

The Weight of Decision

Fathomless Campaign Episode 9

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Introduction

The Weight of Decision is meant to be played by a Gamemaster (GM) and 3-8 players using the pre-generated characters. To run this adventure, the GM should be familiar with the adventure itself, as well as the **Star Trek Adventures** roleplaying rules. To play, you will need the following:

- At least two 20-sided dice (d20) per player, and several d6s to serve as Challenge Dice
- A set of chips or tokens for Determination
- A set of chips or tokens for Threat
- A set of chips or tokens, or some other manner of marker, for group Momentum
- The pre-generated character sheets, and a starship sheet
- The **Star Trek Adventures** core rulebook

Synopsis

After braving the extreme conditions of the cryptic matter nebula to discover a normal matter star system hidden within, the crew discovers its true purpose as a region where the Reshaped have activated a secret series of events designed to capture and Oscura.

During their exploration, the crew uncovered a super weapon designed to create a coronal mass ejection that will extinguish all life in the system which has recently activated.

At the same time, dozens of satellites that were hidden in spatial folds appear in orbit around the planet. Once active, the satellites will use w-particles to trap an Oscuran and pull it into 4D space.

Once an Oscuran is captured, the Reshaped reveal themselves as the masterminds of these events. The crew must decide who is in the right and figure out how to proceed with the captured Oscuran.

Once all appears figured out, the Oscuran escapes and changes the shape of things to come.

What is 4D? 4D, meaning the 4 common dimensions, is an important idea in physics. It refers to three-dimensional space (3D), but adds the dimension of time to the other three dimensions of length, width, and depth.

In geometry, the fourth dimension is related to the other three dimensions by imagining another direction through space. Just as the dimension of depth can be added to a square to create a cube, the fourth dimension (time) can be added to a cube to create a tesseract.

Source: [Wikipedia](https://en.wikipedia.org/wiki/4D)

Directives

In addition to the Prime Directive, the Directives for this mission are:

- Protect the Poposans from the imminent coronal mass ejection.
- Determine who or what is responsible for targeting the sun with a cryptic matter weapon.

Scene 1: Perihelion

Once everyone is ready, hand a copy of the following to the Player playing the Captain to read aloud:

Captain's Log — After discovering the pre-warp civilization on the system's fifth planet, the away team found advanced technology beyond the reach of the industrial age society there. While investigating the technology, a large beam of cryptic matter shot toward the sun causing it to tremble with photonic and ionic fluctuations. We have been unable to locate the away team dues to the vast number of spatial folds surrounding the planet.

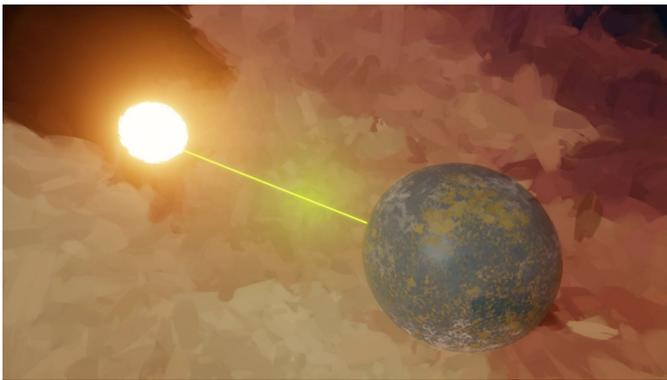
Additionally, our sensors have detected an increase of geodesic radiation as dozens of satellites appeared around the planet, apparently being hidden within those very spatial folds.

This scene has a lot of things happening simultaneously and should feel a little stressful for the crew. With such little time before the spatial web trap activates from the satellites and the coronal mass ejection occurs, the crew should only be able to deal with two of the three scenarios presented in this scene. The one they choose not to address will make the final scene a bit more challenging in some way. If your team comes up with smart ways to deal with more than one problem at a time, by all means let them!

Location Trait

With the satellites in orbit, the planet has the following location trait: **Folded Subspace Pathways**: Due to the vast manipulation of subspace to create the spatial folds, communicators have no effect at a distance further than fifty meters away.

