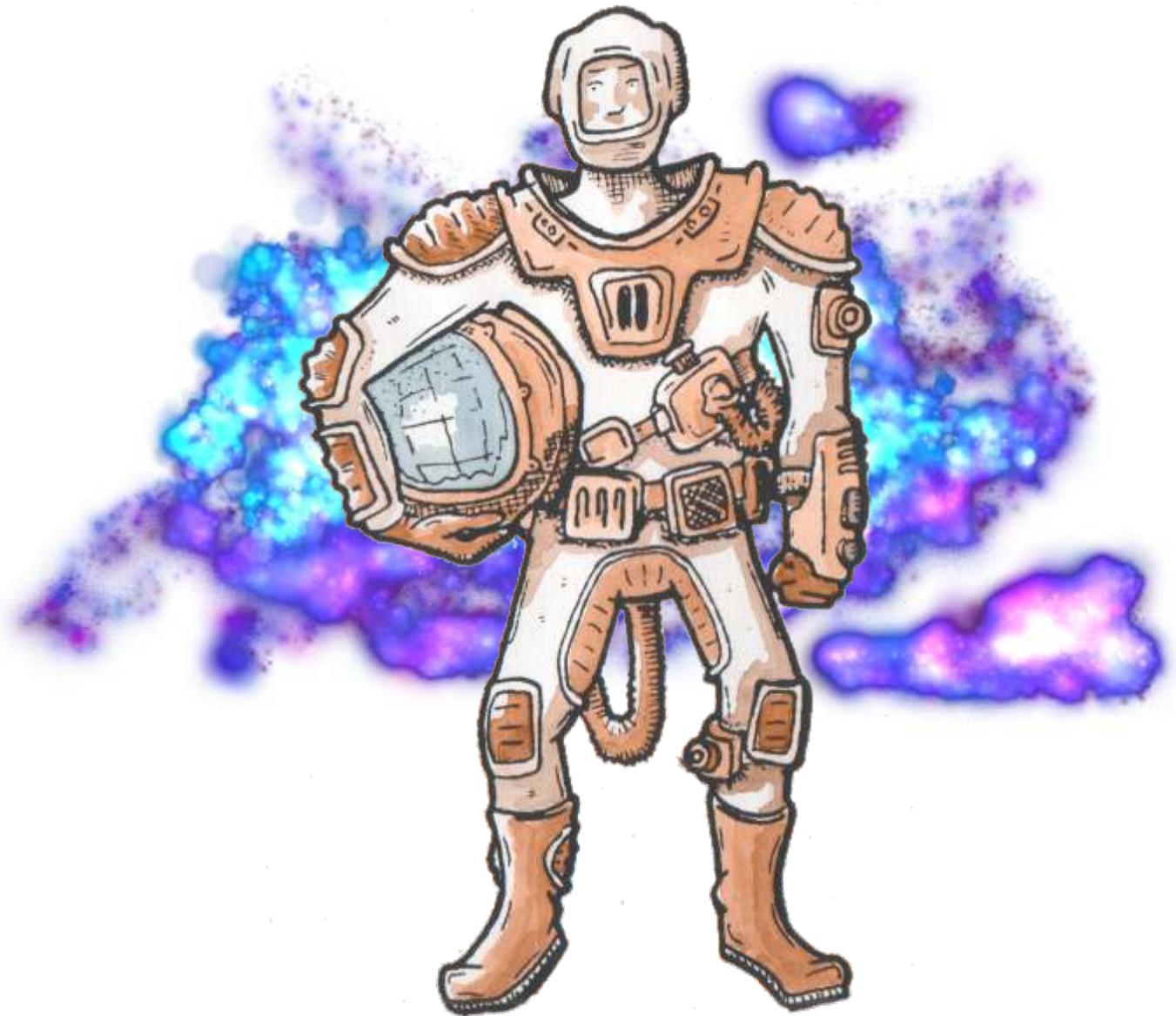


Survive the Encounter with the

# Kerberos Anomaly



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*This book is dedicated to everybody who genuinely tries to understand those who have a different opinion.*

# The Kerberos Anomaly

A Savage World One-Shot

## Synopsis and Background

The PCs are the crew of the *Bakunin*, an exploratory vessel from Earth, sent to investigate a mysterious comet. The Kerberos Anomaly, as it is called, is currently between systems, orbited by fragments of unknown material, and has recently started to emit strange energy readings.

