

STATION X-3

CREW AID SHEET Tables & Tools



TABLE ONE: ENCOUNTERS

When rolling for the Disturbances Track: Roll 1d6. For each additional level on the [DBX], roll an additional 1d6. For all other encounters, roll 1d20.

- 1: The high pitched chime of the alien's glasslike spines echo down the hallway, but **no alien appears**.
- 2: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 3: A spiny alien creature scurries towards you with surprising speed. **COMBAT: 1 ALIEN HATCHLINGS**
- 4: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 5: A spiny alien creature scurries towards you with surprising speed. **COMBAT: 1 ALIEN HATCHLINGS**
- 6: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d5+1 ALIEN HATCHLINGS**
- 7: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 8: With a soft chirp, a fully grown alien lands in the hallway before you, ruffling its spiny wings before attacking! **COMBAT: 1 ALIEN ADULT**
- 9: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d5+1 ALIEN HATCHLINGS**
- 10: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d5+1 ALIEN HATCHLINGS**

- 11: You are swarmed by hatchling aliens! **COMBAT: 1d6+2 ALIEN HATCHLINGS**
- 12: The vent cover bursts aside as a fully grown alien and a handful of hatchlings attack! **COMBAT: 1 ALIEN ADULT, 1d5 ALIEN HATCHLINGS**
- 13: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d5+1 ALIEN HATCHLINGS**
- 14: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 15: Glowing eyes reflect the light of your HUD at the end of the dark hallway. The aliens have found you! **COMBAT: 1d5 ALIEN ADULTS**
- 16: Chaos ensues as multiple deadly aliens attack! **COMBAT: 1d5+2 ALIEN ADULTS**
- 17: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 18: The vent cover bursts aside as a fully grown alien and a handful of hatchlings attack! **COMBAT: 1 ALIEN ADULT, 1d5 ALIEN HATCHLINGS**
- 19: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d4+1 ALIEN HATCHLINGS**
- 20: You hear the chirping sound of the aliens but nothing reveals itself.

TABLE TWO: DISCOVERIES (2D10)

ITEM DISCOVERED:	SLOTS:	VALUE:
2 - hot sauce packets	-	10
3 - diamond drill bit (diamond)	2	850
4 - keratomax-t-zero (1d10 capsules)	-	20ea
5 - vintage computer control handheld	1	150
6 - tech parts (1d5)	-	25ea
7 - ezra's replicakes, stale	-	10
8 - fusion welder (1d10 damage)	2	250
9 - vintage holo series (VHS) tapes	1	100
10 - cinnamon ghum	-	5
11 - genuine pleather pants (1ap)	1	50
12 - awake! pills 25ct	-	75
13 - nothing	-	-
14 - moonshine (mega pint)	1	100
15 - high tech lab coat (1ap)	1	30
16 - holographic playing cards	-	20
17 - large component x1	2	250
18 - silpaper novel: the black whole	-	10
19 - furk format hi-fi playpad	1	250
20 - eyebru kaffee capsules 3ct	-	20

TABLE THREE: TRAPS

1 - MOLTEN GLASS GRENADE

Superheated glass beakers, rigged to explode and send shards of molten glass towards the trigger. (1d10 damage). Microfilament trigger BODY Save to dodge.

2 - FUEL FLOOD

Concentrated fuel floods the room to chest height, the caustic fluid burning flesh and electronics. (1d10 damage). Laser trigger. SPEED Check to climb above the flood before being overtaken..)

3 - PUNJI VENT PIT

The floor vents drop away, plunging you into a makeshift pit of chem-painted metal spikes. (1d10 damage). Weight trigger. BODY Save to dodge.

4 - EXPLOSIVE DECOMPRESSION

An explosion rips a hole in the side of the dome jerking you towards the jagged hole and vacuum of space. (1d10 damage). Heat sensor. BODY Save to resist.

5 - TESLA SPIKE TRAP

Electricity explodes out, forming bouncing circuits of lightning between the crew and the walls. Does 1d10 damage to the first target it strikes, 1d5 damage to all others. BODY Save to dive to safety.

6 - MINING LASER GUILLOTINE

A mining laser sweeps the room at head height. Heat trigger. BODY Save to dodge. Fail: It severs your hand as you recoil in terror (1d10 damage, severed hand, SANITY Save.)

HATCHLING ALIEN:

Combat:35, Instinct:30, Wounds: 2[10], Claw swipe (1d5 DMG)

SPECIAL: The Alien Hatchlings are covered in a coat of incredibly fine, wickedly sharp glass-like, venom-filled spines. If the hatchling makes a successful attack, even if it does not do damage, roll 1d5 on the table below to see what effect the toxin has on the infected crew member:

- 1: A random limb starts to bubble and swell, tripling in size and periodically spurting pink pus. It is no longer functional and quite unsightly.
- 2: An agonizing burning sensation rips along a phantom limb you never had. Any time you try to use your left hand, the phantom limb responds instead.
- 3: Every forty-three minutes, six small gremlins follow you for two minutes, taunting you for your misshapen brain.
- 4: A hallucinogenic miasma whorls across your right eye, dripping pus and smelling of lavender. You can no longer see this dimension with the eye but you are not blind. You just don't recognize the world you see...
- 5: No effect currently, but there does seem to be an odd burning sensation around the site of the injury...

ADULT ALIEN:

Combat:70, Instinct:40, Wounds: 3[30], Impale (2d10 DMG), Bite (1d10+2 DMG))

SPECIAL: After any successful attack, there is a chance that the alien has infected you with spores. Twice a day, you must roll 2D10. If you roll doubles, you begin to feel a queasy feeling inside. You develop a wet cough. The next morning, you feel a swelling sensation under the skin. Like marbles trying to escape...

Three days later your insides begin to liquify, your skin hardens like leather and you become an incubating cocoon for the alien growing inside you.

