avoid going directly under any of the metal objects.

RossM #184 December 27, 2019, 9:45pm

How do you examine the stains?

Scribbs #185 December 27, 2019, 9:50pm

Mark one human eyeball to start, then gingerly poking a glove covered finger into it if it seems mundane enough for a closer inspection...

RossM #186 December 27, 2019, 9:52pm

It is a black powder, lacking any hint of moisture. The pattern of the marks suggest it was left when something was dragged into the mess.

Scribbs #187 December 27, 2019, 9:55pm

Bridger will retreat back to the others and share what he has found. "Any of this familiar to any of you?"

RossM #188 December 27, 2019, 9:55pm

(Do you take some of the particles with you?)

Scribbs #189 December 27, 2019, 10:11pm

Traces on his glove?

RossM #190 December 27, 2019, 10:17pm

Gungeon #191 December 27, 2019, 10:22pm

Can we make any educated guesses as to what it might be?

RossM #192 December 28, 2019, 7:40am

A scientist with a background in chemistry and both medical and mechanical diagnostic kits would certainly work it out. But how long will it take?

Roll a d100 [@Gungeon](#)

1 Like

system #193 December 28, 2019, 12:35pm

Isaac

d100: 18

2 Likes

RossM #194 December 28, 2019, 1:50pm

You immediately pour the dust into a sample tube, and add some saline.

Rehydrated, the powder turns dark red, and you realise long before the mediscanner confirms the fact that this is desiccated blood.

3 Likes

Gungeon #195 December 29, 2019, 1:46am

Lifting the tube to the light "I'm afraid this is blood. Please proceed with utmost caution."

JamesMcConway #196 December 29, 2019, 11:13am

"We are well armed, and there have been no sounds to suggest present danger. We have been rescued and allowed to leave our containments. May I suggest we continue, together, in an

JamesMcConway #197 December 29, 2019, 11:15am

“Perhaps in the direction of the navigation and computer rooms.”

RossM #198 December 29, 2019, 12:20pm

Whilst you debate your choices, your radios, regardless of range, automatically cycle to the emergency channel.

repeat, this is the salvager Starbeast. Environmental systems are offline. The ship will automatically return to home coordinates in exactly 16 hours, repeat...

Everyone increase stress by 1

RossM #199 December 29, 2019, 12:27pm

A note on the hyperdrive system both ships possess. No one fully understands hyperspace. It is an inexact science. A hyperspace jump could take 3 days or 90 years. The more ships fly a certain hyperspace route, the more regular the flight time becomes. Also, humans can't be awake during hyperspace travel. Well they can, but they come back with different memories, or the need to rip peoples eyes out, or with a persistent phobia their future self wants to rip their eyes out.

The Starbeast will be leaving in 16 hours, with or without you.

Gungeon #200 December 29, 2019, 12:41pm

“Well, that's just great. I was just starting to enjoy myself. I suggest we all set countdown timers for 16 hours.”

2 Likes

Scribbs #201 December 29, 2019, 8:26pm

“Come on then, let's hustle. Everyone stay sharp - clearly something messy happened here, and it could still be dangerous.”

RossM #202 December 29, 2019, 8:57pm

I can only apologise.

Who is going where and with whom?

2 Likes

Gungeon #203 December 29, 2019, 10:56pm

With a thumbs up to Bridger "I consider this a military matter; I defer to your expertise."

Scribbs #205 December 30, 2019, 7:09am

"Drag marks imply that there's likely a body in the mess. I think we should go together to the Nav room; JIM and I will secure it, then laoth can get to work."

1 Like

RossM #206 December 30, 2019, 7:38am

To confirm with [@JamesMcConway](#) you are all going to the Nav room? (Room C)

2 Likes

JamesMcConway #208 December 30, 2019, 1:46pm

Confirmed.

1 Like

RossM #209 December 30, 2019, 2:53pm

The nerve centre of the ship, this compartment houses both the hyperdrive and navigation systems.

The room itself appears to be in good working order although all monitors are currently powered down.

The room is furnished with two silver high backed chairs while the only object to suggest human occupation is a single disposable coffee cup, its contents long since evaporated into a thick brown sludge.

A paper sits on the corner of the main work desk but apart from this the room appears entirely devoid of anything to indicate what has occurred on board.

1 Like

RossM #210 December 30, 2019, 2:56pm

It should be noted that following the red line to this corridor reveals no further dark stains. There are also no other decorations.

1 Like

JamesMcConway #211 December 30, 2019, 5:29pm

"I will attempt to use my computing skills on these computers".

2 Likes

RossM #212 December 30, 2019, 6:25pm

Intellect + computers please d100

1 Like

JamesMcConway #213 December 31, 2019, 12:15am

JIM1984A attempting his first system pear role.

[roll d100: 18]

JamesMcConway #214 December 31, 2019, 12:16am

(What did I do wrong there. Is that an 18 I rolled. Why didn't it do a system pair. Hmmm).

Scribbs #215 December 31, 2019, 7:39am

(Within the square brackets, type *Roll d100* only.)

RossM #216 December 31, 2019, 9:50am

Anyone else want to do anything whilst the interface is attempted?

Gungeon #217 December 31, 2019, 11:09am

Can I attempt to assist Jim?

RossM #218 December 31, 2019, 11:19am

Sure. How?

1 Like

Scribbs #219 December 31, 2019, 12:45pm

Bridger is going to stand watch by the door.

1 Like

RossM #220 December 31, 2019, 1:10pm

In the room or the corridor?

Scribbs #221 December 31, 2019, 1:14pm

Within the room, using the doorway as cover.

1 Like

Gungeon #222 December 31, 2019, 2:44pm

Is there any mechanics for teamwork? I can lend my diagnostic equipment if it helps.

RossM #223 December 31, 2019, 2:55pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#)
Basically if you can explain how you are assisting I will GM the result.

[@JamesMcConway](#) has advantage on his roll, so will roll 2d100 and pick the best one.

1 Like

[RossM](#) #224 December 31, 2019, 2:59pm

(Also this will be quicker, which might be useful.)

1 Like

[Gungeon](#) #225 December 31, 2019, 3:31pm

Cool. I'll also observe JIM to see how the AI tackles this, purely for scientific curiosity.

1 Like

[Gungeon](#) #226 December 31, 2019, 6:38pm

Observing, if I can gauge against my own speed would be handy.

1 Like

[system](#) #227 December 31, 2019, 11:17pm

2d100: 22 + 26 = 48

1 Like

[JamesMcConway](#) #228 December 31, 2019, 11:19pm

That was system pear rolling for JIM'A.

2 Likes

[RossM](#) #229 January 1, 2020, 8:18am

Ooh, a crit!

JIM works swiftly and systematically running through the diagnostics of each system.

My items appear to be in perfect working order, however when you attempt to initialise the command system the screen flashes...

MAINFRAME OFFLINE.

Digging through the computer logs you can tell that the main computer was taken offline 808 days ago, on December 25th, 15:38 Local ship time...

1 Like

RossM #230 January 1, 2020, 8:12am

[@SleepyWill](#) are you doing anything in this room?

1 Like

RossM #232 January 1, 2020, 10:19am

This ship is unusual.

It seems full of the latest kit and design decisions, with futuristic panels and minimalist architecture, but also a lack of features that are standard on most ships. Indeed everything you have seen so far is very austere. This is what makes the paperwork and coffee cup on the desk so strange, if it wasn't for them you would have thought this ship was entirely automated.

1 Like

RossM #234 January 1, 2020, 10:25am

The paperwork is a mixed bag, mainly a lot of sensor readings on radiation levels, but two pieces of paper do grab your attention.

The first is a flimsy piece of green paper with the following printed message;

Job list - completed.

I [\[email protected\]](#) confirm [\[email protected\]](#) after our [\[email protected\]](#) round of thruster microbursts the Orlok is now fixed in position 900 metres from the [\[email protected\]](#) jump point.

[\[email protected\]](#)@go

The second appears to be a crew list...

 [GIMBLES Manifest.pdf](#) (100.1 KB)

RossM #236 January 1, 2020, 10:30am

(As previously stated hyperspace works best between established points.)

But you can jump from virtually anywhere.

1 Like

RossM #238 January 3, 2020, 11:53am

A d100. Your intellect is 29 and your astrogration adds 15 to that for a total of 44.

1 Like

system #239 January 3, 2020, 12:28pm

laoth Intellect + Astronav d100: 49 vs 44

1 Like

RossM #241 January 3, 2020, 12:33pm

The lack of page numbers or dates makes it impossible to parse, although there appears to be many different types of fluctuating radiation types, none of a seemingly dangerous level.

1 Like

RossM #243 January 3, 2020, 12:52pm

So, straight to the Computer core?

JamesMcConway #244 January 3, 2020, 1:48pm

"I think we should go straight to the computer core."

2 Likes

Gungeon #245 January 3, 2020, 5:31pm

"That should only be next door."

2 Likes

Scribbs #246 January 3, 2020, 8:18pm

“Okay, let’s try and get the mainframe up and running again; seems to make the most sense. I think whatever happened to the crew here might have been some time ago judging by the dried coffee and blood, but there may still be something lurking so keep cautious.”

2 Likes

RossM #247 January 3, 2020, 9:18pm

(You could have told them to stay frosty and you didn’t.)

Will post the contents of the mainframe in 12 hours...

2 Likes

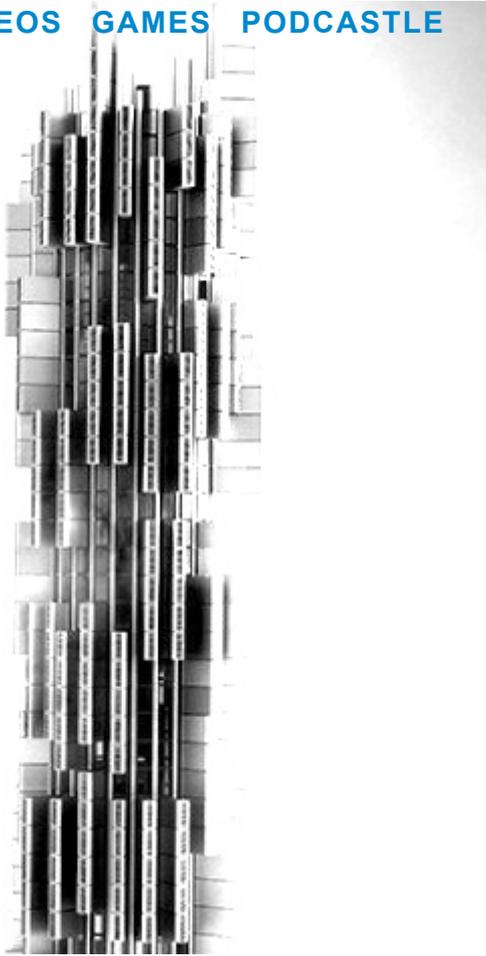
Scribbs #248 January 3, 2020, 9:54pm

(Cliches are for NCOs only, Bridger is too junior to use them)

2 Likes

RossM #249 January 4, 2020, 10:43am

The main computer core...