The Coronal Ejector



This scene starts with the away team in a tunnel within the laboratory facility. A seismic vibration has collapsed the passage in front of them. All tricorders detect massive amounts of cryptic energy not far from where they are standing, through one of the walls. As they make their way back to the surface, another passage has opened to a ledge that overlooks what used to be a mine of some sort. A massive beam is firing from within the planet up into the sky. Twenty meters up the mine's walls is a bank of computers of some sort as well.

If the team decides to scan the beam weapon,, they may attempt a **Difficulty 1 Reason + Science** task. A success confers the following information:

- The beam consists of cryptic matter and is being fired into the sun.
- The build up of cryptic matter within the sun will create a coronal mass ejection amplified by the cryptic matter within. The more cryptic matter the sun is filled with, the more devastating the CME will be.

Players may spend 1 Momentum to obtain information:

- It is currently the planet and sun's perihelion - their closest orbital position.
- The coronal mass ejection will be released in less than forty-five minutes.
- Even with the weapon deactivated, a smaller coronal mass ejection will still hit the planet.

The team must first make their way to the computer banks above. Doing so requires a treacherous trek along a narrow ledge around the mine shaft. This requires each team member to succeed at a **Difficulty 2 Fitness + Security** task or risk falling into the cryptic matter beam. Consider allowing each character to succeed at a cost, generating Threat for later if they fail, and/or allowing them to create an advantage such as "improvised climbing gear" if they spend Momentum.

Deactivating the Coronal Ejector is an **Extended Reason + Engineering Task** with **Work 12, Magnitude 4, Resistance 1** and a base **Difficulty 2**. Keep track of how many rounds it takes to complete the task and shut down the Coronal Ejector as it will come into play later.

EXTENDED TASK

DIFFICULTY 02	MAGNITUDE 04	RESISTANCE 01
WORK TRACK 12	TIME INTERVAL	1 round

The moment someone starts working on the task, **2 Fathomless Defender Automatons** crawl out of the ground and begin attacking the team.

Fathomless Defender Automaton (Minor NPC)



