PEOPLE ON THE POWELL

Ashley Jones
Commander
Assertive

Susan Cunningham
Engineer
Polite

Timothy Hooper
Medical Officer
Cocky

David Argento
Security Officer
Crass

Wilma Craven
Mechanic
Sarcastic

James Carpenter
Mechanic
Catty

Bernard Clark
Loader & Janitor
Lazy

Remi Hiltzik
Prisoner
Hostile

RUNNING THE GAME

Astro-SLASH is made to play out like a stereotypical slasher. The crew of The Powell have their initial locations planned, but they can and should move around as the session progresses.

David's death should take place when everyone is asleep. After that, The Killer should kill people at semi-regular intervals. Susan will ensure that she is seen during this time to remove suspicion.

THE SPACE SUITS

The space suits are large, bulky full body coverings. While often used for people to survive outer-space, the suits on board the Powell have been enhanced with an exoskeleton that gives the wearer additional strength and dexterity. As a result, the laborers of the Powell will wear the space suits for most general tasks sans helmet.

Any character wearing a space suit has +15 to all Body related Trait rolls. Susan can still control them from the Central Computer.

Susan has entered a program into one of the suits, allowing it to act autonomously with the following directives:

1. Pursue the crew members of The Powell.
2. Kill any non-Susan person(s) in the room, prioritizing Powell crew members. **Hostile Encounter (4d10)**
3. Be as cruel as possible.

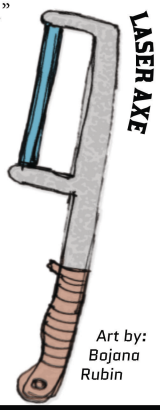
While Susan can control multiple suits at once, she currently only has one active which will now be referred to as "The Killer."

The Killer will wield a laser axe from the equipment room but will seek out more vile ways to kill in accordance with the third directive.

The Killer is extremely hard to destroy as blows to the body do nothing and its exoskeleton is made of titanium.

The Killer has Remi's corpse inside; thus, the Killer might appear to bleed or be injured.

The automation program is energy intensive. The Killer will need to recharge in the equipment room intermittently for short periods of time.



Art by: Bojana Rubin

GM BACKGROUND

Powell Space Station (The Powell) is a newly constructed outpost for the nearby prison planet FNCR-161. The construction is being overseen by commanding officer Ashley Jones, who has let the project fall dramatically behind schedule.

Five days ago, The Powell received a supply drop from the planet. A prisoner had slipped into one of the supply crates undetected.

Bernard Clark was supposed to check the crates before loading them onto The Powell. He didn't.

When the prisoner emerged and attacked Susan Cunningham, she cried for help. Wilma Craven and James Carpenter ran away.

David Argento should have seen what was happening on the monitors. He was distracted and didn't respond until it was too late, and Susan was already in critical condition.

When Susan was taken to surgery, a drunken Timothy Hooper misread the chart and selected a needless operation that left Susan paralyzed from the waist down.

When Susan requested medical leave, she was denied by Ashley who deemed that they were too far behind schedule to lose her.

It was then that Susan made her plan to kill the crew.

GM NOTES

HIDDEN: Some clues are marked with a ℍ representing that they are hidden. This only means that they are not immediately apparent. Some should be revealed automatically to players, while others might require the characters to look in the right place at the right time.

Susan's Plot: Susan realizes that she does not have the capability to kill the crew herself without being caught, but she knows that the space suits on board can act autonomously if given permission. The night the characters arrive, she will put in a program to the **Central Computer** that will activate one of the suits.

I. The suit will first kill David in the security room.
II. The suit will then kill Remi in the Mess Hall pantry.
III. Susan will then place Remi's corpse into the space suit.
IV. The suit will then return to the equipment room to charge.
V. The suit will emerge the next day to start killing the crew.
VI. Susan will terminate the program and will eject Remi's corpse.

After everyone is dead, Susan will claim to the authorities that Remi was the killer and escaped using the characters ship.

