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Rig

A Single Session Beyond The Supernatural game for 5 specialists

By

Andrew Orman and Adam Reeve

Following first is the origion blurb for the Macquariecon 1995 convention, the module itself; and character sheets for each respective p.c's.

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Please feel free to send us feedback on the modules! Have you played them with us at a convention before? What did you like or hate about them! We really are interested!

Enough of the heavy handed stuff. Happy playing!

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TRANSCRIPT - Radio Message 1200Khz, 11 Jan 1996, 2:04am

ST4:"Come in Geelong! Hello? This is Shell Test Rig Four, mayday mayday!"

MESH:"This is Maritime Emergency Services at Hobart. Come in, mayday."

ST4:"Thank God! We need help out here! The radio's gone, smashed. I'm sending this on aham radio! Something's killing the crew! The XO's dead, and half the crew! We need help,please!"

MESH:"Calm down, ST4, what's going on?"

ST4:"There's something on board, it's killing us! Please send help! Pl..."

MESH:"ST4, please come in. ST4, do you read me?"

Transmission terminated at 2:06am

"We received that transmission 3 days ago and we haven't heard anything from the rig since. A nearby ship, the 'Rock Bottom' responded to the mayday, but MESH lost contact with it just after it arrived at the rig. The storms have prevented us from sending in any help, but it's let up - we have a 24 hour window before things get too rough. Once the storm closes in again, we predict it'll be another 3 days before it clears.

"First priority, secure the rig. She could go down in this weather, and that would mean the loss of millions of dollars, not to mention the lives of anybody on board. Once you're secure contact MES at Hobart and advise the situation so more help can be arranged.

"Good luck."

RIG - A Beyond The Supernatural game for 5 specialists by Andrew Orman and Adam Reeve. Terror supplied.

Originally run at Macquariecon 1995.

RIG

NOTE TO GMs: I have deliberately left the characters bereft of detail, preferring the players to give each character a personality themselves instead of falling back on stereotyped descriptions. Inform them of this, and that these are real people and should react exactly as the players see fit.

This game was designed to use every ounce of player creativity and intelligence and to that end is VERY difficult - imagine Aliens or The Abyss. If the PCs make a foolish or silly mistake, KILL THEM OFF!

Plot Synopsis

The PCs are part of a fast-response team quickly formed to investigate a strange transmission sent from a Shell Oil Rig "Shell Test Four" in the Southern Ocean on the Southeast Indian Ridge. The drilling by the rig has released a number of oil-creatures from the rock strata, which have killed the crew and the crew of the ship Rock Bottom which was sent to investigate after a mayday was received.

SCENE 1 - Briefing

PCs are gathered at Shell's Geelong oil-refining facility at 4am on Sunday 14th July 1996. They have been gathered from all over the country, mainly from the east coast as a fast response team. They meet Kevin PHELPS, director of operations for all Shell Southern Coast Rigs. PHELPS is a man about 45 years old, medium height and build with thinning blonde hair and a cheesy moustache. He tells them the following facts in a small building located next to the heliport.

1. The mayday was received 3 days ago (read the entry manual if they want to hear it again). PHELPS has a copy on tape and will play it for them.
2. The Shell seismic survey ship Rock Bottom, registered in Melbourne, was closest and sent to investigate. It arrived 1 day after the mayday, and contact was lost shortly afterwards. If the PCs want to hear transcripts of the last messages from the Rock Bottom, they consist mainly of boring things like "Can't see anyone on deck, over." and "Securing lines and preparing to go aboard, over."
3. The last cargo ship to arrive at the rig was three weeks ago. The next is not due for another six.
4. A storm has been over the area for 4 days, but a window has opened that will last for approximately 6 hours. It will prevent any more help from being sent until it clears.
5. Its 4 hours flight time to the rig.
6. The pilot will be able to tell that the chopper they are flying only has enough fuel to make a one-way trip. They are supposed to refuel on the rig. DONT BRING THIS POINT UP as the GM, let 'em work it out for themselves. The chopper is a Sikorsky S-61 Sea King (range 1005km, speed 267 km/h, max load 2.5 tonnes, 1-2 crew and up to 20 passengers). Give the pilot the stats and offhandedly comment it's a 950km trip and let him make the connection!
7. Some notes about the rig - Shell Test Four has 40 personnel, including 5 admin and 1 doctor. It has been operating for 4 months without any unusual or unexpected problems. Personnel spend 6 months on the rig before being rotated off.