2 Likes

RossM #250 January 4, 2020, 10:50am

...is certainly impressive. It looks like a custom job, assembled from a combination of the latest off the shelf technology and a number of one off panels.

It dominates the middle of the room, reaching almost to the ceiling. It's utility and data cables descend directly into the floor.

Two cables have been severed, One labelled OG-E and the other labelled IV-E. They seem to have been sliced with a plasma cutter or other small welding tool.

The main core is seemingly undamaged, but it's main command drive has been ejected. It sits resting in its tray, ready to be slid back into position.

3 Likes

Scribbs #252 January 6, 2020, 3:20pm

"One sec laoth. What do mean it '*was it the cause of the deaths*'?"

1 Like

Scribbs #254 January 6, 2020, 3:28pm

“Okay, you guys know ship’s systems, I don’t, so bear with the grunt that is trained to just shoot problems until they go away. If we plug it back in, what can we do to mitigate any possible harm? Do we all need to find vacsuits for example?”

1 Like

Gungeon #256 January 6, 2020, 4:15pm

“What’s OG-E and IV-E stand for?”

1 Like

RossM #258 January 6, 2020, 4:31pm

(You have all been given these acronyms in the course of your adventure.)

1 Like

Gungeon #261 January 6, 2020, 4:49pm

“Why cut those suddenly? There are much easier ways to cause lasting damage that’s quicker. Unless...they weren’t intending damage, but preventing something? Something so bad that it needed immediate and drastic action. I need to get an external reading of the ship and see what’s out there.”

1 Like

RossM #263 January 6, 2020, 5:20pm

There’s a door with a simple open command to open each airlock.

(It’s a lot easier to get into the airlocks from the inside.)

Scribbs #264 January 6, 2020, 6:27pm

“You reckon someone may have cut the mainframe to stop it interfering with life support? Life support is currently functional, so does that mean plugging the mainframe back in is a bad idea?”

“If the ship has an AI, then plugging it in may be a bad idea if it went on the fritz...[flashing a smile to JIM] no offence.”

Moving over to the doorway “If I can access the external scanners, I can get a better handle on the situation for us. At least work out where we are if this area of space is dangerous...relatively speaking. Hah!”

— [@RossM](#) do we need the computer core online to access navigation?) —

RossM #266 January 6, 2020, 7:22pm

Yes.

1 Like

Gungeon #267 January 6, 2020, 7:26pm

“So, that’s a thumbs up to bringing the computer core online. Damned if we do, Damned if we don’t.”

2 Likes

Scribbs #269 January 6, 2020, 7:37pm

“Yeah, I like the sound of preparing for the worst. This vessel is pretty compact, we should be able to sweep it fairly quickly and see what supplies are to hand before we reconnect the mainframe.”

1 Like

Gungeon #271 January 6, 2020, 8:39pm

“Grim.”

Scribbs #272 January 6, 2020, 8:43pm

“How about we move to the medical lab, then cryopods, bunks and mess?” suggests Bridger.

JamesMcConway #273 January 6, 2020, 9:20pm

JamesMcConway #274 January 6, 2020, 9:22pm

"Agreed. The optimal solution is to be fully armed and for all humans to be self sufficient in life support equipment, prior to activating this ship's systems".

2 Likes

Gungeon #275 January 6, 2020, 10:25pm

"So, we all need vaccsuits, just in case we get vented? Lovely. Lead the way."

1 Like

RossM #276 January 6, 2020, 10:54pm

@Scribbs are you leading the way to the medical lab?

1 Like

Scribbs #277 January 7, 2020, 6:39am

Yep, SMG raised and ready.

3 Likes

RossM #278 January 7, 2020, 10:37pm

You move down the corridor, outside the medical lab there is another dried blood stain. You carefully open the door.



Standing in the doorway you see a room covered in blood. A lot of blood...

Everyone make a fear test. As you are in the presence of an Android the rest of you will be rolling with disadvantage.

@SleepyWill roll 2d100 vs 35

@Scribbs roll 2d100 vs 30

@Gungeon roll 2d100 vs 25

@JamesMcConway roll 1d100 vs 85

1 Like

system #279 January 7, 2020, 11:05pm

Bridger testing Fear under JIM activated disadvantage

2d100: 67 + 87 = 154

system #280 January 8, 2020, 12:11am

laoth Fear 2d100: 65 + 66 = 131 Disadvantage vs (35)

1 Like

system #281 January 8, 2020, 8:56am

JIM1984A rolling for fear:

system #282 January 8, 2020, 9:11am

Isaac

2d10: 21 + 17 = 38 vs 25

1 Like

RossM #283 January 8, 2020, 4:18pm

I'm going to deal with these in the order they were rolled.

@Scribbs , Bridger feels unease... add 1 stress point.

@SleepyWill that Critical failure means a **Panic Test**. roll 2d10. To pass you need to roll higher than your correct stress level.

1 Like

system #284 January 8, 2020, 4:20pm

laoth's stress level is currently 9...

2d10: 8 + 9 = 17

1 Like

RossM #286 January 8, 2020, 4:24pm

You've past a stress test, reduce your stress by 1!

JIM increase your stress by 1.

Isaac has no idea what you're all worried about.

2 Likes

Scribbs #287 January 8, 2020, 4:30pm

The amount of blood suggests something horrid, which puts Bridger on guard. Isaac appearing completely unphased is more worrying - Bridger wonders exactly what kind of research he has

could be the mess that triggered some response. Hells, even the android seems twitchy at the sight!

3 Likes

RossM #288 January 8, 2020, 4:31pm

The room is yours to explore.

2 Likes

Gungeon #290 January 8, 2020, 6:50pm

"I'm afraid I expected this, what with the blood in the corridor. I'll warrant this is not the last we see by the time our searching is over, unfortunately." He looks to his companions to reassure them as best he can.

2 Likes

Scribbs #291 January 8, 2020, 7:12pm

Bridger does a little thinking out loud. "The blood mark by the mess was really dried out, whilst this looks fair fresher. Does that mean that there's a fair timeline of nastiness, or just different causes of death...?"

Bridger will move to look at any lockers or boxes to hunt for useful looking supplies.

3 Likes

JamesMcConway #293 January 8, 2020, 7:57pm

JIM'A is glad that most of his intellectual capacity is still failing. His residual functioning circuits are telling him this whole thing is dreadful, and he doesn't need more processing pathways screaming out the same.

Starts to move around the room, looking for supplies. Trying in vain not to get too much human blood on him. That would be a bad look.

2 Likes

RossM #294 January 8, 2020, 8:16pm

The blood is easily avoided, as like in the corridor it has dried. The only difference here is that the sheer volume of blood helps it retain its colour.

Idly opening cupboards and boxes you find a number of scalpels, a first aid kit (+10% to stop bleeding) and some sedatives (-5 panic & disadvantage on all rolls for 1d10 hours.)

Anything else in particular you are looking for?

2 Likes

Scribbs #295 January 8, 2020, 9:06pm

Any notes, computer terminals, anything that stands out as not being 'standard issue'.

RossM #296 January 8, 2020, 9:28pm

Attached to a lightbox is a medical scanning image...



1 Like

Gungeon #297 January 8, 2020, 9:38pm

Are any of the computers working? If so Isaac will fire it up and attempt to dig around the files for info of what happened here.

1 Like

RossM #298 January 8, 2020, 9:38pm

No mainframe, no computers.

1 Like

Gungeon #299 January 8, 2020, 9:51pm

[Idly tapping a key on one of the computers whilst scanning the room] “I know this is understatement of the century, but this is bad. My current theory is the main AI went rogue, caused...[sweeping a hand across the room] this...

When I awoke I accessed the computer in my room and discovered the Orlok AI and backup AI had been disconnected. So I’m thinking the crew were forced to disconnect them from the mainframe. We’re in dire straits if both AI’s are loco. Thoughts?

2 Likes

Scribbs #300 January 8, 2020, 9:56pm

Bridger points at the x-ray on the light box. “Isaac, what do you make of that? Some kind of device wired into the brain?” He has a closer look to see if there’s any name or identification tag for the scanned patient.

2 Likes

Gungeon #301 January 8, 2020, 10:07pm

[To himself] “Unless the AI’s were disconnected from each other because one was infected and to prevent the corruption spreading! That makes sense! Yes! Gentlemen, if we get the mainframe back online we need to ensure the backup AI is running and not the main AI.

[he smiles to himself, looks at the others, realises how odd it looks smiling surrounded by copious amounts of blood and takes on a solemn look]

“I mean, it’s terrible what happened here. Awful. I just hope we can sort this all out... Oh sorry, you were saying? Ah, the X-ray? Let me come and see. I’m not a medical professional but it seems to be some sort of implant, yes.”

2 Likes

RossM #302 January 8, 2020, 10:07pm

No ID is obvious on the scan.

1 Like

Scribbs #303 January 8, 2020, 10:24pm

“If we’re speculating about crazy theories, here’s one. Crew member goes wild, has to be stopped; medical check whilst they are incapacitated shows that,” he indicates the scan, “... crew conclude or guess the AI was controlling the person and yanked the plug.”

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#)
“Or have I just watched too many low budget horror flicks?”

2 Likes

system #304 January 8, 2020, 10:51pm

[Isaac with Oscar under one arm, pats him on the head then digs out a scanner from his pack] “Hey, less of the ‘crazy’ please [winks at Bridger], but yes, I think you might be onto something there.”

2d100: 83 + 27 = 110 vs 53

Gungeon #305 January 8, 2020, 10:53pm

Isaac scans the X-ray.