As the *Bakunin* arrives near the anomaly the heroes are roughly awakened from their cryosleep when the ship's hyperdrive explodes. With critical components lost, they will have to scavenge materials from the many other ships wrecked by the anomaly. However, they are not the only sentinents stranded here and will have to compete with a group of reckless aliens who also want to fix their ship and escape.

## Getting Stranded

The session starts with the party awakening from cryosleep to loud klaxons and sounds of explosions. The pilot of the ship will have to take some quick maneuvers in order to prevent further damage to the ship.

The pilot must make 3 piloting rolls to avoid damage from hitting other wrecks. (Note that all of the crew has 2 levels of exhaustions that take 4 hours each to recover.) Each failed roll means some damage. Roll on the table below:

D6	Damage
1-2	Lose 1 point of life support
3	Com laser damaged
4	Lose one of the probes
5-6	Crew members take 2d6 damage

## Quest for Resources

As the party finally brings the ship to a save orbit, they realize that their hyperdrive and sub-light drive are damaged. The latter cannot be fixed but the former can – with some crucial spare parts.

In their battle for survival, the party will consume and replenish the following resources:

**Life Support:** Life support is an abstract representation of air, water, and food. The *Bakunin* starts with 5 supply points.

**Probes:** The *Bakunin* is equipped with two self-propelled probes. While these were intended to be used on the anomaly, they can be repurposed for scouting and even attacking.

**Support Module:** The players can decide whether the *Bakunin* is equipped with a repair

### Life Support

In order to keep things fast and furious, we do not track life support in great detail. Instead, after every scene, roll a d6 for every point of supply the crew has. On a one, supplies run short and this particular die is removed.

When there are no more supplies, the crew runs on emergency rations and suffers a level of exhaustion for each scene. This can only be recovered when new supplies are found. It is entirely possible to die of missing life support.

shop (+2 on *Repair* rolls) or a med-bay (+2 on *Healing* rolls)

**Com Laser:** The com laser is used to control the probes and to talk to crew members outside of the ship. It can be repurposed as a weapon (with 2h and a *Repair* roll) to deal 2d6 damage (heavy) within line of sight. However, under these circumstances, it cannot be used to send messages any more.

## Scavenging

There are many wrecks orbiting the monolith in erratic patterns. Except for the disk-headed aliens, there are no survivors. Every few hours, there are 1d4 new ships in the party's vicinity as the old ones move away. Roll for each:

D8	Ship
1	Complete Wreck, -2 on scavenging check
2	Little damage, far out, -1 on check to reach, +1 on scavenging check
3	Looks intact but is completely wrecked internally, no loot
4	Faint energy readings, 4 hostile robotic guardians
5	<i>Prometheon</i> , a lost human colony ship, gives 10 points of life support, 1d6 survivors in cryosleep
6	Intact alien probe, -1 to reach, draw two cards, discard lowest
7	Mining ship, +1 on scavenging check
8	Spinning fragment, -1 to reach, -2 on scavenging check

A self-propelled probe can be used to understand the loot potential. Reaching the wreck requires an EVA maneuver in space suits. Each character must make an *Athletics* check. Failure means a stressful moment of drifting and readjusting for one level of fatigue (heal with a scene of 4 hours rest). A critical failure results in 3d6 damage. The same goes for the trip back.

When the party searches a ship, one character makes a *Notice* roll (the others can support

with *Notice* or *Repair*). For a success and each raise, draw a card. Searching should take about one hour. The different results are explained in the appendix with the scavenging table.

### Interludes

There are many scenes that you can use for interludes to let the players talk about their characters. Travelling to the wrecks, doing repairs together or recovering from wounds and fatigue are all great opportunities for roleplaying.

