

GURPS® Horror/Space

FLIGHT 13

Adventure in a World Gone Mad



By W. G. Armintrout

STEVE JACKSON GAMES

AN UNSCHEDULED LAYOVER

IN HELL

Ladies and gentlemen, we regret to announce that Flight 13 will not be proceeding to your destination at this time. In fact, it won't be proceeding at all. And neither will you.

Suddenly, the routine of air travel becomes anything but routine. Only the wits and courage of the passengers, and the minimal equipment they can carry, give any chance for survival in a world gone mad.

Flight 13 is a mystery adventure for the **GURPS** system. It requires only the **GURPS Basic Set** (Third Edition) but is compatible with any other **GURPS** modern or futuristic worldbook. In particular, it fits very well with a **Space, Horror** or **Illuminati** campaign.

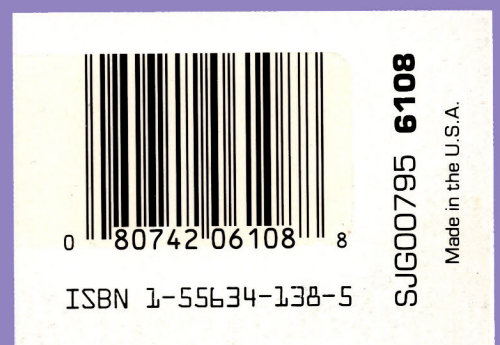


Flight 13 contains:

- A complete adventure for the **GURPS** system, with alternate details for modern and futuristic backgrounds.
- Suggestions for the GM who wants to customize the adventure to fit an existing campaign.
- New scenario ideas for expanding the adventure.
- Detailed descriptions of an aircraft, airport and city, with information usable in any setting.
- Two new alien races, with complete **GURPS** specifications.

Written by W. G. Armintrout
Cover by Guy Burchak
Interior Art by Charlie Wiedman

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FLIGHT 13

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OVERVIEW

Welcome to a flight into the bizarre . . .

Tonight the adventurers will board a commercial airliner for a cross-country trip, the kind made by students and businessmen every day of the week. Only, for these people, on this aircraft, life is about to take on a whole new dimension.

Flight 13 can be played as an adventure using only the rules in *GURPS Basic Set*, (Third Edition). Material from *GURPS Horror* can be incorporated for additional campaign possibilities. The game can also be played as a futuristic scenario using *GURPS Space*. The airliner becomes a space-shuttle; two new alien races are in this book.

This adventure is intended for three to six 100-point characters. Almost any kind of character is welcome, so long as he has an excuse for traveling on the flight.

Unfortunately, this is as far as you can read in this book, unless you are the Game Master. To read any further will betray the mystery before it even begins to unfold.

Designing Player Characters

The following suggestions may be useful for a character created specifically for this adventure.

Advantages

Adventurers will find any of these Advantages useful: Acute Vision, Alertness, Clerical Investment, Danger Sense, Legal Enforcement Powers, Luck, Night Vision, Peripheral Vision, Psionic Powers (any), Rapid Healing, Status, Strong Will, Toughness.

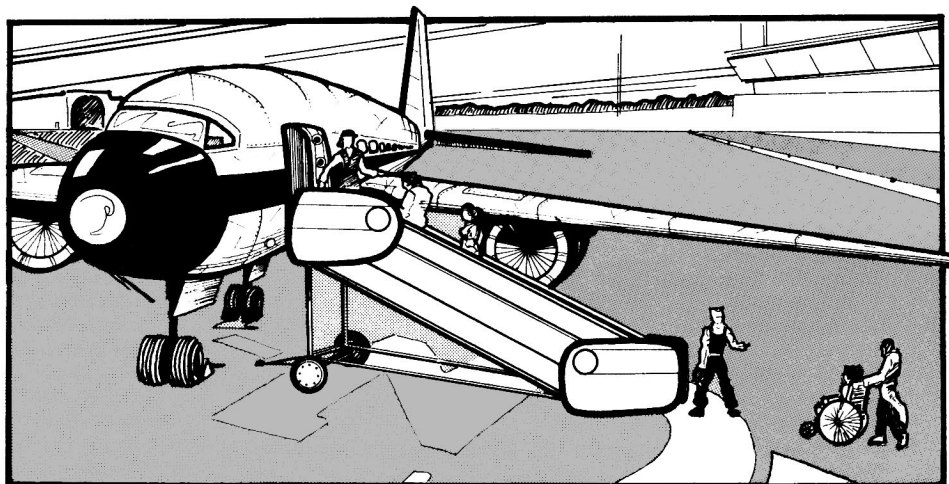
Disadvantages

These Disadvantages should prove entertaining: Addictions, Alcoholism, Cowardice, Delusions (particularly odd political beliefs — the Commies will attack, the Rockefellers run New York, and so on), Dependents (especially if they travel *with* you), Greed, Honesty, Lameness, Overconfidence, Pacifism (self-defense only), Paranoia, Phobias (any), Squeamishness, Unluckiness, Weak Will.

Skills

Parties will be appreciative of members with any of these skills: Acrobatics, Animal Handling, Anthropology, Archaeology, Astrogation, Computer Operation, Detect Lies, Diagnosis, Driving, Escape, Fast-Talk, First Aid, Gesture, History, Interrogation, Leadership, Lock-picking, Mechanic, Occultism, Physician, Physics, Piloting (aircraft/ spacecraft), Psionics, Psychology, Running, Scrounging, Shadowing, Stealth, Survival, Tactics, Theology, Tracking, Zoology, and all combat-related skills.

PLAYERS: READ NO FURTHER!



Organization of This Book

This *Overview* provides you with a brief synopsis of the adventure, and some suggestions for how to run it. Read this first.