PCs may take any of their personal equipment with them, and request whatever else is reasonable in the way of emergency equipment, but NO MORE WEAPONS will be supplied.

If the PCs make a stink about the refuelling situation, hand them the following until they give it up.

- a) There are no longer range craft available.
- b) There are no in-flight refuelling aircraft available.
- c) There is a ship which will arrive in 3 days after the storm. They can wait it out.
- d) They are a fast response team! Time is of the essence.
- e) They don't have time to relocate to a closer area to fly out from.

If they manage to come up with a plausible alternative, let them go with it - it doesn't matter 'cause the chopper will get wrecked anyway :)

There is emergency equipment and cold-weather gear in the chopper, along with 6 "life-suits", combined life jackets and thermal protection in case of an emergency landing in the water. The cold-weather gear is fairly obvious, and the PCs will realise they need it fairly rapidly. But the emergency gear is not. There is also a flare pistol plus 6 flares in the emergency equipment.

SCENE 2 - Arrival At The Rig

The rig is hidden by driving rain and is almost impossible to see until you are within a kilometer of it.

Important noticable things on arrival:-

1. There is a large ship moored to the north side of the rig below the level of the platform.
2. The rig has obviously not been secured for a storm as is company procedure. There is equipment loose on the deck, pipes and cables.
3. The landing pad is gone! All that remains are twisted and burnt pieces of metal protruding over the side of the platform.
4. Some of the rigs lights are still on, though not all of them.

This immediately presents the PCs with a problem. Where to land? They do not have enough fuel to return to the mainland or even Hobart, and there isn't enough room on the platform to land because of the oil tower. The only obvious choice is on the ship, which does have enough room. The smart thing to do is to winch all the PCs except the pilot down onto the platform before attempting a landing.

If the pilot does attempt to land on the ship he'll be able to, but will DESTROY the rotors on a spar swinging in the wind. The pilot will have only TWO ACTIONS to put the chopper down on the deck of the ship HARD before it topples off into the ocean...quick thinking is required to get the chopper down relatively intact.

If the pilot DOESN'T slam the chopper onto the deck, he can kiss his ass goodbye! Anybody still in the chopper when it leaves the ship will take 3d6 points of damage and will have to start making saving throws in the icy water (see NOTES below). Scrambling up a leg of the rig isn't too difficult, but the sea is pretty rough.

ADAM: IT ISN'T PLUMB EASY TO GET OUT OF A SINKING CHOPPER EITHER ESPECIALLY WHEN IT'S PROBABLY HALF FULL OF ICY WATER, UPSIDE DOWN, ROLLING AROUND, DARK INSIDE, AND YOU HAVE A CONCUSSION

SCENE 3 - The Rock Bottom

The ship itself appears to be deserted entirely. No lights show anywhere. It is not properly moored, the ropes having slipped off the rear. Every once in a while, the ship connects with the rig with a tremendous clang. This has damaged the drive shaft - see below.

Deck - loose equipment is strewn about. The port lifeboat is missing - some crewmen got away but the boat sank in the bad weather.

Bridge - the electrical controls have been fused. The radio has been SMASHED. There are signs of an electrical fire, and one of the fire extinguishers has been discharged and is lying on the floor.

ADAM: IF PLAYERS ASK, IT IS NOT CERTAIN THAT THE RADIO WAS SINGLED OUT FOR DESTRUCTION. DAMAGE IS EXTENSIVE TO ALL THE BRIDGE.

Chart room - charts show the ship's current position, where the ship has come from (Melbourne) and where the ship was headed - further east along the Ridge. The ship's log shows the receipt of the distress call, change of course, arrival at the rig, but that is all.

