

A supplement for

MARC MELLER'S
TRAVELLER



101 TRAVELLERS



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A supplement for



"Afternoon, Miss Smith. Glad to have you travelling with us. Could I just check your booking details..."

"Thank you. And this is your luggage?..."

"You packed this yourself?..."

"No, I just wondered. Do you mind if I check the contents?..."

"No of course I'm not picking on you, Miss Smith. No, it's nothing to do with your eye patch..."

"No, really, we've already processed the quarantine details for your parrot, and as long as he stays perched on your shoulder and doesn't annoy the other passengers..."

"Now that's hardly fair, Miss Smith! Of course I realise you're disabled - the ticket details quite clearly state that one of your lower legs is a robotic prosthesis..."

"Well, frankly Miss Smith, it's the muzzle of the gauss rifle that's protruding from your prosthetic leg, the faint ticking sound coming from your parrot, and the way our trained drugs sniffer dog passed out as it began sniffing your luggage..."

- Septimus Lither, Captain of "The Leaping Lizard"

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101 TRAVELLERS

or

"A selection of passengers wishing to travel between the stars..."

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Introduction

What's in this book and how to use it

This booklet is intended to help Traveller® referees inject some background and personality into those otherwise nameless faces who travel between the stars...

Introduction

Just as your player-characters (PCs) wander from world to world, so too do many billions of other people. If your PCs own a ship, they may carry passengers to pay for its upkeep. If your PCs travel on liners, they will inevitably mingle with other passengers. Whatever the situation, the players will expect something more stimulating than simply rolling the number of passengers and calculating their ticket fare.

Well, okay, maybe some PCs would like things to be that simple, but this is real life, isn't it? There's always one passenger who just isn't satisfied with the service, or who's a total bore to his fellow passengers. Children and pets (even geneered dragons) are well known as sources of trouble, especially when confined within a starship for a week-long period.

A well designed NPC, with a strong background and character, can bring a game to life. NPCs can be based upon television/film heroes, characters from fiction, figures from newspapers, etc. However, you should avoid total plagiarism, taking just one or two concepts from each character and embellishing them with your own ideas.

This supplement provides you with pre-generated non-player characters (NPCs) with which to annoy, motivate, enthrall, and hopefully amuse your players. These travellers are intended to provide you with:

- the foundation for a number of complete shipboard adventures,
- potential plot links and/or patrons for expanding into subsequent adventures,
- interesting characters, to encourage your PCs to interact with someone other than the usual patrons, bad guys and the clerks at the ubiquitous weapons retail stores,
- characters able to provide background 'colour', useful rumours and information.

Format

Each entry for a traveller (or group of travellers) contains the following:

- personal details of the primary character(s) (*universal personality profile - UPP, race, sex, age and skills*),
- a rough idea of the spending money available to the traveller(s) (*the amount remaining after buying their ticket, except where a NPC is noted as needing a working passage, when this value is their total wealth*),
- any special luggage they might have, (*in addition to normal clothing and personal effects*),
- an introduction, giving a basic visual description,
- their background and reasons for travel,
- the play options which you may wish to exploit (how to play the NPC and adventure plot ideas).

You should feel free to adapt any or all of this information to suit your campaign background and/or personal preferences.

Selecting the NPC

Simply determine the passage type and number of individuals required to suit the situation, from the NPC listing at the end of this book. You need only use one or two 'interesting' NPCs from this supplement for any one voyage, otherwise you may have difficulty role-playing each NPC to their best and your PCs may be overwhelmed

Background

The book shares a consistent background with the other "101" books; this 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 glossary.

Middle Passage (Individuals)

Detailed traveller descriptions

Many interstellar travellers can afford a 'standard' or 'middle' passage. Your players may encounter a huge range of people travelling between worlds, whether they are fellow passengers on a commercial liner, wandering around the starport, or passengers on your players' ship. This section lists 41 such individuals.

1. Rab Jannir (Belter)

• Belter.

UPP 958847, Human, Male, Age 31.

Rucsac, Cr85,000.

Astronavigation-1, Brawling-1, Electronics-1, Medical-1, Pilot-2, Prospecting-3, Vac Suit-3.

Introduction: This man's dress is slightly rough at the edges and he has a world-weary face, but his cheery smile more than makes up for it. He carries only a small rucsac.

Background: Rab grew up as the son of a merchant captain. The stars were always his first love, although he never felt at ease working his parents' ship. He decided to go independent, and joined a co-operative belter operation. He has since been relatively fortunate in acquiring sufficient funds to be able to start a family. The advantage of being part of a large co-operative is that Rab can take time off while other members of the group take over his work. He has spent the last three months working the local belt but is now travelling home for a three month break to be with his family and his young daughters.

Play Options: Rab will enthuse about his daughters to anyone who has time to listen. He is a rich source of information on the local mining operations, and may be looking for people to ship ore or supplies for his co-operative. As a small operation, they suffer somewhat at the hands of their larger competitors, thus Rab may need help protecting his claims or his colleagues.

2. Jan Wehel (Chef)

• Cook, Chief Chef.

UPP 965758, Human, Female, Age 55.

Cr25,000.

Administration-3, Cooking-7, Ground Craft-2, Instruction-5, Leader-1.

Introduction: A very serious-looking middle-aged woman, with rolled up sleeves showing well-developed arms.

Background: Jan has always been devoted to the art of cooking. She has worked in almost every sort of establishment and has been chief chef for a number of top restaurants. More recently she has specialised in satisfying alien culinary tastes at exclusive city hotels.

Play Options: Although Jan is on vacation, she will feel obliged to comment on every aspect of the ship's cuisine and (since it is unlikely to be perfect) will suggest improvements and eventually insist on cooking for the crew. She is truly a good teacher and the PCs could learn from her. Alien PCs may wish to test her ability to cater for the non-human palate. They will not be disappointed!

3. Gyr (Singer)

• Entertainer (Singer).

UPP 8A8996, Human, Female, Age 27.

Cr25,000.

Dance-3, Music-3.

Introduction: A stunning young lady dressed in chic designer-wear.

Background: Gyr is from a middle income background, but rebelled against her parent's wish that she enter college. Instead she became a night-club singer. Her natural singing talent (and, to some degree, her beauty) has made her quite successful. Her career rose to new heights when she acquired a lucrative job at a belter installation. However, she has recently been forced out of her job by threats from a protection racket boss, who is installing his own people in the clubs. She repulsed his initial advances and was forced to leave the planet with her life savings.

Play Options: Gyr is a sufficiently charismatic individual that males in her

presence may be strongly attracted to her (quite against the will of the player!). She is extremely angry at the injustice she has suffered and is looking for a white knight, either to avenge her or to protect her and find her a new, safer, place of employment.

4. Welk Gorman (Architect)

- **Scholar (Architect).**

UPP 4968BA, Human, Male, Age 40.
Cr25,000.

Administration-2, Diplomacy-2, Geology-4, Law-2, Mechanics-4, Physics-4, Pistol-1.

Introduction: A short, stocky, individual with an extensive beard.

Background: Welk Gorman is a well known architect, designing a wide range of popular buildings. In his spare time, he travels to other worlds and photographs their architecture, to use as inspiration for future works. He is currently on vacation, and intends to record a number of buildings designed by Augus Tun.

Play Options: Welk is very absentminded. He carries quite a range of expensive photographic equipment and is liable to leave bits around. He will panic and ask for the ship to be searched for some critical item, only to find it in his own cabin. He is also paranoid about having his designs stolen and thus carries a small body pistol, which he will be reluctant to relinquish.

5. Gina Stanley (Security Consultant)

- **Agent (Security Consultant).**

UPP 788766, Human, Female, Age 35.
Cr25,000.

Brawling-3, Computer-3, Electronics-3, Grav Craft-1, Law-1, Perception-2, Psychology-3.

Introduction: A middle-aged woman, with military-style cropped hair, dressed casually.

Background: Gina is a specialist in security systems and is currently designing a new high security data vault for Bank Janus. The project is a closely guarded secret and she is travelling to view the initial construction work for the first time on the destination world. Much of Gina's success on previous projects comes from her use of psychology, viewing her work from the perspective of the criminal mind.

Play Options: The information held by Bank Janus is of great value - there are many criminals and governments who would like to obtain the plans for the new vault. Gina is travelling alone, under a false identity, and via standard (rather than high) passage in the hopes of avoiding attention.

She carries only part of the plans, heavily encrypted, but various agencies may still attempt to steal this data or kidnap her.

6. Bhu Ki Hyt (Undercover Agent)

- **Agent (Intelligence Service).**

UPP 8BC776, Human, Female, Age 28.
Cr25,000.

Brawling-1, Bribery-2, Computer-1, Diplomacy-1, Fast Talk-2, Forgery-1, Grav Craft-1, Ground Craft-1, Interrogation-2, Jack-of-all-Trades-1, Language-1, Mechanics-1, Melee-1.

Introduction: A fairly tall and slim young woman, dressed in casual clothing.

Background: Bhu is a member of a government intelligence service. She frequently works undercover on fraud and smuggling operations. She is extremely fit, with exceptional stamina, both physical and mental. The latter shows in her great persistence (some would say obstinacy), both on a personal level and when at work.

Play Options: Bhu might join a ship to observe the PCs (if they are undertaking any suspicious trade or other activities), or she may be following an NPC. In the latter case, this may be Melissa Ayal and Jepper (described elsewhere in this book) - Melissa is selling commercially sensitive information on a new Lyten Technical computer system; Bhu has to find out who Melissa's contact is. However, Bhu has to find an excuse to mingle with the upper class passengers (having only been funded to travel middle passage).

7. EX2391 (Robot)

- **Robot, Steward.**

UPP 8A8442, Droid, Age 12.
Cr1,000.

Medical-2, Steward-4.

Introduction: An anthropomorphic robotic figure in dark grey, with scintillating eyes and no luggage.

Background: The EX Steward model of robot is used widely on luxury liners to supplement the live staff. EX2391 is programmed for medical care and passenger liaison. It has been undertaking a major overhaul at an 'AndyDroid' plant, and is now travelling to rejoin his ship. It has a small credit allowance to pay expenses on the trip.

Play Options: EX2391 has sufficient 'intelligence' to be able to gain passage to catch its ship at one of its usual ports of call. However, it is not truly intelligent and can be easily confused. Its security programme prevents anyone except its rightful owners from controlling it, although its coding requires it to value human life above its own, etc.

Optionally, you may use the following plot... Unknown to EX2391, top secret military plans have been stored on a holocrystal within its 'brain' - it is being used by a spy ring to smuggle this information between worlds. Their tampering may cause EX2391 to behave erratically, which may lead to the holocrystal being discovered...

8. Holt Benk (Driver)

• Scientist (Technician).

UPP C92648, Human, Male, Age 29.

Cr10,000.

Computer-3, Electronics-2, First Aid-2, Gravitics-2, Grav Craft-4, Ground Craft-4, Mechanics-3, Perception-1, Robotics-2.

Introduction: A smartly dressed individual, appearing to be an experienced traveller, with a small bag of personal belongings.

Background: Holt Benk is a driver for Quest Transport, manufacturers of a wide range of vehicles. Quest build a number of highly exclusive luxury vehicles (often designed to the personal requirements of the customer). Quest always send a driver to accompany their vehicles and to demonstrate the controls to the recipient on delivery.

Holt has moved from vehicle design to this delivery job and rather enjoys it, as it brings him into contact with a wide range of top-rank personalities.

Play Options: Holt is accompanying a new MCr 15 grav speeder for the ruler of a province on the destination world. He thinks himself quite a "ladies' man". He can talk for hours about the many famous people he has met. The only oddity is that he will request that his bill be made out as a high passage; this allows him to pocket the additional expenses when he reclaims them from Quest.

9. Arghaz Grurrdzarg (Vargr Loner)

• Loner

UPP 7A4874, Vargr, Female, Age 40.

Weapons, equipment, Cr10,000.

Computer-1, Grav Craft-1, Ground Craft-2, Infighting-4, Liaison-2, Pistols-1, Rifles-2, Scrounging-4, Streetwise-2, Survival-2, Vac Suit-1.

Introduction: A rather mangy looking Vargr with battered luggage and a slight limp.

Background: Arghaz was a lone cub - the rest of her litter died at birth and it was only due to medical treatment that she survived. She has been slightly disfigured ever since, and was never truly accepted within her clan, being regarded as 'unlucky'.

As an adolescent, she made friends with some of the human traders that visited her world. When her own pack-mates turned on her, she ran away to join a human merchant ship. She has been working her passage from world to world ever since. She now travels simply for the sake of travelling, perhaps in an attempt to escape the rejection of her fellows.

Play Options: Arghaz is very depressed, feeling isolated and unwanted. She will try to gain working passage on the ship, or a reduced passage if this is not possible. If necessary she will scrounge some useful equipment or locate a good cargo, to demonstrate her usefulness.

Once aboard, she will work hard, but at nights she has terrible dreams and may howl aloud. Psychological treatment might help her, but what she really needs is to be accepted as part of a group...

10. Feori Hyharshi (Trader)

• Business Executive.

UPP D9A6A9, Aslan, Female, Age 41.

Cr14,000.

Administration-3, Broker-3, Comms-1, Computer-2, Dew Claw-2, Grav Craft-1, Ground Craft-1, Pistols-1, Rifles-2, Tolerance-2, Trader-5, Sensors-2, Survival-1, Vac Suit-1.

Introduction: A huge hulk of a female Aslan, dressed in finest silks, a series of gold earrings showing her executive rank.

Background: Feori owns and commands the "Revenge is Just" trader. She is a wily and intelligent trader. She has been away from her homeworld for some months but recently heard reports of trouble among her clan, in particular for her mate Kzan. She has had to leave her ship in the hands of her lieutenant in order to return home as quickly as possible.

Play Options: Feori is in a hurry, and is anxious. If the rumours are true, her mate's monetary incompetence may soon force him into a challenge to the death against a senior clan male. She will be unwilling to discuss the reason for her urgency which might lead people to speculate that she is fleeing the law. However, those who make an effort to understand her Aslan ways will find her amiable. Her pride prevents her from accepting any direct offers of help, but PCs could opt to accompany her to save her mate. Such an experience could be quite enlightening, with the potential for a strong friendship to develop.

11. Shenmaess Ceic (Mercenary)

• Navy, SubLieutenant.

UPP 445396, Human, Female, Age 24.

Military equipment, Cr5,000.

Admin-2, First Aid-1, Grav Craft-1, Leadership-1, Pistols-1, Rifles-1, Sensors-2, Ship's Boat-1, Short Blade-1.

Introduction: Shen is currently travelling "between units". She is quite small and light but wears an impeccably pressed uniform showing her to be a SubLieutenant in the Navy.

