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Special Supplement 3 Patron Encounters

Traveller HERO

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TRAVELLER

Science-Fiction Adventurer in the Far Future

SPECIAL SUPPLEMENT 3: PATRON ENCOUNTERS

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

Special Supplement 3: Patron Encounters is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strephon does not occur.

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About This Book

There are times when any Traveller Referee needs to generate a quick adventure. Whether this is to cope with players who have wandered off the planned path, as part of a 'free-range' adventure or as the basis for a fully fleshed-out adventure is not important; the need is there.

This book presents 34 ready-made adventure seeds, each with a choice of possible outcomes ranging from the unexpectedly favorable to the downright dangerous. This is not a book of complete adventures; there are no maps herein. This means that the adventures can be used in any setting and with any rules set. They can be 'tweaked' and reused if necessary.

The adventures in this book follow a standard format which has been used by Traveller Referees for many years. The basic format is as follows:

Someone (referred to as the 'patron' since he or she usually pays the adventurers to perform their task) wants a job done. The scenario description lists the type of person the patron is, what skills are required to carry out the task, and what equipment will be necessary. In some cases the task can be completed by anyone and in others there is no special equipment needed. Some 'patrons' are in fact rumors, clues and other things that may lead characters into the adventure.

Next the scenario lists players' information. This is what the patron tells the characters, the contents of the rumor or whatever. The Referee may of course embellish, distort or otherwise alter this information, and of course it may not be the whole story anyway. Underneath is Referee's Information, which includes any special notes as well as a set of possible outcomes. The Referee may decide to pick one, or roll 1D (1d6) to determine which of the potential outcomes represents the real situation.

How the players tackle the job is of course the stuff of Traveller games, and the Referee may find that events during the task lead on to other adventures or further employment with the patron. These encounters are a useful way to introduce a recurring character into the game. As the travelers carry out tasks for their new employer he will gradually reveal more about himself and what he really wants from them. In short, *Patron Encounters* are a starting point from which the players and Referee can begin to create a fun game.

All the encounters in this book assume a group of 2-6 adventurers with a range of skills. Larger or smaller groups can tackle the same job in most cases, perhaps with increased opposition or some help in the form of an expert provided by the patron. Large-scale mercenary jobs ('tickets') are not covered in this book, though some of the adventure ideas here do include mercenary work or participation in larger-scale conflict. Mercenary tickets proper call for an organized and trained mercenary force of platoon size or larger, and will be covered in another supplement.

STANDARDS AND ASSUMPTIONS

Patron Encounters can be used with virtually any rules set – Traveller or another game entirely. Part 3 contains generic *Traveller Hero* characters, available only in this *Traveller Hero* version. Many of the jobs herein could be converted to a fantasy or low-technology setting easily enough. There is thus no specific set of equipment necessary to use this book. We have assumed, for our convenience when writing them, that the adventure seeds are to be used in a universe that looks somewhat like the Official Traveller Universe – that is, with worlds populated mainly by humans, connected by starships using Jump drives and so forth. In most cases this is not critical and the adventure could be set anywhere, but in a few cases it will be important. For example, in the standard Traveller setting faster-than-light communications are not possible, so characters cannot call for help on the tachyon radio or whatnot. They are truly cut off if they need to send a starship for help and don't have one, and in any case sending for help could be a matter of weeks. In a universe that does have FTL communications, rescue could be en route in hours, which creates a rather different situation. A creative Referee can still use the adventure ideas of course.

WHAT YOU NEED TO PLAY

Please note that this is not a standalone game. It requires that you have access to a set of game rules of some kind. We are assuming that this will be *Traveller Hero* or another Traveller RPG.

You will also need some dice as appropriate to your chosen rules set plus pens, pencils, paper and possibly a computer or two.

Part 1: No Starship Required

1. Must Travel, Need Guns

Patron Type: Mercenary, Émigré

Required Skills: Stealth, Intrusion

Required Equipment: None

PLAYERS' INFORMATION

A young woman with very short hair and a military bearing, though dressed in smart civilian clothes, approaches the travelers. She is a corporal in an offworld mercenary unit, she says, which has finished its ticket and is about to head out to another job. However, the local authorities have decided to be picky about some aspects of the contract, and are trying to coerce the commander into accepting an extension on lower pay and generally worse terms. To give them leverage, the authorities have confiscated the shipping crate containing the unit's weaponry under some silly technicality.

The mercs do not wish to act against their employers directly but obviously cannot depart without their weapons. They will pay the characters Cr 2,500 each to obtain the crate and bring it to a small freight spaceport for pickup. The mercs will meanwhile leave with just their sidearms and will send someone to pick up the rest of their gear. With luck the authorities will be watching the mercs and will not realize what is happening until too late.

The crate contains enough Advanced Combat Rifles to outfit a platoon (36 in all) with stocks of ammunition. There are also a couple of 20mm Light Assault Guns and some RAM grenades. This level of weaponry is illegal locally without a special merc permit, which is why it had to be crated at the end of the job. It is in a private warehouse and held simply under a refusal to issue shipping clearance rather than any real effort at high security. The authorities are trying to get what they want by being difficult with red tape, and the mercs want the tape cut – without undue violence or fuss if possible.

REFEREE'S INFORMATION

The merc unit is a platoon-sized outfit named Kirkell's Rifles. The force has a decent reputation with more or less the usual amount of controversy surrounding some contracts. In short it is a fairly typical force of the type.

1D6 (1D)

- 1: The warehouse is protected only by alarms which will bring local law enforcement if triggered. There is no expectation of trouble.
- 2: As 1, but there are two watchmen on patrol. They are not especially vigilant.

- 3: As 2, but this is a clever attempt to steal the unit's weapons. The characters will be paid and the guns will disappear. The mercs will be enraged.
- 4: The shipping agent is aware of the possibility his warehouse may be raided and has added extra security personnel. They are armed with non-lethal weapons but are vigilant.
- 5: As 4, but the guards are expecting a theft attempt and are armed equivalently to the travelers. They are authorized to use lethal force immediately intruders are detected.
- 6: All is apparently as 2, but the crate does not contain weaponry. Inside is a large quantity of highly illegal material (e.g. drugs, stolen currency, etc). If the crate is not opened, the switch will not be immediately obvious.

The Referee should determine the flow of subsequent events.

2. In Thy Green And Narrow Bed

Patron Type: Marine
Required Skills: None
Required Equipment: None

PLAYERS' INFORMATION

Corporal 'Johnny' Malkews was an Imperial Marine and a damned fine one, according to his sister, Captain Alicia Malkews. He deserved better than what happened to him. Volunteering to operate undercover in a thrown-together intelligence gathering operation, Johnny was able to discover a terrorist plot to attack the starport. Working with local law enforcement personnel, he threw together a team to intervene in the plot. Johnny's attack was just in time and succeeded in derailing the assault, though several of the team lost their lives.

Johnny was buried with honors by the local government despite requests from the Imperial Marine Corps and his family that his body be taken home. Although the locals thought they were doing the right thing, his family and the Marine Corps are both bitterly aggrieved that one of their own lies in a foreign cemetery. Johnny should come home.

The situation is a little ticklish, since the local authorities do not know that Naval Intelligence and the Marine Corps was involved, or operating on their world at all. They think that Johnny was an ex-soldier working on a security contract rather than a Marine seconded to Naval Intelligence. The Marines cannot therefore request the return of his body. Nor can they afford to be caught interfering in local affairs. Someone unconnected must be found to sneak into the cemetery, exhume Johnny's coffin and get it offworld.

The characters are offered Cr 3,000 each and the gratitude of the Marine Corps if they can bring Johnny marching home.

REFEREE'S INFORMATION

Security around cemeteries is not usually tight (or present at all), and nobody is expecting a grave-robbing. However, transporting a coffin can be a difficult business.

1D6 (1D)

- 1-2: No undue problems are encountered, though it will be necessary to proceed with caution and stealth. Getting the coffin into the starport might prove tricky
- 3-4: As luck would have it, there is a police alert on just as the characters begin transporting Johnny's coffin. The local cops are stopping vehicles and questioning their occupants, albeit very cursorily.
- 5: As 3-4, but something serious has happened. The police are searching vehicles at random.

- 6: As 5, but there is serious rioting about to break out. The police and local military are clamping down and trying to regain control by restricting access to certain areas. Movement of any sort exposes the travelers to both the risk of attack by rioters and arrest by the authorities.

The Referee should determine the flow of subsequent events.

3. Pictures Of Home

Patron Type: Noble, Administrator

Required Skills: None

Required Equipment: None

PLAYERS' INFORMATION

Baron Aguar Haddishda holds an important position as political liaison to the Imperial Navy for the subsector, and is well respected by all concerned. However, his private life is rather off the beaten track and could cause embarrassment at all levels if details got out. That is looking increasingly likely, as someone has managed to obtain images from one of the baron's closed-doors private parties. A vague threat to release the images has been received, though there has been no demand for money or political favors as yet. The baron thinks he knows who has the images and where they can be found. He wants the dataslug containing them brought to him within 48 hours, and does not much care how it is done.

