

Gauntlet by QafianSage

You're a long way from home, jumper.

You were part of the crew of the *Demeter-227*, an interstellar cargo ship transporting colonists and valuable goods, seedstock and other materials to a new colony. However, while near the planet Vesta, the *Demeter* is struck by a devastating solar flare, and those members of the crew that aren't killed immediately are forced to evacuate to the planet below.

Vesta is a beautiful, verdant and surreal landscape of strange lifeforms, locked in deadly competition and cooperation to live - and you're going to survive there, long enough to either escape the planet, or find some accommodation with it.



You have 0 CP. Good luck, jumper.

Perks

Take a 100 CP discount on one Perk.

Immunisations (Free)
Humanity has spread far across the stars, and new planets mean new diseases. Fortunately, you've received a rigorous array of immunisations, vaccines and mild genetic engineering to strengthen your immune system's ability to adapt to new environments rapidly. This has made you mostly immune to ordinary Earth diseases, and means that novel diseases are about as dangerous to you as to a population which has grown alongside them - so you won't immediately die to an alien plague because you haven't encountered anything like it before.

Musical Mind (Free)
You have a great ear for music, and given the right instruments (and practise with them) could reproduce almost anything from memory - or just hum it to yourself, or keep it in your head. You've got the whole of the *Scavengers Reign* OST up there, too. Do with that as you will.

Boy Scout (100 CP)
Back on Earth - or whatever other planet you lived on - you spent plenty of time out of doors and in the wild. You know and are practised in all the basics of wilderness survival; how to start fires, how to purify water, how to find shelter and so on. Those skills will definitely come in handy down here on Vesta - but bear in mind that your skills are oriented towards surviving in an earthly ecosystem, not an alien one. You'll still have to learn the new ways of this planet.



Do You Work Out? (100 CP)
You have a significant level of baseline fitness, roughly equivalent to a professional, though not Olympic, athlete. You're strong, fast and have great stamina, all of which will be a significant advantage on this strange and alien planet.

Iron Mind (100 CP)

You have a strong personality and will - strong enough to help you resist intimidation or other forceful personalities, to endure pain and the effects of isolation better than most, to overcome reflexive disgust reactions, or even to resist psychic influences or chemical compulsions, to a certain degree.

Jury-Rigger (100 CP)
You have a knack for improvising when it comes to making or repairing things; if you're missing a battery you could improvise a replacement with tubs of water and electric fish, or use volatile fluids harvested from a strange creature in place of an explosive. This won't necessarily let you replace all functions of a piece of machinery, but you'll do better than another when it comes to this kind of scavenging, and generally be able to get better results from what you can find.



Empath (100 CP)
Not in the psychic sense, but rather you have an empathic personality and significant skill in understanding others' feelings and reading their intentions. You're not quite a human lie-detector, but you'll generally be able to notice when someone's hiding something from you or, with time and familiarity, come to understand how they think, what they value, and how to speak to them.

Open Mind (100 CP)
You have a curious soul and an open mind, always looking for new ideas and possibilities, and resistant to becoming stuck in your ways or fixated upon one way of achieving a goal. This doesn't inherently help you in discovering new things, but it'll mean you're more open to seeing new possibilities when they arise, and help to resist prejudice or other psychological factors which might get in the way of learning or adapting.

Keen Senses (100 CP)

You're always on the alert, with one eye open for danger. This isn't infallible, but you're significantly more likely to spot things - stalking predators, dangerous traps, useful handholds - or notice signs that something might be wrong. This also applies to attunement to your own body, so that you'll notice signs of disease or poisoning early, even if the area in question would normally be numbed.

Psychologist (100 CP)
You're a skilled manipulator, with a keen understanding of the psychological tendencies of people, and how to make use of them. You could be a terrifyingly effective cult leader, or turn your talents to keeping the peace between different groups or people. You could even be a pretty good therapist, if you directed your energies in that way. God knows these people are going to need one.

Fighter (100 CP)
You've experienced combat before, whether in a controlled setting, or a more active one. Whatever the case, you've been trained to fight in hand-to-hand, you're a pretty good shot with a gun or other ranged weapon, and perhaps most importantly you're more in control of your fight-or-flight responses, meaning you're much less likely to panic in a conflict situation, and will be able to handle it better.

