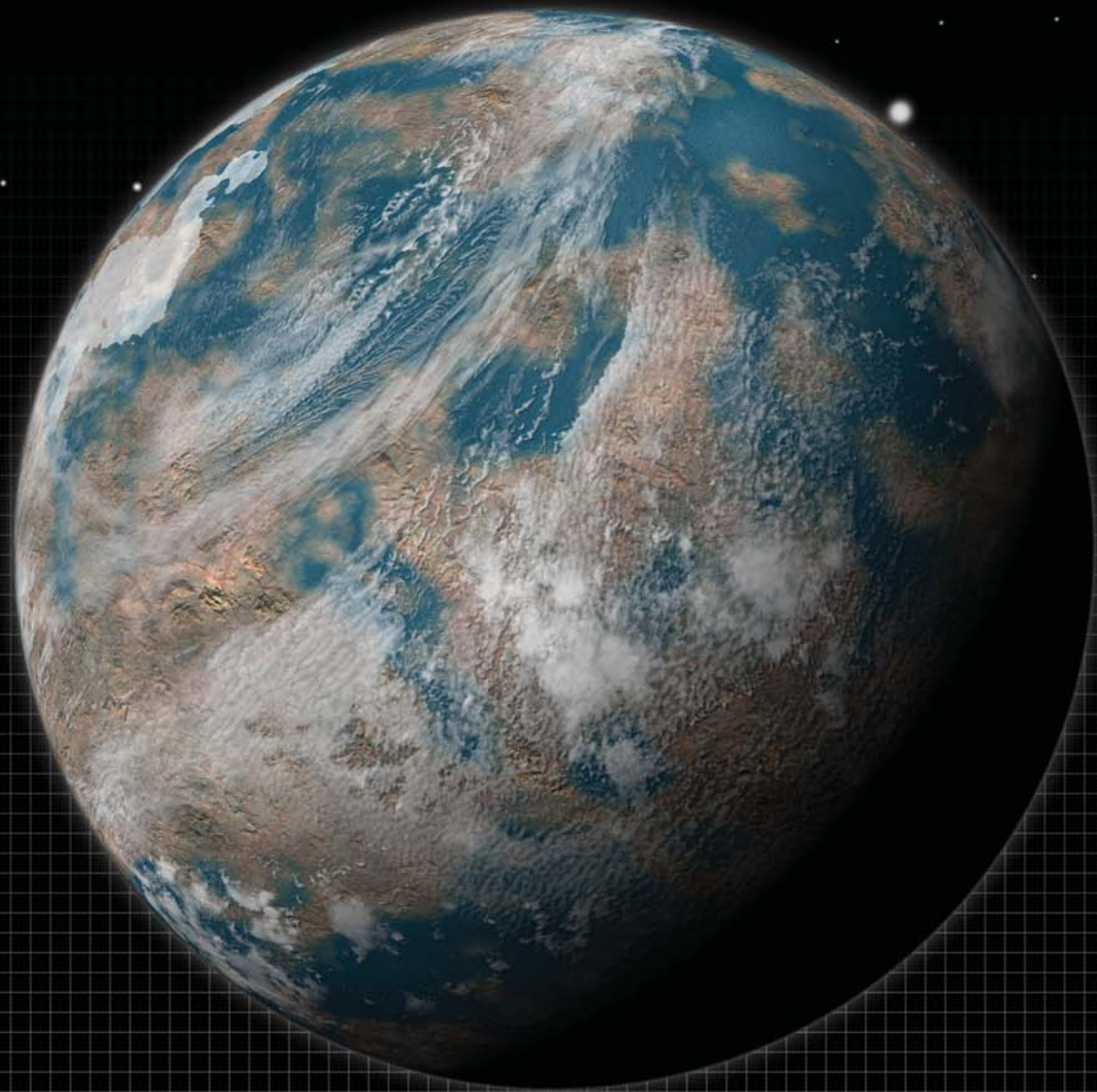


LONG RUNNER



TRAVELLER

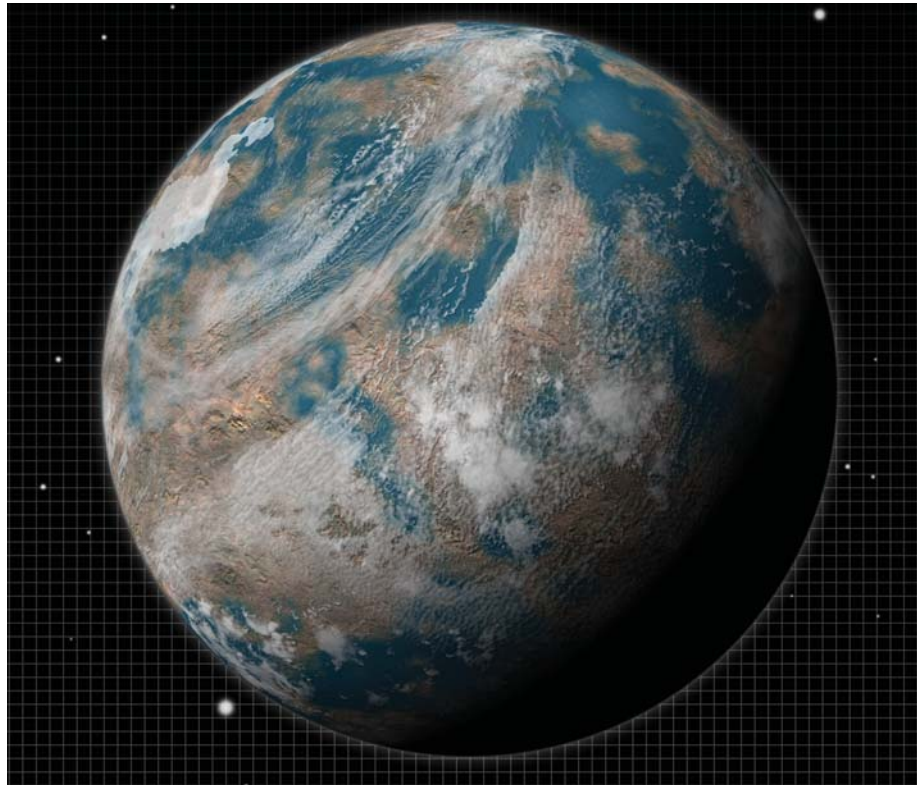
Compatible Product



Gorgon
Press

TRAVELLER

LONG RUNNER



Credits

Author

Keris Thomas

Art Work & Layout:

Ian Stead

Long Runner ©2013 Gorgon Press. All rights reserved.

Reproduction of this work by any means without the written permission of the publisher is expressly forbidden.

All significant characters, names, places, items, art and text herein are copyrighted by Gorgon Press.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission.

To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction.

Any similarity to actual people, organizations, places or events is purely coincidental.

Traveller is a trademark of Far Future Enterprises and is used under licence.



Gorgon Press

Long Runner System Details:

Star: M Type V/K Type D

UPP: C697651-7

Trade Classification: Ag, Ga, Ni

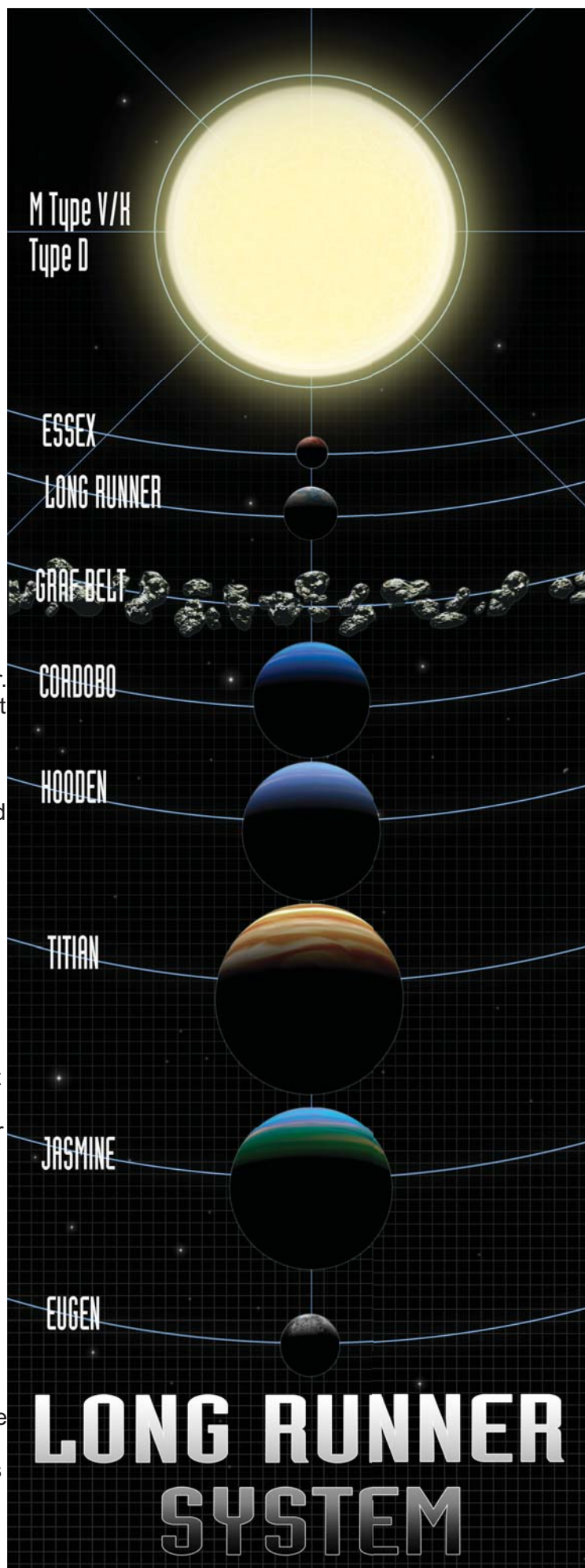
Planets: 7

Gas Giants: 4 **Asteroid Belts:** 1

Astrography: The Masjister Sub-sector's second binary star system, Long-runner's orbits are just as eclectic as Brissome's. Only one planet sits in the goldilocks zone while four gas giants spin around each other in a constant and ever changing dance and an asteroid belt sits between the inhabited planet and the systems giants. There is evidence that two of the giants have come very near to colliding before now, only avoiding an impact through pure luck and the gravitational effects of the other bodies in the system. Refuelling from the planets giants is a complicated affair, and there are several services which provide routes and plots for outbound merchants, for only a small fee.

Officially there is no pirate activity in Long-Runner. But with a system that can only barely build rocket driven ships true inter-planetary interdiction is almost impossible, which has led to two major developments. The first is, of course, pirate activity in the outer reaches and especially around the gas giants. They mostly target merchants running for a cheap refuelling before jumping out, but will occasionally hit other targets and have even come closer in towards the main planet before now. The second development is in the companies that provide routes for the merchants. Several of these companies will offer escort services, small one to two hundred vessels with enough weaponry to ward off most threats. Of course, they don't come cheap, and the merchant had best stick to the planned route because they aren't going to waste reaction mass diverting after them.

Geography: Long-Runner's gravity is somewhat lower than expected for its size, at only 0.55G (Average) leading to it have rather rare geographical features for a world of its size. Scientific surveys have found evidence that the planets core and crust is less dense than usual, although there has been no proven theory as to such an odd example of planetary formation would have occurred. Spires of rock spear into the air, thin rivers winding between them which link the planets huge oceans. The oceans themselves are relatively shallow despite their massive surface area, with the deepest depth being only two to three kilometres below sea level.



Ecology: The plains of Long-runner are home to a vicious apex predator, the stalker lion. Small 'families' of the beasts roam the planet, hunting down everything from small grazers to people not quite smart enough to stick around the rest of the group. The oldest stalker lions are massive and can weigh in at up to 750 kilograms, but beasts of that size are getting less common as they make for prime targets for hunters.