Android

ATTRIBUTES

CONTROL 10	FITNESS 11	PRESENCE 07
DARING 11	INSIGHT 07	REASON 08

DISCIPLINES

COMMAND 02	SECURITY 03	SCIENCE 01
CONN 01	ENGINEERING 02	MEDICINE 02

FOCUSES: Protection, Tactical Analysis

STRESS: 10

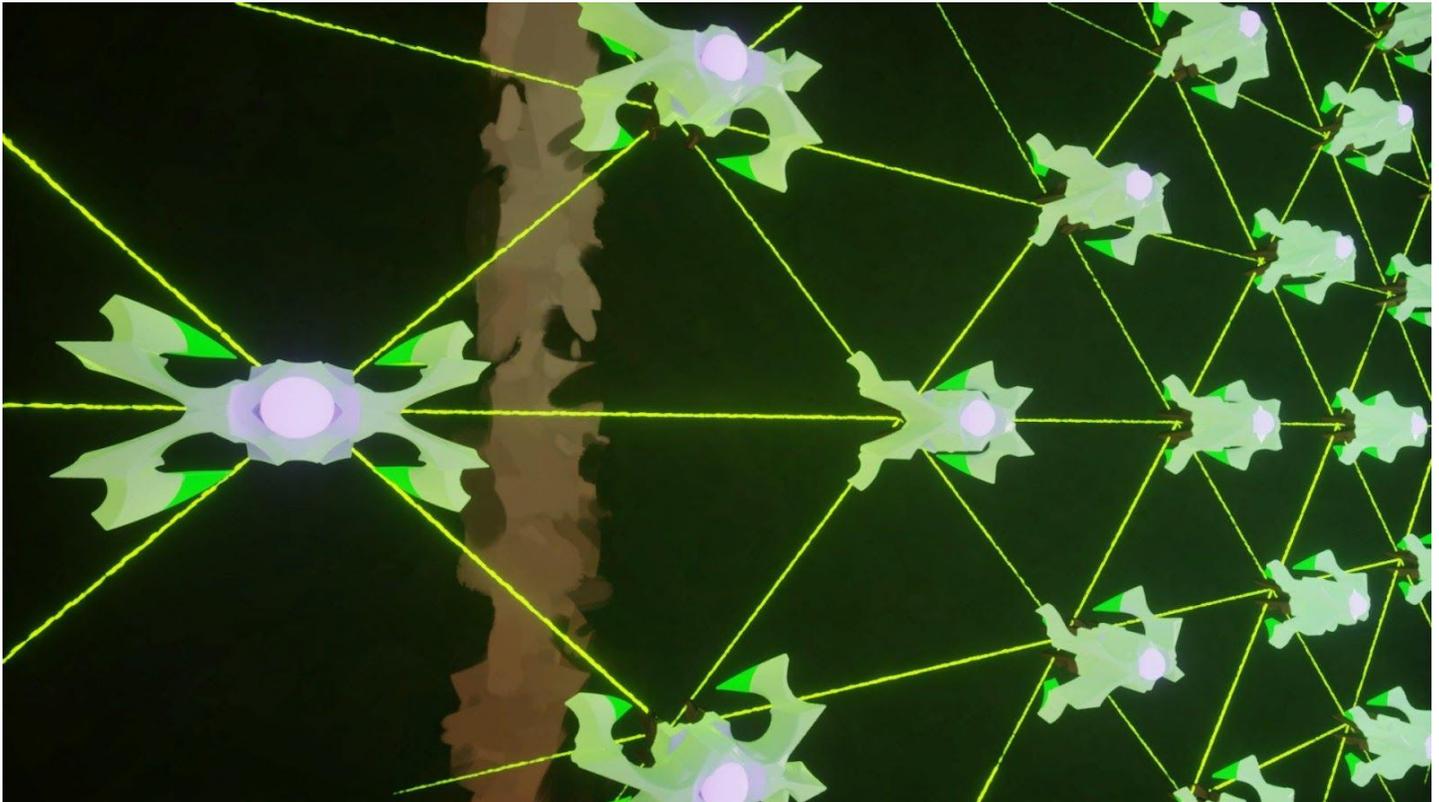
RESISTANCE: 2

WEAPONS:

- **Theta Canon:** Ranged, 5A, Size 2H
- **Unarmed Strike:** Melee, 3A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Repair Subroutines:** If this enemy would be removed from a scene, it may attempt a **Difficulty 2 Fitness + Medicine** task. If it succeeds, it is not removed from the scene and recovers 1 stress.



The W-Particle Satellites

When the Coronal Ejector activated, dozens of satellites appeared around the planet. These satellites are big enough and low enough for the team to see from the planet's surface. While challenging due to the warping of subspace around the planet, the satellites can be scanned. Doing so requires a **Difficulty 3 Science + Reason** task. If on board a shuttle, the check may be assisted by the ship's **Sensors + Conn**. A successful check provides the following information (allow them to succeed at a cost):

- Each satellite has the ability to transmit and receive W-particle beams
- There are two life signs on board one of the satellites

Players may spend 1 Momentum to obtain information:

- W-particles are emitted during spatial folding
- The satellites each have a basic impulse drive suggesting they were flown into position
- The transmitters are targeted at four other satellites

At this point in time the away team may wish to travel to the satellite with life signs on board to find out more information. If the group brought a shuttle with them to the planet, they can get there easily but the docking port is an odd configuration and requires a **Difficulty 1 Control + Conn** task assisted by the shuttle's **Computers + Conn**. Allow the party to succeed at a cost here if necessary.

If the party doesn't have a shuttle, they can attempt to contact their ship and request a transport to the satellite. The location trait of the planet makes communications fail at a distance of more than 50 meters, however, the team can try to adjust their communicators to compensate for the spatial

folds. Doing so requires a **Difficulty 3 Reason + Engineering** task. Allow the party to succeed at a cost.

Once the team arrives on the satellite, they can easily follow the energy signatures to a circular room about twenty-five meters in diameter with several crystals embedded in the walls and an impulse reactor at its center. The reactor is fifteen feet below the walkway they are on. Seven computer stations line the outer walls of the room and two humanoid shapes stand at computer stations on the other side of the reactor.