## Repairing the Hyperdrive

To repair the hyperdrive, the engineer needs to make some general repairs and install two parts which are currently missing but might be found on other ships. The following rolls are required and can be retried at a cumulative -1. Take a note of any critical failure as it might later affect the jump to hyperdrive.

Repair	Difficulty	Time
General	+1	One scene, -1 per crew member absent
Magnetic Compressor	-1	One scene, -2 per crew member absent
Field Oscillator	-2	One scene, -1 per crew member absent

## The Monolith

The mysterious monolith has an elongated ovoid shape, its surface marked with many mysterious glowing symbols. The monolith does little to help the party escape, however, studying it will have major value for humanity in the long run as it can explain many cosmic secrets. If the players think of running the planned experiments, they have to do the following:

Task	Check	Time
Remote Scan	Computer +1	negligible
Use Probes	Piloting	One scene, two with one probe

## Alien Action

Just out of reach of the PCs' ship is a spiked alien vessel that is also trapped by the monolith. Its occupants, brutal disk-headed aliens that have no interest of capability to communicate with the party, are looking for similar components as the players and will try to steal from the party. Since the adventure is pretty dynamic, here are some actions that the aliens can take to further their goals. The GM should decide which one is appropriate for a given situation and count off the aliens' resources.

**Fire main laser:** The aliens have a 10% chance to get line of sight to fire their laser at a wreck with the party inside (dealing 2d6 damage once to everybody inside who fails an *Athletics* check). Otherwise, they will still try but hit some debris.

**Diskhead Probe:** The aliens can launch a remote probe to observe the PCs, attack the party's probes, or even astronauts. However, they are very careful not to lose the probe since it is their main way of exploring wrecks.

**Assault on Ship:** As a last resort, the diskheads (5 in total, one of them a wild card) will use a risky EVA maneuver to attack the party's ship. Each alien that does not make its *Athletics* check will miss the party's ship and drift off into space. The rest will break into the ship and fight to the death. If the com laser has been turned into a weapon, the party gets to take 5 shots before the enemies arrive (for 2d6 damage).

## Taking the Fight to the Diskheads

There are several ways to take care of the diskhead problem. For starters, the party may

do a ship assault in the fashion described above – with the same dread risks. They can send their probes and even attach themselves to them. However, as the players, the aliens will be able to fire 5 shots with their laser (also dealing 2d6 damage).

There are many other ways to address the alien threat and the GM should encourage and reward creative thinking.

## The Jump

When the players feel they are ready to leave, let them roll a Piloting check and then go to cryosleep. Remove 2 if one of the components is missing. Also remove 1 for each repair roll that suffered from a critical failure during repair. The result is interpreted the following way:

Total Roll	Result
3 or less	The <i>Bakunin</i> is lost with all hands
4 to 6	The <i>Bakunin</i> arrives at home 50 years later. The crew is long dead but the data will revolutionize human science.
6 or more	The <i>Bakunin</i> arrives safely at home.

## Appendix: Stat Blocks

### Remote Probe

The heroes have access to two remote probes, which are good at exploring space but make poor combatants.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Athletics d8, Fighting d4, Notice d10

**Pace:** 6; **Parry:** 4; **Toughness:** 7(2)

#### Special Abilities:

- Armor +2
- Tool arms: Str+d4
- Construct: Immunities, +2 to remove a shaken result

### Diskhead Probe

The diskhead aliens employ a spiderlike probe that can move quite quickly with jets and can attack with its various tool attachments.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

**Skills:** Athletics d12, Fighting d10, Notice d8, Stealth d8

**Pace:** 8; **Parry:** 7; **Toughness:** 7(2)

#### Special Abilities:

- Armor +2
- Tool arms: Str+d6 AP 2
- Hardy: Does not suffer a Wound from being Shaken twice.
- Construct: Immunities, +2 to remove a shaken result

### Diskhead

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Athletics d8, Fighting d8, Shooting d10, Notice d10, Stealth d8

**Pace:** 6; **Parry:** 6; **Toughness:** 7(2)

#### Equipment:

- Armored space suit (+2 toughness)
- Laser cutter (melee, 2d8 damage, AP 2)
- Small disk-thrower pistol (2d6 damage, 8/16/24, AP 4)

### Robotic Guardian

These ancient mechanisms are confused by the death of their organic masters and will attack on sight.