(Forgot to put this in the post above!)

1 Like

RossM #306 January 8, 2020, 11:19pm

The mediscanner searches its database to identify the feature.

After a few minutes it pings.

AUGMENTATION

COMBINED NEURAL - VISUAL

MODEL - UNKNOWN

USE - UNKNOWN

1 Like

Gungeon #307 January 9, 2020, 8:51am

“Okay, we’ve got an augmentation that combines neural and visual faculties. For what purpose, I don’t know.”

1 Like

JamesMcConway #308 January 9, 2020, 12:19pm

"The other hypothesis is that this disaster originated on the ship. The other possibility is of a boarding party, responsible for both an attack on the crew and damage to the ship systems.

I do accept that a rogue AI, or indeed rogue crew member, has caused this.

There is certainly caution required over reactivation of the mainframe. However, there is also the possibility that a biological hostile is still onboard. Also survivors. We have been here less than an hour. It could well be our presence is still being evaluated by remaining entities."

2 Likes

JamesMcConway #309 January 9, 2020, 12:20pm

"I suggest we continue with haste. I've picked up some medical supplies. I think we should move on. With haste."

2 Likes

JamesMcConway #310 January 9, 2020, 12:31pm

(JIM is hoping that sounded logical, and does not fuel further anxiety about faulty AIs. It sounds like something he would normally say, but he remains uncomfortable that he was unable to parse that outburst through any of his logic filters. He would try again to access them, but the visual result of an android failing to access a broken chip, with all the jerking and buzzing that entails, would certainly not improve crew relations).

4 Likes

JamesMcConway #312 January 10, 2020, 11:04am

JIM'A wonders why everyone is quite so focussed on rogue AI's as a potential cause of bloodshed. From his observations, where there has been grotesque and unexplained violence, it has usually been a faulty human at the source of it. Afterall, an AI cannot do what it's not been originally programmed to do. A faulty fuse, even malicious malware, at most leads to system shut down. Whereas biology - that seems to have an infinite potential to rewire itself in all sorts of unexpected and harmful ways.

He doesn't blame his human crew mates though. His surviving memory chips contain dozens of examples of human atrocities, and only two AI based massacres in the last 10 years (not including androids following direct human orders inline with sanctioned combat situations). However, these same memory chips also detail the extensive transgalactical data coverage that these rare AI tragedies attracted. The subsequent fall out, political manauvers and software developement unfortunately remain lost to his offline circuits. And this recent legislation laoth speaks of doesn't seem logged anywhere in his circuits at present. That is a pitty, as it sounds important.

Finally, JIM' A gives an allowance to the hypothesis that has been buzzing round his background processors since faulty AI was first mentioned by the crew. It is time to air these thoughts. As little as he recalls of these humans, they appear trustworthy.

3 Likes

JamesMcConway #313 January 10, 2020, 11:14am

"Your input is useful laoth. That is a useful discloserer.

To continue this level honesty, I must report that my own systems... do not seem to be...functioning at baseline.

I do not know if my interactions have seemed unusual. But a significant amount of my software is currently inaccessible to me. It seems most likely that this has been simple physical damage. I do not detect any alien software. But I am aware that my functioning intellect is well short of what my manufacturing idents would suggest. I do not believe this is connected to whatever event has occurred here. More just...an unlucky roll of fate when we landed...perhaps a bumpy ride.

The only other thing I have to report is that the main directives I am currently running on are to obtain information about this ship and report back to base."

JIM'A falls silent for a while. Then jerks to life and exits the room to follow loath.

4 Likes

JamesMcConway #314 January 10, 2020, 11:15am

"My combat capabilities are fully operational".

2 Likes

Gungeon #315 January 10, 2020, 12:05pm

Isaac flicks a worried look to Bridger, then prepares to follow the others. Passing Bridger he says quietly "I ought to take a look at JIM A-sap. Provided he lets me..." shrugs then leaves.

2 Likes

Gungeon #316 January 10, 2020, 12:20pm

"Er, JIM, thanks for sharing there. It's very important we work together here and it's good to see that we all are. Therefore, would you perhaps let me run diagnostics on you and see if I can help with your memories, please?"

JamesMcConway #317 January 10, 2020, 12:25pm

“You may make your own assessments if you wish Doctor. However, outside of a compatible cybernetics facility, any intervention is just as likely to further damage my capabilities as it is to bring any processes back online. I will not resist if you want to have a go. I believe I am still of a great deal of use to this party in my present state. Especially if we are expecting combat. My combat capabilities are fully operational.”

“Feel free to open me up and have a re-roll of the dice...so to speak...”

1 Like

Gungeon #318 January 10, 2020, 12:58pm

Issac stands there for a few seconds, considering JIM's words, then cracks a smile and digs out the cybernetic diagnostic scanner.

“Just gonna run a quick diagnostic test, nothing invasive I promise.”

1 Like

Scribbs #319 January 10, 2020, 1:14pm

“Try not to alter the ‘fully combat operational’ status of JIM; we don't have a good idea what we're up against here...”

3 Likes

Gungeon #320 January 10, 2020, 2:39pm

Isaac is just about to connect the tool to JIM when he hesitates.

“You know what? We should at least see if the mech lab is functional. I don't need the computers, just the equipment. Bridger, would you mind having a peek, please?”

Scribbs #321 January 10, 2020, 2:47pm

“Anyone coming with, or do you want to check out the cryopods next door and then the bunkrooms?”

1 Like

Scribbs #322 January 10, 2020, 3:00pm

(Since JIM also has the **EXTRACTION** equipment pack, can he and Bridger do something like link up the HUDs etc. from their battle dress? I don't know how complex these systems are, whether they track lifesigns from other unit members, or if they can show footage from the body cams?)

1 Like

Gungeon #323 January 10, 2020, 4:16pm

“Please feel free to explore as much as you feel comfortable with. Just be bloody careful...sorry, I mean just be careful. And thanks. Your scouting is really appreciated.”

1 Like

RossM #324 January 10, 2020, 4:23pm

You can show footage as image in image in your displays...

3 Likes

Scribbs #325 January 10, 2020, 7:14pm

Bridger checks the connection between his and JIM's gear. “Okay JIM, keep half an eye on my feed, and I'll do the same. I'll go to the machine room, you watch the others and have a look at the next room.”

2 Likes

Gungeon #326 January 10, 2020, 7:56pm

Isaac sits down, placing Oscar next to him and starts idly playing around with the settings on the CDS tool.

1 Like

RossM #327 January 12, 2020, 11:42pm

@Scribbs Bridger ready to open the door to the machine lab?

2 Likes

RossM #328 January 13, 2020, 2:09pm

([HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#) [FEEDBACK](#)) (It's not supposed to keep making you pass tests on each door.) No need this time.



Bridger, the room appears empty, various work trays are covered in circuitry and and miscellaneous mechanic parts. An aperture in one wall appears to house a pair of Android legs.

1 Like

RossM #329 January 13, 2020, 2:11pm

Whilst you decide what to do next, your radios, regardless of range, automatically cycle to the emergency channel.

repeat, this is the salvager Starbeast. Environmental systems are offline. The ship will automatically return to home coordinates in exactly 15 hours, repeat...

Everyone increase stress by 1

3 Likes

Scribbs #330 January 13, 2020, 2:36pm

"Machine room looks clear" Bridger comms the others, before starting a closer examination.

(Most of stuff here is beyond his field of expertise, but anything military in application, paper documents or items that look like the device from the scan in the medical room are the main things he's going to pick out.)

1 Like

RossM #331 January 13, 2020, 2:39pm

You find no weaponry, nothing on paper and indeed nothing that matches the implant.

RossM #332 January 13, 2020, 2:46pm

...also no blood!

Gungeon #334 January 13, 2020, 8:04pm

Isaac gathers his things and heads over to the lab. "C'mon JIM, lets take a look at you."

JamesMcConway #335 January 14, 2020, 2:04pm

"Okay doctor. Have a look. Most of my processors are inaccessible to me due to some sort of physical damage, and if you see any easy way to reconnect a few wires go ahead.

But give me fair warning. I have a fully operational protocol to protect my own integrity, which may need circumventing if you plans are... more ambitious...

I do not think you are likely to damage my hardware and core attributes. But my Computing, Linguistics, Military and Theological modules are vulnerable to... slips of the screwdriver... and it would be a shame to lose them."

Gungeon #336 January 14, 2020, 2:25pm

Isaac nods sagely as he listens to JIM then leads him to one of the mech beds. "I would say that's an understatement JIM. We certainly do not want to lose your capabilities in the slightest, merely enhance what's been lost if we can. I'll refrain from anything drastic. Now, where do you think they keep the cranial pulveriser...? Just kidding!"

[Isaac begins a diagnostic on JIM using the CDS and any other tools the machine lab has of use]

1 Like

RossM #337 January 14, 2020, 2:35pm

Just checking [@Gungeon](#) you've led JIM into the machine lab?

Gungeon #338 January 14, 2020, 2:52pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#) [Now that you've asked specifically, Gung run a mile! Gulp!]

Yes, he has indeed. 🤨

2 Likes

RossM #339 January 15, 2020, 8:51am

[@JamesMcConway](#) roll me 1d100

[@Gungeon](#) roll intellect + hacking

1 Like

system #340 January 15, 2020, 10:09am

Isaac

d100: 21 vs 68

2 Likes

system #341 January 15, 2020, 12:56pm

JIM1984A: d100: 56

1 Like

Gungeon #342 January 15, 2020, 3:22pm

As Isaac leads JIM into the room he scans the piles of circuitry on the workbenches and his face drops. "This...this is a massacre." he whispers then jumps alert and looks to see JIM's reaction.

2 Likes

RossM #343 January 20, 2020, 9:22am

Apologies!

[@JamesMcConway](#) roll 1d10 and add it to stress.

Feel free to explore...

1 Like

system #344 January 21, 2020, 12:44pm

JIM Rolling for stress d10: 2

JamesMcConway #345 January 21, 2020, 12:45pm

JIM walks back out of the room.

“There is nothing useful here”.

2 Likes

JamesMcConway #346 January 21, 2020, 12:46pm

Thinks

2 Likes

JamesMcConway #347 January 21, 2020, 12:47pm

“Apologies. I was not ready for that. I am not sure what to do.”