Adaptive Biology (100 CP)
Maybe it's just a natural quirk of your body, or maybe you underwent some kind of genetic engineering. Where it came from, though, your body seems more able to handle modification and hybridisation than most - you'd be more likely to survive the removal of a heart-parasite, more able to tolerate symbiosis with some of the creatures on Vesta, and more able to accept things like organ transplants or cybernetic prosthetics.

Professional Training (100 CP)
The people on the *Demeter-227* were there for a reason; they had skills, and knew how to use them - and so do you. Choose one of the options below:

- *Roboticist:* Like Fiona, you are an adept programmer and robotics engineer, capable of maintaining, repairing and, with the right facilities, even building robots like the Levis. By the same token, you know how to create sub-sapient virtual intelligences to operate such robots. These are merely complex computer programs, not people in their own right - but they might become so one day, with contact with the life of Vesta.
- *Engineer:* You were trained as an engineer to deal with the kinds of technology present aboard the *Demeter*; you know how to repair and maintain a starship's systems, their components and how they function, how to apply similar principles to smaller-scale construction - and what signals, if sent from the right transmitter, could control the Demeter into an emergency landing, assuming you have the proper authorization.
- *Botanist:* You were trained to oversee the greenhouses and seedstock of ships like the Demeter, as well as to assess the ecosystems of newly-colonised planets. You have the professional skills of a Master's in botany and ecology, and could cultivate plants very well - but your skills in ecology may be even more useful on this alien world, where understanding the wildlife and becoming a part of their cycles of existence will be the key to survival.

- *Medic:* You are trained as a doctor and field medic, able to make best use of medical equipment to diagnose and treat diseases, poisons injuries and similar, perform basic surgeries and, (if necessary) improvise with more basic materials to deliver essential medical care. With access to more advanced medical facilities, such as those on the Demeter, you could do much more - and, if you had the resources, you could create more medical devices or even formulate new drugs or cures with the appropriate research.

This Perk may be purchased more than once, but for each type of Professional Training you already have, increase the cost to do so by 100 CP.

Items

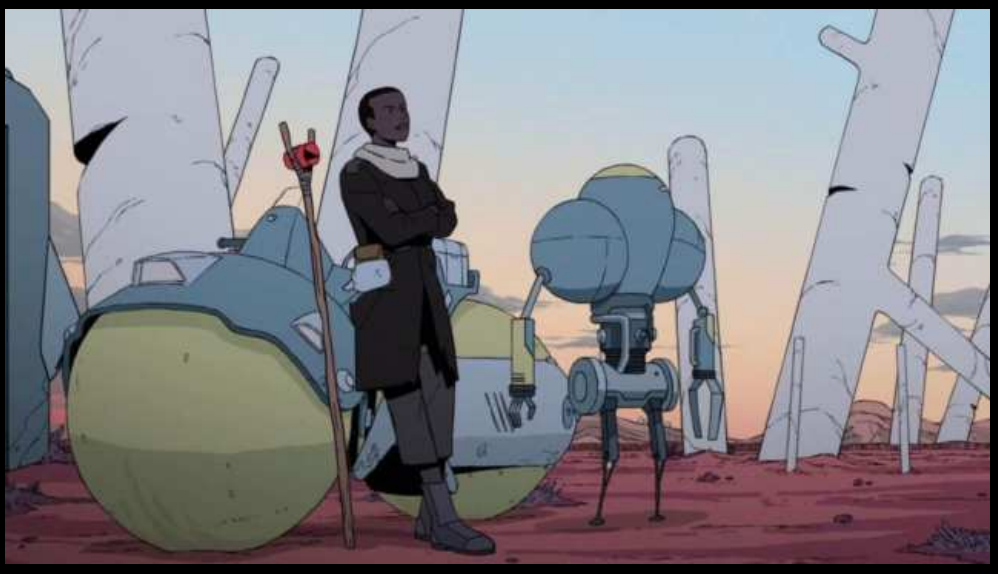
Take a 100 CP discount on one Item.

Escape Pod (Free)
You had to have made it down to Vesta somehow, right? This pod, intended for two occupants, can survive re-entry or last in space (not that that's likely to be very relevant) more or less indefinitely. More importantly, it contains enough rations of food to sustain you for several months (albeit not the most appetising), as well as a variety of other survival tools, including powerful batteries, a radio to call for help, a water purifier, various medical supplies, clothing, packs, sleeping rolls, some basic mechanical tools, knives, saws and similar.