Background: Since her childhood, Shen had always wanted to join the Navy. However, she failed the entrance exams for all of the

military academies and finally had to settle for a job in the Naval Technical Support division.

Over several years, she impressed her colleagues with her determination and eventually achieved a commission. However, her superiors quickly realised that tactically she was a disaster area, and she ended up being transferred from base to base. When a small rebellion broke out near her latest base, she was tasked to take a small detachment and secure the Imperial embassy. Her first experience of real ground combat resulted in most of her men being killed in a riot. She suffered serious injuries herself. Ironically, in an attempt to cover up their blunder, her superiors awarded her a MCG and a disability discharge. A year later, scarred both physically and mentally, she cannot accept that the disaster was her fault. To 'clear' her mind, she has been trying to gain work as a mercenary.

Play Options: If asked about her exploits she will talk at great length about her heroics at the embassy, and fictional exploits since. She will latch on to anyone showing any great military experience or who might have need of her mercenary skills! She is quite willing to lie to get herself any form of military job and, from her extensive reading, can appear quite knowledgeable about military matters. However, should anyone decide to employ her, her incompetence will soon be revealed!

12. Vers Fraser (Scout)

• Scout.

UPP 486727, Human, Male, Age 29.

Cr20,000.

Astronavigation-3, Brawling-1, Computer-1, First Aid-2, Grav Craft-1, Ground Craft-1, Pistol-2, Rifle-2, Sensors-4, Shotgun-1, Stealth-1, Vac Suit-1.

Introduction: Short, skinny, and clad in a typically worn scout 'uniform' (well, it's got a scout badge hanging from the sleeve, anyway).

Background: Vers is a map-maker, working for the Scout Corp, who is beta-testing a new survey programme for constructing holo-maps. The new technique involves a special form of signal-processing, which enhances the detail available from a given sensor system. The method has already been published widely, so the Scout Corp have no interest in the

intellectual rights to the technique. However, they need to fully evaluate its use before recommending it as a new standard.

Play Options: Vers is very talkative and will discuss the system with anyone who has the necessary technical knowledge to understand him (anyone else will get a slightly disdainful look from him). The technique may be of great interest to anyone needing to enhance their sensor capability without spending huge amounts on new hardware and software.

13. Copel Vider (Magician)

• **Entertainer (Magician).**

UPP 5D4748, Human, Male, Age 30.

Cr 100.

Carousing-2, Computer-2, First Aid-1, Grav Craft-2, Magic-6, Perception-5.

Introduction: A rather dishevelled man with a tortuously long orange beard, bright green hair and a blue robe with stars on it. He is carrying a crumpled black hat with the letters "Wyzard" on it.

Background: Copel is a magician and illusionist with a highly amusing comic delivery. He has performed across the sector at events, charity galas and vid-shows. However, at the moment he owns only the clothes he is standing in and Cr 100 and he needs an urgent passage to the next system. His show moved on without him several days ago, as he was detained by a new-found girlfriend. He missed the flight booked for him by the stage manager and can't get a refund, but if he doesn't leave today, he'll miss the next show.

Play Options: Copel has no money to pay for passage. However, he will offer to entertain other passengers (or crew) as part of his working passage, and will pay the full passage as soon as he reaches the destination world and his show team. His magical tricks are certainly extremely impressive, and additional passengers may join the ship just to witness his tricks at first hand. During the week's voyage he will offer to teach up to four members of crew a single sleight-of-hand trick each.

14. Dav Kinum (Belter)

• **Belter.**

UPP 765443, Human, Female, Age 29.

Cr14,000.

Brawling-2, Engineering-1, Gambling-1, Pilot-1, Prospecting-3, Ship's Boat-2, Streetwise-2, Vac Suit-1.

Introduction: A young woman with iron-hard features and a dark stare. Her clothing has seen better times and she wears the 'strike' insignia of an asteroid miner.

Background: Dav is a belter who has a contract with Wickett & Hyal Prospecting to commence work on a newly 'opened' asteroid field. She knows there are several hundred other miners due to start, but she is keen to reach the destination first, for the company is offering the first 30 workers a tiny percentage of the claim rights (as an incentive to get workers on the site rapidly).

Play Options: Dav is rather obsessed with her new job and gaining the fractional claim rights, but once she calms down she can be quite helpful, offering her various shipboard skills to the crew. If the PCs don't have permanent employment at this point, they might find work at the mining site. There will be plenty of shipments in and out of the new site, with potentially lucrative long-term contracts available to those who ingratiate themselves with the management from the outset.

15. Larrian Cotsar (Racing Driver)

• **Racer.**

UPP 7A7748, Human, Female, Age 29.

Huge pile of shopping, Cr52,000.

Brawling-1, Carousing-1, Gambling-1, Grav Craft-9, Pistols-1.

Introduction: A small, thin young woman with short-cropped hair and large ears.

Background: Larrian is a famous racer, having won many of the local grav speedster championships over the past few years. However, she has one vice - she is a shopaholic. Once per year she travels around the main shopping zones of the neighbouring systems and shops until she drops.

Play Options: As the trip progresses (from world to world), Larrian will accumulate more and more bags and cases of shopping. She will

be loathe to have these placed in the hold, preferring to hoard them in her cabin (allowing her to admire her purchases regularly). At the end of each such trip, she often decides that she doesn't really like some of what she has bought, and will offer choice items to the crew or other passengers (provided they haven't joked about her ears). Naturally, should the PCs want the best get-away driver in the business...

16. Yeli Tyron (Xenosectologist)

• **Scientist, Doctor.**

UPP 663886, Human, Female, Age 29.

Specimen containment cases, Cr90,000.

Biology-5, Brawling-1, Chemistry-4, Computer-2, First Aid-1, Grav Craft-2, Hunting-3, perception-2, Research-2.

Introduction: Young, slim and attractive, this young lady wears a plain white jump suit and has several metal carry-cases with her.

Background: Tyron is an expert on insects from a local university, and is travelling on a collecting tour. Her large cases (which she prefers to store in her cabin rather than in the hold) contain many rare insects in cryostasis. If anyone shows too much interest in the cases, she will warn them not to tamper, as some of the insects stored inside are dangerous. Yeli is currently writing a book about her travels and her discoveries. As a sideline, she provides samples to the pharmaceutical company Bioplas, who can occasionally derive useful products from the insects' biochemistry.

Play Options: Yeli is quite unresponsive to any males attempting to charm her. She is interested only in her work. At some point in the voyage Yeli will become distraught, saying that several poisonous insects have disappeared from her cases. It is not clear whether the power to the stasis unit failed temporarily, allowing them to awake and escape. A passenger will then be found dead, stung by one of the insects. Is this all an accident, or did someone steal the insects in order to covertly perform a murder?

17. Swen Jonathan (Star-spotter)

• **Noble.**

UPP 37777A, Human, Male, Age 25.

Cr14,000.

Administration-1, Computer-1, Law-1, Leader-1, Physics-4, Trader-2.

Introduction: A thin, spotty individual in an expensive coat (well, ok, expensive anorak). He carries an electronic notebook on a chain around his neck.

Background: Swen Jonathan should be at Merchant Law school, following in the footsteps of his rich father. However, he has taken to star-spotting, and is spending his study time travelling throughout the subsector, recording his visits to various stars and storing their spectra on holovid.

Play Options: Swen is sad. Very sad. Annoyance factor to any normal person is 11 on a scale of 1 to 10. If he manages to trap anyone for long enough to show them his holovids of the stars, they will quickly enter a zombified stupor. Being subjected to his old "radio antenna" picture collection is likely to cause brain death in any sentient being.

18. Adari Kanomo (ex-Army)

• **Army, Sergeant.**

UPP C92648, Human, Male, Age 28.

Cr25,000.

Camouflage-2, Equestrian-2, Helicopter-1, Grav Craft-1, Leadership-1, Melee Combat-1, Rifle-1, Short Blade-1, Streetwise-1, Submachinegun-1.

Introduction: A muscle-bound giant of a man in ill-fitting civilian clothing, Adari is surprisingly gentle and considerate when requesting passage.

Background: Adari was a remarkably healthy child but suffered an unfortunate accident while riding a wild Appan. Although apparently physically unharmed, his brain suffered a slight internal injury. Prior to his enlistment in the Army, this problem emerged only once every few years, causing him to black out for a few seconds. However, the stress of military life, combined with ageing, has caused a gradual increase in the frequency and length of the black-outs. Until recently, Adari had managed to conceal the problem from his

colleagues, but a few weeks ago he passed out while piloting a military helicopter. Were it not for the rapid reactions of his co-pilot, the craft would have crashed, killing him and the other 8 personnel on board. A military medical examination showed that for some reason the neural damage had spread dramatically. Adari was given a disability discharge.

Play Options: Adari is travelling off-planet with the Middle Passage he received as part of his mustering out benefits. His flight is partly because he is almost suicidal with self-hatred that his weakness could have killed his colleagues. Further, a disreputable local news channel is interested in interviewing him about the accident. If asked by the crew, Adari says he has been given special leave from his ground unit to visit a sick relative.

An additional side effect of his neural damage is that almost any physical exertion will exhaust him. At some point during the flight Adari will either go into a coma, or will try to take his own life. The PCs should be able to intervene and save his life in either case. If he survives this trip he will be eternally grateful, particularly if the PCs can locate a suitably high tech planet where the doctors might be able to repair his damaged brain.

19. Witny Hall (Games Designer)

• Scientist (Programmer).

UPP 689368, Human, Male, Age 60.

Hand computer, Cr4,000.

Computer-9.

Introduction: A portly gentleman whose heavy beard and wrinkled face makes his age difficult to discern. He has an exceptionally loud and piercing voice.

Background: Witny is a computer games designer who is attending a subsector convention. He intends to try to sell his latest games to the large gaming companies (for example, Elven Worlds) who will be present at the event. Witny seems to have fallen on hard times, for he is nearly broke, and will offer to work for part of his passage if necessary.

Witny can be quite a bore, enthusing about his games. However, if he can persuade anyone to actually take a look at his latest virtual reality game (based upon an archaic idea of pretending to be a mythical fighter who

can slay dragons and the like) will be suitably impressed - there is something about the character interaction that Witny manages to put into his games that is quite enthralling.

Play Options: Witny will declare that he's going to make millions at the convention and that if anyone wants to invest some money in his company, they should get a good return. However, anyone examining the paperwork for the contracts (Witny can print them from his hand computer) will note that Witny is not sole proprietor of his 'company' - rather, most of the rights seem to be with his accountant/lawyer. Further investigation will reveal that Witny's previous games really have been a success, but that he has seen very little of the profits (he's a good programmer, but otherwise pretty clue-less). Elven Worlds will deny any responsibility for any such legal difficulties, but if pressurised will start their own investigation.

20. Woodfen Gill (Charity worker)

• Rogue (Thug).

UPP AB9985, Human, Male, Age 27.

Cr380,000.

Brawling-5, Interrogation-1, Mechanic-1, Pistol-3, Recruiting-1, Streetwise-1.

Introduction: Dressed in spartan workwear, this guy is bulging with muscles, yet still seems quite light on his feet. He has a charmless smile and a small scar above his left eye.

Background: Woodfen appears to be a representative for a nebulous charity, who is attempting to raise funds on various worlds. He is in fact an ex-member of a local gangster group. He has absconded with a large amount of the group's cash and they are very anxious to have it returned, preferably accompanied by Woodfen's head on a plate.

Play Options: Woodfen has a small tattoo of a triangular symbol on his left wrist which might be noticed by an observant PC. A quick computer check will reveal that the symbol is associated with the local gangs... should members of Woodfen's gang track him to the ship, they will attempt to gain passage and Woodfen will suffer an 'accident'; shortly thereafter.

21. Lyan Eyes (Sales Rep)

- **Business (Sales Rep).**

UPP 668299, Human, Male, Age 23.

Cr13,000.

Administration-1, Carousing-1, Computer-1, Grav Craft-1, Liaison-1, Trading-2.

Introduction: A young, smartly-dressed sales representative for IFI, a firm supplying protective gear for hazardous environments.

Background: Lyan has always wanted to be a spacer, but never had the opportunity until IFI decided to send him to a customer on another world. He is a lonely soul, who loves the depths of space and longs for the camaraderie that he believes exists between all spacers.

Play Options: However unfriendly the crew might be, once in jump, Lyan will announce that he wants to join them. He is very persistent, and will do absolutely anything to prove his value. He has no relevant space skills and in any hazardous situation he will be a serious liability.

22. Sanya Oradi (Lottery Winner)

- **Clerk.**

UPP 356987, Human, Female, Age 69.

Cr10,000,000.

Administration-2, Carousing-1, Grav Craft-1, Jack-of-all-Trades-1.

Introduction: A nervous-looking elderly woman, seeking a quick departure.

Background: Sanya has just won the world lottery this week. She has a number of friends and debtors who would like to 'share' in her good fortune. She prefers to remain anonymous and depart the planet as quickly as possible.

Play Options: Sanya will stay on the ship (locked in her cabin) until departure. Her newfound wealth is on her personal credit crystal and is thus difficult to steal (unless one is experienced at defrauding bank systems). If anyone recognises her (having seen the lottery show a few nights before), she will bribe them to keep her identity a secret.

23. Nicole Ytaer (Starship Refits)

- **Engineer, 2nd Class.**

UPP 76A966, Human, Female, Age 22.

Tool kit, Cr9,000.

Computer-1, Engineering-3, Grav Craft-1, Ground Craft-1, Navigation-1, Recon-1, Survival-1, Vac Suit-1.

Introduction: A young woman in clean starship's crew coveralls, wearing the insignia of Star Fitters. She carries an extensive tool kit.

Background: Nicole's father runs a starship refitment company, for which she has been working for five years as an engineer. She is quite good at her job and has travelled to this world on a newly fitted ship to ensure its correct operation before handing over to the customer. She is now heading homewards.

Play Options: .

Nicole is keen to prove her abilities, both to her father and to people in general. She will attempt to convince the crew to have their ship refitted at Star Fitters (without mentioning that it is her father's yard). She is very persistent and will (if permitted) perform minor repairs during the voyage to show how the ship's operation could be improved. Whether she convinces the crew to get the internal furnishings renewed, or just secures a simple drive overhaul, she will be delighted to announce to her father that she has brought work to the yard.

24. Maria Charles (Thief)

- **Rogue (Thief).**

UPP 7C9C46, Human, Female, Age 33.

Cases of jewellery, Cr103,000.

Acting-2, Carousing-1, Computer-1, Disguise-1, Electronics-4 (bugging), Forgery-3, Grav Craft-2, Intrusion-3, Perception-2, Pistol-3, Streetwise-5.

Introduction: An attractive woman, dressed in moderately expensive casual-wear.

Background: Maria Charles is a Class II Imperial Criminal, with a bounty of MCr 10 on her head (alive; MCr 1 if dead).