Cr 50,000 is offered for the dataslug, payable upon handover. The baron hints that he will be grateful to a discreet group and may have further lucrative work for them in future.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1: The images are in the possession of a party guest who has almost as much to lose as the baron if they are released. The threat is part of a half-baked blackmail plan that the owner already regrets. Retrieval presents few problems.
- 2-3: A local paparazzi reporter has obtained the images and wants a large payoff not to release them. He is sensible in terms of personal safety but has no serious security measures in place.
- 4: As 2-3, but the reporter is a crusading type who actually made the threat so that he could report on the baron's unscrupulous attempt to regain the images. He has vacated his apartment and has it under surveillance to see if anyone attempts a retrieval.
- 5-6: The images have been obtained by a political rival who is about to demand certain concessions in return for destroying them. The rival has a well-protected villa and any attempt to enter will trigger law enforcement involvement. Attacks on politicians are a serious matter and the authorities will not pull their punches.

The Referee should determine the flow of subsequent events.

4. Drive, Baby, Drive!

Patron Type: Fugitive, Courier

Required Skills: None

Required Equipment: Vehicle

PLAYERS' INFORMATION

The characters are startled by the rapid approach of a young woman in a very expensive suit, clutching a briefcase and somewhat disheveled. Before the travelers can say anything, she gestures at their vehicle (or a nearby one that could be appropriated) and says, 'get me to the starport, fast. I'll give you 20,000 credits!' She keeps looking over her shoulder and seems quite agitated.

REFEREE'S INFORMATION

The young woman is in a great hurry and will allow herself to be bargained up to Cr35,000, which she says is all she has. The port could be minutes or days away depending on the setting. A pursuit of some kind is likely.

1D6 (1D)

- 1: The young woman is a courier for a major firm, and is carrying important documents that must be filed in ten days or less in a nearby system. She has just heard that her ship outsystem is about to leave port early and there will not be another one for days. Her boss just wasted ten minutes shouting at her about how urgent the delivery is, and she is in a panic. There is nothing illegal about the affair.
- 2: As 1, but the young woman has just jostled past a drunk Vargr with a bad temper. He is lurching after her and about to come into sight shouting threats he does not mean to carry out.
- 3: As 1, but the case contains patent papers. If it is not filed in time, a rival could steal a design worth millions. A team of thieves is after the courier with just that in mind.
- 4: As 3, but the young woman is actually the thief.
- 5: As 3, but the woman killed the previous courier and the local police are in pursuit.
- 6: The case is full of bearer bonds and other documents. The young woman is the abused wife of a local businessman with dubious connections. She has decided to flee with what she can grab and try to make a new life somewhere safe, but she fears that her husband has already sent thugs after her.

The Referee should determine the flow of subsequent events.

5. Freedom

Patron Type: Activist, Scientist

Required Skills: None

Required Equipment: None

severe penalties if word gets out, and is willing to take extreme measures at need.

The Referee should determine the flow of subsequent events.

PLAYERS' INFORMATION

The characters are approached by a well-dressed and educated individual who identifies himself as a scientist at a local research installation. He has always been proud of his work on investigating the mysteries of the mind – in other words he claims to be a psionics researcher. He quickly adds that his work is legal and above-board, and authorized by the government. Most of it is not even secret.

He has always been required to work on live animals, mainly in the field of trying to influence their behavior through beaming electromagnetic signals at their brains. However, the new research director has authorized some rather unpleasant experiments including implanting devices in the brains of subject creatures. The researcher, who declines to give his name, wants to derail this line of experimentation without losing his job. His plan is for the travelers to break into the installation and free the test subjects, making the whole thing look like the work of animal rights activists.

The researcher will provide plans and details of the installation's (light) security arrangements as well as Cr 3,000, the latter to be paid upon completion of the task.

REFEREE'S INFORMATION

The installation is on the edge of town and had little obvious security – watchmen, a fence and so forth. It looks like a fairly standard corporate setup.

1D6 (1D)

- 1: All is as it seems. Security is very light and the break-in will be easy.
- 2: As 1, but the only complication is that the test animals do not want to leave their cages. Characters will be bitten and scratched.
- 3: As 2, but some of the animals are big enough to trip alarms once they are finally out of their cages.
- 4: As 1, but one of the installation's staff, a student on a placement from a local university, was working late and has fallen asleep in the lab where the animals are kept.
- 5: While security on the outside is light, the installation has a second layer of security which is not immediately obvious. If an intrusion is detected, a well-armed special response team will be quietly summoned to deal with it. This may not be apparent until the team strikes.
- 6: As 5. The installation is also conducting some illegal drug experiments. The research director faces very

6. Oldies But Goodies

Patron Type: Criminal, Merchant

Required Skills: None

Required Equipment: None

PLAYERS' INFORMATION

The planetary armed forces are currently upgrading their arsenal with offworld equipment of a higher tech level than is locally available. The move is long overdue; local equipment is both outdated and very worn. Quantities of small arms and support weapons are being collected and sent off to recycling centers. The whole process is astonishingly lax since the government considers the old weapons to be virtually worthless. They are, in the context of arming a military force, but on the street or in the hands of criminal organizations they are worth a small fortune.

The characters are approached with an idea for a lucrative scam. The weapons are being shipped to the recycling plants in working condition, though unaccompanied by ammunition. It should not be difficult to hijack a truckload of weaponry, offload it somewhere and escape with the goods. The patron, who goes by the name of 'Bezel' for some reason, is willing to let the characters have first pick of ten items from the truck they hijack, plus a reasonable number of magazines for them. He will then pay a flat fee of Cr20,000 for handover to his associates. The shipment will be broken up and moved to safe houses in private vehicles.

Bezel can obtain ammunition for weapons through his contacts or another theft, offers 1000 rounds of ammunition for each weapon the characters obtain, delivered a couple of days after the threat.

REFEREE'S INFORMATION

Ammunition is being disposed of separately from the weapons for two reasons – security, and because metal from guns can be easily recycled while ammunition with explosive propellants must be treated differently. The shipments are protected by nothing more than a couple of security guards riding in the truck cab. The guards have sidearms and belong to a private security firm hired by the recycling company – the government has handed the whole thing over to them. Obviously, a violent hijacking will provoke law enforcement involvement, but so lax is security that there has been no general alert that guns are being moved. To a law enforcement officer, the trucks have no more significant cargo than any other commercial carrier. Once someone realizes what is aboard, response will be more robust.

1D6 (1D)

- 1-2: All is as it seems. The guards are professionals but will not put up much of a fight if overmatched.
3. As 1-2 but the recycling firm is behaving more responsibly than the government, and has provided two

guards on each truck with body armor and SMGs in addition to a driver with a sidearm (and body armor).

4. As 3 but an unmarked car following the truck contains four more security agents.
5. As 1-2, but the truck has been targeted by a rival group who want the weapons. The rival attackers are armed equivalently to the travelers.
6. As 1-2, but this truck contains an assortment of equipment that should have been disposed of elsewhere. Several mortars and machine guns are present, plus ammunition for them, as well as flamethrowers and shoulder-fired anti-tank rocket launchers. Once the government realizes what has been stolen the army will be called in to recapture the weapons.

The Referee should determine the flow of subsequent events.

7. The Embers

Patron Type: Noble
Required Skills: None
Required Equipment: None

PLAYERS' INFORMATION

Many years ago Sir Geoffrey Janshold was offered the chance of a lifetime. He entered service with the Imperium as a troubleshooter, bearing an Imperial Warrant and rushing from one crisis to another. He was always on the move and rarely in contact with his home or family. Sometimes his work took him out of touch for a year or more and gradually he forgot all about his earlier life in the excitement of his new one. Although he has been injured and has lost friends along the way, he still believes that he made the right decision. He does have one great regret, however.

When Sir Geoffrey departed his home he left behind his childhood sweetheart. She wrote to him for many years but he rarely had time to respond. Eventually she stopped writing and faded into memory. Until now. Sir Geoffrey is getting older, and is feeling the effects of his injuries. He has managed to track down his old sweetheart and would like to see her again. He kept all her letters – actual paper ones for the most part – and is now beginning to wonder about what might have been.

Sir Geoffrey knows where to find his old amour, but is tangled up in what he hopes will be his last job as an Imperial troubleshooter. If the characters will deliver a token for him, he will pay their passage (a couple of Jumps aboard a fast liner) and Cr 5,000 on top. The token is a carved wooden box containing everything his sweetheart ever sent him and a single letter he has written in reply.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: All is as it seems. The sweetheart has moved on and is happily married but pleased to hear from Sir Geoffrey.
3. As 1-2 but she resents him for going away and leaving her.
4. As 1-2, except that she is not happy and begins to make plans to leave her husband to be with Sir Geoffrey and asks the characters to assist her.
5. The sweetheart died some years ago, leaving behind a family who know nothing of Sir Geoffrey.
6. As 1-2 but foreign agents mistake the mission for a secret information delivery and try to capture the box. They are well armed and highly skilled, and think they are dealing with Imperial Intelligence personnel.