The pod itself serves as a reasonably-comfortable shelter and base of operations - though it's not rated for the extreme glass-storms which can occasionally sweep across the surface of Vesta, and unless it's sheltered itself may be destroyed by such weather.

Environment Suit (100 CP)
You have a dedicated environment suit; it's too bulky to be practical to wear about all the time, but this suit has been constructed to resist great extremes of temperature and pressure, both positive and negative, and serves as reasonable armour too, in a pinch. It includes an internal air supply which can last for a few hours, and can slowly re-fill this supply over time if placed in an atmosphere where this is possible - or faster, if connected to external power sources.

Bike (100 CP)
You have a bike similar to Azi's; with large, spherical wheels built with an airless design intended to adapt to all terrain, it's capable of driving at speed over rough surfaces, or even staying afloat for short periods. Its top speed is around 80 kph in good



conditions, it handles well, and it comes with an attached winch and tow cable - and a spot for a Levi to plug in, if you happen to have one.

Arms (100 CP)
Not sure why these were on a cargo ship like the Demeter, but you have a large case filled with a handful of different weapons. You've got a couple of handguns, a hunting rifle with a semi-automatic mode, and a dozen grenades; half sonic/concussive, half fragmentation. You have ten spare mags for each gun - but your ammo is finite, unless you can set up some kind of production chain, so spend it wisely.

Machine Parts (100 CP)
Either inside your escape pod, or coming down somewhere nearby, is a crate full of most of the contents of a machine shop - circuit boards, servos, metal plating, programming tools, and the equipment to make use of all of these. If you have the right skills, you could turn these materials into all manner of equipment - robots, small vehicles, improvised weapons. Just remember, you've only got one load, enough to build technology totalling up to about the size of a large car.

This item may be purchased multiple times.

Building Materials (100 CP)
Alongside your escape pod, a container originally intended for the *Demeter*'s final destination has come down as well. The contents of this are unassuming at first; a large, blocky machine and hundreds of reinforced rods, along with various pieces of building equipment - spirit levels, shovels, trowels, small jackhammers, surveying equipment and so on. The large machine, however, is designed to produce both interlocking bricks and excellent mortar, if fed appropriate minerals which can be found abundantly in the soil, meaning that this container could be the nucleus of a whole settlement.

This item may be purchased multiple times.

Mining Equipment (100 CP)
Alongside your escape pod has come down a container filled with machinery destined for the mines of *Demeter*'s eventual destination: Ground-piercing radar and sonar equipment intended to find deposits of valuable minerals, drilling machines and a small, self-contained refining unit capable of smelting most common ores into usable metals. Many of these tools could be put to other uses, including finding hidden caverns and similar - but with the right supplemental components, they could be the basis of a real chain of industry.

This item may be purchased multiple times.

Farming Equipment (100 CP)
Alongside your escape pod has come down a crate intended for the farms of the colony to which *Demeter* was bound: Seed-stock for food and medical crops, materials to build greenhouses, pesticides, plant-foods and so on, as well as basic machinery and tools to help with setting up farming plots, sufficient (if they're not destroyed by weather or wildlife) to feed and provide for many people.

This item may be purchased multiple times.

Access Codes (100 CP)
What rank were you back on the *Demeter*? Whatever your job was, one way or another you've got the codes, and a top-level access card, to control the ship's systems and initiate things like emergency landing procedures, or control factors like the cryopods. All the wealth of the ship awaits you - if you can just manage to get a signal up there, to bring it down.

Settler's Journal (300 CP)
Perhaps you encountered another survivor from the same ill-fated expedition which crashed on Vesta long ago. However you got it, you are in possession of this hand-written journal, which contains invaluable knowledge of both useful and dangerous substances and creatures present on Vesta. It doesn't contain details on everything, but studying this book would give you a massive leg up in knowing what signs indicate what dangers, and what resources can be found throughout the ecosystem. Natural medicines or antidotes to the bizarre poisons of this planet, the behaviour of notable predators, and commentary on the signs of various kinds of weather - they're all here.



Companions

You may choose <u>one</u> Companion for their listed cost. Each additional Companion costs an additional 100 CP.

