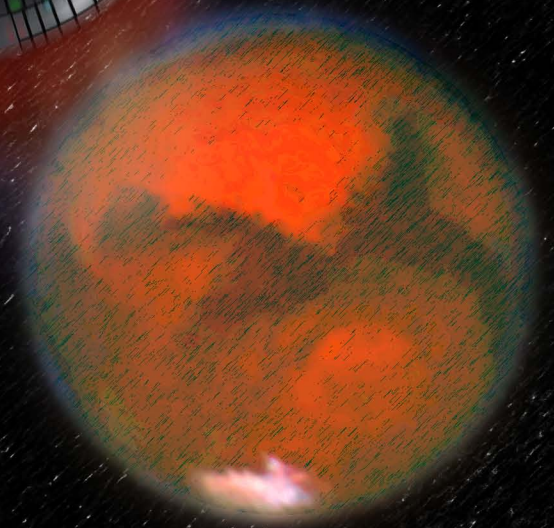
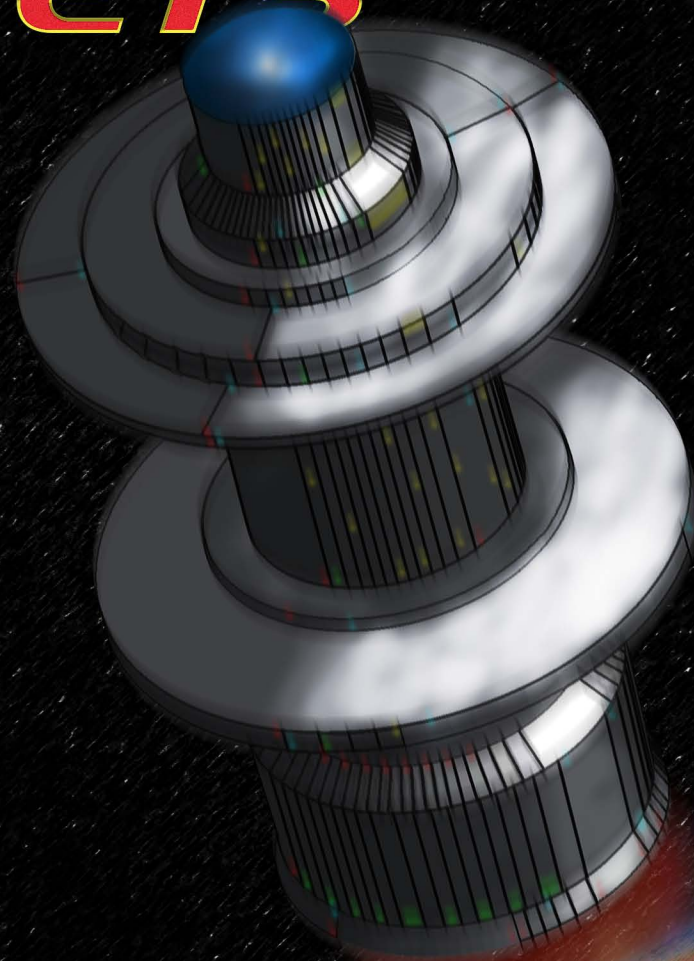


Death Between Planets



A Mini-Setting and Micro-Module for Mercenaries, Spies, & Private Eyes
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Death Between Planets

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As always, I dedicate this work to Yul-Mee, for her love, laughter, and patience - Tom R.

Chapter One: Introduction

Thank you for purchasing *Death Between Planets*. We hope this product provides a fun location for your roleplaying campaign. The mini-module **A Playful Death** provides a session or two of adventure. The text contains numerous “inspiration seeds” to assist creating and playing additional scenarios.

This chapter describes ways to mesh the material into various styles of sci-fi games. We distinguish between *Very Hard Science Fiction Roleplaying*, where the natural laws as currently known followed as strictly as possible, and *Standard Science Fiction Roleplaying*, where play feels as if something like the setting may actually happen in the future, but there’s some flexibility in the name of an interesting narrative. *Standard Science Fiction Roleplaying* often involves aliens and psychic abilities at a very low power level (ie. A psychic can pick up emotions or the presence of others, but would not be able to pick up a bus using telekinesis.) *Space Opera* ranges from games that completely adhere to scientific laws and theories but simply don’t bother with details, all the way to games where the impossible is so common-place it is really fantasy with techno-babble labels.

Very Hard Science Fiction Roleplaying

Spaceship Designation and Configuration

In a *Very Hard Science Fiction* campaign, the *Cel-Maris* is a cyclor station. It is the primary method of getting from Earth to Mars and **much** larger than the mapped layout; the passenger section is only 1/5 the total vehicle. The passenger section rotates around a cylindrical central core with 3 gigantic cargo “sister” sections at 90, 180 and 270 degrees to the connection point on the core with the passenger cylinder. Centripetal force provides faux gravity, and the orientation of the decks is reversed. This means the floor of the 1st Level now contains various engineering and storage systems and ‘below’ that is Open Space. The ceiling of the 1st Level is now the floor of the 2nd level. ‘Gravity’ is strongest on the 1st level and progressively weakens on subsequent levels.

Convert alien species and items to their human equivalent. While alien life almost certainly exists, it is almost impossible to accurately predict the nature of an intelligent alien species, particularly psychological and cultural behavior. Real alien biology and societies are most likely incompatible for shared living with human, if not so totally different that the only thing we could have in common is mutual incomprehensibility.

You can convert the Anti-Claustrophobia room displays from Holograms to more conventional stereoscopic flat panels or 2d displays. However, the nascent technologies for true 3d displays already exist. Fiction always contains at least some amount of speculation.

Cyclor Station Basics

Cel-Maris is a cyclor station with a comet-like orbit (for details about a real-world station, see Aldrin & Noland, “*Roadmap To Mars*,” *Popular Mechanics*, December 2005). The orbit of the station stays “above” or “below” the primary plane other than at two intersection points, one in between the Earth and Venus, one in between Mars and the Asteroid Belt. The station’s orbit is primarily determined by the gravitational influences of the Sun, Earth, and Mars with other factors compensated through the use of adjustment thrusters. A non-planetary-orbit-intersection path was chosen in the event of a total loss of the station (Most consider it a good idea to put an object roughly the mass of an aircraft carrier orbiting at a very high relative speed near your home planet into an orbit that minimizes the risk of collision.)

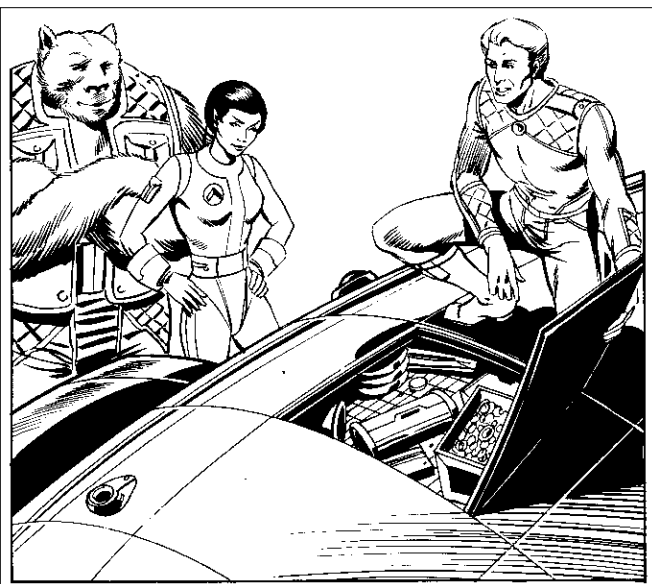
Each orbit has two official voyages: the Earthward trip and the Marsward trip. The station takes approximately 5.5 months to orbit from Earth to Mars, and 28 months to transit from Mars to Earth.

Most voyages to Mars have full passenger and crew complements. Voyages to Earth rarely have passengers. If you want, the *Cel-Maris* also carries large volumes of precious metals from asteroid mining based out of Mars orbit.

During the 28 month trip, the *Cel-Maris* is crewed by five couples carefully screened to be able to withstand the conditions of very long spaceflight and whose relationships are extremely stable. The station was left unmanned for the first several Mars-Earth circuits, but the need for a minimal human crew to affect certain types of repairs quickly became apparent. The entire crew is rotated at the end of a 28-month trip, and most couples only do the 'long-haul' once in their career.

It is assumed a sister station named the *Maris-Cel* takes a similar voyage with the Earth-bound leg of the voyage being the shorter of the two; the passenger situation is reversed. In the early stages of colonization and exploration, the *Maris-Cel* is only ½ the size of her sister vessel; most passengers going to Mars are colonists, and a sizable portion of the crew are Mars-bound colonists with the proper skills to act as one-time crew. Shortly after the Mars colony attains the capability to handle recreational tourists, the *Maris-Cel* undergoes a major retrofit to equal the size of her sister station (new sections are boosted and added to the station over a half-dozen orbits).

Each station has total inspections and overhauls on a regular basis. Once every seven orbits of the *Cel-Maris* and every ten orbits of the *Maris-Cel* an engineering crew and their repair supplies replace the tourists and colonists on the short-haul transit. The most dangerous task of overhaul flights is the replacement of worn sections of the external "skin" that protect the stations from micrometeorite impact and radiation.



Converting the Module

The first major consideration is the change of the primary assassin from a mimicking, shape-changing alien to a human wearing a disguise. The motivations should be personal instead of professional; the chances of the assassin getting away with the crime are very slim. The primary assassin is Clair Montague.

If you really want to increase the tension, Todd Wainwright may attempt to sabotage the entire ship if the initial attempt fails. The GM is warned that this would be very easy to do in a *Hard Science Fiction* game, and player character attempts to prevent such a catastrophe would have to concentrate on preventing Todd's actions instead of reacting to them. It is suggested to give the players clues that "the assassin had inside assistance" and that this mission's entire security team is set to debark at Mars.

Remove Paul Garsimon's psychic ability and rebalance the character. Instead of a Direct Neural Interface, Iponw Leets has a highly customized micro-laptop with a large number of device connector plugs.

Regular Science Fiction Roleplaying

Transportation, Communications, and Other Technologies

Faster than light drives exist, but the energy requirement is proportional to the area of a craft's displacement perpendicular to the direction of travel, not totally dissimilar to a parachute. Most interstellar freighters are about 25-30 feet wide and thousands of feet or even miles long. Travel tops out at more than 100 light years per hour and most trips involve multiple "layovers," so individual hops of more than a day are rare. Additional factors also make the use of superluminal travel for distances of less than one light hour impractical and dangerous except under the most extreme circumstances. Neptune hosts a very busy orbital spaceport and harvests fuel from the planet; more expensive cargo arriving in the solar system continues at superluminal speeds to the destination (usually Earth), while less expensive bulk cargo is offloaded and sent on a multi-year voyage using anti-grav boosting and conventional rockets.

Most near-distance space travel is done using gravitational/anti-gravitational drives. The drives are considerably more efficient than chemical rockets, provide superior performance to non-atomic ion thrusters, and do not incur the additional radiation issues of most versions of atomic ion engines. Since the performance is greatly affected by proximity to large stellar bodies (planet, star, etc...), most acceleration and deceleration occurs around a voyage's start and end. The *Cel-Maris* has large grav/anti-grav drives and completes a voyage in either direction in 3 months. There is no sister *Maris-Cel* ship.

Communication is limited to light speed. Messages from one stellar system to another are delivered as part of routine relays of faster-than-light ships between the known worlds. Rumors exist that the Deep Spacers (see next section) have a means of communication that is instantaneous to any point in the Galaxy, but those have not been confirmed or rebuked.



Extraterrestrials

Mankind is aware of seven intelligent extraterrestrial species. Three have initiated direct contact with humans, and there is a species within the Human sphere of influence quarantined according to Interstellar Protocol (See Chapter 4, Alien Species for details on the four directly-contacted species.) Communications with the Deep Spacers have informed Earth researchers of three additional species beyond

the current human sphere of exploration that have not established contact; these are open for whatever nifty creatures and cultures the GM can create.

Spaceship Designation and Configuration

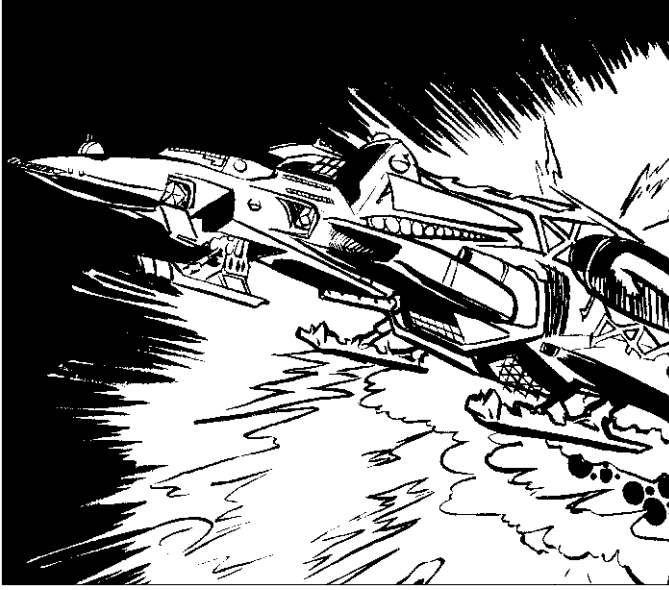
The *Cel-Maris* follows a route between Earth and Mars very similar to a cyclor station, but grav/anti-grav drives reduce the transit time to a mere 3 months for both directions. The vessel is the default size and non-centrifugal artificial gravity is used in conjunction with acceleration/deceleration on every deck. The “floor gravity” slowly adapts from one planet normal to another so that passengers and crew are fully acclimated to their destination upon arrival.

Passengers and crew board the *Cel-Maris* while it is in orbit around the departure planet. The crew for a particular trip arrives shortly before the passengers. The Captain from the previous voyage transfers command to his replacement after all arriving passengers have been given their rooms; the former Captain and remaining permanent crew then act as reserve crew on the return voyage. Reserve crews debark the ship with passengers upon planetary arrival for a six month period where they receive three months vacation and work three months as ground personnel. As with a “very hard” roleplaying campaign, some of every crew are “temporary” and working off part of their transit fees for a one-way trip.

Full luxury accommodations are available from one hour after station docking to two hours before destination arrival. Café Orbital and Bob’s Bar are continuously staffed and open to passengers and crew alike. Sale of intoxicating substances is prohibited five hours before departure.

At arrival, the station settles into a regular orbit, and the passengers along with any temporary crew and all reserve crew members depart on the same shuttle used to get to the *Cel-Maris*. The primary crew uses the interval before the arrival of the next staff to completely clean the vessel and do any extensive repairs. Cleaning and repair time is usually 24 hours, but there have been instances of repairs taking 72 hours or longer.

The *Cel-Maris* has a total of 12 docking “ports.” Each port has 2 airlocks, one for passengers, and one for cargo. Once a shuttle has unloaded, power is turned off and minimal life support is provided via an umbilical to the station; this means personnel can immediately board a



shuttle in an emergency while systems are reactivated. There are two shuttles for each crew and primary supplies (a total of four during a voyage), two passenger shuttles, two emergency shuttles, and four docking ports for personal spacecraft. In the days before the Mars colony was entirely self-sufficient and the *Cel-Maris* retrofitted, the four personal spacecraft docking ports were used for supply shuttles.

The Module

A Hard Science Fiction setting is the default for *A Playful Death*. As always, you will probably want to tweak the scenario to your group, particularly if it is part of a larger campaign.

A Playful Death takes place in 2175. This is a purely speculative estimate of the earliest reasonable timeframe that a Mars colony capable of handling pure tourists would develop if initial colonization occurs in the 2030's. If you go for an earlier campaign/adventure date, it would probably be a good idea to shift the location to Earth orbit and use the *Cel-Maris* as an orbital resort station.

Arturo Hiromachi has his own personal spacecraft in one of the docking ports. However the *Cel-Maris* has already begun deceleration into Mars Orbit, and the massive grav/anti-grav fields generated by the stations' drives during the next twenty-four hours would tear any spacecraft moving through them into bite-sized chunks. Once Mars Orbit has been achieved,

shuttle departure will once again be an option. The players could, of course, power up Arturo's shuttle and isolate him within it. (The shuttle is not detailed here. Assume life support capable of operating the entire trip and interior amenities the level of the *Cel-Maris* or better with the exception of gourmet restaurants and masseurs.)

Space Opera Roleplaying

In a game with "rubber science" where a trip between planets is the same as a trip to the corner market, the *Cel-Maris* is a place to spend a day or two when someone with a bit of money feels like over-the-top-excessive pampering. Those who travel from one planet to the other on the station are *very* wealthy romantics dreaming "of the days of Solar Sails long since gone." (Even though the station has never utilized solar sails.) Arturo's personal spacecraft *should* be an option in this type of game, but the GM should feel more than free to let the Assassin sabotage the shuttle, and repairs will take station personnel at least twelve hours to complete (Convenient, isn't it?)