2 Likes

Scribbs #349 January 21, 2020, 2:25pm

“Crypods, bunks... mess...” Bridger frowns. “Best leave that one until last. 'Pods and bunk room might have some more gear of use.”

RossM #350 January 21, 2020, 2:27pm

@Gungeon if you wished to tinker with JIM now would be a good time.

Gungeon #351 January 21, 2020, 2:51pm

“You know what JIM, I’m just gonna clear all this up. Make it nice and tidy. You feel free to come back in or not, whatever you prefer. Completely your choice, we’ll respect your decision.”

Isaac begins leading away the circuitry and does as best he can and taking in the scene for details of what's happened here.

1 Like

RossM #352 January 30, 2020, 1:53pm

How has this been nine days? [@Gungeon](#) you may attempt to reboot Jim using the equipment here. Roll hacking with advantage.

But please, don't mess up.

1 Like

system #353 January 30, 2020, 2:38pm

(Sorry, I was waiting to see if JIM was still okay to proceed. Assuming he is, here goes...gulp!)

Isaac

2d100: 4 + 27 = 31 vs 68 hacking

RossM #354 January 30, 2020, 8:13pm

Success. JIM begins rebooting... His head slumps. There is no way to ascertain how long the process will last.

For completing the procedure correctly you may reduce stress by one.

(Not sure if [@JamesMcConway](#) is here today, but he can roll another 6d10 to give Jim a new intellect Score.)

2 Likes

Gungeon #355 January 31, 2020, 9:48am

"Got it!" Isaac shouts with just a little too much relief in his voice. He slumps back, wipes the sweat from this brow and smiles broadly as he takes in his handiwork. "Arise, Sir JIM." he chuckles, clearly pleased.

3 Likes

RossM #356 February 4, 2020, 11:50pm

([HOWE VIDEOS](#) [GAMESMPODCAST](#) in two weeks, so I'm happy to leave JIM rebooting whilst the rest of you continue...)

3 Likes

RossM #357 February 11, 2020, 1:27pm

Been a week, feel free to continue if you wish. 🚀

3 Likes

Scribbs #358 February 11, 2020, 1:33pm

"Damn Doc, what have you done to JIM?" Bridger waves a hand in front of the android's eyes, seeing if he can elicit some kind of response. "Kinda creepy how they can just switch off like that..."

"Right, shall we check the bunk room for any useful kit? Then I guess we'd better look in the mess." He looks at the other two for agreement.

2 Likes

Scribbs #360 February 11, 2020, 1:38pm

"Like a written confession of how they were turning crazy, and planning to cut the mainframe and then slaughter the crew? That would shed a little light on things..." Bridger muses as he stalks forward, SMG raised.

1 Like

Gungeon #362 February 11, 2020, 1:41pm

Scribbs:

"Damn Doc, what have you done to JIM?" Bridger waves a hand in front of the android's eyes, seeing if he can elicit some kind of response. "Kinda creepy how they can just switch off like that..."

"Entirely normal, I assure you." Isaac smiles, not quite convincingly. "Right, lets move out."

He walks to the door, hesitates, looks at JIM and nods "He'll catch up when he's ready." Then quietly "I hope..."

3 Likes

(I do like the fact you all replied in ten minutes!)

3 Likes

RossM #365 February 12, 2020, 6:57pm

The crew quarters doors slide open.

Inside, simple cots line the walls to your left and right with small metal cabinets for personal effects. The walls are plastered with pictures and posters.

An electrical cable hangs loosely from the ceiling, thankfully unpowered.

Standing in the doorway, your nostrils are overwhelmed with the acrid smell of something burnt.

2 Likes

Gungeon #366 February 12, 2020, 8:11pm

Isaac wrinkles his nose "That does *not* smell good." he says, stating the obvious. He points a finger to the air "Bugsy not checking it out."

2 Likes

Scribbs #368 February 19, 2020, 6:38pm

Bridger gives the electrical cable a long stare, wondering if the burnt smell means someone got on the wrong end of that wire...

He shakes it off and gives the room a check for hazards, and then will look for useful items once he's reasonable sure nothing is going to jump out and tear their faces off.

3 Likes

RossM #369 February 19, 2020, 9:41pm

This is the largest room you have entered so far, your boots echo on the mesh floor.

Each cabinet has the name of its owner stencilled onto the top drawer. By combining the names with the pictures on the wall above each you can readily identify the crew by sight.

Forcing open the Aluminium drawers the contents are all slag. Items are melted or cracked, electronic devices are black and bubbled.

Beyond the beds and storage is a square area devoid of equipment. In the centre of this space is a small camera mounted on a plastic stand that has melted into the floor.

There appear to be no wriggly beasties or human survivors here.

3 Likes

Gungeon #370 February 20, 2020, 10:26am

Isaac will sheepishly enter the room, Oscar under one arm. "Er, good work gents."
He heads over to the camera to see if he can retrieve any images from it.

2 Likes

RossM #371 February 20, 2020, 12:00pm

The camera is seemingly intact. It contains a single video file.

Would you like to watch it on your own or with the group?

2 Likes

Gungeon #372 February 20, 2020, 12:03pm

With the group please. I imagine this will be grim though.

Isaac will beckon the others over and play the video...

2 Likes

Scribbs #374 February 20, 2020, 2:08pm

Bridger will idle by the door keeping an eye on their surroundings, and won't watch the camera data.

3 Likes

RossM #375 February 20, 2020, 6:24pm

I will describe the video in PM.

2 Likes

@Scribbs The Video has now been watched.

1 Like

Gungeon #378 February 21, 2020, 9:31pm

Isaac shoots a worried look to laoth then tries to compose himself. "I'm sure there's a perfectly reasonable explanation for...what happened to the marines there. I bet the ion storms have something to do with it, yes, yes, that's it, somehow the effect has permeated the ship and caused door malfunctions and gravity anomalies and, and...spontaneous combustion..." he looks to the scorched floor, dejected.

1 Like

Scribbs #379 February 21, 2020, 10:11pm

Bridger will throw a worried look at the other two "Did you say something about marines and monsters?"

3 Likes

Gungeon #380 February 22, 2020, 11:18am

"Two marines lost their lives here...somehow. There's nothing definitive as to a cause."

Isaac abruptly claps his hands together "Now then! Shall we move on if there is nothing else to discover in this room?" He tucks Oscar under an arm and pats laoth on the shoulder "You good?" he smiles.

Scribbs #381 February 22, 2020, 2:09pm

"Dead how?" Bridger asks, standing in the doorway and stopping the scientist from leaving.

2 Likes

Scribbs #383 February 22, 2020, 2:19pm

"Right, scorched to nothing... that's a pretty horrendous way to go..." His hands tighten around his SMG as Bridger tries not to show his worry about being completely out of his depth. At least a face

HOME VIDEOS GAMES PODCAST
ripping monsters right down by flying lead; freak radiation (or whatever) is a very different kind of threat.

“Guess that there ain’t much else here then; mess next?”

2 Likes

RossM #385 February 22, 2020, 2:37pm

Fairly standard spaceship door, ceramic covering over a reinforced core, as with the rest of this ship the door has no windows.

2 Likes

Gungeon #386 February 22, 2020, 9:41pm

“I think our friend here [gesturing to laoth] is doing a cracking job, however slight miscalc on the face ripping monsters. I mean *really*? That was just hyperbole from the officer to get the grunt to train on Christmas Day. Bridger why don’t you watch the vid and see for yourself? I mean they die, horrendously, so prepare for that bit, but otherwise no monsters.”

3 Likes

RossM #387 February 24, 2020, 6:07pm

Do you watch the vid as suggested [@Scribbs](#) ?

1 Like

Scribbs #388 February 24, 2020, 7:12pm

Nah, given the choice to watch something horrific or not, Bridger will choose not to.

3 Likes

Gungeon #389 February 24, 2020, 7:11pm

Can’t argue with that! 👍

Then I guess we all head to the mess?

2 Likes

RossM #390 February 24, 2020, 7:11pm

@Scribbs What is your current panic level?

Scribbs #391 February 24, 2020, 8:13pm

Bridger is at 6 Stress I believe.

1 Like

RossM #392 February 26, 2020, 6:11pm

As the door to the mess slides open, ice cold air rushes to meet you, clouding up your visors.

The Mess is well, a mess.

There is one long central table, seemingly set for a feast. Its a shame that it is surrounded by seated corpses.

Everyone gain 1d6 stress.

1 Like

system #393 February 26, 2020, 6:31pm

Bridger rolling

d6: 2 stress gained

1 Like

system #394 February 26, 2020, 6:33pm

Issac

d6: 5

1 Like

system #395 February 26, 2020, 11:04pm

d6: 1

1 Like

RossM #397 February 27, 2020, 12:14am

You are free to enter the room.

Scribbs #398 February 27, 2020, 8:47pm

Bridger gives himself a quick mental shake, and then advances into the mess to examine the cause of death for the seated corpses.

1 Like

RossM #399 February 27, 2020, 9:10pm

In no particular order...

Two frozen corpses appear to have been stabbed or sliced to death. They have multiple cuts all over them and defensive wounds on their hands.

One corpse appears to have shot itself in the head with a small calibre pistol which it still clutches in it's frozen hand.

Two corpses appear to be burnt to death.

The six remaining corpses appear relatively untouched apart from a number of small puncture wounds to the neck and shoulder.

3 Likes

Scribbs #400 February 27, 2020, 9:13pm

Bridger will try to prise the pistol from the hand and will give it a check for functionality and ammunition.

2 Likes

RossM #401 February 27, 2020, 9:15pm

You only crack one finger joint as you retrieve the pistol.

It is a revolver, one round fired, four rounds chambered.

3 Likes

Bridger will turn to his companions and proffer the gun hilt towards them. "Either of you want this? I honestly don't know what has happened here, but it might be better if someone else is also armed..."

2 Likes

Gungeon #404 February 28, 2020, 9:41am

Isaac, standing in the corridor, takes a deep breath, slowly exhales and composes himself to enter the mess. "Aptly named room if ever there was one eh?" he says, trying to sound unfazed by the surroundings.

Isaac tentatively begins checking the corpses for any items of interest, apologising to each corpse in turn as he rifles through its pockets.

3 Likes

RossM #405 February 28, 2020, 10:03am

The pockets include...