Survivor (Free)
Those pods are designed for two, after all. You came down with someone else; either a canon character, or an original character. Either way, they get the same freebies as you, except for the Companion freebie, and can take the following Complications to gain additional CP to spend on more Perks or Items of their own. They cannot take additional Companions.

Complications: Unobservant, An Invisible Burden, Break Before Bending, Weak Immune System, A Flailing Human Ego, Broken Heart

You may import existing Companions into Survivors this way, but external perks, abilities and so on are locked out for them as well as for you.

Hollow (Free)



Shortly after landing on this planet, you made contact with one of this strange, frog-like species. Through some method, you've managed to come to an accommodation with it, and it's become something between a pet and a friend; you provide it food, and it helps you out when you ask. Though it can't speak verbally, it can communicate with you via mental images, often drawn from your own memories, seems curious about you, and is companionable - but it is still a wild animal and may act dangerously, especially if you or others are hostile towards it.

With time, the Hollow will grow closer to you and become better able to understand you; if you keep in psychic contact regularly, the Hollow's personality and interests will come to mirror yours to an extent, and with long enough contact its psychology may even become more human, as you introduce it to concepts outside its normal understanding.

Levi (100 CP *or* 300 CP)

When you landed on Vesta, you did so alone. Or, well, not quite alone. You came down with a Levi; a labour robot developed by Fiona on board the *Demeter-227*. By default, the Levi is driven by a sub-sapient virtual intelligence, uncreative but capable of interpreting verbal orders, adapting to its surroundings and carrying out a wide variety of menial tasks. This alone makes it a very valuable companion; able to recharge from solar power and possessing a variety of tool-extension arms, this robot is an amazing advantage when it comes to setting up a subsistence lifestyle on Vesta.

For an additional 200 CP, however, your Levi is becoming something special. Shortly after your touchdown on the planet, it came into contact with one of the white flowers which often grows on the remains of the dead, and became infested with a strange yellow mould. This mould enters into a kind of symbiosis with the robot's systems, enhancing its processing and slowly awakening it to sapience over time. Your Levi will become creative, even artistic, and a much more fulfilling companion socially - but after about two months of this slow progression, it will also develop qualities equivalent to the reward for *Something Beyond My Understanding*.

Gauntlet Scenarios

You may complete as many or as few of these scenarios as you wish, during your time on Vesta. No scenario is a prerequisite for other scenarios, but some (particularly *Demeter Down*) may help.

After you complete a scenario, you may choose to leave this jump and move on in your chain, or remain on Vesta.

Demeter Down

The *Demeter*'s escape pods are designed to sustain life for a long time - but not forever. Unless you're exceptionally lucky, achieving a long-term sustainable life on Vesta will be impossible with just what comes down with you - so eyes turn to the heavens.

The *Demeter-227* still remains in orbit but, with the right signals, it could be brought down to the planet, and its rich resources, intended for colonisation efforts elsewhere, put to use to establish a community on Vesta. Without your intervention, Sam and Ursula will manage this in a few months, but to complete this scenario you must ensure the *Demeter* is brought down to the planet, then cross the distance from your escape pod to its landing site, traversing the deadly Vestan wilderness. Finally, you must lay claim to the crashed *Demeter*, yourself or as part of a group, and make it safe to inhabit, so that you can make use of its resources - and awaken its colonists - without immediate danger.



Reward: Your immediate reward for completing this scenario is simply access to the *Demeter* and all its contents, which include extensive supplies of machine parts, food, greenhouses, building materials and other basic resources intended to help jump-start a colonial venture, as well as a shuttle capable of leaving the atmosphere and travelling interstellar distances - though some of these resources will probably have been damaged or destroyed by wildlife since your landing, and some might also have been stolen by others.

After you leave this Gauntlet, you also gain an intact copy of the *Demeter*, complete with all its contents and cargo. You may choose to have its 40-odd cryopods empty, or fill some or all of them with followers according to your design, each of whom has Masters' level skill in some field (botany, engineering, military, accounting etc).

Long May We Reign

Claiming the resources of the *Demeter* is just the first step, however. They will only last so long, while the potential of the planet is limitless.