The rest of the planets ecology is relatively simple. Great grassy plains are dotted with tall spindly trees and shrub bushes which feed the planets herbivorous creatures. Near the planets cities and starport these creatures have become fat and slow, a semi-domesticated life making them easy prey, were there any predators nearby. Further out the animals have to be fast to survive, leading to a more lean and muscular herbivore which is still hunted for what is supposedly a 'finer' meat.

Stalker Lion

STR: 17, DEX: 12, END: 13

Quirk: Poisonous skin, six limbed

INT: 1, INS: 9, PAK: 5

Terrain: Plains

Movement: Walker

Type: Herbivore, Carnivore, Hunter

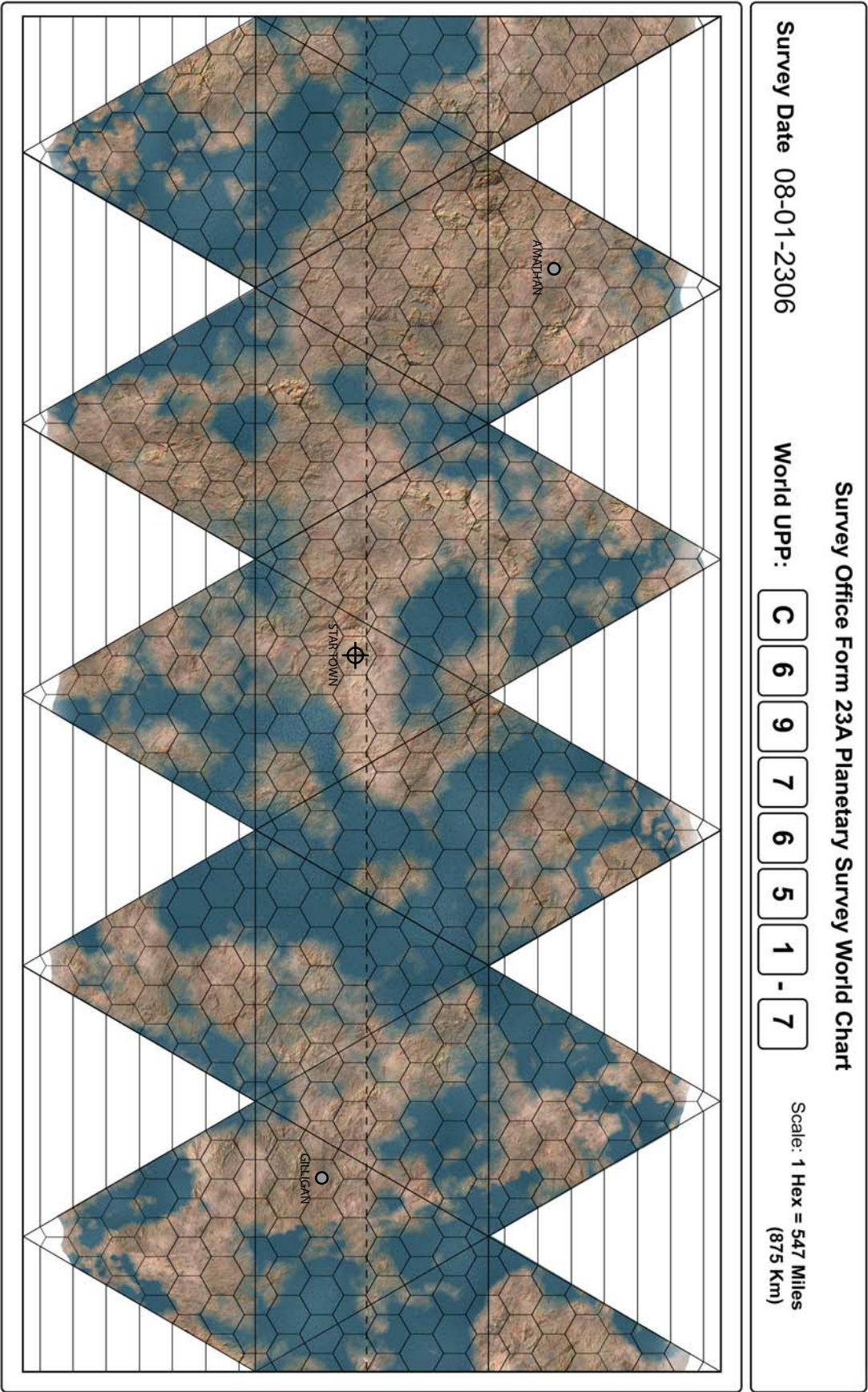
Size: 10 (800kg)