The room also contains computer equipment for taking geologic readings including sonar, underwater microphones, and the like. A number of charts here show various underwater sections, and a ring-bound folder shows maps taken of the sea floor under the rig some 6 weeks previously. **THESE MAPS ARE IMPORTANT** as they show the magma pocket near the anomaly. It is obvious that charges placed near the pocket would release the magma - a useful piece of info **ONLY IN CONJUNCTION WITH** the charts to be found on the rig itself which show the anomaly. However, the maps shouldn't be given to the PCs unless they specifically state they are searching for maps of this area. **SEE MAPS.**

ADAM: IT SHOULD ONLY BE OBVIOUS ABOUT RELEASING THE MAGMA TO AN EXPLOSIVES EXPERT OR GEOLOGIST

Engine Room - the electrical system of the engines is cactus but the engines themselves look aOK. There is a fair amount of fire damage here - blackened walls, burnt cabling, etc - and a slimy, sticky residue on the floor - one of the oil creatures inadvertently caught in the blaze. Another creature is lurking here, hidden amongst the pipes, but will not attack unless a) the power is turned back on or b) it is harassed or disturbed directly. This means it may not become active until the PCs try to make their escape on the Rock Bottom.

The ship's drive shaft has also been damaged from banging against the rig. The damage is minor, but will require someone to work in the darkened engine room to repair it - a 4 or 5 hour job at the least.

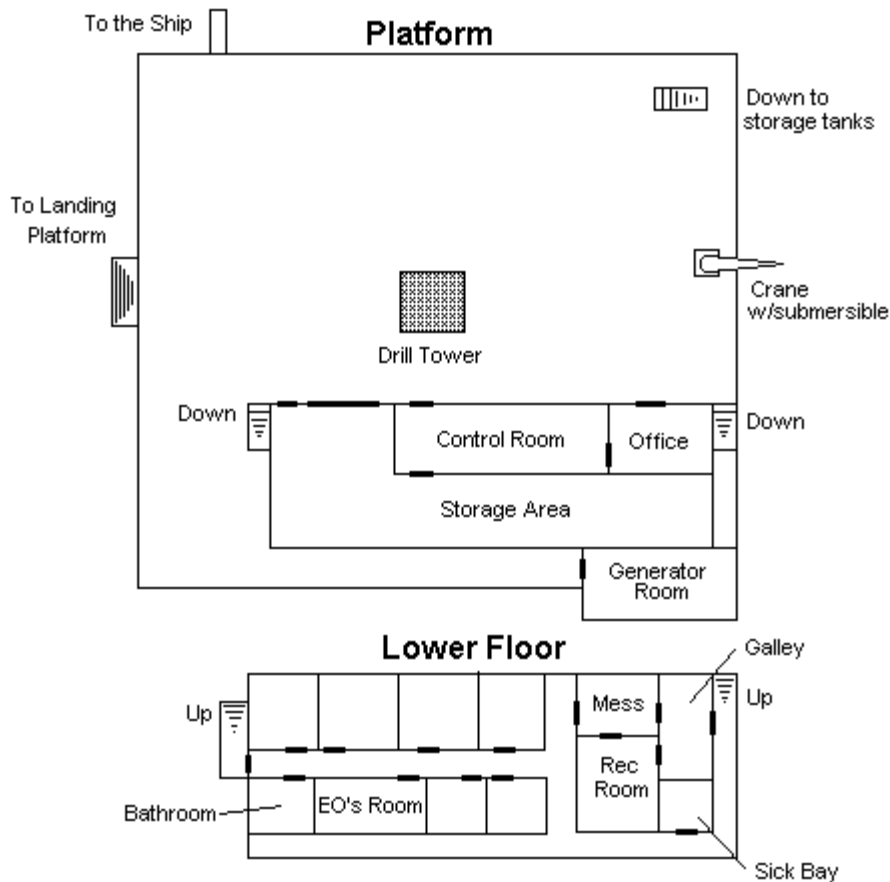
ADAM: MAKE THE DAMAGE TO THE DRIVE SHAFT CRIPPLING, BUT IT COULD BE JURY RIGGED TO WORK FOR A FEW HOURS

Crew Quarters - much the same as on the rig. 5 cabins, 2 men to a cabin plus the Captain's quarters. However, one cabin has been welded shut, apparently from the inside. If the PCs manage to get in they will find the dead body of a crewman who welded himself into the cabin, not leaving ANY airholes. He is propped up in one corner with an acetylene torch in one hand. The rest of the crew quarters contain little of interest except personal effects.

