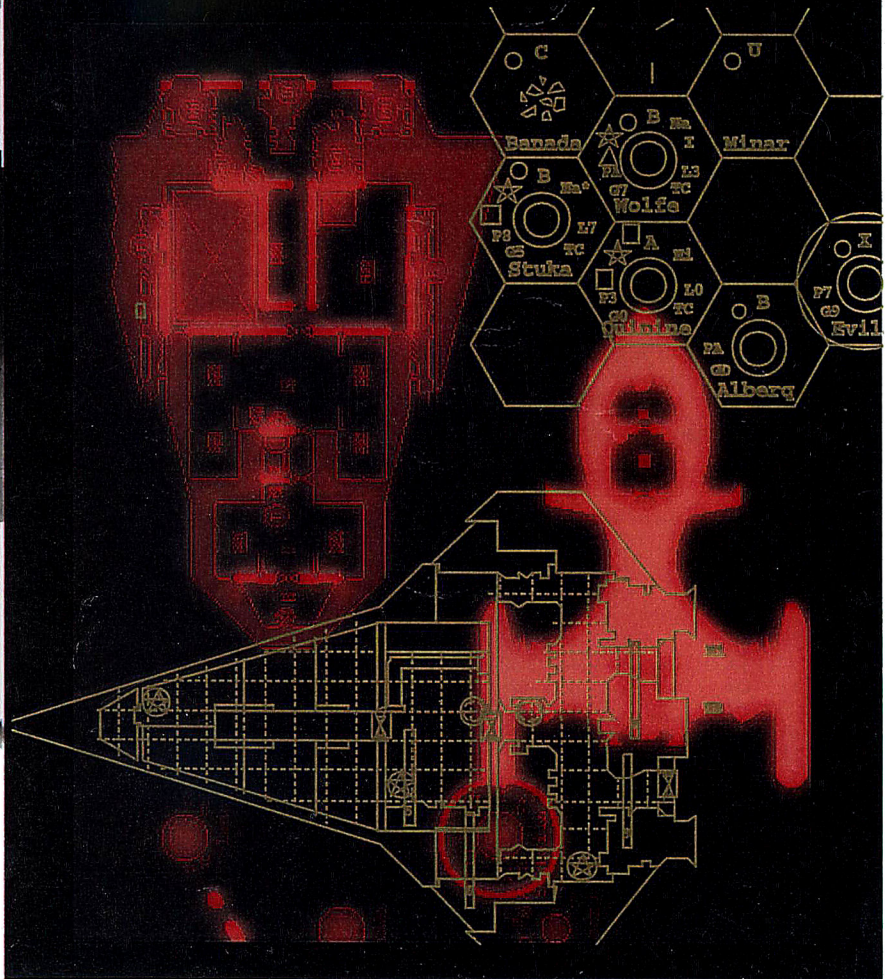


A supplement for

MARC MILLER'S
TRAVELLER



101 PLOTS



101 PLOTS

A supplement for

Traveller®

"The moon is low tonight."
"Er, the triangle is a beautiful shape."
"Triangle? I said, 'The moon is low tonight!'"
"What's the moon got to do with it?"
"Well that's the code I was given."
"Well they didn't say anything to me about moons - triangles, yes, moons, no."
"Dear Yukka-in-heaven. Can't Duplait even organise a simple contact?"
"Duplait?"
"Errr, I think we might..."
"Wrong contact, huh?"
"Oh well. Happens all the time. What job are you hoping for, then?"
"Mercenary. Bit of bodyguard stuff."
"Oh, I'm in battlefield medical supplies, myself - Meredith Tech."
"Hey, we use those. Damn good for emergency wound treatment. Howabout we discuss this over a coffee."
- Sgt. Alan 'Fireball' Wilken and Dr. Sarah Frierman, Dingir starport

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101 PLOTS

or

"A useful handbook when the referee runs out of ideas..."

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**Ask at your local games shop for the latest BITS
supplements...**

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Introduction

What's in this book and how to use it

This booklet is intended to help Traveller® referees survive those gaming sessions where things just aren't going the way they thought they would...

Introduction

The game session arrives. You've not had time to prepare the game this week and *then* the players announce they want to jump to a system you've not detailed...

Now is the time you need a few plots – either:

- to fill in time while you consult your list of pregenerated adventures, or...
- to distract the players from following an undesirable course, or...
- simply to provide background 'colour' to any world or location, or perhaps...
- as the foundation for a complete adventure.

Plots are an essential part of any game. A well thought-out plot can lead to hours of exciting gaming. There are many sources of ideas for plots: television, books, newspapers, all of which surround the referee. Occasionally, however, the creative spirit runs dry and pre-prepared material is beneficial. Additionally, in such a game as Traveller the characters usually have a great deal of control over their actions and may go in directions which the referee did not anticipate and therefore could not be prepared for.

The purpose of this supplement is to give referees a condensed resource of ideas. Rather than give a fully worked out scenario with all loose ends tied, a large number of basic plot ideas are presented. The referee can pick them up and run as presented, filling in the details as they go, or else work them into a large scheme.

The book uses a consistent background which is independent of the Traveller era or

Milieu and is thus easy to adapt to any campaign. Data on these background elements are given in the Library Data starting on p.37.

TAS

The Travellers' Aid Society (TAS) is an exclusive club for those who travel the stars. Membership is expensive but may be acquired as a benefit when mustering out from various military services – a substantial reward reflecting exceptional service by the individual.

Among the many services provided by TAS, are the traveler's centres on most worlds with major starports. Many facilities are available at such installations, including ticket reservations, hotel bookings, local interest recommendations and cheap accommodation and food.

However, perhaps the most important service provided to player-characters (PCs), is an indirect service – a location to meet other travelers and patrons. They may simply be interested in locating others who share their interests, or specifically be seeking gainful employment. Because of the wide variety of people who pass through, of all ranks and stations, it is a rich place for those seeking adventure or patronage.

Patrons

This booklet contains a number of patron encounters (starting on p. 5) – people with potential employment for the player-characters.

These may be encountered directly at a starport or in a TAS facility, but in most cases the lead to the patron will be via a notice or advertisement.

Each Patron entry has multiple possible outcomes, which the referee may select using a die roll, or as best fits the game.

Introductions

Frequently the referee may have a series of adventures they wish to run involving an institution that is part of the background. The Introductions section (beginning on p.18) provides a number of example tie-in pieces to bring the PCs into contact with a selection of organisations.

Notices

There are several sections (starting on p.22) for various types of notices, advertisements and messages that may be encountered in a game.

When the PCs pop into the local Travellers' Aid Society hostel and ask "What's on the notice board" the referee no longer needs to look at their preplanned adventure and start reading... "A small team wanted for..." Instead, the referee can make life interesting, by disguising the main adventure hooks amongst a range of other notices, some of which are red herrings, others potential leads, useful introductions, etc.

Sections

This book contains the following sections:

Patrons

People with jobs that need doing (starting on p.5).

Introductions

A means of introducing the PCs to corporations and other groups (starting on p.18).

Job Advertisements

Notices for potentially profitable jobs (beginning on p.22).

Red Herrings

Notices for not-so profitable jobs (starting on p.27).

Information

Useful sources of information for the PCs (beginning on p.30).

Personals

Some personal messages to intermingle with the other notices to confuse and amuse the players (p.33).

Gimmicks

New items to introduce while shopping for equipment or speculative trade goods (starting on p.34).

Rules and Tasks

The patrons described in this book are sufficiently generic that almost all of them can be used for any Traveller milieu. Tasks are not given in the text; the referee should refer to the appropriate rule set for details of the appropriate task system.

Attributes, skills and equipment are generally common to all the Traveller rule sets. Notes for GURPS Traveller are given thus: (*GT: note*).

101 Plots

For those few sad people who have read through this book and counted the plots (yes, we know we have readers like that), you will notice that there are actually more like 140 plots (including all the personals, etc.). Okay, so we couldn't count...

...well, actually, it's because *140-ish Plots* doesn't sound that snappy. Whereas *101 Plots* does. So there.

Supplementary Material

When trying to run a game off-the-cuff, using the material within *101 Plots*, the referee may also need to create the background quickly – special locations, people and cultures. Our other products provide this: particularly *101 Rendezvous*, *101 Governments* and *101 Religions*. Further adventure ideas are given in *101 Patrons*.

One common source of adventure is the patron. A patron is someone the PCs meet who wishes to contract their services. Usually they have some sort of inducement to encourage the characters to do their work for them. Sometimes this is beneficial, like promised payment. Sometimes it is forceful, like threatened legal action. Sometimes they just appeal to the character's good nature.

1. Mercenary

Briefing

The PCs are mercenaries or privateers in an area that has seen endemic warfare. They are approached by an officer of a privateer vessel who explains he has a delicate personal problem that they may be able to remedy. Should the PCs be willing to listen, he will explain that his captain has withdrawn their ship from a strategically vital attack, because he has been mortally offended by the captain of another vessel – nominally his employer, and thus superior, on this mission. The employer has stolen the first captain's personal share of booty from a previous raid, simply to humiliate him.

Rather than attacking his employer to regain what is rightfully his, the offended captain wishes to withdraw his services, and has forbidden his crew to seek revenge themselves.

The patron will explain that he does not want to see his captain break contract, as it would make it difficult to get future employment for the ship and crew. He would like the PCs to retrieve the stolen booty without worsening relations between the two captains, and ideally in such a way that relations can be speedily patched up.

Outcomes

- 1-2 All is as described.
- 3 The booty is a famous artwork or religious artefact that may have special significance for a PC's culture.
- 4 The booty is a frightened young POW who is either (1-3) being held for ransom from her aristocratic family or (4-6) being forced to be a concubine.

- 5 The officer is actually working for the employer, attempting to ruin the reputation of the offended captain.
- 6 The officer is an Imperial Secret Security agent, undermining the effective power of mercenary fleets.

2. Investigative

Briefing

The PCs are employed by a journalist to gain evidence of human rights abuses. She has some evidence of police-organised killings of "undesirables", but needs more graphic proof before she can publicise it. She has asked the PCs to join the police to gain this evidence for her – she'll tell them that the police are all thugs, and don't require character references, so it should be easy to join. (The PC's may be quite insulted!) Indeed, it is fairly easy to pass the recruitment requirements for the police.

Outcomes

- 1 All is as above.
- 2-3 Several weeks of boring training and basic legal matters are covered before the PCs end up assigned to a variety of positions depending on their skills. Eventually it will appear that their patron was wrong, or that things have been successfully covered up.
- 4 Training occurs as in 2-3 above, but the PCs' main trainer seems unusually racist. He especially hates the impoverished underclass of the city, which he regards as "barely human".
- 5 As 4, but should the PCs respond favourably, the trainer will have them assigned to a police patrol that works as a death-squad after-hours.

- 6 The PCs are sent out almost immediately with experienced NPCs and initiated into "cleaning up the city". Little effort goes into hiding their activity.

3. Premium Cargo

Briefing

The PCs are contracted by a small shipping firm to express deliver a luxury cargo to the capital city of a world in the next system. The contractors will say it is the first urusk fruit of the season, and a premium price will be paid by importers. There are eight 2-ton cargo canisters. The patrons will offer twice the normal freight charge to the PCs.