A lot of bits of paper, now ruined.

A pocket knife.

What appears to be a diamond ring in a small box.

A pencil.

Some small squares of foil and cellophane that smell of chocolate.

2 Likes

Scribbs #407 February 28, 2020, 10:22am

SleepyWill:

laoth shrugs his flare gun back onto his back, and with trepidation, takes the revolver.

Bridger will try and give laoth an encouraging smile, but it is probably not that convincing - they are in a tough spot, and the marine is pretty certain that nothing good awaits them on this ship.

Bridger will then take a turn around the rest of the mess to see if anything stands out. He'll also try a quick mental calculation - how big was the crew manifest, and how many deceased have they found or witnessed dying?

2 Likes

Scribbs #408 February 28, 2020, 10:28am

“Okay, 11 bodies here, and you said two marines died in the video? Crew manifest was 12, and I make that 13...?”

2 Likes

Gungeon #409 February 28, 2020, 10:28am

Isaac will leave all of the items on the table in front of their owners.

1 Like

Scribbs #411 February 28, 2020, 10:31am

“Plus there was all that blood in the medical room. Don’t think it came from any of this lot, or those marines...”

Bridger will start to have a closer look at the bodies for evidence of surgery or recent medical attention.

2 Likes

Scribbs #412 February 28, 2020, 10:35am

“Let’s see if we can find some identification on these bodies and tick them off names against the manifest...”

3 Likes

Gungeon #414 February 28, 2020, 10:46am

“A fine idea! Let’s see if we can identify these first as Bridger says. I think he’s onto something.”

2 Likes

Scribbs #415 February 28, 2020, 11:34am

“Suppose that they might be the original crew but have only recently been thawed out of cryo themselves, and hadn’t had enough time to roughen the place up and make it more homely. Do any of the logs give an idea of long the crew might have been active within the years that the vessel has been on mission?”

"I had a hunch you were searching about working, or almost working, for Gimbels before? Do you know anything much about the corporation?"

2 Likes

RossM #416 February 29, 2020, 12:20pm

So, to sum up all your actions.

This is, or at least was, a Christmas dinner celebration. The turkey sits at the centre of the table, the carving knife lying besides it, untouched. This is also clearly the room that is the most 'lived in'. One of the drawers next to the oven is missing a handle, the hob shows sign of grease staining...

As for the bodies...

2 Likes

RossM #418 February 29, 2020, 12:35pm

Professeure Poule and Doctor Silver are the two corpses with the defensive wounds. They are both dressed in green medical scrubs.

Corporal Lorde and Private First Class Wozniak are the two blackened corpses, wearing the same coveralls they were in the video, they are both very badly burned.

Pilot Shaw, Maintenance Officer Robertson, Systems Tech Stenhouse, EVA Specialist Santiago, Dr Calloway and Doctor Drew are readily identifiable, these are the corpses with the strange double puncture marks. They all wear casual clothes. Stenhouse is wearing a paper crown.

As for the last corpse, it is impossible to tell from looking if it is Research Assistant Clarke or Duncan, as the gunshot destroyed most of the left side of the head. The corpse is dressed in green coveralls and oversized rubberised boots.

1 Like

Scribbs #419 February 29, 2020, 1:14pm

Is there any signs that this has been staged, with bodies pulled in from elsewhere and set up around the table?

1 Like

RossM #421 February 29, 2020, 1:20pm

With each person sat around the table, but the meal untouched, it does look more like a staged tableau than a naturalistic scene.

Gungeon #422 February 29, 2020, 4:29pm

Can I use the medscanner to verify the deaths of each corpse, starting with the ones with the puncture wounds please?

RossM #423 February 29, 2020, 4:39pm

What do you mean by Verify their deaths?

Gungeon #424 March 1, 2020, 1:21pm

The means of death corresponds to the visual inspection of their death i.e. the punctures to the neck were the cause of death or not?

2 Likes

RossM #425 March 1, 2020, 1:42pm

Broadly yes, there is nothing else to suggest a different cause of death.

Your scans also reveal that both marines have extensive internal burning, with the greatest portion of damage located in the legs and lower body.

1 Like

Gungeon #426 March 1, 2020, 1:58pm

Okay, thanks. The damage to the legs and lower body is interesting and I'll relay this to the others.

"I surmise that the damage to the legs and lower parts is due to them being the closest point of physical contact to the ship. Whatever caused the burns was transferred through the ships' structure somehow. Although I could be way off base, so who knows! Nothing about any of this is straight forward!" He laughs.

RossM #427 March 1, 2020, 2:08pm

HOME VIDEOS GAMES PODCAST
When you see how what's next, you'll realize, regardless of range, automatically cycle to the emergency channel.

...repeat, this is the salvager Starbeast. Environmental systems are offline. The ship will automatically return to home coordinates in exactly 14 hours, repeat...

Everyone increase stress by 1.

2 Likes

Gungeon #428 March 1, 2020, 4:42pm

Isaac's stress is now at 10 (thanks mess room) but the sheet cannot show double digits. I'll put 0 but remember it's now in the tens.

3 Likes

Scribbs #429 March 3, 2020, 3:51pm

"Okay, looks like one of the research assistants is unaccounted for according to the crew manifest. Probably got the smarts to mess around with the computer mainframe?" Bridger asks the other two.

"This little dinner set up definitely seems to imply that the last crew member is probably not entirely rational. I guess we can't be certain that they are responsible for all the killings, but I wouldn't bet against it."

3 Likes

Gungeon #430 March 3, 2020, 4:55pm

"What's the name of Public Enemy Number One, Bridger? I'll see if I can do some digging if we're ever able to get access to the mainframe."

1 Like

Scribbs #431 March 3, 2020, 5:35pm

"Clarke or Duncan"

1 Like

RossM #432 March 3, 2020, 6:10pm

Resisting film reference.

Gungeon #433 March 5, 2020, 10:56am

“Thanks.” Isaac will take a note of the names.

RossM #434 March 5, 2020, 2:11pm

(Anything else you want to do in this room?)

Gungeon #435 March 5, 2020, 8:44pm

Who had the box with diamond ring?

Isaac will inspect the ring and the box carefully, in case he missed anything. Then place it back in front of its owner before moving to the door to await the others to depart too.

RossM #436 March 5, 2020, 8:45pm

Robertson. It looks brand new.

2 Likes

RossM #437 March 8, 2020, 11:01am

I must say, you're being very thorough.

Where next?

1 Like

Gungeon #438 March 8, 2020, 1:44pm

I think as laoth suggested; to see if we can find any other pods that were brought in too.

Scribbs #439 March 8, 2020, 1:59pm

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"How would we consider getting the systems back online now? It seems like the situation here has mainly been created by one of the crew... time is ticking after all..." Bridger poses the question to the other two.

1 Like

Gungeon #440 March 8, 2020, 2:48pm

(What was the reason we couldn't get the systems online? I can't remember. Was the power had been cut?)

RossM #441 March 8, 2020, 2:56pm

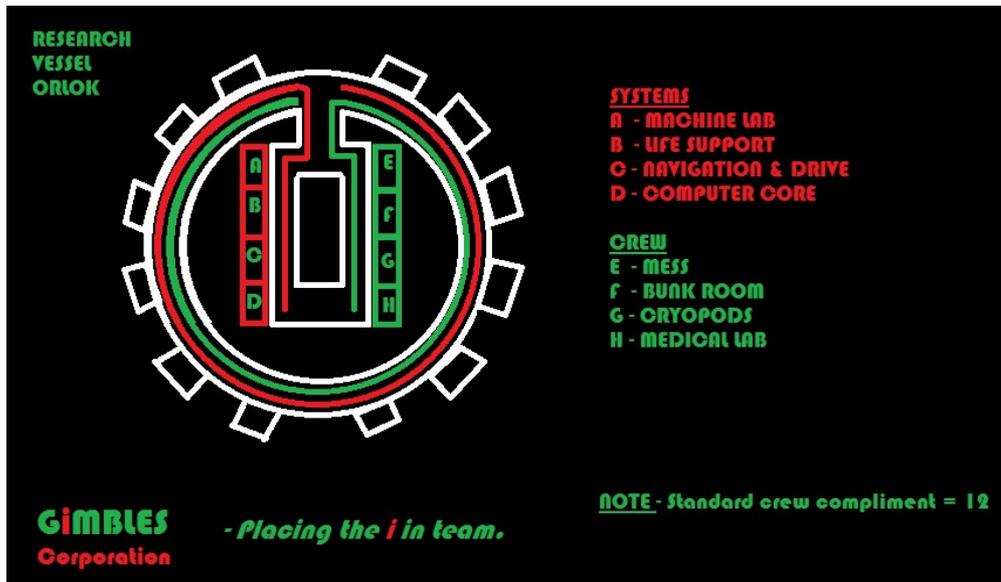
The core had been neatly ejected. Just needs to be pushed back in.

The main core has been severed from the independent life support and docking bay servers those cables were cut.

1 Like

RossM #443 March 8, 2020, 6:12pm

A good a time as any to add the map again...



2 Likes

Gungeon #444 March 9, 2020, 8:01pm

"Happy for you to take a space walk, but hopefully it'll be a cake walk. Ha! I'm more reticent to connect the mainframe as I think the AI may have gone nuts and caused the tech to murder everyone. Just speculation mind."

(Is it feasible to isolate the AI when rebooting the system @RossM ? Or have the AI and back up disconnected?)

2 Likes

Gungeon #446 March 9, 2020, 8:02pm

"Right you are, so no space walk then. Mainframe anyone?"

2 Likes

Scribbs #447 March 9, 2020, 8:21pm

"Mainframe. Your speculation might be right on the mark, but without the computer online, we aren't going anyway and a lot of the ship's systems won't be functional. I think we've got to bite the bullet at some stage, and the longer we leave it, the further the Beast will be from us."

2 Likes

RossM #448 March 9, 2020, 8:41pm

What you are currently seeing is the ship without the AI enabled, to get other systems working, the central computer must be reconnected.

(You could do a full rebuild of the system, but this would take days.)

2 Likes

Scribbs #449 March 9, 2020, 8:45pm

(Memory check - have we looked in the cryopod room yet? I thought we had, but I'm not certain...)