Workroom - Contains mechanical tools, 2 sets of cold-water diving equipment, 1 set of cold-weather gear, 2 "life-suits", oxy-acetylene gear, and electronic components for repair work.

Cargo Hold - holds spare parts for most minor ship repairs, preserved food and a large amount of seismic survey charges. There are two types of charges, the 500gm biggees which are fitted with synchronised radio-controlled detonators, and the smaller charges of about 5 grams which are used to frighten fish away before a larger blast (see WEAPONS below). Metal structures attached to the charges allow them to be dropped accurately onto the sea floor. The radio detonator is **INBUILT** in the chart room, but the charges can be detonated simply by running a current through them.

SCENE 4 - The Rig



Getting from the ship to the rig is relatively easy...the movement of the ship has strained and damaged the walkway, but it is still intact enough to walk across. Note that the PCs had only two hours on reaching the rig before the storm is going to hit. If they have spent a long time on the Rock Bottom, it may well be upon them! It should become quickly obvious that without adequate light and heat, the PCs will not survive a prolonged stay, and that means turning the power back on.

ADAM: OPTIONALLY HAVE THE WALKWAY QUITE DANGEROUS. ONCE THE STORM HITS, IT FALLS INTO THE SEA, AND PCS MUST GO HAND OVER HAND ON ROPES HA HA

Landing Pad - the pad has been completely torn off, quite obviously by a large explosion. A network of pipes end at the edge of the tear...hopefully the PCs will realise that something set off the avgas and destroyed the pad.

Drilling Platform - tools and equipment are scattered about. Dried blood is visible around the drill itself and observant PCs will notice a green ooze mixed with the oil stains on the deck. One of the pipes leading to the storage tanks has a large rupture in it, burst from the INSIDE. The equipment is not secure and must be moved into the large storage area.

Control Room - The control room has been barricaded. One of the windows has been smashed, and water has mixed with blood and green slime on the floor. Half dissolved limbs and bone fragments are strewn about, even the half melted head of a crewman, still wearing a hard hat. There are empty food tins, some bedding and so on. The radio here has been smashed and shows traces of green slime. A box of hand flares has been broken open - 2 are used on the

floor, 2 remain in the box, and the rest are gone. Also here is an SLR 7.62mm semi-auto rifle (see WEAPONS below) with a half-full magazine inserted. Empty cases litter the floor. There is a smaller room off the control room containing wet weather gear, fire-extinguisher, torches and cold-weather scuba gear for 4 people. There is also a line firing attachment for the SLR with 2x50m line reels and grapples, plus 1 extra empty magazine, a box of 80 live 7.62mm rounds and a box of 100 blank rounds (for use with the line-firing attachment).

Some of the computer consoles here are still functioning and show depth/speed charts, small scale geological survey maps (see MAPS), and a series of monitors showing various views of the drilling platform and landing pad. One monitor shows a swaying picture of the underside of the rig. It is the onboard camera for the submersible hanging from its mooring. The submersible controls are located here as well.

ADAM: LEAVE THE AMMO AND STUFF FOR THE SLR VISIBLE BUT HAVE THE RIFLE HIDDEN UNDER A BODY OR SOMETHING. IF NO ONE LOOKS FOR IT, THEY DON'T GET IT

The maps are important as they show the location of the anomaly and its movement over 3 days.

Generator Room - the generator is still running, though on minimal power. The diesel fuel tanks are half full - about another 4 weeks worth at full load. The room is warmer than elsewhere on the rig. Examination will show most of the rig's safety switch cut-outs have fused, but the control room power circuit has been hardwire bypassed to ensure it has power. It is a small matter to do the same to the other circuits and restore power. However, one of the oil creatures is hiding down here happily sucking on the power lines and will attack anyone entering the room. The generator room itself is dark (the bulbs have gone) and the first thing the creature will do is suck the electrical power from anything the PCs are carrying (i.e. torches).