Outcomes

- 1-2 All is as above
- 3 One of the cargo containers accidentally opens during jump, revealing the fruit to have a particularly disgusting and lingering stench. Fruit pulp or juice on clothing will leave a greenish, indelible stain and the smell will linger through many washes.
- 4 As 3, but large poisonous insectoids are hiding amongst the fruit.
- 5 The fruit have been injected with a controlled substance which the receivers are eagerly waiting to extract. If the PCs attract hostile attention from customs, this may be discovered.
- 6 The patrons have been contracted by an antagonist of the PCs to get them out of system for some reason.

4. Gods

Briefing

The PCs are, for some reason, temporarily stranded on a pre-tech world where the natives mistakenly identify them as their gods.

Outcomes

- 1 All is as it seems – the PCs get to indulge their egos.
- 2 While outlandish behaviour is at first accepted, the natives grow suspicious at the PCs' lack of cultural knowledge.

- 3 The PCs' religious duties of giving blessings involve strange and disturbing ceremonies.
- 4 The natives' religion is fairly uninteresting to the PCs, being involved with ethical behaviour and exceedingly long debates on morality. They will not hesitate to put their 'gods' straight on matters of doctrine.
- 5 The natives' religion expects that mortal manifestations of their gods will show up regularly. They will be polite and respectful, but not overwhelmed.
- 6 As 5, but after a certain time, the mortal gods are sent back to heaven via a sacrifice ceremony.

5. The Tip-Off

Briefing

Shortly before they are due to leave port, a regular contact of the PCs informs them that a firm which has contracted them to deliver freight is, in reality, controlled by organised crime. She hints they should not take the cargo or they will regret it.

Outcomes

- 1 The contact's information is correct, but this cargo is quite legal.
- 2 As 1, but the contact is found murdered. She was last seen with the PCs.
- 3 The cargo contains the carefully jointed corpse of an elderly man.
- 4 The cargo contains contraband. If it is not delivered the receivers will be highly displeased.
- 5 The contact is mistaken.
- 6 The contact has deliberately lied so that the business will go to another contact of hers.

6. Personal Protection

Briefing

The PCs answer an advertisement for corporate operatives. Their employer works for an influential company in the subsector. He tells them that his own superior needs a job done: three potential employees of the company's R&D section have been targeted by a rival company. The PCs are to extract

these scientists from their current places of employment before they can be kidnapped or assassinated. Any reasonable amount of equipment and expenses will be supplied, and a hefty bonus will be paid for success.

Outcomes

- 1 All is as above.
- 2 The patron's company has grown tired of the scientists' vacillations, and wishes to aggressively hire them immediately, figuring large enough salaries will ease the humiliation.
- 3 The scientists are actually on the hiring list of a rival company, and the patron's company is staging a pre-emptive strike. They would prefer to receive the scientists alive, but under no circumstances want them falling into the rival's hands.
- 4 As 3, but the rival company is well-informed and will have rival teams to extract the scientists.
- 5 The scientists do not know anything about either company and will attempt to sue (the company's lawyers will successfully hang the blame on the PCs, if necessary).
- 6 The scientists are engaged in unethical medical experimentation, and will assume the PCs are a police team. Their vague and hysterical protestations of innocence may give the PCs hints that perhaps they can blackmail their patrons for more payment.

7. Help Me!

Briefing

While meeting a regular contact in a backstreet night-club, the PCs notice a very young, very drunk man. He regularly buys drinks for all present, and openly buys drugs. When the venue is caught up in a police sweep, he latches on to the PCs, weeping and begging them to get him out and away. He promises vast payment and gratitude if they will help him.

Outcomes

- 1 All is as above. He can pay Cr1,000.

- 2 The young man's influential family reported him missing 2 days ago. An officer sees him with the PCs, and will draw attention to this fact.
- 3 As 2, but the PCs successfully get out with their charge. Some police will follow. The young man offers a story about being an international jewel thief, and offers them even more money to help him escape.
- 4 He's even younger than he looks, and the PCs are now suspected of various nefarious dealings with a minor. If apprehended, the family will insist on the PCs being charged with corrupting their son's morals, supplying him with alcohol and illegal drugs, and statutory rape.
- 5 As 4, only at some point the youngster manages to slip his ID, money and his father's credit card into a random PC's pocket. If the PCs are apprehended, the charges now include kidnapping and theft.
- 6 The young man belongs to an organised crime family (which have not reported him missing). His family have searchers out looking for him. The police will not pass up the opportunity to get information out of the man if they apprehend him. The crime family may then believe the PCs were acting for the police...

8. The Lover

Briefing

The PCs are approached by a stylishly dressed lady with two extra-large bodyguards. She introduces herself as Oraiste Yarom, a local business woman, and explains she has lent a large amount of money to a friend with whom she is no longer on speaking terms. He has declined to pay her back, but she doesn't want the embarrassment of going through public legal channels. She's sure her friend would come to his senses if they spoke face to face, and she'd like the PCs to fetch him.

Outcomes

- 1 All is as above.

- 2 Ms. Yarom is highly placed in a local organised crime family. She made the mistake of having an affair with a member of another 'family'. While the families are officially on good terms, she feels her reputation is being damaged by allowing her ex-lover to walk around with such a large debt. She wants him brought to her without either family, or the authorities knowing. She plans to kill him.
- 3 As 2, only the aftermath of the affair has indeed lessened Ms. Yarom's reputation. As she concludes her dealings with the PCs, an assassination attempt is made by the ex-lover's followers.
- 4 As 2, but members of Ms. Yarom's family attempt to stop the PCs.
- 5 As 2, but the ex-lover suspected a move like this, and is holed up in a secure area with many guards.
- 6 As 2, but the ex-lover is rumoured to be turning state's evidence. His family, the Yarom family, and the PCs are all after him. He is currently in protective police custody.

9. Union Blues

Briefing

The PCs are employed by a representative of a shipping and warehousing company to deal with worker unrest. The company's workers are mainly drawn from its home world, and are employed at its facilities throughout the subsector. Far from home and generally unskilled, they do not tend to cause trouble. However, safety regulations are not observed and there are long shifts. Contacts outside the workforce are heavily discouraged and the workers are paid well below the norm.

Now, a troublemaker has appeared, and is attempting to unionise the workers, ignoring the great benefits the company brings to their world's economy. At least one of the PCs is from the company's home world, and the patrons want the incipient union movement infiltrated and destroyed from within. They want the troublemaker thoroughly discredited with the workers before they take further

action against him, as they do not wish to create a martyr.

Outcomes

- 1 All is as above.
- 2-3 The unioniser is rather naive and believes that seeing the workforce united against injustice will naturally lead the company to bring about better conditions. He may be easily tricked or misled.
- 4 The unioniser is a political science graduate of a university on the home world. While his knowledge is rather theoretical and abstract, he is genuinely horrified at the awful conditions and wishes to change them. Unfortunately, he tends to be a little disdainful of the uneducated workers and has alienated some of them.
- 5 The unioniser is a long time workers' activist, and has practical experience of how to create workforce solidarity and keep it going long enough to change things. His demands are sensible and realistic.
- 6 The unioniser is but one of a group of hard-line activists seeking to attract attention to the workers' plights by means of violent action, co-ordinated across all the worlds where the company has holdings.

10. Starship Apprentices

Briefing

The PCs are engaged in a local scheme to open up career opportunities to young people. They are expected to allow 2-4 apprentice level youngsters to observe them at daily shipboard work while they are in dock.

Payment is merely the youngsters' board and keep, and a small stipend which the PCs are expected to pay to their apprentices as wages. Ships that take part in this scheme have been known to be looked on as "good types", and have had decent freighting contracts put their way.

Outcomes

- 1 All is as above.
- 2-3 The PCs get fairly normal kids, aged 12-14 (i.e., they sulk, whine, get

offended easily, but occasionally have great fits of enthusiastic work).

- 4 The PCs get a selection of problem kids, aged as in 2-3 above. They lie, steal, and drink the PCs' alcohol.
- 5 One of the kids has taught herself a great deal of one shipboard skill. She does not have much practical experience, but that won't stop her, e.g. trying to dismantle the jump drives to give them an overhaul.
- 6 A kid stows away, and isn't found until the ship has jumped. (1-3) the kid is a starship enthusiast who wants to lead a romantic life, (4-6) the kid has some problem with the law.

11. Quick Departure

Briefing

The PCs are an hour or so from departure when a young couple come up and ask for low passage to the PCs' next stop. They are dressed in bright cheap clothes, have very little luggage, and say they want to start a new life on a new world.

Outcomes

- 1 All is as above.
- 2-3 The young couple are prostitutes fleeing their pimp. They have been spotted approaching the PCs' ship, but there is little that can be done by the pimp other than verbal threats.
- 4 As 2-3 above, but the pimp goes to a dockside lawyer and has a solicitor's letter served on the PCs, claiming they are helping his employees break contract. The PCs can ignore this ploy, but it might delay them.
- 5-6 As 2-3 above, but the young couple are fleeing with last night's takings for their own work, as well as the takings for all of the pimp's people. He will hire some muscle to intimidate the PCs into turning their passengers over.

12. A Messy End

Briefing

A wealthy businessman takes high passage with the PCs. On the third morning of jump, he is discovered dead in his

stateroom, shot through the left temple (he was left-handed). A pistol lies on the floor.

Outcomes

- 1-2 All is as above, the business man has committed suicide.
- 3 The businessman's secretary (travelling middle passage) has shot him in a moment of rage on being told that their affair is over. The secretary (1-4 female, 5-6 male), is jumpy and guilt-ridden.
- 4 The businessman was intending to take up a job with a new company, and was assumed to have engaged in industrial espionage. His old company sent an assassin on the PCs' ship. The assassin (travelling low passage) had a "heart complaint" that necessitated a "medic" from his "insurance company" operating his low berth. The low berth was automatically set to release the assassin on the second night of jump, and automatically go back into operation 50 minutes thereafter. The assassin has the normal chance of dying, so this scenario may involve the PCs discovering that one of their low berths appears to have failed.
- 5 All the passengers seem to be acquainted with the dead business man; none liked him. Several seem to have had motives for murder (e.g. careers ruined, children seduced and abandoned, he was blackmailing them), and almost all of them had the opportunity...
- 6 One of the middle passengers is a homicidal maniac, who will strike again the next night, and the next...

13. Religious Fervour

Briefing

The strategically important planet on which the PCs are currently based suddenly experiences a wave of nationalistic fervour, with the rise of a native religious leader proclaiming herself destined to "sweep away Imperial domination". Although she has been active for some time, only when a rally sparks

off a huge riot do the Imperial authorities on world take notice and arrest her.

The whole city erupts, and riots seem likely to spread to other areas. The PCs are approached by some of her followers who ask them to aid in a jail break. They offer to pay in jewellery and other small items of value.

Outcomes

- 1 All is as above, the jail has standard security.
- 2 The Imperial authorities have no intention of allowing the world to slip into anarchy, and institute widespread arrests. All off-worlders are put into government compounds for their own safety. The jail's security has been increased.
- 3 As 2, but the authorities are brutal in their putting down of the riots and relocation of off-worlders. The leader is being held in the depths of the government buildings.
- 4-5 As 3, but the authorities have extracted information from the leader by unethical means. If rescued, she will slip in and out of consciousness and will be unable to walk. When her followers start being picked up, the PCs' names may come to official attention.
- 6 The leader has died under torture. Not only is this an embarrassment to the authorities (whose spin doctors are already at work), but if the PCs manage to report the fact to her followers, there will be wholesale insurrection.