In the underworld she is renowned as one of the best thieves in the sector, specialising in small, high value targets. She uses only the highest tech equipment, is adept at disguise, and often works with a small team of hand-picked (and totally trustworthy) colleagues.

She has just 'acquired' a jewellery collection of considerable value and is departing the planet. As she planned, there is no immediate pursuit, but Maria is keen to leave as soon as possible. She is travelling under a false identity, as an electronics system design engineer for Lyten Technical. She is very familiar with her role and is unlikely to be caught out of character.

Play Options: Maria will pay an additional sum to ensure the ship departs early, on the pretext of needing to attend a family wedding on the destination world.

Anyone showing too much interest in her will be subjected to her full charms, and may end up suffering a severe 'accident'. Anyone investigating her cases (containing the jewellery) will discover the unpleasant booby-traps she has placed on them.

25. Gryfyg Wahlfn (Emissary)

• Emissary.

UPP 897A49, Vargr, Male, Age 29.

Cr19,000.

Administration-1, Computer-2, Diplomacy-2, Grav Craft-1, Liaison-4.

Introduction: A young Vargr, wearing robes emblazoned with sigils.

Background: Gryfyg is an emissary, travelling to a Hlfn clan gathering to resolve a commercial dispute with the Gradzaargh traders who carry their exports. He must reach the gathering within the next two weeks in order to ensure the dispute does not dissolve into physical violence.

Play Options: Like most Vargr, it is important that Gryfyg assert his charisma, i.e. his position within the social group. Many Vargr might cause severe problems with the crew and/or passengers, but as an emissary, Gryfyg at least has some comprehension of the peculiarities of human psychology, such that he will understand if he has offended anyone.

26. Nia Dell (Contortionist)

• Entertainer (Contortionist).

UPP 7D4876, Human, Female, Age 25.

Cr12,000.

Carousing-1, Dance (contortions)-7, Ground Craft-2, Jack-of-all-Trades-1, Liaison-1.

Introduction: A very sinuous young woman in a sleek black one-piece suit.

Background: Nia Dell is a contortionist who travels with the Ivy Experience (a large circus team who perform all over this sector). She became separated from them when she fell ill on this world.

Play Options: Nia is trying to return to her colleagues, but the circus often changes its travel plans, so it may take her some time.

27. Barclay Haven (Moaner)

• ex-Scout.

UPP 777227, Human, Male, Age 73.

Cr20,000.

Computer-1, Equestrian-2, First Aid-2, Grav Craft-1, Linguistics-1, Pilot-1, Survival-1.

Introduction: A world-weary old man, in rough clothing, with a battered Scout cap.

Background: Barclay appears to be a harmless old man en route to see his son and family on a neighbouring world. Many years ago, he was a successful Scout. However, premature senility has drained his memory, his skills and his patience. Once on board, he will complain about everything, from the state of the cabin to the food, the service, the crew, other passengers...

Play Options: The passenger from hell...

28. Iot Hydrawun (Investigator)

• Agent (Private Investigator).

UPP 678697, Human, Male, Age 23.

Cr11,000.

Computer-1, Gambling-1, Ground Craft-1, Interrogation-1, Pistols-1, Stealth-1.

Introduction: A non-descript traveller.

Background: Iot is a private investigator commissioned by Hilitte - manufacturers of a range of Yakka Juice products. He is working undercover, searching for the manufacturers and distributors of counterfeit Hilitte drinks. He has a false identity as a contributing author for the "Hitchhiker's Guide to Starport Bars" - this usually means he is allowed behind the bar to see the cellar rooms, et al.

Play Options: Iot is a little inexperienced and the PCs may notice errors in his cover story. If they confront him, he may reveal all, swear them to secrecy, and perhaps pay them

a small consideration to help him (i.e. he'll pay for their drinks at a series of bars, while he investigates behind the scenes and they keep watch).

29. Poppi Hellam (Military Paints)

- **Business (Sales Rep).**

UPP 7A7787, Human, Female, Age 27.

Cr35,000.

Administration-2, Art-1, Broker-1, Carousing-1, Grav Craft-2, Liaison-1, Perception-1, Trader-1.

Introduction: A typical sales rep.

Background: Poppi is a sales rep for adaptive camouflage paints, for any military application from buildings to starships.

Play Options: She has a complete sample range of paints and protective coatings (from laser-reflective paints to chameleon-effect camouflage). She is quite willing to deal with private clients (i.e. PCs) if appropriate.

30. Rozak Kabor (Mystic)

- **ex-Scout.**

UPP 99AB78, Human, Male, Age 29.

Cr56,000.

Administration-2, Art-1, Astronavigation-1, Computer-3, Fast Talk-4, Grav Craft-2, Liaison-7, Perception-2, Small Blade-4.

Introduction: Wearing a simple robe, hemmed in gold, with a gold meteor painted across his forehead. He seems to be chanting something under his breath.

Background: Rozak is the great "star mystic", preaching oneness with the galaxy. He has many followers on a number of worlds, but his primary gift seems to be in parting gullible believers from their money.

In truth, Rozak is a failed college boy who got drafted into the Scouts. After a few years he learned how the Imperium manipulated worlds, and decided he could manage the same thing on a smaller scale.

He is very careful to ensure that everything he does is always within the law. He is also able to act the part, appearing to be a zealous believer in his galactic faith.

Play Options: Rozak is always on the lookout for gullible people, so he may try to convince other passengers or even crew to join

his faith. All they need do is donate all their worldly goods to a good cause - Rozak's galactic faith organisation!

31. Septimus Lither (Adventurer)

- **ex-Scout.**

UPP C7C846-7, Hyumian, Male, Age 40.

Cr78,000.

Astronavigation-3, Brawling-2, Carousing-1, Engineering-4, Gambling-1, Grav Craft-3, Pilot-5, Pistols-2, Rifles-1, Shotguns-3, Streetwise-2, Survival-2, Telekinesis-2, Vac Suit-1.

Introduction: An imposing scaly hulk of a creature, this Hyumian wears a bright ski jacket and an equipment belt. He carries an assortment of weaponry.

Background: Septimus' long Hyumian wanderlust phase drove him to join the Scouts and, subsequently, to adventuring. At times, he has teamed up with the thief Maria Charles, but at the moment he is seeking adventure while his scout ship undergoes a major overhaul.

Play Options: Septimus is game for any adventure - he may ask for help from the PCs, or he may volunteer to help them. Note that he has a weak form of telekinetic psionic ability, which he occasionally puts to use in defrauding casinos (controlling the roulette ball, etc.).

32. June Dorster (Antiques Dealer)

- **Merchant, 3rd Officer.**

UPP 7588A4, Human, Female, Age 27.

Cr35,000.

Administration-2, Computer-2, Forgery-1, Grav Craft-1, Law-2, Pistol-1, Survival-1, Trader-3.

Introduction: Wearing rather outdated clothing, this young woman seems to have a constant frown on her face.

Background: June is an antiques dealer from Porter & Streetman Associates. She is accompanying an exquisite antique wardrobe made of solid Hellboria wood on its journey to a new owner.

Play Options: June is an amiable passenger but will check the shipping papers very thoroughly (insurance cover, etc.), and will insist on inspecting the wardrobe once per day

to ensure it is being kept in the correct conditions (the antique wood is sensitive to excess humidity or temperature).

33. Loper (Witch Doctor)

- Barbarian.

UPP 9C9857, Human, Male, Age 26.

Cr67,000.

Axe-2, Blowgun-2, Large Blade-2, Leader-2, Melee Combat-2, Small Blade-2, Survival-2.

Introduction: A tall young man in rich laces, his face tattooed with a tiger-like creature, his body pierced at various points with an assortment of silver rings and half-moons.

Background: Loper is a witch doctor from the Qyter race in one of the more remote systems. He is travelling to the sector capital as a form of pilgrimage. His task is to gain some token of recognition from the Imperial governor, before returning to his tribe to assume the leadership.

His tribe is one of several on an area of great natural resources. Exploitation of this mineral wealth by Wickett & Hyal Prospecting has brought the tribes moderate riches, such that Loper can afford to travel.

Play Options: Loper is quite wild and unpredictable. He is also curious about all manner of technical things; e.g. he will ask if he can pilot the ship, and next moment will be just as interested in knowing how the coffee machine works...

34. Mik tyu-Potu (Insurance Assessor)

- Bureaucrat (Claims Assessor).

UPP 7237A7, Human, Male, Age 27.

Cr18,000.

Administration-2, Ground Craft-1, History-1, Interview-2, Law-2, Liaison-1.

Introduction: A tall young man in an ill-fitting suit.

Background: Two starships collided above the starport of a neighbouring world. Mik is travelling to assess the damage, in order to determine how much his insurance company should pay out.

Play Options: Mik is very, very, clumsy.

Play for maximum comical effect! His catchphrase is: "I'm terribly sorry about that; the company will pay for the damage."

35. Kherig Granz (Spy)

- Merchant, 3rd Officer.

UPP 5927AA-C, Human, Male, Age 37.

Cr31,000.

Administration-1, Astronavigation-2, Carousing-3, Clairvoyance-4, Computer-2, Intrusion-3, Liaison-3, Pistols-2, Telepathy-2, Trader-5, Vac Suit-1.

Introduction: A non-descript individual wearing a crew jump suit with the insignia of a Merchant 3rd Officer.

Background: Kherig is a deep cover operative from a non-Imperial state, who has been working as a trader for some years within the Imperium. (Depending upon the Milieu, Kherig could be a Zhodani agent or a Solomani SolSec agent). His psionics and photographic memory make him an exceptionally efficient spy. His main task is as a general intelligence gatherer, sending his encrypted reports via another operative. However, occasionally he is contacted to perform a particular mission - e.g. to reconnoitre a military base.

Play Options: Kherig may need the players to act as a distraction (for his spying) or to remove an Imperial agent who is watching him. He is a good agent, but has developed expensive tastes which are above his 3rd Officer status.

36. Grfuzg "Jaws" Gdenz (Vargr Raider)

- Raider, Sergeant.

UPP B94889, Vargr, Female, Age 29.

Cr75,000.

Battledress-1, Computer-1, Demolitions-1, Grav Craft-1, Ground Craft-1, Heavy Weapons-2, Infighting-2, Pistols-2, Rifles-2, Survival-1, Vac Suit-1.

Introduction: An unusually heavily-built female Vargr, wearing an Imperial marine uniform, with innumerable gaudy bangles, ear-, finger and toe rings. A Medical for Conspicuous Gallantry is prominent on her chest.

Background: Grfuzg comes from a minority colony of Vargr within Imperial space. Her race

have been well treated on this particular world and many of the Vargr join Imperial services. Grfuzg has served with the Imperial marines until she was badly injured several months ago. While practising space-to-ground deployment, a fault developed on a missile on the G-carrier holding her platoon. The resulting explosion caused the carrier to crash. Although her leg was broken, Grfuzg bravely dragged three of her injured comrades in turn from the wreck before it finally blew up. She was awarded an MCG for her actions and given a disability discharge and considerable compensation pay.

Play Options: Grfuzg has now recovered sufficiently to return to her homeworld. Her charisma has been significantly enhanced by her actions and she hopes for a command post within her homeworld militia. She is open to other offers, should anyone need a mercenary. Ironically, her marines were active in many anti-piracy actions against other Vargr. Were she to meet a Vargr from one of these less 'civilised' clans, blood might well be spilt!

37. Sandra Maarten (Armaments)

• **Scientist (Armaments).**

UPP 566578, Human, Female, Age 31.

Electronic small-arms sights, Cr 32,000.

Armory-3, Chemistry-2, Computer-2, Electronics-5, Instruction-2, Physics-2, Pistols-1, Rifles-2.

Introduction: A nondescript business woman struggling with two large cases.

Background: Sandra is a technical sales person at Heretic Arms, specialising in electronic sights for a range of small-arms. Her cases carry a number of samples of such sights, for handguns and rifles. As a protection against theft, the sights require the insertion of a tiny electronic pass-key to be activated.

Play Options: Sandra's passage details show her profession, so no doubt the PCs will want to talk to her. She will be able to demonstrate the various sights and give them information on the wide range of armaments supplied by Heretic. If they are particularly friendly, she may be able to get them a discount on some weapons or she might arrange a profitable contract to ship components, ammunition or the like for Heretic.

38. Karl Vunderblam (Mad Scientist)

• **Scientist (Physicist).**

UPP B77A56, Human, Male, Age 42.

Huge crates of electronic equipment, Cr 27,000.

Astronavigation-1, Brawling-1, Computer-1, Electronics-5, Grav Craft-1, Physics-6, Pilot-1, Small Blade-1.

Introduction: A short stocky man with tangled hair, a half-grown beard, who constantly refers to his wrist computer. Several huge crates sit on a grav sled behind him.

Background: Karl is a truly mad scientist. A short period of working aboard his parents' trader ship, combined with his subsequent 20-year study of physics, has convinced him that the current understanding of jump space is quite flawed. He has concocted an 'easy' way to access the higher Jump 'dimensions', supposedly allowing a ship to achieve Jump-20 or more using a normal Jump-1 drive.

His scientific colleagues hounded him from his university post many years ago, claiming that he was mentally unstable. Karl now wishes to convince the PCs to allow him to adapt their drive to investigate his theory.

Play Options: It sounds very risky, allowing Karl to connect up his "Jump Drive Hyperboost Unit", (or "Humpy" as he likes to call it) to the PC's precious ship. However, if Karl's ideas work, just think of the value of his invention!

39. Bill Viman (Hijacker)

• **Rogue (Thug).**

UPP 7AB375, Human, Male, Age 23.

Laser weapons, swords, Cr 2,000.

Demolitions-1, Gambling-1, Pistols-1, Streetwise-2.

Introduction: A small, wiry individual carrying several suitcases.

Background: Bill was a gangland thug until a run-in with a rival gang left him bleeding in the street with a bullet in the head.

He has just left hospital, having made an amazing recovery. However, the bullet has caused him permanent mental damage. He now believes himself to be an invincible freedom fighter-cum-terrorist. He intends to

hijack this ship, using the home-made explosives which are packed into his suitcases.

Play Options: Realistically, Bill doesn't have a plan and has little chance of hijacking the ship, although his home-made explosives have such an unusual mixture of chemicals in them that they won't be recognised by standard explosives detectors. Given that he gets these onboard without detection, he could cause a substantial amount of damage...

40. Arsharf Heaforleanish (Aslan Wanderer)

• **Wanderer.**

UPP B99686, Aslan, Male, Age 32.

Laser weapons, swords, Cr 2,000.

Computer-1, Dew Claw-2, Grav Craft-2, Independence-3, Large Blade-3, Pilot-2, Rifles-2, Tolerance-1, Vac Suit-1.