Living Areas - all power is definitely out. The areas consist of the galley, mess hall, recreation area, showers and sleeping quarters. The sleeping quarters are small two-man rooms and there are 12 of them, plus the EO's quarters. Traces of green slime and body parts abound, as well as evidence of more electrical fires. There is not much else of interest in these areas. Some of the slime in the galley has BEEN BURNT, reduced to a caramel-like substance becoming hard, tacky and immobile. This should give the PCs the hint that the creatures don't like fire.

Sickbay - Here medicines and bandages are scattered about. There are also two half-dissolved bodies on guerneys with horrific wounds. The docotrs report shows that he doesn't know what killed them but he had started to do an analysis of the green slime (if the PCs don't think to do this themselves). It shows an organic suspension with enzymatic properties. It is similar to crude oil, but has a complex molecular structure, much like DNA. Samples taken from different areas or different creatures will show them to be identical - they were all originally part of the one larger entity.

There are a total of 5 creatures loose. One in the generator room, one in the engine room of the Rock Bottom, one in the Rec Room and two loose and roaming. Once the PCs settle in, it is simply a matter of waiting it out and surviving until the ship arrives! Alternatively, they can make a run for it on the Rock Bottom if they can get it repaired...

NOTES

FALLING IN THE OCEAN - The ocean is only just above freezing and strips away body heat rapidly! A character who falls into the ocean without protective gear must make an immediate save vs coma or pass out and therefore drown. Success means the character has 4 MINUTES before another save must be made. If successful, a save is made every minute thereafter.

If the character is wearing protective clothing, the first save does not need to be made, but must be made after 8 minutes and every 2 minutes thereafter.

Anybody pulled from the icy waters will suffer a -6 on all actions and all skills will be halved for 1 hour. The water is NOT to be messed with.

ADAM: THERE IS ALSO THE CURRENT. IF PCS FALL IN THE WATER DURING THE STORM, THEY WILL BE EITHER SWEEPED AGAINST SOMETHING SOLID (4D6 DAM) OR SWEEPED AWAY AT A RATE OF 30M/MELEE. IF SWEEPED AGAINST SOMETHING, THEY ROLL AGAIN NEXT ROUND TO SEE IF THEY HIT IT AGAIN OR ARE SWEEPED AWAY. EVERYONE EVENTUALLY GETS SWEEPED AWAY.

FIRE - A fire on an oil rig is NOT a good thing. If the PCs get a little bit happy with their fire-use, have a fire break out. Due to the storm, a fire on the deck is unlikely, but if the actual drill pipe is lit up, watchout! It will NOT be able to be extinguished by anything the PCs have, and will likely spread quickly.

ADAM: UNLESS THEY THINK OF USING EXPLOSIVES TO CUT IT BELOW THE WATERLINE. SHOCKING ENVIRONMENTAL DAMAGE THO

Fires may be easily started in the rest of the rig. 10% chance for every flame-based attack the PCs use, and the same for every time an oil creature sucks power through an electrical circuit.

ADAM: HOW ABOUT 10% FOR EVERY TIME THEY ENCOUNTER ONE SUCKING POWER. CUZ THERE'S ONE SUCKING POWER ALL THE TIME :)

HEATING DUCTS - Heating ducts run from the ceiling in every room on the rig. They are about 70cm square, just large enough for a person to crawl through. They join in the generator room where the heating unit is. It would take on average 5 minutes to crawl from any room to any other room on the rig. The oil creatures can do it in 2 minutes.

THE STORM - the storm is particularly vicious. Once it sets in, visibility is reduced to 20ft, 10ft in the second and subsequent hours. PCs are -3 to strike if fighting in the storm. Also, in the 2nd+ hours, there is a 30% chance per minute that a gust of wind will throw a character 1d6 feet - lose one attack and the initiative. If the character is near the edge of the rig, they'd better make a PP check or they're in the drink!

The storm will last for 2 days before beginning to clear. It makes the crossing from Rock Bottom to rig hazardous - PP check to cross safely.

Prolonged exposure to the storm (more than an hour) means a PC will suffer -3 on all rolls and -20% on all skills for one hour afterwards.

Note that is the PCs have not properly moored the ship before the storm hits, it will smash against the rig and cause serious damage, destroying its propellers beyond repair and weakening the rig's leg.