In order to complete this scenario, you must establish a lasting and sustainable society on Vesta, using whatever resources you have to hand - from the planet or the *Demeter* - to do so. This will require both social cohesion and an understanding of the planet's ways to accomplish, from finding what crops will grow well in Vesta's soil, to what substances can be used to treat the various poisons and afflictions Vesta can inflict, to how to make use of the myriad creatures and plants that populate this planet, and ensuring the people you do this work with can get along without tearing each other apart.

If you can reach a point with no deaths and no major concerns about starvation or other essential resources for at least a year, you will have completed this scenario.



Reward: Over the course of your labours, you have gained an encyclopaedic knowledge of the flora and fauna of Vesta, and all the myriad uses to which their behaviours, tendencies and parts can be put. This doesn't mean you understand everything precisely, but if you were dropped in the Vestan wilds now, you could make all you'd need for survival with relative ease, and could live prosperously in tune with the planet's ecosystem.

Moreover, the process of developing this knowledge has given you the practical skills of a masterful ecologist, biologist and biochemist, letting you assess new ecosystems with amazing speed and accuracy, and quickly figure out relationships between species, climactic and geographic conditions, as well as how to take advantage of them with or without disrupting these natural cycles.

After you leave this Gauntlet, you may take with you an area of about ten miles diameter, stocked with all manner of Vestan life - and a bank of seeds and embryos for all extant examples of Vestan life as well, should you wish to re-create this ecosystem elsewhere.

Something Beyond My Understanding

There is something more on Vesta than the obvious. Species exist in such deep, intricate relationships that, for all their brutality and competition, there seems to be something here beyond simply nature and blind evolution at work. Species like the Hollows, with outright psychic abilities, hint at this deeper truth - as does something seemingly more benign; a strange white flower that grows upon the remains of the dead.

To complete this scenario, you must follow in the footsteps of the original Levi depicted in the show. You must find a way to achieve the same symbiosis, even enlightenment, that Levi did, making use of the strange yellow growth from the white flowers to connect with… Something. Maybe the psychic web of nature on Vesta, maybe the soul of the planet, maybe something even greater - the universe itself, something beyond human understanding.

This will be a long and difficult process, requiring study, sacrifice and perhaps uncomfortable accommodations. Levi had the benefit of a robotic body which could tolerate significant amounts of modification or the yellow growth inside it. You are not so fortunate, and it will likely require research, genetic modification and perhaps even some forms of cybernetic augmentation to achieve the same ends. Or maybe that's the wrong way to go about it, and a more spiritual or even religious approach is necessary. You will have to find your own way, with little guidance, and you may not come out of it unscathed.



Reward: If you succeed in achieving this manner of symbiosis, the first effect you will experience is a subtle but profound empathy for living things around you. You will be able to instinctively sense the intents and general emotions of animals, plants, people and other life-forms nearby, giving you a sense of their danger, and what they mean to do - or can be used for, potentially - and can exude certain emotions into the area; communicating peace, goodwill and calm, or inciting anger or rage in general or towards certain people.

Secondly, through your connection to the natural world around you, you have in some metaphysical sense become a part of it, and it a part of you. Any attempt to psychically or mentally read, dominate or control your mind or soul is diluted and diffused throughout that vastness unless you prevent it - effectively, any attempt to read or control your mind needs to be able to comprehend or control a whole planet's worth of minds.

Thirdly, this psychic connection makes you an ideal conduit for psychic forces, allowing you to act as a 'node' for others to channel psychic or mental powers through if you so choose, and letting even the weakest psychics contact you with relative ease. If you do this regularly, you may develop similar abilities yourself. This applies to the collective will of nature as well - those who mentally assault you as described above can be exposed to that will, provoking bewildering visions of the totality of time and nature, and turning their powers back upon themselves.

Fourthly, you have a particular connection to the white flowers which bloom in death on Vesta. If you wish, over a few weeks you can grow smaller imitations of yourself in 'pods' at their roots - not clones, but plant-based life-forms which mimic your appearance to an extent. These are independent beings, but may inherit lesser versions of your perks and biological or psychic abilities, and are naturally affectionate towards you, as if they were your children.

Finally, if you die, your consciousness will remain somewhere in the vast network of nature and, over the course of a week or so, can re-assemble you so long as your remains are left to nature - not as you were, but as an amalgam of life, strange and changed and beautiful. After this setting, this functions as a 1-up.