Introduction: A beefy male Aslan, wearing only short trousers and swathed in bandoleers of equipment. A curved sword is on his back and he carries a laser rifle.

Background: Arsharf is unusual among Aslan in that, although he has strong clan ties, he has chosen to wander alone through the Imperium. He is not an outcast, although some humans might mistakenly believe this to be the case. Rather, he has been broadening his mind (again, an unusual event for a male Aslan!) and is now returning to his homeworld, probably to take up a career as a Teacher.

Play Options: Even after several years of travelling, Arsharf still has trouble understanding some human ways. He has, at least, got the hang of "money", although he rarely seems to have much, and often has to work his passage between worlds. He has visited many interesting places and will be only too pleased to practice his teaching ability by telling others of his travels. He is also quite willing to undertake adventures if the cause is suitably honourable.

41. Jak Shipherd (Murderer)

• **Financier, Senior Clerk.**

UPP 7A4874, Human, Male, Age 29.

Cr3,000.

Administration-2, Carousing-1, Computer-1, Grav Craft-2, Jack-of-all-Trades-1, Liaison-1, Small Blade-1.

Introduction: Shortly before the ship is due to leave, a young man in a business suit requests passage. He has only a small briefcase with him and is quite out of breath.

Background: Jak Shipherd has just murdered his wife's lover. He is understandably eager to remove himself from the planet immediately. He will under no circumstances reveal his true reason for departure, purporting to be a business man (which he is) who has had an urgent request to attend a critical meeting on the destination world.

Play Options: For every moment prior to the ship entering jump space, Jak's nervousness will increase. He had to use his real identity to board the ship, and (assuming the crew have followed normal procedures) his name is now registered at the starport as having left on this ship. When the police do find this data (prior to jump), they will request that the ship hove to. They will send a patrol ship to take Jak off. However, by this time he will have panicked and tried to take a crewperson or passenger as a hostage...

Middle Passage (2-4 Individuals)

Detailed traveller descriptions

A travelling group may often comprise several members, whether this be friends, relations or business travellers. This section lists 12 such small groups.

Full character details (attributes and skills) are only given for the primary NPCs within each group.

1. Tanar/Syiven Kiyer (Scientists)

Tanar

• **Scientist, Professor.**

UPP 8798A2, Human, Male, Age 45.

Carousing-1, Computer-8, Electronics-2, Grav Craft-1, Pistol-1, Survival-1.

Syiven

• **Scientist, Professor.**

UPP 9729A2, Human, Female, Age 46.

Carousing-3, Computer-2, Diplomacy-2, Electronics-6, Grav Craft-1, Robotics-7.

Aslan Fighting Cat, Cr108,000

Introduction: A middle-aged man and woman, dressed in a mismatch of clothing, each looking as though they haven't had a bath for several months. Striding casually on a lead between them is a small leopard-like creature - a young Aslan fighting cat.

Background: Tanar Kiyer holds a professorial chair in computing, while his wife Syiven holds a senior post in the robotics research unit. The two are quite brilliant but their eccentricity seems to know no bounds. Tanar enjoys every aspect of programming and hacking computers (having little concept of the ethics of such tampering) while his wife is usually accompanied by a myriad of small robotic devices, from artificially intelligent pens to small crawlers which run around her feet, collecting rubbish. The Aslan fighting cat (called "Freckles") is one of their latest non-robotic investments. Immature and (nominally) tame, this is still potentially a ferocious animal.

Play Options: The Kiyers are going on one of their many research sabbaticals. They have had trouble getting places on a standard liner (which objected to Freckles, Syiven's gadgetry and Tanar's computer tampering). They are therefore looking for a private trader to carry them. Naturally, they will pay a reasonable fee

for Freckles' passage, but they will undoubtedly cause nothing but trouble throughout the journey - Tanar tampering with the ship's computers and Syiven's robots annoying the crew and passengers. Conversely, if carefully handled, Tanar and Syiven might be put to good use by the PCs.

2. Kev/Mara/Sanya Aer (Family)

Kev

• **Engineer.**

UPP 878574, Human, Male, Age 38.

Brawling-1, Carousing-1, Communications-3, Computer-1, Ground Craft-2, Liaison-1.

Mara

• **Doctor (Surgeon).**

UPP 7B78A4, Human, Female, Age 39.

Medical tools, Cr80,000.

Administration-3, Computer-1, Ground Craft-1, Medical-6, Small Blade-1, Streetwise-2.

Introduction: A well-dressed middle-aged couple with a young daughter. The man seems rather a fussy type, but the wife is very cool and collected.

Background: Mara Ayer is an established nerve surgeon on her homeworld but her husband Kev lost his job as a telecommunications developer some years ago. Mara has now been offered a sufficiently beneficial contract on another world that the family have decided to move. The family have two tons of their most valuable personal possessions to be shipped with them.

Play Options: Kev has become excessively fussy as a house-husband, and is very protective of Sanya, who is constantly getting herself into trouble. Mara has a counter-balancing calm and collected personality. Their expenses are all being paid by her new

employees, so they will want to take advantage of all the ship's facilities!

3. Yurt Yutan (Appan Breeder)

Yurt

- Noble.

UPP 25188C, Human, Male, Age 43.

Cr210,000.

Computer-1, Diplomacy-2, Equestrian-6, Fast Talk-2, Fencing-3, Ground Craft-2, Instruction-4, Leader-3, Submachinegun-2, Vac Suit-2

Gerald Harben

- Nurse.

UPP C79866, Human, Male, Age 27.

Medical-5.

Introduction: A short, chubby individual, sweating incessantly and puffing as though he's about to drop dead of exhaustion. He is being gently helped along by a muscled character carrying a medical kit.

Background: Yurt owns and runs a leading racing stables for specially bred Appan. Those animals bred for racing are much sleeker than their fellows, are extremely fleet of hoof, but do not travel well. Yurt's father originally owned the stables, and he began his career as a successful Appan rider, but a serious accident in his late twenties left him quite disabled. The wonders of high tech medicine mean that he can live a normal life, but he is quite weak and gets breathless after even a short walk. He is constantly accompanied by his personal assistant (and nurse) Gerald.

Play Options: The pair are currently escorting two racing Appan to the destination world. The living conditions of the animals must be controlled precisely during the journey, with the minimum possible noise and excitement. Yurt will wish to see the Appan at every possible opportunity (at least once a day) and in any stressful situation will insist he be allowed to stay with them to calm them.

Gerald is used to having to use his strength and bulk to protect Yurt and, when diplomacy and bribery are not sufficient, to impose his master's will upon others.

4. Chuka Norris (Convict with Guard)

Chuka

- Rogue (Thug).

UPP A42752, Human, Female, Age 23.

No belongings.

Brawling-2, Fast Talk-1, Grav Craft-1, Melee Combat-4, Streetwise-2, Survival-1.

Aaron Grant

- Agent (Prison Guard).

UPP B8B555, Human, Male, Age 27.

Weapons, Cr 1,000.

Administration-2, Computer-1, First Aid-1, Grav Craft-1, Interrogation-1, Melee Combat-1, Pistols-1, Streetwise-2, Survival-1.

Introduction: A sullen-looking young woman in security restraints is pushed along by a young man in police uniform.

Background: Chuka Norris is a young murderess, infamous for her torturous laser-cutter killings. Caught and imprisoned two years ago, she has been allowed a temporary (escorted) leave to attend her parents' funeral. Her escort is prison officer Aaron Grant, who has orders not to let her leave his side. He is armed, but will relinquish his weapons once he is assured of the security of the ship accommodation.

Play Options: Chuka is very cunning and will take any possible opportunity to escape. Aaron will ensure that the she is locked in her stateroom for the majority of the voyage, cuffed to the bed using a security restraint. She also has a tracer implanted subdermally in her neck. Since prisoners are identified only by numbers, Aaron will try to hide her identity. Chuka may proudly announce her evil past, however, and if her identity leaks out, she may find someone on the ship wishing to rid the world of this 'monster'. If the destination world receives news while the ship is in system, then quite a crowd may be waiting on the ground. At this point, Aaron will be quite willing to recruit any deputies he can!

5. Survivalist Team

- **Army, various enlisted ranks.**

UPP 788556 (average), Human, Male, Age 22-24.

Survival equipment, weapons, Cr12,000.

*Typicaly: **Brawling-1, Equestrian-1, First Aid-1, Intimidation-1, Rifles-1, Survival-0.***

Introduction: Four men, all dressed overtly in military surplus equipment, carrying rucsacs and weapons.

Background: The four (Ort, Hyanquay, Gert and Frankle) are all drop-outs from the local army barracks, who didn't have the mental or physical stamina, or who couldn't take orders. They all have routine or boring jobs, and in an attempt to gain some excitement, they have saved up to travel to a remote world to live for a few months as survivalists.

Play Options: Naturally, all four will spend their time boasting of their military exploits and how they 'chose' to leave the army, or were pushed out because they were too good for their own officers. Any PCs with more experience in a military career, or survival skills specifically, will quickly see through their boasts, giving the potential for the PCs, to have some fun at their expense!

"You're going to the Hyarl jungle? Dear gods, don't you know about the deadly poisonous Drangir that are everywhere at this time of year?" (Survivalists look suitably horrified while PCs snigger quietly...)

6. Ejeck Kidh (Doctor with Cryo-Patients)

- **Doctor, Junior.**

UPP 662875, Human, Male, Age 24.

Medical equipment, Cr20,000.

Biology-3, Computer-1, Electronics-1, Grav Craft-1, Medical-3.

Introduction: A rather serious-looking young man wearing casual clothing but with a jacket bearing medical insignia.

Background: Ejeck is a junior doctor at Barten Hospital. This hospital specialises in cryogenic storage of dying or critically ill patients, until they can be transported to a higher tech level world where they can be treated. Ejeck has been assigned to

accompany and monitor the latest batch of three such patients, who all require low passage berths. He carries equipment for dealing with minor medical emergencies, as well as the records of the three patients.

Cryogenic freezing and transportation to a high tech hospital is not a cheap process, so the facility is usually only available to the richer classes of the current world.

Play Options: One of Ejeck's patients is the businessman Soero Fodar. Fodar was placed in stasis after he was shot by a mystery assailant. In truth, the man wielding the gun was Fodar's partner, Antony Yast, who stands to gain control of their lucrative gambling business. He left Fodar for dead, unaware that Fodar's medical insurance included the 'Barten treatment'. Yast must now find a way to ensure that Fodar does not survive the trip to the high tech hospital, for if his partner survives, he will be able to name Yast as the gunman.

7. Jack/Bin Sholton (Children)

- **Children, Human.**

Jack, UPP 565A26, Male, Age 8.

Bin, UPP 365B36, Female, Age 9.

Cr100.

No skills.

Introduction: Two young children are delivered by a very worried mother.

Background: Jack and Bin are two fairly gifted children who have received a grant from their government to travel to a specialist "fast track" school on another world. Naturally, their parents are very worried about their two children spending 6 months away from them. Unfortunately, their parents' jobs preclude them from travelling; they can only afford a single visit in about 3 months time.

Play Options: Jack is a little troublesome but his sister will defend him; she is remarkably knowledgeable and mature for her age.

8. Busr Jun, Katus Opink (Couriers)

- **Agents (Security Courier).**

Busr

UPP 687775, Human, Female, Age 27.

Weapons, secure case, Cr33,500.

Brawling-4, Computer-1, Grav Craft-2, Law-2, Perception-2, Pistols-3, Submachinegun-2, Vac Suit-2.

Katus

UPP A66266, Human, Male, Age 24.

Weapons, secure case, Cr33,500.

Brawling-3, Grav Craft-2, Pistols-2, Rifles-2, Vac Suit-1.

Introduction: A heavily-built guy with fairly simple features and a lithe athletic young woman, both carrying large cases.

Background: A daughter of a senior Lyten executive has been kidnapped. Busr and Katus are staff of Lindarport Security, carrying two cases of uncut gems from Lyten as ransom payment for her release. The kidnappers have specified a drop point on the destination world.

Play Options: Busr is slightly stand-offish, but can act friendly if pressed. Katus is a fairly stupid oaf, hired by Lindarport purely because of his imposing bulk. Both will lie about the contents of their cases, and their purpose, because any outside involvement (police or otherwise) might jeopardise the life of the kidnap victim.

9. Fyrn Tyro, Oryn Kurner (Fraud Investigators)

• **Agents, Human.**

Fyrn, UPP 8A9965, Male, Age 34.

Oryn, UPP858967, Male, Age 31.

Forensic kits, computer hacking equipment, weapons, warrants.

Typical skills: Brawling-2, Carousing-1, Computer-3, First Aid-2, Forensics-3, Grav Craft-2, Interrogation-1, Language-2, Perception-3, Pistols-3, Research-2, Vac Suit-1.

Introduction: Two dark-suited individuals wearing dark glasses, with several compact equipment cases.

Background: Fyrn and Oryn are undercover agents from the Imperial Fraud Office. They are investigating a network of companies which is believed to be 'laundering' the profits from the mysterious "Grey Guild" - an alleged co-operative of expert thieves.

Naturally, they have false identities - as sales representatives from Bioplas LIC.

Play Options: Fyrn and Oryn may be tracking a Grey Guild member (e.g. Maria Charles), one of their couriers or an executive of one of the 'front' companies. Alternatively, the ship might be (unknowingly) transporting valuables from one company to another.

10. Ipotic Monks

• **Scholars, Human.**

Ij, UPP 886775, Male, Age 31.

Yo, UPP 597877, Male, Age 23.

No belongings whatsoever.

Philosophy-7.

Introduction: Two men with shaven heads, tattooed bodies and simple cloth shirts and trousers. They don't appear to have any luggage.

Background: These monks are members of an elitist order founded by Eligen Montkaren. Montkaren preached a mixture of many other religions, primarily focusing on nature and the abhorrence of 'artificial' materials (plastics, etc.) in favour of pure metals, plant-derived textiles and the like. Montkaren died many years ago, but a number of monk communities survive.

Play Options: The two monks will spend most of their time ensuring that their bodies and feet are covered so that they do not touch any of the 'contaminants' around the ship, i.e. any surface that contains plastics or other synthetic materials. It may eventually occur to the PCs that if the monks have no baggage, they have no change of clothing. It will then be obvious why the ship's air seems to have taken on a rather stale smell...

11. Eryl/Winette Klio (Family)

Eryl

• **Technician.**

UPP 938A67, Human, Male, Age 29.

Administration-2, Communications-3, Computer-1, Electronics-3, Ground Craft-1, Leader-1, Streetwise-1.

Winette

• **Biochemist.**

UPP 767897, Human, Female, Age 27.

Administration-1, Biology-4, Computer-1, Ground Craft-1, History-1, Instructor-1.

• **Children.**

Samban, Age 4.

Heria, Age 6.

