Intro

*You are the lucky owner of the Legacy, a CF-350 Series Scarab-class Freighter with a story of its own. It was the ship of Phoenix Vandal, a renowned scoundrel; some called her space pirate, others the best blockade runner on the Rin, and even others guardian angel for the downtrodden of Procyon. And now she passed all on to you.*

*Thing is, you don’t have any credits on your name nor place to call your own. Your stash is running short and there are debts to pay. So you took the old Legacy and the first job that fell on your lap and headed toward the nearest Ur Gate to skip system before your creditors caught wind of you.*

### Characters sheet handout

If you have 1-3 players hand out these pregens and ask them to write a real name if they want.

**Cpt. Dash Vandal, Scoundrel:** this is your Legacy, your mother’s heirloom, your only means and last savings. Time to put her to work.

**Node, Pilot:** this is the first chance you have to helm a ship. You already left everything behind, the only way to go now is forward.

**Rigger, Mechanic:** you're far from home now, earning your own buck. It is rough, and you may be young, but you have more experience than they take you for. Maybe these scoundrels will take a shine to your talents.

If you have 4-7 players, first give out *Dash, Node* and *Rigger*, then hand out these as you need them:

**Hull, Muscle:** you’re a deserter, treated like an outcast even after everything you gave. You know only war, only worth in battle: this is the only place you have to live.

**Eclipse, Mystic:** you’re on the run, destitute. Your family destroyed for their allegiances to an older form of justice, a Way of justice you plan to uphold.

**Mrs/Mr Singer, Speaker:** you ran thin on your luck, too many crooked clients, too many failed cases, and too many loose ends. A more... mobile office might help you lay low for a while.

**Dr. Marrow, Stitch:** you don’t have too much time. You perfect body wasn’t thought out for a long, happy life. There’s so much good you can make on a system, you might want to skip it around a bit.

Once they’ve chosen tell them why they’re here. Then ask: who wants to take care of the Legacy? Hand them the ship sheet.

The Score

### Beyond the Night-side

*The crew must pick up a mysterious package from beyond the dark hemisphere of Sonhandra and deliver it to Sorrow, of the Agony. She sent out the coordinates: an abandoned mine 75 klicks out of Ugar. It is to be delivered to Cpt. Hunter of the Maelstrom pirates for in-system exchange.*

**Client:** Sorrow, of the Agony **Target:** a captive Way-creature.

**Work:**

Recover the package from the ruins of a mining facility on the dark side of Sonhandra and avoid whatever it was that killed the miners.

The mine is on the top of a rock spire, hit by the last shafts of light, 75 klicks beyond the twilight zone of Ugar. The climate is extremely cold around the spire, but the sunshine gently covers the facility. O*bsidian gargoyles*, silicon-based xenos made up of molten rock, stalk the spire. They are blind, but can sense heat and see ley lines, which they tend to target.

The package is actually a recovered Way-creature: a small spheric, phosphorescent lifeform that radiates ley energy. It is extremely curious and Way-powerful. Its radiance might augment and even induce mystic powers on developing humans.

**Twist/Complication:**

Introduce these if the players blaze through the score, or to come up with secondary objectives to split up a large crew into two groups.

* The 51 Legion set up a blockade on Sonhandra to control the ship traffic, you’ll have to run through if you want to get out of the planet.
* The Legacy is targeted by agents of the Church of the Stellar Flame, who want to destroy the Way-creature before it reaches Sorrow.
* The Maelstrom tries to double-cross the crew, get the package and keep the payment for themselves.

**Connected:** Citani, the info broker **Faction:** the Maelstrom is acting as middle-man

**Payoff:** 8 credits and +1 status with the Agony.

Characters & Ship

| Cp. Dash Vandal *Scoundrel*  **Heritage:** Wanderer, you were born in a family of criminals, always on the run from the law.  **Background:** Syndicate, after your mom's death you survived by working for her former friends and contacts at the Syndicate.  **Vice:** Luxury, you always longed for the good life, and its excesses.  **Actions:** Skulk 2, Helm 1, Scramble 1, Consort 1, Sway 2.  **Special Ability:** Never tell me the odds. | Node *Pilot*  **Heritage:** Colonist, from a family of farmers on Amerath, you grew dreaming of exploring the stars.  **Background:** Labor, before getting the chance to helm a ship you spent your youth working on space docks and hangars.  **Vice:** Faith, you believe in the Emerald Heart and pray for its favor regularly, reasonable considering your line of work.  **Actions:** Scramble 1, Rig 2, Study 1, Attune 1, Helm 2.  **Special Ability:** Punch it!. |
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| Rigger *Mechanic*  **Heritage:** Spacer, raised on a starship by a large family of crew, workers, you never had a planetary home.  **Background:** Guilder, serving on a myriad of merchant ships through your family connections.  **Vice:** Obligation, to your hard-working family.  **Actions:** Rig 2, Study 1, Hack 2, Consort 1, Helm 1.  **Special Ability:** Fixed. | Hull *Muscle*  **Heritage:** Colonist, from a colony in Aketi, running and climbing the jungle trees like the athletic kid you were.  **Background:** Military, recruited by the 51st Legion you were quickly severed from your simple life.  **Vice:** Stupor, whiskey, the stronger the better. Preferably the “making the atrocities of war disappear” kind.  **Actions:** Scramble 2, Scrap 2, Command 1, Skulk 1, Rig 1.  **Special Ability:** Battleborn. |
| Eclipse *Mystic*  **Heritage:** Imperial, you grew up in the Warren, heart of the Rin System. Raised by a noble family of a dying lineage.  **Background:** Noble, you escaped persecution for following your family's ancient tradition in the use of the Way.  **Vice:** Weird, you collect ancient artifacts and trinkets from lost faiths and dead gods.  **Actions:** Scramble 1, Attune 2, Command 1, Study 2, Scrap 1.  **Special Ability:** Psy Blade. | Mr/Mrs Singer *Speaker*  **Heritage:** Imperial, from the planet-cities of the heartland, growing up in the streets of an urban jungle.  **Background:** Academy, a dropout from law school, you found work on the frontier, where no one could check your credentials.  **Vice:** Pleasure, you have a weakness to the pleasure of good company and skilled lovers.  **Actions:** Command 1, Consort 2, Skulk 1, Sway 2, Study 1  **Special Ability:** Player. |
| Dr. Marrow *Stitch*  **Heritage:** Manufactured, you're a clone, made for battle, raised by scientists as a super-soldier.  **Background:** Military, you escaped the Hegemony military to defy your deathly fate and save lives instead.  **Vice:** Stupor, you grew up on heavy doses of supplementary drugs. They also help stave off the pain of a failing body.  **Actions:** Doctor 2, Study 2, Scrap 1, Scramble 1, Command 1.  **Special Ability:** Combat Medic |  |

# The Legacy

**Special ability:** the Getaway.

**Rep:** Daring.

**Systems:** Sensor Jammers, Afterburners.

**Upgrades:** Land Rover, Welding Gear.

**Faction Status:**

These two come with the ship.

**-+1** *The Borniko Syndicate:* Phoenix Vandal was active during the raise of the Syndicates, getting on their good side as a smuggler and blockade runner.

**-1** *The 51st Legion:* after years of outsmarting the Hegemony, the Legion have several warrants for the Legacy.