Next comes the *Adventure*. It is divided into dramatic episodes, or chapters. Each chapter begins with a convenient list of pre-game preparations. After each episode, some background material for that part of the adventure is provided.

The Situation

Think of this adventure as a struggle between titanic forces.

The Markann: A coldly cerebral race intent on finding the capabilities of other intelligent races — by kidnapping specimens of each species, and subjecting them to lethal experiments!

The Pseudo-Humans: Thanks to the super-technology of the Markann, these biological constructs look and act just like humans — perfect subjects for Markann experimentation!

WHO'S WHO ON FLIGHT 13

Unless the GM decides otherwise, Flight 13 is a typical flight — crowded with nearly 300 passengers. While detailed stats cannot be provided for all of these — or we'd have to rename this volume *The Book of Airline Passenger Stats* — some common “types” are provided below.

The typical NPC is ST 10 (basic damage — thrust, 1d-2; swing, 1d), DX 10, IQ 10, HT 10. Basic Speed: 5. Move: 5, Dodge 5. Encumbrance: none (20 lbs. or less). Street clothes provide little protection: Passive Defense 0, Damage Resistance 0.

Unless stated otherwise in the individual descriptions, NPCs have a 12 in skills you think they should know. (This provides a Parry score of 6, if the character has a weapons skill and the appropriate weapon — however, most of the human NPCs have no experience with weapons.) All NPCs are literate.

The Flight Crew

All of the airliner crew have Duty (airline), a responsibility for the welfare of the passengers and the aircraft.

The Pilot

Captain Lewis Morgan has succeeded in his career by projecting the image of the cool, self-assured pilot.

Advantage: Voice.

Skills: Diplomacy-16, Leadership-9, Piloting (Multi-Engine Jet or Aerospace Vehicles)-15, Savoir-Faire-18.

His heart attack leaves him at HT 1.

The Copilot

Rick Anderson is a gung-ho, former military pilot.

Advantages: Appearance (Handsome, +2/+4), Combat Reflexes.

Disadvantages: Addiction (illegal hallucinogen), Hallucinations (*Special*: treat as Epilepsy (p. B28), but roll versus IQ rather than HT; results in combat flashbacks rather than seizures), Overconfidence.

Skills: Guns-14, Navigation-12, Piloting (Multi-Engine Jet or Aerospace Vehicles)-16, Piloting (Military Jet, Space Fighter or campaign equivalent)-12 (he's rusty).

The Flight Engineer

Allan Carstairs is a technician.

Disadvantages: Anxiety (*Special*: anxiety attacks are brought on in the same manner as epileptic seizures (see p. B28), through the roll is against IQ rather than HT; the results of failing the IQ roll are identical to failing a phobia roll, see p. B35), Cowardice.

Skills: Electronics (Communications)-14, Meteorology-17, Navigation-14.

The Chief Stewardess

Jane Hartley is a competent, emotionally sterile woman.

Advantages: Strong Will.

Skills: Administration-14, Diplomacy-12, Karate-12, First Aid-12.

The Novice Stewardess

Pam Chavez is very emotional.

Advantages: Intuition.

Disadvantages: Impulsiveness, Squeamishness, Unluckiness.

Skills: Diplomacy-10, First Aid-10, Judo-13, Sex Appeal-14.

Other Flight Attendants

Skills: Diplomacy-11, First Aid-11.

The Passengers

The Angels

This group is an avowedly anti-violence, anti-drug social organization for urban youth. They are returning from a government-sponsored wilderness camp. The switchblade: “Not mine man; I just found it and was gonna turn it in.”

Advantages: Alertness, Toughness (+1).

Disadvantages: Bad Temper, Impulsiveness, Overconfidence, Poverty (Poor), Youth. (One has Kleptomania.)

Skills: Brawling-13, Climbing-12, Escape-15, Knife-14, Running-16, Stealth-12, Streetwise-13.

Move score is 7.

The Animal Trainer

Pete Mingus is a performer returning home after a successful tour. For the stats of his animals, see p. 62.

Advantages: Animal Empathy.

Disadvantages: Lameness (Crippled Leg), Sense of Duty (to his animals).

Skills: Brawling-14, Guns-10, Streetwise-12, Ventriloquism-14 (his hobby), Veterinary (his animals)-12.

The Businessmen/Merchants

These people are busy professionals, absorbed in their own concerns.

Advantages: Status 2+, Wealth (at least Comfortable).

Disadvantages: Bully, Delusion (that everything is normal — +2 bonus on all Fright Checks), Fanaticism (personal profit), Stubbornness.

Skills: Administration-12, Area Knowledge (their assigned geographic or

astrographic beat)-12, Fast Talk-12, Law-11, Merchant-16. One in three has Guns-11.

The Children

Orphans or family vacationers, they are curious, impetuous, and likely to get into trouble.

Attributes: ST 7, DX 9, IQ 8, HT 8. (Or see p. B7 to match specific attributes to specific ages.)

Advantages: Acute Hearing (+3), Animal Empathy, Charisma (+2), Rapid Healing.

Disadvantages: Gluttony, Impulsiveness, Phobia (loud noises), Truthfulness.

Skills: Detect Lie-10, Fast Talk-10, Sleight of Hand-10.

The College Students

All are returning for a new semester.

Advantages: none.

Disadvantages: Intolerance (older people), Overconfidence (think they know everything), Poverty (Struggling). Half have some form of Pacifism.

Skills: Carousing-11, Politics-12, Psychology-10, Research-13, Scrounging-12. If the PCs need a character with a specific skill, roll 1 die. On a roll of 1 to 5, one of the students has this skill at 1d+10.

The Eagle Legionnaires

These members of an organization for retired soldiers are returning from a wild convention.

Advantages: Danger Sense.



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