Complications

Character Replacement (+0)
You may, if you wish, insert into the body of a chosen character from the show, effectively replacing them. Valid characters are: Sam, Ursula, Kamen, Azi and Charlie. You don't gain any of their particular skills or advantages - only what you buy in this doc.

Unobservant (+100 CP)
It's not that your eyes are bad - you just have a habit of getting focused on specific things, and not paying attention to details in your surroundings. Which is no biggie back in civilization, but out here it could get you killed.

An Invisible Burden (+100 CP)
You carry a burden of guilt, feeling responsible in some way - directly or indirectly - for the fate of the *Demeter-277* and its crew, and this guilt will drive you to extents and actions which might be unwise.

Break Before Bending (+100 CP)
You had a life back home, maybe a family - you don't want to give it all up to live on this hellhole of a planet! You're deeply attached to your normal life, before crashing here - adapting to it would be tantamount to accepting your exile, so you'll resist more than you should, trying to use methods and approaches relying on human technology where you can rather than relying on the abundance of Vesta or expressing interest in its ways.

Weak Immune System (+100 CP)
Something must have gone wrong with your immunisation procedures; the vaccines and modifications are less effective, meaning that while you won't die from alien plagues, you're likely to be consistently sickly and ill for at least the first few months of your time on Vesta.

Follower (+100 CP)
You have a follower's kind of personality; indecisive, relatively easy to overawe, impress or get to do something, and you feel most at home following someone else's directions. This could bite you in the ass if you're left without someone to direct you, or if you fall in with the wrong group.

Tabula Rasa (+200 CP)
You have no memory or knowledge of Vesta, its wildlife or the plot of *Scavengers Reign*.

A Way to Fall (+200 CP)
Though you made it down to planet Vesta, your escape pod is stuck in a tree and you can't get the door open. You've got survival rations for a few months, but you'll have to find a way out by then or starve.

Incompatible with *Wakey Wakey*.

Wakey, Wakey (+200 CP)
Instead of coming down in an escape pod, you're waking up from cryosleep in the Demeter after it's fallen. You don't get an Escape Pod item. On the bright side, this means you're

already at the crash site, with all its cargo and resources. On the other hand, none of those resources are immediately oriented towards survival, and you're waking up in a derelict ship which is currently being infested by dangerous wildlife.

Incompatible with *A Way to Fall*.

A Flailing Human Ego (+200 CP)
You're… Kind of an asshole. You have strong narcissistic tendencies, and you wallow in self-pity when you suffer rather than dealing with it like an adult. You're basically a kind of selfish (wo)manchild who will retreat from or blame others for the results of your own actions, rather than face them, and resist transcendent experience which might bring you out of your shell. You can manage these tendencies, and even grow past them with time, but in the meantime… You're going to have trouble working with others.

Alone (+200 CP)
You cannot purchase any Companions for the duration of this Gauntlet, and you come down alone in your pod. You can still make common cause with allies later on.

All Must Serve (+200 CP)
The instincts of your Hollow companion are still in full force and, though it will be helpful and guide and protect you, it will also do its best to take control over you, offering you its food-matter (which will temporarily place you into a trance and let it directly control you for a time), or using its telepathic abilities to feed you powerful hallucinations of your past, offering both emotional comfort and abuse until you serve its will. If you don't have a Hollow Companion, instead a Hollow is hunting you with the intent to gain you as a powerful servant.

Broken Heart (+200 *or* +300 CP)
Shortly after the *Demeter* is called down to Vesta, you'll find yourself infected with one of the heart-parasite seeds. This seed will give you superhuman energy, removing your need to sleep and letting you perform almost-superhuman feats of strength, speed and activity, but will compel you to infect others with more seeds you regurgitate up, and to build an appropriate nest for another of these creatures: A cavern or enclosed space with red lighting.

The process of takeover is slow at first, with the energy manifesting first, and that being the only manifestation for a few days. Following this, you'll start to feel more of the compulsion both to spread the seeds and build a nest over the next handful of days, though it can be warded off - especially with someone else to watch you and act as a spotter - while a 'flap' will develop over your heart which can be opened, which is used by the mature version of the creature to feed you and your parasite. Within a few weeks, though, you'll no longer be able to speak, and be slaved fully to the parasite and its adult form. This won't kill you, but if you succumb fully to the parasite you will be focused solely on survival and fulfilling its goals - so you won't be able to complete any more Scenarios.