The two humanoids are actually two Fathomless scientists who have been asked to solve a W-Particle link issue within the satellites by the Reshaped. They have no idea what the Reshaped are planning and are just trying to complete the job that was asked of them.

The away team may wish to ask the scientists questions, getting them to talk requires an **Opposed Presence + Command** check. For each success the away team has more than the scientists, they may learn one of the following things:

- The Reshaped hired them to adjust the beams of W-Particles to account for the spatial folds around the planet.
- The satellites are basically shuttles with the ability to travel short distances.
- A coronal mass ejection filled with "The Source" would fully power up the satellites.

If the away team would like to attempt to convince the scientists to deactivate the satellite it requires a **Difficulty 3 Presence + Command** check. If the check fails, the team is asked to leave. If they don't the scientists will attack them. Though not armed, the physicists will use the satellite's power to help them.

Reformed Particle Physicist (Minor NPC)

Fathomless

ATTRIBUTES

CONTROL 07

FITNESS 09

PRESENCE 07

DARING 11

INSIGHT 12

REASON 12

DISCIPLINES

COMMAND 01

SECURITY 02

SCIENCE 05

CONN 01

ENGINEERING 02

MEDICINE 02

FOCUSES: Spatial Folds, Particle Physics

STRESS: 10

RESISTANCE: 0

WEAPONS:

- **Unarmed Strike:** Melee, 3 A, Size 1H, Knockdown, Nonlethal

SPECIAL RULES:

- **Contortion Program:** As an action, the physicist may activate this program if they are near a computer terminal. If they do, the next range attack that targets them is redirected to a character of their choosing.
- **Fold Program:** As an action, the physicist may activate this program if they are near a computer terminal. If they do, the next time a character targets them with a melee attack, they may move the attacker 2 range increments away and the attack misses.
- **W-Particle Beam:** As an action, the physicist may activate this program if they are near a computer terminal. If they do, they may make a Ranged Energy, 6 A, attack against a character of their choosing.

Once the scientists have been dealt with, the team may attempt to deactivate this satellite with a **Difficulty 2 Reason + Engineering** task. Unfortunately each satellite has its own self-contained computer system, and only this one may be deactivated from this location. If the satellite is deactivated, it makes it easier for the Oscuran to break free later.

Protect the People

While the Prime Directive is in place, these people could be impacted by the imminent coronal mass ejection. The CME could completely destroy the culture's infrastructure. As such, the away team may wish to try and save the people without revealing Starfleet advanced technology. Allow the team to determine the checks they wish to make by explaining their actions. Keep track of how many things the team does to help the people, it will come into play later.

Here are some things the team may try to do (allow others if they have great ideas). The three big things they need to protect are: **The People**, **The Planet's Atmosphere**, and **The Electrical Network**.

- Harden the electrical network
- Get the people underground
- Create a shield around the the city that will deflect CME
- Find a way to absorb the energy of the CME
- Get the people to turn off their electrical equipment

Scene 2: The Plan Revealed

This scene begins moments away from the coronal mass ejection. Start with the away team being beamed back to their ship, whether wanted to or not. If your group has supporting characters, feel free to play out the group trying to beam the party out before the Coronal Mass Ejection hits the planet.

Once the away team is safely on board, the CME is released. When the wave makes it halfway to the planet, an Oscuran flies in from the surrounding nebula, its intentions unclear. Once the distortion entity is close to the planet, the dozens of satellites shoot out energy beams and fly around the Oscuran, trapping it in a net of W-Particles and Geodesic Radiation.

Allow each character to have an action before the coronal mass ejection washes over the planet and the ship.

Once the coronal mass ejection hits, refer to what happened in scene 1 and check the following charts to see the scale of the damage for ships and planet:

Deactivating the Coronal Ejector

Number of Rounds to Deactivate	Effect on Ships (These effects stack)
1-2	The CME has no noticeable effect
3	The area gains the location trait: Sensors are Useless - The difficulty for sensor scans is increased by 2 and their complication ranger becomes 18-20.
4	Each ship hit by the CME loses half of its shields.
5	Each ship suffers a breach to a random system.
More Than 5	For each round more than five, each ship suffers an additional breach to a random system.