Chapter 2: Onboard Operations

CUSEA, the Combined United States and European Agency, owns the *Cel-Maris*. The Agency is a semi-public corporation with 60% of their operations publicly funded and under the full review of governmental authorities. Originally operated as a heavy supply ship under the public arm of CUSEA during Mars Colony construction, the vessel was heavily retrofitted five years ago by private “arm” of CUSEA and now operates as a private for-profit venture.

Command and Control Structure

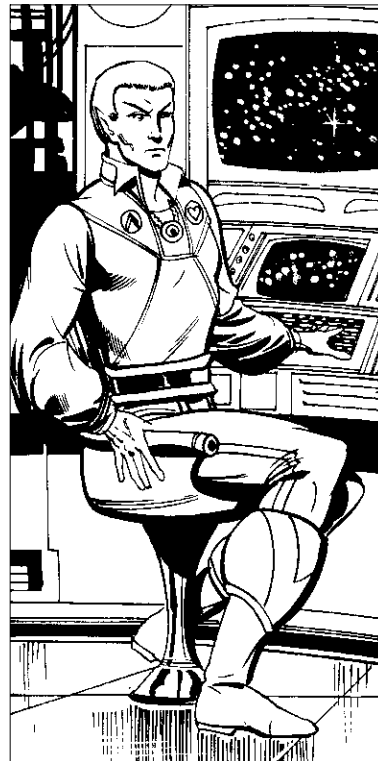
The Captain is undisputed commander of the vessel and his word is absolute. While there have been a few lawsuits involving CUSEA *after* a voyage, however no member of the crew (and most passengers) would ignore or countermand an order unless the Captain had obviously “gone mental.” In one case a plaintiff won a suit when a previous Captain and several of his crew were removed and incarcerated for numerous gross violations of Interstellar Law.

Underneath the Acting Captain is a triumvirate of 3 officers: The Chief Engineer, the Chief Medical Officer, and the Chief Navigator. If the Captain is unable to continue his duties, one of those three officers is promoted to Captain, the choice dependent upon the situation at hand (Four times a Captain has been replaced in emergencies. One medical emergency saw the Chief Medical Officer assume command, two emergencies have occurred where the Chief Engineer took command, and one emergency occurred where the Chief Navigator was promoted to temporary Captain.) Any time that the Captain is replaced in an emergency situation, the Chief of Security is promoted to Second-In-Command with the remaining two Chief Officers as third in the command chain. If a replacement Captain is incapacitated, the Security Chief determines who then acts as Captain: if the situation warrants Maximum Panic Control protocols, the Security Chief will take charge, otherwise he/she will hand control over to a member of the crew most capable of handling the particular situation.

All officers permanently promoted to Captain as of the events of the mini-module have been Chief Engineers. The company publicly stated that the first two or three ‘generations’ of Captains would probably be promoted from the position of Chief Engineer because of the extensive retrofit from bulk supply craft to luxury transport.

Third in rank on the *Cel-Maris* are the Chief of Security and the Chief of Passenger Operations and Public Relations.

All other crew are technically the same rank, with orders given and taken according to a normal worker-manager relationship.



General Passenger and Crew Protocols

Passengers

- 1.) In the event of an Emergency, do exactly as instructed by crewmembers for your safety and the safety of other passengers.
- 2.) In the event of a medical emergency, contact the nearest crew member whether in uniform or out of uniform.
- 3.) Please obey the orders of security personnel at all times. This is for the safety of the ship and your own safety.
- 4.) If you need something, don't hesitate to ask a uniformed crew member. Please respect the personal time of the crew when not in uniform; the crew can only provide the best service when they get adequate rest.
- 5.) Smoking is only permitted in specially-designed and designated areas of the station.
- 6.) Please use only the water you need. While the station has significant reclamation capabilities, they are limited.

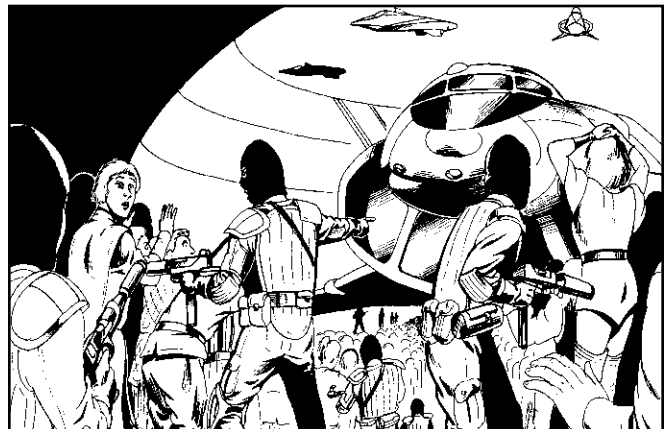
Crew

- 1) The safety of the ship, passengers, and crew is the highest priority. This priority overrides any command, even those of the Captain.
- 2) Comfort of the passengers is second priority.
- 3) Crew on break and still in uniform are required to stay out of passenger areas except when in transit from one non-passenger area to another.
- 4) Platonic fraternization with passengers is encouraged. Romantic involvement with a passenger is highly discouraged and may lead to disciplinary action at the discretion of the Captain if such a relationship leads to an incident.

Maximum Panic Control Protocol

In the event of an extreme emergency, the following protocols take effect.

- 1) Passengers and off-duty crew are restricted to their quarters. If the emergency is of a biological or chemical nature, all cabins are supplied with emergency power, oxygen & water reclamation systems, and food supply for 3 months. Each cabin also has a miniature airlock through which security personnel can transfer "emergency personnel bubbles" in the event of loss of station atmospheric integrity.
- 2) Security personnel have full authority over all other crew members unless the crew member believes that an order places the safety of the station at risk.
- 3) Security and command personnel have full authority to use deadly force if necessary.
- 4) Security and command personnel will be armed with both lethal and non-lethal weaponry.
- 5) Command personnel have the authority to declare any *passenger* or non-Security member of the crew Security Personnel.
- 6) If an evacuation of the station is necessary, passenger shuttles are to be loaded first, followed by crew shuttles. Security personnel will draft personal spacecraft into service to their maximal life support capacity.



Chapter 3: The Cel-Maris in Detail

The original *Cel-Maris* was designed to carry as much payload as possible on each trip. Once the Mars Colony became self-sufficient and grav/anti-grav drives reduced the transit times of unmanned cargo vessels to a month or less, the end looked near for the “Grand Lady of the Skies.” With less than half capacity cargo trips becoming the norm, the ship seemed doomed to decommission and the scrap pile.

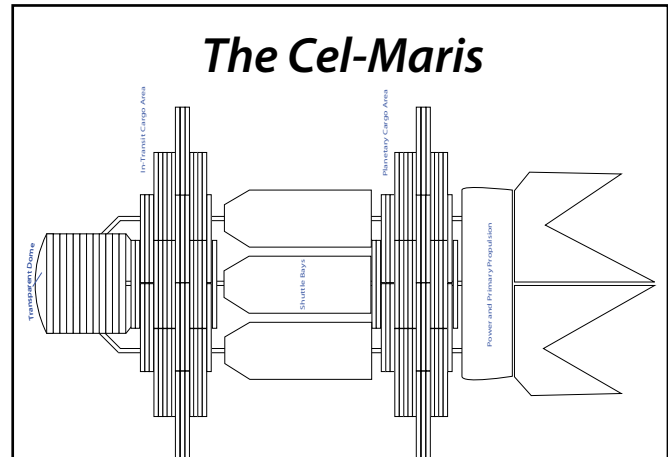
The CUSEA board of directors decided to hold a “what should we do with this?” contest. Suggestions ranged from hooking up faster-than-light drives for interstellar trade (the person who wrote that had no understanding of the term “amount of energy cubic-proportional-to-area”) to creating a center for trying out “experimental space communes.” The idea with the highest profit incentive won out, and “A Spectacular Space Resort with A View from the Top of the Solar System!” was born.

Elevators

The life-blood of the station are the elevators. Normally operating off of ship’s power, they are capable of running independently off of battery reserves and contain their own micro-life-support system.

1st Floor (Top): Dining and Spa

The centerpiece of the supply ship to luxury transport retrofit was the installation of a gigantic crystal-clear dome over the “top” floor of the station. The dome is composed of a super-strong “smart” material that reflects 99.9% of non-visible wavelength light and radiation. It automatically limits the amount of visible light that can pass into the passenger area beyond so there is no danger of passengers and crew being blinded or baked if the station suddenly turns toward the sun. The material of the dome is also “self-healing” and only requires the placement of patches of ‘base’ material during turn-around times. In extreme situations, there is an iris-shaped cover deployed over the dome strong enough to withstand direct impact with a large interstellar object.



The Cel-Maris

Hull Construction

Advanced Microgravity-Produced Hybrid Carbon-Titanium Compound (90% Carbon, 10% Titanium)

Capabilities

Luxury Transportation, Emergency Personnel or Supply Transportation, Troop Transport

Speed (Cruising)

35,000 – 60,245 Kph

Speed (Maximum Engine Acceleration from Earth)

600,000 Kph*

Speed (Maximum Engine Acceleration from Mars)

65,000 Kph

Normal Complement

500 (250 Passengers / 250 Crew)

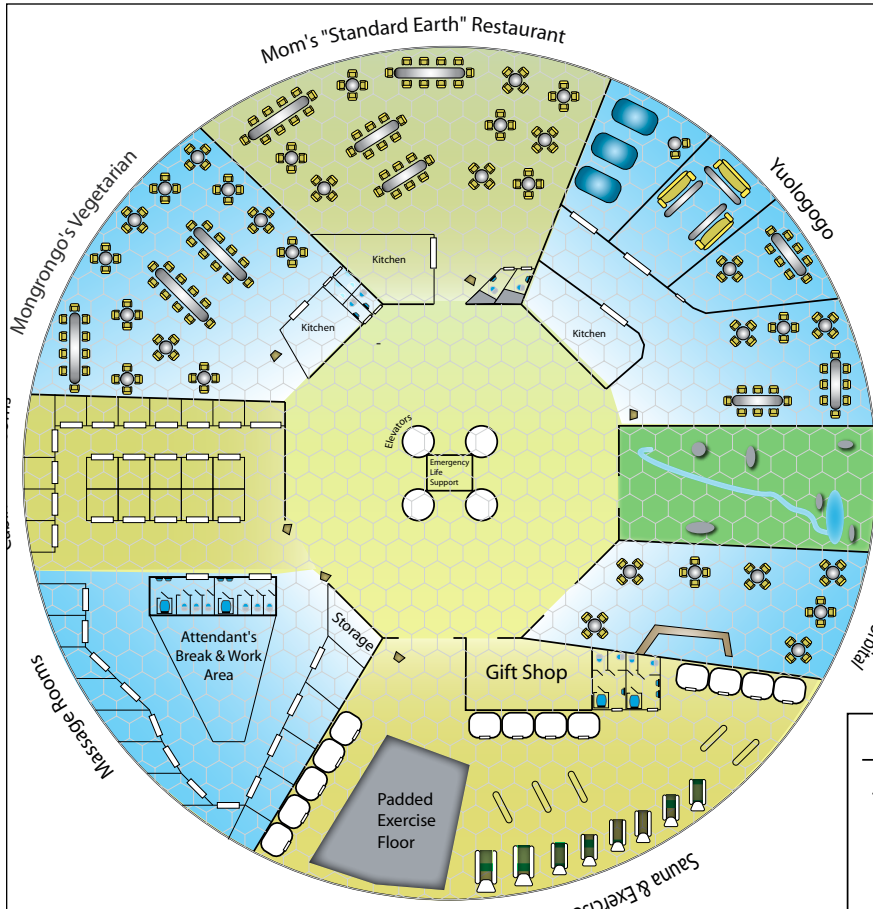
Emergency Rescue Complement (Safety Limit)

1,000 humans total

Short Period Emergency Rescue Complement

1,200 humans total

*The maximum force attainable by this type of drive depends upon the mass you are pushing against. That velocity would only be used for trips to celestial bodies with masses greater than or equal to Earth (Such as Jupiter, Saturn, etc...) The velocity is still far short of what would be required for interstellar travel other than a generational ship.



passengers will eventually get a feeling of being uncomfortably cramped.

The Anti-Claustrophobia Rooms give the occupant(s) the feeling of being in a very open location using a combination of holographic projectors, surround-sound, scent dispensers, fans, and a smattering of real props. Unlike the famous holographic simulations given various names in many well-known science fiction shows and books, the user cannot ‘feel’ the holograms, nor can they walk for what appear great distances while subtly being turned in loop. The purpose of the rooms is for the occupant(s) to sit/stand and “soak up the distance.”

There are several beach rooms, a few forest/plains rooms, one room simulating an upper-deck bus trip through London, two Mars rooms complete with adjustable environment suits, and several others.

There is one room, Number 13, that is perpetually marked with tape saying, “Out of Order.” Rumors abound about

the room: it’s haunted; it’s used by some interplanetary cartel to smuggle goods; a secret alien lives there; a few “long-term” guests died in an accident, the corporation replaced them with androids, and the crew is using the stored bodies to blackmail the corporation; one of the crew secretly runs a small prostitution operation, etc... Then again, the room might just have some breakdown that engineers haven’t been able to pinpoint.

Saunas and Exercise Rooms

These rooms feature the usual amenities for human and alien physiques. The equipment has very advanced safety and monitoring features. The place is continually staffed. Needless to say, it would be very difficult to rig one of the machines or sauna rooms as a death trap.

Meditation and stress reduction area

This is a place for those who don’t find saunas, massages, or exercise relaxing and don’t want the, “I’m somewhere else,” feel of the Anti-Cabin-Fever rooms. It

Gift shop

No tourist attraction is complete without a gift shop loaded with gaudy overpriced baubles. Here the chic customer can pay triple the normal price for a laser-engraved ashtray, shot glass, or items of a more curious nature (Located in the back room labeled ‘Adults Only.’)

Massage rooms

The masseurs are trained and fully-certified in twenty-seven forms of massage. Five of these techniques require signed waivers and the staff will repeatedly warn customers about the risks involved.

“Anti-Cabin-Fever” Rooms

Some find it odd that passengers on a spacecraft in the middle of the vastness of interplanetary space get “cabin fever.” While a few adventurous passengers sign up for the weekly “spacewalk and a sandwich” outing, most on board the *Cel-Maris* would freak out if they found themselves in the middle of the vacuum with only a suit protecting them. Therefore, most of the

features a small stream running between two water pools, a Zen rock garden, and the usual amazing view through the transparent dome ceiling.

Café Orbital

This quaint eatery serves light meals and snacks. The majority of the menu consists of Earth food, including a very good cup of coffee. There are a few non-human food dishes available, but customers are warned that only two members of the all-human staff can read the preparation instructions. The prices are the most reasonable on the station (The “Rotgut and Faux Cheese” combo at Bob’s Bar is cheaper, but the ‘deal’ is also known as “Antifreeze & Rubber Erasers.”)

Light jazz and classical music generally plays over the café’s speakers. The Orbital hosts an “Amateur Hour” every twenty five hours. The Hour is popular with many of the crew, who often form a jazz band.

Mongrongo’s - Vegetarian Restaurant

Mongrongo’s is *the premier* restaurant on the station, receiving top ratings from every food critic who has ever visited the station. A wide variety of dishes is available, and all staff are full versed in what dishes are generally toxic to different species. Prices are totally unreasonable, but then again, those with a reasonable amount of money to spend who wish to keep out of enormous debt tend to stay away from the place.

Mongrongo, the owner and chief chef is a METHANE and notorious for being short-tempered, even by their standards. He will not hesitate to verbally assault and ban *anyone* who criticizes the food. Mongrongo is famous for his statement of “The most evil thing ever created in the universe is ketchup.”

Mom’s “Standard Earth” Restaurant

For those who want a more traditional meal, the Standard Earth Restaurant is the ticket. Here customers can have real chicken soup (just like Mom never made!) or a cheeseburger and fries with all the trimmings. Most items are priced at what one would expect on such a closed environment, with a few exotic dishes at a high cost. The most expensive item on the menu is a seafood pasta dish with French truffles that goes for 5,000 credits.

Yuologogo – The Eclectic Diet Restaurant

While every restaurant other than Mom’s serves non-Earth food, Yuologogo is the one that truly caters to the more unusual patrons of the hotel. Hermetically sealed chambers allow guests with alternate atmospheric requirements to eat ‘as if they were at home.’ Many of the plates feature live food. The interactive menus detect each customer’s species and restricts menu options to (legally) safe items.