**Attributes:** Agility d8, Smarts d8 (A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d10, Notice d8

**Pace:** 8; **Parry:** 7; **Toughness:** 9(3)

#### Special Abilities:

- Armor +3
- Tool arms: Str+d8 AP 2
- Construct: Immunities, +2 to remove a shaken result

### Survivor

These humans have all relevant attributes and skills at d6. They are not of much use but are eager help. (Except for the mono-browed asshole.)

## Appendix: Scavenging Table

This table can be used to determine scavenging results.

Card	Loot
<b>2</b>	Pristine hyperdrive part that the party has not found yet
<b>3</b>	Faulty hyperdrive part (-1 on jump roll)
<b>4</b>	Smashed hyperdrive part (-2 on repair roll to install; breaks completely on a failed <i>Repair</i> roll to install)
<b>5</b>	Unstable hyperdrive part (explodes on a failed <i>Repair</i> roll to install inflicting 2d6 damage on the character)
<b>6</b>	Organic hyperdrive part (takes up one supply dice to revive)
<b>7</b>	Radioactive hyperdrive part (take 2d6 radiation damage on way back)
<b>8</b>	Unusual hyperdrive part (-1 on <i>Repair</i> roll to install)
<b>9</b>	Exotic hyperdrive part (-2 on <i>Repair</i> roll to install)
<b>10</b>	Superior hyperdrive part (+1 on jump roll)
<b>Jack (Hearts)</b>	Painkillers (ignore 1 level of wound penalty, 2d6 doses)
<b>Queen (Hearts)</b>	Medkit (+1 to Healing rolls)
<b>King (Hearts)</b>	Auto-healing coffin (acts as a doctor with skill 1d12)
<b>Ace (Hearts)</b>	Resurrection tank (returns a killed character back to life after 1 scene)
<b>Jack (Spades)</b>	1 point of supplies that requires <i>Athletics</i> to extract safely.
<b>Queen (Spades)</b>	Superior EVA gear (+1 to checks to travel between ships)
<b>King (Spades)</b>	An alien computer that seems interesting but only takes up time.
<b>Ace (Spades)</b>	An inactive guardian robot that will activate midway to

	the ship and start attacking people.
<b>Jack (Clubs)</b>	Explosives (can be used to build 2d6 grenades with 2d8 damage and medium template)
<b>Queen (Clubs)</b>	Fusion cutter (2d8 melee damage, AP 2)
<b>King (Clubs)</b>	Torpedo (can be used to destroy alien ship with a successful piloting roll)
<b>Ace (Clubs)</b>	Robotic guardian, inactive ( <i>Repair</i> roll to use)
<b>Jack (Diamonds)</b>	Find 1 supply point, slightly disgusting
<b>Queen (Diamonds)</b>	Find 1 supply point
<b>King (Diamonds)</b>	Find 2 supply points
<b>Ace (Diamonds)</b>	Multirecycler (no more supply rolls required)
<b>Joker</b>	Draw 2 cards

## Appendix: Pregenerated Characters

Use the pregenerated characters to quickly hop into the adventure.

### Captain Daliah/Dave Anderson

Captain Anderson is a tough and heroic person, right from the pages of early space exploration history.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Athletics d6, Common Knowledge d6, Fighting d6, Healing d4, Intimidation d8, Language (Native) d8, Notice d6, Persuasion d6, Repair d4, Stealth d4, Taunt d4

**Pace:** 6; **Parry:** 5; **Toughness:** 7(1)

**Hindrances:** Heroic (always helps others who are in danger)

**Edges:** Brute (increased toughness, increased unarmed damage)

**Weapons:** Unarmed (Str+d4), metal pipe (Str+d6)

**Equipment:** Space suit (+1 armor)

### Dr. Yuri/Maria Kolmogorow

Dr. Kolmogorov is obsessed with new phenomena and the Kerberos anomaly is something that must be explored even at great cost.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