14. Popular Poet

Briefing

The PCs are approached a distinguished Naval officer, Sir Gorodin. He has retired from active service and has since held a post in the local Naval Academy. At the appeal of local fans he has nominated a Sylean folk-singer, Baradon Diflin, for Imperial Poet Laureate. This has caused some controversy as popular music has never been classed as poetry in this regard before. Much as he has achieved his success through foreign appeal, Sir

Gorodin thinks that the efforts of the PCs might have the same appeal.

What he wishes the PCs to do is to frequent import music stores and to pass out literature about the nomination and attempt to encourage locals to write letters of support to the Imperial Ambassador. He is prepared to offer the PCs a letter of introduction to any Naval officer of rank Commodore or lower.

Outcomes

- 1 All is as it appears. Sir Gorodin has always been a fan and is very keen to see the nomination go forward.
- 2 Sir Gorodin has never had time for folk-music. He put forward the political nomination due to local political pressure. He only desires to foist off the actual work on someone else.
- 3 The fans of Diflin on this planet are in the minority and largely made up of immigrants. Sir Gorodin feels this is a good chance to impress Imperial culture on the locals.
- 4 One of Diflin's more popular songs is being used prominently in a local election campaign by an Imperial sympathiser. Although the Imperium cannot interfere in local politics, Sir Gorodin's nomination gives an excellent excuse to promote the song.
- 5 Shortly before the nomination, Sir Gorodin bought the rights to a large number of Diflin's earlier, neglected works. He hopes now to increase their value enormously.
- 6 A large undercover Imperial operation is currently underway on this planet. The various broadcast literature and letter-writing campaigns surrounding this nomination allow for coded messages to be exchanged with little chance of the government's stringent anti-spy department's intervention.

15. Culling the Herds

Briefing

The local planet has experienced a wave of public fear recently that a strain of bacterial infection common in their Yip herds can cause a similar infection in humans through

consumption of their milk and meat. Although a firm scientific link has yet to be established, the government has ordered the culling of all the herds. Unfortunately regulations call for the carcasses to be rendered in a fusion furnace and the planet's incinerators are overbooked.

To help ease the backlog the government is packing the carcasses into freight containers and hiring cargo ships to lift them off planet and send them on a collision course for the sun.

The party will be approached by someone intimating that they are from the Silver Panthers "investments branch". They believe that ultimately the bacterial infestation will either be declared harmless or else a cure will be found. They would like the PCs to divert as many of the doomed Yips as possible. They will suggest either intercepting them after they are set on course for the sun, bribing the pilots to release them on a slightly different course, or else hiring on as pilots themselves.

Outcomes

- 1-2 All is as presented. They will be paid Cr500 per ton for recovered Yip cargo.
- 3 All is as presented. However solar flare activity will complicate retrieval of the Yip containers.
- 4 As 1, except that the local system defence boats are patrolling the solar chromosphere and will investigate any unusual activities.
5. The operative is not from the Silver Panthers, but is a concerned ecologist. The real Silver Panthers have, in fact, already substituted the carcasses on the dock and the containers contain soiled hospital linen.
- 6 As 5, but the Silver Panthers want revenge and have rigged some of the containers to blow if tampered with.

16. Market Survey

Briefing

The PCs are employed in a market survey to find out if *Gee Whiz Fizz* soft drink is more popular than *Check In*. The work is boring but pays enough to subsidise a minimal lifestyle.

- 1 All is as presented.

- 2 PCs get the chance to make witty comments on the local radio station.
- 3 *Check In* is revealed to have mild aphrodisiac qualities. There is a rush on sales.
- 4 Both brands are acidic enough to strip the lining off tin cans. The PCs are hassled by irate nutritionists.
- 5-6 Whatever results the PCs obtain concern their employers, who sack them and also threaten them to ensure the results remain confidential.

17. The Visit

Briefing

The PCs are approached by a lawyer. He will draw the characters' attention to a recent sensationalist news story about a woman sent to jail for refusing to comply with a court order allowing contact between her daughter and her violent, former partner. The lawyer represents the father and says he has a neurological chemical imbalance exacerbated by his nagging partner. The only stable point in his life has been his daughter. It is highly necessary that he maintains contact with her for therapeutic reasons. As the woman has been granted an appeal he still has not been able to see her and they will almost certainly lose the case as his condition worsens. He is willing to pay the PCs to bring the girl for a visit by whatever means possible.

Outcomes

- 1 All is as presented. The man will ring the PCs incessantly for progress reports.
- 2 As 1, but the man is beyond help and will scream and rave at his daughter, causing great distress.
- 3 As 1, but the man is a raving lunatic and the lawyer is in it only for the money. The man escapes from confinement and will try to kill the daughter, his former partner, the PCs, and the lawyer.
- 4 The man cares nothing for the girl and merely wishes continue his psychological harrassment by embarrassing the woman and making her feel impotent.

- 5 The girl is very wayward and wants sex, drugs, and wild adventure. She will do anything the PCs request for any of the above.
- 6 As 5, but the woman has hired three "minders" to keep her in line.

18. Bank Check

Briefing

A government official of the planet the PCs are visiting contacts the group. She says that "The Imperial Deposit Bank" has been advertising widely on public channels offering a very good investment rate. It is based on a small asteroid in system orbit and thus outside the governments regulatory remit. The government is concerned that the bank is not protected by its insurance scheme and if it failed their citizens would unfairly demand reimbursement from the government. She wants the PCs to check out its operation.

Despite its grandiose name the bank itself does not claim specific imperial warrant. It refers all questions to its parent branch on a nearby world.

Outcomes

- 1 All is as presented. The bank is a legitimate operation.
- 2 The bank is a Silver Panther front for laundering money. The investors' money is perfectly safe, as it allows the Panthers to conveniently transfer funds. However, they don't like too many questions being asked.
- 3 The bank's premises are really just a large ship disguised as an asteroid. If any sort of legal action is taken they will break dock and jump out of system with their money.
- 4 The bank's parent branch is on a depressed world where the interest rates offered by that branch are comparatively low. They are simply trying to get access to hard currency to help their financial status.
- 5 The bank's parent branch is the same as 1, 2, or 3 above.
- 6 The bank is a wholly owned private concern of the Royal Family set up to generate non government funds to use

for private investments. They don't like attention.

19. Scapegoats

Briefing

Sixteen local ex-generals are being tried for murder, attempted murder and conspiracy to murder in their support of violent police actions to curb public unrest just before the recent Imperial take-over. They claim they are being made scapegoats by the local government. The PCs are contacted by junior army representatives who wish to hire them to help correct the situation. The true evidence was diverted and suppressed by the current government. They want the PCs to re-plant this evidence which will exonerate their commanders and lay the blame on the current political establishment.

Outcomes

- 1 All is as presented.
- 2 The evidence is faked and is a political ploy to support a coup.
- 3 The former generals had close ties with the Golden Vale Assassin's Guild, who will be present to ensure that none of the generals make it to court. The PCs' efforts will be mysteriously thwarted.
- 4 As 3, but the assassins will act to ensure that they have their day in court. The PCs may be mysteriously helped in their work.
- 5 Information about the PCs has been leaked to the government and they will stop at no end to prevent the evidence coming to light.
- 6 As 5, except a task force of four heavies with government carte blanche will be dispatched to violently dissuade the PCs.

20. Orbital Rescue

Briefing

While outbound from a planet the PCs' ship is hailed by starport authorities and commissioned by Imperial law for a rescue mission. Earlier in the week, the *Blue Danube* was in remote orbit operations when a

collision resulted in a catastrophic power plant failure. Thermal imaging revealed no possible life-harboring environment and the wreckage has been left to drift until a tug could be freed up. However, after one of the crew of the craft was pronounced dead, a close relative came forward and revealed that she possessed the psionic discipline of Suspended Animation. As this now means that she may be alive, a rescue must be mounted immediately – the PCs' ship is closest.

Outcomes

- 1 When the PCs arrive it is clear from the wreckage that there was nowhere that she could possibly have holed up; she is dead.
- 2 The PCs arrive and find a closet that kept its atmosphere integrity. Inside is the psionic crew member.
- 3 As 2, except the psionic died elsewhere in the ship; the corpse of another crew member is in the closet.
- 4 As 1, except that the intact computer module is found and the telemetry indicates that a transfer to a transponder-less ship occurred just prior to the explosion.
- 5 As 2 and 4, plus the survivor has evidence concerning the captain's dealing with smugglers.
- 6 As 5, except the smugglers knew they were to be turned in by colleagues within the starport authorities. The survivor is a plant, to ensure the turncoats are also named and get their come-uppance.

21. Suicide?

Briefing

Two middle-aged brothers were found hanging from the same branch of a tree in a desolate beauty spot on the local planet. The police are mystified but are treating it as a suicide pact. Their mother is distressed and wishes to hire the PCs to find the "real reason" behind their death.

Outcomes

- 1 The mother is unknowingly responsible. Twenty years previously she nagged her husband into

committing suicide in the same spot in the same way. The brothers came to the same conclusion.

- 2 The brothers were secretly in love with each other; this was beyond all cultural bounds of tolerance. Being unable to live together they decided to die together.
- 3 The brothers, and a large part of the local village, are members of a suppressed cult. In the latest ceremonies, one of the brothers was to be sacrificed. When they flipped a coin to decide, it landed on its edge.
- 4 The brothers had amateur photographic evidence of police corruption. When this came to light, the police drugged them, hanged them and are now covering up all evidence.
- 5 The brothers were cerebral twins with a government license for psionic interrogation. They were to be used in an upcoming trial of an alleged Golden Vale Assassins Guild member. The Guild harassed them and said if they didn't remove themselves that they would kill their mother, whom they detest, in a particularly nasty way.
- 6 The brothers were ardent fans of 4Play. Having believed a spoof article that the band was breaking up they decided to end their life.

22. Strike!

Briefing

The Shipping and Interstellar Portage Trade Union has called a strike at the current starport in protest over a refusal by Fliedermaus Chemicals to pay out compensation for a debilitating condition induced in one of its members due to alleged chemical exposure. The merchant ship *Benevolent Sponsor* has a contract with Bar Shipping to deliver a cargo to Agar Industries. This shipment is vital to the reputation of the fledgling line. The captain wants to hire the PCs to break the strike line and work on delivering the cargo.

Outcomes

- 1 Local pickets will form picket lines and harass the characters but won't physically intervene.
- 2 Pickets surround the dock with a human chain, preventing cargo being moved in or out.
- 3 As 2, except a sniper will also take pot shots at PCs if they physically intervene to break the human chain.
- 4 PCs will be threatened with sabotage to their ship or startown living quarters for their actions.
- 5 The PCs' actions spark off a riot in the star port causing millions in damages.
- 6 The PCs' actions precipitate a worldwide strike by sympathising unions.

23. Virus

Briefing

News rushes over the docks concerning the death of an arcade gamer in a virtual reality unit. Rumours abound of a deadly "Leonardo Virus" that infects VR games and induces mental haemorrhaging. The arcades empty as officials investigate.

Official statements say that the death was caused by ingesting a bad batch of illegal drugs and was not VR related. The public remains unconvinced and the local Red Wizard Games representative contacts the characters. He offers 1000 hours of free game time at any Realvision™ arcade if they will come to the local arcade and play games to prove their safety to the public.