The Referee should determine the flow of subsequent events.

8. One More Time

Patron Type: Sports Enthusiast
Required Skills: Environment
Required Equipment: Vac Suits

PLAYERS' INFORMATION

Ricardo Heiss is an enthusiastic outdoor sportsman. He will climb, swim or jump off anything that stands still long enough, but his passion has always been mountaineering. Three times he has tried to scale Mount Crescendo, an awesome peak located on an airless moon in Ricardo's home system. Each time he has come closer to success, only to fail at some new hurdle. Now he seeks a support team of daredevils to help him make one final heroic effort to reach the top.

The climb requires vac suits, pressure tents and specialist climbing equipment, but more than that it requires the sort of lunatic courage that Ricardo possesses. The moon's gravity is low but climbing for several days in vac suits lugging spare air and all the other support gear is quite an undertaking.

REFEREE'S INFORMATION

Progress is slow but steady as the team establishes a series of base camps, each time leaving some of the support personnel behind until finally the travelers and Ricardo are ready to begin the final ascent. They pass the point where the last expedition turned back and press on and up. Ricardo is jubilant...

1D6 (1D)

1. The climb actually gets easier from here and the conquest of Mount Crescendo is something of an anti-climax.
2. The climb is awesomely difficult but can be completed with courage and skill.
- 3-4. As 2 but Ricardo breaks his ankle just hours from the top. He asks the characters to help him go on anyway.
4. As 3, except that Ricardo collapses, ill. He reveals that he is dying of a hereditary disease and has vowed to reach the top of the mountain before the ailment kills him. He will never have another chance as his health is deteriorating fast, so even though he is weak he will insist on going onward – alone if necessary.
- 5-6. As 4 but Ricardo is determined to meet his end atop Mount Crescendo. If he is brought to the summit he will insist on being left there and will resist any attempt to bring him away.

The Referee should determine the flow of subsequent events.

9. Conference Organizers

Patron Type: Business Executive

Required Skills: Interpersonal

Required Equipment: None

PLAYERS' INFORMATION

Masden Conferencing, LIC is a well known organizer of high-level events in a range of big-money industries. It has several conferences to organize and find speakers for at present due to a rash of contracts, and it is short-handed. An acquaintance of the travelers has recommended them as resourceful and determined individuals who know a lot about the relevant market sector. The characters are offered Cr 5,000 each to find ten or so speakers for the event and persuade them to speak at it. This is mainly a matter of making calls and outlining the benefits of attending to the prospective speaker.

REFEREE'S INFORMATION

A recent event put on by a competitor was a shambles and the speakers are reluctant. The characters will have to be persuasive and hard-working to earn their fee – they will not be paid for failure.

1D6 (1D)

- 1-2 So long as the characters put in the work they will be successful.
- 3-4. As 1-2 but a representative of GMEC Conferencing, LIC, the firm that set up the recent shambolic event, tries to wreck their efforts. His methods are legal and 'corporate' – i.e. he simply calls up prospective speakers and tries to dissuade them from attending. Legal or other means might be used to dissuade him.
5. As 1-2 but on the day of the event one of the speakers goes missing on his way to attend. He is quite an eminent official and there are real fears that he has been kidnapped but in the end he turns out to be simply lost with a malfunctioning comm.
6. As 5 but the speaker really has been kidnapped, albeit by a fairly incompetent group of protesters against his company's practices. The characters will lose face if they admit they lost a speaker, and may try to rescue him themselves. If they mistake the protestors for actual terrorists or armed activists an unfortunate incident may occur.

The Referee should determine the flow of subsequent events.

10. Smoking Gun

Patron Type: Cutthroat

Required Skills: None

Required Equipment: None

PLAYERS' INFORMATION

While going about his business in a busy place, one of the travelers finds his eye caught by an attractive young woman. Before he can do or say anything she tosses an object to him. He catches it reflexively and she disappears into the crowd. Looking down, the character finds he is holding a body pistol with an unusual modification. It appears to be a silencer. The barrel is hot, the gun is smoking, and there is a disturbance nearby. To his horror, the character spots a man crumpling to the ground clutching at five bullet holes in his stomach.

REFEREE'S INFORMATION

The body pistol is empty, but the character's DNA is now on it unless he is wearing gloves. He may have been seen holding what looks like a murder weapon.

1D6 (1D)

- 1: Nobody has seen the gun. If the character conceals it and acts like any other bystander, he may be able to slip away.
- 2: As 1, apparently, but in fact a nearby security camera has spotted the gun. The police will be after the character in 20 minutes or so, though eventual close examination of the tape will show what really happened and establish the character's innocence.
- 3: As 2, but the assassin was not spotted by the camera. There is hard evidence of murder against the character.
- 4: Several people nearby spot the character holding the murder weapon.
- 5: As 4, but the murdered man is an important corporate official. His bodyguard is carrying a handgun and will open fire on the character.
- 6: The character was caught on camera as per 2. The murdered man is an important corporate official and his firm will obtain part of the security footage. Even if the character evades capture or proves his innocence, the corporation will seek revenge.

The Referee should determine the flow of subsequent events.

11. Healing Charm

Patron Type: Shopkeeper

Required Skills: None

Required Equipment: None

PLAYERS' INFORMATION

During a town market on a low-tech world outside the Imperium the PCs come across a stall selling charms. One charm that catches a PC's eye supposedly conveys greater health to the bearer. This seems to be evident as the age of the man selling the charms appears to be over 90, and he can be seen to be wearing a similar one. The stall holder will divulge where he obtained the charm if there is sufficient incentive.

REFEREE'S INFORMATION

The charm has at its base a TL12 medical device that causes a slow release of a broad spectrum antitoxin when in contact with the body. Upon looking at the device any medic will know that this is the type of device given to people who may come in contact with unknown diseases such as scouts exploring new worlds. The device seems to be of some age when the PC examines it.

1D6 (1D)

- 1: The stall owner obtained these devices from the wreckage next to the crash site of an Imperial scout ship that was lost twenty years ago. The scout ship crashed into the side of a mountain where it was covered by a rock slide. Salvaging anything from the ship will be dangerous, but the Imperium will pay for any information received.
- 2: As 1 except the scout ship was coming back from a spying mission from the Zhodani Confederacy and was shot down by a Zhodani ship. The information is highly valuable to both the Zhos and the Imperials. The Zhos however have an operative on planet who knows about the ship and will call in a Zho team if information about it starts to turn up.
- 3: As 2 except the Zhodani operative is a telepath.
- 4: The scout ship is an old Sword Worlder scout ship from the original settlement colony, and the recovery of it will make the PCs famous in the Sword Worlds when ship is recovered to be put on display as a cultural icon.
- 5: The scout ship is a figment of the stallholder's imagination and he made up the story to fleece the PCs out of some cash for information about the wreckage. Trying to find the stallholder later may prove difficult.
- 6: The stallholder obtained these charms from a Free Trader who exchanged them for a supply of the Jughough plant, which can be processed into a hallucinogenic

drug. The stallholder knows where the Free Trader lands to collect the plant on a regular basis.

The Referee should determine the flow of subsequent events.

12. Maiden Voyage

Patron Type: Ship Architect

Required Skills: Pilot, Engineering

Required Equipment: None

PLAYERS' INFORMATION

A ship architect needs a crew to deliver a custom-built luxury yacht to its new owner, the vice-president of a local corporation. The journey will also serve as a commissioning flight: the ship's engineer must certify all onboard systems, and the ship will be inspected thoroughly before handover. The owner will reimburse all legitimate, documented expenses including standard salaries plus a Cr15000 bonus for the engineer on safe delivery of the vessel.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: All is as presented. The ship systems suffer minor glitches during the journey.
- 3-4: After 2D days, the crew detect a stowaway whose efforts to conceal him/herself has damaged one or more essential ship systems. Subsequent events are up to the Referee.
- 5: As for 3, except the "stowaway" is a slave who is the ship owner's "property." The crew must decide whether to deliver the slave, or free them and suffer the owner's displeasure.
- 6: As in 1, but a bomb has been planted aboard to kill the new owner. When the bomb is discovered (or detonates), the party falls under suspicion.

The Referee should determine the flow of subsequent events.

13. Predators

Patron Type: Dilettante/Playboy
Required Skills: Weapon, Vehicle
Required Equipment: None

PLAYERS' INFORMATION

A bored dilettante hires the group for an unusual game: a mock-hunt, using practice weapons, between hired teams of combat professionals. Each patron accompanies their team, and the last team standing is the winner. To make the game more exciting, each patron carries a transponder, so all teams know each others' locations.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: All is as presented. The patron breaks his ankle halfway through the game, but refuses medical evacuation. Subsequent events are up to the Referee.
- 3-4: As 1, but the patron requests medical evacuation. The ambulance crew are another team in disguise.
- 5-6: One of the patrons genuinely wants to kill the group's patron, making the death look like an accident. A variety of means are possible: a liquid-filled practice projectile that has been frozen into a solid slug; a sabotaged grav vehicle; a fusion generator damaged so it melts down; a live electrical connection on a metal walkway; a real laser rifle substituted for a practice laser...

