

# Droid Planet

## Getting started.

The characters have chartered a flight to the Nantett system, however, bad things happen when an interdictor cruiser rudely interrupts their flight plan. But things get stranger on an asteroid full of droids... The captain of the ship should be a PC, but NPCs are okay. For beginning players, have the captain be an NPC so that this character can serve as sort of a guide in the adventure.

### Adventure Script

Player 1: How long to Nantett?

Captain: Shouldn't be long.

Player 2: Good, I'm really getting bored.

Player 3: But patience is a virtue.

Player 4: Maybe, but it wouldn't hurt if things were a bit more interesting.

GM: Then the hyperdrive cuts out.

Captain: Odd, I don't think we should be there quite yet.

Player 2: Then again, you said this was a fast ship.

Captain: Right.

Player 3: I don't know, I have a bad feeling about this.

Player 1: Oh stop your whinning, just because--

Captain: No, he's right, kid. Nantett isn't here.

Player 4: What do you mean? Hey watch it! Asteroids ahead!

Captain: Calm down, kid. I've flown through worse.

Player 1: But what if Nantett blew up, and we're flying through the debris.

Captain: Nah, I just checked the navicomputer, we dropped out of hyperspace too early for some reason. Nantett's only a parsec away, we'll just--

GM: Soon a large triangular ship appears in the distance.

Captain: Arrghhh! They took us out of hyperspace!

Player 2: What? How?

Player 3: It's an interdictor cruiser, those ships have large magnetic field projectors to take other ships out of hyperspace.

Captain: But they only take criminals out of hyperspace, we're not criminals.

GM: The comboard lights up, a cold Imperial voice is heard: "You Rebel Scum! Surrender your ship or we will open fire."

Player 3: They're mistaken, they couldn't have found out about any involvement we've had with the Alliance.

Player 4: Then let's land in their ship and explain things.

Player 3: No, they're not to be trusted. Captain, can you get us out of here?

Captain: You bet I could.

## Episode 1

At the first sign of resistance, the Imperials will open fire. The ships are heading toward on another at 200 units in an asteroid field. The asteroid field itself is about 1600 units in diameter(real huge!) and is moderately difficult to navigate through. Having the navicomputer calculate the next jump will take 5 rounds, but the Imperials will have taken out the hyperdrive by then (by fudging rolls, or by accident of dice rolls). However, don't let the ship sustain too much damage.

At the end of round six read aloud:

The comboard lights up again: Then a mechanical voice announces "Hello, I'm K-3PO, human cyborg relations, I'm fluent in (several barely audible clicks and chirps)-- yes, eye-tee, I was just getting to that. I say there, do you need assistance.

It is very easy on a communications or sensors roll to determine that the signal does not come from the cruiser, and easy to determine exactly where it comes from: and asteroid!

Through conversation with K-3PO, the characters may learn that he is on a well defended base on an asteroid. The characters may request to have the cruiser removed. Anyone making an easy Knowledge roll will know that this is odd because 3PO droids cannot harm others. However, 'Kay' will state that he was "merely relaying what his master bidded". Soon though, the cruiser is destroyed by massive guns, and Kay tries to convince the characters to land.

This can easily be accomplished by the fact that the hyperdrive motivator is shot, but can easily be repaired by the droids.

### **Interdicter Cruiser:**

Scale: Capital

Hull 7D

Shields 6D

Crew Skill: Capitol ship piloting: 4D, starship gunnery: 4D

Maneuver: 1D

Sublight speed: 6

Weapons:

- 50 turbolaser cannons 3-15/35/75 Fire Control 4D, damage is 5D capital.
- 50 ion batteries 1-10/25/50 Fire Control 2D+2 damage 3D
- 10 Tractor beams 1-5/15/20 Fire Control 4D no damage
- Magnetice field generators. Causes ships within 300 units to drop out of hyperspace, or prevents jumps to lightspeed.