Outcomes

- 1-2 All is as presented.
- 3 While playing, the PCs will experience the "Leonardo Virus" but aside from playing groovy music it will have no harmful effects.
- 4 PCs are contacted by a local pressure group "Parents Against Virtual Reality" who believe the games to be dangerously addictive. They will be bribed to report publicly about the bad effects of these games.
- 5 The PCs will be met in Virtual Reality by the arcade owner who is also a drug pusher. He will say he fried the brains

of the dead gamer for threatening to go to the police. He will do the same to them if they don't play along.

- 6 Unknown to Red Wizard Games the local hardware has been tampered with by the franchiser to give an extra "buzz" to PCs. Each character must make an Endurance (*GT: Health*) task check or become addicted.

24. Interview

Briefing

The local Travellers Aid Society in cooperation with local Ticket Agents is promoting interstellar travel. They would like to publicly interview the characters about the exciting life of an interstellar voyager.

Outcomes

- 1-2 All is as presented.
- 3 While telling one of their stories a PC accidentally violates a severe local taboo. They are forcibly ejected from the interview.
- 4 As 3, except the interview was live. The PCs will be shunned and unable to get any work locally.
- 5 As 1, except one PC was particularly impressive and is offered free TAS membership.
- 6 As 1, except one PC becomes a local heart throb and gets the loud and clamorous attention of thousands of underage local hopefuls.

25. The Chicklizard

Briefing

In a bar a PC the acquaintance of a travelling noble who keeps a (relatively) tameicklizard as a pet. In the course of attempting to pet it theicklizard bites the character on the hand or arm and refuses to let go. The noble explains that he has trained it not to claw but has had no success in preventing it biting. He will not countenance any harm coming to Hannibal, the lizard, who steadfastly hangs on. The only inducement he knows of to cause Hannibal to release his bite is "ploughman's pickle", a sandwich spread common several worlds away.

Outcomes

- 1 A local import/export shop at the starport maintains a stock of off-world food and can supply the pickle.
- 2 A shop just outside the extrality line has the pickle but customs won't let the character leave the starport with a lizard attached to their arm.
- 3 As 2, except local export regulations will not let someone with the pickle into the starport.
- 4 As 2, except that the shop stocks the wrong sort of pickle and it is the first of several fruitless leads.
- 5 As 4, except the trail leads to another continent.
- 6 There is no source of the pickle on this world at all and the PCs will have to travel to a neighbouring world.

26. War Zone

Briefing

While in a war-torn system, the PCs are approached by a well-dressed, well-spoken man in his early thirties. He wants immediate high passage off world for himself and his lady friend, and will charter the PCs' ship. He will be happy not to disrupt the PCs' schedule too much, and will accept their timetables, as long as they avoid certain systems (the PCs may find out these systems have extradition arrangements with the system they are currently in). The man has 3 tons of cargo, and well-appointed personal luggage. His lady-friend has extravagant personal effects.

Outcomes

- 1 All is as presented.
- 2 The man is a business executive, hoping to set up in a less volatile area.
- 3 The man is a disgraced government official, setting up life in a new sector.
- 4 The man is a high government official, fleeing his world with stolen wealth.
- 5 As 4, but he is a close associate of the chief noble fighting for control of the system. He, and any who aid him, will be tracked down, wherever they are.
- 6 As 5, but three starships (under the control of a cousin of the chief noble) immediately take up the pursuit.

27. Coup

Briefing

The PCs are trapped on world when all exit visas are revoked during a sudden and violent change of government. An elderly man comes to the PCs, begging them for help in rescuing his employer. He tells them she is a great lady, of immense importance to his world, but cannot tell them her name. If they agree, he will lead them to an apparently wealthy house, which has had iron bars fixed across all windows, and which is guarded by soldiers. One of the soldiers requires a minimal bribe to allow the party to approach the house.

A middle-aged woman, dressed in filthy, smoke-damaged clothes, and with a cut, bruised face will appear at the window, and call out to the PCs in a strange dialect of the local language which they find very hard to understand. Their elderly guide will translate, saying she is asking them to help free her, to kill those in the government who have engineered the coup and to help reinstate her brother.

She promises great rewards, both monetary and spiritual. She seems quite deranged. The guards will explain that she is the wife of a naval general; she is schizophrenic, and has to be kept guarded since her last suicide attempt. They will laugh off the old man as a fool seeking to be a hero.

Outcomes

- 1 All is as presented by the guards.
- 2 The woman held the most important position in the local religious hierarchy, traditionally held by the eldest daughter of the ruling family. The religion forbids the mention of her name outside the religious ceremonies, and constrains her to speak only in an archaic form of the local language. If free, she could mobilise the powerful religious establishment against the coup.
- 3 Whether or not they decide to help, the PCs are followed by supporters of the coup who attempt to neutralise them.
- 4 The woman's brother retakes the city while the PCs are still trying to obtain for new exit visas. Vast civilian casualties lead to hatred of foreigners.

5-6 As 4, but he takes an immediate and intense interest in his sister's situation. If she says the PCs helped her, or tried to, he will reward them, but if they did not, he will attempt to have them arrested and punished.

28. "Something Terrible"

Briefing

A shabbily dressed woman comes up to the PCs and asks them to go to the warehouse district at 01:00 hours to stop "something terrible". She claims she know a crime will take place at that time, but she cannot go to the police, or tell the PCs her source of knowledge. She will appeal to their better natures, and cannot pay them anything.

Outcomes

- 1 All is as presented. The woman overheard her boyfriend planning a murder.
- 2 The woman is a petty thief, getting revenge on a former partner who will be fencing some merchandise at the appointed place and time.
- 3 The woman is setting the PCs up to be robbed.
- 4 The woman is psionic, and read the minds of some criminals who are planning a murder. She knows her evidence would carry no weight as she is unlicensed.
- 5 As 4, but the police have been following the criminals. They will swoop and arrest everyone at the scene at 01:00 hours. The PCs will also be assumed to be criminals.
- 6 As 4, but the woman actually read a novelist's mind as he planned out the start of his next crime novel.

29. The Drunk

Briefing

The PCs find a small, grime-encrusted woman lying unconscious in a pool of vomit under their restaurant or bar table (if they are in an expensive restaurant, she is at first completely hidden under the table cloth). She will come round, and claw her way up their legs to what will come close to a standing position, and demand that the PCs buy her a

Patrons

drink, some food, and take her to the starport departure lounge. She has no ID or cash, but vaguely promises them rewards "money can't buy". She seems strangely familiar, but none of the PCs can remember her name.

Outcomes

- 1 All is as it seems; she's a grimy drunk.
- 2 As 1, but she bears a passing resemblance to one PC's old girlfriend.
- 3 She is the lead guitarist of 4Play, overlooked in the group's mad, drunken rush to make their boarding call. She can reward the PCs with various memorabilia, tickets, etc.
- 4 As 3, but she has been deliberately abandoned as a joke. There is barely time to get her to the departures area before the ship leaves.
- 5 As 4, but her ship has already left. Her comrades have at least booked her alternate passage. She will fly into an impressive rage if this fact isn't made abundantly clear, and will end up getting the PCs arrested for breach of the peace.
- 6 As 5, but she was completely overlooked by the rest of the group, who will be surprised not to find her on their ship. She will attempt to get the PCs to loan her the fare, alternating between acting as an obnoxious rock star and trying to impress/scam the locals or PCs.

30. The Dig

Briefing

The PCs are employed by an archaeological consulting firm to assist in a preliminary dig. Those PCs without archaeological skills are given heavy work, while those with appropriate skills are tasked to draw plans, sort artefacts, etc. The site appears promising, which annoys the building firm which wants to build much-needed accommodation here.

Outcomes

- 1 All is as presented. The firm will gladly give PCs a reference for other archaeological firms.

- 2 The PCs are harassed by a local union representative who wants to see only local workers on the site.
- 3 One PC uncovers an artefact of precious metal. The PC may attempt to conceal this, depending upon whether they are being observed at that time.
- 4 There is some violence at the site during a protest held by local indigenous people who denounce all archaeologists as grave robbers.
- 5 The construction company will pay the PCs to hinder the dig, and to make it appear as if nothing of importance is to be found.
- 6 One PC is injured on-site. On inspection, it seems as if some machinery has been sabotaged.

31. Security

Briefing

The PCs answer an ad for temporary security guards, placed by a high-profile corporation – FCO. Only PCs with clean records will be hired, and there is a lot of competition for the jobs, which are well-paid, with excellent benefits. The PCs will be given duties including guarding offices, warehouse and goods transportation.

Outcomes

- 1 All is as presented.
- 2 The PCs are treated as complete fools by an executive in the local offices, who humiliates and torments them daily. They begin to understand the high turnover rate of guards.
- 3 The PCs must guard a shipment of rare gemstones, carried by an executive. She will appear extremely nervous, and will constantly ask if they are being followed.
- 4 The PCs suspect some employees of pilfering corporate office supplies. While this seems trivial, FCO has a reputation of coming down very hard on such activities, and the PCs may fear they will be seen as “accessories”. They may have to launch a full scale, over-the-top investigation into the missing ball-point pens.

- 5 During the PCs’ shift, burglars break in.
- 6 The PCs are approached by ex-security guards, and asked to participate in a robbery of the next goods transport they are on.

32. Game for a Laugh?

Briefing

One PC buys a winning lottery ticket on the starport orbital station, and gets to take part in the local TV lottery show. Vast wealth could be just around the corner!

- 1 All is as presented, but the prize money is lower than hoped for.
- 2 The game is rigged so that only station residents will have a chance of winning the big prizes. The PC can’t win more than a few hundred credits.
- 3 As 2, but there are also other prizes available: (1-2) weekends in mid-price hotels, (3-4) local-made consumer goods, (5-6) joke prizes.
- 4 The show is actually a comedy show. The PC is induced into humiliating themselves horribly.
- 5 As 4, but the next one to three patrons have seen this episode of the show.
- 6 As one of 1 to 5 above, but the PC is the most popular guest of the week, and is invited back for the next show.

Introductions

Hooks for a range of companies and people

Frequently the referee may have a series of adventures they wish to run involving an institution that is part of the background to their campaign. However a tie-in piece is needed to bring the PCs into contact with the organisation and reveal to them a little information about what they are dealing with. This section outlines a number of different introduction situations the referee may adapt to their own needs.

1. The Morinmoss Pirates

The PCs are enjoying the scene at The Explosive Decompression, a Navy rum-bar on the docks. The Plutonium Rock music is interrupted by the strained voice of the DJ announcing that he has had a request he can't refuse. The speakers begin blaring hornpipes and sea shanties. Cheers rise from a fairly wild, nearby table, and the patrons leap to their feet (and on to the table) and begin dancing jigs. Further howls of rage rise from another table (on the other side of the PCs) occupied by hardened Navy customers.

A massive fight ensues between chair-throwing, facial-tattooed Navy hams and chandelier-swinging, lace-ridden pirates – with the characters caught in the middle. When the cops arrive the pirates make a break by vaulting over the dock railings and down a series of cargo canisters, dragging their incapacitated and inebriated companions with them. Mistakenly the PCs get dragged along as well. However, the pirate leader, Stee Jans, is sufficiently impressed with their actions to offer them an opportunity...

2. The Golden Vale Assassins Guild

The PCs are out shopping in a local planet arcade when suddenly a timed series of explosions take place, venting the arcade to vacuum (or a hostile atmosphere). The PCs have just enough time between explosions to get from one section seal to the next and are virtually the only ones to survive the attack.