**Skills:** Academics d6, Athletics d4, Common Knowledge d6, Electronics d4, Fighting d4, Hacking d4, Healing d8, Language (Native) d8, Notice d4, Persuasion d4, Repair d4, Science d8, Stealth d4

**Pace:** 6; **Parry:** 4; **Toughness:** 6(1)

**Hindrances:** Curious, Driven (minor, Understand the anomaly)

**Edges:** Calculating (ignore 2 points of malus when acting on a card of 5 or less)

**Weapons:** Unarmed (Str)

**Equipment:** Space suit (+1 armor), Sensor kit (+1 on Notice checks, however, Notice becomes limited by Science)

### Lt. Sophie/Hans Sternberg (Pilot)

Lt. Sternberg is a jaded veteran of several dangerous space missions. They lost their eye during a terrible accident but this has only made them more secure in their abilities to survive threats.

**Attributes:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**Skills:** Athletics d4, Common Knowledge d4, Fighting d6, Hacking d4, Healing d4, Language (Native) d8, Notice d6, Persuasion d4, Piloting d8, Repair d4, Science d4, Stealth d6, Taunt d4

**Pace:** 6; **Parry:** 5; **Toughness:** 6(1)

**Hindrances:** One Eye (-2 on any interaction with things more than 5" away)

**Edges:** Ace (can spend Bennies to soak damage to vehicles they pilot – this also applies to probes operated remotely), Danger Sense (+2 to spot an ambush and other hidden dangers)

**Weapons:** Unarmed (Str)

**Equipment:** Space suit (+1 armor)

### Specialist John/Jane

The specialist is an android designed to work as an engineer. Extremely resilient to radiation and other environmental dangers, the specialist can perform tasks that humans would be unable to. John/Jane is extremely polite and naively trusting towards its human masters.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Language (Native) d8, Notice d4, Persuasion d4, Piloting d4, Repair d8, Stealth d4, Thievery d4

**Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Delusional (minor, humans are infallible), Loyal (will help others), Construct (Androids add +2 to recover from being Shaken, don't breathe, ignore one level of Wound modifiers, and are immune to poison and disease. Constructs cannot heal naturally. Healing one requires the Repair skill), Pacifist (major, the artificial being may not injure a sapient being, or through action or inaction, allow such a being to be harmed), Creepy (-2 to Persuasion rolls), Vow (major, follow orders by the captain)

**Weapons:** Unarmed (Str). Wrench (Str+d6)

### EVA Specialist Chen Li

Chen is a specialist for extra-vehicular activity. (S)he loves to be outside in space and has a great dislike for confined spaces. Chen also loves ancient Broadway musicals.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Athletics d8, Common Knowledge d4, Fighting d8, Healing d4, Language (Native) d8, Notice d8, Persuasion d4, Piloting d4, Repair d4, Stealth d6

