

Danae Streen

by Brian L. Hurrel

If Danae Streen has a personal life, she keeps it well hidden. The same can be said for any strong human emotions. Her dress and demeanor is strictly business. She is not known to socialize with anyone inside or outside of work, nor is she known to be romantically involved with anyone. If she has a love for anything, it is tirelessly expanding her formidable retail empire.

She is the driving force behind *Krenoj Confederation*, a chain of stores selling unique and trendy clothing for the well-heeled citizen - everything from casual business clothing to paramilitary "adventurer" outfits. The decorative themes of the stores themselves invoke the rough and tumble lifestyle of hunters, rogues, archeologist-adventurers, tough asteroid miners, and free-booting mercenaries - few of the clothes and footwear would stand up to that sort of abuse in real life, but such fashions have always been popular among the terminally hip urbanites of high population worlds.

According to her official biography, Danae was all but penniless growing up, putting herself through business school by working as a waitress and bartender. With a tiny amount of savings and a small business loan, she purchased a huge lot of surplus Imperial uniforms at auction, altered and decorated them with faux fringes, colorful epaulets, and catchy slogans and images, then began peddling them to established clothing outlets . . . who of course wanted nothing to do with "a pile of ill-fitting Navy rags."

She decided to bypass the chains and went directly to school campuses, concert halls, and popular nightclubs, hawking the line from the cargo hatch of an aging air/raft. The image began catching on, and when the band Poison Krenoj appeared in concert in Streen's gussied up Navy jumpsuits and Marine BDUs, retailers were suddenly falling all over themselves to sign exclusive marketing, manufacturing, and distribution agreements. After that it was only a matter of time before Danae opened her own store, then chain. Current conservative estimates of her worth are in the seven-figure range.

Danae shuns public appearances, and relies on spokespeople to deal with the public, press, and shareholders on most occasions. Speculation about her personal life runs rampant through tabloids, and while rumors of all sorts abound, no one has ever been able to find anything scandalous . . . or even interesting, about this remarkable and remarkably young multi-millionaire.

Referee's Information

Danae did not grow up penniless or even close to impoverished. Her family was a major shareholder in the Dinom Corporation, a mining concern that owned the Dinom system outright. Until 1105. That was when a worker's revolution toppled the corporate ruling council, granting ownership of the mines to the workers and instantly wiping out the assets of the shareholders.

In addition to losing the family fortune, 15-year-old Danae lost her father, Arlent, who was killed during the opening days of the worker's revolution. The only bright spot at all was the fact that the Streens, unlike most of the major shareholders, did not actually live on Dinom. Unlike other shareholders who lost their homes and property, even if they were lucky to leave Dinom alive, the Streens still had their primary residence on Regina.

A residence that Mara Streen, Danae's mother, lost to foreclosure when loans borrowed against future stock dividends came due. The family managed to scrape by. Mara worked to support Danae and her younger brother Aidan, determined that they should get a decent education at the very least. Going from the country club set to the wrong side of the maglev was not easy for anyone, but if Arlent Streen had left anything with his children, it was a strong work ethic and the knowledge that life wasn't always fair.

Danae, an outgoing and engaging teenager, was crushed by her father's death. She changed overnight into a somber, serious, and often withdrawn young woman, throwing herself into her schoolwork and odd jobs. She gave up sports, hobbies, dating, and anything else that was not related to restoring the wealth and status that had been taken away from her.

And most of all, she desperately wanted to punish those responsible. Despite all of her success, her ultimate goals are two-fold:

1. Retake control of the Dinom Corporation, and by extension, Dinom itself.
2. "Pay back" those responsible for her father's death.

To this end, she has been quietly searching out and purchasing the all-but-defunct Dinom Corporation's share certificates. Success will not only make her a majority shareholder, but will legitimize any takeover of Dinom in the eyes of the Imperium. A large proportion of her company's assets are being used to fund a sizeable force of mercenaries, complete with grav armor and fighter support, for a planned invasion of Dinom - basically a matter of taking control of the life support systems of Dinom's three major cities.

In the matter of "payback," Danae was hard put to find any particular people to blame directly for her father's death, aside from the entire planetful of revolting workers. However, her investigation into the events directly before and after her father's murder has given her 8 very specific names; the names of the bodyguards her father hired to prevent just such an event.

Even then, she may not have focused much attention on these freebooting ne'er-do-wells had she not discovered, in the course of gathering up scattered blocks of near worthless corporate shares, that these very same adventurers had sold Arlent Streen's entire share of stock certificates, once worth millions, for the paltry sum of Cr30,000. This convinced her that these 8 "bodyguards" were not simply incompetent, but actually directly involved in the murder.