Crates of belongings, Cr26,000.

Introduction: A couple, with two young children and an extensive array of personal luggage and crates.

Background: The Klio family came to this world as colonists, but have decided that frontier life is not for them. They are returning to their original homeworld, taking with them what personal goods they can carry (amounting to several tons of cargo).

Play Options: The two children are boisterous, but once in jump space will become subdued, and then fall ill. The Klios have unwittingly brought aboard the Heifell Kuros virus. This airborne 'plague' has had plenty of time to spread itself through the ship's ventilation before the children show the first symptoms. The virus can kill the weak, sick and elderly, but healthy individuals should pull through after 1D days of pain. The PCs must determine how to avoid and/or combat the virus until they reach the destination world (where the ship will be quarantined, but at least expert medical help will be available).

and record new types of filming locale. They are currently on the look out for majestic cliffs, a triple-moon system with a standard atmosphere, and several specific types of shipboard architecture. They have a limited budget and time to do their research.

Play Options: The requirement for shipboard scenes may lead the team to request a tour of the ship, taking recordings of various areas (assuming the crew give permission). If the ship has a particularly unique configuration, the team will get quite enthusiastic and a contract for a filming session may arrive at some later point (from a month to several years into the future).

12. ClockLock (Location-spotting Team)

• **Entertainers, Human.**

Eritressa, UPP 367856, Female, Age 55.

Thomari, UPP 475694, Male, Age 35.

Yanette, UPP 858986, Female, Age 28.

Trent, UPP 885776, Male, Age 24.

Recording equipment, Cr22,000.

Typical skills: Art (video)-1, Carousing-2, Communications-2, Liaison-2, Perception-3.

Introduction: A group of four men and women, smiling and friendly, in casual clothing, carrying cases badged with a large clock logo.

Background: The ClockLock location-spotting team is subcontracted by larger film-making groups to find appropriate locations for major scenes. The team maintain an extensive database of locations and also spend a considerable amount of time travelling to find

Middle Passage (Group)

Detailed traveller descriptions

Larger ships may carry groups of passengers, from corporation teams to extended families or mercenary units. This section lists 9 such larger groups.

The details of the primary NPCs are given, but the precise number in the group should be adapted to suit your game (for example the available passenger staterooms of your players' ship).

1. Cimaya Emell (Mercenary Unit)

Cimaya

• **Army, Captain.**

UPP BAB843, Human, Female, Age 30.

Military equipment, Cr50,000.

Brawling-2, Demolitions-4, Forward Observer-1, Gambling-2, Grav Craft-1, Ground Craft-2, Heavy Weapons-2, Leadership-3, Rifles-3, Submachinegun-2, Tactics-2.

Introduction: A well-built woman with quite a commanding presence, Cimaya may be travelling alone or with a number of similarly muscular compatriots. She may need urgent passage, and may require quite a large array of armaments to be stored in the ship's safe...

Background: Cimaya wanted to join the spaceborne action of the Imperial Marines, but during her first few weeks of training, a series of minor transgressions (revolving around her lack of respect for authority) soured her senior officer's view of her. At her 2 week initial assessment she was told she would never pass out of Marine Camp. Having flattened her commanding officer, she was jailed, awaiting court-martial. Fortunately, she was released to an Army unit specialising in training convicts and loners - the infamous "Dirty 30th". Although never a bully at heart, Cimaya quickly found brute force was a necessity for survival among the murderers, arsonists and other hoodlums who comprised the 30th. However, the 30th could be strangely effective as a fighting force, their commanders expert in focusing their violence and hatred at the enemy rather than at each other. The 30th undertook only the most hazardous operations where the Army feared huge losses. Cimaya not only survived, but thrived in this environment, rising quickly through the ranks to become a trusted leader.

Although still officially part of the 30th, she now undertakes small covert mercenary operations at the request of the Army. Such actions are totally 'deniable' (and risky), but pay quite well.

Play Options: Cimaya may be travelling to or from a job, and may have several of her fellow mercenaries with her. She is always tight-lipped about giving any details of her work, due to its covert nature and will claim that she (and her colleagues) are on 'holiday'. However, their job may occasionally require a fairly rushed exit from a given planet which, in combination with her armoury, may require her to pay above the odds for a discrete passage with no questions asked. She enjoys a good gamble, particularly where this involves contests of physical strength or endurance. She also has a strong hatred of officialdom, particularly those in the military services who may have achieved their position through class rather than ability.

2. Chronst Sect (Devotees)

UPP varies, Human, 3 Males and 3 Females, Age varies.

Cr12,000 total.

Common Skills: Brawling-4, Writing-5.

Introduction: A group of six individuals of mixed ages and sexes, but all dressed in the same dark mauve suits.

Background: The group are six devotees of the Chronst sect. They are devout in the extreme and follow a strict series of rules, given the holy writings of Chronst (and the seven subsequent leaders of the sect).

Play Options: The group will spend most of their time quietly copying from one ancient tome to another. They will not allow any unbeliever to read their texts. They will also

insist on worshipping at the precise times set down in their writings. They require complete quiet at all times (even during shipboard crises).

Crew members may find the group's arrogant attitude frustrating in the extreme, especially when the group insist on passing close to certain planet on the way in from jump, which would take the ship considerably off course.

3. Glen Jzis (Botany Group)

Glen

- **Scientist, Professor.**

UPP 467B65, Human, Male, Age 44.

Cr95,000.

Administration-1, Biology-5, Carousing-2, Computer-2, Grav Craft-1, Jack-of-all-Trades-4, Perception-2, Physics-2, Research-2, Vac Suit-1.

Introduction: A group of scientists, carrying a variety of peculiar instruments.

Background: Glen is a botanical hunter and expert who photographs and catalogues plants in their native environment for the Imperial Plant Society (who provide him with quite substantial funding). He and his team (between 2-10 specialists) conduct regular expeditions to both remote and colonised worlds. They collect from some of the most inhospitable areas in the Imperium.

Glen has a particular hatred of those who exploit flora and fauna for their own wealth, although he recognises the value of the work of corporations such as Bioplas LIC (for whom he has occasionally undertaken work).

Play Options: Glen may be taking his team to a new world to record its rare plants or he may be carrying samples of a plant for analysis by Bioplas. Alternatively, Glen may have been contracted by a law enforcement agency to help secure a conviction against someone illegally exporting rare flora.

4. Byrutar Sartyr (Pirates)

Byrutar

- **Pirate, Lieutenant.**

UPP C7C875, Aslan, Female, Age 41.

Astronavigation-3, Carousing-2, Computer-1, Dew Claw-2, Forgery-2, Jack-of-all-Trades-1, Leader-3, Submachinegun-3, Vac Suit-2.

Cr20,000.

- **Pirate Crew.**

Typical statistics:

UPP B7B755, Aslan, 2 Males, Ages 29,35.

Typical skills: Dew Claw-2, Grav Craft-2, Independence-2, Pilot-2, Rifles-3, Ship Tactics-2, Ship's Guns-2, Vac Suit-2.

UPP B7A885, Aslan, 4 Females, Ages 29, 34, 25, 46.

Typical skills: Astronavigation-3, Computer-1, Dew Claw-2, Forgery-2, Sensors-3, Submachinegun-3, Vac Suit-2.

Introduction: A motley collection of Aslan, all wearing worn ship's crew uniforms with merchant insignia, carrying a collection of bags stuffed full of equipment and belongings.

Background: Byrutar leads the pirate ship "Starborn Claw", although her group of 6 Aslan purport to be traders. Their ship has just been impounded by a suspicious customs officer, although the crew have been released on bail. They intend to escape before the authorities discover the secret compartments in their ship which hold selected items of their loot!

Play Options: The group will claim that their ship is in for repair and that they are taking a holiday. However, they will give a false ship name, for any computer search on the Starborn Claw would reveal its status as impounded. These Aslan are not used to close contact with humans and will be constantly misreading human reactions; the males are particularly likely to react aggressively at any apparent insult. Byrutar will try to calm things. She hopes that there will be an opportunity to hijack the ship for their own purposes.

5. Thom Yood (Carpenters)

Thom

- **Artisan (Carpenter).**

UPP 9C7976, Human, Male, Age 39.

Cr140,000.

Craftsman-6, Computer-2, Gambling-3, Grav Craft-1, Ground Craft-1, Language-5, Melee Combat-1, Survival-1, Writing-2.

Introduction: A middle-aged man in casual clothing, with four teenagers in tow. The latter are all dressed in one-piece workwear, and carry personal belongings and tool kits.

Background: Thom is a carpenter who teaches at a traditional skills college on a neighbouring planet. He is a specialist in working in rare natural woods, particularly the Hellboria tree. He spends part of his time in lucrative employment for companies such as Pleasurestar, adapting their latest designs to match the capabilities of the natural woods.

He has undertaken a sabbatical to research carpentry techniques and has brought with him four students/apprentices. They are now all returning to college for the new teaching year.

Play Options: Thom Yood is a carpenter who teaches at a traditional skills college on a neighbouring planet and who has been doing some research on carpentry on other planets during his vacation. He is now returning to his college for the new teaching period.

6. Wep Family (Fanatics)

- **Fanatics, Human.**

Darv, UPP B77658, Male, Age 42.

Andrea, UPP 589448, Female, Age 39.

Garek, UPP 635468, Male, Age 17.

Anita, UPP 543647, Female, Age 15.

Ilya, UPP 634566, Female, Age 14.

Cr25,000.

Typical skills: Demolitions-1, Pistols-1, Small Blade-1, Stealth-1.

Introduction: A charming family of five, including three teenage children.

Background: The Wep family are refugees from a wilderness world on the fringe of the subsector. An ecological disaster wiped out their crops and made the populace ill, requiring the thousands-strong colony to be evacuated. The Weps belong to a fanatical religious sect

who believe that this is punishment for their ancestors' sins. They believe it is their destiny that they should die in space.

Play Options: The Weps all seem perfectly charming, but are quite intent on dying during this jump. They will ingratiate themselves with the crew and passengers, then intend to attack them with knives or other weapons, and finally blow up the ship. For the latter, they have brought aboard a number of seemingly innocent compounds in their baggage. When mixed over a period of 24 hours, these form a simple but effective home-made explosive. The individual components will only be noticed by a person with Demolitions skill.

7. Mika Orpi (News Crew)

Mika

- **Agent (Reporter/Secret Agent).**

UPP 38A949, Human, Male, Age 27.

Recording equipment, armour, Cr22,500.

Administration-1, Acting-2, Brawling-1, Computer-1, First Aid-1, Grav Craft-1, Jack-of-all-Trades-1, Language-1, Leader-2, Pistol-3, Research-4, Vac Suit-1.

- **Film Crew, Human.**

Allek, UPP 864975, Male, Age 44.

Paul, UPP 578697, Male, Age 28.

Henna, UPP 587684, Female, Age 25.

Introduction: A group of four fairly unremarkable individuals carrying an array of small equipment cases.

Background: Sidewinder News is a small freelance company that specialises in bringing news from highly dangerous trouble spots. Mika and his crew of three assistants wish to travel urgently to a world on the fringe of this political region where a revolution is in progress. They will pay substantially over the standard price if they can be taken to the system directly, but this takes the ship well off the usual trade routes and into a potentially hazardous area.

Play Options: The PCs might be surprised to learn that not only are the recording team equipped with surveillance equipment but also carry high tech armour and an array of small-arms. Mika will explain that they are used to hazardous situations and have previously had

to defend themselves to prevent their films being stolen. In reality, Mika's team leads a double life as an intelligence gathering unit for the Imperial government. Their mission is to determine just how serious the rebellion is, and whether the likely winners will form a stable government which will be amenable to the Imperium.

8. Roj Marin (Mercenary Group)

Roj

• **Army, Captain.**

UPP 89A964, Human, Male, Age 35.

Cr30,000.

Battledress-2, Brawling-4, Forward Observer-2, Grav Craft-2, Heavy Weapons-2, Leader-2, Rifle-2, Submachinegun-3, Tactics-3.

Introduction: A mercenary group, with a substantial array of equipment, both personal and crated for the cargo hold.

Background: "Marin's Marauders" are a group of mercenaries headed by Roj Marin. They are travelling to a border world that has recently fallen into turmoil. Revolutionaries have taken over the capital and have assaulted military bases in the surrounding areas. The precise political situation is difficult to establish, and the Imperium has not yet decided whether to intercede. However, it has certain assets on the surface which it wishes to protect. Rather than placing a heavy overt Imperial presence, they are hiring groups such as Marin's to undertake these tasks.

Play Options: Marin needs to get his men to the planet as quickly as possible. Once there, they will rendezvous with an Imperial cruiser to receive their final orders. Marin will try to persuade the commander of his ship to land at the allotted ground site, rather than relying upon a smaller vehicle to carry them to the surface. He may be able to pay extra for this extra service (which might carry a slight risk of being fired upon by the rebels).

9. Akil and Sara (Package Tour)

• **Tour Guides, Human.**

Akil, UPP 766745, Male, Age 26.

Sara, UPP 547857, Female, Age 25.

Typical skills: Liaison-2.

Introduction: A young steward and stewardess, with a large group of assorted travellers trailing behind them.

Background: St Rhodes is a minor holiday company which arranges package holidays for the middle classes. Akil and Sara are two of their tour guides, who have been left with a number of unhappy tourists, because their chartered ship has been held up in another system for repairs. They urgently require passage for themselves and their clients on any ship which can get them all to a popular resort planet several jumps away.

Play Options: The tourists will moan incessantly. Akil is friendly but weak-willed, and Sara has no interest in anything other than getting to the resort where she intends to have a good time (and to hell with the tourists!).

High Passage (Individuals)

Detailed traveller descriptions

Fewer interstellar travellers can afford the cost of a 'high' passage, but there are still plenty of rich individuals and business people who expect nothing less! Such passengers are, perhaps, more likely to have the funds and interests which may make them suitable patrons for the players. This section lists 25 such individuals.

1. Wotar Raos (Entertainer)

• **Navy, Ensign.**

**UPP 5987C5, Human, Male, Age 30.
Cr5,000.**

Art-2, Computer-1, Dance-4, Carousing-1, Grav Craft-1, Ground Craft-1, Instruction-1, Language-1, Music-3, Recon-1, Survey-1, Tactics-1, Vac Suit-1.

Introduction: Wotar may be met aboard a commercial liner, or the local Naval base may request passage for him aboard the PCs' ship. He is tall, thin and initially a little quiet and reserved, although once anyone begins talking to him they will find him a very amiable and knowledgeable person.

Background: Wotar is an arts college graduate who showed a brief blaze of boyish interest in the Navy. However, he found himself assigned as Ensign to a survey ship in a boring backwater. Wotar spent his time developing the artistic abilities he had studied at college, in particular the repetitive music and fascinating dances of the insects of Thrarg. These dances do not usually translate well to humans, since the Thrarg insects have ten legs.