2nd Floor: HoloCinema and Theater, Life Support and Forward Defensive Grid

HoloCinema and Live Stage Theater

The *Cel-Maris* features a full-sized HoloCinema and an actual stage theater where several live performances are held every two or three days. The price of the theater tickets varies dramatically depending upon the actors taking a trip on the station. More than one HollyBollywood star has received a considerable discount on their vacation by “working the *Cel-Maris*.” Crew members get complementary popcorn for HoloCinema shows.

Forward Defense Grid

CUSEA acknowledges the *Cel-Maris* is equipped with a system of “Light” defenses for use against small asteroids and space debris. These systems are in plain view and wrap the entire ship in a defensive “balloon.”

One of the Big Secrets of the *Cel-Maris* is the cache of armament and defensive field generators hidden inside of pop-up turrets on the 2nd Floor and the Engine & Power Generation section at the other end of the craft. Activation of this system requires authorization by at least 2 command-level personnel (the system takes into account any in-mission changes due to incapacitation or death.) Defensive fields are up 10 seconds after system activation, while ship-to-ship weapons take 30 seconds to come online.

The power level of the defense system is not detailed because almost every campaign will have a different standard and scale. The *Cel-Maris* should be equal or even slightly heavier in ship-to-ship armament, shields, and armor as the most powerful Earth capital starship. Even during initial design phases, CUSEA knew the *Cel-*

Maris would be a nice large, juicy target for marauders or opposing forces in the event of an interstellar conflict. The station normally has no planetary-attack weaponry or assault vehicles (unless you count the transit shuttles, which are unarmed and only have the necessary shielding and armor to carry out their functions in a non-combat environment.)

3rd Floor: Sports Bar, Services Desk, and Officer's Living Quarters

Bob's Sports Bar



With over 5,000 sports channels to watch and a full bar, numerous variable-gravity arcade booths, and even a few old-fashioned games (air hockey, billiards, and darts), Bob's business is booming catering to bored passengers. The bar is continuously open, and the staff is trained to recognize numerous forms of intoxication. Crew members are not permitted alcohol while on duty (even the Captain), and service of all intoxicating substances is stopped five hours before shuttle departure or arrival.

Services Desk

This hotel staple is part of tradition. It isn't necessary since everyone wears a wrist computer, but some guests prefer face-to-face interaction.

4th Floor: Command Center, Crew Quarters

The central command center monitors all activity aboard the station and can remotely activate/deactivate any ship system. The highest ranking crew

member on duty as well as five regular crew members and three members of the security staff operate in this location at all times (The Captain is technically off-duty when he greets passenger shuttles.) The regular crew members operate controls for various ship systems, including maneuvering and gravity controls. The security personnel monitor security feeds both inside and outside the craft.

Crew Cabins

The primary crew quarters and recreation room are adjacent to the Command Center. While not nearly as nice as the guest suites, the crew accommodations are much more comfortable than those found on a military station or most commercial stations. Two crewmembers share a cabin.

5th floor: Crew Cabins

Identical to the 4th floor, but there is the Crew Galley in place of the Command Center. Crew can purchase food as normal for normal prices on the 1st and 3rd floors, but since the Crew Galley is free and off-limits to passengers, they usually eat there.

6th Floor: Sick Bay and Crew Quarters

This level is identical to the 4th floor, but Sick Bay with seven hospital-style beds takes the place of the Command Center. Sick Bay and the passages to it from the elevators is the only crew area of the ship that passengers may enter, but they must be escorted. The crew cabins outside of Sick Bay are assigned to the newest and lowest-ranking crew.

Sick Bay

The Chief Medical Officer and her staff have access to the most modern equipment available.

7th-14th Floors: Guest Quarters

Guest quarters

As you may have already guessed, all of the rooms at the *Cel-Maris* are Luxury. The furniture inside each room is made of auto-programming 'smart material' that reshapes itself according to each traveler. Every room and suite has its own self-contained life-support

system and is designed to operate as a ten week lifeboat in the event of an emergency.

Lower Sections

In-Route Cargo Storage Units

Below the Guest Quarters are 50 pressurized cargo storage units containing supplies needed during a voyage. The cargo units have a diameter of 48 meters and a “height” of 6 meters. Each unit has artificial gravity and full life-support capability, but gravity is turned off and life support kept at minimum most of the time to reduce power consumption other than in Cargo Unit 1 where a small volume is leased by a company that sells dogs and cats to Mars colonists. The *Cel-Maris* does not carry any other livestock, and the first generation of those few stock animals on Mars (mostly goats) were shipped as frozen embryos and developed in artificial wombs.

In the event of a non-quarantine crisis at the Mars Colony or deep space rescue of a failing colony ship, these modules could transport evacuees to Earth (and troops to Mars, if the situation warrants.) and all critical supplies moved to the Interplanetary Cargo Units and all non-necessities would be jettisoned. Such a move would increase the transportation capability of the *Cel-Maris* by 500 humans to a total of 1,000 people. (10 to a unit. Adding more than that would overload the life-support system of the module. The primary life support systems of the entire ship could compensate and handle up to another 200 people, but then the life support systems of the entire ship would hit their limit. However, no captain worth the title is going to endanger the entire crew by pushing past the 1,000 human limit.

Shuttle Docking Bays & Emergency Power Supply

Spacecraft with the proper airlock configuration (standard for all CUSEA shuttles) less than 100 meters long by 40 meters wide and 40 meters tall travel within a sheltered non-pressurized bay. Shuttles not fitting into an enclosed bay can still dock with the station through the use of extension docks to transfer personnel and cargo.

Larger shuttles cannot remain tethered to the station during the course of a normal flight as smaller oversized vessels would create a blind spot in the anti-asteroid defense system (and the secret heavier defense grid as well.) While much larger oversized vessels would probably have their own defense systems to cover an obscured area, any object caught in the grav/anti-grav field (an egg-shaped field roughly 20 meters from the hull at the docking bay area) would be shredded during de-orbital acceleration and destination deceleration.

Interplanetary Cargo Storage Area

Cargo not belonging to passengers or related to the operations of the ship are held in this section, a duplicate of the In-Route Cargo Unit section but lacking their own atmospheric life support systems.

Grav/Anti-Grav Drive, Primary Power Supply, and Rear Defense Grid

This section is of a massive scale because the ship actually has *three* complete sets of grav/anti-grav drives and *four* fusion power generators (Three generators are active during a mission with one available as backup.) In order to ensure that all the drives and generators work, the offline units are rotated each voyage. The most important item of space travel is life support (for which you need power) and ensuring you actually stop when you get to your destination (without re-entering the atmosphere and causing a large crater, not to mention your own death).

SAMPLE PRICE LIST

A unit (generally referred to as a “credit” in sci-fi literature) should equate to 10 minutes of minimum wage.
(Yes, the costs on the Cel-Maris are Tourist Trap.)

Item	Price	Item	Price
Accommodations			
Room, Per Night	5,000 Cyclor / 2,500-10,000 High Speed*		
Café Orbital (lunch and snacks)			
Coffee (Regular)	10	Bagel & Cream Cheese	20
Tofu Sandwich	15	Ham on Rye	30
Mongrongo’s 7 Star Vegetarian Restaurant			
Appetizers	300-500	Wine (Glass)	200-15,000
Wine (Bottle)	500-50,000	Main Course (Min 3)	5,000-70,000
Dessert	100-500	Main courses include Avocado and Ukkli, Broiled Kirrats, and Tofu Surprise	
Mom’s “Standard Earth” Restaurant			
Appetizers	10-20	Beer	10-30
Cheeseburger and Fries	75	Wine (By Bottle Only)	80-5,000
California Roll	23	Chicken Soup (Bowl)	50
Yuologogo – The Eclectic Diet Restaurant			
Terran Blo-Fish	300	Live Znvkailsdssss	500
Surplus MRE	20	Snogel Escargot on Toast	100
Massage rooms			
Head & Neck Massage	200	Swedish Full-Body	700
Techniques 2-14	800	Techniques 15-22	900
Techniques 23-27	1,700 + Full Signed Waiver		
Saunas and Exercise Rooms			
Exercise Room	Free	Sauna / 10 Minutes	20
Meditation and stress reduction areas.			
Hour Reservation	Free		
HoloCinema and theater			
Per Holofilm	15	Per Live Show	150-500
Bob’s Sports Bar			
Normal Beer	40	Real Cheese Sticks	40
Billiard Table/Hour	25	Faux Cheese Sticks	10
Arcade Game/Play	1		
Gift shop			
Refrigerator Magnet	20	Shot Glass	20

* Room rates depend upon the speed of transportation and whether or not the Cel-Maris is a cyclor or semi-cyclor station. The “High Speed Cost” is the cost of a room when the station is a spa in constant orbit around a planet or faster-than-light transportation is cheap, easy, and accessible; the cost variances in that case depend upon the exact level of services and accommodations included in the room package. (In the Cyclor case, everyone receives the same treatment except in the case of the mega-rich, such as Arturo Hiromachi.)

Chapter 4: Alien Species

The material included in the mini-module only specifies a Changer, but as GM, you will probably want to add additional species for flavor. Details not covered in these profiles are left up to you to create what best suits your game.

The Deep Spacers

Life Form Category

Carbon-Based, RNA Genetics

Environment

Oxygen atmosphere at early stages. Vacuum and most others at later stages. Maximal gravity range from 0 G to 2.5 G with a comfort range of 0 G to 0.5 G. Temperature range of -250 C to 5000 C with a comfort range of -100 C to 250 C.

Description & Physiology

A Deep Spacer looks like an earthworm about the thickness of a baseball with multiple manipulative tendrils. It arranges its body in successive layers of intertwined loops the same as a ball of string or twine; as the Deep Spacer grows a new layer, it will secrete a concrete-infused-with-metal substance between the new layer and the previous top layer. This layer provides a level of significant radiation shielding, and scans of larger Deep Spacers point toward the distribution of particular metals in very complex patterns.

Deep Spacers can survive in complete vacuum.

They use a combination of spontaneously-grown tendrils and TK to interact with their environment. Once a new section has grown the actual cellular composition beneath the skin area transits; neural clusters migrate to the center of the creature, sensory and digestive components migrate to middle and external areas, motive components (tendrils cells) migrate the outermost layer. As they age, they gain the ability to utilize a very wide-spectrum photosynthesis for metabolic energy. Upon reaching full maturity at the human age of 124 years, a Deep Spacer is able

to self-modify cellular clusters into a huge variety of organs, including vacuum locomotion similar to thruster jets.

Human scientists speculate Deep Spacers are genetically engineered life forms created by another species. How could a species be that perfectly suited for space travel evolve naturally? Some site as "proof" their photosynthetic abilities because it is efficient in a considerably broader spectrum than any of the stars in the region of the galaxy that Deep Spacers claim as the location of their homeworld.

Known/Speculated Abilities

Known: Photosynthesis

Known: Ability to Survive in Vacuum and most environments

Known: Personal Anti-Gravity Field Generation in larger specimens

Speculated: Inherent Faster-Than-Light Movement among individuals of truly enormous size.

Culture and Attitudes Toward Others

Incredibly curious explorers, the Deep Spacers are perceived as one of the oldest, if not the oldest, civilizations in the galaxy. Little else is known about their culture or morality. It is very unusual for contact to involve more than one Deep Spacer at a time. Xenolinguistic and cultural experts from all other known advanced races continue to study the few available recordings of Deep Spacer to Deep Spacer communication, but most have come to the conclusion that the Deep Spacers are so advanced our attempts to understand them is analogous to an amoeba attempting to solve a quadratic equation using chopsticks and a bulldozer.

The Pinidotix

Life Form Category

Carbon-Based DNA Genetics, Methane Breather

Environment

Methane and CO2 atmosphere. Maximal gravity range from 0 G to 12.5 G with a comfort range of 0.4 G to 1.7. Temperature range of -30 C to 50 C with comfort range of 0 C to 25 C.

Description & Physiology

Resembling a giant hairless teddy bear with fins for ears and gigantic eyes, these methane breathers would be considered the cutest species in the galaxy. That is, if one could ever find an image of one smiling. Their native smell reminds most humans of a cross between a skunk and a overcrowded dairy farm, and those who interact with humans (such as Mongrongoro) usually spray any body areas outside of their environmental units with a fine layer of chemical sealant.

Known/Speculated Abilities

No abnormal abilities noted amongst general population or any known sub-groups.

Culture and Attitudes Toward Others

The Pinidotix evolved in a particularly ruthless ecosystem. Their cellular build has fewer mutation 'safeguards' than life forms that developed in other stellar systems. Large predators dominated the food chain until the development of technology. The system is prone to massive solar radiation bursts that break through the weak planetary magnetic field, and the quick pace of evolution means completely new plagues every few years.

It then makes sense that the Pinidotix culture is one of intense competition and little patience or compassion. The current society is the fourth civilization to achieve spaceflight; the previous three collapsed back to iron-age levels or worse before interstellar travel technologies were developed. Pinidotix philosophers who study more stable civilizations often become outcasts as they generally come to the conclusion that it would be a better thing for the entire species "learn to control their temper and get along with each other."

The Tripod Birds (Quarantined Species)

Life Form Category

Carbon-Based DNA Genetics, Oxygen Breather

Environment

Earth-like atmosphere. Planetary gravity is 0.7 G with unknown maximal G and comfort range. Inhabited temperature range -20 C to 40 C with an apparent comfort range of 5 C to 35 C. One large moon and two smaller.

Description & Physiology

Avian-like with a tri-axial (a core area with three mostly-identical extremities and sensory organs) instead of an bi-axial (such as humans, who have a common core but two of many almost-identical organs along a central axis.) There is a central brain area near the core of the creature, with a single digestive track that runs the center of the creature (the mouth has three sections, and there is an eye located above each mouth section.)

Known/Speculated Abilities

Flight in native gravity and atmospheric conditions.

Minimally telescopic (2x) eyesight in comparison to human normal.

Culture and Attitudes Toward Others

There are three predominant cultures on the planet. Each culture balkanized into multiple sovereign regions. One culture is based upon complete harmony with themselves and the environment. Another is monarchical with a socialist economic system. The final culture is highly hierarchical and competitive: advancement appears meritoric through a combination of achievement and one-on-one combat. For example, to prove a new technology, the individual must then kill the current 'leader' of a competing technology in order for others in the culture to adopt it.

Due to the imposed quarantine, the "Tripod Birds" have no interaction with other species. Limited translation indicates all three predominant viewpoints consider their planet the center of the universe. Technologically, they have not yet developed advanced astronomical methods to detect life beyond their own planet.

The Changers

Special Note

The Changers are currently banned from entering both Human and Pinidotix Space. Any Changer found in Human or Pinidotix Space will be detained and deported unless charged for some crime (more often than not, multiple charges are leveled including any unsolved local crimes.) Deep Spacers, for reasons unknown, attack and kill and kill Changers immediately upon detection.

Life Form Category

DNA-Based with ability to copy and support 'shell' of every type of known life form.

Environment

Unknown. Assumed to require oxygen, methane, or some other type of respiratory atmosphere, but original environment unknown (No Changer encountered to date has taken the guise of a Deep Spacer, the only naturally vacuum-capable advanced life form.) When disguised as Oxygen or Methane breathers, they consistently 'breathe' in accordance with a member of the species they are copying. Gravitational and temperature comfort levels uncertain, but autopsies indicate maximum temperature range from -175 to 1,000 degrees Celsius.

Description & Physiology

The native physiology of Changer is unknown. They are capable of altering their outward appearance and skeletal structure to simulate the appearance of all known species. They are also capable of fully altering all external features (hair, mucous secretions, etc...) to duplicate that of any member of a 'copied' species and and thus leave forensic evidence framing someone else. Shifting appearance from one member of a species to another takes from ten minutes to a day or more depending upon how drastic the change in appearance and whether or not skin DNA duplication is achieved.

"Conversion" to another species requires the growth of a completely new exterior "skin" and is estimated between one and two months along with tissue samples of the copied creature type.

It is noted that Yuologogo's menus only scan the outermost surface of the patron and will *not* detect the presence of a Changer.

Known/Speculated Abilities

Known: Total Physical Mimicry (Communications, Forensic, etc...)