Weapons: Claws and Teeth (4d6)

Armour: 4

Number encountered: 1d6 (avg: 3)





Population: Long-Runner's population is small, mostly centralised in a pair of walled cities both of which are connected to the star-port by short railway systems. Everything is controlled by a series of Baron's who have access to technology several levels above that of the rest of the planet. It is not unusual to see their personal grav-cars flitting between lines of archaic ground cars in the planets cities. The Baron's also regularly employ passing ships crews and passengers to hunt the most dangerous beasts which roam the planet.

The Baronies are hereditary, passed on from the current Baron (or baroness) to his eldest child. However, if the baron does not have a direct descendant, then the title passes to the person decided upon by a council formed by the planets other barons. There are seven houses currently, three in each city and a seventh who has control over the worlds starport. The three city barons vie for control of the cities, while each owns various property and lands scattered throughout and around each. The starport's Baron has the closest relationship with most traffic passing through the system, and has a tendency to be the more open-minded of the planets nobility.

Andrea De Manchega, 12th Baroness of Startown:

The planets current seventh Baron, De Manchega holds the starport in her wealthy grasp. The town (for it is a thriving community all of its own) has grown rich during her twenty-four year reign thanks to trade contracts negotiated by her and her representatives. She has a head for figures and a knowledge of the outside sector gained from a youth spent travelling.

The Barony of starport is jealously looked upon by its closest neighbours thanks to its outside connections that the rest of the planet lacks. A long running feud keeps Startown and its closest neighbour at each others throats though it rarely comes to open warfare. The Baroness has also formed alliances with two other baronies, protecting her and her domains position as one of the most powerful on the planet, not militarily but economically.

Because of the limited area that the Baroness currently has control over, she often hires a variety of outsiders to extend her reach into the realms of the planets other barons. Many of these outsiders function as spies and saboteurs, and are seen as expendable by the baroness. A very few show themselves to be more useful than the average traveller, and are either kept on for more work, or sent on their way with much healthier bank accounts.

Andrea De Manchega, 12th Baroness of Startown Age: 54



Str 7 (0) Dex 9 (+1) End 7 (0) Int 9 (+1) Edu 12 (+2) Soc 14 (+2)

Skills: Admin 1, Advocate 1, Art 0, Broker 0, Carouse 3, Comms 0, Computer 0, Deception 2, Diplomat 3, Gambler 0, Investigate 1, Language 0, Leadership 2, Melee (blade) 1, Persuade 2, Social science 0

Equipment: Custom made high quality fencing sabre, engraved with house penant (2d6+4), Personal TL 9 imported star yacht (71% cost, 400 ton, no jump, very luxurious).

Terms:

Nobility/Dilettante (Qualified, Service skills, survived, advanced),

Nobility/Dilettante (Survived, Death of a rich relative, advanced),

Nobility/Dilettante (Survived, Alliance with a powerful noble, advanced)

Nobility/Administrator (Took over the Barony, Survived, Conspiracy of nobles, advanced to rank 3)

Nobility/Administrator (Survived, Reign is wise and noble, advanced to rank 4)

Nobility/Administrator (Survived, Alliance with a power noble, advanced to rank 5)