THE SUBMERSIBLE - is about 4ft long, 2 wide with a bubble-dome on the front housing a video camera. It has two simple open/close claw arms on the front and is mainly used for laying cables or inspecting the underside of the rig. It is capable of travelling to the sea floor and back with no problems and is easily controlled from the rig's control room - anyone can control it with 10 minutes studying the controls and 5 minutes practice.

It would be a simple matter to attach explosives to the submersible and pilot it to the magma pocket where they could be detonated by radio from the ship's control room.

WEAPONS - a number of makeshift weapons can be found or constructed from pieces lying around the rig or the ship. They include:-

Makeshift flaming torch - lasts 10 minutes, 1d6

Aerosol can + lighter - 1d6, 10 applications

Aerosol can bomb - 4d6

Hand-held flare - 2d6, lasts 10 minutes

Pistol flare - 4d6

Oxy-acetylene torch - 6d6

Molotov cocktail - 3d6, 5ft splash radius

Small charge - 4d6, 10ft blast radius

Large charge - 2d4x100! 20ft blast radius. These charges would tear a serious hole in the structure of the rig if detonated on board!

Note that damage taken by the oil creatures from flame attacks is DOUBLED, and from explosives is HALVED.

The Oil Creatures

HF: 14 Alignment: Diabolic(?)

Size: 10ft wide, rears to a maximum of 8ft tall and 2 ft wide

Weight: 300lbs

AR: N/A

SDC: 60 HP: 20

Attributes: Animal Intelligenece, PS: 30, PP: 25, SPD: 15

Natural Abilities: Climb 98% - can climb on any surface tht isn't completely smooth. Prowl 80% - can move around on any surface, so is particularly good at prowling and sticking to shadows. Is undetectable by IR. Feeds off a mixture of electrical energy and organic matter - can suck electricity out of any device within 30ft. Device must save (12 or higher) or be fused and useless. Can swim at full SPD. Takes no damage from normal attacks (punches, kicks, bullets, etc). Takes half damage from explosives. Takes double damage from fire and heat based attacks. Takes 1/4 damage from high-powered eectrical attacks. Takes no damage from cold attacks.

Psychic Abilities: Has a simple form of Empathy - can tell when people are scared, keyed-up, and can also tell what is important to them with regards to their survival - only smaches the radios after someone tried to call for help. This is constant and costs no ISP.

Magic Abilities: None

Attacks: 4 per melee, Energy Disruption (see above), Slam 2d6+15, Grab and Dissolve 1d6+15 per melee (victim must roll a parry better than the original attack to free themselves, creature can grab and dissolve up to 2 people at any one time, but loses one attack per round for each).

Bonuses: Doesn't Dodge or Parry, +6 vs Psychic Attack, unaffected by HF, +6 strike

ISP: None PPE: 2



Dr Wanda Jasmine YULE, MD

Level: 6
Alignment: Unprincipled
Age: 40
Height: 5'6"
Weight: 120lbs

Intelligence Quotient: 14
Mental Affinity: 9
Mental Endurance: 13
Physical Strength: 12
Physical Endurance: 12
Physical Prowess: 9
Physical Beauty: 16
Speed: 20

Structural Damage Capacity: 25
Hit Points: 15

Attacks: 2
Strike: +0
Parry: +1
Dodge: +1
Roll With Punch: +1
Damage: +0
Intitiative: +0
NOTES: +1 strike with body block for 1d4 damage

EDUCATION: Doctorate

MEDICAL PROGRAM
Biology 95
Criminal Science 80
Paramedic 91
Pathology 90
Medical Doctor 98/98

SCIENCE PROGRAM

Chemistry 98
Chemistry:Analytical 95
Chemistry:Pharmaceutical90
Mathematics: Advanced 98
Psychology 90

TECHNICAL PROGRAM

Art 84
History 95
Photography 98
Research 98
Writing 78

COMPUTER PROGRAM

Computer Operation 98
Computer Programming 90

SECONDARY SKILLS

Athletics -
Climbing 98
Fish 90
Language: Latin 85
Language: Vietnamese 85
Pilot Automobile 98
Read Sensory Instruments70
Running -
Swimming -
Wilderness Survival 70

NOTES: Wanda has been working for Shell as a Doctor for 10 years. She handles most of the physical checkups of staff and crew before and after their terms of service. She enjoys staying in shape, and has spent terms of 6 months on oil rigs before.