## **Episode 2**

Upon landing, the PCs encounter a group of 5 droids. Three protocol droids: Kay, QT-3PO and GS-3, a maintence droid: WED-IT, a power droid: GN-3F6 and an astromech droid, R6-R3. The protocol droids squable among themselves.

Read aloud:

Kay says: We would be most humble and honored if you would join our master for dinner.

In conversation, the characters cannot find out anything much more, just a series of babbling and chatting. Call Perception checks every round. The first two rounds of conversation there is a moderate chance to notice that the droids are slightly nervous, as if they're lying, and then there is a difficult chance that they notice that they are especialy nervous whenever the characters inquire about their master, how they got there, and what they are doing there.

Lower the difficulty by one level every two rounds of consecutive conversation. The droids refuse to talk longer than 8 rnds. Also, the droids nervously request that the characters not bring any weopons off the ship.

## **Episode 3**

This episode merely details the conversation over dinner with the master.

Read aloud:

Kay escorts you to the dining hall. The hall is long and well lit. A table is laid out with elaborate foods from across the galaxy. At the end of the table is a tall man, dressed exquisitly. He says "Please sit down, and welcome to my facility".

In the course of the dinner conversation, several things can be learned. The man is named Joraal Nonth. Nonth was a trader in the Corellian system. He had just purchased this facility as a mining station. He will become nervous at the mention of the huge guns that shot down the Imperial ship, at the mention of the lack of living people, and many minor details that he should have reason to be nervous about.

Afterall, he is a human replica droid, and is planning to enslave the characters after dinner. Make several Perception checks throuout the dinner, assigning varying levels of difficulty, and divulging just as much information.

### **Joraal Nonth:**

Human Replica Droid

Dexterity 2D ; Blaster 2D ; Dodge 2D ; Brawling parry 4D

Knowledge 4D ; Alien Species 4D ; Languages 4D ; Value 4D

Mechanical 2D ; Repulsorlift Operations 2D

Perception 2D

Strength 4D ; Brawling 5D ; Brawling: Martial Arts 8D ; Lifting 4D ; Jump/Climb 4D ; Stamina 4D

Technical 4D ; Computer prog/rep 4D ; Droid Programming 5D ; Droid Repair 5D ; Droid Design(A) 3D ; First Aid 4D ; Security 4D

Equipped with: Humanoid Body ; Highly Modified AA-1 Verbo Brain ; Human Bio filters

Clone vat grown skin

Move 15

Special Abilities: Passes as a human to most sensors. Takes a dfficult sensors roll to notice "something odd"

## **Episode 4.**

The Characters have been had. After the dinner, Kay escorts the characters to their "room". It is actually a prison cell. A security droid enters and stuns them all. They awake to find that collers have been put on them.

Read aloud:

Kay's mechanica voices seems oddly cruel as he says

"Did our masters have a nice sleep? Well it is time to work. You will find collers attatched to your necks. When you do something displeasing to my master, I shall have to press a button on a remote that will cause great pain.

The collers will be activated when you start tampering with them, if you leave the mines without your new master's consent, or when I have to discipline you. It is time to labour.

You'll find that your collars are to humans as restraining bolts are to droids"

Kay leads them out of the cell down the hall to an equipment room. The characters are to put on vac suits and take beam drills. They then enter the mines with other humans.

In the mines through conversation. The PCs learn the following:

- Escape is futile
- Joraal is really a droid.
- The droids have a few bad wirings, and have turned against all humans, Imperial or Rebel.
- Escape would be stupid.
- Joraal is planning to construct a new breed of droids
- The last escape attempt resulted in 9 dead humans, and a slightly scratched security droid.

When the characters finally decide to escape go to the next episode.

## Episode 5.

Have the players conference quickly about an escape plan. What follows is a map and info to cover almost everything. If the characters try something that is not covered here, improvise while you declare a ten minute break.

### Free from collars:

One character finds that the collars are ineffective when in the extreme "North" side of the room. Breaking free is an easy security roll. Tampering results in unconsciousness unless a very difficult security roll is made.