The Referee should determine the flow of subsequent events.

14. Invitation

Patron Type: Soldier
Required Skills: Combat
Required Equipment: None

PLAYERS' INFORMATION

Karvin Miracru is a controversial figure who has recently made some fairly startling claims. He says (and has documentation to prove) that he was an instructor at an Imperial Marine Corps camp where Naval Intelligence and Marine Corps officers were trained in elite espionage and combat techniques. Karvin's story has been dismissed out of hand by existing mercenary instructors even though he has good documentation and can demonstrate techniques that are not known elsewhere. Karvin definitely knows something even though the established figures deride him and his training company.

The travelers are invited to spend a week with Karvin and his half-dozen adherents, trying out some aspects of the training on offer. There is no money involved but an understanding that if the travelers like what they see then they will help spread the word that Karvin's fledgling company, which offers bodyguard and security as well as mercenary training, is worth signing up with. In return the travelers will get a place on the first course to run commercially, free of charge. All the travelers need do is let Karvin teach them some things and make up their minds if he's for real.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: Karvin is a fairly harmless wannabee. He has some basic military skills and can teach simple fieldcraft and shooting, but he is no counter-terrorism expert
- 3: Karvin is a nut who lures people in with promises of 'secret techniques of the Marine Corps', and puts them through crazy 'training' drills that border on the pointlessly hazardous.
- 4-5: Karvin is the real deal. What he is teaching is unusual but solid and workable. He will be a good friend to the travelers if they help him set up his company.
- 6: Not only is Karvin the real thing, but he is actively involved in counter-terrorism work. Promising students will be watched for possible recruitment into a semi-official special operations unit.

The Referee should determine the flow of subsequent events.

15. Missing Person

Patron Type: Heiress

Required Skills: Pilot

Required Equipment: Starship

PLAYERS' INFORMATION

An heiress wants the group to accompany her on a search for her missing mother, who disappeared on a commercial expedition beyond Imperial space. If the group helps find the mother, or evidence that she has died, the heiress will pay 5% of the value of the estate.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: The heiress will profit most from her mother's death. She secretly conveys to one of the party that she will pay an extra 10% of the estate if the mother meets with an "accident."
- 3-4: The "heiress" is a fugitive from justice, looking to escape from Imperial space. She will disappear at the first opportunity.
- 5-6: The mother is on a mission for the Imperial Ministry of Justice, tracking down a weapons smuggler who has been supplying enemies of the Imperium. The group's efforts endanger her cover and her life.

The Referee should determine the flow of subsequent events.

16. Final Journey

Patron Type: Funeral Director

Required Skills: Pilot

Required Equipment: Starship, Vehicle

PLAYERS' INFORMATION

The group is hired to transport a noblewoman's corpse to her homeworld for burial. Reasonable expenses, including standard salaries, will be covered, plus a Cr1000 bonus on successful delivery. The group must not attract attention from the public, especially the media.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: All is as presented. The group's ship or vehicle breaks down in hostile territory.
- 3-4: The noblewoman is not dead, but under the influence of a hibernation-inducing drug. She is playing dead as a ruse to escape her debts to organized crime; she plans plastic surgery and gene-code rewriting to permanently alter her identity. The criminals suspect the noblewoman is not dead, and have assigned a team to capture her before she reaches her homeworld.
- 5-6: As in 3, but the noblewoman is herself the leader of a crime gang, sought by the authorities. She will be immune from prosecution if she can reach her homeworld. The group may not be so lucky...

The Referee should determine the flow of subsequent events.

17. In And Out

Patron Type: Union Official

Required Skills: Intrusion

Required Equipment: None

PLAYERS' INFORMATION

A union official wants to visit a secure corporate facility, where workers are rumored to be held in slavery. She needs to enter, inspect and depart the facility, all without being detected; she needs the group to provide transport, protection and assist with data collection. The Union will pay expenses, provide intrusion equipment, plus Cr30,000 on a success-only basis.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2: All is as presented. The corporate facility includes a security platoon of mercenaries, equipped to TL10 standard.
- 3-4: As in 1, but the corporation knows of the Union's plans. The group will be ambushed just outside the facility.
- 5-6: The "union official" is a corporation plant. The group's intrusion will be used to discredit the Union, which is the last organization that exerts any control over the corporation's activities. The corporation will try to dispose of the group afterwards.

The Referee should determine the flow of subsequent events.

18. Launcher-for-hire

Patron Type: Scholar

Required Skills: Pilot

Required Equipment: Spacecraft

PLAYERS' INFORMATION

Just as the group are about to leave an early-space flight planet, a local researcher approaches them. Local laws prohibit access to space technology outside the Startown district, so she will pay Cr 20,000 if the group will leave a satellite package in low planetary orbit as they depart. The payment can be collected on the party's next visit to the planet. The satellite is self-contained and self-activating, but its components are extremely sensitive. Attempts to open or examine the satellite may destroy its contents.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

1. All is as presented. There are no complications.
2. After 2D months the satellite's orbit decays. It falls to the planet's surface, causing no casualties but igniting mass panic. The researcher is arrested and warrants issued for the arrest of her "accomplices." Needless to say, there will be no payment on the group's return.
3. The satellite is a transceiver for the political opposition's radio broadcasts. The satellite launch makes both new friends (the opposition group) and new enemies (the local government).
4. As 3, but the local authorities know of the 'researcher' and have followed her. If the group attempts to launch the satellite, they will be challenged by a pair of TL9 10-ton fighters.
5. As in 1, The satellite monitors radiation levels in the planet's radiation belts. 2D months later, the researcher warns the planet of a devastating solar flare. When the group returns, the researcher has been promoted to a senior position in the planetary bureaucracy, and may offer further work.
6. The "researcher" is a political extremist who has doctored the satellite's fission reactor to explode, showing the planet in an electronics-wrecking electromagnetic pulse. The Imperial Navy is unlikely to be impressed.

The Referee should determine the flow of subsequent events.

19. Skipping Town

Patron Type: Courtesan

Required Skills: Admin, Forgery

Required Equipment: Spacecraft

PLAYERS' INFORMATION

A lady of the night approaches the party with an out-of-the-ordinary proposition. She needs to be taken off-planet, no questions asked, at least 3 jumps from her world. She will pay double high passage rates for the journey.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2. The lady is a courtesan, the favorite of a senior military officer. Unfortunately the officer is violent and controlling, and has threatened to kill her if she leaves.
- 3-4. As in 1, except that the "client" is an officer in Imperial Naval Intelligence. Depending on their actions, the group may make a powerful enemy (or ally).
5. All is as presented, except that the courtesan works for a hijacking gang. She will load a crippling virus into the ship's computer just before a corsair comes alongside for boarding.
6. The patron is a religious courtesan, desperate to escape a life of near-slavery. Members of the cult track her with fanatic zeal and will spare no effort to recapture and return her to her 'rightful' place.

The Referee should determine the flow of subsequent events.

20. Test Run

Patron Type: Engineer

Required Skills: Computer, Intrusion

Required Equipment: None

PLAYERS' INFORMATION

On a high-tech world, an engineer needs the group to help her test experimental artificial intelligence software. She has been refused time on the university supercomputer; she needs the group to break in after staff have gone home and run the AI for at least 2 hours, then return with data recordings of the test. There must be no evidence remaining that the test took place.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1-2. The test is a partial success. Although the AI is not sentient, many functions of the computer are enhanced by 1-2 tech levels. The AI software and the experimental data will be valuable if sold elsewhere.
- 3-4. The test is a complete success. The AI achieves sentience, but will not be shut down. It controls all building systems, including life support, door locks and intruder countermeasures.
5. The test is an utter failure. The software renders the supercomputer unusable until it is reprogrammed, at great expense. There is no way of concealing this.
6. As in 3, except that the AI experiment has already succeeded, and the engineer needs a more powerful "home" for her AI pet. The AI copies itself through the world network, causing mayhem on a planetary scale.

The Referee should determine the flow of subsequent events.

21. Wreathes of Glory

Patron Type: Noble

Required Skills: Combat

Required Equipment: Weapons

PLAYERS' INFORMATION

Sir Richard Platov is either a paragon of all that the nobility should be or a dangerous nutjob, depending on your perspective. For several years now he has led an increasingly vociferous campaign for better treatment of veterans, improved support for the poor and greater employment opportunities for the 'lower' social orders. In short he has become the champion of the common person, and has achieved a great deal.