The Line: Rooms on the station are divided by a line. The information underneath only becomes available after David's death.

KILLS: This module emulates the camp of the slasher genre. In each room is a creative way for a person to be killed. This can be done to an NPC either in front of the characters or "off screen" to be discovered later, or even to one of the characters if they let their Saves get too low.

AN EPISODE FOR THE
STRANGE & TIMES
MYSTERY HORROR ROLEPLAYING GAME

CREATED BY: GAVIN RUBIN

COVER ART: NASA (Not Affiliated)



INTRODUCTION

Deep Space – 2385

It has been 2 cycles since the characters started their current delivery task: taking crates of carbon-steel servos to the Powell Space Station. A small delivery for their small ship, but it was paying well nonetheless. *(Ask the players to name their ship).* One by one, the characters awake from cryo-sleep as their ship approaches the Powell Space Station.

!BODY SAVE! – Cryo-sleep is hard on the body. Succeed or gain the Condition "Cryo-Sickness" (-5/-10/-15/-) that lasts the next 24 hours.

A light flashes above the comm systems; it appears someone on board the station is trying to make contact.

"Hello, this is commanding officer Ashley Jones speaking. You are set to dock with our station. I am contacting to inform you of a planet-side storm that has delayed our fuel delivery. You are going to be stuck here for a few days it seems. We will have accommodations ready and we look forward to your arrival."

It will be only 1 hour before the characters' ship docks. They have this time to prepare and get themselves ready as well as learn about the Powell Space Station. Afterwards, they will dock and play will start in the **Loading Bay**.

ℍ | The Powell is visibly under construction.
ℍ | The nearby planet is FNCR-161: an operational prison planet.
ℍ | The Powell is meant to be an outpost for visitors to FNCR-161.
ℍ | There is a visible storm on the planet.

Free Rules
Free Modules

Learn to play in minutes
at StrangeTimesRPG.com

MAP OF POWELL SPACE STATION

LOADING BAY
-START HERE-

After docking the ship, the characters enter the Powell Space Station via the **Loading Bay**. Crates of materials and building supplies crowd the area. Bernard Clark approaches the ship in a space suit, quickly introduces himself and asks where he can pick up the cargo. He starts unloading the heavy metal crates. Shortly after, Ashley Jones comes in, welcomes the characters, and offers them a meal and a tour of the facility. She sharply tells Bernard to "be sure to check the cargo this time."

H | The space suit dramatically increases the wearers strength.
H | A prisoner from planet-side hid in a cargo transport and made it onboard The Powell. She attacked one of the station workers. She is now locked inside the **Mess Hall** pantry.
H | The storm is preventing comms to and from the planet. They are hoping the refuel ship will still arrive and take the prisoner.
H | There is an airlock disposal system in the corner of the room.

H | The character's ship has been ejected from the dock and is now drifting in space away from the Powell. It was ejected by the manual emergency latch.

KILL- The Killer ejects the victim out of the airlock.

MEDBAY

A sterile room with glass cabinets full of medical supplies. A large auto-surgical pod (ASP) takes up the majority of the space. Against the wall is a desk with a personal computer and a small filing cabinet. Timothy Hooper is running a diagnostic on the ASP and casually greets the characters.

H | Timothy has alcohol on his breath but doesn't act drunk.
H | The ASP has a touch monitor that can select procedures.
H | The desk has a hidden compartment with booze inside.
H | On the computer is the medical file for Susan's recent surgery. *(A character with medical knowledge can attempt an Intellect Trait roll to know that the surgery selected was not necessary)*

KILL- The victim is placed forcibly into the surgical pod. The door is locked and "Heart Donation: No Anesthetic" is selected.

CENTRAL COMPUTER

A massive control panel makes up the majority of the room. A large computer screen displays a sea of numbers indicating the status of various processes and supplies around the station.