They are approached by a dark skinned woman with green eyes later who commends them on their level-headedness under attack.

From her descriptions of their every action during the event she appears to have an intimate understanding of exactly what happened. If asked why so many innocent people were killed, she passes it off as unimportant.

She will bring the conversation back to the benefits of having an ability to keep one's wits about one when chaos breaks out. Abilities like that have their uses and she may know something they are interested in...

3. The Navy

The PCs are in transit between outer and inner orbits when they get an encrypted request from the Navy giving them codes to change their transponder to a particular setting and adopt a certain course. If they check system scan they will discover that there is currently a System Defence Boat, *Vengeance 479*, in hot pursuit of another ship rushing for jump orbit. Their transponder now reads as that of another SDB, the *Contra Contra Band 482*, and their heading puts them on an intercept course with the pirate.

If the PCs carry out the request the pirate ship will deflect their course to a new heading away from the PCs' ship. Shortly thereafter the real *Contra Contra Band* will reveal itself right in the pirate's path. After a short exchange of fire the pirate will surrender.

Lt. Commander Eva Gustavsson meets the PCs afterward and commends them highly for their brave actions. She likes seeing such loyal citizens. It is encouraging to the spirit. If the characters are game for it she can give them a letter of introduction to the local commodore who she knows is looking for such determined people...

4. Serabi Genetics

While conducting trade business on the docks the PCs' cargo steward is approached by a floppy-eared, furry critter. It hands them the business card of a "Lusamu Ildugan" and tugs at their sleeve to follow. If followed it will lead the character to a very strange office.

The door is guarded by smiling gargoyles who only part for the business card. The receptionist is a sprite fairy and the waiting room's bean-bag like chairs cuddle the PCs as they wait. Lusamu Ildugan is, reassuringly, quite normal and will usher them into his office where something resembling a purple monkey takes dictation.

He explains he is the local representative for Serabi Genetics who make genetically engineered creatures for work and leisure. They have a very high moral stance and keep very strict regulations about what sort of DNA they use. He has examined the PCs' previous ports and manifests and is pleased that they have avoided all ports and cargos that Serabi considers banned. If they are happy to maintain this they are eligible for preferential treatment for Serabi cargos...

5. Ebisawa Electric

Tomoko Oshima of the Human Resources department of Ebisawa Electric contacts the characters and asks for an interview. Ebisawa will arrange for a transit visa and pay for all transportation. She will explain that Ebisawa works closely with their employees and the local community in training and educating those youths with skills relevant to acquiring productive jobs. They have screened a number of people and the PCs, as a group, meet the qualifications for participating in an apprenticeship scheme.

They will propose to fund the appointment of a junior technical member to their group. Regular reports will be required and they will not allow misuse of the apprentice by the group or neglecting of duties by the apprentice to the group. Additionally the characters will receive preferential treatment from Ebisawa and a discount of 10% on any purchases.

6. The Nobility

While availing themselves of an "Open Night" in the local Traveller's Aid Society the characters fall into conversation with a member on the good and bad points of various thoroughbred riding animals appearing on the holo-entertainment screen.

Lord Theophilous becomes quite impressed with their knowledge of equestrian activities and invites them to accompany him to the local races.

At the races he makes rather large bets based on their appraisals. Win or lose, he is happy with their assessments and purchases whichever beast they rank most highly, including its trainer and rider.

When treating them to dinner and drinks afterwards he asks more about what they do. This raises an interesting possibility for him which he proposes to them...

7. The Silver Panthers

After a particularly successful series of cargo runs the characters are enjoying a congratulatory inhale in a local sniff club. A very flashily dressed individual saunters through the crowd, which appears to part by magic around her. She sits at the PCs' table, pays their bill and introduces herself as "Starless Night".

She compliments them on their handling of various customs and excise authorities. She underlines how badly the various authorities react to various levels of illegal cargo. She seems to have rather a detailed knowledge of the characters' previous manifests, but never makes direct reference.

She buys them another round of the most expensive inhalers and says if they are interested there are many other successful business opportunities they can pursue...

8. Dolbereth Smeltry

A short, grizzled man in coveralls knocks on a PC's door one day with a crescent wrench. He eyes them up and down and grunts a few times before walking away.

Almost exactly a full day later, a fork-lift marked "Dolbereth Smeltry" pulls up and an almost identical individual knocks again. This time he will ask for their engineer and start

asking a number of abstract engineering questions. After this he will smile and walk abruptly away.

The next day a number of almost identical apparitions will appear, examining the characters' ship or other vehicle closely and making calculations with slide rules.

They will eventually approach the PCs and tell them that they do "good work". They want to know if they want to do "good work" for them...

9. The Psionic Institute

The PCs have cause to pass through a neglected area of startown. The dwellings are shabby and many of the locals live in shacks made from discarded cargo containers. Between the drug pushers, prostitutes and arms dealers, lie the homeless detritus of the space industry. The PCs witness a pointless act of cruelty by one of the dealers which they are driven to correct through charity.

The next day, that individual approaches the characters but this time she is plainly dressed and cleaned up. She explains she was working undercover in the Psi Corps branch of the local police, gathering evidence to thwart extortion. She was reading the PCs' surface thoughts during the encounter (as part of her job) and knows them to be a good and honest individual. Occasionally the Psionic Institute has odd jobs they need done and they might have something to offer the party...

10. Mayes, Fitzpatrick, and Pierce

In a previous job or during a junk sale, the PCs acquired some item of pre-Long Night technology. The local planet is known to have a good library on pre-Night artefacts but access is difficult. After some struggling with local customs and academic authorities they get a pass approved, not to visit the library, but to visit the "Mayes, Fitzpatrick, and Pierce" archaeological consultant firm.

Dr. Maria Medlycott will meet them and say that she understands they have been experiencing some difficulty. She is willing to appraise their artefact for free and allow them the use of their copy of the library, if they in

turn, are willing to agree to sign on for a little job for them...

11. *Goldberg* Fashion Designs

While shopping for reading material in a starport market, one of the PCs finds themselves going for the last copy of an entertainment industry magazine at the same time as a Mr. Geoffrey Chapman. The latter will apologise and say he is really only interested in one article – perhaps he could borrow it and copy it? If the character has previously been in any form of entertainment business, Chapman will eventually recognise them and offer to buy lunch at a local café.

Over lunch, he will explain that he works for *Goldberg* Fashion Designs and is trying to line up some market research, possibly leading to a new line and catalogue. There are a number of activities that are being co-ordinated around this. Perhaps there is a place for the character in this project...

12. The Scouts

The local station gymnasium is offering free trials of their advanced microgravity facilities and oxygen permeable pool. While enjoying this, the PCs get involved in an impromptu game of grav-ball with a bunch of local Scouts. This leads to drinks afterward, a wild party, and sharing an overnight cell in a local lock-up.

When their commander bails them out the next morning, she has to count three times to work out that there are extra bodies. She pays for them anyway as some of her crew "wants to keep them". This is outside her jurisdiction but there are some activities related to their current mission that people of the characters' background might be able to help her with...

13. 4Play

The local startown is thronged with fans of the Plutonium Rock group 4Play. Clay tablets are posted everywhere announcing the arrival of their "Mondium Overdrive" concert tour. Tickets are completely unavailable and the army has been drafted in to deal with the

crowds. The PCs may watch it, or ignore it, remotely.

Ten minutes before the band is due on stage, a local support group is playing. Suddenly a bunch of very trendily dressed people burst in and hurl themselves at one of the characters. They ask the PC to confirm their planet of origin and that their name has a "A" in it. Once the character confirms this, they will explain they are 4Play roadies and the lead guitarist won't go on stage until they find someone from that planet with a "A" in their name.

If the PCs are willing to comply, the roadies will drag them into a helicopter and fly them to the top of the ziggurat from which the band is performing. Nightwing, the lead guitarist, will look disappointed but strut out in her silver-chastened battledress to roaring crowds.

The PCs may stay for the after-concert party and can have as much drink, drugs, groupies, or 4Play memorabilia as they want. The band decides they are really "radioactive" after all and says there are one or two other whims they might help with...

14. Garrot Foundries

After a long waiting time one of the characters receives a blade of quality that they have had on order. The workmanship is everything they expected but a chance encounter with a starport x-ray machine reveals a microscopic internal flaw. The blade has a lifetime guarantee and can be sent back.

Very shortly after sending the blade back the PC will receive a letter of sincere apology from the company and a complete refund of their money. They will be given the business card of the local representative of the company (etched on paper thin, flexible tritanium) and given the pick of whatever is in stock – alternatively they can order a custom piece.

The local representative is very grateful that the character found this error and they are currently reviewing their entire production and quality control procedures. Assuming the PC chooses the replacement well they will be further impressed with their eye for steel and will engage them in conversation. If the PC

has some appropriate skills, the representative notes that the company has cause, from time to time, to contract out various jobs...

15. The Marines

One of the characters with a military background suddenly finds a squad of marines on their doorstep one day with reactivation papers. Although the PC is mustered out, the marine sergeant insists that certain provisions allow for reactivation. If any resistance is given the entire group will be arrested. An armoured personnel carrier with sixteen battle-equipped marines waits outside for backup.

The characters will be put into a wardroom and given a bureaucrat to argue with. In the middle of this, Major Valor strides in and slaps the PC across the back. He was a old boot-camp friend of his and perpetrated the whole incident as a joke. He offers to buy them all drinks to make up for it.

During the course of the evening he does say that there is a job the military wants done – something the marines can't handle in person – and he would like to recommend the party for it...

Job Advertisements

Adventure hooks for a range of jobs

The notices in this section concern genuine jobs from which the player-characters may earn some worthwhile experience, cash, or contacts.

1. Hot Feet

Lava Surfing Instructors Required
High Pay
No Prior Experience Necessary
Contact Dusty – Royal Kiltearnan Hotel
and Sports Club.

It is considered a sport amongst the incredibly wealthy of the region to go "lava surfing" on nearby volcanoes. Although the 3cm thick asbestos protective gear is quite heavy, the sheer mass of the lava makes it possible to float easily. The volcanoes (usually) only erupt gently and the suits enable enthusiasts to survive for thirty to sixty seconds if they take a spill.

The Hotel will pay instructors Cr500 a week for training enthusiasts in simulators (new instructors will be given a week's training in the sims). After six weeks they will be expected to move onto the real flows and will have their salary increased to Cr1500 per week.

2. For the Love of a Man

Discreet agent needed for mission of extreme sensitivity.
Phone 'Red' at 8421169

'Red' (whose real name is Gladia Kirkwell) is the secretary of a senior business figure: Kenneth Rousseau of Spartan Amalgamated.

She wishes to have a child fathered by Mr. Rousseau but the strict caste system on their world prevents any social contact between them. What she wishes any respondent to do is to secure a genetic sample, as pure as possible, that she can take to a fertility clinic on a nearby world. She

will not necessarily reveal that she is his secretary but will say she can provide an excellent reference for them to him.

3. Squaring Up...

Bodyguards needed.
Come with equipment to Apt 1201, NW 15th Level.

Gina Colnwyff has some trade she wishes to conduct and intends to get the best price possible. The dealer with whom she intends to trade, is known for hiring muscle to intimidate buyers into paying unreasonable prices. She is seeking people who will sufficiently look the part to balance this intimidation.

4. The Lost Ship

Looking to charter ship.
Route not yet fixed.
Ship must have effective weaponry.
Contact B. Mattila, 447862.