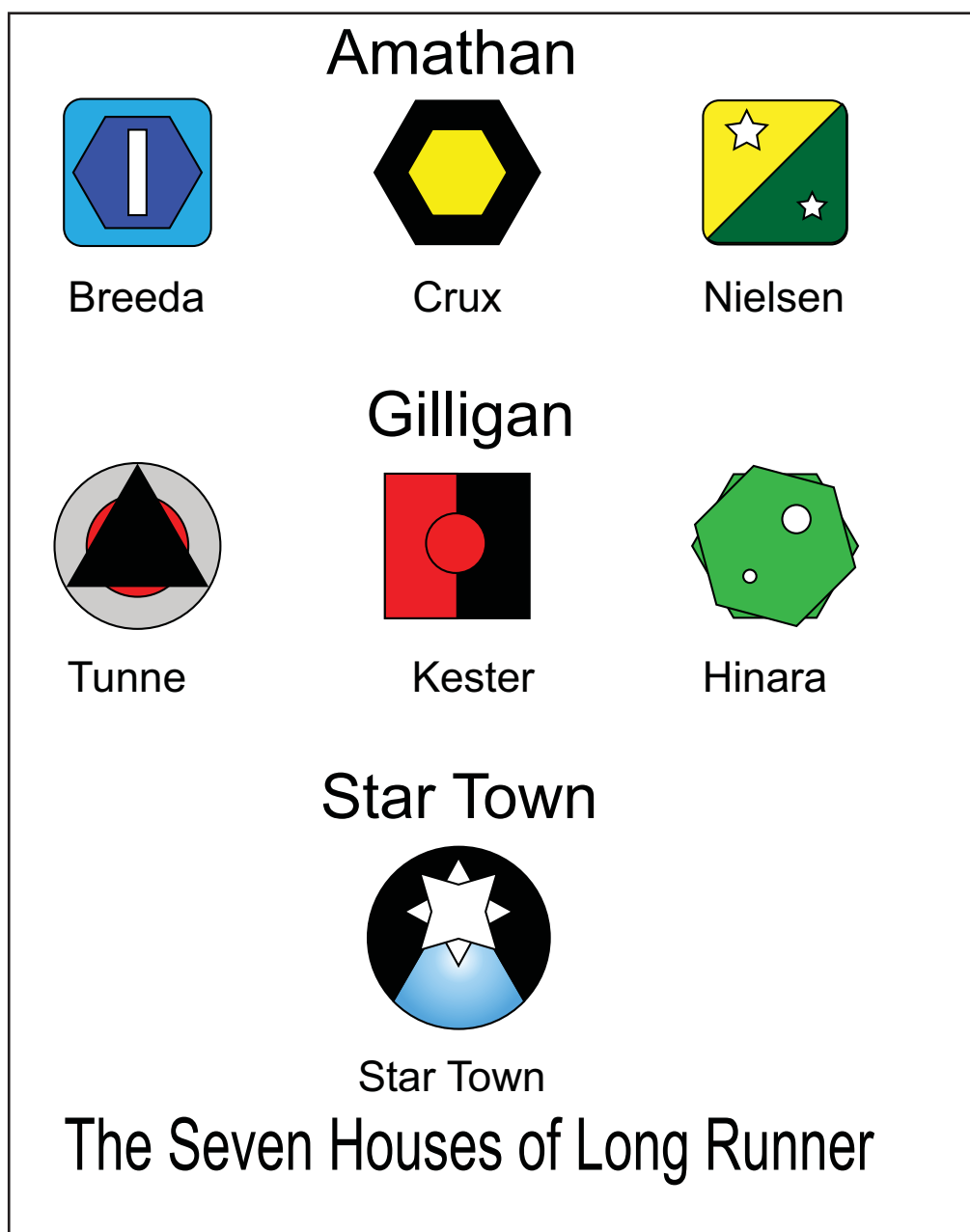
Nobility/Administrator (Survived, Wide range of experiences, advanced to rank 5)

Nobility/Administrator (Survived, Gift from a wealthy relative, advanced to rank 6)

Nobility/Administrator (Survived, Wide range of experiences)

Relationships: 1 rival, 2 allies, 1 enemy

Finances: Cash 400,000 Cr, Pension 18,000Cr per annum, Other income from position



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the

COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

Traveller System Reference Document Copyright © 2008, Mongoose Publishing.

Traveller is © 2008 Mongoose Publishing. Traveller and related logos, character, names, and distinctive likenesses thereof are trademarks of Far Future Enterprises unless otherwise noted. All Rights Reserved. Mongoose Publishing Ltd Authorized User.

LONG RUNNER

© Gorgon Publishing 2013