Wotar's interpretations of these dances provided entertainment for the crew, and he even encouraged a few to learn the basics. Those who participated found the performance simultaneously stimulating yet relaxing. Such was the increase in their morale and shipboard productivity that the ship's captain requested permission from his superiors to try Wotar's exercise and dance regime on the whole of the crew. The trial proved to be a reasonable success (although those who did not put the effort into the dances tended not to benefit). Wotar is now on a travelling assignment for one year to try the regime on other ships. He has little personal wealth but there are no

convenient military ships to transport him to the destination so the Navy has provided him with High Passage on a commercial ship.

Play Options: If any PCs show sufficient interest, Wotar will demonstrate his dancing to them. Anyone watching his dance will feel very relaxed afterwards and may experience slight bonuses (e.g. +1) when performing tasks related to mental acuity, recall, or perception. Wotar will be more than willing to teach a short dance to anyone who asks. This will take the entire week in jump space. If the PC makes both an Average Dex and an Average Int roll at the end of the week they will gain the same bonus to tasks for 1-2 weeks afterward. To gain any longer term advantage, the PC would have to undertake an extensive training course with Wotar.

2. Melissa Ayal (Playgirl)

• **Rogue (Conwoman).**

**UPP 77894C, Female, Human, Age 27.
Cr25,000.**

Bribery-1, Disguise-2, Electronics-1, Fast Talk-2, Forgery-2, Gambling-1, Liaison-3, Streetwise-2.

Introduction: A beautiful woman, dressed in rich clothing and jewellery which seems barely able to conceal her body. She is accompanied by a heavy set Hyumian, also bedecked in rings and necklaces. She seems to have an extensive array of baggage!

Background: Melissa was born in the back-alleys, but as a young woman, her beauty quickly brought her to the attention of wealthy men. Using her charms, she manipulated her way to a rich marriage. When her husband suffered an 'accident', she began living the high life, working her way from one man to another. She is an accomplished conwoman, who picks on rich single men. Occasionally, if she finds a

particularly handsome individual she indulges herself...

Play Options: Melissa is usually accompanied by her henchman' Jepper. She will determine if one of the PCs (or an NPC) is suitable for one of her scams. The PCs may earn someone's gratitude if they save them from Melissa's 'charms'. Alternatively, someone may become the centre of a temporary passionate urge!

The PCs may notice that Melissa is under surveillance. There are plenty of angry wives and defrauded businessmen wishing to track her down!

3. Jepper (Thug)

• **Rogue (Thug).**

UPP D5C685, Hyumian, Male, Age 29.

Cr25,000.

Brawling-5, Ground Craft-3, Pistols-2, Streetwise-1.

Introduction: A hefty Hyumian, muscles rippling beneath his scales, wearing an assortment of arm bangles and golden necklaces.

Background: When adult Hyumians begin their wanderlust period, many take to the Scout Service or a similar exploratory career. A few, however, do not suffer the curiosity of their fellows. Jepper has found that his brawn is well suited to physical protection work, and his clients pay well for his imposing presence. For a number of months he has been in the employ of the conwoman Melissa Ayal. He takes great delight in watching this human female outwitting her male counterparts.

Play Options: Jepper may be encountered with Melissa Ayal, as a bodyguard for another high class client, or travelling on his own. Jepper will insist on getting his own way, using his presence (but without breaking the law). However, anyone who stands up to him will earn his respect. He has a number of useful underworld contacts and is familiar with a number of wealthy clients.

4. Urn Winner (Biologist)

• **Scientist, Doctor.**

UPP 66ABB8, Human, Male, Age 35.

Cr35,000.

Art-2, Biology-5, Computer-1, Ground Craft-1, Hunting-3, Medical-1, Leader-1, Navigation, Rifles-1.

Introduction: A rough-hewn figure, wearing high quality safari clothing, with a number of equipment cases.

Background: Urn Winner is an expert on the wildlife of several neighbouring planets. He specialises in filming disappearing species (before they disappear!). He is reputed to own the rights to over MCr 2 worth of film of vanished animals and plants.

Play Options: Urn is travelling to capture on holo-crystal the last surviving examples of Ourrerro's Skizzard. This will involve long treks through hazardous terrain to locate the Skizzards. He is carrying with him a range of survival and recording equipment, as well as a collection of hunting weapons (blades and rifles).

5. 'Lips' Gradz (Hunter)

• **Hunter.**

UPP A8B432, Vargr, Male, Age 32.

Cr65,000.

Administration-1, Bribery-3, Computer-2, Hunting-2, Medical-1, Rifles-2, Small Blade-2, Streetwise-4, Survival-2.

Introduction: A grey-furred Vargr in camouflage gear with a scarred jaw and a collection of hunting rifles.

Background: Lips collects animals for private zoos. Owners commission him to find and retrieve examples of particular species for their collections. He is unpopular with the conservationists who accuse him of depriving the natural environment of these animals. It is alleged that he often breaks the law, capturing endangered species and smuggling them off their homeworld. Lips' true name is Gruffrgzardz Gradz, but he got his nickname from his habit of licking his lips whenever he sees an opportunity for monetary gain.

Play Options: Lips is not particularly bright, but usually gets his own way through a mixture of luck and knowledge of how to bribe or worm

his way out of trouble. He may be off to hunt a new creature, or may need help smuggling a captured prize out from under the nose of the authorities.

6. Plo-Iner (Athlete)

- **Army, Sergeant.**

UPP BAB557, Human, Male, Age 25.

Cr25,000.

Administration-1, Athletics-7, Brawling-1, Computer-1, Grav Craft-1, Instruction-1, Pistol-1.

Introduction: A tall, lithe, muscled individual apparently in the peak of physical fitness. He wears high quality casual clothing, in which he looks a little awkward. He has a disarming smile.

Background: Plo is a rising athletics star in the non-assisted games (i.e. no drugs or biomechanical enhancements are allowed). He is a runner and jumper and has a subsector gold medal in several events including the 2000m rock slalom, low-g cradle bar and target jumping.

Plo is quite a humble guy and avoids publicity where possible. His successes have made him quite wealthy, but he feels awkward when trying to mix with upper class people, since his own upbringing was on the rough streets of a megacity. He sends much of his money to his parents, to support his two sisters through their higher education.

Play Options: Plo is travelling to the sector games trials. He expects to qualify for the Gold Cup Challenge, which may earn him up to Cr 100,000 in prize money and perhaps several million credits of advertising. However, there is a gambling syndicate placing pressure upon him to 'throw' the last qualifying race for the Gold Cup (the syndicate will make millions by placing their money on the next competitor). A representative will follow Plo on this trip and reiterate their demands. If Plo does not succumb, the rep may try to injure him or threaten his family. If the PCs can help Plo., he will be eternally grateful.

7. Buth Dakfar (Salvage Expert)

- **Scientist, Senior Engineer.**

UPP 6A5C79, Human, Female, Age 33.

Cr60,000.

Computer-2, Engineering-5, Grav Craft-1, Gravitics-2, Instruction-1, Medical-1, Philosophy-2.

Introduction: A plump woman with a happy smile and constantly roving eyes.

Background: Buth is a senior engineer and surveyor for a ship salvage team. She is often dispatched across space to examine wrecks to which her company have been granted salvage rights.

Play Options: Buth has an unnerving habit of wandering about a ship, inspecting it as if it is just about to become a wreck. She may look thoughtfully at a bulkhead seam, then walk away tutting to herself. If asked about such an event, she will make a flippant comment, such as "Common place for the cracks to start, you know." She also tends to use deep, philosophical quotes in an off-hand manner. "Cracked seam, eh? The dark and glorious depths of space will claim us all some day." She will then happily explain about every living creature being made from the material of stars, and other 'meaningful' cosmic-level things.

8. Vil Rogers (Interior Designer)

- **Designer.**

UPP 7A8A46, Human, Male, Age 34.

Cr90,000.

Art-7, Athletics-3, Brawling-2, Computer-3, Grav Craft-1, Intimidation-4, Research-2.

Introduction: A tall, athletic type who appears to be wearing very colourful skin-tight clothing... at least, you think it's clothing...

Background: Vil is an interior designer who frequently does commissions for the exclusive clientele of Pleasurestar. He is often requested to create works of art for unusual situations - using trompe d'oeil techniques and holo-paints. He is viewed by some as eccentric, since he rarely wears clothes, preferring body holo-paint. At close range he often attracts significant attention (which is his ultimate aim, being an exhibitionist). He is a stubborn bigot, always forthright about his views, and not afraid to

shock people through his work, his words or his actions.

Play Options: Vil has been commissioned to work on the interior design of a noble's newly-built mansion. His fiery temperament, unconventional 'clothing' and controversial views may cause discord among the crew or passengers. However, he always pays well above the going rate for his passage, and tips the crew well, so most people grin and bear it...

9. Harrial Ohlson (Ex-Diplomat)

• **Diplomat, ex-Assistant 1st Secretary.**
UPP 6599CA, Human, Female, Age 28.
Cr70,000.

Administration-3, Bribery-2, Carousing-1, Computer-2, Diplomacy-6, Fencing-2, Forgery-1, Grav Craft-1, Ground Craft-3, Law-2, Liaison-5, Perception-2, Vac Suit-1.

Introduction: This woman wears Sylk clothing - she's obviously rich! However, she seems to have put on a little more weight than looks good on her.

Background: Harrial was a high ranking politician but was forced to resign when it was revealed that she had been accepting bribes from various corporate concerns. Naturally, she claims that she was framed, and that the real reason for her fall from power was because she was working to expose corruption at the very highest levels of her government.

Play Options: Harrial's employment was terminated with a reasonable settlement, so she still has plenty of money to spend. She still enjoys the high life, reinforcing many peoples' view that she was taking bribes. However, if that's the case why does it appear that she is being followed, and why does she keep narrowly avoiding death in a series of mysterious accidents?

10. Serge Iffley (Art Expert)

• **Entertainer (Artist).**
UPP 378BA9, Human, Male, Age 38.
Scientific Instruments, Cr30,000.

Administration-3, Art-5, Computer-1, Grav Craft-2, History-5, Research-5.

Introduction: A tall, fat, imposing figure, with a chubby face and slicked back white hair.

He wears a fanciful hat, long silk scarf and flowing white robes.

Background: Serge is an art expert who has been commissioned by a private buyer to inspect a sculpture on a neighbouring system prior to purchase. He has a permanent grudge because he failed the entry examination for art college, thus the remainder of his life has been spent as a critic and expert, rather than creating art himself.

Play Options: Serge is a haughty and rather arrogant soul, who will no doubt succeed in irritating at least one crew member intensely. However, he has a suspicion that the sculpture is a fake. If his scientific tests confirm this, he may employ the PCs to help him in his subsequent investigations.

11. Rohlo Feretsi (Archaeologist)

• **Scholar, Doctor.**
UPP 445CE9, Human, Male, Age 56.
Cr35,000.

Archaeology-8, Computer-2, Equestrian-3, Grav Craft-2, History-7, Language-4, Research-4, Sensors-3, Writing-3.

Introduction: A middle-aged man of medium height, wearing smart but dishevelled casual clothing. There is a faint smell of alcohol around him.

Background: Rohlo is an archaeologist who is returning from a speaking tour that has been less than successful. His peers have completely rejected the theory that he has been working on for the last six years, concerning the rather doubtful lineage of a royal house.

Play Options: Rohlo is in need of solace, which he has found at the bottom of a bottle of alcohol. He will insist on getting continually drunk while on the ship. Ironically, his theories are quite correct, but the current members of the royal family concerned have no intention of having an outsider disproving their lineage. They instigated a campaign of forgery and bribery to discredit Rohlo and his theories.

12. Feo da'Perin (Writer)

• Scholar.

UPP 2A8668, Human, Female, Age 37.

Cr92,000.

Computer-1, Equestrian-2, Gambling-2, Grav Craft-1, Jack-of-all-Trades-4, Perception-1, Philosophy-4, Research-1, Writing-5.

Introduction: A middle-aged woman, very slight of build, wearing expensive designer clothing from Sylk. She appears quite weak, and has breathing difficulties, although her eyes shine brightly with life.

Background: Feo is a philosopher who only seems to find inspiration for her (renowned) philosophical writings when in jump space. She tends to buy passage on any ship that is reasonably priced and will ride to and fro until she has written sufficient for her next publishing contract.

Play Options: Feo is widely travelled and can be very informative on a wide range of subjects. Her only real is her addiction to gambling (in any form).

13. Dougal Gry (Computer Security)

• Scientist (Computers).

UPP 698AB5, Human, Male, Age 33.

Computer, Cr27,000.

Brawling-2, Carousing-1, Computer-6, Electronics-2, Grav Craft-1, Intrusion-4, Pistol-1, Psychology-2, Research-1.

Introduction: Sharp business suit and hairstyle to match. Carries a small case and a high tech hand computer.

Background: A very ordinary-looking man, Dougal Gry is actually a freelance computer intrusion investigator who contracts his time to companies who have had their computer systems hacked, or who wish to test their security against an expert hacker.

Play Options: Dougal's hand computer is the very top of the range, with an enormous amount of processing power and an extensive set of hacking utilities (all encrypted and passworded to prevent outsiders from using them). If anyone asks, Dougal will tell them he writes computer games. He is travelling to his next job to test the security systems at the precious metals firm Weller Associates. The results of

his analysis might be worth a considerable sum to anyone wishing to crack the physical security systems at a Weller site.

14. Uml Otyup (Courier)

• Agent (Courier).

UPP A95768, Human, Male, Age 33.

High security case, Cr15,000.

Athletics-2, Brawling-3, Computer-1, First Aid-1, Gambling-3, Ground Craft-3, Pistols-4, Streetwise-2.

Introduction: A non-descript businessman carrying two cases.

Background: Uml Otyup claims to be a businessman but is actually a courier from Lindarport Security. He is carrying several electronic pass keys to highly sensitive government security installations. Lindarport have been used because of a fear that there is a security leak within the government's intelligence service.

Play Options: One of Uml's cases contains a second, inner, high security case containing the keys. The case has extensive anti-tamper protection, including an anti-personnel explosive charge. Naturally, there are a number of foreign agencies who would dearly like to get their hands on these keys. However, Lindarport has sent out seven couriers simultaneously, so these agencies will have trouble identifying the true courier!

15. Jopa Lundi (Gigolo)

• Rogue (Conman).

UPP AB8635, Human, Male, Age 23.

Cr12,000.

Brawling-1, Computer-1, Grav Craft-1, Melee Combat-1, Pistol-1, Small Blade-2.

Introduction: Stunningly handsome, with perfectly formed muscles, wearing the latest designer casual wear.