Known: Multi-Atmospheric

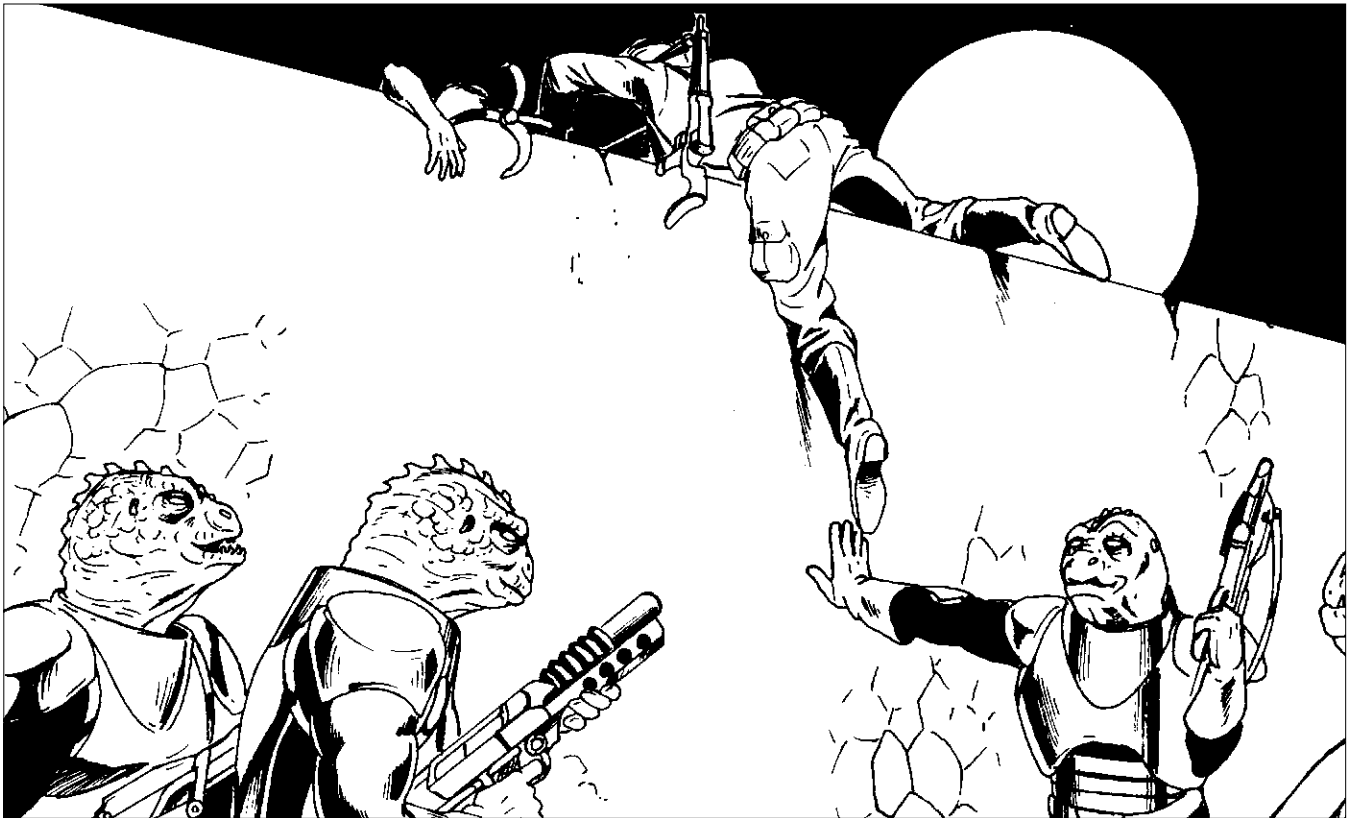
Speculated: Ability to survive in vacuum

Speculated: Minor Telepathy

Culture and Attitudes Toward Others

Unknown: All individuals encountered have been mercenaries.

Chapter 5: GM “Secret Stuff”



The Station

Anti-Claustrophobia Room #13

Only 15 people know the truth about the permanently “out-of-order” anti-claustrophobia room. They are the current Captains, retired Captains, Chief Engineers, and three members of the Board of Directors of the company that owns the *Cel-Maris*, including the CEO. Whatever happened in Room #13 occurred during the tour that resulted in the arrest of the Captain and several crew upon arrival.

The fewer people who know the truth, the better.

Gift Shop

Some of the “Special Items” the Gift Shop provides are not, technically, “Adult Novelties”. The owner and his employees are one of the major suppliers of marijuana, cigarettes, cigars, and pipe tobacco to the Mars colony. While most Earth nations legalized

cannabis long ago, in the default setting the air of Mars is not yet breathable (i.e. all smoke is bad.)

Using the strong odors and fumes from incense, body oils, and other legal chemicals, they have managed to ship their products onto and off of the *Cel-Maris* undetected. The amount of material shipped is relatively small; very few people who smoke get through initial colonist screening, and it takes a bit of effort to disable just the right sensors in the air recirculation systems. The employees of the Gift Shop keep the illicit material in their cabin most of the trip and can easily dispose of it if there is any danger of discovery by keeping the package stored in the waste disposal unit (which routes directly to a high-temperature plasma chamber. The material is burned and the resultant raw material is reconstituted into useful nutrient material, atmosphere, and water.)

The Deep Spacers

Origins

The Deep Spacers are *not* genetically-engineered creatures created by another species; this speculation by human scientists is purely a result of species bias. The Deep Spacers began as something akin to a terrestrial earthworm with manipulative tentacles. Greater vision, dexterity, and intelligence proved critical features in their native environment as the species evolved. The ability to form a shell with concrete-like properties was also beneficial.

That said, Deep Spacer photosynthesis *is* an intentional genetic “tweak” put into universal practice after their technology developed to spaceflight. The Deep Spacers found out their body could easily survive vacuum and their shells could be augmented with metals to provide protection from radiation. However, they still needed food as an energy source. This quest for a way to survive long periods in space led to the development of advanced genetic engineering, and photosynthesis capable of providing energy in just about any stellar spectrum.

The Deep Spacers are a *very* old species. Their home planet had relatively low gravity. The star was early Second Generation and no longer exist. Deep Spacer technology uses mostly non-radioactive elements because there was considerably less of it 7 *billion* years ago when they first achieved spaceflight.

Maximum Age and Abilities

The oldest Deep Spacer to date lived to the age of 53,125,235 Earth years. Deep Spacers have a limited ability to ‘share’ thoughts by “joining” sensory nerve endings together and can transmit memories in that manner; however, the ‘communion’ is not perfect and Deep Spacer memories are as vulnerable to modification by time, experience, and introspection as much as a human. The Deep Spacers themselves realize that ancient “Memories” to their original home-world are really myths based on a grain of truth.

Very large Deep Spacers do exist and grow not to the size of an aircraft carrier, but to small moons. Those around the size of an elephant can begin using their shells to generate grav/anti-grav fields. Individuals the size of a naval cruiser or larger can use their shells to propel themselves faster than light speed.

The maximum survivable temperature range of a Deep Spacer is 10 Degrees above absolute Zero and 20,000 degrees centigrade. They can survive pressures up to 540 atmospheres.

Reproduction and Multiple Personalities

Deep Spacers reproduce both sexually and asexually. Sexual reproduction is non-gender and involves two individuals creating a joint cocoon of secretion material filled with nutrients and a single very large zygote from each containing ½ of a total genetic set. Asexual reproduction is infrequent and deserves its own paragraph. Sexual reproduction is considered a sacred and private act, while asexual reproduction is a public celebration of a new life.

Asexual reproduction occurs when newer neural tissue within a Deep Spacer begins to develop a second personality that is not subsumed into the primary personality. As the body grows, both personalities develop with the new intellect quickly catching up to the original. Once the new personality achieves a level of self-sufficiency, the Deep Spacer’s body will begin to quite literally split the creature into two halves. The final splitting process can take anywhere from five weeks to several years depending upon the size of the parent.

Changers

Origins

The Changers were created 350,000 Earth years ago by the Deep Spacers as a weapon in a conflict with a now-extinct conquerist species, the Nuwas. The Changers still retain a deep genetic drive to kill members of the Nuwas; in their absence, they channel their pre-programmed tendencies through work as mercenaries and assassins.

Reproduction and Culture

The Deep Spacers designed the Changers to live 250 Earth years (the maximum age of a Nuwas) and incapable of reproduction. Changers are essentially mindless blobs until they instinctively mimic an intelligent species. They were and still are not able to copy themselves into the form of a Deep Spacer.

Unfortunately, a good assassin is an intelligent one. With almost perfect timing, the remaining Changers staged a revolt against their creators at the exact end of

the war with the Nuwas. Before the Deep Spacers could round up their 'tools' and deposit them on a thoroughly blockaded and embargoed world, the assassins escaped to hidden colonies throughout known space, hiding out on planets with species not yet ready for interstellar contact. Within three years they developed treatments that allowed reproduction. Methods to increase their lifespan and gain the ability to mimic Deep Spacers have proven futile.

The Changers have a minimally-organized survivalist culture that encourages successive phases of birth, childhood & training, reproduction of several spawn, and finally a hedonistic lifestyle during the final 100 years of life (one trait of their 'copying' is that they duplicate the sensory organs of their 'copied' species.) They intentionally control their numbers, biding their time and hoping to find an infiltrateable species with technology advanced enough to destroy the Deep Spacers. Even the Changers are unaware of the true age, abilities, and technological capacity of the Deep Spacers.

Pinidotix

External Influence

The Deep Spacers are secretly using the Pinidotix as a cultural experiment and were responsible for 'nudging' Pinidotix into space travel on all four occasions. They want to discover the minimal bio-psychological stability level a species can have without self-collapse. Various genetic "tweaks" are implanted after each societal disintegration to slightly increase the average psychological stability of the species.

Chapter 6: Crew Profiles

This chapter covers gives an example of top officers and with a few other notable crew members. The characters are designed for use both in *A Playful Death* and in a general campaign using the station as a common adventure/meeting point.

Captain Alexander Slejerski



Short Biography

Age	Description
0-11	Born in Prague, Czech Republic
12-14	Tokyo, Japan. Father promoted to Head of Asia Operations for major travel company
15-18	Johannesburg, South Africa. Father semi-retired to Africa/Antarctica division. Mother took position as Professor of Asian Studies at the University of Johannesburg
18-23	Undergrad Dual Major in Astrophysics and Aeronautical Engineering, then Master's Degree in Space Engineering, CUSESA Polytechnic University
23-25	Astronaut/Mars Colonist Training Program
25-30	Journeyman Life Support Systems Engineer, Mars Colony
30-40	Life Support/Power Systems Engineer, <i>Cel-Maris</i>
40-45	Chief Engineer of the <i>Cel-Maris</i>
45-50+	Captain of the <i>Cel-Maris</i>

General Personality and Outlook

Captain Slejerski demonstrates a personality closer to that of a good surgeon than a stereotypical military officer. Relaxed and amiable when things are going well, he is also capable of making very tough decisions very quickly when necessary. Alexander is above all a reasonable person who does his best to please as many people as possible while maintaining his status, dignity, and authority. The *Cel-Maris* is his more his home than his apartment on Mars or his family's house in Johannesburg, and he has made special arrangements to serve as a "goodwill ambassador" aboard the *Cel-Maris* after he reaches the mandatory Captain retirement age of 65.

Quote

"Relax. Air duct #9 in Section 4 always rattles...."

Chief Engineer Rahidi Eshe

Short Biography

Age	Description
0-16	Kilimanjaro Primary and Secondary School
17-20	Dual Undergraduate in Mechanical & Electrical Engineering, M.I.T.
21-23	Graduate Degree in Space Engineering & Advanced Astrophysics, CUSEA Polytechnic
23-25	Apprentice Engineer, UNEV Van Gogh
25-30	Engineer, UNEV Van Gogh
30-35+	Chief Engineer, <i>Cel-Maris</i> (Special Request by Captain Slejerski)

General Personality and Outlook

Most call Rahidi smart; those few who understand his work call him a genius. While any engineer worthy of the title will first approach a problem using 'the standard approach' and one or maybe two alternate angles utilizing proven methods, Rahidi *simultaneously* thinks about the most advanced engineering and scientific problems using at least a *dozen* or more approaches incorporating both proven and highly theoretical means.

Rahidi knows that he usually gets things much more quickly than others and that many of his understandings are beyond all but a few. He is a living example of the old Thomas Edison phrase, “Genius is 1% inspiration and 99% perspiration.” He never looks down on someone who gives an honest effort and fails, but he has considerable contempt when he sees someone do “just enough to get by” when possessing the ability for greatness.

Personable, civilized, and confident, there are two things that get Rahidi excited enough to turn off the “calm as a surgeon” switch; his family and football (soccer). Fortunately his wife Manawi is his equal in football fanaticism and considerably better at actual play; their wedding ceremony took place *on* the stadium field and the entire team attended. The only time Rahidi missed a game of his home team while within reception range of Earth was the birth of his son, Jafari. Every moment of a pick-up game while at home is joy, even though Rahidi knows he is possibly the least talented player in all of time. To Rahidi, heaven is watching Jafari play with all the determination and clumsiness of a five year old under the watchful gaze of Mt. Kilimanjaro.

This voyage is Rahidi’s last. Shortly before departure, he accepted a position as Head of SuperLuminal Ship Design at TerraAstroTec. Rahidi wants to spend as much time with his wife and son as possible.

Quote

Have I shown you the holovideo of Jafari’s last game? Yes, but at this angle he really looks like a young Pele.

Chief Medical Officer Alexandra Turkrush

Short Biography

Age	Description
0-18	Public Education, Istanbul, Turkey
19-21	Istanbul School of Medicine (Pre-Med)
22-25	Harvard Medical School of Sydney
25-30	Internship and Practicing Surgeon, Emergency Trauma Center of Central Manhattan
35-40	Surgeon and Promoted to Chief of Surgery, Olympus Mons Mars Colony
41-43+	Chief Medical Officer of the <i>Cel-Maris</i>

General Personality and Outlook

Alexandra has always been sensitive and compassionate to others, and the decision to pursue a medical career was as natural to her as breathing. Her original plan was to open a pediatric surgery center in one of the poorer sections of her native Istanbul. Life would determine a close yet very different path for Alexandra.

After Medical School, she received several offers for Internship and decided to go with the most prestigious, a stint working at the Emergency Trauma Center of Central Manhattan, one of the busiest and most advanced surgical centers in the world. Thinking the experience would not change her, she began working with her college friends and family to establish a Children’s Center in Istanbul. Three years of internship of seventy to eighty hours a week in the Trauma Center changed Alexandra; inside she is still as compassionate as ever, but her interactions with others altered significantly. She couldn’t return home, no more than the American doctor from Midwest Ohio who now ran the Children’s Center of Istanbul could ever go back to small-town America.

Alexandra took on the most challenging and dangerous assignment she could find: the Olympus Mons Mars Colony. The job wasn’t as hectic and constant as the Manhattan Trauma Center, but the cases and conditions were often more extreme. Five years went by in a blur.

Alexandra first dismissed the *Cel-Maris* offer as “too soft.” Her co-workers suggested she reconsider the job, stating, “You haven’t taken a day off in over three years. You’ve saved over a thousand lives without having one of your own...” She took the offer and has spent the past two years catching up on all the movies she’s missed and even going on a few dates. There are always a few cases each trip, but nothing close to a level 5 trauma center in an area of thirty million people.

Quote

I’ve seen worse. Not much worse, but I’ve seen worse.

Chief of Security Todd Wainright

(This is Todd's Delusional Self-Image)



Short Biography

Age	Description
0-18	Private Prep School, LaJolla, California
19-21	Bachelor's in Administration of Justice, University of Winnemuka
21-30	Luna Colony Police - Final rank Captain
30-35	Assistant Chief of Security, <i>Cel-Maris</i>
35-40+	Chief of Security, <i>Cel-Maris</i>

General Personality and Outlook

Todd Wainright has been on the *Cel-Maris* longer than anyone but Captain Slejerski. When it became clear that he would never be promoted to Captain, Todd began to secretly look for other work two years ago, but his current job has hampered his ability to pursue new positions. Those at MegCount Industries involved with "Operation Arturo" discovered this

and quietly contacted Wainright with a very nice compensation package. Once he was certain the Assassin would not be able to implicate him, Wainright agreed to the job. Officially, Wainright is taking a planned vacation at the end of this flight.

Quote

My men will handle this situation.

"The Cheese," Head of Cargo and Supplies

Short Biography

Age	Description
0-18	London, England. Attended public school.
18-19	Accelerated Degree from Oxford University in Applied Mathematics
21-23	Merchant Space Core, Deckhand and Cargo Crew MSC Profit
23-27	MIT, PhD in Theoretical Quantum Space-Time Mathematics
27-30	Cargo crew, <i>Cel-Maris</i>
31-33+	Quartermaster, <i>Cel-Maris</i> . Also co-edits and frequent contributor to Advanced Theoretical Mathematics Quarterly.

General Personality and Outlook

A native of the British Isles, Laura Woodside received her nickname of "The Cheese" while on tour in the Merchant Space Core. She loves old-fashioned animation, particularly stop-motion clay modeling. Her nickname stuck after screening a particularly famous late 20th Century short film for the crew of the *Profit*.