Mr. Mattila is an elderly man, bent on pursuing possibly imaginary riches. His father shipped on a naval vessel that was rumoured to have been transporting military drugs of some sort. The consignment was never delivered, and supposedly never left the ship, which has since been decommissioned. The ship is now owned by some freelance merchants who have just passed through port. He wants to see if the consignment is still somewhere aboard, and is willing to offer a generous share to a suitable ship and crew.

5. A Strong Belief

A Seeker of Wisdom sought to carry a message to the Gods of Jump space. Inquire for Callipygia in Template of Rose Dawn.

Callipygia is a spiritualist of a local totemistic religion. She seeks someone of the right character to take an effigy of a local avian and to release it out the airlock of a ship in jump space. She has no money to pay but will give the character a token made of resin and bone that will bring success with small electrical appliances. The referee can interpret this as they wish.

6. I Just Want Some Fun

Female medical worker, 35, likes grav cycles, lava surfing, Sylean opera. Looking for professional man, 30-45, sense of humour. No Vargr. Box 1481

Niominka Elcka is looking for fun and companionship to cheer up her rather boring life. She knows everything there is to know (from magazines) about grav cycles and various dangerous sports. All she needs now is someone who'll actually accompany her. She will hint that she has a high-powered surgical career, but in reality she is a dental nurse.

7. Gunner Required

Crew vacancy for ship's gunner.

- Applicant must have current proficiency rating documentation and reference from previous ship.

- Minimum 10 jump contract.

- Background checks will be carried out.

Apply to Executive Officer, Rainbow's End, Berth 237.

The merchant ship *Rainbow's End* is running gold bullion under the decking plates, and feels an extra gunner wouldn't go amiss. This will not be explained to the applicants.

The executive officer is looking for someone with Gunnery-2, but she will accept Gunnery-1 if needed. She will run a background check with the local authorities on any applicants.

8. Guns for Hire

Infantry force available for immediate hire.

150 troops, also specialists in Gauss heavy weapons. Planetary engagements preferred. Contact Cpt. Ivor Lawlor, 28655.

The troops are armed with advanced combat rifles (ACRs) and a number have been trained in very rapid fire (VRF) Gauss guns, of which the brigade has two. There are three officers, headed by Captain Lawlor. The brigade has most experience in planet-based fighting, and will be less effective if required to perform boarding actions. They will accept standard rates of pay.

9. Wuz-wuz

Wallaby sitter of impeccable character required

Leave card with TAS front desk.

An eccentric elderly noble, Dame Chutney, has a pressing social engagement, but her host is sadly allergic to wallabies.

Only persons with above average Social Standing will be considered, and they must be able to convince her that they will empathise and cherish her little Wuz-wuz, Woggles and Poodles.

These beasts are the soul of decorum when their mistress is around, but naturally assume their true nature as hyper-intelligent, evil, rabid, marsupial, demon-spawn once she exits the door.

Should the PCs survive, Dame Chutney will be most happy on her return, and will offer them temporary jobs as chauffeurs, bodyguards, wallaby minders and secretaries, as she seems to have 'misplaced' her retinue.

10. Military Modelling

Specialist in perceptual modelling, catastrophe theory, societal dynamics, intelligent automata, or fractal mathematics needed. (Heavy Weapons skill an added bonus.)

Contact:

*Prof. Tim Murphy
c/o City University*

Dr. Murphy is a researcher into mathematical models of conflict. He develops systems for analysing situations of societal or military conflict. He has obtained funding recently from the Imperial War College to gather some more data to help refine his theories.

He is looking for people who have some academic background to understand the sort of data he requires. He also requires people with appropriate skills to help collect the data in the conflict-ridden situations from which he needs to collect it.

11. The Sacred Lizard

Pastoral Specialist Required to supervise transport of animals.

** Own ship a bonus. **

Respond to Box 4.

A large number of the chicklizard herds of the local planet have been infected with a degenerative virus which has recently been proven to be contagious to humans. The local health authority has ordered the culling of all chicklizards, in a drastic move to eliminate the disease.

Chicklizards, however, are sacred to a cult from a nearby world. They have travelled here and made a deal with the local government. For half the cost of culling the herds they will transport them off-planet. They will be venerated in temples back on their home world. However, they need to contract shipping to transport the beasts.

12. A Ruse

*Discrete courier services required.
Box 2702.*

Freddi Corporate Operations have made some recent scientific progress in bacterial cloning technology. The resulting samples are incredibly valuable (insured at MCr20) and need to be transported back to Sylea for patent application.

They have a professional security company hired and a well-armed ship ready for transfer. However, they have been tipped off that the Golden Vale Assassins Guild is planning to destroy the ship from within.

FCO are not totally confident that their security has been tight enough to vet every spacehand who has serviced the ship. So they wish to use an armoured courier as a ruse and transport the real samples via a separate route with trusted security staff.

13. Merchant Management

Responsible manager needed for short contract operation of a merchant line.

Contact Bar at Milton Inn.

Bar is the chief executive officer of Bar Shipping. Normally, she has complete hands-on control of the line, but presently she needs to travel away for three months. She is interviewing captains to take control of the operations of one of her far traders for the duration of her leave. Shipping contracts are all in place and no speculation is required.

14. A Dragon or Not?

*Geneticist needed for short term service.
Must have own screening equipment.
- Contact Sir Myles, Corcoran Estate.*

The current planet is fairly low tech. Someone has approached Sir Myles offering to sell him a guard dragon purportedly made by Serabi Genetics. He suspects fraud and

requires someone with the appropriate equipment to do a DNA scan and look for the Serabi copyright notice encoded into the chromosomes.

15. Funghi Planting

Vacuum Environment experience required for planting operation.

** Contact Department of Expansion **

Rosacap Fungus will grow almost anywhere. It is used as the first stage of biosphere creation. The Department of Expansion is seeding a satellite asteroid of the main planet with this fungus as part of its development program. They will pay Cr500 per week, per level of Vacc Suit skill, to spray the rocky surface of the planetoid with fluid saturated with Rosacap spores.

16. On the Hop...

Inspectors Required

Enquire Smyth Recruitment, Fissure Avenue.

Polo Amalgamated wishes to perform a surprise inspection on a local facility. Their official inspector was delayed, so they wish to hire others. They will seek people with either relevant inspection skills or persons simply capable of recording the status, for transfer and examination off-planet.

17. Site Certification

== Archaeological Surveyors or anyone with relevant skills required *immediately!* ==

Contact Mayes, Fitzpatrick and Pierce on 87609.

A number of sites buried during the Long Night have been uncovered during recent building efforts. By Imperial Law they must be officially inspected before building can continue. Because of a recent inundation of

such inspections, MF&P is taking on anyone whom they can justify certifying.

18. Test Pilot

Fighter pilot required for civilian mission. Contact Metal Foundry Manufacturing Facility #27, Management Office 2.

Garrot Foundries has a special alloy whose combat strength they wish to test under simulated combat conditions. They are looking for one or more crews for small military vessels. They will need to fly runs and launch ordinance against targets armoured with their new alloy, to determine (by later inspection) its performance.

19. The Heist

Demolitions or Explosive expert with no moral compunctions required. Best pay. Go to The Militant Frog and wear a purple beret.

The Golden Vale Assassins Guild is preparing a bank heist. As a distraction they are planning to detonate a scheduled ammonia shipment near a school to draw off the emergency services. The characters will be offered Cr10,000 each on a success-only basis. Such a notice is bound also to draw official investigation...

20. Bankrupt Security

*Contractual obligations require sub-contracting of **security** job.*

Apply Murphy Associates, OhFourNiner.

Murphy Associates has gone bankrupt. However, due to their contract with Cornflower Consumables, they must do their best to fulfil the terms of all agreements. There are three weeks left on the contract they have to provide premises security at a local software support company. The PCs are

guaranteed payment directly by Cornflower by the terms of the overriding contract.

21. Safari Crew

*Ship's crew needed.
Ex-Naval preferred.
Enquire for Contessa Mattila, TAS lounge.*

Contessa Mattila has just inherited a safari ship which she wishes to use for some recreation and speculation.

She comes from a naval family and has an honorary commission. She is a good employer but will only pay normal wages.

22. Down in the Dark

*Scouting
expedition
requires
skilled
members.
Contact Gyralan in room 13.*

Gyralan needs appropriate scout personnel for a mission into an unexplored portion of the planet's interior.

This will involve significant periods of crawling around and mapping lightless tunnels and caverns in search of various rare subterranean species.

23. Rest in Peace

*Biology or Archaeology skills sought for
Science expedition.
Contact Dr. Simms at The Royal Sylean
Hotel.*

Dr. Simms is an epidemiologist. She wishes to exhume corpses that died in a polio epidemic that ravaged the world 80 years ago. The objective is to recover DNA traces and examine them with modern Imperial technology, ostensibly to prevent such a tragedy from happening again.

Whether she has an ulterior motive for examining an otherwise extinct plague agent is up to the referee.

24. Judgement Day

** Justice Sought! *
Anyone willing to help?
Contact Angela in room 3.*

Angela Cominski is an ex-Marine. Having received TAS membership after mustering out, she is now "seeing the galaxy".

While on-planet she signed up to a local computer database. However, they have been experiencing technical difficulties and she has been unable to avail herself of their services.

Unfortunately, they claim that this does not invalidate their agreement, and have charged her accordingly. She wishes to get her money back, or to cause them equivalent damages by whatever legal or extra-legal means are necessary.

The notices in this section are hooks for jobs which may not be so profitable for the player-characters...

1. The Lump of Metal

Antiquarian needed for professional examination of Gold Statue of Ancient origin. Apply #4687 Kawarun Square.

Deora Wine placed this advertisement; he is convinced that a twisted lump of metal that he dug up during his day job (in street construction) is, in fact, an artifact from a lost trans-human culture.

Its apparent gold coloration is really a worthless metal suffering oxidation. It will take an awful lot to convince Deora otherwise. Alternatively he will offer Cr500 (or 10% of what it can be sold for) if a suitably impressive certificate of authenticity is given.

2. Smuggler

Botanist required for shipment of larches. Contact Billy at 598796.

Billy works in a cargo warehouse, and is part of the local underground. The "larches" (a local slang term) are in fact rifles that he has found a buyer for. He will converse in a very confusing manner, with plenty of nudges and winks. With any luck, the characters will decide he's selling dirty pictures.

3. Lost Property

*Laser Pistol, nearly new
Cr1500 or nearest offer
Enquire at Soul of Heridd, berth 3.*

The ship's executive officer, Varina Letnerr, objected to the chief steward's

(Leche Eferhard) recent purchase of a Laser Pistol and wishes to recoup some of the money by selling it.

Depending on who answers the call the PCs will likely get different answers, excuses, requests to come back later, etc. In short, anything but the Laser Pistol.

4. The Fraud

I've lost my password and need a software specialist to recover it. Folden 8368336.

What Folden has is an Automated Teller card that was found in the street. He thinks that it is a relatively simple job to read the password off the magnetic strip and get into the account.

In reality the card was invalidated and thrown away several days ago.

5. False Promises

*Golden opportunity
Best cargos
Best prices.
Honest Zile's Brokerage 363876*

"Honest" Zile always runs this ad. He charges a small fee, with the promise of a brilliant cargo within 24 hours. However, he never rings back. If the PCs call him, he will say he couldn't contact them and had to give the cargo to someone else. But in another 24 hours...