Background: Jopa Lundi is a high class gigolo who has spent several years earning a living from the wealthier women of the current world. He has now received a long-term 'booking' from a previous patron who has moved to another star system. Jopa needs to reach the world within the next week to attend a party, organised by the patron, at which his

specific presence was requested. Failure to attend may invalidate his 'contract'.

Play Options: Jopa knows precisely how to amuse women, and can be quite charming to other men, although often enough he ends up as the focus of attacks by angry partners. He has had sufficient problems of late (with a death threat from one such husband) that a trip off-world seems like quite a good idea!

16. Theydon Hayes (Plastic Surgeon)

• **Doctor, Surgeon.**

UPP 5A7878, Human, Male, Age 42.

Cr75,000.

Administration-1, Computer-5, Liaison-1, Medical-7, Small Blade-2, Streetwise-1,.

Introduction: A middle-aged man with a round face and warm smile. He wears casual designer clothing and has a series of metallic cases (marked as medical equipment).

Background: Theydon is an expert in plastic surgery, both reconstructive and aesthetic. He uses virtual-reality computer software to model the intended result and a combination of laser surgery and advanced drugs then produce the desired outcome.

He is travelling to attend an annual conference on plastic surgery.

Play Options: If anyone is in need of scar surgery or a change of appearance, Theydon is the man to ask. Naturally, he charges a premium for his services.

17. Trev Kline (Inventor)

• **Scientist.**

UPP 969A77, Human, Male, Age 27.

Cr9,000.

Biology-3, Chemistry-4, Computer-1, Ground Craft-1, Perception-1, Research-3.

Introduction: A shifty-looking young man, constantly nervous and holding a small briefcase defensively against his chest.

Background: Since an injury forced Trev to retire from the Bioplas laboratories where he first worked, he has pursued a career as an independent inventor. He has developed several items, which he wishes to sell to major companies; he expects a substantial sum! He is travelling to the subsector patent office, to

register his concepts. He carries the prototype inventions, plans and note books in his briefcase.

The inventions cover a range of items, from a battery with a considerably enhanced life-span to a special stimulant drug that allows humans to remain awake for 72 hours at a stretch with no ill-effects.

Play Options: Trev is absolutely paranoid about having his inventions stolen from him prior to patenting them. It is true that a certain interest in his work has been shown by representatives from Bioplas, but most of Trev's inventions don't actually work.

18. Lors Fruny (Mathematician)

• **Scholar, Professor.**

UPP 34ACA4, Human, Male, Age 93.

Cr25,000.

Carousing-7, Computer-3, Grav Craft-2, Instruction-2, Mathematics-7, Perception-4, Physics-5.

Introduction: A short, thin, bald man with sparkling ideas and a peculiar half-hop, half-walk. He seems to be murmuring to himself.

Background: Lors is an expert in certain fields of mathematics concerning the prediction of seemingly chaotic systems (for example planetary weather). In addition to his teaching post at the subsector capital university, he undertakes a wide range of consultancy work, from covert encryption-breaking systems for the government, to weather prediction algorithms for commercial use.

He is taking his latest effort - a software package for gas giant atmospheric disturbance effects on orbital refineries and scooping ships - to a Bank Janus office to negotiate a suitable price for it.

Lors is still quite physically active despite his old age - he claims this is down to a healthy diet and exercise, but he began taking anagathics some years ago and has to continue to take lucrative contracts to pay for the drugs.

Play Options: Lors is a bright spark, although he tends to talk too fast and is not the best of teachers. Should anyone need any mathematical problems solved, then Lors is the man! His growing knowledge of gas giant atmospheres may save the ship from a

possible hazard during a (scoop) refuelling flight. Perhaps thanks to the anagathics, Lors has retained the ability to out-drink most people - he has several bottles of wine with every meal and enjoys spirits in between.

19. Xia (Fashion Designer)

- **Designer.**

UPP 647628, Human, Male, Age 31.

Cr100,000.

Art-3, Carousing-2, Computer-3, Materials-3, Perception-3, Pistols-1.

Introduction: A very aloof young man in an extremely expensive (Syk?) suit, carrying a travellers' attaché case.

Background: Xia is a successful dress designer who is exhibiting his work for the third year running on the subsector capital planet. It is critical that he reaches the planet on time to present his show, although last minute changes to some of the designs have delayed him, such that no standard chartered flight can guarantee to get him there on time. He will therefore be willing to pay well over the odds for an immediate departure on a fast ship.

Play Options: Xia is a likeable enough character once one gets over his pompous attitude.

20. Juney Carto (Cyber-Surgeon)

- **Doctor, Surgeon.**

UPP 6758C9, Human, Female, Age 35.

Cr40,000.

Administration-2, Computer-4, Grav Craft-1, Liaison-2, Language-1, Medical-6, Robotics-5.

Introduction: A brightly-attired woman who looks like she's in a real hurry!

Background: Juney Carto is a top surgeon (more specifically a cyber-surgeon) who was on holiday when she received an urgent request to return to her homeworld. Her skills are needed for an operation on a senior government official, who has suffered drastic injuries in a vehicle accident and can only be held in stasis for a limited time.

Play Options: Juney will be willing to pay extra for a fast departure and will enjoy every possible luxury aboard the ship; the government will refund her expenses and she

intends to make up for having her holiday disrupted.

21. Anna Harris (Assassin)

- **Army, Medic.**

UPP BC7864, Human, Female, Age 32.

Cr40,000.

Brawling-1, Computer-2, Demolitions-2, Disguise-2, Forgery-3, Grav Craft-1, Intrusion-1, Medical-1, Pistols-2, Poisons-1, Rifles-2, Stealth-1, Streetwise-1, Vac Suit-1.

Introduction: A young woman in casual clothing. She seems exceptionally well-muscled and her lithe movements are like those of a hunting cat.

Background: Anna is a member of the "Black Guild" of assassins. Her apparent identity is that of a retired army medic who, having come into some family money, is travelling the subsector. Anna rarely undertakes jobs, but those she chooses are usually very lucrative. She exercises every day to maintain her strength and dexterity. She is a meticulous planner, with a good reputation in the Guild. Should the law ever catch up with her, she would be likely to face execution.

Play Options: Anna may be tracking a victim, scouting out an escape route, escaping the scene of an assassination, or simply travelling for her own amusement. She will not openly display any of her illicit skills in front of strangers unless in a life-or-death situation.

22. Helven Art-Nodul (Luggage Consultant)

- **Designer.**

UPP 4A776A, Human, Female, Age 32.

Cr20,000.

Administration-1, Art-4, Broker-1, Grav Craft-1, Liaison-3.

Introduction: A portly middle-aged woman with an extravagant castle-like hairstyle and expensive attire.

Background: Helven is a luggage consultant (yes, really!). She works with large shopping chains and wealthy individuals - especially those that travel extensively. Her job involves refining and customising luggage to her clients' needs, and interfacing with niche

markets that require "an upsizing of their portable container market".

Play Options: Not many - Helven is just as boring as she sounds!

23. Henric Poll (Student)

• **Merchant (Academy Student).**

UPP B498A5, Human, Male, Age 20.
Cr6,000.

Administration-1, Brawling-1, Broker-1, Computer-1, Grav Craft-1, Language-1, Trader-2.

Introduction: A confident young man, wearing a merchant dress uniform.

Background: Henric is currently studying at Merchant Academy, with the intention of becoming a trader with a major interstellar line. However, his family has run out of money to pay the fees for his final two years. Henric has therefore taken the risk of trying to smuggle a small amount of Light Gem (a sparkling hallucinogenic powder) with him, in the hopes that it will provide enough money to sustain him for the next two years.

Play Options: Henric will be very nervous, jumpy and generally suspicious. In principle he is a good guy at heart, but he is quite desperate to pass out of the academy. Light Gem is only a 'minor' drug, but he is carrying sufficient that it might mean 20 years imprisonment if he is caught.

24. Hilson Yengli (Gangster)

• **Rogue (Thug).**

UPP A8A655, Human, Male, Age 29.
Cr20,000.

Bribery-3, Grav Craft-1, Liaison-2, Small Blade-2, Streetwise-4.

Introduction: A dapper businessman with a strange scar across his bald head.

Background: Hilson will claim to be the head of a catering company, travelling to see a client. However, he will book the ticket using his own name. He will even have some luggage taken aboard but will not turn up when it is time to depart.

Play Options: Hilson is leaving the planet after double-crossing his boss. He has booked this passage to leave a false trail, for he is actually travelling, disguised, on another ship.

Naturally, the ship may become the subject of great interest by the gang searching for Hilson and it may take some time (and police intervention) to sort out what has happened. The luggage does actually contain Hilson's clothing and effects; he has bought new clothes for his alter-ego.

25. Garth Pinch (Software Sales)

• **Merchant (Sales Rep).**

UPP 4496A7, Human, Male, Age 28.
Cr25,000.

Computer-2, Electronics-1, Grav Craft-2, Interview-1, Sensors-1, Small Blade-1, Streetwise-1, Trader-3.

Introduction: An ordinary-looking business man with a round, reddish face.

Background: Garth is self-employed, selling customised software for various business applications. He is travelling on his normal route around the subsector, updating his client's systems and demonstrating the latest software releases. He is particularly susceptible to jump sickness and has to take medication.

Play Options: Garth is not used to drinking, but at some point prior to entering jump space, will be talked into having a few spirits. He will sleep through the jump transition, forgetting to take his medicine. He will awake in a mental frenzy, alternately paranoid and psychotic. He will demand to be let off the ship (in jump space!) and if his wishes are not met, he will become violent. Should a particularly heartless crew decide he *can* go out through the airlock, Garth will decide that both they and the other passengers should join him (i.e. go out first). He will take someone hostage and force them to leave the ship with him!

High Passage (2-4 Individuals)

Detailed traveller descriptions

A selection of some 7 small groups of high class passengers.

The details of the primary NPCs are given, but the precise number in the group should be adapted to suit your game (for example the available passenger staterooms of your players' ship).

1. Paula Reallic (Diplomat)

Paula

- **Diplomat, Asst. 2nd Secretary.**
UPP 7988C9, Human, Female, Age 32.
Cr11,000.

Acting-1, Administration-4, Archaeology-1, Computer-1, Diplomacy-3, Ground Craft-1, Language-2, Law-2, Leadership-2.

- **Bodyguards, Human.**

Eiwan, UPP A99866, Female, Age 28.

Quin, UPP 98A697, Male, Age 30.

Introduction: A smartly dressed businesswoman with two travelling companions.

Background: Paula is a moderately high ranking diplomat from a local government. She is a hard-worker, having fought her way up through the ranks. She feels she owes much of her success to her friend and mentor Rakshim Kolo - a senior bureaucrat who, tired of political machinations, retired to another world two years ago.

Paula has recently encountered a number of problems in her work, both personal and diplomatic. She is travelling to visit Rakshim, to renew their friendship and request his advice. In order to avoid the notice of her superiors (who disliked Rakshim and would enjoy any opportunity to discredit her) Paula is travelling incognito, accompanied by two personal security guards. She will require high class passage for all three of them.

Play Options: Paula is a strong believer in justice and has strong government links; if befriended, she may therefore be a useful contact for the PCs in the future. Her rivals are watching her movements; she will be particularly grateful if the PCs help her to escape their attention.

2. Thomar Weng (Executive)

Thomar

- **Bureaucrat, Chief Executive.**
UPP 52898B, Human, Male, Age 61.
Cr1,200,000.

Administration-2, Brawling-1, Bribery-4, Diplomacy-2, Grav Craft-1, Instruction-1, Leader-2, Liaison-2.

- **Aides, Human.**

Tanwan, UPP 673957, Male, Age 45.

Arian, UPP 98486, Female, Age 36.

Kelly, UPP 689583, Female, Age 29.

Introduction: An exceptionally smartly dressed businessman, accompanied by three aides, all carrying executive cases.

Background: Thomar is the chief executive of Heretic Arms. He is travelling incognito to a preliminary business meeting with Star Lance Armaments; Heretic are interested in taking-over Star Lance, adding starship weapons to their current product range. Thomar is accompanied by his personal assistant Frederick Razetski and two security aides.

Play Options: Thomar is very aloof and will expect the best possible service. His security people are trained to appear as nothing more than personal aides. There are many commercial rivals who would like to know what Thomar is doing, and some might react very negatively to an expansion into starship weapons. Thomar cannot allow news to leak out, for it could destabilise Heretic's share price.

3. Argus Happel (Reporter)

Argus

- Agent (Reporter).

UPP 35C8B5, Human, Male, Age 32.

Cr22,000.

Administration-1, Acting-2, Disguise-2, Engineering-1, Equestrian-1, Forgery-1, Grav Craft-1, Intrusion-1, Investigation-2, Jack-of-all-Trades-1, Language-1.

- Assistants, Human.

Harry, UPP 584876, Male, Age 25.

Ypre, UPP 595823, Female, Age 23.

Introduction: A sharply dressed man with a hawk nose and watchful eyes, followed by two lesser colleagues carrying heavy equipment cases.

Background: Argus is a tri-vid reporter for Palladian News. His colleagues Harry Larson and Ypre Knill specialise in camera and sound respectively but have a wide range of skills and assist Argus in the entire reporting process, researching material, etc. The three have been working together for two years now and are great friends, having braved many dangers together.

Argus is a true jack-of-all-trades, having tried his hand at almost every career, from engineer on a merchant ship to private investigator. He has finally found his niche as a sharp-eyed investigative reporter.

Play Options: Argus is working on an exposé of the exploitation of Uumkuurs - a large, harmless gas giant dweller. The Physkem corporation have refineries orbiting their gas giant home, and for some reason have been trying to covertly kill off the Uumkuurs. Past endeavours have earned him death threats from the companies he has exposed, thus Argus claims he is travelling to interview a noble. However, someone should recognise Argus' name and realise there is more to his story than meets the eye. It is possible that another passenger is an agent hired by Physkem to determine how much Argus knows (perhaps by breaking into his team's cabin).

4. Helvin/Corin/Tyrin Asario (Atmosphere Surfers)

- Nobles, Human.

Helvin, UPP 55C67A, Female, Age 23.

Corin, UPP 87658A, Female, Age 22.

Tyrin, UPP78745A, Female, Age 22.

Surf boards, protective gear, Cr60,000.

Typical skills: Carousing-2, Computer-1, Fencing-1, Grav Craft-4, Leader-2.

Introduction: Three young women, wearing flashy jump-suits and an array of glittering jewellery. A chauffeur is unloading several wardrobe-size crates from a limovan.

Background: Helvin and her friends are gas giant surfers. Wearing the highest quality slim-fit vac suits, they ride their grav 'surf' boards through the upper atmosphere of gas giants. Only the very rich can afford this expensive hobby. On this particular trip, the girls intend to dive a little deeper than usual into the atmosphere, for they have heard that there are strange and beautiful flying creatures to be found, including the giant manta-like Uumkuurs.