**Pace:** 6; **Parry:** 6; **Toughness:** 7(2)

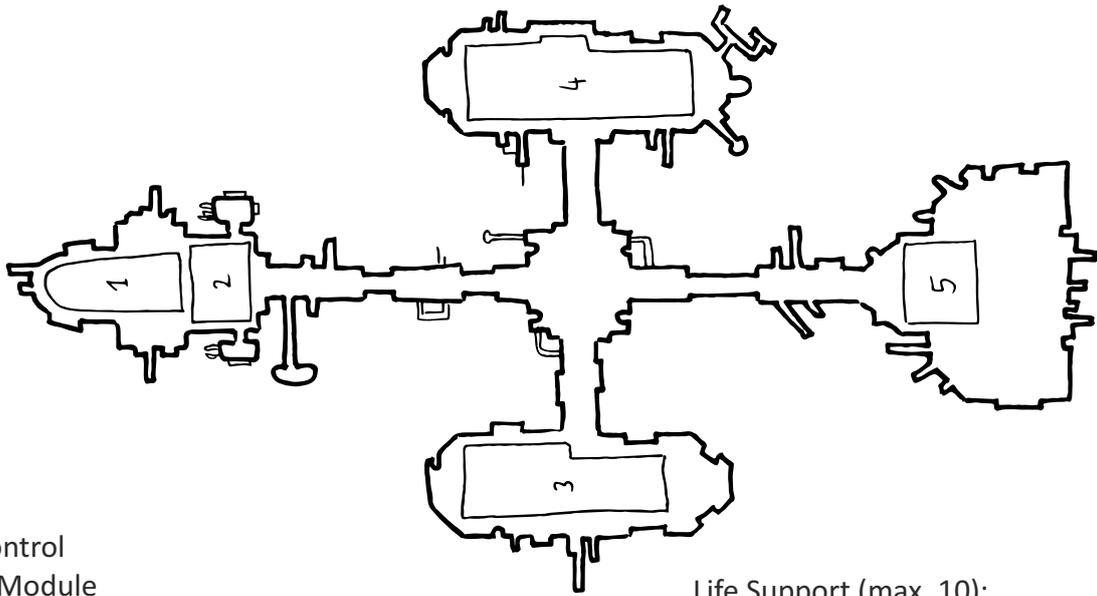
**Hindrances:** Habit (minor, Sings when nervous), Phobia (minor, Claustrophobic)

**Edges:** Acrobat (re-roll for acrobatic Athletics rolls)

**Weapons:** Unarmed (Str), laser cutter (Str+d6, AP 1, melee)

**Equipment:** EVA Spacesuit (+2 armor, +1 on Notice checks)

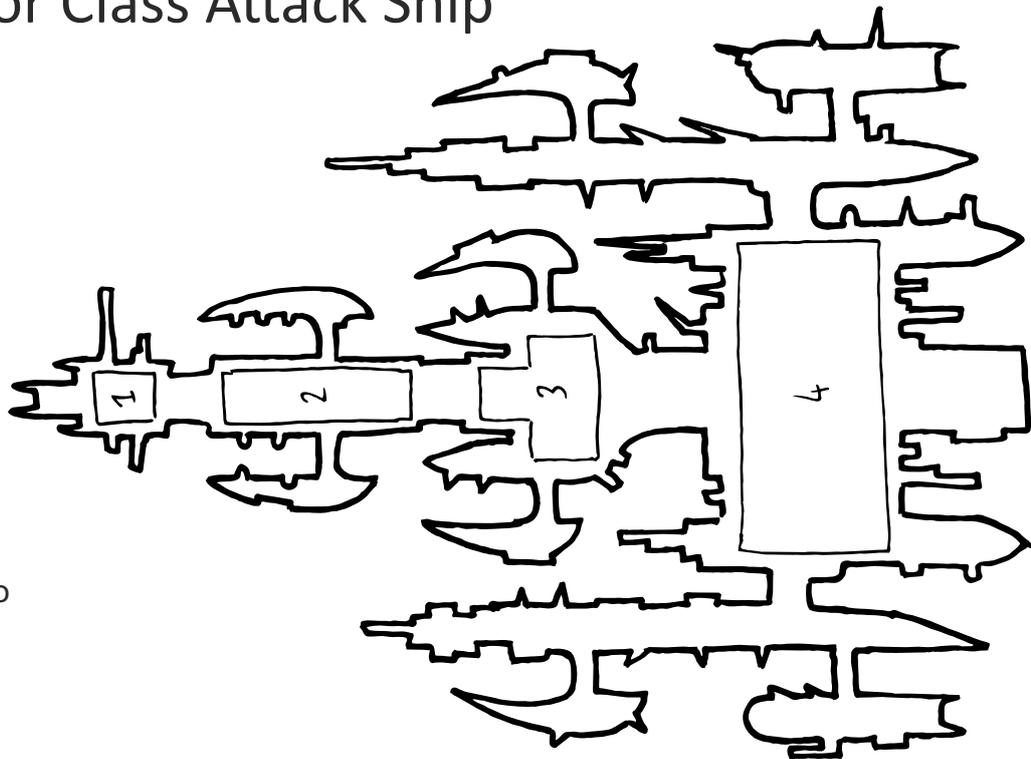
# USS Bakunin



- 1. Cockpit
- 2. Probe Control
- 3. Support Module
- 4. Living Quarters
- 5. Engine Room and Machine Shop