Then check the following chart to see the scale of the damage for the planet (These are based on GM discretion):

Planet Damage

Protections the Away Team Failed to Account For	Effect on Ships (These effects stack)
Protecting the People	Twenty percent of the population die instantly, another fifty percent is injured.
Protecting the Planet	The atmosphere becomes infused with Theta Radiation, many plants wither and die.
Protecting Electrical Network	The electrical network is completely destroyed. It will take decades for this society to recover.
No Protection	All three of these things happen.

Once the wave washes over the planet and ship, have the crew make a **Difficulty 1 Insight + Science** task assisted by the ship's **Sensors + Science**. A success reveals the following:

- 2 Fathomless ships followed the CME, using it as a sensor screen.
- The ships are Scale 3.
- The Oscuran is Scale 4

Players may spend 1 Momentum to obtain information:

- The ships have a heading to the satellite net surrounding the Oscuran.
- The ships have shields up and weapons hot.
- The satellites are emitting W-Particles and creating a spatial fold around the Oscuran.

Fathomless Seeker Class

SYSTEMS

COMMS 09	ENGINES 09	STRUCTURE 08
COMPUTERS 11	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND 01	SECURITY 02	SCIENCE 02
CONN 02	ENGINEERING 01	MEDICINE 00

SCALE: 3

RESISTANCE: 2

POWER: 8

SHIELDS: 5

WEAPONS:

- **W-Particle Beam:** Medium 5 ▲. Piercing 1, Vicious 1
- **Geodesic Torpedo:** Close 7 ▲. Piercing 2, Vicious 2

The Reformed have arrived to execute their final plan; to pull an Oscuran out of Cryptic Space and into 4D space and experiment on it and to discover why the creatures did what they did to the Fathomless

If the crew wishes, they may hail the Reformed Fathomless ships. If they do, a female with a short trunk-like nose appears on screen, calling herself Captian PflLar. Read or paraphrase the following:

"We knew someone was messing around with our tech but we assumed it was the Oscurans. Your ship shall now bear witness to a first for our people; a distortion entity in our own space and time instead of their impression pressed upon it by Cryptic Space! The creatures that manipulated our people and turned us into the echoes of what we were will now explain why, or pay dearly!" The screen goes dark and the shudders with a massive space tremor."

A **Difficulty 1 Insight + Science** task assisted by the ship's **Sensors + Science**, will reveal the following:

- The ship is being buffeted by massive subspace ripples.
- Lethal geodesic radiation is being released from the satellite net..

Players may spend 1 Momentum to obtain information:

- The satellites are attempting to create dozens of overlaid spatial folds.
- Geodesic radiation causes flesh to liquify.

A **Difficulty 1 Reason + Engineering** task assisted by the ship's **Computers + Engineering**, will reveal the following:

- Going to warp through the interference is nearly impossible.
- The subspace ripples are emanating from the satellite net.

Players may spend 1 Momentum to obtain information:

- Each satellite is responsible for creating a single fold focused around the Oscuran.
- The folding process's power is directly linked to the number of active satellites.

W-Particle Satellite

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 10
COMPUTERS 12	SENSORS 10	WEAPONS 07

DEPARTMENTS

COMMAND 00	SECURITY 02	SCIENCE 02
CONN 01	ENGINEERING 01	MEDICINE 00

SCALE: 1

RESISTANCE: 3

POWER: 8

Shields: 10

WEAPONS:

None

The Reformed Fathomless are willing to talk and gloat about their plan but only for a short time. The crew must ultimately decide if they should help the Fathomless or if they should aid the Oscuran. This scene ends when the crew have convinced the Fathomless to delay their testing, or if any weapons are fired at the Fathomless ships or W-Particle satellites. If the crew fails in negotiations, the Reformed will attack.

Scene 3: Decisions, Decisions

This scene could go several different ways depending on the outcome of Scene 2. If the crew wishes to negotiate in person, they can if they convinced the Reformed to wait on their experiment. If this happens, have the Oscuran break free and start attacking the ships. You may also have the Reformed captain start attacking when they hear the creature is free, thinking that Starfleet is responsible.

