

Tabletop Adventures Presents:

DESTINATIONS: REPAIR STATION 7-OSIRIS

By Martin Ralya

Introduction

Welcome, and thanks for picking up *Repair Station 7-Osiris*, the first product in the “Destinations” line from Tabletop Adventures! This book describes 7-Osiris, a busy repair station that can be easily dropped into any space-based sci-fi RPG campaign.

7-Osiris is presented in two different conditions: **Active** (inhabited, running normally) and **Derelict** (ruined and devoid of life). An **Overview** is also provided, which familiarizes you with the station in general terms. You can run the derelict version of the station without first reading the active version. If your players ask questions relating to what station life was like while 7-Osiris was still operational, you can just refer back to the relevant bit of the active section during play.

This gives you two dramatically different ways to incorporate 7-Osiris into your campaign – as well as the option of using it in both states in the same game, if the PCs become familiar with the station before disaster strikes.

The Active and Derelict conditions are described separately, and broken into several sections: **Station Exterior** (what 7-Osiris looks like from space); **Exterior Scenes** (ready-to-use descriptions of minor events that take place aboard the station); **Interior Areas** (what the station is like inside); **Adventure Seeds** (which you can use to introduce the station into your game); and **Bringing 7-Osiris to Life** (to help you make this repair station seem more real and vibrant to your players).

In addition, the first division – which describes 7-Osiris as an active, functional repair station – also

includes one extra section, **Cast of Characters**, which briefly describes the NPCs who run, use and visit 7-Osiris.

Each section includes text that you can read aloud directly to your players, generally when the characters see a new area (or meet a new NPC) for the first time. Some sections include a mini-vignette (also designed to be read aloud) featuring that area of the station. Read-aloud descriptions are always *italicized*.

Gravity and life support (which includes both breathable air and heat) are not consistent throughout 7-Osiris – some areas have neither, while others have one or both – and these conditions change depending on which version of the station (active or derelict) you are using in your game. For this reason, the status of both gravity and life support is included at the very beginning of each description, right after any read-aloud text.

Overview

Repair Station 7-Osiris is a medium-capacity repair facility for spaceships, capable of handling anything from personal shuttles on up to midrange

About the Author

Martin Ralya has been a freelance writer since 2004, and has worked on several other projects for Tabletop Adventures, including *Bits of the Boulevard* and *Bits of the Wilderness: Into the Wildwood*. Martin also writes *Treasure Tables*, a daily weblog for GMs, and runs the GMing Q&A Forum (<http://www.treasuretables.org>). This is his first solo project for TTA, and he would like to dedicate it to *2001: A Space Odyssey*, *Firefly*, *Outlands* and of course, *Deep Space 9*, which did it best.

7-Osiris: Derelict

In the recent past, Repair Station 7-Osiris was attacked by forces unknown – raiders, hostile aliens, space pirates, a rival government’s military ship, mercenaries – the choices are endless! They ravaged the station itself with ship-based weapons, boarded it, kidnapped some of those aboard, killed the rest, and made off with any ships that survived the attack. This section describes 7-Osiris as a derelict, ruined and empty – and potentially quite creepy, too.

A Few Words about Gravity and Life Support

As with the active version of 7-Osiris, each section of the derelict version includes a brief note about the status of gravity and life support. It is worth noting here, however, that every section is now the same – there is no gravity or life support anywhere aboard 7-Osiris.

If you would prefer to avoid requiring the PCs to wear spacesuits while aboard, you have a couple of options. One is to scale back the damage caused in the attack, and have a working backup generator in place for the two main hab pods. That allows the PCs to have a place to rest other than their ship – but they will not know how long the generator will keep going...

The second option is to set the attack in the very recent past – within the last few hours, or possibly days. Sections of the station that were not blown open will still have gravity and/or life support (if they did originally, of course), as the station’s power source will not have had a chance to run down yet.

Lights

Another thing to keep in mind is that without power, there are no lights aboard 7-Osiris. Near view ports, the PCs will be able to pick up some ambient starlight (or shine in lights from their ship), but everywhere else they will be in complete – or

near-complete – darkness, and will need to carry their own light sources.

The descriptions below all assume that the PCs are carrying lights.

What about Communications?

Because each comm station has battery backup power, and because the comm units require very little juice (especially when they are not in use), the station’s comm networks – both public and private – are still functional. (The comm network is described in detail in the **Overview**, above.)

This allows the group to split up, if necessary, and still have a way to stay in touch with one another. It also gives you, as the GM, a wealth of opportunities to creep the players out – comm. units can ring when the whole group is in the same place (so who is on the other end?), lines can be dead when someone tries to use them, strange sounds can be heard when a handset is picked up, and so forth.

Station Exterior

From afar, the station appears normal – until you notice that there are no running lights on the station itself, nor any lights in the windows of the habitation pods. As you come closer, there is no way you could mistake this station for anything other than a derelict.

Torn-away docking tubes and other debris have floated away from the ruined station, catching the starlight as they turn over and over in space. This debris forms a loose cloud around the station.

The vast “cage” of girders and struts that make up the station has been heavily damaged. Scorched and dented in some places, portions of it have been smashed or torn away entirely. Broken armatures dangle limply, attached to the rest of the station only by dead electrical wires. The network of plastic docking tubes that once connected different sections of the station has also suffered, with some tubes