2 Likes

Gungeon #450 March 9, 2020, 9:11pm

Scribbs:

I think we've got to bite the bullet at some stage, and the longer we leave it, the further the Beast will be from us.

HOME VIDEOS GAMES PODCASTLE

“Agreed. I just...[his jovial nature slips for a moment] ...I just want to try every other possible avenue first.”

He smiles down at Oscar “Besides, the murderous AI can’t affect us unless we have a cerebral implant can it? I have no idea! But I have a feeling we may just find out! Ha!”

2 Likes

RossM #451 March 9, 2020, 9:41pm

You have not been in the cryopod room.

2 Likes

Scribbs #452 March 9, 2020, 10:46pm

“Let’s have a glance at the cryopods as we go past. Could be the missing crew member is on ice, and that might be one thing less to worry about.”

1 Like

RossM #453 March 10, 2020, 9:41am

Cryopods? Ok.

1 Like

Gungeon #454 March 10, 2020, 10:35am

“That’s prudent. Though you best take the lead, just in case. Oscar and I will wait outside. You have our thanks” he gives Bridger a thumbs up.

1 Like

RossM #455 March 11, 2020, 6:05pm

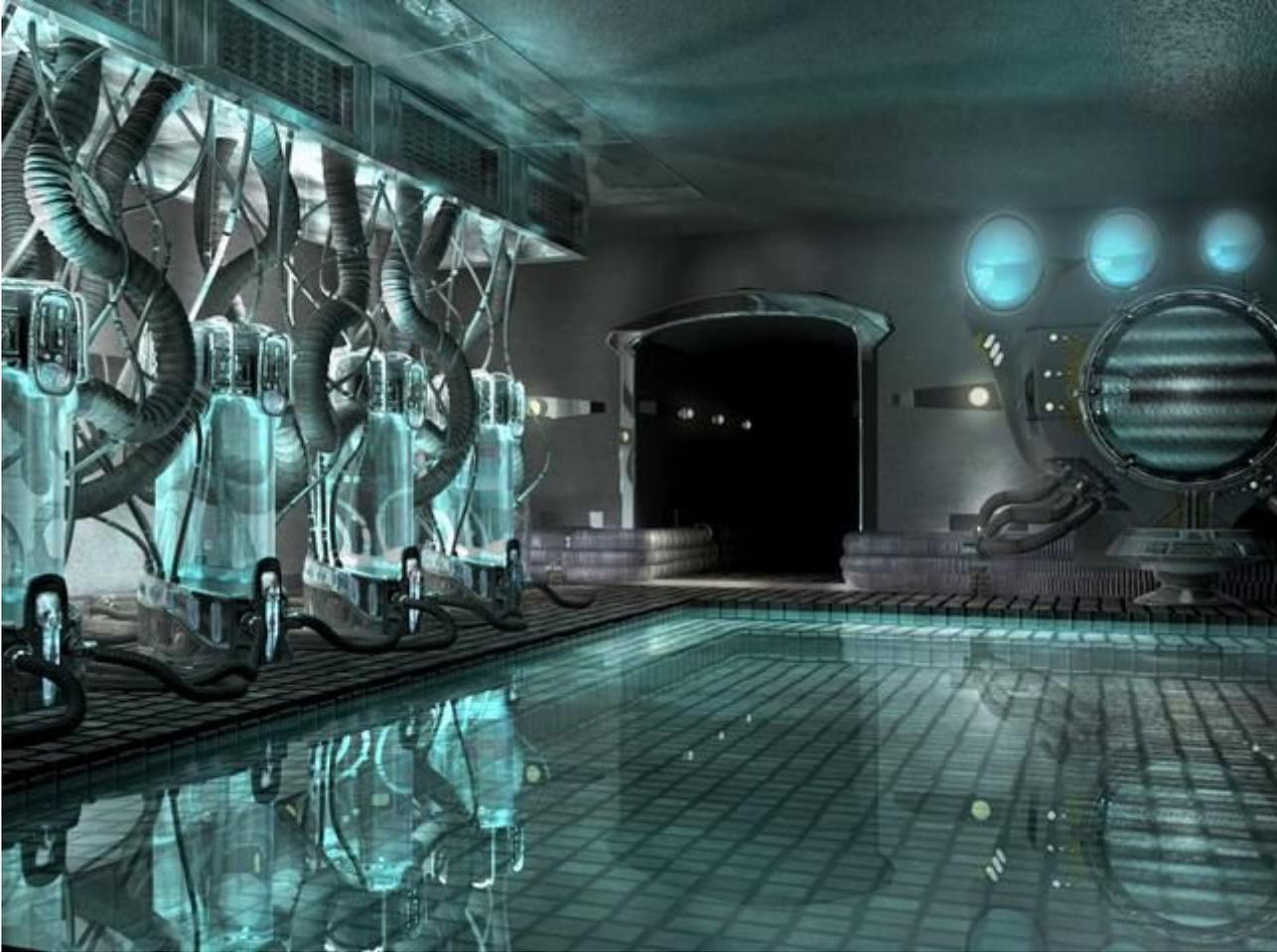
To be clear, are you letting [@Scribbs](#) explore alone?

Scribbs #457 March 11, 2020, 6:35pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#) I think it is not going as a group, but he is taking point, as has been the case to date.

2 Likes

RossM #458 March 11, 2020, 6:38pm



The cryochamber is silent and spotless, and the life support systems are humming away perfectly.

There are 12 cryopods.

11 of them are currently offline.

2 Likes

RossM #460 March 11, 2020, 6:39pm

No problem. Reduce stress by one.

1 Like

Scribbs #461 March 11, 2020, 6:40pm

Meaning one is on the end occupied?

Bridger will whistle in the others once he ascertained that the room is secure.

3 Likes

Scribbs #463 March 11, 2020, 6:50pm

"I wasn't necessarily thinking about thawing them out, more that we've probably accounted for the crew. Go a big crazy, arrange your crew in a nice party, then go for a long sleep...? Yeah, we can leave that well alone."

Bridger will have a look at the cryopod read out and see if there's anything significant in the display.

2 Likes

RossM #464 March 11, 2020, 6:51pm

Life signs are all nominal.

Would you like to wipe the condensation off and see what's inside.

2 Likes

RossM #465 March 14, 2020, 11:28am

@Scribbs ?

2 Likes

Scribbs #466 March 14, 2020, 1:50pm

(What's the worst that can happen?)

Bridger plucks up his courage and wipes away at the surface to have a peak inside...

3 Likes

RossM #467 March 14, 2020, 5:09pm

The tube is occupied by a pale man wearing a vest. Curiously he sleeps with his arms crossed across his chest, rather than in the more traditional hands by the sides pose.

From your previous investigations you recognise the man as Clarke.

2 Likes

RossM #469 March 14, 2020, 5:20pm

What type of information?

You are all familiar enough to trigger the thawing process.

1 Like

RossM #471 March 14, 2020, 5:38pm

They can be time set, but even that would be overruled by the Life support system, stopping them from opening during hyperspace jumps or if the room was in vacuum.

No timer has been set. This can only be opened from outside.

2 Likes

Gungeon #473 March 14, 2020, 7:28pm

Isaac peaks into the room before entering. He peers through the glass at Clarke "So, this the psycho then? Crazy bastard."

He moves to the controls to see if he can ascertain how long Clarke has been in cryo and was it self imposed.

1 Like

RossM #474 March 14, 2020, 7:32pm

Time in cryo = 808 days.

There is no way to see if it was enforced.

2 Likes

Scribbs #475 March 14, 2020, 7:48pm

What do the rest of the cryopod read outs say? Are there logs on 'last use' that can be accessed?

1 Like

RossM #476 March 14, 2020, 8:09pm

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#)
Last 15 for 15 of them can respond with their missions estimated arrival date.
None of the others have been used in the intervening time.

Scribbs #477 March 15, 2020, 8:28pm

“Anyway to make sure this stays sealed?” Bridger wonders aloud. “Or failing that, the door to this room?”

1 Like

Scribbs #479 March 15, 2020, 8:43pm

“Right, so I can’t figure out what has happened here, but I’d feel more comfortable knowing that Clarke here is safely sealed away. So rig the door shut, and then go back and plug in the mainframe?”

1 Like

RossM #480 March 15, 2020, 8:49pm

To confirm, you’re jamming the door to the cryopod room, or are you wrapping the cryopod itself?

1 Like

RossM #482 March 15, 2020, 9:04pm

I feel this is the easier option.

How well do you accomplish your task?

1 Like

RossM #484 March 15, 2020, 9:18pm

Sure, what skills are you using?

1 Like

system #485 March 15, 2020, 9:20pm

Mechanical Repair seems most likely

2 Likes

RossM #486 March 15, 2020, 9:23pm

You successfully entwine the cryopod. It will take an extended effort to remove the bindings.

1 Like

Gungeon #487 March 16, 2020, 10:51am

“Nicely done. Now gents, onto the mainframe?”

1 Like

RossM #488 March 19, 2020, 7:49am

The mainframe is just as you left it, silent and ready for reactivation.

2 Likes

Gungeon #489 March 19, 2020, 9:41am

Isaac rubs his hands nervously. “So, we doing this then?”
Assuming they both assent he will reconnect and power it up.

2 Likes

RossM #490 March 19, 2020, 10:39am

To be clear, are you turning the mainframe back on, or are you reconnecting it to the life support and airlock systems and then turning it on?

1 Like

RossM #493 March 19, 2020, 10:56am

Is this for me to answer?

1 Like

RossM #495 March 19, 2020, 11:04am

All ships have a command AI, normally several.

The Starbeast, for example, has an AI named HOLMES, which was preinstalled when the ship was constructed, and an advanced AI controlling life support called SANDI, which was an upgrade salvaged from the wrecked Star Liner *Titan*.

1 Like

RossM #497 March 19, 2020, 11:06am

Yep. Think Rules of robotics type stuff.

1 Like

Gungeon #499 March 19, 2020, 2:22pm

Just firing up the mainframe as is, please.

1 Like

RossM #500 March 19, 2020, 2:26pm

Are you the one pushing the button?

Gungeon #501 March 19, 2020, 2:40pm

Was going to, but having sudden second thoughts! 😂



1 Like

RossM #502 March 19, 2020, 3:45pm

Not intentionally leaving a big gap for tension I promise!

1 Like

Effect is the same!