If this scene starts with space combat already happening, consult the table below on how the battlefield is impacted by earlier decisions.

Scene 1 Actions	Successful	Unsuccessful
Protecting the Planet	The ship may repair any one breach that happened during the first CME.	The planet's atmosphere becomes charged with Photonic and cryptic energy, close range to the planet gains the following trait: Cryptic Photon Bursts - At the start of an initiative round, roll 1 ▲ for each ship, satellite, or creature. If an effect is rolled, that target takes 3 ▲ Piercing 3.
Stopping the Coronal Ejector	The crew's ship is able to restore all of its shields lost to the first CME.	A second CME washes over everything. Redo the effects from Scene 2.
Deactivating the W-Particle Satellite	The Oscuran breaks out of the net immediately.	The Oscuran can't break out unless freed by a Reformed or by having 5 satellites destroyed.

Once the Oscuran is released, if not already in combat, space combat happens. Not knowing who is responsible for trapping it, the Oscuran will attack a random ship on its turn. If the player's ship doesn't attack the Oscuran for 2 turns, it will ignore them and just attack the Fathomless.

Stat Blocks

Captain Pf'Lar (Major NPC)

Fathomless

ATTRIBUTES

CONTROL 12	FITNESS 10	PRESENCE 10
DARING 12	INSIGHT 10	REASON 08

DISCIPLINES

COMMAND 04	SECURITY 05	SCIENCE 01
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: Close Combat Tactics, Manipulating Others

STRESS: 14

RESISTANCE: 1

WEAPONS:

- **Unarmed Strike:** Melee, 6 ▲, Size 1H, Knockdown, Nonlethal
- **W-Particle Phaser:** Ranged Energy, 8 ▲, Size 1H, Vicious 1

Reformed Security (Minor NPC)

Fathomless

ATTRIBUTES

CONTROL 09	FITNESS 12	PRESENCE 10
DARING 12	INSIGHT 08	REASON 08

DISCIPLINES

COMMAND 02	SECURITY 04	SCIENCE 01
CONN 02	ENGINEERING 02	MEDICINE 01

FOCUSES: Close Combat Tactics

STRESS: 10

RESISTANCE: 1

WEAPONS:

- **Unarmed Strike:** Melee, 5 ▲, Size 1H, Knockdown, Nonlethal
- **W-Particle Phaser:** Ranged Energy, 7 ▲, Size 1H, Vicious 1

Oscuran (Major NPC)

SYSTEMS

COMMS 06	ENGINES 08	STRUCTURE 14
COMPUTERS 04	SENSORS 08	WEAPONS 10

DEPARTMENTS

COMMAND 03	SECURITY 02	SCIENCE 01
CONN 02	ENGINEERING 00	MEDICINE 00

SCALE: 4

RESISTANCE: 5

POWER: 8

Shields: 14

CREW: Talented (Attribute 10, Discipline 3)

WEAPONS:

- **Unarmed Strike:** Melee, 8 ▲, Size 1H, Knockdown, Nonlethal
- **Cryptic Matter Beam:** Range M, 8 ▲, Piercing 3, Vicious 1

Once all the chaos ends, the Oscuran is either destroyed, or if it believes the crew's ship to be allies or a neutral party, it will hover in front of the ship, bursts of light exploding all around its distorted body.

Allow the ship to take scans if they wish, doing so is a **Difficulty 2 Insight + Reason** check assisted by the ship's **Sensors + Science**. Allow the crew to succeed at a cost and gain the following information:

- The explosions of light are caused by matter colliding with the cryptic matter within the entity
- The Oscuran is capable of warping subspace and can move matter around doing while doing so.

Players may spend 1 Momentum to obtain information:

- The exploding lights are repeating a pattern occurring at the same fourteen spots around the entity's body.
- The light patterns could be some kind of communication.

Allow the crew to analyze and try to figure out how to communicate with the Oscuran if they wish. Setting the ship up to use lights in similar positions could be a start or they may come up with other ideas. If the crew fails, the Oscuran will simply float slowly back into the nebula.