### Droids

The only droids that should prove a problem are the security drones, all other droids are skiddish. The facility contains 20 security drones.

#### **S3O series security droids**

Dexterity 5D ; Blaster 6D ; Dodge 6D

Knowledge 2D

MECHANICAL 2D

PERCEPTION 3D ; Search 3D

Strength 4D

Technical 2D

Equipped with: Audio visual sensors (infrared range included) ; Humanoid Body (Armor +1D) ; Blaster on each arm (1-5/25/50 Damage 4D)

Special abilities:

- Can see in darkness with no penalty
- Can fire twice as one action.
- Weak, unbalanced legs, strikes to legs is half as effective to reduce damage, and a difficult dexterity roll with a penalty of -2D must be made to avoid falling.

### Reprogramming droids.

Droids may be programmed. Difficulty and time depends on complexity of task. Example: to program a droid to be unable to speak is an easy difficulty and only takes a few rounds. However, reprogramming a droids moral code, function and so forth is difficult and takes days.

**Holocams:**

Holocams require an easy Perception roll to spot. A moderate hide/sneak roll to bypass, an easy security roll to disable. Being spotted results in the arrival of many security droids to the location. All the holocam sees is transmitted to the Control Room.

**Encounters:**

1. One security drone appears from the tubolift on patrol.
2. This door is locked, requires a difficult security roll to bypass.
3. Mining equipment. Room contains several vac suits, repulsorlift loadlifters and beam drills.
4. Turbolift opens to a well occupied level. Droids sound alerts as the humans are seen. Same effect as holocam spotting. 4 security droids present, with 4 more appearing every 12 rounds on the tubolift.
5. Repair droids, droid parts and tools of any kind.
6. Several droids are in the process of being constructed.
7. Equipment of all humans who passed by. All of characters equipment can be given back. Nearly all else is useless due to scrapping.
8. This area controls the big gun outside.
9. This is the control room. Comsystems to everywhere, holocam displays, two administration droids and two security droids.
10. Power system. Requires easy security or technical roll to shut down, moderate to overload. Complication results in a premature overload.
11. Maintenance duct. Requires moderate perception to spot, or easy search roll to find if actively searching.
12. Opening.
13. See episode 6.
14. Blast door, cannot be opened unless power is down.

**Episode 6.**

Joraal is the last thing between the PCs and the ship. Simply put, they must defeat him in a gladiatorial style combat to get away. That doesn't necessarily mean that they must destroy him to get away, it might mean merely tricking or disabling him so that they can get away.

When the time comes, read:

<p>I have been waiting for a challenge for a long time. I've been impressed with your abilities. This will possibly be the best work out I've had in a long time. Oh, don't let my words discourage you, I prefer a challenge. Yet then again, you will all meet defeat.</p>
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**Episode 7.**

If the characters are able to fly away. They still have to avoid the guns.

Remember that they are in an asteroid field. Although the droids would've rather had them alive, they don't want anyone to tell the authorities of the place. Although the hyperdrive is not functional, the backup should work fine.

10 Guns scale: capital (in space units) 1-5/35/75 damage 7D fire control 1D  
crew skill: 4D

Note because the gun is meant for capital ships, all shooting difficulties for the gun are raised by one level for small ships.

Once the characters are 100 units away (out of the asteroid field) they may make the jump to lightspeed. Then the adventure is over.

## **Conclusion**

The characters made it to Nantett safely. They should all receive 2 characters points for completing the adventure, 1-3 for cooperation, and 1-5 for creativity. Also, they may have managed to swipe some equipment, and are allowed to keep it. On Nantett, the mystery of the disappearance of the Titan is publicized, that being the interdictor cruiser. Should the players decide to tell what happened, they may receive a reward of 10,000 credits to be split up. If the characters have committed any crimes, they may be pardoned or captured (depending on what the GM feels is appropriate).

### ***Further adventures:***

Joraal was designing the "Ultimate Droid", in a later adventure, have this droid appear, as well as Joraal as the main villain.