6. The Ultimate Body

Model required.

Enquire for Hicola Nicks at Guildhall Theatre, B deck.

Hicola is, indeed, a local sculptor. She works in magnetised scrap hull-metal. Her work is abstract in the extreme and she is only seeking "inspirational models". She subjects applicants to lengthy psychological interviews and then, usually, rejects them. She may later turn her impressions of them into kinetic sculptures, although they are unlikely to notice any similarity.

7. The Advertising Hook

Win a complete Virtual Office, with holographic handy computer, radio link and personal appointment book.

Call 0891-900 741

Calling the number will result in a lengthy phone recording extolling the benefits of Crispian Technologies' new range of personal information managers.

Eventually callers can record, in 14 words or less, their answer to "Why Crispian Tech really manages their information!". If a player can roll all ones on 6D, their character will receive the free gift one week later.

8. The Taste Test

Ursk Connoisseurs Required.

Take the taste test.

Cr1000 prize.

Dial Radio-4 on 8000 400

A small fraction of the local immigrant population consider the ursk fruit to be a special gift of the gods. The other 99% of the populace know of it as "The most disgusting fruit in the Universe."

To win the Cr1000, an entrant must participate in a "taste test" on public radio. This involves eating varieties of the raw fruit,

its juice, a carbonated derivative, etc. All of which requires the character to roll an impressive Endurance (*GT: Health*) task to avoid being very, very ill.

9. Hijacker?

Coal hijackers required.

*Contact Victoria Strakhov,
Department of Planetary Physics,
Academy of Science.*

Recent revolutions in the local government have caused radical restructuring and a shortage of funds. The local Academy of Science grant is three months overdue and the institution cannot pay their fuel bills.

Victoria wishes to cause a local incident to draw attention to their plight by stealing (very publicly) a fuel shipment.

10. Sailor Ahoy!

Hornpiiper required

For an audition, contact Stee at the Golden Rasberry.

The Hornpipe is the hallmark of the Morinmoss Pirates. They are currently recruiting at the bar in question. They will ask many questions to determine if applicants have sufficient skills to join their merry band. If the answers are satisfactory, then they will proceed to the audition. They are quite serious about being able to play the hornpipe.

11. Payment in Kind

Cargo transport required.

Free hip replacements available.

Agar Industries produces high quality bio-compatible titanium alloy replacement hip joints. They have a load available for transport to a nearby world.

Cash-flow problems mean that they can only offer payment in kind.

12. Too Good to be True

*Free fusion gun with each Cr350 purchase.
Phone Electic Horticultural 179*

Electic Horticultural sell a wide variety of hydroponic tanks and garden supplies. There has been a misprint in their notice. Instead of "fusion gun" it should have read "fusion gum" – a highly sought after hybrid. Local black market parlance frequently substitutes types of trees for various illegal weapons, which may cause even greater confusion.

13. Guard Panda

*Highly capable **Guard Pandas** available.
Best Prices.
Frances - 9810937*

Chubb Pandas are very resourceful and very vicious. They would make excellent guards except that they are impossible to train. Frances will happily sell Pandas at Cr250 each. Her recommended strategy is to let them loose in the area they want guarded... then run.

14. Worthless

*High quality lot of **Hazelhearth** available.
Amazing prices!
Contact Kingston Shipping, berth #14.*

Hazelhearth is a very high quality wood and fetches very high prices. However, due to its resinous nature it is only usable after a few decades of drying. The Kingston lot is nowhere near dry enough to be saleable.

15. Experience with Animals Required

*Driver required.
Contact Juan at Hitching Post.*

There is a bar in the starport called the Bitching Pot, however Juan is actually just outside the starport at the hitching post, where locals tether their animals.

He does not need a driver of automobiles or other mechanical contraptions, but rather a driver of yips, the local herd animal. He is prepared to offer three yip calves for driving his yips from the starport to his local village, 27 miles away.

16. It's all for Charity

** Want to work for a good cause? *
Call Ruth at 1211.*

Ruth has acquired a large lot of second hand *Goldberg* designer clothing from a local charity, for a nominal price. She now wants to auction it off and is planning a fashion show.

She needs people to help organise and model the clothing. She has already paid the charity so the good cause for further profit is herself. She won't advertise this widely.

17. A Flight Too Far

***Orbital Transfer Pilot**
needed for quick, once-off job.
Enquire GravelHead House.*

Dolbereth Smeltry has screwed up a job for a local company. To cover up their mistake, they have purchased a scrappy rust-bucket ship and loaded it with the defective shipment for transfer downworld. They simply require a pilot...

The plan is for the ship to malfunction and burn-up on re-entry. The PCs may suspect something is amiss, as the ship is rather decrepit except for the newly installed crew ejection system.

The notices in this section provide links to information sources which may be of use to the player-characters...

1. Starport Guide

Starport Tours • Cr10 • Departures every hour • Inquire at desk.

A local Scout, Olleneg Agate, is down on her luck and offers tours of the starport. Although the starport is rather like most others, she has no end of stories: of its history, the architecture of the older parts, what it is built over, etc. She can also point PCs in the direction of the best bars and, generally, give them enough introductions to get a 10% discount on almost everything.

2. Musical Extravaganza

*Not to miss! **Wyligi Chamber Orchestra**
Opening recital in St. Finbar's Hall
20:30 alterday.*

The WCO open their aquarian season with a star cast and a popular hit. Soloists in Zomtar's dreamy piece "Intrepid" include Wanice Jatson and Antini Culna, all conducted by Willow Ephod, whose own orchestra in Millen is a model of how to play on period instruments without sounding like a museum exhibit.

3. On the Docks

***Dar's Buy & Sell: Information Broker.**
Worth the price. 7046957 after hours.*

Dar bunks with the local boss of the Amalgamated Stevedore and Cargo Handler's Union. Information about anything moving on the docks can be bought and good

prices will be paid for information about what is coming, especially if there are any union concerns.

4. Honing Skills

***Blade Instruction Offered**
Cr30 a lesson. Prataxis - Box 27.*

Prataxis is a retired gravitic engineer who is also an expert in the use of short blades. She is willing to teach what she knows, or learn from anyone better. She has useful local contacts in the starship fitting industry.

5. See The City

See the best, leave the rest. Fax desired subject and a sample itinerary will be returned within the hour. #89237, City Tours.

Wisp Berek does not run tours himself but knows most of the local companies who do. In return for directing tourists to each, he gets a cut from the agents.

6. Walking Companion

*Hillwalking companions desired.
Contact Hanna Rice at Sola Hostel.*

Hanna is a bright and perky steward of a merchant liner in port. She is also an avid nature enthusiast. However, to get an entry permit for the local nature reserves, you have to have a group of at least four people. She seeks similar-minded compatriots to join her in a 3 day trek. She is quite knowledgeable about wilderness survival and flora.

7. Fraud Registry

*Afraid of Insurance Fraud?...
...Ring Lovato Shield on 191096*

A number of companies in dubious ports are submitting false insurance claims for emergency surgery allegedly performed abroad. Lovato Shield provides a register of such places as an aid to fraud investigators.

8. Ecologically Sound

What can you do to prevent desertification? Visit Node 23:25.

A number of groups are agitating for action to combat erosion, defoliation, and poor atmosphere which are ruining the planet's flora. The computer node mentioned contains a considerable amount of information on the biology of the native fungal mats and the geology and geography surrounding them.

9. Corporate Services

*Speedy Patent Search.
Login to SPS, password "tell me more".*

SPS have a comprehensive database of local companies, the technologies they have patented and any patent licensees.

10. Shares in Rock Band

An offer that can't be missed by fans of 4Play. Enrol now and determine your band's future. Send a Stamped Addressed Envelope to "4Play - The Next Generation, 14 Lorcan Crescent, Wilfville".

Frustrated with corporate promotional delays, the plutonium rock band 4Play is taking their music to their fans. Enthusiasts are invited to enrol in this scheme for Cr500. They will receive 20 demo tracks and can

provide creative input to the making of their next album. They will receive updates as to the progress of everything from re-recordings to artwork. When the album is finally released, they receive a limited edition copy.

11. Union Dues

Do you feel you are being taken advantage of? Join SIPTU now! Inquire at Liberty House, Main Concourse.

The Shipping and Interstellar Portage Trade Union caters for a wide variety of spacefaring professions. They offer a free legal advice centre for members. Joining the union requires an up-front fee of Cr10,000 (which may be waived in certain circumstances) and 3% of your wages thereafter. In return they will provide any legal support necessary to uphold your legal rights and can bring considerable pressure to bear if the circumstances merit it.

12. Virtual Fan

*Realvision Tapes sought for Swapping.
Contact Norm O'Brian, ID# 83505971*

Norm is an avid Virtual Reality fan. He has collected almost every tape produced by Red Wizard Games for their Realvision system. He has many duplicates and will swap them at good rates for the few tapes he is missing. He is quite knowledgeable about the industry.

13. Flower Arranging

*♣ Flower arranging demonstrations ♣
16:30, Crateredge Hotel.*

The Elderly Lady Anfinwen is from an old school of nobility. The Reis flower has a wide variety of uses from decorative corsages to virulent poisons. She seeks to pass on some of her skills to 'worthy' students in the last years of her life.

14. Know Your Future

Hear the future now! Mystic Peig knows you are going to call 123854.

Peig was persuaded by friends to enter into this profession. She is unconvinced and believes it all to be a random hoax. She maintains all the trappings, though, and does her bit to part people's money from them. However, she does actually have some basic precognitive and clairvoyant abilities.

15. Perks of the Job

Off-planet travellers welcome at Performing Arts Discussion Group. Visa and transport provided. Contact Maria Kelly in Human Resources, Ebisawa Electric, 8427222.

Ebisawa Electric have very advanced employee benefits, including sponsorship of occasional discussion groups for their employees on off-world topics, to promote an understanding of other worlds and cultures.

16. Noble Shock Horror!

*Are you a Noble watcher?
Subscribe to NobleShock!millen!serabi.*

This is a tabloid that has been formed to collect all sorts of media interest stories on the newly proclaimed nobility of the Empire. It ranges from biographical to plain scandalous.

17. Action Group

*Discover the Secret Truth behind
Fliedermaus Chemicals.
SIPTU lecture theatre #4, 7pm tonight.*

A local action group is presenting information to the detriment of the chemical processing company Fliedermaus. Environmental rights are very topical on this planet and the company's reputation is spotless. The activists will present information showing that the company ships all its toxic

waste to a nearby system with less strict environmental regulations, where it is simply dumped.

18. Exhibition

Educational, entertaining and mesmerising - Socio Palaeontology Today. Can you miss the March of Humanity Exhibition? Come by the Central Museum.

The exhibition is well funded and well presented. It has a lot of information on spontaneous parallel human evolution.

19. Fanzine

** Parabolic Asteroid *
Required reading for all UltraPlutonium JazzRock fans. On a news-stand near you.*

Anything and everything that one might wish to know about anything in the UltraPlutonium JazzRock field can be found in the pages of *The Parabolic Asteroid*, interspersed with endless diatribe from the editor about his troubles with the authorities for advocating, using and distributing drugs.

20. Tapping the Airwaves

*Need to know what your competitors are up to?
Exploit the legal loophole of radio tapping.
Contact 'Radar' on 101.734MHz*

'Radar' continually records all broadcasts from personal transmitters within 100 miles of the city. There are laws against listening in to private messages but none against recorded messages. Her advanced decryption systems can turn around messages in four hours. She charges Cr100 per day per channel for her services.