2 Likes

[RossM](#) #504 March 19, 2020, 6:53pm

The core smoothly slides into place and startup begins

Within a few seconds the master alarm stops sounding, replaced with a low hum of the cores cooling system.

After a few moments music starts playing from the onboard address system.

All I Want for Christmas Is You (8-Bit Version)



You may optionally reduce stress by one if this makes you feel more relaxed.

1 Like

[Gungeon](#) #505 March 19, 2020, 9:51pm

Isaac will be breathe a sigh of relief that he hasn't (immediately) brought online a murderous AI.

Can I run a systems diagnostic? Using the CDS (if relevant).

[RossM](#) #506 March 19, 2020, 9:57pm

All readouts and control panels are in the control room/ bridge.

Gungeon #507 March 19, 2020, 11:35pm

Have we been there yet?

RossM #508 March 20, 2020, 7:26am

Yes. Its next door. Its where you found the crew manifest.

1 Like

Gungeon #509 March 20, 2020, 8:33am

Oh right, yes. Sorry.

“Shall we return to the bridge? We can check the readouts there. I want to scan this area of space, check if anything is out there. I’m concerned that an external force has caused all of this.”

1 Like

Scribbs #510 March 20, 2020, 8:54am

“There doesn’t seem to be any obvious internal threats, so sounds good to me.” Bridger replies, unconsciously nodding his head along to the music.

(Taking the -1 stress, putting Bridger at 7 I think...)

1 Like

Gungeon #511 March 20, 2020, 9:56am

(I’ve done the same. Think Isaac’s on 9)

1 Like

Gungeon #513 March 20, 2020, 12:25pm

Inspiration for good role play 😊

Isaac was just relieved things didn’t go bang when it was turned on!

RossM #514 March 21, 2020, 9:11am

Returning to the corridor the music continues. As the system continues to power up sub systems begin coming online. You can hear machinery resuming its function and from a small concealed door at the base of one wall two frisbee sized cleaning robots appear, heading towards the dessicated blood trails.

2 Likes

Scribbs #515 March 21, 2020, 9:48am

“Suppose that confirms that the mainframe was down before the last supper was set up...” Bridger observes.

2 Likes

Gungeon #516 March 21, 2020, 6:25pm

Isaac lifts a foot as one of the cleaning robots scoots underneath and off down the corridor. He watches it go, then looks to Bridger “Huh, guess you’re right. That implies the AI wasn’t controlling Clarke, if it was already shutdown.” He smiles wickedly “Unless it transferred to Clarke prior to that. Real sci-fi stuff! Ha!”

He heads off towards the bridge.

2 Likes

Scribbs #517 March 21, 2020, 6:26pm

“Is that possible? Excuse the stupid grunt here, but you are a scientist. Could an AI jump into someone’s brain and ride them via a chip?”

2 Likes

Gungeon #518 March 21, 2020, 6:34pm

“No, no, of course not! I was just making conversation. Well, at least I don’t think so. Just an outlandish theory. Not even that. Forget about it.” He shrugs apologetically and gives a wink before carrying on.

2 Likes

RossM #519 March 21, 2020, 6:39pm

(I am refusing to like any of these posts, but thanks for the ideas.)

4 Likes

Gungeon #520 March 21, 2020, 6:42pm

(As GM you must be smirking somewhat at all of our scrabbling! 😂)

3 Likes

RossM #522 March 21, 2020, 7:33pm

Gungeon:

(As GM you must be smirking somewhat at all of our scrabbling! 😂)

Its really useful, Im thinking of turning this into a module people could purchase, and the misconceptions and ideas you have all feed back into it.

3 Likes

Gungeon #523 March 21, 2020, 8:50pm

(What!? You created this RP? Wow, nice work! I had no idea! Haha!!)

1 Like

RossM #524 March 21, 2020, 8:56pm

I didnt create Mothership as a system, but it is an original scenario.

2 Likes

RossM #525 March 21, 2020, 10:45pm

The music continues...

As you enter the control room you see various readout and scanners flickering into life.

Feel free to tell me what you wish to do and roll various skills checks as you see fit.

1 Like

RossM #526 March 24, 2020, 10:52pm

RossM:

The music continues...

https://www.youtube.com/watch?v=DhPYy7PhL_0

As you enter the control room you see various readout and scanners flickering into life.

Feel free to tell me what you wish to do and roll various skills checks as you see fit.

RossM:

The music continues...

https://www.youtube.com/watch?v=DhPYy7PhL_0

As you enter the control room you see various readout and scanners flickering into life.

Feel free to tell me what you wish to do and roll various skills checks as you see fit.

@Gungeon **@Scribbs** The control room is yours

1 Like

Gungeon #527 March 24, 2020, 11:42pm

Can I check out the external scanners please? I wish to find out where we are and what's out there.

RossM #528 March 25, 2020, 5:49pm

A hacking roll please!

system #529 March 25, 2020, 7:55pm

If you insist 😊

d100: 50 vs 68 Hacking

Scribbs #530 March 25, 2020, 7:59pm

Bridger is going to see if there's any ship logs now accessible with the mainframe up and running.

2 Likes

RossM #531 March 25, 2020, 8:02pm

Hacking please!

Scribbs #532 March 25, 2020, 8:13pm

Intellect test, as hacking is not a skill in this marine's vocabulary?

RossM #533 March 25, 2020, 8:19pm

Yep!

system #534 March 25, 2020, 8:45pm

d100: 36 vs 41

2 Likes

RossM #535 March 25, 2020, 8:48pm

What do you want to find out?

1 Like

Scribbs #536 March 25, 2020, 8:51pm

To be overly simplistic, any clue as to what the hell has happened! Last recorded voice logs maybe? Hang on, maybe any report logged concerning the chip in the medical scan?

RossM #537 March 25, 2020, 9:07pm

I will update you both on the fantastic information you discover tomorrow.

2 Likes

Scribbs #538 March 25, 2020, 9:34pm

(Promises, promises, it had better be fantastical!)

2 Likes

Gungeon #539 March 25, 2020, 9:49pm

(It's going to be an episode of Futurama, I know it)

2 Likes

RossM #540 March 26, 2020, 11:04pm

The External sensors spring into action and a familiar shape comes into view...



The Starbeast hangs reassuringly in space, seemingly free of damage. Automatic rangefinders bring you more information, and quickly confirm the vessel is sitting 800 metres away,

1 Like

RossM #541 March 26, 2020, 11:21pm

The reference number of the chip returns several hits. Edited

-The crew manifest contact details of Duncan

- A network search of failure codes for the part in question.
- An appointment docket for the morning of the 25th Dec, that suggests Prof Poule and Duncan were both due in the medbay.

Gungeon #542 March 26, 2020, 11:21pm

What area of space are we in? Looking for celestial phenomena in particular.

RossM #543 March 26, 2020, 11:23pm

The Nebula makes seeing stars impossible, but the Nav beacon your ship sits next to provides exact location information.

1 Like

Gungeon #544 March 27, 2020, 8:28am

Can I check the logs to see if anyone has scanned the nebula or done any research on it? If not then can I scan it myself?

Scribbs #545 March 27, 2020, 8:30am

Can Bridger run an inventory of space suits, thrusters packs and/or shuttles etc to find if there are any, and if so, where they are stored?

RossM #546 March 27, 2020, 8:52am

Both repeat your rolls!

1 Like

Bridger rolling against Intellect
d100: 71 vs 41

1 Like

RossM #548 March 31, 2020, 5:00pm

Your radios, regardless of range, automatically cycle to the emergency channel.

...repeat, this is the salvager Starbeast. Environmental systems are offline. The ship will automatically return to home coordinates in exactly 13 hours, repeat...

(No-one has to gain 1 stress as you only have to travel 800m to get to your ship.)

As Bridger tries to find out more information he trips a subroutine.

Every screen on the bridge flashes red.

WARNING. POTENTIAL SECURITY BREACH. VOICE PRINT PASSWORD REQUIRED,
VOICEPRINT PASSWORD REQUIRED, VOICEPRINT PASSWORD REQUIRED...

Everyone gain one stress...

1 Like

system #549 March 31, 2020, 7:44pm

Sorry for late reply. Been furloughed so trying to sort finances etc blah blah let's get on with the story...

Isaac

d100: 82 vs 68 hacking

1 Like

Gungeon #550 March 31, 2020, 7:50pm

Well, we suck. I believe I'm on stress 11? Character sheet only records single digits for stress, so please correct if wrong.

@RossM depending on what happens with my (failed) scanning, can I then try and bypass the voiceprint requirement please?

RossM #551 March 31, 2020, 8:18pm

No other effects from two failed rolls.

Feel free to hack away!

1 Like

system #552 April 1, 2020, 7:13am

Here goes nothing

d100: 24 vs 68 hacking

1 Like

RossM #553 April 1, 2020, 7:17am

You manage to obtain access to the latest saved password.

It is "Glorious."

1 Like

Scribbs #554 April 1, 2020, 8:40am

Bridger throws his hands up in frustration and moves away from the consoles. "Stupid computers..." he mutters, and takes a position to cover the doorway. "Sorry Isaac, best if I leave you to the typing."

"Although I did find out it was Duncan who had the brain chip. That was the other research guy, not the one currently in cryo. Wonder if Clarke was using him as some kind of research project?"

1 Like

Gungeon #555 April 1, 2020, 8:25pm

Isaac shuts down the alarm using the password "Glorious" then turns to Bridger.

"Ah, Duncan eh? That's interesting. Annoying, but interesting. I suppose he could have been used by Clarke. Ugh. Theories changing more than my socks. And yes, I change them every day!" He grins.

1 Like

RossM #556 April 1, 2020, 8:28pm

The warning continues.

PASSWoRD AccEPTED, Voice MATCH NegaTive...

1 Like

Gungeon #557 April 1, 2020, 8:49pm

"I jumped the gun there. Flippin' thing. Gah!"

Isaac starts typing away furiously, obviously annoyed with himself.

(He'll use the cybernetic diagnostic scanner if it's of any use to shutting the alarm down)

2 Likes

RossM #558 April 1, 2020, 9:18pm

Roll again at advantage.

1 Like

system #559 April 2, 2020, 7:45am

Okey doke. Double critical failure coming up.