EQUIPMENT

Portable Medical Kit
Coffee Thermos
Notepad + pen
Pocket tape recorder
Backpack
3 changes of clothes

David Phillip FAIRSTEIN

Level: 6
Alignment: Anarchist
Age: 35
Height: 6'0"
Weight: 200lbs

Intelligence Quotient: 11
Mental Affinity: 9
Mental Endurance: 11
Physical Strength: 16
Physical Endurance: 8
Physical Prowess: 17
Physical Beauty: 11
Speed: 13

Structural Damage Capacity: 32
Hit Points: 14

Attacks: 5
Strike: +4
Parry: +5
Dodge: +5
Roll With Punch: +1
Damage: +0

NOTES: Body block/ tackle +1 strike does 1d4 damage, Kick for 1d8, Critical strike on 19/20

EDUCATION: Military Specialist

ESPIONAGE
Concealment 65
Detect Ambush 85
Detect Concealment 75
Sniper -
Tracking 75
Wilderness Survival 85

MILITARY PROG
Hand To Hand Basic M 6
Demolition 93

Demolitions Disposal 93
Pilot Tank 89
Read Sensory Equipment 85

WEAPON PROFICIENCIES

WP Blunt M 6
WP Chain M 6
WP Knife M 6
WP Automatic Pistol M 6 (+4 aimed shot)
WP Revolver M 6 (+5 aimed shot)
WP Rifle M 6 (+4 aimed shot)
WP Semi and FA Rifle M 6 (+4 aimed shot, +2 burst)
WP SMG M 6 (+4 aimed shot, +2 burst)
WP Heavy M 6 (+4 aimed shot)

SECONDARY SKILLS

Athletics -
Basic Mechanics 64
Body Building -
First Aid 80
Navigation 90
Pilot Automobile 98
Pilot Helicopter 84

NOTES: David served in the Australian Army for 6 years during the late 70s and early 80s, where he learnt the majority of his skills. He decided not to re-enlist after his term, and spent a year travelling and seeing the world, and then another year serving on the Australian Antarctic Base. For the last 5 years he has been a charter pilot, doing most of his runs to remote locations.

EQUIPMENT

Sunglasses
Backpack
3 changes of clothes
9mm Glock 17 Automatic Pistol
2 spare clips + 34 rounds
Combat knife

Shavram DEPHARAM, Geologist

Level: 6
Alignment: Principled
Age: 31
Height: 5'10"
Weight: 165lbs

Intelligence Quotient: 17
Mental Affinity: 12
Mental Endurance: 11
Physical Strength: 11
Physical Endurance: 13
Physical Prowess: 14
Physical Beauty: 15
Speed: 15

Structural Damage Capacity: 18
Hit Points: 34

Attacks: 2
Strike: +0
Parry: +1
Dodge: +1
Roll With Punch: +1
Damage: +0
Initiative: +0
NOTES: +1 strike with a body block for 1d4

EDUCATION: Master's Degree

SCIENCE PROGRAM

Chemistry 98
Chemistry: Analytical 98
Computer Operation 98
Geology 90
Mathematics: Advanced 98
Physics 90

TECHNICAL PROGRAM

Photography 98
Research 98
Writing 84

COMMUNICATIONS PROGRAM

Cryptography 85
Laser Systems 95
Optic Systems 98
Radio: Basic 98
Radio: Scrambler 95
TV / Video 95
Read Sensory Equipment 95

SECONDARY SKILLS

Athletics -
Basic Mechanics 64
Boat: Motor 84
Boat: Sail 84
Cook 86
First Aid 80
Language: Indian 98
Navigation 90
Pilot Automobile 98
WP Automatic Pistol 6 (+4 strike aimed shot)
WP Rifle 6 (+4 strike aimed shot)

NOTES: Shavram was born in India and moved to Australia when he was 19. He worked with BHP in the Northern Territory for 8 years before turning to marine geology and being hired by Shell. Shavram has only spent short periods on board oil rigs, mainly doing geological interpretation work.