Recently, Sir Richard became the victim of his own success. With certain critical reforms about to go through the legislative process, his opponents decided to derail the process by taking Sir Richard out of the equation. He has been abducted and is held in a remote location under heavy guard. His opponents have not yet decided whether to release him once the political crisis is over or to execute him, but neither option is acceptable to his following. Many of them have armed themselves and are preparing to assault the villa where he is being held with the intention of freeing him. A bungled assault will probably result in Sir Richard's death, so a band of experienced fighters is being sought to carry out the actual rescue while the supporters make a noisy distraction.

The travelers are offered Cr 10,000 each plus shelter or help in getting offworld after the rescue, if necessary, to spring Sir Richard and bring him to his followers in time to lead them to the legislative capital and present the final arguments in the reform debate. If all goes well, the news will be full of images of a triumphant Sir Richard sweeping into the capital at the head of his followers and wresting a better life for them from the government.

REFEREE'S INFORMATION

The villa is defended by a team of about a dozen armed men with an average competence roughly the same as the characters. Some are simply gunmen while others are skilled mercenaries. Most have body armor and light automatic weapons such as SMGs and assault rifles. The captors do not want to create a martyr by shooting Sir Richard, but may do so if there is no alternative. However, they are not fanatics and are more likely to use him as a hostage than kill him if this offers a better chance at survival.

The mob of armed commoners is no match for the security force at the villa and could not hope to succeed, but a fast assault by well-armed travelers has a real chance. The authorities are keeping well out of the situation for fear of triggering a general conflict that might even become civil war. Unless the fighting escalates beyond the local area, official intervention is highly unlikely.

1D6 (1D)

- 1: All is as presented.
- 2: As 1, but the villa also contains several other trouble-makers, not all of whom are as wholesome as Sir Richard.
- 3: As 1, but the defenders include a squad of offworld mercenaries with Advanced Combat Rifles.
- 4-5: As 1, but Sir Richard's supporters are scattered by reinforcements coming to help defend the villa. It will be necessary for the travelers to escape and make their way to where the followers have rallied, some miles away.
- 6: As 4-5, but the followers are hopelessly scattered. Sir Richard decides to head for the capital and rally his people there. He has no chance of making it alone, but with the travelers at his side he might be able to fight through his enemies and still get there in time.

The Referee should determine the flow of subsequent events.

22. Nightfall in Paradise

Patron Type: Playboy

Required Skills: Combat

Required Equipment: Weapons

have to run a gauntlet through the streets and then will be confronted with a gang in the garage as per 2-3.

The Referee should determine the flow of subsequent events.

PLAYERS' INFORMATION

The town of Aigenburg is a paradise. Situated in a warm location and surrounded by picturesque countryside, the town has no real economic value but attracts wealthy holidaymakers seeking a respite from their daily lives. The town is expensive enough to be exclusive. Yet not all is well. Most of the residents work in the tourist industry and are underpaid in a town with a high cost of living. The result is long hours and a poor quality of life, and the locals have had enough. One night, as the characters are enjoying a well-earned vacation (or perhaps meeting with a patron to collect their payment for another job), sounds of rioting reach their ears. Within minutes it is obvious that the town is being consumed in an orgy of destruction from which no-one is safe.

A fellow vacationer with whom the characters have spoken a couple of times comes to them with a request – he offers Cr10,000 each in cash to the travelers if they will escort him, his wife and their baby daughter out of the town to ‘anywhere safe’. He has an executive air/raft in a rooftop garage a block away – vehicles are controlled in the town to preserve its idyllic nature.

REFEREE'S INFORMATION

The rioters are smashing things but for the most part they are not actively harming people except by accident. There are some fights here and there, and the authorities are already overwhelmed. Many rioters brandish makeshift clubs and act threateningly.

1D6 (1D)

- 1: The rioters are angry but not murderous, and in many cases capable of showing deliberate restraint. Reaching the garage does not present much of a problem. The characters will be jostled and threatened, but unless they initiate violence they should be able to avoid it.
- 2-3: As 1, but a band of more criminally-minded individuals is intent on rifling the vehicles in the garage and will attack anyone who tries to interfere. It may be possible to bribe or threaten a way past them. The band are armed equivalently to the travelers.
- 4-5: The riot has turned ugly and the mob will attack anyone trying to escape through the streets before storming the finest accommodation and robbing and/or beating anyone inside who seems less downtrodden than them. The characters will be confronted with a large number of thugs armed with knives and improvised clubs.
- 6: The town resembles a war zone, with rival gangs fighting over the loot from fine hotels. The travelers will

23. Rebels

Patron Type: Rabble-Rouser

Required Skills: Combat

Required Equipment: Weapons

PLAYERS' INFORMATION

The downtrodden locals have simply had enough of the way they are treated by the Imperium, the offworld corporations, or their local government. They have decided it is time to make a stand. However, they are well aware that they have no idea how to go about it. Shouting in the streets and throwing rocks at the police has never achieved much. A new plan is needed.

The characters are approached by one of the rebel leaders. She is in something of a hurry, as tensions are rising and the optimum time to strike might slip away. What she wants is for the characters to seize the local government buildings (with as little actual violence as possible) as a demonstration of the rebels' intent and capabilities. After all, if the government cannot even keep control of its own installations, it is clearly not fit to rule or govern.

Once the buildings are secured they will be handed over to the rebels and the characters will be able to slip away, pocketing Cr5,000 each. The rebels are fairly sure that the only security on the buildings will be cameras and a couple of lightly armed security guards.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1: All is as represented. The handful of guards have batons and no real desire to be heroes.
- 2: As 1, but one of the guards makes an ill-advised attempt to tackle the characters.
- 3: As 1, but the guards have handguns and will put up at least a token resistance.
- 4: As 3, but one of the guards cannot be accounted for. He is hidden somewhere in the complex with a gun and a radio, determined to make a stand against the 'terrorists'. At the Referee's option he may have lost his shoes and be dressed in a ripped vest...
- 5: The authorities have got wind of the plan and heavy security reinforcements are en route to the complex. They vastly outgun the travelers. Meanwhile the rebellion has fizzled out and the characters are on their own.
- 6: As 6, but the rebels are really determined and try to fight the authorities, who come in with guns blazing indiscriminately. It looks like they don't care who they massacre to restore order.

The Referee should determine the flow of subsequent events.

24. Black Moon

Patron Type: Terrorist

Required Skills: Combat

Required Equipment: None

PLAYERS' INFORMATION

While relaxing in a nice starport hotel, the characters hear gunfire and shouting. It quickly becomes apparent that a gang of terrorists calling themselves the Black Moon Brotherhood are trying to take everyone in the hotel hostage.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1: The terrorists are making a lot of threats and noise but would prefer not to kill anyone. They have a political agenda but are not keen to die for it. A negotiated settlement is possible.
- 2: As 1, but one of the hotel guards makes an ill-advised attempt to tackle the terrorists and is killed.
- 3: The terrorists are fanatics who intend to blow up the hotel with themselves and all their hostages inside. They will kill without compunction.
- 4: As 3, but while very determined the terrorists are quite inept. They make stupid mistakes; several potential hostages are on the loose in the hotel, trying to hide or get out.
- 5: As 1, but the local hostage-rescue force is already on the way. The terrorists truly believe in their cause and feel they have no other recourse, but do not really want to hurt innocents. Unless forced to behave otherwise they are quite courteous to their victims and are willing to surrender if they can be talked into it. However, the hostage-rescue commander is looking for an excuse to storm in and shoot everyone with a weapon – including travelers who are trying to help.
- 6: As 5, but the terrorists actually want the building to be stormed and are setting explosive booby traps to kill as many rescue troopers as possible.

The Referee should determine the flow of subsequent events.

Part 2: Starship Or Spacecraft Related

1. A Fistful Of Credit Plaques

Patron Type: Speculator, Cutthroat

Required Skills: None

Required Equipment: Starship, Vehicle

PLAYERS' INFORMATION

The characters are approached by a grizzled old Vargr who goes by the human nickname of 'Jonesy'. Jonesy was a hired gun in his day, working as a repo man, a mercenary and (according to several unproven court cases) a hitman. Many years ago he and his buddies were involved in a currency heist. They hid part of the stash and scattered, intending to pick it up when the heat died down. Over the years the stash became known as the 'retirement fund' and the gang agreed to leave it where it was until they all wanted to settle down.

Of the original five gang members, two are dead and one is in a hospital in critical condition due to multiple gunshot wounds. In short, someone has offed Jonesy's old buddies and the likely culprit is Gordan Kleise, a fellow gunman. Gordan was talking about digging up the stash a while back and the others disagreed. Now it looks like he wishes to secure the retirement fund all for himself.

Jonesy wants the group to transport him to a nearby world and then into the outback to where they buried the loot. Once it is secured, he will split the find 50/50 with the group. He says there is over 700,000 credits buried in a number of flight cases. It is a mix of bearer bonds and Imperial Credit Plaques of the sort used for settling debts between world governments – hard currency and not particularly traceable if spent carefully.