Life Support (max. 10):  
Probes: 2  
Support Module:

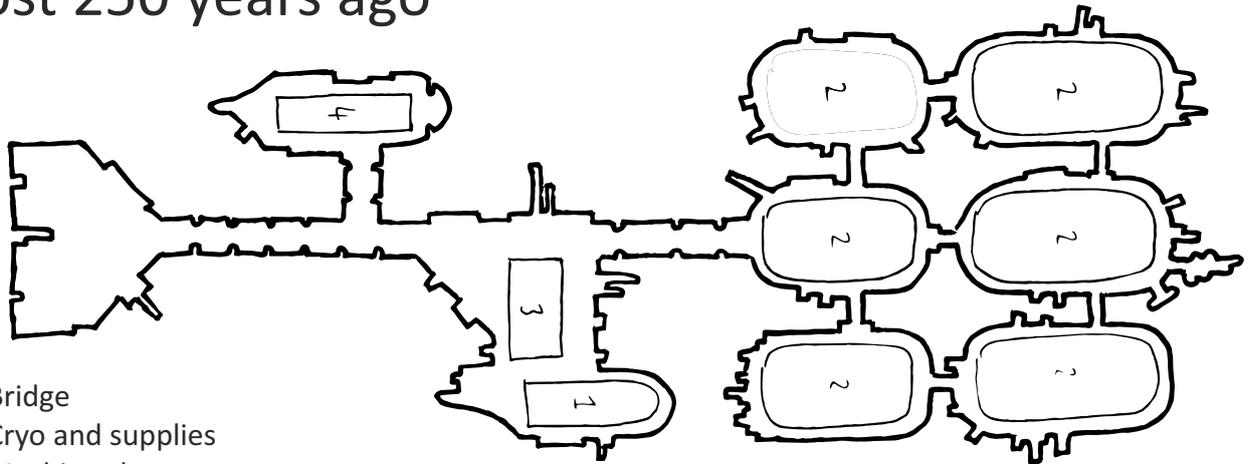
# Aggressor Class Attack Ship



- 1. Cockpit
- 2. Training Dojo
- 3. Living Area
- 4. Engineering

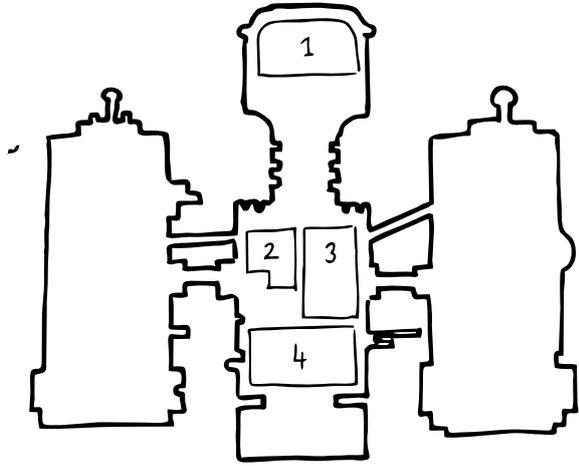
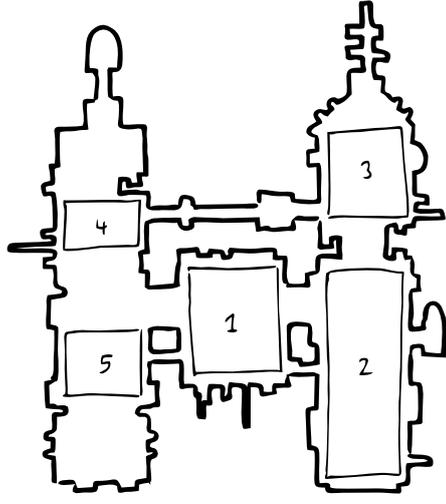
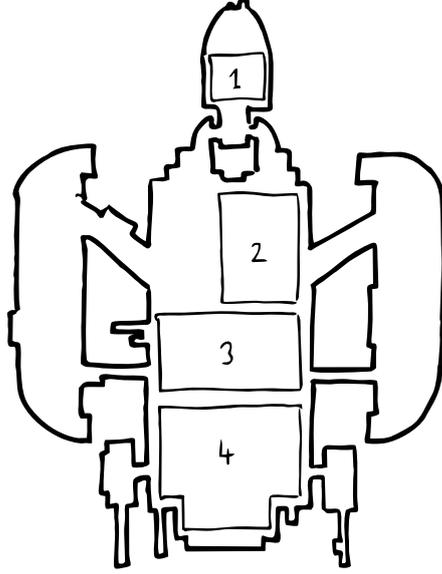
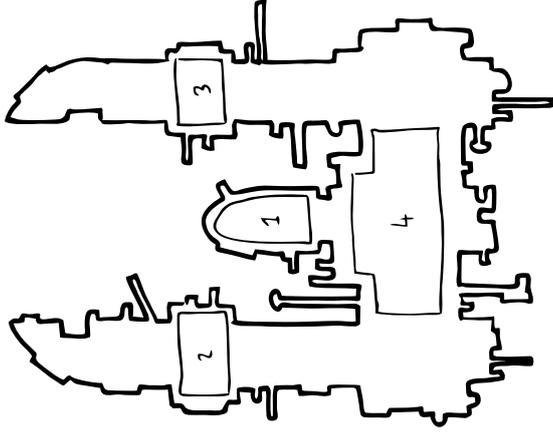
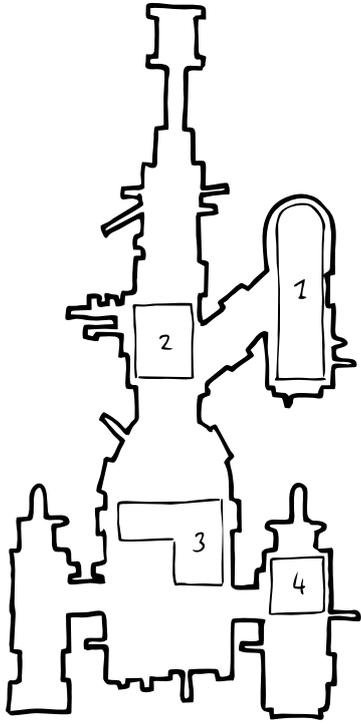
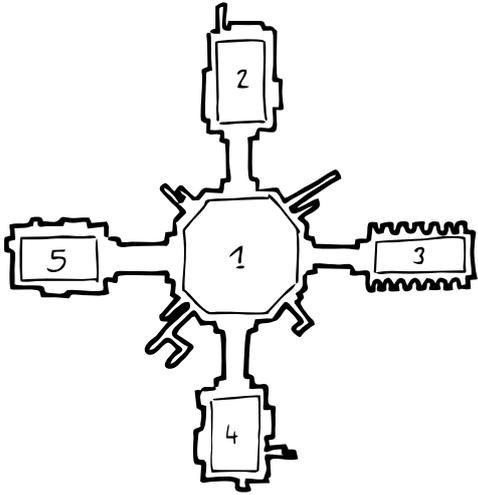
# Prometheon, Human Colony Ship

Lost 250 years ago



1. Bridge
2. Cryo and supplies
3. Machine shop
4. Crew quarters

Random Wrecks



Tagline/Pitch

Agility

Skills

Pace

Smarts

Hindrances

Parry

Spirit

Toughness

Strength

Edges

Wounds

-1 -2 -3

Vigor

Gear

Fatigue

-1 -2

Tagline/Pitch

Agility

Skills

Pace

Smarts

Hindrances

Parry

Spirit

Toughness

Strength

Edges

Wounds

-1 -2 -3

Vigor

Gear

Fatigue

-1 -2