When off-duty, Laura can often be found discussing advanced computational techniques looking for ways to optimize grav/anti-grav field geometries with Rahidi over a latte at the Café Orbital. Her other hang out is Bob's Bar where she's currently crew beer-chugging and arm wrestling champion.

Quote

Look for it in cargo container #134 of Unit #2. Should be underneath the stack of monthly Sluts from Saturn the security chief is smuggling to his buddy working at Vatican Colony.

Misalie Brownback, Passenger Service Clerk

Short Biography

Age	Description
0-17	Public Education, Olympus Mons Colony
18-20	Assistant Data Entry Clerk, Olympus Mons Social Security Center
21-23	Service Clerk, <i>Cel-Maris</i>

General Personality and Outlook

If the crew voted anyone as, “*Most likely to have a better vacuum in her skull than outside the ship,*” it would be Misalie. Her all-natural looks rival the all-artificial bodies of Holly-Bollywood starlets. Unfortunately, to all appearances, the looks left no room for any measurable intelligence. Most of the other female crew members suspect she’s sleeping with one of the officers. In truth, the few male crew members have approached Misalie have been rebuked through amazing stupidity.

Now for the truth....

Misalie Brownback is a the most intelligent living human **NPC** in this setting and a genius on par with John Locke, Isaac Newton, and *Mycroft* Holmes.

She discovered early on that people will always view you as a stereotype if you encourage it. The bimbo blonde persona Misalie developed makes it all but impossible for others to think she could accomplish anything requiring more than a single neuron.

At first she used her faux stupidity to keep out of trouble in school. As she grew into a voluptuous woman, After somehow ‘miraculously’ graduating high school, Misalie then got a mind-numbingly simple job with easy access to extremely useful information. She lives well beyond her means: “*One of my boyfriends bought it for me. Aren’t Haute Couture dresses so nice?*”

Misalie has never slept with any other crew member, but she often has very discrete affairs with passengers. She **easily** removes any potentially incriminating data from the security system.

While Arturo is a tempting target, she knows he might actually be smart enough to eventually see past her facade.

Fortunately, for both Earth and Mars alike, Misalie isn’t a villain. She actually likes most people. Mostly she gets bored and has a bit of a hedonistic streak.

Quote

Oh, darn I think I accidentally deleted your credit number on file. Can you give it to me? These computers just have too many buttons! I can’t even figure out what a folder does...

Mongrongoro

Short Biography

Age	Description
0-20	Childhood and adolescence in Pinidotix Educational System
21-30	Apprentice Chief, The Feather, Pinidotix Homeworld
30-50	Master Chief, The Feather II, Ambassadorial District, Olympus Mons Colony
50-55+	Owner and Chief Chef of Mongrongoro’s

General Personality, Outlook, and Quote

There is nothing wrong with my food. You are simply not good enough to appreciate it.

Chapter 7: Mini-Module: A Playful Death

Reference pages 40-41 for Game Mechanics

Act I: Ready, Set, Go!

Fitragate Security

You work for FitraGate Security, a firm with over a hundred years of experience guarding dignitaries, investigating internal corporate affairs before they leak to the public, providing unofficial help to countries in situations where official actions are unwise, etc... The Company tends to hire people with a few years or more of proven experience with other firms. Due to the extremely diverse range of contracts the Company takes on, teams tend to be composed of individual experts from very different backgrounds and specialties.

The Mission So Far

Your mission is to guard one Mr. Arturo Hiromachi, Founder and President of ArtMachi Industries. He is one of the 5 richest humans in the Solar System. Team members carry compressed air guns that look like something out of a low-budget B-movie from the 1950's (The front looks a bit like a lawn sprinkler.) The weapon fires gel pellets that stick to a target's skin and release a small amount of fast-acting tranquilizer. Cel-Maris security is working cooperatively with the team, and Team Leader Paul Garsimon even has security access to most of the station (although it is requested that he only use such access in a most dire situation.) Mr. Hiromachi is a bit eccentric and his reality is a bit askew from your average Joe. It's easy to see how he could have created his incredibly diverse company; you just have no idea how it managed to survive the early stages where Arturo ran the day-to-day operations.

It is March 14th, 2175. The station is on the last part of a Mars-Earth transit with 30 hours until Mars Orbit. The Cel-Maris is on her 7th Mars-bound voyage as a luxury transit resort after retrofit from a more practical configuration designed primarily for carrying colonists and bulk supplies to Mars.



Dinner at Mongrongo's

Only a few restaurants in the Galaxy have as high a reputation as Mongrongo's Vegetarian. To eat there **legitimately** on the company tab is a once-in-a-lifetime opportunity. You've eaten at least four meals a week at the restaurant for three months and those of you who believe in reincarnation feel you must have been a saint for the past two dozen lives.

Arturo Hiromachi, is much less impressed with this meal. He takes a few bites and begins picking it apart. "Is there any ketchup in this place?" he asks the waiter. Arturo drinks half a glass of 100,000 credit-a-bottle wine while waiting for the stunned server's response.

"Are you quite sure, sir?" is all the terrified waiter can say. He begins to resemble a star collapsing into a black hole.

Arturo puts his wine glass down with a small huff. "I know exactly what I want, and this is **not** it. Return this to the kitchen and put some ketchup on it."

You notice the dish is the same entrée you are eating. It is utterly divine to you.

A man resigned to Utter Doom, the waiter takes the dish back into the kitchen as a look of utter horror engulfs the face of every employee in the room..

A few moments later, a large Pinidotix comes out of the kitchen holding the plate in his hand as if made of hair-thick crystal. He walks to the table and places it

down gingerly. "I am Mongrongo, owner and chef. I hear that you thought the dish needed an additional ingredient?"

"Ketchup," Arturo answers nonchalantly while guzzling the rest of his glass.

It doesn't require extensive training to think of two phrases repeated in uncounted movies and holos, "Wrong word," followed by, "I need a raise..."

As noted in the "Alien Species" section, Pinidotix are notoriously ill-tempered with short fuses but are total pacifists. Mongrongo is widely known in Pinidotix circles as being hot-headed. He has also been known to hold grudges against the grandchildren of those who suggested a meal needed "just a dash of salt." Until this time, **NO ONE** has ever dared use the word 'ketchup' in Mongrongo's presence.

This scene should end with Arturo banned from the restaurant for the next several lifetimes. If the players act tactfully, they may be able to return, but will have to be creative with their expense account (If Arturo's lawyer isn't banned, she will help with that...) Mongrongoro will not instigate violence, but his demeanor may trigger those player characters with 'itchy fingers' to do something rash.

The Message

Shortly after the dinner debacle, the player characters receive a high priority message.

You receive a message on your wrist computer reporting a priority security message in the Command and Control room. Security Chief Todd Wainright escorts you into C&C.

A Fitragate accounting team running a confidential audit at ArtMachi Industries uncovered a connection between Hiromachi's former secretary and a competing military contractor, MegCount Industries. Subsequent investigation has confirmed a considerable amount of money was paid to "Project Arturo" with a bank account number traced to a known "assassination arranger." The last item Arturo's former secretary worked on before quitting the company was his Mars trip. The timing of payments appear to fit an operation some time during this voyage. Fitragate Security officially requests permission from the captain of the Cel-

Maris to arm personnel with deadly armament. Mars officials have already given their permission for Mr. Hiromachi's guards to carry lethal armament while on the planet.

The *Cel-Maris* is currently in full Mars approach deceleration. 'Bunkering up' in Arturo's shuttle is an option, but Hiromachi will not voluntarily agree to it; he is particularly adamant about seeing the play in person. The shuttle cannot safely launch from the hanger bay for twelve hours without risking being shredded in the *Cel-Maris'* grav/anti-grav engine field, and even if the shuttle cleared the deceleration field, it does not have the engine capacity to slow itself down enough to enter Mars orbit. The shuttle would sling past the red planet.

Todd Wainright objects to permitting the Fitragate team the use any weapons other than their knockout pellet guns. However, he will not object to the team using lethal ammunition (In fact, he secretly hopes they will use poison pellets, which is one of the most certain methods of killing a Changer.) Captain Slejerski agrees with Wainright, citing concerns about the risk of "a depressurization incident."

Here are bits the player characters may discover:

- The ship has a nominal 250 guests and 250 crew.
- 50 of the crew are working as service personnel to pay for a one-way colonist trip to Mars
- 50 of the passengers booked the flight a week before departure after it was leaked that bachelor playboy Arturo was on this flight. 10 of the last-minute passengers are single women in their 20's. The names of the women are:
 - Denise Atherton, Claudette Bergamot, Janet Gromband, Barbara Kelly, Laura Leland, Clair Montague, Kristen O'Hara, Irene Rosencrantz, Mildred Thompson, and Polly Young.
- No anomalous transmissions from within the ship.
- None of the passengers other than the Fitragate Security Team registered weapons. All passengers and cargo were scanned before boarding the *Cel-Maris*
- No odd life support readings indicate a stowaway
- In 12 hours Arturo Hiromachi's shuttle can launch
- According to security sensors, no one has entered or exited any shuttle since de-orbital launch

The Changer assassin is in the guise of Clair Montague. The real Clair is dead and her body is now under several feet of muck in a wildlife recovery area of the Everglades. The Assassin does not know the identity of its target, only that it will be contacted and given operational instructions on-board.

No Need to Worry (????)

Arturo may or may not be present in the Command And Control Room. His reaction is:

I get this sort of thing all the time. There is a reason I have to hire a team of bodyguards. Don't worry, the bad guys are probably being arrested on Mars as we speak. I'm sure the operation was called off to prevent bad press for MegCount since it's in the open.

Arturo is adamant about attending tonight's play, "Hang Tenlet." The play begins three hours after the player characters receive the message.

Act II: Hang Tenlet

The Michael Ford Lincoln Foundation Theater for the Preservation of Culture presents the classic surf-goth-movement-revision of Shakespeare's Hamlet. Hang Tenlet is the classic tragedy of a Dude whose mother divorces his father and moves in with his best friend #1, his other best friend #2 then narcs on his dad, who goes to jail, and the Dude loses his gonzo stash right before the Big Surf Competition. He loses the competition because he can only smoothly hit the Zone with some assistance. In the final tragic act, the Dude tricks his best friend #1 and mother into his rigged van that bursts into flames and *then* plummets off a high cliff.

Before The Play

Todd Wainright sends an anonymous message to the Assassin at the first opportunity. The message is transmitted to the Assassin's wrist computer through the on-board wireless information system; all traces and records of the signal are removed within five minutes (A character monitoring the system *may* notice this, but it will be difficult for even a seasoned hacker.) The "Go" message includes Arturo's picture, his front-row seat location at the show, and rehearsal trideos of notorious womanizer Morgan Digwood, backup for Clarence Overwood (the actor playing "The Dude.")

Within twenty minutes of receiving the "Go Message," the Assassin lures Morgan Digwood to its/her room and kills him. The Assassin morphs into Morgan's appearance ; the process takes approximately one hour in which the Assassin memorizes voice and gestures on the *Hang Tenlet* rehearsal trideos. Morgan's body is stashed in a sealed body bag underneath the Assassin's bed.

The cast arrives at the Theater only an hour before the show (modern cosmetic devices allow for the almost instant application of makeup.) Other cast members will notice Morgan is a bit quiet, but he has a history of "getting out the nerves" before a big show and is a consummate professional on stage. Unless something happens to Clarence Overwood during the first half of the play, the Assassin easily plays its bit parts of only a few lines.

Allow players who want to do a bit of thespian work to get their characters inserted into the play as minor roles. The play is extremely famous, and even the least educated person on board can recall a few lines from it.

The stage is elevated five feet above the rest of the floor with a waiting area underneath the stage (that's sunken three feet lower than the main floor, to give a small room with a 7 foot ceiling.) Holograms are used for most scenery. Cast members enter and exit one of two doors at the back of the waiting area and go up small stairs onto the stage. The assassin hides his sniper particle blaster rifle (broken down into 3 parts) in the toilet next to the stage right doorway.

A Rad Play about a Bogus Ride

The play proceeds as normal through the first three acts. You should use this opportunity to introduce false alarms and to raise the suspense as fits the group. If some of the players to insert their characters into the cast, the play will likely turn into a bit of improvisational theater for you and the players (of course, in game reality, everyone is following the script to a tee).

To Surf or Not to Surf? Hark, is that a particle blaster I see shooting someone in the audience?

Act 4, Scene 1 is the famous "I Am So Deep, Dude" speech. The theater darkens and Clarence Overwood steps alone onto an empty stage. A spotlight halos him as gives the famous soliloquy:



“To Surf, or Not to Surf? That is deep, dude. Like, can I rad the tube without my stash, or will I wipe out into the buttcrack of the abyss?...”

The rest of the cast sits in the understage common room, glued to Overwood’s performance via video link. The Assassin heads to the toilet as soon as Overwood begins. It puts together the rifle, covers it with a small tarp, then quickly sneaks out the exit without being seen by any of the cast. It leans on the darkened stage and takes aim with the rifle. Of course, if one of the PCs is in the cast, they have a chance to notice the Assassin coming out of the toilet, and things may not proceed to this stage quite as smoothly for the Assassin...

Make sure that the player characters have a chance to take at least one action either before the Assassin shoots or simultaneously with the shot, depending upon how successful they roll their Perception checks

In the Fudge play-test, the characters flubbed their chance to see the Assassin with pre-action, but succeeded enough for the simultaneous action with the shot. The GM did a “live five second countdown”

for each player, starting with the character closest to Hiromachi and going from there.

The character of Paul Garsimon, who was sitting behind Arturo, jumped over the seat, covered Hiromachi with his body, and pushed the tycoon to the floor just as the Assassin pulled the trigger. The blast hit him instead. Nobody said being a bodyguard was easy.

Escape

If the Assassin gets away, it will revert to the identity of Clair Montague as quickly as possible. If it isn’t tracked down, it will dispose of Morgan Digwood’s body through an airlock at the earliest opportunity. The Assassin will NOT make another attempt on Arturo until *after* Mars arrival.

Act III: After The Play

Some scenarios are easily scripted up to the very end. However, in many scenarios there is a point where heavy scripting becomes almost pointless and general information is the best course of action. This is one of those scenarios.

Unless they really “screw the pooch,” the player characters will probably uncover the “Clair Montague” identity. Whether or not Wainright’s involvement is uncovered will depend upon how paranoid/thorough/skeptic your gaming group happens to be.

If The Assassin is Captured

If knocked out, the Assassin will slowly begin to ‘melt’ into a generic, androgynous human. At this point, the nature of the Assassin will be obvious. The Assassin has the identity cards for both Clair Montague and Morgan Digwood. There is only the “Go” message and one dead Morgan Digwood. A techie-hacker player character may be able to trace the message packet back to Wainright’s account/password, but it should take a very good roll or a long time to do it.

Todd Wainright will insist on personally attending any interrogation. The Assassin is a highly trained professional. However, since sense organs are duplicated, interrogation techniques usable on humans may have an effect, but such methods will become less effective the longer an interrogation proceeds as the Changer manages to “turn off” those senses.

IF the Assassin begins to talk, Todd Wainright may or may not react. He believes the Assassin doesn't know his identity, but he cannot be certain.

If The Assassin is Killed

Wainright will have every excuse to be present during examination of "Clair Montague's" quarters. The situation will be similar to the "Captured" subsection above.

If the Assassin Escapes

A full-ship "man" hunt will take place immediately. Wainright will attempt to get rid of the Changer in a way that will not blow his identity.

If Todd Wainright is Unmasked or Panics

In this case, Todd Wainright will use every means at his disposal to get as clean a get-away as possible. Captain Slejerski will not hesitate to "cut off" Wainright's *normal* security passwords and send security personnel to arrest Todd, but the Captain must be given a good reason.

If the Captain cannot or will not "cut off" Wainright's security passwords (ie. Captain Slejerski is dead, the PCs don't present credible evidence, etc...), Todd will have a huge amount of control over *Cel-Maris* computer systems and control of security personnel unless the PCs can convince/smooth talk/bluff the crew. Each GM has a different measure of how influential die rolls are in NPC interactions in this type of situation. Play security personnel as thinking people (ie. not mindless drones.)

In a worst-case scenario, Todd may attempt to flee to a shuttle and then hack the life support & airlock system of the rest of the ship.

Taking Shelter in Arturo's Shuttle

The players may decide this is the safest location for themselves and their client.

If Wainright is still at-large and his involvement undetected, this is the one situation where the Security Chief himself will try an assassination without being pressured into it. He will attempt to covertly override safety protocols and detach the shuttle from the *Cel-Maris*, pressurize the bay, and then do an emergency "blow out" which would suck the ship out of the hanger

into the grav/anti-grav field. A skilled techie-hacker and/or very good pilot definitely becomes extremely important members of the team in this situation.