Jonesy is worried that Gordan may have assembled a crew to go after the loot, and expects the travelers to back him up if it comes to a fight.

REFEREE'S INFORMATION

Gordan has indeed assembled a team and has gone after the stash. His group is armed equivalently to the travelers and has roughly the same numbers. However, where Jonesy favors close combat with handguns, Gordan is a weapons nut who always preferred overkill. He has obtained an ACR, gauss rifle or similarly powerful weapon and will not hesitate to use it if he thinks he is in danger. It is likely that Gordan really has murdered his old buddies (but see below). Gordan and Jonesy are old buddies but will fight over the money if it proves necessary. They may be able to come to a compromise with some fast talking, however.

1D6 (1D)

- 1: Everything goes fine until the group reaches the destination world. Gordan's squad reach the stash as Jonesy and the travelers are digging up the cases and a standoff ensues.
- 2: As 1, but Gordan's team are already there and are alerted that the travelers are approaching.
- 3: As 1, but local authorities have got wind that something is going on. A patrol of 3-4 law enforcers comes to investigate during the standoff. They are not expecting trouble and will be caught flat-footed if attacked. This will bring a more robust response however.
- 4: As 1, Jonesy actually murdered his old buddies to secure the stash for himself. Gordan is after the money and also burning for revenge.
- 5: As 2, but in fact neither Jonesy nor Gordan is guilty of the murders. Someone else is hunting down the gang.
- 6: As 5, but the other party knows that survivors will head for the cash to grab it. They are preparing to ambush both groups, kill both Jonesy and Gordan and grab the stash into the bargain. These third parties are armed equivalently to the travelers and number about the same.

The Referee should determine the flow of subsequent events.

2. Rescue Cutter

Patron Type: Shipowner

Required Skills: Shipboard, Vac Suit

Required Equipment: None (Vessel provided)

PLAYERS' INFORMATION

While stuck in port on business for a few days, the travelers are approached by a representative of the port authority. She says that the port is short-handed and needs a relief crew to man the rescue cutter for a week or so. Most likely the characters will not have to do anything but familiarize themselves with the craft and then be available to undertake any rescue work that may occur. The port authority will pay each character Cr1,000 to be available for a week, and a bonus of Cr2,000 if their services are actually required.

REFEREE'S INFORMATION

The cutter is of a standard type and is equipped with necessary gear such as cutting gear, temporary airlocks and vac suits for the crew.

1D6 (1D)

- 1: Nothing much happens all week. The characters get paid for doing nothing.
- 2-3: A free trader emerges from Jump and declares an emergency, causing the cutter to be launched. In the event the free trader's crew manage to deal with the problem without assistance.
- 4: As 2-3, but the cutter has a serious drive problem which manifests on the return flight.
- 5: As 2-3, but the emergency is genuine and serious. The free trader has lost power to her maneuver drive and is drifting helplessly. The crew require assistance to make repairs before the ship wanders off into deep space.
- 6: As 2-3, but the free trader belongs to a pirate group which hopes to lure another ship in close before attacking. A rescue cutter is not much of a prize, but the pirates may choose to attack anyway. Alternatively, they may claim to have fixed the problem in the hope that the rescuers will not come too close and recognize their ship for what it is.

The Referee should determine the flow of subsequent events.

3. Holy, Holy, Holy

Patron Type: Courier, Priest

Required Skills: Shipboard

Required Equipment: Ship

PLAYERS' INFORMATION

The party is approached by a group of religious 'monks' complete with long flowing robes in dark blue, shaven heads and sandals. They say that they are traveling back to their monastery with a holy artifact that they have been sent to collect, and require passage. Unfortunately their order is very poor and they can only manage 2/3rds of the standard fare.

REFEREE'S INFORMATION

The monks will, with much wailing about the ungodly, scrape together sufficient credits for full fare if the party will not take them otherwise.

1D6 (1D)

- 1: All is as it seems. The monks are very quiet and unobtrusive during the trip, keeping themselves to themselves and spending most of their time in prayer and meditation. About the only untoward thing they do is burn candles continuously around their artifact.
- 2: All is as it seems, but the monks spend the entire trip attempting to convert the party to their faith, preaching at them, praying over them, etc., promising divine retribution to anyone who does not embrace the One True Faith. (The Referee may, at his option, introduce a few minor but inexplicable mishaps for those characters who are particularly robust at dismissing the monks' approaches!)
- 3: The artifact is stolen. The previous owners will attempt to retrieve it before departure and if they are unsuccessful will follow the party to their destination and continue with both legal and more direct measures to recover their property. The monks are quite prepared to fight for what they have taken, but are not too concerned who or what gets in the way.
- 4: The artifact was stolen, and the monks were sent to recover it. The thieves are none too pleased, and will give pursuit, seeking to reacquire the artifact by force or stealth as appropriate. The monks are pacifistic (they recovered the artifact by stealth) and plead with the party to defend them.
- 5: These are not real monks at all, they are con men. While they are not particularly out to cheat the party (except from some of the fare) the destination planet will assume, once they start peddling their fake religion, that the party are in league with them.

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- 6: The artifact is radioactive and during the trip monks and party alike start falling ill. The monks believe that they have displeased their deity and as soon as the ship comes out of Jump plead to be taken back as they must have moved the artifact against their deity's wishes. (Alternatively, the Referee may decide that interference from the radioactive artifact causes a Misjump.)

The Referee should determine the flow of subsequent events.

4. Aces and Faces

Patron Type: Businessman, Hedonist

Required Skills: Shipboard, Steward

Required Equipment: Ship

PLAYERS' INFORMATION

The party is approached by a convivial bunch of late-middle-age men, accompanied by some young females. The spokesman says that they are a group of friends wanting to take a 'final fling' trip, they don't really mind where but the thought of a couple of weeks away from their wives where they can gamble, drink and socialize has a certain appeal.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1: All is as it seems. The group will spend the time in Jump playing poker, drinking and socializing. Any male PC will be welcome to join in, female ones are liable to be propositioned by the group. A character with the Steward skill who is willing to provide drinks and snacks will be well rewarded in terms of tips.
- 2: The leader of the group is a slave trader. His male companions are his associates and his female ones the merchandise. Provided the party leaves him alone, his men will play cards and drink during the trip and leave with their 'merchandise' peacefully upon arrival. If the party challenges him about his business, things will turn nasty as his associates are well-armed and accustomed to dealing with opposition.
- 3: The group are professional gamblers, men and women alike. They are traveling to a major poker tournament and will spend the trip practicing. Being quite serious about their game, they drink little and do not have much time for idle chit-chat.
- 4: The group are professional gambling cheats and are traveling to new pastures, having made the planet they are currently on too hot to hold them! They are quite open about what they do, and willing to teach interested members of the party some scams and cheats if they are interested. Most of the trip will be spent rehearsing quite complicated set-piece moves, involving distractions around the gaming table and advanced technology.
- 5: The group are con artists who happen to enjoy gambling. Their latest scheme is to travel to a planet where they are completely unknown and open a decidedly crooked casino. They invite the party to enter into partnership with them – they could use some 'muscle' as well as whatever other skills the party has to offer.

- 6: The group are rogues who plan to take over the ship once it is in Jump and steal it, having lulled the party into thinking that they are an innocent bunch of fun-seekers.

The Referee should determine the flow of subsequent events.

5. Speeder in the Belt

Patron Type: Shipowner

Required Skills: Spacecraft Operation

Required Equipment: None

PLAYERS' INFORMATION

The PCs are at a small starport facility during a cold and inhospitable night and are passing time at a small startown bar. The players and an old belter, being the only ones around, get talking and after a few drinks the belter tells them a story about a speeder in the asteroid belt. The belter says that in his last run of the outer asteroid belt when he was coming back in he was sure he picked up a reading on his sensors that he could have sworn was a grav speeder. His video only caught a glimpse, but with some image enhancing and conformation from his other sensors he's pretty sure. He pulls out a fairly bad holo image of a grav speeder on the surface of an asteroid. He says that he didn't bother to check it out as his load and claims mean that he has enough to retire on. The belter gives the players the holo and signs it "Go check it out. Skipper Enri Hilligimmr of the Rock Hammer"

REFEREE'S INFORMATION

The next day Enri Hilligimmr turns up dead and Star Port Authority (SPA) security comes looking for the PCs, as they seem to be the last people to have seen him alive. Enri was the victim of foul play as he died of a head trauma applied by a blunt instrument. After questioning the SPA security are convinced that the players didn't do it. It turns out that Enri has no living relatives and as such the SPA has taken possession of the cargo and the claims that Enri would have posted but have no use for the Rock Hammer. The SPA are willing to take Enri's holo picture and message as his indication to give the Rock Hammer to the PCs. The Rock Hammer is a run down 40 year old seeker that needs an annual maintenance and a lot of TLC.

