

## Native Clay

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A spontaneous adventure (*GMG*, pages 209-211)

**Idea:** At Darley's Star in [Sector Q](#), the heroes must delve into hidden and disturbing extremist factions to conclude their own business.

**Background:** See the description for the planet Clay in the system of Darley's Star with its former species and present-day colony. The heroes have reason to transit from Gisele to Kaleo, or vice versa, or any similar route.

The heroes might find themselves in one of the ports of Lunaria, in the Gisele system. Lunaria exports gourmet foods, which are perishable. A broker at Lunaria wants them to deliver a consignment to a customer at Darley's Star, something large, specialised and awkward enough that they have more incentives than money (though that can be generous) to get it where it needs to go. If they have a ship, it's a bit more than half their hold space, or if not, it's a big refrigerated crate.

The heroes have found passage on the Concord-registered *Guild Nova II*-class modular freighter *Blue Skies*, owned by Positive Corp. If the heroes have a ship in the Small Craft range, they'll certainly benefit from ferry service, or if not, there are a couple of options to add some cabins. Darley's Star doesn't have a stardrive booster service that size (or at all) so they'll have to wait to recharge the drive.

The heroes have a shipment to deliver to the colony's commissary, but run into a delay due to mysterious incidents. The proprietor, Joe Pinto, has been injured, possibly pushed in front of a transit cart in off-shift. He's in considerable pain, but when mobile, is likely to pursue the cause of the attack, further distracting him from signing off or paying for the goods.

### **Supporting Cast:**

A clique, the E Block group (mostly Marginal Spacehands), have developed an extreme theory that a genetically engineered individual with further spontaneous mutations, Anton Krewicki (see Game Data) will play a central part in adaptation of humanity to the plans of the native Savants. They address him as "The Future".

His intended bride, Rachel Pinto (Ordinary Trader), has a genetic inability to react to methane levels in the atmosphere, which has led to some dangerous incidents in the past. Rachel enjoys the attention of a personable man and is uncommitted as yet.

Joe Pinto, her father, is an Ordinary Trader.

Other inhabitants might use statistics for Spacehands, Traders, Administrators and so on as suggested by their roles. Clay Colony has no career Law Enforcers.

**Trigger:** Your over-laden and faintly odiferous transit cart pulls up at the listed unit number for the colony's B Block commissary under orange sodium lights. The door is closed. No-one is about.

A neighbour leans out from the next unit, "I don't think you're in luck today. Joe's in sick bay."

What do you do?

Back-rooms of living-units of Darley's Star might hide other disturbing sights, such as the grotesquery called the "Hero Twins".

A mutant individual – born without eyes, lines on forearms like pressure marks or scratches, not conspicuous, sensitive to thermal emissions. Dark glasses, short sleeved tops. Twenties, confident and charming.

### **Anton "The Future" Krewicki Game Data**

Human male Diplomat (Tech Op) Ordinary SCM

STR 10

DEX 10

CON 9

INT 10

WIL 10

PER 11

Action Check: 12+/11/5/2 (+d4)

#Actions: 2

Durability: 9s/9w/5f/5m

Movement: Sprint 20, Run 12, Walk 4

Last Resorts: 2

Perks: Celebrity, Great Looks

Flaws: Slow

### **Attacks:**

Unarmed 10/5/2 (+d4) d4s/d4+1s/d4+2s LI/O

### **Defences:**

CF short coat d6-3LI/d4-3HI/d4-2En

### **Skills:**

Athletics (10), Unarmed Attack (10), Acrobatics (10) – *dodge* (11), Vehicle Operation (10), Stamina (9), Knowledge (10) - *Darley's Star system 3* (13), *Galactic Standard language 3* (13), *Rigunmor language 2* (12), Life Science (10), Social Science (10), Awareness (10), Administration (10) - *bureaucracy* (11), Interaction (11) (+d4 or -d4) - *charm* (12), *bargain* (12), Leadership (11) (+d4 or -d4)

### **Mutations:**

*Claydweller Booklungs (Ordinary):*

Breathe Clay atmosphere with endurance check once per hour or no checks required indoors

*Environmental Adaptation (Cold) (Ordinary):*

Penalties for cold environment reduced by 2 steps, Stamina-*endurance* for cold environment -2 steps

*Thermal Vision (Good):*

3-step reduction in penalties for low illumination or total darkness if objects are at varying temperatures

*Reduced Constitution (Moderate):*

Reduce Constitution by 2 points (applied)

*Minor Physical Change (Slight):*

+2 penalty to encounter checks to those disturbed by the mutant's difference in appearance (+1 if partly concealed or familiar, -1 if visible to E Block group)