Act IV: Wrap-Up

Arturo Safely Reaches Mars

Is there a "backup team" waiting on Mars (or did the Assassin escape?), or is Arturo safe until another competitor decides the universe is better off without him? Do the players establish a bond with Arturo and end up permanent employees and agents? If they got if the players *sure* there was only one Changer Assassin?

Maybe We Should Send Flowers?

If Arturo dies, the consequences could range from, "Well, you lost over half your team" to "Your entire team survived and he didn't? (Followed by a long pause where you can almost read the words 'Maybe they were in on it? Time for an internal investigation..' above the bosses' head.)



Chapter 8: Arturo Hiromachi and his Retinue

The Man, The Myth, The Geek



Arturo Hiromachi really does not understand just how much money he is worth. No human understands his wealth. His sharp logical mind can answer with the number “five hundred quadrillion,” but the human brain was simply never designed to handle such concepts and the closest thing to an intuitive understanding anyone can really get is “Wow. That’s big.” According to Arturo, “Things in life don’t change that much after a few trillion, anyway.”

His parents were upper-middle-class Tokyo “suburbanites” (meaning the family lived in a 2 room apartment, as opposed to everyone sharing one room) with enough money to have some luxury items but still reliant upon employment income. Arturo is their only child.

Popular global culture during the time period in this game setting puts engineers, scientists, and doctors above all others. Arturo is considered “the apex of cool,” meaning he is the biggest geek on Earth. Opposite of what the reader may think, he functions very well in this society because he wasn’t isolated to the fringes of culture during his developmental period. In fact, he often exhibits the same sort of bullying mentality many “Captain-of-every-team-in-our-high-schools” have because his position as “Top/Alpha Dog” has never been threatened (and never will.)

The Parasites

Like any filthy rich quasi-celebrity, Arturo attracts followers.

The Escort

“Mona Da’ Gooda” is a very high priced traveling companion working for a premier escort service. She is highly trained for someone only twenty-four, including extensive knowledge of proper etiquette in over a dozen human cultures and fluency in five languages. Mona gets to travel to very exotic locals, usually eats only the finest foods, and she keeps any personal items given to her. The one group she usually avoids are Hollywood/Bollywood celebrities; to her, most celebrities are nothing more than cheap hookers not honest enough to actually “provide the actual goods to the customer.”

While Mona has become Arturo’s “regular” escort and the two enjoy something of a “pals with benefits” situation, they both feel they are so intensely individualistic that neither is capable of a permanent intimate relationship. Arturo’s will includes a small trust fund for Mona, enough to give her a comfortable life when she gets too old for her profession. Mona knows about the trust fund, but the yearly payments are tiny compared to her current pay plus benefits.

Her last name is, of course, a nom de plume, but her first name really is Mona.

The Traveling Secretary

Susan Kostanzi was hired as Arturo’s secretary only a month before the Mars trip. She knows very little about the actual inner workings of ArtMachi Industries, including any under-table dealings that might have provoked an assassination attempt. A search of her employment record will bring up nothing unusual and all satisfactory or favorable reviews.

The Valet

Charles Durrant is trained in the ancient art of butlery. Extraordinarily resourceful and possessing more tact in his left pinky than the rest of Hiromachi's retinue combined (with the exception of Trudy), he is the person Hiromachi turns to when he wants to resolve a situation as quietly as possible. If there is anyone who knows a 'dirty little secret' that would motivate an assassination attempt, it would be Charles.

The Lawyer

Trudy Chambers is Arturo's primary legal consul and travels with him on extended trips. She is a very tough and good lawyer. Hiromachi makes sure to keep her away from any necessary business activities of questionable legality.



Chapter 9: Pre-Generated Player Characters

The pre-generated character profiles are meant to be starting blocks for players to customize.

Any PC can be of any gender. We've left details such as height, weight, etc.... for the player to determine.

Paul Garsimon, The Leader

Sample Personality and Outlook

Paul Garsimon is a consummate professional and life-long member of the "Fitragate Family." His father, the Sector Manger for North America, inherited the job from his father, who was the first agent hired by the founders of the company. With a complete understanding that the clients he protects are usually being hunted by more than one person for more than one reason, Paul constantly observes those around him and never does anything to reduce his ability to react.

Quote

"Let me try to handle it first. If not, use the universal backup plan."

Ipown Leets, Techie

Sample Personality and Outlook

Most people have the mistaken impression that Ipown Leets is in love with technology. The truth is, Ipown is a total information junkie and he could care less whether he learns something through an email, a message board, or by listening into a conversation at a bar. Ipown is easily bored.

Quote

Don't worry guys, I'm monitoring the security feed. Wow, did you know the President's dog has one green eye and one blue eye?

Andre Nurien, Former(?) Assassin

Sample Personality and Outlook

Andre's parents hoped their child would grow to be a famous xeno-biologist; he always loved dissecting all the dead animals he found on his parent's French farm just north of the Italian border. It never occurred to them Andre found a *lot* of dead animals. They also never thought about whether or not the animals might have been alive when Andre found them.

He spent a number of years working for numerous government officials, every one of who carried identification as "Mr. Jacques." The work ended when a new government came into power and there were severe budget cutbacks.

Andre auditioned for his current position at Fitragate Security by subduing five 'interview' agents sent to beat him up in the middle of the night (Fitragate assumes that someone who can't defend himself isn't much of a bodyguard.) To add a bit of flair, he then proceeded across town to wake up the Fitraget Sector Manager in *his* bed saying, "I guess this means I'm qualified for the job? You really should get a better alarm system. Don't worry, the dogs will recover from the tranqs after a hours... However. I think that team of audition agents are going to take a few months."

Quote

It might be easier if we were a bit more proactive. Let me grab my 'special' guitar case...

Constantina Rhamaputra, Soldier

Sample Personality and Outlook

Before signing on at Fitragate, Constantina spent her entire life thinking about daring adventure as a Space Marine. She weight-trained from an early age and participated in those sports most recognized as “good training” by official fliers. At the age of 18, she was accepted into the Space Marines and spent the next twenty years earning awards and medals of commendation. Policy mandates retirement from field operations at the age of 38, and Constantina accepted her new role at headquarters without question.

It only took a month for her to start feeling restless; when she looked at the graduating cadets leaving for off-world duty, she *knew* she could “eat for lunch and shit for dinner.” Constantina requested a transfer to a more active location, but there was a bureaucratic mix-up, and she ended up in the records department in the Marine’s Retirement Home while someone who requested a “quiet post” was transferred to routing chief at Earth Orbital.

Unable to get her post changed again but able to retire, Constantina read an article about a team of Fitragate operatives older than her getting into a heavy fire-fight (It was linked to numerous editorial columns with titles such as “Who lets these thugs run around shooting people all the time?”) and applied for a job. She was accepted and retired from her commission the next day.

Constantina is still in the emergency non-active call-up reserves.

Quote

If they were firing at us with a heavy machine gun, Jonesy would have much bigger holes in him. Probably a couple of guys with uzi’s.

John Simon, Mr. Slick

Sample Personality and Outlook

John Simon (even he has forgotten his birth name) is a con artist and impersonator extraordinaire. He is at least 40 years old and has lived so many different personas that he himself now has Multiple Personality Disorder. There are two traits that every personality shares: one is a desire to trick people, and the other, oddly enough, is a strong devotion to his teammates. He is working for Fitragate because it seems like an interesting thing to do at the moment (He won’t leave in the middle of a mission, but once it is completed, he may follow another lark.)

Quote

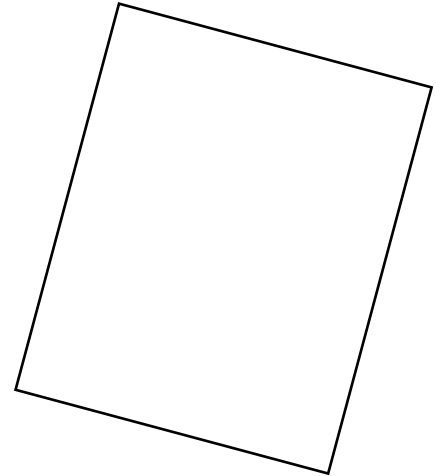
Are you sure you talked with me about that? I think you might have meant my twin brother Al.



Name: **Paul Garsimon - Team Leader**

IQ 22 HtH
 ST 12 Adds 0
 LK 10 Missile
 DEX 12 Adds 0
 CON 11
 CHR 23
 SP 7

 Level 4
 APs 7,001



Carried 2,000 credits Stashed 10,000 credits
 Height _____ Weight _____ Eye Color _____ Hair _____
 Gender Male Race Human Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Pellet Pistol	2	1,000	Disguise	1	
Observation	1		OC - Bodyguard	2	1,000
Computer	1		Medic	1	
Acting	2	1,000	Leadership	2	1,000
Ambush/Silent Movement	1		Lockpick	1	
Pugilism	1		Active Psychic - Empathy	3	3,000
Elocution	5	15,000			

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Pellet Pistol (Stun)	4	P-Clip	12	60'/20 yds	I	Knockout Drops
Pellet Pistol (Poison)	3	P-Clip	12	60'/20yds	I	Hemotoxin
Sonic Carbine	5/3/1 & 3/1/0	E-Pack	8	75'/25yds	I	STR & CON damage

Armor

Name	Dice & Adds	Notes
Reactive Suite Armor	3	Suit looks like normal semi-casual business attire. Can turn into a vac-proof suite in one round with hood-helmet and gloves. 3 hour air supply.

Provisions

- Earphone/radio
- Holographic Display Wrist Computer
- Expense Account for food and most expenses during the assignment.
- Security Access To Most Areas of the Station (Some Areas require escort by Crew or Officer)

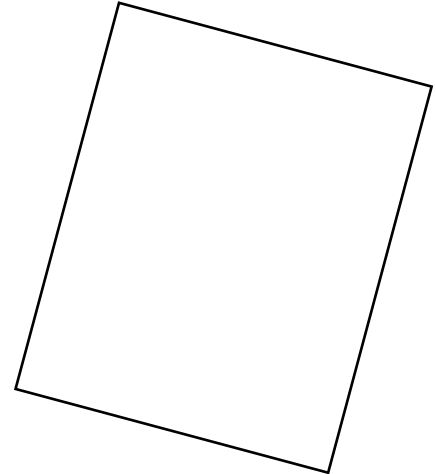


Name: **Andre Nurien - Former(?) Assassin**

IQ 20
 ST 14 HtH Adds 12
 LK 16
 DEX 18 Missile Adds 4
 CON 11
 CHR 6
 SP 7

Level 4

APs 7,001



Carried 3,500 credits Stashed 8,000 credits
 Height _____ Weight _____ Eye Color _____ Hair _____
 Gender Male Race Human Nationality _____ Birthdate 2/22/2345

Skills

Name	Level	APs	Name	Level	APs
Pellet Pistol	3	3,000	Blaster Carbine	4	7,000
Observation	2	1,000	OC - Assassin (1)	1	
Laser Rifle	4	7,000	OC: Taxidermy	1	
Ambush/Silent Movement	2	1,000	Knife Fighting	1	
Martial Arts - Ninjitsu	1		Lockpick	1	

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Pellet Pistol (Stun)	4	P-Clip	12	60'/20 yds	I	Knockout Drops
Pellet Pistol (Poison)	3	P-Clip	12	60'/20 yds	I	Hemotoxin
Laser Rifle	12	E-Pack	8	1,500'/300yds	II	Ask GM about hull breaches

Armor

Name	Dice & Adds	Notes
Reactive Suite Armor	3	Suit looks like normal semi-casual business attire. Can turn into a vac-proof suite in one round with hood-helmet and gloves. 3 hour air supply.

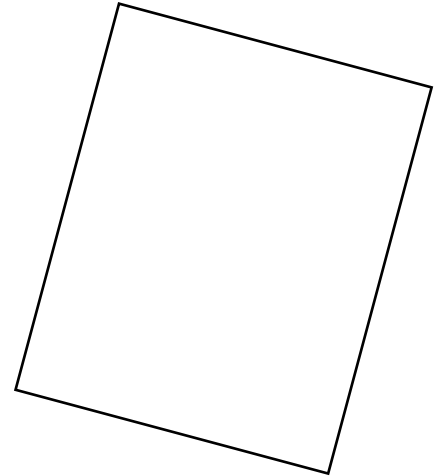
Provisions

- Earphone/radio
- Holographic Display Wrist Computer
- Expense Account for food and most expenses during the assignment.
- Security Access To Most Areas of the Station (Some Areas require escort by Crew or Officer)



Name: **Ipown Leets - Techie**

IQ	25	HtH	
ST	10	Adds	<u>4</u>
LK	12	Missile	
DEX	16	Adds	<u>0</u>
CON	10		
CHR	8		
SP	5		
Level	<u>4</u>		
APs	<u>7,001</u>		



Carried 1,000 credits Stashed 9,000 credits
 Height _____ Weight _____ Eye Color _____ Hair _____
 Gender Male Race Human Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
*Computer	4	7,000	Cryptology	3	3,000
Observation	1		Forgery	2	1,000
Pellet Pistol	1		OC - Hacker	1	
Acting	1		Electronics	2	1,000
Electronics Countermeasures	2	1,000	Lockpick	3	3,000
Alarm Neutralization	3	3,000	Safecracking	2	1,000

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Pellet Pistol (Stun)	4	P-Clip	12	60'/20 yds	I	Knockout Drops
Pellet Pistol (Poison)	3	P-Clip	12	60'/20 yds	I	Hemotoxin

Armor

Name	Dice & Adds	Notes
Reactive Suite Armor	3	Suit looks like normal semi-casual business attire. Can turn into a vac-proof suite in one round with hood-helmet and gloves. 3 hour air supply.

Provisions

- Earphone/radio
- Holographic Display Wrist Computer
- Expense Account for food and most expenses during the assignment.
- Security Access To Most Areas of the Station (Some Areas require escort by Crew or Officer)

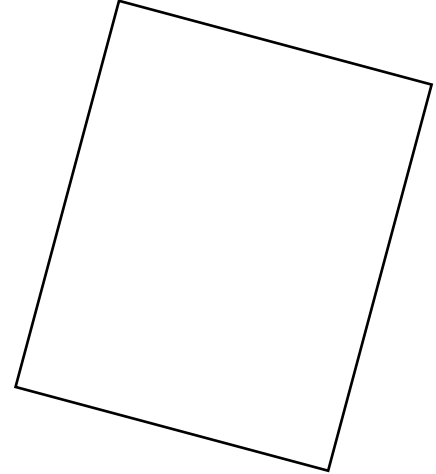
***Cyberspace Booster System:** Adds + 3 to rolls when using skills over a computer network. However, see the user is only vaguely aware of what's going on around him/her while using the direct neural interface and cannot do anything for two entire combat turns after disengaging from the system. Anti-hacking network defenses may add to this, or even require the hacker to make an IQ SR roll or suffer a temporary or permanent phobia (one of which could be cyberphobia.)



Name: **Constantina Rhamaputra - Former Marine**

IQ 20
 ST 18 HtH Adds 11
 LK 14
 DEX 15 Missile Adds 2
 CON 20
 CHR 9
 SP 9

Level 4
 APs 7,001



Carried 8,500 credits Stashed 4,000 credits
 Height _____ Weight _____ Eye Color _____ Hair _____
 Gender Female Race Human Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Clip Pistol	2	1,000	Pellet Pistol	3	3,000
Blaster Carbine	4	7,000	Brawling	4	7,000
Observation	1		Self-Defense	3	3,000
Ambush/Silent Movement	2	1,000	OC - Soldier	2	1,000
Leadership	2	1,000	0 G Combat/Movement	2	1,000

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Pellet Pistol (Stun)	4	P-Clip	12	60'/20 yds	I	Knockout Drops
Pellet Pistol (Poison)	3	P-Clip	12	60'/20 yds	I	Hemotoxin
Blaster Carbine	8	E-Pack	8	300'/100yds	II	Ask GM about hull breaches.
44 Automag	8	.44 am	8		I	Total of 5 clips

Armor

Name	Dice & Adds	Notes
Reactive Suite Armor	3	Suit looks like normal semi-casual business attire. Can turn into a vac-proof suite in one round with hood-helmet and gloves. 3 hour air supply.