In this regard, she is mistaken. The 8 adventurers were ambushed quite unexpectedly. They barely made it to the starport in a beat-up ATV across hundreds of kilometers of

barren, airless, terrain so hot that pools of liquid metals dotted the landscape - all while fighting a running battle with pursuing revolutionaries. One of them, Persephone Cygnus, a young former merchant, didn't make it.

A second, Liam Duncan, was recalled to active duty in the Imperial Marines during the Fifth Frontier War, and was killed in action in the Jewell system.

A third, Jan Radek, a petty thief and drifter, died on Fulacin under unusual circumstances that were never made public.

The remaining 5 are scattered across the Marches:

William "Wild Bill" Larsen

Retired Navy CPO	6456A6	Age 57	7 terms	Cr Unknown
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Vacc Suit-1, Admin-1, Gunnery-3, Rifle-2,
Forward Observer-1, Survival-1, Bribery-1,
Gambling-2, Intrusion-1, Carousing-2, Forgery-1

William Larsen lives in quiet retirement on Grote/Glisten. He has developed a modestly successful second career as a revisionist historian of the Interstellar Wars period.

Hannibal Lundergaard

Trader Captain	593897	Age 49	6 terms	Cr30,000
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Pilot-3, Laser Weapons-2, Vacc Suit-1, Steward-
2, Gunnery-2, Legal-0, History-0, Admin-0,
Engineering-0, Fleet Tactics-0, Research-0

Phylbert C. "Tricky" Dick

Ex-Army Major	6459A6	Age 49	5 terms	Cr10,000
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Rifle-1, SMG-3, ATV-3, Vacc Suit-2, Mech-2,
Electronic-1, Jack-of-all-Trades-2

These two are currently bouncing around the Marches aboard the free trader *Ad Infinitum*.

Dale Robertson

Ex-Marine Major	66A78A	Age 49	5 terms	Cr20,000
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Long Blade-2, Pistol-3, ATV-2, Vacc Suit-1,
Leader-3, Tactics-1, Forward Observer-1, Zero-
G-Combat-1, Survival-1

Recalled to active duty during the Fifth Frontier War, Dale Robertson was decorated,

promoted, and retained just long enough to retire with a small pension. Now married with several preteen children, he teaches Galanglic Composition on Inthe/Regina.

Candace "Candy-O" Orion

Ex-Scout	98476A	Age 41	3 terms	Cr Unknown
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Pilot-2, Gravitics-1, Navigation-1, Vacc Suit-1,
SMG-2, Carousing-3, Engineering-1,
Prospecting-1, Persuasion-3, Bribery-2, Leader-1

The whereabouts of Candace Orion is unknown, though she has been linked to piracy reports in District 268.

None are aware of Danae's vendetta. Nor is her family. Danae's mother lives quietly on Regina, and is not involved in any aspect of her business; nor is her brother, who is happily serving in the Imperial Navy near the Border Worlds.

The adventurers are unlikely to come into direct contact with Danae, as she uses trusted and discreet intermediaries for the less savory aspects of her business. They may be contacted as hired guns to assassinate one or more of the 5 targets. They will not initially be told why, but if they do some digging, they might find out that their contact is on the payroll of Krenoj Confederation. Confronting Ms. Streen, if the characters ever get that close, or insisting the intermediary tell them why these men are slated to die, will result in a basic outline of the details surrounding Arlent Streen's death.

If the characters bother to question the targets, they will hear a story contrary to Danae's belief of their complicity. They sold the bonds mostly because they were broke and didn't know what else to do with them, and had nothing to do with Arlent's death. On the contrary, they were lucky to escape alive themselves.

Any attempt by the players to convey this to Ms. Streen will be met with detached indifference. Also, she has no desire to face the "murderers," gloat over them, torture them, or otherwise have any contact with them, other than to write them off as "taken care of" and "balancing the books," as she calls the operation.

The players might also be members of the mercenary forces tasked with securing Dinom for Ms. Streen's return. The details of such a battle may be played out in as much or little detail as desired. Maps of Dinom and background information are available through FFE Classic Traveller reprints.

There is also a chance that the player characters were involved in the original *Classic Traveller* adventure *Across the Bright Face* many years ago.

If so, they will hear from Danae Streen in an altogether different manner . . .

Danae Mara Streen

Entrepreneur	68BCDA	Age 30	Cr
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Millions

Acting-1, Admin-1, Artisan-2, Broker-1,
Computer-1, Grav Vehicles-2, Handgun-0, Jack-
Of-All-Trades-1, Legal-1, Pilot-1, Prop Aircraft-1,
Steward-2, Trader-2, Vacc Suit-0