Personals

Personal messages

The notices in this section are personals, with no particular adventure link, but with the potential to confuse, distract, and perhaps amuse, the player-characters. Some may even spark a complete adventure...

1.

Darriv. Must speak to you immediately. Rees has tracked Lorna and the Parshidona en route to Serabi. Phoebe - Box 197.

2.

Leonardo - All is known! Flee the system!

3.

Ton Davaryush: stay away from Constantine.

4.

Level 3, Corridor 27. Be there. Umbar.

5.

Nicky, have discovered The Secret. Meet me 1348, your Carlotta.

6.

Ciara, when will I get my Pole Arm back? I miss it. Seamus.

7.

Milo. Please return tollbooth. It is required.

8.

Kaithar, Karodin has mobilised. Can't meet you. I'll be in contact, Daegaer.

9.

Klazog: I have A'n'an'ki. Deposit 250,000Cr in account 722122322, First Bank of Polo.

10.

If the name 'Nemisis the Sadistic' means anything to you then I suggest you leave now.

11.

We're down in the Golden Lavatory - Radford.

12.

*Fancy stroking my Tanagon?
It's leashed and ready to rumble.
Yours with cuddles, Septimus.*

13.

*Wanted: the *\$&*! who stole my 4Play albums. Huge reward. I'm coming to get you...*

14.

Maria, I miss you. I'm sorry I turned you in. I needed the money. Come back to me? A

15.

Pole Arm for sale, cheap. Call C on 2376.

16.

The Lizard is Leaping. Don't miss last call.

17.

Blue. 15,000. Zebra-Alpha-Tango.

18.

Who's a sexy wuz-wuz, then? Looking forward to reliving last night... cuddles.

Gimmicks are the magic items of Traveller. They are devices, gadgets, whizz-bangs, what-nots, or whose-a-ma-jiggers that appeal to players for their novelty, potential worth, or just usefulness. They are rare; sometimes remnants of pre-Long Night technology, sometimes the result of abandoned scientific research. They are seldom reliable.

1. Molecular Bonder

This device resembles a twentieth century iron. It has a large flat plate with a handle and dial on the back.

When placed on the interior of a hermetically sealed area (up to 20 displacement tons in volume) it causes all joints to seal and fuse such that they subsequently appear to be a single piece of metal. A flush door could be made to disappear altogether. Additionally, when scanned from outside, the interior of the sealed space will appear to have the density and electromagnetic characteristics of either vacuum, or hydrogen, depending on the immediately surrounding environment.

2. Bacterial Adaptor

This gimmick is a small bacteria. If left on its own it will grow into a small colony of organisms. It will be seen as unusual as all the macro-extensions will be similar, but not identical. If examined under an electron microscope, its chromosomes are small in number and broken into three sections. The first seems to be composed of basic blocks occurring in different orders in different samples. The second small block is a counter. Each time the chromosome replicates the counter counts down. When "zero" is reached the blocks in the first section are scrambled slightly. Otherwise the chromosome always replicates perfectly. The third section is invariant and remains the same in all samples. If the data on the nuclide pairs is taken as a binary stream and represented in a pre-Long Night data format it can be seen to be a copyright notice for a long-vanished company.

3. Labyrinth Robot

This is a very large (20 displacement ton) robot of obvious pre-Long Night origin. It is very baroque in appearance, with many controls of indecipherable meaning.

The mechanism itself is complex but appears of crude manufacture. It is solid, sturdy and very, very old. If placed on a planet's surface and "activated", it will burrow into the ground and begin excavation. It works in stops and starts. If seismographic measurements are taken, it can be seen that the robot is inducing harmonics at a range of frequencies – a sort of sub-vocal fugue. In addition, it will carve repetitive designs on the walls as it digs.

Stopping the robot is much more difficult than starting it. If left on its own, it will collect trace minerals from the rocks it digs through; when it has accumulated sufficient quantities of these components, it will build a replica of itself.

4. Crystal Sword

Diamond fabrication has been commonplace in many areas of the empire. It isn't that unusual for nobles to sport synthetic diamond swords. When the PCs first come across this it may not elicit much excitement. However, upon further examination it will appear that not only is it of exceptional workmanship it does not appear to be diamond, but rather metallic crystal.

Some research may indicate a possible link with such a sword used by a number of Solomani Admirals from the Rule of Man. When brought near other Rule of Man artefacts it sometimes vibrates and gives off a ringing tone.

5. Automated Armorial

Made for the pleasure of some past noble, this specialised hand computer contains all known information on the coats of arms of all Imperial nobles and their families.

Given any coat of arms it can trace the history and relative importance of the family and what relation, by marriage, they bear to other families. It also contains all the corporate logos registered to any of these noble families.

6. Lie Detector

This is a small figurine of a squat humanoid with its hands on its hips, glaring forward. When someone speaks, its eyes track and rotate accusingly. When a lie is told (roll 2d6 for 4+ to correctly detect the lie) it rolls its eyes and makes a "tsk-tsk" chiding noise.

7. Simon

Simon is a small, metallic snake, appearing much like a child's ornamental bracelet. It is, however, a small robot and – when worn – will occasionally move from wrist, to arm, to neck.

Its true utility can be determined if the user ever tries to eat something that has been poisoned. Simon will spring to life and prevent the food from being touched or eaten.

8. Cosh-o-matic

This appears as a small, fine-grained, night stick as might be worn by the unarmed police of primitive worlds. Around the base is emblazoned "Cosh-O-Matic", with a activation switch and slots for standard batteries.

If used as a weapon and someone is hit across the back of the head with it they will roll up their eyes and collapse, unconscious, to the floor. They will remain in this state for 30 minutes.

9. Sleep Tablets

Contrary to the normal contents of such bottles, this contains pills that completely remove the need for sleep. It contains 100 pills and each will remove the need for sleep for 24 hours, with no detrimental side effects.

10. Grav Girdle

Initially, this might seem to be some sort of grav belt. However, it only applies partial grav coverage and only works for women. It gives firm, reliable, support for women and appears to be military issue for wearing under armour.

11. X-Ray Glasses

These are more a helmet array than glasses. They are a heavy heads-up display with a link to a hand computer. However, they aren't the perfect voyeur's dream – they don't actually see through objects. Instead, they use a combination of sophisticated reflection analysis and fractal extrapolation techniques to generate a good approximation of what is behind or under things.

12. Skin Suit

Originally, this comes wrapped in a small egg. It consists of a very thin and stretchable fabric that appears as an all-body leotard. It is hardly noticeable when worn. It parts to allow food to be eaten and other bodily functions. When exposed to vacuum or low pressure it swells up and forms a thicker layer which completely shields its wearer from the effects of decompression.

13. Erasable Clay Tablet

For all intents and purposes this appears to be a tablet of wet clay, equipped with its own stylus for primitive forms of writing. However, through a sequence of stylus gestures, a page may be "saved" and "recalled" later.

After some time, other gestures may be found that recall pages the user did not write. These are written in a script frequently found in the old Vilani First Imperium.



14. Grav-stabilised Stiletto

Where height is the "in" fashion, there are practical limits to just how outrageous an outfit can be.

These shoes, however, raise that limit by introducing micro-powered grav stabilisers into their 15cm heels.

Some models are sufficiently powerful to allow their user to levitate slightly off the ground.

15. Hair Growing Shampoo

When used sparingly, this product can cause hair to grow 10-20 cm overnight.

Care must be taken not to spill this on any location where hair growth is undesirable.

Library Data

The good, the bad and the ugly

This section describes some of the entities, institutions and lifeforms referred to in the preceding sections.

4Play

A plutonium rock band popular amongst the youth culture of several planets. Their best selling reel-to-reels include "Concert of the Century", "Death of The Computer", and "Dancing on the Moon"

Agar Industries

A collective formed from several independent mining groups. They are a growing company and have not yet achieved the bureaucracy (or organisation) of a large company.

Bar Shipping

A small service shipping line. It is struggling to establish a reputation but is continually dogged by quality control problems.

Chicklizard

A reptile of vile temperament. It produces eggs of "strong flavour" and meat that tastes of whatever it is seasoned with.

Chubb Panda

Resourceful scavengers. These clawed beasts can eat almost anything, breed everywhere and highly resent enclosed spaces.

Cornflower Consumables

A light manufacturing company. Their conservative approach has won them many contracts in the tertiary industries.

Dolbereth Smeltry

Metal and ore processors. Of median quality they are known best for getting bad jobs done badly. They are often found in competition with Garrot Foundry.

Ebisawa Electric

Electronic manufacturing and components. A forward-thinking company with excellent employee benefit programs.

FCO

Freddi Corporate Operations. This company mainly deals in luxury goods and services. Their low-bulk, high-value, cargos are particularly sought after.

Fliedermaus Chemicals

A chemical processing company. Where fashionable, it is very concerned with environmental issues and usually ships all its waste to where such issues are less revered.

GAG

Golden Vale Assassins Guild. Assassination is only a small part of GAG's business. Their criminal activities are quite extensive and usually involve violence.

Garrot Foundries

High quality metal processing. This company is known for its extreme attention to detail and its high prices.

Goldberg

Fashion designs. This label is not high fashion, but is known on several worlds and benefits from cross cultural appeal.

Hazelhearth

A fine grained, slow growing tree. It is particularly prized for its carving qualities. However due to its resinous nature it is best left to dry for a number of decades.

Mayes, Fitzpatrick and Pierce

Archaeological consultants. Many worlds of the Imperium have sites of interest. Any excavation work that uncovers remains is required to get a certificate from consultants such as these.

Morinmoss Pirates

A hearty bunch of wild souls. This group is a continual source of irritation for the local Navy. Although reportably non-violent to the people they rob, their hornpipes strike fear into sensible sophonts.

Polo Amalgamated

A general purpose manufacturing company. Subsidiaries to the group are continually acquired and sold, on a number of worlds.

Red Wizard

A leader in the virtual reality games industry, their products and their Realvision™ hardware systems are highly sought after.

Reis Vine

This vine is very rare and delicate, and prized for the use of its flowers.

Rosacap Fungus

Subsistence fungus. This grows on solid rock, and can be eaten after processing.

Serabi Genetics

Creators of custom genetic creatures. Well known for its scrupulous moral standards, it never deals in intelligent organisms.

Silver Panthers

A criminal collective. They mainly specialise in "white collar" crime and information dealing.

SIPTU

Shipping and Interstellar Portage Trade Union. One of the major trade unions in the region for dock workers and support staff.

Tanagon

A large rhinoceros-like creature with a dragon-like tail. A ferocious carnivore sometimes kept as a hunting beast.

Ursk

A repellent fruit. Considered by many as the most disgusting in the universe. A small ethnic minority praise it highly and name it "The Emperor's Fruit".

Wallaby

Small marsupial. Many varieties are bred as pets and for competitions (genetically enhanced wallabies are forbidden from entering competitions).

Yip

A shaggy fur-bearing creature. They are affectionate but have a grating cry. Their fur grows at an incredible rate and they produce a salty milk.



Notes

Keeping track...

Use this page to note when and where your players encountered the various plots, rumours, personalities and companies. This will help you to maintain consistency in the game, for example by ensuring that the same 'personals' don't crop up multiple times in different places



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