Provisions

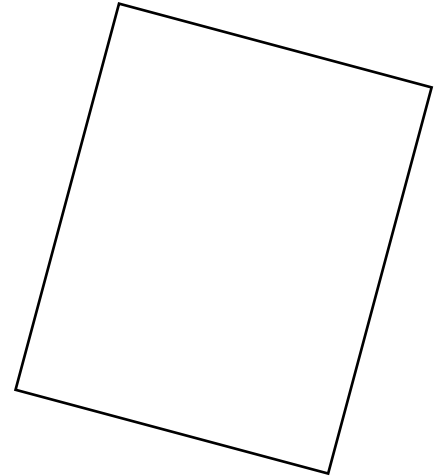
- Earphone/radio
- Holographic Display Wrist Computer
- Expense Account for food and most expenses during the assignment.
- Security Access To Most Areas of the Station (Some Areas require escort by Crew or Officer)



Name: **John Simon - "Mr. Slick"**

IQ 19 HtH
 ST 10 Adds 6
 LK 18 Missile
 DEX 10 Adds 6
 CON 10
 CHR 25
 SP 5

 Level 4
 APs 7,001



Carried 15,000 credits Stashed 150,000 credits
 Height _____ Weight _____ Eye Color _____ Hair _____
 Gender Male Race Human Nationality _____ Birthdate _____

Skills

Name	Level	APs	Name	Level	APs
Seduction	4	7,000	Confidence	5	15,000
Chic	1		Diplomacy	3	3,000
Elocution	4	7,000	Pellet Pistol	1	
Gambling	1		Disguise	2	1,000
Observation	2	1,000	Forgery	2	1,000
Computers	1		Slight of Hand	1	

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Missile Chart	Notes
Pellet Pistol (Stun)	4	P-Clip	12	60'/20 yds	I	Knockout Drops
Pellet Pistol (Poison)	3	P-Clip	12	60'/20 yds	I	Hemotoxin

Armor

Name	Dice & Adds	Notes
Reactive Suite Armor	3	Suit looks like normal semi-casual business attire. Can turn into a vac-proof suite in one round with hood-helmet and gloves. 3 hour air supply.

Provisions

- Earphone/radio
- Holographic Display Wrist Computer
- Expense Account for food and most expenses during the assignment.
- Security Access To Most Areas of the Station (Some Areas require escort by Crew or Officer)
- Disguise Kit

General Player Handout

Welcome to the Future!

Hello. Humans are, for the most part, the same as we've always been. The world and the universe, however, are always in motion.

Earth

Various large-scale and hyper-distributed small-scale measures have stabilized Earth's climate .

Money

Money is in universal Credits. Credit sticks can be either account-linked or not linked to an account. They can be secured to require biosensor verification, or unsecured (an unsecured, non-linked credit stick is the same as cash).

Space Colonies!

There's a healthy and self-sustaining colony on Mars. Mining in the Asteroid Belt means a lot of minerals are not as rare as before. Several Jovian and Saturnian moon colonies are near-self-sustaining. One extra-sol planet with a human-friendly environment is in the early stages of colonization, along with three other extra-sol worlds at the earliest stages of Terraforming.

Anti-Grav and Faster Than Light Travel!

Well, turns out that there are ways around that pesky light speed limit, after all. There's also highly efficient anti-gravity drive, which makes getting to and from orbit as easy as driving a country road in the early 21st century.

Space Tourism!

Space tourism has been a thriving industry for over two hundred years. With advances in propulsion technologies, the moon is a week's vacation, and Mars has replaced terrestrial destinations as *the* cruise destination.

Aliens!

We know of several alien species. Most are nice, all are odd by Human standards, and a few are dangerous.

Ask your GM to show or print out pages 14-17 of the main text (It also includes a sample price list for items on the *Cel-Maris*).

Pre-Generate Characters

Feel free to switch the gender of any of the pre-generated player characters.

Tomorrow's Technology Is Here Today!

Pellet Pistols - Using various advances in chemical and nano-engineering, this device allows security and law enforcement to handle most situations in a non-lethal manner. Lethal(Poison) pellets are for use with certain life forms such as Changers.

Sonic Carbines - This energy weapon requires some sort of medium in which to transmit shock waves (usually atmosphere, but also works in liquid environments and even directly onto a solid surface if in vacuum). It damages via very powerful and focused sound waves. Damage is two-fold, Str Damage & Con Damage.. Against non-living entities, just use the Con Damage. Damage spreads out via distance as per shotgun.

Blaster Rifles - These weapons use an energy pack and cartridge filled with distilled, ultra-pure water (good for 100 shots). A small amount of water is heated up to a plasma state, then fired out of the weapon using advanced magnetic technologies. Use caution when using in a space station or ship.

Laser Rifles - Minaturization of power sources and cooling systems can only be pushed so far. While a practical powerful laser pistol might never be realized, a sniper laser rifle is extremely deadly in the right hands.

Reactive Suit Armor - Advanced nanotech body armor that also allows the user to survive in hostile environments for up to 3 hours. The armor protects the user from up to 5 points of damage from either type of pellet round.

Wrist Holographic Computer - Think of a smart phone worn your wrist with even better motion sensors (including detecting motion for the other hand) and a free-standing/in-air holographic display. This might not be science *fiction* for that long.

Direct Neural Interfaces and Cyberspace - Plug your natural wetware into the grid/web/etc.... Again, how much longer this will be science *fiction* is unknown.

Chapter 10: MSPE™ System Stuff

Game Mechanics

- Changers can keep two different trains of thought in their minds at all times and are experts at masking their emotions and tracks from Psychics. The deep train of thought is their real thought, the surface train of thought is what most psychics or mind probes or such will pick up.
 - *Psychometry* and *Empathy* to get to the deep train of thought are all **Challenging** - failure means the psychic picks up the surface train the Changer wants to present.
 - *Telepathy* is **Normal** to establish a connection, but requires a **Difficult** to detect the deep train and a **Challenging** to actually enter and attempt to manipulate or read the deep train.
- Most passenger door/cabin/closet/bathroom locks are electronic and **Easy**
- Each passenger cabin has a safe that is **Difficult** to crack
- Elevators and doors in *non-critical* crew-only areas are **Normal** to attempt to hack/override
- Navigating a network to find a point to hack generally can't include *Cryptology*, but once the proper node is found by using *Computers*, then the SR to hack that point should allow *Cryptology* to add.
- Locks to the Command Center and Crew Quarters are **Difficult**
- Hacking a non-critical (life-support, navigation, etc....) system is **Easy** or **Normal**
- Hacking a financial or communications node is **Difficult**
- Hacking a critical (life-support, defense grid, navigation, etc...) system is **Good Luck**
- Locks on cargo containers are **Easy** or **Challenging** (if 'Sensitive' or 'Extremely Valuable')
- Interior walls act as 5 points of armor. Doing a total of 30 points to a 5 foot section will destroy it.
- Exterior Walls act as 20 points of armor. A total of 100 points to a 5 foot section will destroy it. If any attack does over 20 points of damage, you've got a leak, and when damage is greater than 35 points, the breach sucks things into vacuum: **Static SR3 versus ST** to stay inside the spaceship. 55 or more points, **SR5 versus ST**.
- Main Supports and Blast Doors act as 50 points of armor. A total of 500 points to destroy a 5 foot section.

Dynamic Difficulty

Use the chart below with the column corresponding to the Average Character Level for the **first** adventure.

Continue to use those SRs anytime you use *Cel-Maris* unless CUSEA is given a good reason to increase security measures on the next maintenance trip (say, the PCs are caught successfully breaking into a passenger's cabin safe...)

		SR (Target Number = 15+SR, except for 0)										
Difficulty	Calculation	1	2	3	4	5	6	7	8	9	10	11
Cakewalk	SR 0 (Target 5)	0	0	0	0	0	0	0	0	0	0	0
Easy	SR = (3+1/ v)/5	0	1	1	1	1	1	2	2	2	2	2
Normal	SR = (5+2/ v)/5	1	1	2	2	3	3	3	4	4	5	5
Difficult	SR = (7+3/ v)/5	2	2	3	3	4	5	5	6	6	7	8
Challenging	SR = (9+4/ v)/5	2	3	4	5	5	6	7	8	9	9	10
Good Luck	SR = (11+5/ v)/5	3	4	5	6	6	8	9	10	11	12	13

With Calculations, always compute using decimal points until the final result, then truncate (cut off) the decimals.

NPCs

Typical Passengers and Crew

Generic passengers simply have a 9 in all attributes, add in 1 to 6 points in appropriate skills if needed.

Generic crew has 9 in all attributes with 1 to 4 in relevant skills. Security personnel have a Pellet Pistol with non-lethal ammo and a Pellet Pistol skill of 2 and Brawling of 2. Most security staff have physically restrained passengers more than once, but none have fired a weapon at a real person.

Notable Individuals

Name	ST	IQ	LK	CON	DEX	CHR	SPD
Chief of Security Todd Wainright	16	9	12	15	18	8	12
Captain Alexander Slejerski	17	18	14	10	13	17	7
Chief Engineer Rahidi Eshe	15	17	10	12	14	9	14
Chief Medical Officer Alexandra Turkrush	14	16	18	11	17	12	5
“The Cheese” Head of Cargo and Supplies	19	20	9	19	12	11	9
Mongrongoro	22	11	16	21	14	4	7
Misalie Brownback	8	32	10	10	10	27	9

Skills are 1 to 7 as appropriate.

Chief Medical Officer Alexandra Turkrush will use only non-lethal methods unless she *knows* the Assassin is a Changer. The Hippocratic Oath extends to almost all sentient lifeforms, but the Changers are considered a threat in the category of a bacteria or virus.

Arturo and his Parasites

Name	ST	IQ	LK	CON	DEX	CHR	SPD
Arturo Hiromachi - 500 Quadrillionaire Geek	8	26	20	10	10	4	10
“Mona Da’ Gooda” - Escort	9	16	18	12	12	19	8
Susan Kostanzi - Secretary	10	14	16	14	14	12	11
Charles Durrant - Valet	14	12	12	16	12	11	14
Trudy Chambers - Lawyer	9	18	8	10	7	16	12

General skills are 1 to 4, with their speciality skills 8 to 12. The parasites had to be better than the competition to get to their position with such a “sweet sugar-daddy.”

General Player Handout

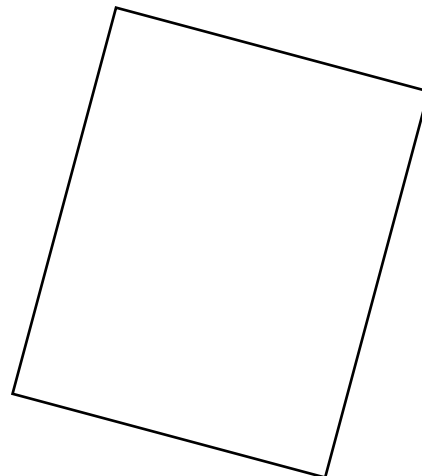
Page 37 is a generic player handout that should cover most games other than strict hard sci-fi. It is also suggested (on the handout itself) to print pages 14-17.



Name: **NPC Opponent - The Assassin**

IQ 18
 ST 22 HtH Adds _____
 LK 10
 DEX 16 Missile Adds _____
 CON 24
 CHR 16
 SP 13

Level 8



Carried 50,000 credits Stashed 250,000 credits

Gender Convenient Race Changer Nationality None Birthdate Unknown

Skills

Name	Level	Name	Level
Blaster Carbine	7	Pellet Pistol	6
Observation	6	OC - Assassin	4
Computer	4	Lockpick	6
Acting/Mimic	10*	Confidence	2
Ambush/Silent Movement	5	Self-Defense	4
Pugilism	4	Disguise	12*
Knife Fighting	5		

Weapons

Name	Dice & Adds	Ammo	Capacity	Range	Chart	Notes
Collapsible Blaster Carbine		Plasma	60	300'/100yds	II	Night Scope: +20 to hit farther than 50 yards
Carbon-Fiber Knife w/ monofilament blade		NA				

Armor

Name	Dice & Adds	Notes
Natural (Built Like Putty)	3d for projectile (bullet, sword, etc...), 2d for laser or blaster, 1d for melee/wider impact	

Provisions

Holographic Display Wrist Computer
 Anti-toxin (4 doses)

Notes

Overconfident and Paranoid
 Poison acts as normal.
 * Natural Capabilities are already factored into skill level

Chapter 11: Bibliography

Bibliography

The following material provided inspiration and technical information referred to in the creation of this product. Most scientific data was approximated in the *Cel-Maris* setting and *A Playful Death* mini-module; while real-world data and science is followed as closely as possible, this is a work of fiction, not a technical manual.

“Buzz Aldrin’s Roadmap To Mars - A PM Exclusive.” BUZZ ALDRIN with DAVID NOLAND
Illustrations by Jeremy Cook

Published in the December 2005 issue of Popular Mechanics.

http://www.popularmechanics.com/science/air_space/2076326.html?page=1

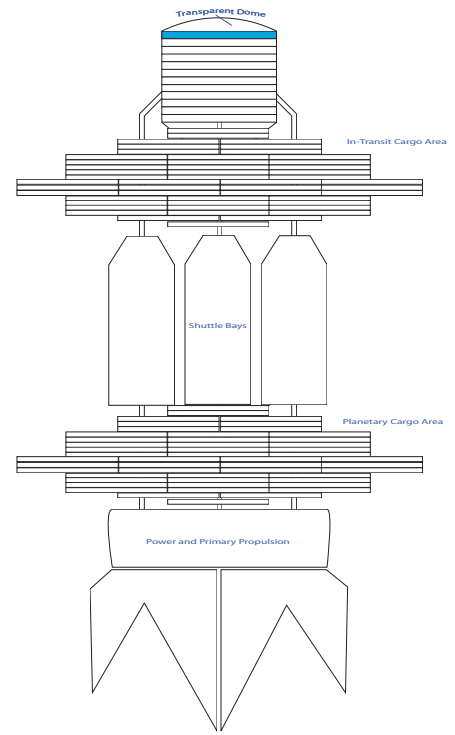
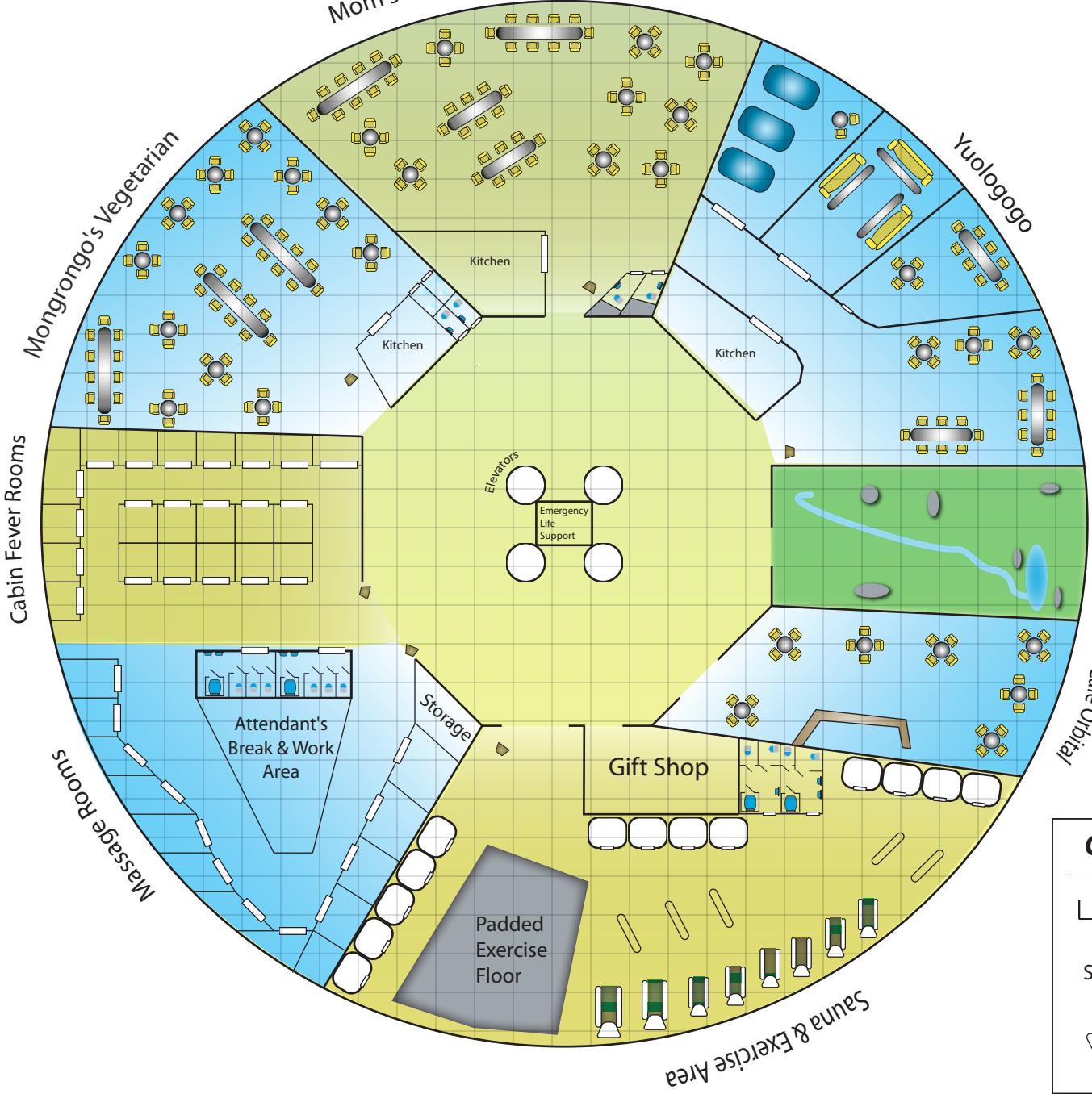
NASA Solar System Exploration Website