The heart-parasite can be removed, but it will require the advanced medical equipment present on the *Demeter* to do so.

For an additional 100 CP, you suffer this infection immediately upon landing on Vesta. Better get to work!

The End

After you complete any of the scenarios in this document, or five years after you entered this Gauntlet, you may choose to:

Stay Here
Vesta is as beautiful as it is dangerous, and there's always the hope of a shuttle or rescue craft finally arriving. It's not the worst place in the multiverse to make a home.

Go Home
But then again, an alien death world isn't exactly the safest place. You'll head home, with all your rewards, perks, items, companions and so on, just when you left. You may offer any character from this world to come with you as a Companion when you leave.

Move On
Your journey isn't done yet. You can move on along your chain, bringing your perks, items, rewards and companions with you from this Gauntlet. You may offer any character from this world to come with you as a Companion when you leave.

If you die, you may choose to Go Home or Move On, but keep none of your perks, items or rewards from this Gauntlet.



Notes

On Hollows
Hollows are an intelligent species, approximately at or slightly above the level of a dolphin or a chimpanzee, but are most notable for their seemingly-psychic abilities. Able to sense the thoughts and emotions of others, and communicate in turn via vivid hallucinations, Hollows have an unusual style of feeding. They hypnotise small creatures with their abilities and regurgitate a black sludge which, when consumed, places the consumer into a trance-like state in which the Hollow can control them, causing them to bring the Hollow food.

Hollows also possess telekinetic abilities, allowing them to manipulate objects or even people at a short range. The more a Hollow eats, the larger it grows and the stronger its telekinetic abilities become. Ordinary Hollows are relatively weak, able to perform feats like breaking a person's fall or undoing bolts to remove a window, while a Hollow fed large numbers of creatures for what's implied to be weeks by a human was strong enough to rip solid steel apart or wreck a shuttle craft.

Hollows naturally seem to live in groups, but don't seem to cooperate much when 'hunting'. They are seen to take control of certain creatures for non-feeding purposes as well, though. Over time, a Hollow in regular contact with a human seems to pick up something of that human's personality or desires - the Hollow linked to Kamen became focused on humans, and it was Kamen's feelings about certain things (e.g. hearing Fiona's song) which drove Hollow into a rage.

On FTL
Both the *Demeter* and its shuttle-craft are capable of FTL travel via a form of alcubierre drive, warping space so as to effectively travel faster than light. However, this method of travel has its drawbacks. Firstly, although this does allow superluminal speed, that speed is limited, such that interstellar journeys often take months - as a rough rule of thumb, you can cross a light-year in a month. Secondly, courses must be plotted ahead of time, as the very fact of the ships' speed means that course-corrections in the moment are effectively impossible without deceleration. Thirdly, that same speed means that impacting even small objects can cause severe damage to a ship's systems; the ships use protective fields to ward off micrometeorites, but larger objects or powerful forces like solar flares can hit with devastating force.

This is all my own invention, working as best I can from the hints and implications left by the story. No-one in the show ever goes into detail on precisely how the *Demeter-227* and ships like it travel between stars, or even if the *Demeter* is strictly an interstellar vessel. However, there doesn't seem to be another colony in the same solar system as Vesta, the scavenger crew seem to imply they come from another system, and the crew of neither ship went into cryosleep, implying it's a distance which is reasonable to have some people awake for - so the colonists going into cryosleep is probably more for resource management reasons (i.e. they don't need to be fed) than anything else.

If we get a Season 2 that clarifies more of this, I'll probably come back and edit this in line with more revealed information.

On Something Beyond My Understanding
In general, this reward gives you a level of empathic/psychic sensitivity and ability to project emotions outwards, makes it so that you are metaphysically one with nature for the purposes of being mentally dominated or read (unless you allow it), lets you serve as a conduit or channel for psychic forces (e.g. if a Jedi linked to you with Battle Meditation you could use their Force abilities as well for the duration) with the ability to imitate those abilities yourself with time and practice, lets you use the white flowers to create plant-clones of yourself (with their own minds) and lets you reconstitute yourself from a biosphere so long as there's a biosphere to do that, as a 1-up.