2d100: 86 + 85 = 171

1 Like

Gungeon #560 April 2, 2020, 7:46am

Nearly! 😞

1 Like

RossM #561 April 2, 2020, 7:55am

The message continues...

VOICE MATCH NeGaTive, VOiCE matCH negaTIVE...

1 Like

Gungeon #562 April 2, 2020, 8:47am

Is there any significance to the way the alarm is saying the words? Is that just distortion?

RossM #563 April 2, 2020, 9:41am

Its a message on screen only, there is no audio element.

1 Like

Gungeon #564 April 2, 2020, 1:50pm

Isaac, typing away in complete silence, is clearly getting more and more frustrated. The mask of nonchalance slipping. His focus is entirely taken up with the screen.

(I think it's appropriate for him to increase stress, as he hasn't really failed at hacking like this before)

2 Likes

Gungeon #565 April 5, 2020, 5:59pm

Okay, so stress now at 12.

Do I keep trying [@RossM](#) or is that it?

1 Like

RossM #566 April 5, 2020, 6:22pm

That's it I'm afraid. You have the password but the computer does not recognise your voice print.

1 Like

Scribbs #567 April 5, 2020, 6:50pm

Bridger rubs his temples. "Okay Isaac, there's one way out of this. The cryopod holds the last person who can pass a voice keyed passcode..."

"Did we manage to get a time estimate of when all this happened? A time stamp on that video or anything? I mean, is there an outside chance that Clark was already frozen when this went down?"

Could Duncan have gone crazy from his brain chip, killed everyone else, posed the table and then ended himself?"

1 Like

Scribbs #568 April 5, 2020, 6:52pm

(For the record Bridger is at 8 stress).

1 Like

Gungeon #569 April 5, 2020, 7:12pm

Scribbs:

"Did we manage to get a time estimate of when all this happened? A time stamp on that video or anything? I mean, is there an outside chance that Clark was already frozen when this went down? Could Duncan have gone crazy from his brain chip, killed everyone else, posed the table and then ended himself?"

(Can't remember! [@RossM](#) help! 😊)

2 Likes

RossM #570 April 5, 2020, 7:18pm

The computer core shutdown, marines video, cryopod activation and Duncans medical appointment all happened on the same day.

Duncan's medical check up was in the morning. The cryo system activated at about 2pm.

There is only a date stamp on the video.

2 Likes

Gungeon #571 April 6, 2020, 8:27pm

Isaac will relay any of this to Bridger as required. "Your guess is as good as mine..." he casts an irritated glance at the control screen. "...if not better..." he trails off.

"So, you want to get the fellow out of the freezer then?"

He looks at Bridger dejected for a moment then tries to shake it off. "Lead the way."

1 Like

“Not particularly fond of the idea, but you got any better plans?” Bridger shrugs. “If we want full access to the systems, I think that’s the only way...”

1 Like

RossM #573 April 6, 2020, 8:51pm

As you enter the central corridor the Christmas music finishes playing and the ships ambient noise returns.

You can hear the hiss of the life support system circulating air, the whirr of the machine shop repowering and as just as you reopen the door to cryo the cleaner bots finish removing the dark red stain from the floor, before disappearing back into their storage slots.

How exactly do you prepare before you open the cryo tube?

1 Like

Gungeon #574 April 7, 2020, 10:31am

RossM:

How exactly do you prepare before you open the cryo tube?

With great trepidation of the inevitable.

Isaac puts Oscar down by the door, checks his tranq pistol is loaded and working then put it in his pocket ready to draw. He powers up his stun baton, giving it a few swishes through the air then looks to Bridger. “Mind giving me a hand with the bindings please? laoth did a bloody good job securing this bastard.”

(If necessary can we bring laoths crowbar and welder? Or is that missing with laoth?)

RossM #575 April 7, 2020, 11:46am

(Lets assume you have them and just hope no one reading along notices.)

3 Likes

RossM #576 April 7, 2020, 4:42pm

The bonds come off surprisingly quickly.

[HOME](#) [VIDEOS](#) [GAMES](#) [PODCASTS](#) [TO END Cryosleep?](#)

1 Like

Gungeon #577 April 8, 2020, 2:13pm

Ready the stun baton and tranq gun in each hand then await Bridger to cover the pod with his SMG.

1 Like

RossM #578 April 8, 2020, 2:27pm

Is that what Bridger does [@Scribbs](#) ?

1 Like

Scribbs #579 April 8, 2020, 3:45pm

Bridger makes sure he is a good distance back so that he has a chance to respond if someone emerges with hostile intent, but also making sure his line of fire is not blocked.

2 Likes

RossM #580 April 10, 2020, 8:05am

The cryopod begins the revival protocol, and after a few minutes the cover slides soundlessly upwards.

The Occupant, Clarke, is dressed in an armless vest and a pair of rugged trousers. He is wearing no shoes.

As he stirs, his hands uncross and you can see that each finger of his left hand is adorned with a wedding band.

Bridger, you would recognise this as a custom of the Raksha religious faith, who often engage in polygamous relationships. Your Uncle is also a convert, although you suspect only for tax purposes.

Clarke opens his eyes, blinks sleepily and then collapses to the floor, vomiting.

(A common side effect of extended cryosleep.)

2 Likes

Gungeon #581 April 10, 2020, 4:06pm

Isaac's weapons pointed directly at Clarke, takes a few steps back from him, making sure not to obscure Bridger's view. He tries not to look as scared as he feels and sets his jaw, waiting for Clarke to stop vomiting.

2 Likes

Scribbs #582 April 10, 2020, 5:37pm

Bridger will hold his stance, but will relax slightly. Everyone feels a bit rubbish after cryo and it takes a while to respond to your immediate surroundings, let alone feeling vaguely human again...

That thought crosses Bridger's mind, and he snaps back to full focus. Clark may well not be human, so he can't assume any incapability.

2 Likes

RossM #583 April 10, 2020, 5:47pm

Clarke pauses between retches to look up. He gives a shaky thumbs up.

1 Like

Gungeon #584 April 11, 2020, 10:42am

"Aww, Christmas dinner not agree with you? Explain yourself, Clarke. What happened here and why did you go into cryo?"

1 Like

RossM #585 April 12, 2020, 11:05am

He sits up, his breathing still ragged.

"Yep, Clarke. You the rescue team?"

He coughs, grasping his stomach.

"Anyone got a drink?"

He blinks, concentrating on controlling his breathing.

"You get me on your ship and we can do full debrief..."

Scribbs #586 April 12, 2020, 11:44am

“Hey Clarke, you’re the only person alive here that looks like a crazed massacre of your crew. There’s a reason why there’s guns pointed at you. Best you start explaining what happened.”

1 Like

RossM #587 April 12, 2020, 1:00pm

“and I intend to stay that way Marine.”

He crosses his legs and places his hands on the back of his head, interlocking the fingers.

“Gimbles directive 6. All survivors are to be evacuated to a secure vessel for debrief.”

Scribbs #588 April 12, 2020, 1:33pm

“Unfortunately Clarke, we aren’t on Gimbles roster, so the company directives don’t mean jack.”

RossM #589 April 12, 2020, 1:36pm

His eyes narrow.

“Scavs then?”

Scribbs #590 April 12, 2020, 1:38pm

“How about you start answering some of our questions, eh?” Bridger tosses over his hip flask.

“Come on Clarke, what happened here?”

RossM #591 April 12, 2020, 1:52pm

The mere smell of alcohol seems to lighten the mood.

Clarke swills his mouth and spits, before taking a large mouthful.

“We were out here three months, investigating this place and it’s effects on androids. Things weren’t right, weird headaches, garbled sensor readings, then Christmas day I was on duty in the control room.”

His hands become more animated.

“[HOME VIDEOS](#) [GAMES](#) [PODCAST](#)”
“On my holiday see the sudden to a while system locks out, I hear screaming on the internal channel. I can’t even get out the room until I delete all the door security codes. Performed full system shut down. Everything.”

He shakes his head.

“I get to the mess and find Duncan crying, surrounded by all that *stuff* telling me something’s in his head. Before I say another word. POP”

He throws his hands wide.

“Some kind of weird internal pressure. His head just...went.”

He pauses, looking down.

“After that I separated out the life support, didn’t want to do a full core reboot, or asphyxiate, and waited for the fracking company to send a rescue.”

He seems suddenly angry.

“Putting the I in team. Yeah right. I should be grateful to you and ... your... stuffed cat.”

2 Likes

[Scribbs](#) #592 April 12, 2020, 2:06pm

“The cat pulls his weight well enough,” Bridger cracks a smile. “You mentioned *this place*, and I’m guessing you didn’t mean the ship but this area of space. Care to elaborate what’s so special about it?”

1 Like

[Gungeon](#) #593 April 12, 2020, 2:32pm

Isaac smiles at Bridgers’ affirmation of Oscar. Then remembers himself and looks for Clarke to respond. He is interested to see what the science team discovered here.

1 Like

[RossM](#) #594 April 13, 2020, 4:46pm

“Sure thing. Can we walk and talk? I want to get off this ship as soon as possible.”

1 Like

[Gungeon](#) #595 April 15, 2020, 6:35pm

RossM #596 April 20, 2020, 9:07pm

[@Scribbs](#) ?

Scribbs #597 April 20, 2020, 9:12pm

"First things first, control room. But keep talking as we go. We're also keen to be well away from here, but pretty wary after seeing what's happened here. Do anything mildly suspicious and we aren't taking any chances."

RossM #598 April 20, 2020, 9:23pm

"The control room? Its just a heap of junk with the core offline."

Scribbs #599 April 21, 2020, 7:28am

Bridger rolls his eyes and gives him a tired look, and waits for the penny to drop for Clarke...

RossM #600 April 23, 2020, 5:10pm

(Thanks for sticking with until almost May [@Gungeon](#) and [@Scribbs](#) .)

Clarke stops walking.

"No, no, no. You didn't turn it back on? Why would you..."

The internal speakers start broadcasting...

1 Like

Gungeon #601 April 23, 2020, 6:20pm

The sudden music makes Isaac jump, almost dropping his weapons.

He rounds on Clarke.

"Best start talking now freeze-thaw, or I swear on Oscar, here, I'm going to tranq you so much you'll

RossM #607 April 29, 2020, 10:34pm

Please note this whole thread is backed up (Using the amazing power of MS word.) It will continue.