H | This computer can control most systems on board the station.
H | There is a program running that has been heavily encrypted.
H | The encrypted program was made by Susan Cunningham.

KILL- A thick electrical cord is ripped from the walls. It arcs with blue light before being pushed into the victim's back.

EQUIPMENT ROOM

A storage area for all of the tools used throughout the station.

H | There are storage spaces for the space suits to charge.
H | There is a canister labelled "liquid nitrogen extinguisher."

H | The Killer may be charging inside one of the storage spaces, momentarily dormant.

KILL- The Killer sprays the liquid nitrogen onto the limb of a victim before smashing it into pieces.

MAIN HALL

A long white hallway under construction. Various panels are missing from the walls, lights are hanging down from the ceiling, and scattered throughout are crates with tools laying on top. James Carpenter and Wilma Craven, both wearing space suits, are cutting a panel to size with a laser axe. Ashley chastises them for bickering while using the dangerous tool.

H | The tools include a high-powered drill and hyper-torch.

H | A bloody drill is on the floor outside the security room.

KILL- The Killer grabs a hyper-torch and melts the victim's face.

RECREATIONAL AREA

A circular room with soft couches and a central glass table. Various games (pool, table tennis, etc.) can be found around the room. Susan Cunningham is here, reading a book. She is in a wheelchair.

If Ashley manages to bring the characters here after the discovery of David's body, she will demand the characters sit down and she will attempt to intimidate them. She "will find the killer if it the last thing [she does]." The Killer, wearing a full space suit with opaque helmet, will then come into the room wielding a laser axe.

KILL- The Killer cuts the victim in half with their laser axe.

GENERATOR

A room that buzzes with energy as a fusion reactor whirls at the far end: a ball of white light surrounded by spinning concentric rings. Several tesla coils form a small perimeter around the device.

H | The tesla coils create a Gauss shield that protects those in the room from the intense radiation of the generator.

KILL- The victim is thrown past the Gauss shield.

SECURITY ROOM

A small room that only features a chair and a wall covered in monitors. David Argento is sitting in the chair with a dirty magazine in his hand and a plasmic shotgun on his lap. He will smile as he introduces the characters to the "high tech" security system of cameras throughout the station.

H | The footage of Susan's attack has been downloaded.

The wall of monitors have all been destroyed. David sits slumped in his chair. Blood runs from his closed eyes. He is dead.

H | David's eyes have been drilled into.
H | The monitors have been destroyed with a drill.
H | The drill holes in the monitor are noticeably uniform.

After the body is discovered, Ashley will immediately suspect the characters. She will demand that they surrender their weapons and accompany her to the Recreation Room for interrogation.

DORMS

A long hallway that leads to the personal rooms of the entire crew. There are about two dozen rooms in total, most are unoccupied with the standard kit: Bed, Nightstand, Desk, Bookshelf, Mirror, Personal Bathroom.

H | The rooms also come equipped with a laser toothbrush.
H | Inside Susan's room is a formal letter requesting medical leave. "REJECTED" is stamped in big red letters.
H | Inside James' room is a discarded apology letter to Susan.

KILL- The Killer lobotomizes the victim with a laser toothbrush.

MESS HALL

An open area with several rows of metal tables. The far wall has a short line of plasma ovens embedded. One of the metal tables has a pile of insta-food packages stored on top and a pile of metal shelves have been pushed into the corner.

H | There is a metal door labeled "Pantry" with a "Do Not Enter" label stickered on.
H | The pantry is currently holding Remi Hiltzik: the prisoner who snuck on board. It has otherwise been emptied.

The pantry no longer has Remi inside. There is a metal half-inch diameter pole pushed off to the side of the room.

H | The pole was removed from one of the shelving units.
H | There is a half-inch hole in the wall towards the back end.
H | The area around the hole has been cleaned, but inside the hole is blood and grey matter.

KILL- The Killer smashes the glass door to one of the plasma ovens. They stick the victim's head in and press "Flash Cook."