EQUIPMENT

Laptop PC
Mobile Phone
Backpack
3 changes of clothes

Aaron Gregory TALBOT, Engineer

Level: 6
Alignment: Scrupulous
Age: 38
Height: 5'11"
Weight: 175lbs

Intelligence Quotient: 10
Mental Affinity: 11
Mental Endurance: 14
Physical Strength: 15
Physical Endurance: 16
Physical Prowess: 11
Physical Beauty: 10
Speed: 10

Structural Damage Capacity: 12
Hit Points: 22

Attacks: 2
Strike: +0
Parry: +0
Dodge: +0
Roll With Punch: +0
Damage: +0
Initiative: +0

EDUCATION: Bachelor's Degree

SCIENCE PROGRAM
Computer Operations 90
Chemistry 70
Chemistry: Analytical 75
Geology 70
Math: Advanced 88
Physics 65

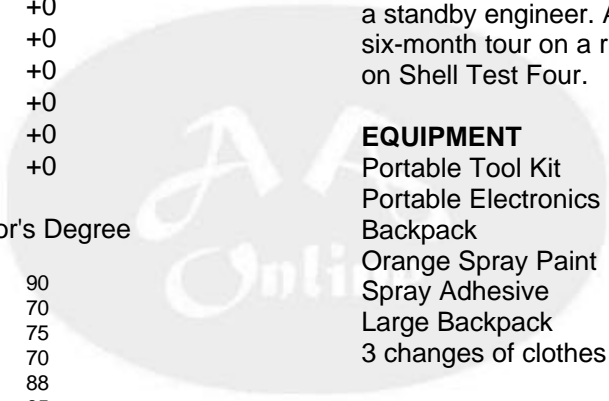
MECHANICAL PROGRAM
Aircraft Mechanics 63
Locksmith 55
Mechanical Engineer 75

ELECTRICAL PROGRAM
Electrical Engineer 75
Surveillance Systems 70
Computer Repair 70
Computer Programming 70

SECONDARY SKILLS
Auto Mechanics 68
First Aid 80
Navigation 90
Pilot Automobile 98
Pilot Boat:Powered 84
Pilot Helicopter 84
Read Sensory Instruments 70
Swimming 98
Swimming: Advanced 80

NOTES: Aaron has been doing marine engineering work for 15 years. He was hired to work on Shell's oil rigs 18 months ago as a standby engineer. Aaron has spent one six-month tour on a rig, but has never been on Shell Test Four.

EQUIPMENT
Portable Tool Kit
Portable Electronics Kit
Backpack
Orange Spray Paint
Spray Adhesive
Large Backpack
3 changes of clothes



Carlos DE SILVA, Company Man

Level: 6
Alignment: Unprincipled
Age: 35
Height: 5'8"
Weight: 135lbs

Intelligence Quotient: 15
Mental Affinity: 16
Mental Endurance: 14
Physical Strength: 10
Physical Endurance: 10
Physical Prowess: 15
Physical Beauty: 16
Speed: 11

Structural Damage Capacity: 13
Hit Points: 28

Attacks: 2
Strike: +0
Parry: +0
Dodge: +0
Roll With Punch: +0
Damage: +0
Initiative: +0

EDUCATION: Bachelor's Degree

TECHNICAL PROGRAM
History 95
Language: Spanish 98
Journalism 84
Photography 98

Research 98
Writing 78

SCIENCE PROGRAM

Biology 98
Botany 90
Chemistry 98
Comp Ops 98
Geology 90
Mathematics: Advanced 98

SECONDARY SKILLS

Basic Electronics 70
Basic Mechanics 64
Climbing 98
First Aid 80
Language: French 85
Language: Japanese 85
Pilot Automobile 98
Pilot Motorcycle 84
Read Sensory Instruments 70
WP Automatic Pistol M16 (+4 strike aimed shot)

NOTES: Carlos has worked with Shell for 10 years, mainly in their Southern Projects section. He has been sent along to determine the company's losses and ensure that nothing goes awry.

EQUIPMENT

Shell Test Four Crew and Equipment
Manifest
Clipboard + pen
Calculator
Mobile Phone
Suitcase
3 changes of clothes