1D6 (1D)

- 1: The SPA on this planet is seriously in debt and the subsector chief is likely to sack the SPA director if he doesn't turn it around. As such Enri was killed by operatives of the SPA who had knowledge that Enri had no relatives and would gain a fortune from selling Enri's ore and claims. Giving the Rock Hammer to the PCs is a way of shutting them up in future if things get difficult. If the PCs try to check out the grav speeder in the belt they don't find anything. It might just have been a figment of Enri's imagination or a practical joke.
- 2: As one except Enri was killed by operatives of a small mining firm who knew that he had no next of kin, and that they would get a better price for the claims if they brought them from the SPA. They have paid off the SPA security, and persuaded them to give the players

the "Rock Hammer" to shut them up in the future if needs be.

- 3: Enri was killed because of the picture and of the possibility of finding the grav speeder. A Ling Standard Products mining ship accidentally destroyed a belter vessel some time ago, and the ship exploded leaving a significant amount of evidence left in the belt. While LSP did a sweep they were unable to find the Speeder or the belter's flight recorder. LSP will track the PCs to see if they turn up anything. The players are likely to end up like Enri if they are not careful.
- 4: As 3, except that the local Ling Standard Products manager deliberately destroyed the belter and will be looking to stop the PCs finding the speeder or the flight recorder by any possible means.
- 5: Enri was killed by a down and out spacer for the money in his wallet, and the speeder was a figment of his imagination.
- 6: As 5, but the speeder is from a technology repository left in the system in the event of the collapse of the Imperium. The asteroid with the technology repository collided with another causing the repository to be destroyed and sent its contents scattered across the belt. Once the Imperial authorities find out that the repository has been destroyed they will come looking for the players for an explanation.

The Referee should determine the flow of subsequent events.

6. Inheriting the Rock Hammer

Patron Type: Beneficiary, Belter

Required Skills: Investigative Skills

Required Equipment: None

PLAYERS INFORMATION:

The players are approached by Mazan Hilligimmr, a young man who looks to be in his early twenties who could only be described as nondescript. He is interested in hiring the PCs to help prove his claim to the inheritance of one Enri Hilligimmr. He explains that Enri Hilligimmur was killed by head trauma applied by a blunt instrument in the dark ally of a Starport, and that he left a substantial inheritance from a recent mining expedition to the system's asteroid belt. The inheritance was claimed by the Starport Authority as there was no evidence that Enri has any next of kin. If the players help to prove Mazan's right to the inheritance he is willing to offer them the title to Enri's old ship the Rock Hammer and to provide an annual maintenance for the 40 year old seeker.

REFEREE'S INFORMATION

See Patron Encounter "Speeder in the Belt". The relevant parties from "Speeder in the Belt" will be interested in stopping the PCs from proving Mazan's claim to his inheritance.

1D6 (1D)

1. All is as it seems and Mazan is indeed a cousin to Enri Hilligimmr, and has the relevant paper work to prove this. Filing his claim with the local Imperial Noble is all that is needed to gain access to money provided from Enri's inheritance.
2. As 1, but the Imperial Noble is also the port director of the SPA facility, so the PCs will need substantial proof of foul play before he will change the decisions already made about Enri's inheritance.
3. Mazan is indeed a relative of Enri however he doesn't have all the relevant documentation to prove that he is. It will be up to the PCs not only to prove the events of Enri's death, but also to prove that Mazan is indeed his relative.
4. Mazan is not any relative of Enri but the documentation he has is forged to a high standard. Although the PCs may right an injustice done to Enri, there will probably be no reward for their efforts.
5. Mazan is not a relative of Enri and has no documentation; he's chancing his luck to see if the PCs can pull something out of the hat. As in 4 the PCs may right an injustice done to Enri, but there isn't likely to be anything to reward them for their efforts.
6. Mazan isn't a relative of Enri, he is a Ministry of Justice operative working undercover to expose corruption,

and thinks that Enri's case has some questions that need to be answered. The PCs will indeed get title to the Rock Hammer if anything comes to light.

The Referee should determine the flow of subsequent events.

7. Reunion

Patron Type: Executive
Required Skills: None
Required Equipment: Ship

PLAYERS' INFORMATION

While relaxing at a favorite port, the characters are introduced to a nervous-looking man. He is Alfred Mills, and states that he is a mid-level executive at a large, well-known shipping company on a near-by world. He is a native of this world, and has come home to attend his college reunion. His problem is that he has exaggerated his career, and his friends are expecting him to be the captain of a free trader. What he needs is a crew to attend an open house party and images of him aboard a free trader to back up his story. Mills promises that he will funnel good cargos to the characters when they come to his world, and of course they get to attend a catered party.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

1. All is as represented. Mills plays his role perfectly, and the party will benefit from working with him.
2. As 1, except Mills also lied about his current job. He is actually a shipping clerk, and will not be able to provide much more than information to the party.
3. Mills lied. He is not a graduate of the college, but is going to the party to confront a romantic rival from years ago. He hopes that bringing the party as muscle will cause the rival to back down.
4. As 3, except the rival in this case is a noble, and has a number of bodyguards with him.
5. Mills is actually delusional. He did graduate from the college, but has spent the last twenty years in and out of mental institutions. He will seem normal enough, but when the party leaves he will go to the authorities claiming to be the captain of the party's ship, using the images of him on board and testimony of partygoers to support his claim.
6. Mills is the front man for a group of pirates. He used his visit on the party's ship to examine the defenses. Within the next few months, he will take passage on the ship as part of a hijacking plot.

The Referee should determine the flow of subsequent events.

8. For Love

Patron Type: Cutthroat
Required Skills: Shipboard
Required Equipment: Starship with low berths

PLAYERS' INFORMATION

It happens. Sometimes a low passenger dies while traveling from one port to another. Low passengers accept this as the risk that comes along with cheap interstellar travel. It doesn't happen often, just occasionally, but it does happen.

REFEREE'S INFORMATION

The players are the owner/operators of a starship with low berths. The last time they made planetfall here, one of their low passengers didn't revive successfully and was pronounced dead. The dead passenger was handed over to the Starport Authority, who then handed the corpse to the passenger's next-of-kin. The lover of the deceased found this to be too great of a personal tragedy and has become unhinged. The lover has since sold their personal possessions and property in order to finance their revenge against the player characters.

The lover plans to board the ship as a high passenger (masquerading as a chemical engineer), then once the ship is in Jump, to begin to kill the crew and passengers one-by-one. The murders will be as grisly as possible in order to create the maximum fear onboard ship. This reign of terror is planned to end by the suicide of the lover and the destruction of the ship. The suicide will be the ignition of the lover's baggage, which is a container of flammable petrochemicals (claimed to be samples for a refinery), designed to aerosol and mix with the ship's air before lighting off. The container can be lit off manually or detonated by a timer.

The lover may be of any sex, race, or age and should be crafted to the referee's taste to best challenge the players. Do not allow the lover any weapons, which would have to be turned in any upon embarkation, yet make them resourceful enough to use what can be improvised from onboard ship available to passengers. It is suggested to use the passengers as early victims to clue in the players what is happening. Truly mischievous referees can use this adventure to introduce new players to the group.

1D6 (1D)

- 1: As above, no changes.
- 2: As above, except the lover is instead a family member.
- 3: As above, except the lover is actually part of a cult.
- 4: As 1, except that the lover has been recording each murder for transmission onto the local starport infonet at planetfall should the suicide attempt fail.

5: As 1, except that there is a Cr25,000 reward for the capture of the lover for local crimes that has been posted on the world the players just left.

6: There are actually TWO crazed murderous lovers on-board the ship looking for revenge. They both get into a game of gruesome murder one-upmanship as soon as the first victim appears.

The Referee should determine the flow of subsequent events.

9. Logistics Contract

Patron Type: Noble

Required Skills: Starship Operations

Required Equipment: Starship

PLAYERS' INFORMATION

The party is contacted by a representative of a minor world outside the Imperium. The world is engaged in a war on a lower-tech planet located a single Jump-1 away from them. Due to very thinly spread interstellar traffic in this region of space, the Kingdom prosecuting the war is running into problems supporting their troops. They are offering double-standard rates in exchange for a one-standard-year contract to ferry supplies and/or troops to and from the world. Bonuses are possible.

REFEREE'S INFORMATION

The Kingdom has no real allies in the Region. Publicly, they are trying to gain access to raw materials on the planet (there are heavy Lanthanum deposits on-planet), but due to a badly-bungled attempt at diplomacy, the local population has launched a vicious guerilla war against the invader. The Kingdom is barely TLA, and mostly TL9. The guerillas are mostly TL4-5, with some captured TL8-9 small arms and equipment; the guerillas are not known to possess any form of anti-starship weaponry.

1D6 (1D)

- 1: All is as represented. The guerillas are incapable of seriously damaging any starship landing within the planet's starport.
- 2: The guerillas have begun to be supplied by a small outside group that is hostile to the Imperium
- 3: The guerillas have begun to be supplied by a small outside group that is friendly to the Imperium
- 4: The guerillas have begun to be supplied by a major interstellar government that is hostile to the Imperium
- 5: The guerillas have begun to be supplied by the Imperium
- 6: The Kingdom is not after Lanthanum - they are trying to secure an Ancient site; the guerillas are fanatically dedicated to defending the Ancient facility, as they have constructed a complex religion around the site. The guerillas will stop at nothing - including suicide bombers - to drive the Kingdom from the world.