<http://solarsystem.nasa.gov/planets/index.cfm>







Mars Exploration Website (Jet Propulsion Laboratory)

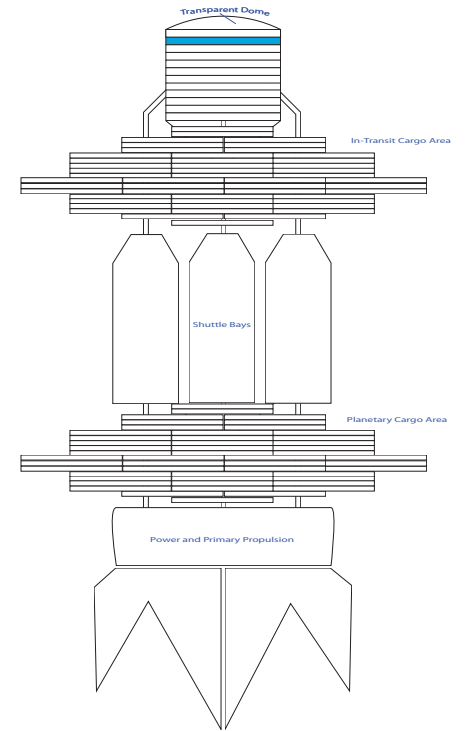
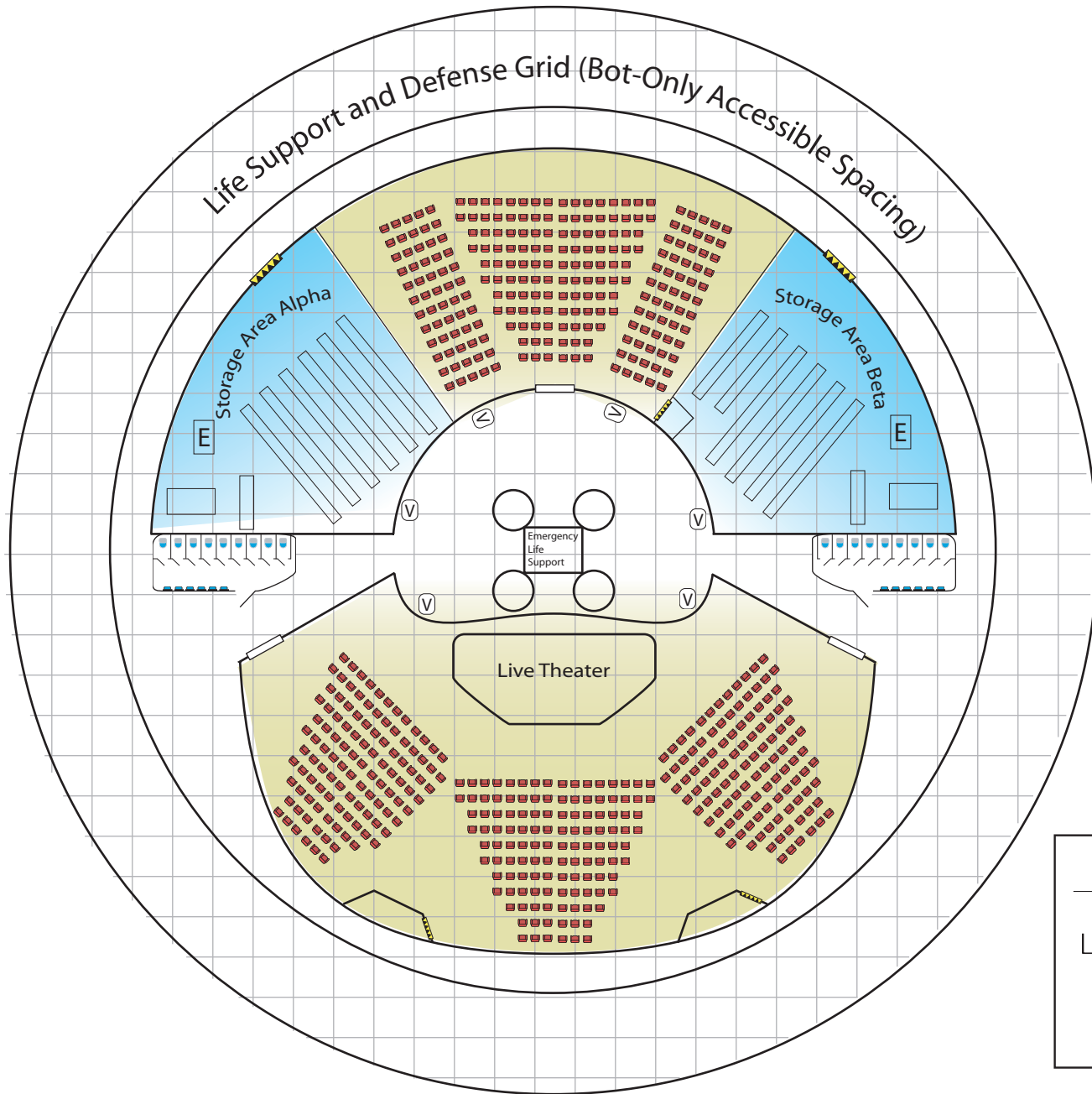
<http://mars.jpl.nasa.gov/>

Mom's "Standard Earth" Restaurant



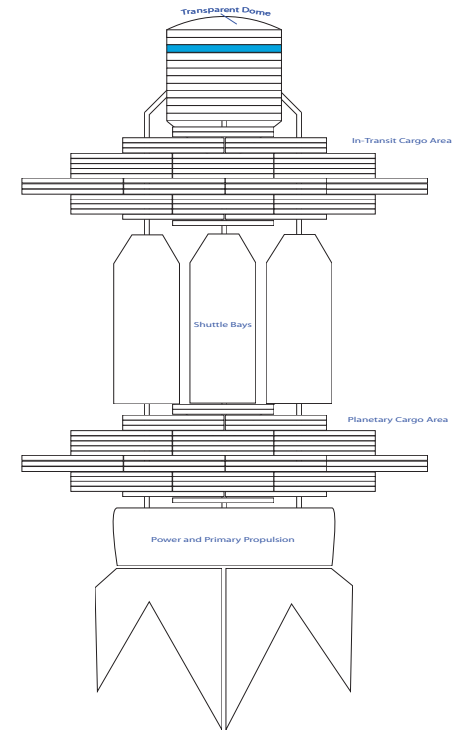
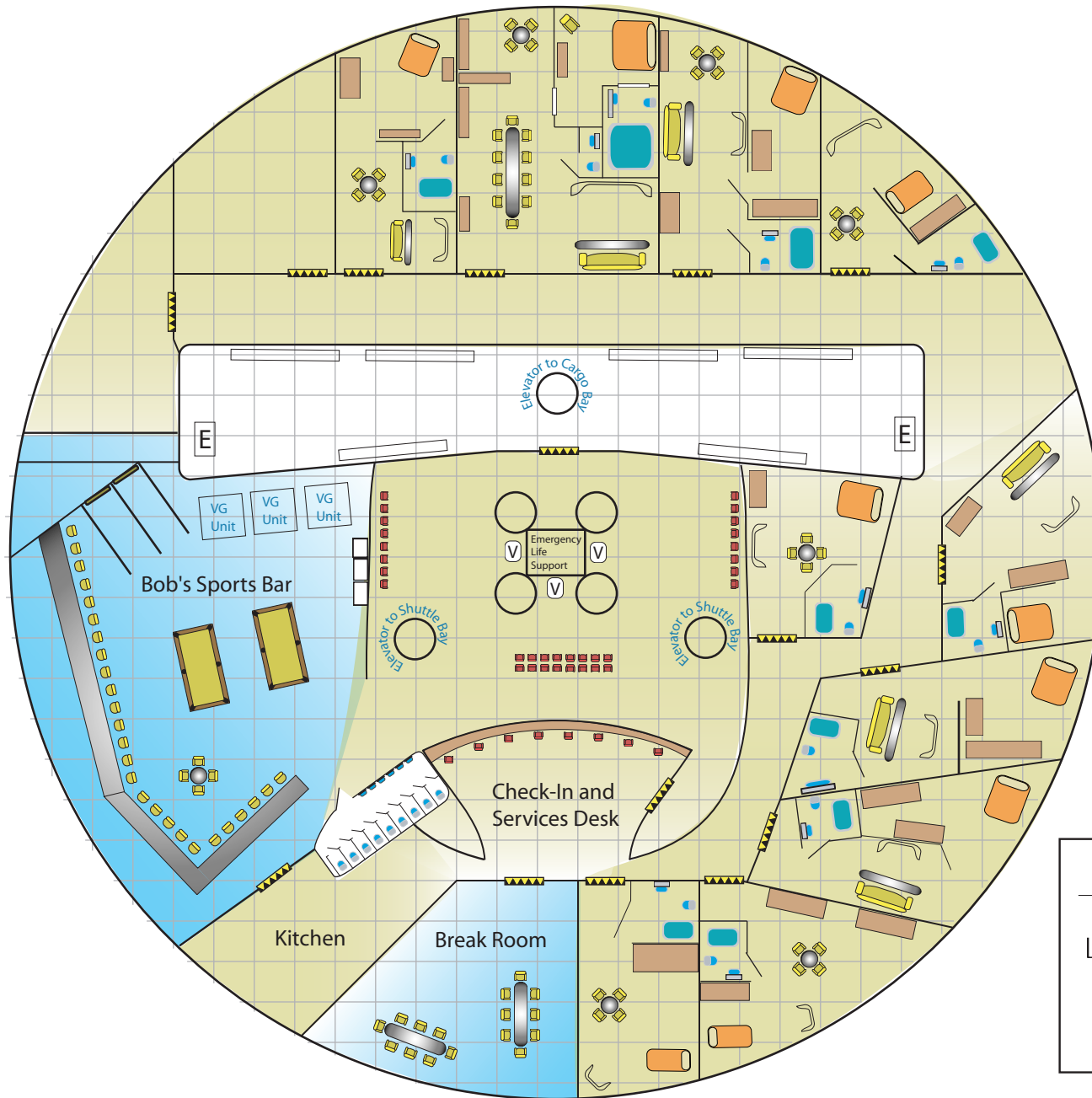
Cel-Maris Station, Top (1st) Level

-  = 15 Feet / 5 Yards
-  Sliding Door
-  Sauna
-  Pool
-  Anti-Inertia "Weights"
-  Treadmill



Cel-Maris, 2nd Level

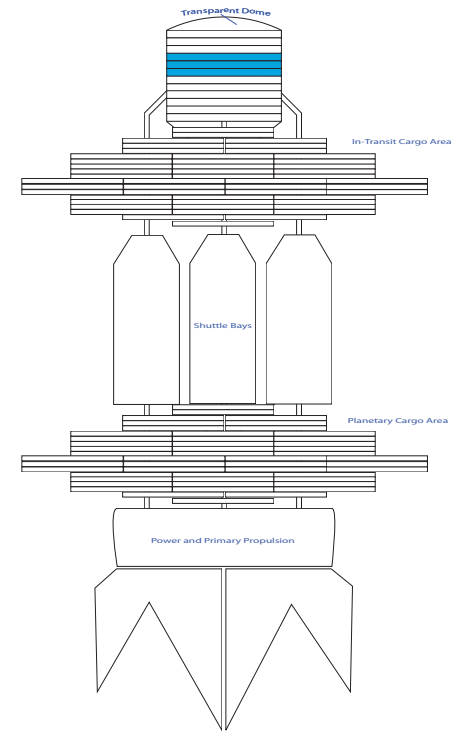
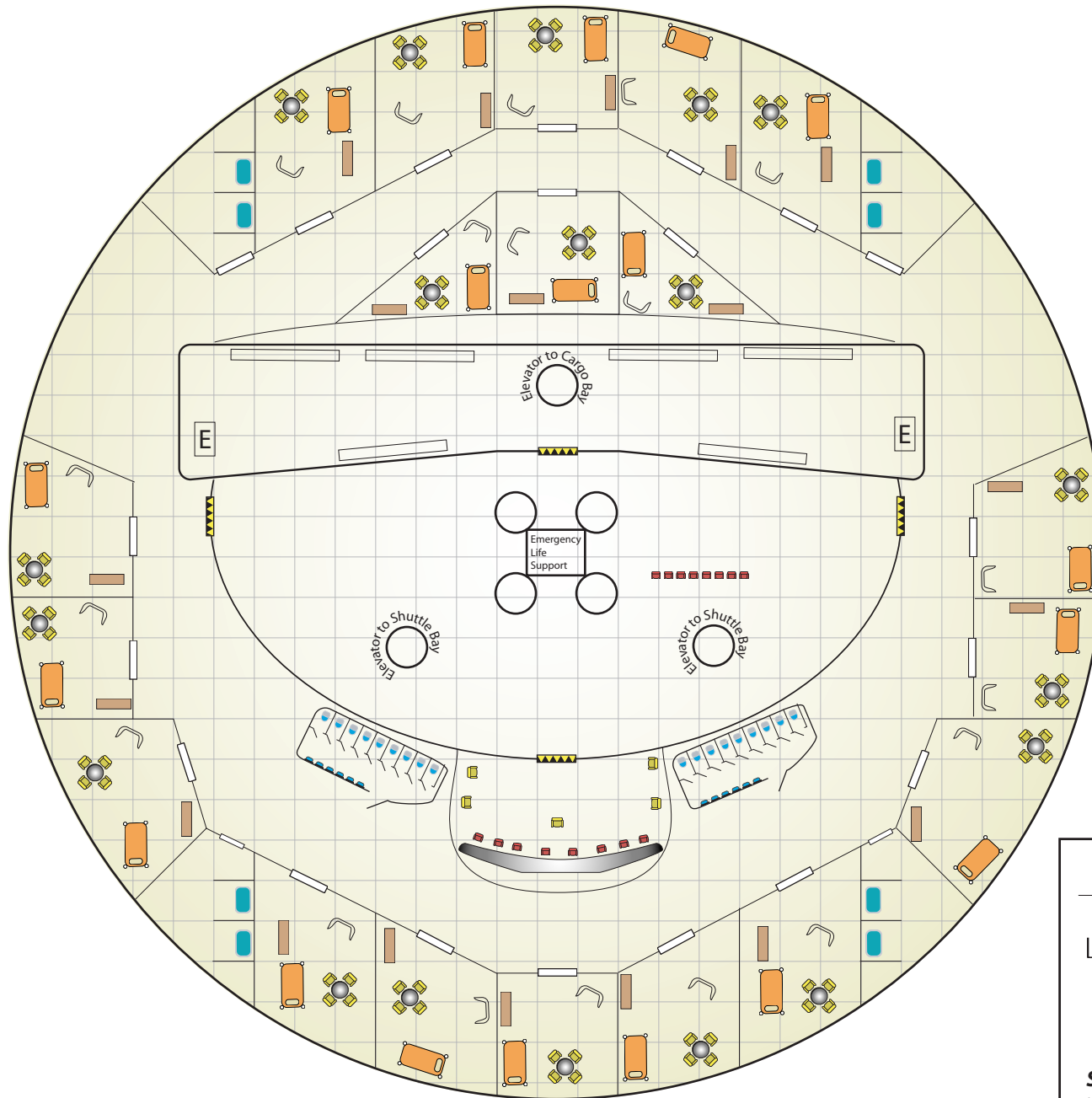
- = 15 feet / 5 yards
- "Secure" Door
- V Vending Machine
- E Cargo Elevator to Area Below






Cel-Maris, 3rd Level

□ = 15 feet / 5 yards

Ⓥ Vending Machine E Cargo Elevator to Area Below



Cel-Maris, 4th-6th Levels

- | | |
|---|--|
|  = 15 feet / 5 yards |  Sliding Door |
|  Shower | E Cargo Elevator to Area Below |

Special Note: A Room Key Card or Security badge is required to enter this level from the elevator.