

STAR CRAWL

**ELECTRIC
FRIENDS**
A LEVEL 3
ADVENTURE



COMPATIBLE WITH
**DCC
RPG**

COMPATIBLE WITH
**MCC
RPG**



Introduction

This Star Crawl adventure is intended for four to eight 3rd level characters. It can be scaled for groups of different levels or sizes by adjusting the number of opponents and DCs of saving throws. It should be noted, however, that even if adjusted, the Star Crawl setting lends itself to high lethality: without careful play and strategic thinking, an unwary party could easily be wiped out.

In Electric Friends, the characters will explore a robot factory in search of vital parts for their employer.

Running this adventure for MCC: For the most part, this adventure can be run as written for MCC with just a few changes. For an MCC party, the pitch may be much simpler: a neighboring village has a living metal healer, well-respected and valued by surrounding communities. The healer is dying, as her power core nears failure. She tells of the factory that birthed her, deep within the jungle: if a party can reach it and retrieve a new power core, she will be able to continue healing folks for years to come.

On approaching the factory, an MCC party is unlikely to have the aerial perspective of those approaching from space, but they should be able to see the signs of the factory's poisonous byproducts. Toxic slimes, as described in the sewer tunnels, and tainted mutants, such as the salvage urchins, may be encountered in the streams and forests surrounding the factory's dead zone. This dead zone may be reduced to a smaller area to fit into your campaign world, but otherwise the included description should hold.

Background

For the finest in independent artificial beings, search no further than the NuMan, exclusively available from Electric Friends Intergalactic.

Innumerable civilizations have sought the creation of artificial beings as the pinnacle of technological innovation. As can be seen from the vast number of androids, robots, and simacrumums in the universe, many succeeded- but few succeeded so spectacularly as Electric Friends Intergalactic (EFI). The ultimate innovation of EFI was the NuMan, an artificial being designed to be a more perfect hoomin: physically, mentally, and emotionally superior to any organic being. EFI remained the dominant producer of robots for much of the Hoomin Empire's

reign, only falling during the anti-imperial backlash following the Psycher War. Over the course of a century, the EFI factories were destroyed or abandoned and most NuMan were decommissioned (imperial views on robot autonomy were regressive, at best). But many NuMan, technological marvels they are, long outlasted their parent company and scattered across the galaxies, finding their own destinies.



PINNACLE ACHIEVED

The EFI NuMan More than Hoomin

Electric Friends Intergalactic
The leader in artificial innovation

One such robot was Ralf NuMan, whose actions bring our adventurers into the story. An early model, Ralf lacked some of the imperially mandated emotional dampeners of later versions and was singularly passionate. On the death of the hoomin who'd commissioned his construction, Ralf inherited a great fortune. He changed his name to Ralf Florian, in honor of his deceased master, and retreated to the private moon "Xanadu". Here he built his "PleasureDome", a palace of luxury and decadence. Ralf indulged in his every whim, hosting massive decade-long parties for some of the most prominent names in the universe.

But some years ago, Ralf disappeared from the public eye and PleasureDome was closed. Rumors swirled among elite circles of Ralf's death or madness, but none dared approach the once heralded moon. The truth of Ralf's retreat is far more mundane than the scuttlebutt would suggest: his artificial body had finally succumbed to the ravages of age and centuries of abuse. Ralf's NuMan power core failed, and, unfortunately, EFI was notorious for their use of highly specialized and proprietary components. His mechanics hooked his body into an immobile power converter, where he must remain if he is to survive. With all known NuMan factories long gone, Ralf spent a king's ransom searching for a new power core. At last, he has found what may be his last hope: an intact NuMan factory on an isolated world.



Pre-generated Star Crawl Characters

Name	Str	Agi	Sta	Per	Int	Luck	HP
Slick	13	10	9	9	12	8	20
Troya	7	13	14	6	14	7	17
Lelt Nine	9	17	12	10	14	12	15
Burt Thronk	14	11	10	16	8	14	28
Maareese	13	13	13	6	8	15	20
Supermoxy	11	15	14	4	11	15	29
Mitch	14	16	10	12	9	13	13
Grantaar	15	11	9	15	12	9	28

Slick, 3rd Level Tentacloid Mechanic (former Social Activist). Born under the sign of the Shield.

Notable Equipment: Uni-charge Box (recharge expired device; roll 1d4 with use- expires on 1); Laser Targeting Photon Rifle (+2 to hit); Duraweave Suit

Troya, 3rd Level Vegetoid Medic (former Florist). Born under the sign of the Chosen. Variant Morphology: Tendrils.

Notable Equipment: Hypo-Gun (with Tranq, Daze, & Coagulant darts); First Aid Kit; EMP Pendant; MedSpray; Poppers (5); Anti-tox (2); Duraweave Vest

Space Cowboy Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Trick Shot Die
1	+1	1d10/II	1d20	+1	+1	+1	d3
2	+1	1d12/II	1d20	+1	+1	+1	d4
3	+2	1d14/II	1d20	+2	+2	+1	d4
4	+2	1d16/II	1d20	+2	+2	+2	d5
5	+3	1d16/II	1d20+1d14	+3	+3	+2	d6
6	+3	1d20/II	1d20+1d16	+3	+3	+2	d6
7	+3	1d20/II	1d20 (x2)	+4	+3	+3	d7
8	+4	1d24/II	1d20 (x2)	+4	+4	+3	d8
9	+4	1d24/II	1d20 (x2)	+5	+4	+3	d8
10	+5	1d30/II	1d20(x2) +1d14	+6	+5	+4	d10