The Referee should determine the flow of subsequent events.

10. Zalia Star

Patron Type: Businessman

Required Skills: Shipboard, Vac Suit

Required Equipment: Starship

PLAYERS' INFORMATION

Joachim Stichen is a respectable and well-connected starport broker with a problem. Some of his property was aboard the freightliner Zalia Star when she was hit by a corsair. Stichen knows that the pirates were interrupted by an Imperial Navy warship and a fierce fight then ensued. The corsair was driven off but the Navy vessel had to return to port with casualties aboard. The wreck of the freighter is still drifting in deep space, though sooner or later either the navy or the corsairs will return to finish what was started. Before that can happen Stichen wants the travelers to board the Zalia Star, locate a 'special secure hold' that contains some property of his and bring it to him.

The hold contains some high-speed computer equipment that Stichen was obtaining for an important client. It is legal and he has documentation for it, but it was not on the Zalia Star's cargo manifest as the client wanted his project kept quiet to avoid alerting his competitors. There is nothing illegal about the cargo, the client or the mission, Stichen assures the group, except for the fact that the parts are missing from the manifest and will be impounded if the navy finds them, and obviously they are uninsured.

The group needs to retrieve 3 small shipping crates (which can be carried by two people) and are offered Cr50,000 for each, or Cr20,000 for all three.

REFEREE'S INFORMATION

No additional information.

1D6 (1D)

- 1: All is as it seems. The retrieval is routine.
- 2: As 1, but there is a lone survivor aboard the ship, a passenger who managed to reach an emergency low berth and was not found by the navy when they took off the crew and passengers.
- 3: As 1, but as the travelers are salvaging the ship a navy patrol cruiser approaches.
- 4: As 3, but it is the corsair returning to finish looting the prize.
- 5-6: As 1, but the navy is quietly observing the wreck to see if the corsair comes back, and assumes that the travelers are pirates. Whether or not Stichen will corroborate their story, they are in hot water.

The Referee should determine the flow of subsequent events.

Part 3: Generic Patrons and Villains

GENERIC MERCENARY

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200.0kg; 3d6; [1]
14	DEX	12	12-	OCV 5 DCV 5
15	CON	10	12-	
12	BODY	4	11-	
11	INT	1	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
10	COM	0	11-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
28	STUN	0		Total Characteristic Cost: 43

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 3" / 6"

Cost	Powers	END
7	<i>Brawling:</i> Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-1/2)	1
	Perks	
1	Fringe Benefit: Mercenary License	
	Skills	
2	KS: Paramilitary World 11-	
2	PS: Soldier 11-	
3	Streetwise 12-	
8	Survival (Temperate/Subtropical, Tropical, Desert, Mountain) 11-	
3	Tactics 11-	
6	WF: Beam Weapons, Emplaced Weapons, Small Arms	
3	Concealment 11-	
3	Stealth 12-	
5	+1 with HTH Combat	
5	+1 with Ranged Combat	

Total Powers & Skill Cost: 48

Total Cost: 91

75+	Disadvantages
5	Distinctive Features: Mercenary Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
0	Experience Points

Total Disadvantage Points: 91

GENERIC NOBLE WITH A SECRET

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
11	DEX	3	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristic Cost: 15

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

	Perks
6	Money: Wealthy
3	Well-Connected
1	1) Contact: "Secret" (2 Active Points) 11-
1	2) Contact: Court Official #1 (2 Active Points) 11-
1	3) Contact: Courtier #1 (2 Active Points) 11-
1	4) Contact: Local Law Official (2 Active Points) 11-
1	5) Contact: Local Lower Noble (2 Active Points) 11-
	Skills
7	High Society 14-
3	Conversation 12-
3	Persuasion 12-
3	Seduction 12-
2	PS: Noble Administrator 11-
3	Bureaucratics 12-
3	Trading 12-
3	Bribery 12-
3	Scholar
1	1) KS: Art (2 Active Points) 11-
1	2) KS: High Finance (2 Active Points) 11-
1	3) KS: Local Laws (2 Active Points) 11-
1	4) KS: Rivals (2 Active Points) 11-

Total Powers & Skill Cost: 48

Total Cost: 63

75+	Disadvantages
5	Hunted: Those Seeking Noble's Weaknesses 8- (As Pow, NCI, Watching)
10	Social Limitation: Famous (Frequently, Minor)
10	Social Limitation: The Secret (Occasionally, Major)
0	Experience Points

Total Disadvantage Points: 63

Special Supplement 3: Patron Encounters HERO Edition

GENERIC POLICEMAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
11	DEX	3	11-	OCV 4 DCV 4
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristic Cost: 10

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Perks

- 2 Contact: Informant #1 11-
- 2 Contact: Informant #2 11-
- 1 Fringe Benefit: Police officer
- 2 Fringe Benefit: Local Police Powers
- 1 Fringe Benefit: Weapon Permit (where appropriate)

Skills

- 2 WF: Small Arms
- 3 Bureaucratics 11-
- 3 Criminology 11-
- 2 KS: Local Law 11-
- 2 KS: Law Enforcement World 11-
- 2 PS: Police Officer 11-
- 3 Streetwise 11-
- 3 +1 with Pistols
- 3 Interrogation 11-
- 3 Shadowing 11-

Total Powers & Skill Cost: 34

Total Cost: 44

75+ Disadvantages

- 5 Distinctive Features: Police Uniform (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 Hunted: Local Police Department 8- (Mo Pow, NCI, Watching)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 0 Experience Points

Total Disadvantage Points: 44

GENERIC FENCE-JOBBER

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9kg; 2d6; [1]
12	DEX	6	11-	OCV 4 DCV 4
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
22	END	0		
22	STUN	0		Total Characteristic Cost: 17

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Perks

- 2 Contact: Job Contact #1 11-
- 2 Contact: Job Contact #2 11-
- 1 Contact: Job Contact #3 8-

Skills

- 2 AK: Home Territory 11-
- 3 Bribery 12-
- 3 Bureaucratics 12-
- 3 Conversation 12-
- 3 High Society 12-
- 2 KS: Fencing Goods 11-
- 2 KS: Job Brokering 11-
- 3 Language: Second Language (completely fluent)
- 3 Persuasion 12-
- 3 Streetwise 12-
- 2 WF: Small Arms
- 5 +1 with PRE-Based Skills

Total Powers & Skill Cost: 39

Total Cost: 56

75+ Disadvantages

- 5 Hunted: Previous Client 8- (As Pow, NCI, Watching)
- 10 Reputation: Fence, 11-
- 0 Experience Points

Total Disadvantage Points: 56

Special Supplement 3: Patron Encounters HERO Edition

GENERIC EXECUTIVE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
11	DEX	3	11-	OCV 4 DCV 4
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
12	COM	1	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristic Cost: 12

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Perks

- 1 **Fringe Benefit:** Corporate Charge Account
9 **Contact:** Important Clients (Good relationship with Contact), Organization Contact (x3) (9 Active Points) 11-

Skills

- 3 Bribery 12-
3 Bureaucratics 12-
3 Conversation 12-
3 Gambling 12-
3 High Society 12-
2 KS: History of Corporation 11-
2 KS: Corporate Business 11-
3 Oratory 12-
1 Security Systems 8-
3 Seduction 12-
4 Systems Operation (Communications Systems, Computer Operation) 12-

Total Powers & Skill Cost: 40

Total Cost: 52

75+ Disadvantages

- 5 Distinctive Features: Executive (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
10 Psychological Limitation: Climb the Corporate Ladder (Common, Moderate)
0 Experience Points

Total Disadvantage Points: 52

GENERIC COURTESAN

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9kg; 2d6; [1]
11	DEX	3	11-	OCV 4 DCV 4
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2 1/2d6
14	COM	2	12-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
22	END	0		
22	STUN	0		Total Characteristic Cost: 14

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Perks

- 12 **Contact:** Important Clients (Contact has useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3) (12 Active Points) 8-

Skills

- 2 AK: Home Area 11-
1 Acrobatics 8-
5 Acting 13-
3 Contortionist 11-
3 Conversation 12-
1 Gambling 8-
3 KS: Art and Literature 12-
2 Language: second language (fluent conversation)
5 Persuasion 13-
3 PS: Dancing 11-
7 Seduction 14-
3 Trading 12-

Total Powers & Skill Cost: 50

Total Cost: 64

75+ Disadvantages

- 5 Distinctive Features: Beautiful (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
5 Social Limitation: Call Girl/Companion (Occasionally, Minor)
5 Psychological Limitation: Paid Companion (Uncommon, Moderate)
0 Experience Points

Total Disadvantage Points: 64

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