Play Options: The Physkem refineries orbiting this particular gas giant have been covertly killing Uumkuurs with a lethal biological spray, after several of these beasts collided with refineries. The company will be less than happy at the idea of anyone 'surfing' the gas giant - quite apart from the wildlife, they might disrupt the Physkem shipping, scoop vehicles and the like. Official channels will be used to dissuade the girls. However, they are stubborn and will disobey the warnings. At this point, Physkem might use less legal means to dissuade them...

5. Friesa Lian (Noble with Nurse)

Friesa

- Noble.

UPP 33485B, Human, Female, Age 73.

Cr175,000.

Administration-3, Dance-4, Equestrian-4, Gambling-4, Leadership-4.

Eve Faren

- Nurse.

UPP 33485B, Human, Female, Age 22.

Administration-1, Liaison-2, Medical-3.

Introduction: An elderly, ailing noblewoman is assisted by an attractive young woman.

Background: Friesa is journeying to visit some of her relatives. Despite her frailty she is still mentally very active, with a keen eye, sharp wit, and a love of gambling. She keeps a watchful eye on her nurse (Eve), who has turned many a man's head.

Play Options: Eve is dedicated to Friesa and will politely refuse any overly zealous males trying to gain her good will. Friesa will expect good treatment. Her witticisms are pointed but she means no harm. She will be enthusiastic to join in any form of gambling.

6. Pepper (Hot & Spicy Band Member)

Pepper

- Entertainer (Musician).

UPP 598769, Human, Female, Age 23.

Cr252,000.

Brawling-1, Dance-3, Equestrian-1, Music-5, Rifle-1, Streetwise-1.

- Bodyguards, Human.

Ferret, UPP 98A784, Male, Age 29.

Vuinig, UPP A8A675, Male, Age 26.

Introduction: A very attractive young woman, mostly shrouded in a cloak and escorted by two hefty bodyguards.

Background: The success of "Hot & Spicy" is such that the band members rarely get any privacy. Pepper has spent the last couple of weeks covertly returning to her homeworld to visit her mother, who is very ill in hospital. Despite some press harassment, she has mostly avoided publicity. Her two guards are from Lindarport Security and were chosen for their ability to keep VIPs out of the public eye. Pepper is now returning to the band to complete the recording of their latest holalbum.

Play Options: The guards will be exceptionally touchy about anyone even trying to talk to Pepper, but once they are safely in jump, the star herself will relax and may carouse with selected passengers. Should anyone earn her confidence, they will realise she is no prancing bimbo. Rather, her early life

on her parents' farm has made her a tough, determined young woman.

7. Mackelan de Rocforth (Pharmaceuticals Executive)

Mackelan

- Bureacrat, Executive.

UPP A79857, Human, Female, Age 37.

Cr52,000.

Administration-5, Carousing-4, Computer-2, Grav Craft-1, Law-3, Leader-4, Liaison-5, Pistol-1.

- Aides, Human.

Lilian, UPP 348756, Female, Age 49.

Senna, UPP 774765, Female, Age 30.

Introduction: A middle-aged woman in sleek designer sports clothing, carrying a small attaché case and accompanied by two suited young women.

Background: Mackelan is an executive with Herbametics - one of the top pharmaceutical companies in the subsector. She is travelling to an important meeting with the Imperial Approvals Board for Medicines. The meeting is critical, since she needs to resolve a number of the Board's concerns about a newly developed health product developed by Herbametics. The Board must grant it's approval before the product can be marketed.

Play Options: Mackelan is a fitness freak (which has given her a good physique) and a believer in the Herbametics 'natural' health products (although her own youthfulness is mostly due to her use of anagathics; her true age is 53).

Her journey is highly confidential, as the Herbametics share price depends heavily upon the success of this meeting.

High Passage (Group)

Detailed traveller descriptions

Large groups of high class passengers are rare, particularly on small ships. Such travellers usually expect the very best of service, being corporate executives, senior government or military figures, and similar VIPs. This section lists 7 such groups.

The precise number in the group should be adapted to suit your game.

1. Quendor Trotten (Imperial Governor)

Quendor

• **Diplomat, Governor.**

UPP 6975AD, Human, Male, Age 45.

Cr200,000.

Acting-2, Administration-7, Art-2, Bribery-2, Carousing-2, Computer-1, Diplomacy-5, Fast Talk-4, First Aid-2, Language-3, Law-3, Music-3, Pistols-1.

Introduction: A smallish man, almost hidden within an expensive heavy coat - real Trayp fur apparently. Four hefty people (two men, two women) cluster around him, carrying briefcases.

Background: The man is Governor Trotten, travelling incognito to the subsector capital for a conference with the other senior Imperial officials. The discussion concerns the planned development of the subsector over the next 50 years. Given the huge amounts of money involved (trillions of credits), this is an extremely important conference.

Trotten is unpopular on his homeworld because of the tax burden and unequal laws he has imposed on the alien minorities there. He has received several death threats and one attempt on his life. It is believed that someone in his own staff may be involved, therefore at the last minute before departure, a decoy 'governor' has taken his place on Trotten's yacht, while the true governor (and four security guards) are taking passage on a private ship.

Play Options: The four guards are all heavily armed and armoured (as is Trotten under his fur coat). They will buy passage at almost any price, provided they can retain their weapons and the ship leaves immediately. If necessary, they will show their

Imperial Secret Service passes to reinforce their authority (they *could* just commandeer the ship, but they want the crew to work *with* them). Almost no one knows of the plan, but there is still a chance that Trotten's assassins will try to intercept him before he gets to the conference...

2. Stoned Rollers (Rock Band)

• **Entertainers, Human.**

Rocky, UPP 8B7645, Male, Age 32.

Stone, UPP 5A8573, Male, Age 31.

Granite, UPP 7B8779, Male, Age 30.

Emerald, UPP 957674, Female, Age 32.

Gem, UPP 6C7845, Female, Age 30.

Sapphire, UPP 7B7779, Female, Age 29.

Typical skills: Brawling-2, Bribery-2, Carousing-5, Computer-2, Dance-2, Music-6.

• **Entertainer (Agent).**

Harriet Archangle

UPP 575986, Human, Female, Age 45.

Administration-4, Carousing-4, Liaison-4,

Musical Instruments, huge containers full of clothing and valuables, Cr260,000.

Introduction: Unless you've been hiding under a rock for the last ten years, no introduction is needed - this is the Stoned Rollers, with their agent!

Background: The Stoned Rollers are renowned throughout the sector for their music and visual experiences. Their brand of rock music is popular throughout many cultures and their empire (merchandising, etc.) is estimated to be worth around MCr 250.

Their popularity has waned a little of late, particularly with the advent of "Hot & Spicy", who have usurped the Rollers' position as the number one group in the sector. The Rollers are undertaking a two-year tour of the sector to try to regain their audiences, to ensure their

agents continue to pay them the huge salaries to which they have become accustomed.

Play Options: The six band members will cause total havoc on the ship, demanding complete quiet when they are asleep and rehearsing, and then partying recklessly until they fall sleep. Harriet will initially apologise to the crew but if pestered will get quite aloof and simply snap "you're being paid to do a job, so do it!" It may be possible to ingratiate one's way into the band by out-performing them at one of their debauched pastimes...

3. Ferlengith Growers Group (Tourists)

• Individuals vary, but are generally wealthy nobles, growers, or traders.

Introduction: A well-dressed aide requests passage for the FGG tour group.

Background: Dried Ferlengith reeds are used in the preparation of a range of alcoholic beverages grouped under the name of "Yakka Juices". The most expensive Juice is made from the Yarminan subspecies of Ferlengith reed.

The FGG organise an annual visit to several of the major Ferlengith crop regions and refineries, culminating with their trip to the Yarminan liquor distillery.

Play Options: The entire group are seasoned Yakka Juice drinkers, most of them having an exceptional tasting palate. A few, however, are simply administration staff who have come along to drink as much Juice as possible...

4. Steer Artu (Taxation Team)

• **Bureaucrat, Senior Executive.**

UPP 683864, Human, Male, Age 45.

Cr10,000.

Administration-5, Brawling-1, Carousing-2, Grav Craft-1, Ground Craft-1, Interrogation-3, Interview-4, Law-4, Leader-2, Liaison-4, Perception-3, Streetwise-3.

Introduction: A tall, handsome man in a simple but expensive suit, surrounded by a cluster of aides.

Background: Steer is the recently appointed head of the subsector taxation office. Since he has been assigned from a

different subsector (for security reasons) he is undertaking a quick tour of the area to familiarise himself firsthand with the governments and traders with whom he will be dealing. He has an entourage of aides and representatives of major shipping firms travelling with him.

Play Options: If there is anything untoward happening onboard the ship, this team will find it! These taxmen have an innate ability to detect guilt. They are drawn to paperwork like moths to a flame, unable to resist the temptation to check that all the figures add up, that the invoices are signed and dated, that all the appropriate customs, taxes and levies have been paid, etc., etc.

5. Adhoc Lives (Theatre Company)

• **Entertainers, Human.**

Heminy, UPP A98749, Male, Age 50.

Acting-8, Dance-3, Leader-4, Music-1.

Garlek, UPP 875498, Female, Age 46.

Acting-6, Administration-4, Computer-3.

Sanyo, UPP 873465, Female, Age 33.

Acting-5, Dance-2, Music-1.

Terranon, UPP 874576, Male, Age 29.

Acting-4, Art-3, Computer-2.

Agimo, UPP 874652, Male, Age 19.

Acting-3, Brawling-3, Dance-1, Music-1.

Props, Cr127,000 total.

• **Dragon.**

Gollup

UPP999222.

Bite-1, Claw-1, Flying-4.

Introduction: A collection of five travellers, all with simple clothing and strangely painted faces, accompanied by a metallic-blue 'dragon'.

Background: Adhoc are a modernistic theatre company, who are travelling to a new system to spread their 'fame'. They travel with their minimalist scenery and props in a few small crates. A prime factor in their success is the geneered dragon creature 'Gollup' which features in their shows. The creature was purchased from Hypagene several years ago. Gollup's stage success has led to a craze for buying these dragons as pets..

Play Options: The group are all friendly but they rehearse relentlessly while on board, which can be a little tiring, since they insist on practising in the common area, rather than staying in their cabins. 'Irons' has the unfortunate habit of not being quite toilet-trained...

6. Medical Emergency Team

• **Doctors, Human.**

Toli, UPP 875A84, Female, Age 45.

Leader-2, Liaison-3, Medical-6.

Urni, UPP 759676, Male, Age 37.

Liaison-2, Medical-5.

Petri, UPP 959968, Male, Age 29.

Medical-4.

Tanya, UPP 958769, Female, Age 27.

First Aid-2, Medical-2.

Sarli, UPP 984576, Female, Age 26.

First Aid-2, Medical-2.

Cr1,000.

Introduction: A team of medics, dragging a grav-loader with a hermetically sealed crate.

Background: An outbreak of a lethal virus on a neighbouring world is the signal for the Emergency Response Stellar Team (ERST) to leap into action. Headed by virologist expert Toli Amanik, this is the first time the team has encountered a situation of this magnitude.

The crate contains various drugs required for healing those afflicted and protecting the remaining populace against the virus.

Play Options: Medics work hard and play hard. Given the particularly unpleasant situation they are going into, this team will be trying to relax as best they can during the week-long jump.

Once the ship arrives in the system, the medics may want to retain its services to ferry them between the major infection sites. They cannot pay any additional fees, but the crew will be appropriately compensated by the ERST government when they return to their homeworld.

The main hope of the entire team is that this virus has not mutated such that their

drugs cannot control it. If the virus got out of control, the planet could become a plague world, interdicted from outside contact.

7. Artisus Realto (Agent for Dancing Insects)

Artisus

• **Entertainer (Agent).**

UPP 4788A7, Human, Male, Age 27.

Cases, Cr21,000.

Administration-4, Computer-1, Liaison-3, Pistols-1, Vac Suit-1.

• **Insect.**

Typical attributes: UPP 8D7635, Thrargian, No Sex, Age 17.

Dance (Thrargian)-10.

Introduction: Dressed in glittering silver clothes, a young business man is escorted by four insectoid creatures, each a little smaller than man-sized and standing upright on six of their ten legs.

Background: These creatures are from Thrarg and are members of a dance troupe. Artisus is their agent/manager and is taking the troupe to a system several jumps away where they have a filming contract for the latest holomovie by Unitary Films. This is due to commence in only a few weeks time, thus Artisus is anxious to leave as soon as possible. He is carrying a series of cases with the necessary music tapes, flicker-lights, reflective discs, etc. required for the dancing.

Play Options: The insects will share a single cabin and thus Artisus will expect a reduced passage cost for them. These creatures appear quite delicate but are strong and lithe and have a mean bite for anyone who harasses them. Artisus will be very reluctant to allow the insects to perform while aboard, but may be forced into it. The result will be a quite stunning spectacle which will leave the onlookers relaxed yet stimulated mentally (+1 on all mental tasks over the next 1D hours).

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

Appan

A four-legged riding beast. The Appan's strong body, riding stability, high intelligence, and ability to digest a wide range of vegetation types makes it ideal as a beast of transport or burden for low tech worlds.

Bank Janus

Specialists in the storage and dealing of electronic information, from currency transactions to company trade secrets. Only the wealthiest clients can afford the services of this 'bank', and the information provided is always carefully tailored to the individual. A number of governments are known to have contracts with the Bank.

Bioplas LIC

A corporation specialising in the synthesis of various organic compounds. Bioplas supply a wide range of medical institutes and undertake research into naturally occurring medicinal compounds.

Black Guild

A fabled group of professional assassins, the existence of which has never been proven. The guild does exist, but has few members and is extremely secretive. The guild provides a network of information, contacts, and specialised equipment for their profession.

Dancing Insects of Thragg

A sentient insectoid species which has developed a fascinating sequence of dances, based around a repetitive but extremely catchy native 'music'. The beauty of the dance revolves around the complex combinations of leg movements used by the insects. Small reflective dishes are strapped to each of the dancer's ten legs. The dance is performed with

only naked flames for illumination, such that the viewer sees only a series of small twinkling stars performing a spatial ballet.

Artisus Realto was the first entrepreneur to bring together a group of the insects to provide shows for off-worlders. He adapted the music for electronic synthesisers and added holographic reflectors and small multi-colour lasers to greatly enhance the overall performance. The show quickly became one of the artistic wonders of the growing Imperium, making Realto a very rich man.

Many have unsuccessfully tried to adapt the dances for other races. Attempts have also been made to mimic the performance using computer simulations, but the manner in which the insects react to the music has not, as yet, been successfully captured.

Dirty 30th

An Imperial Army unit composed primarily of convicts, trained to operate as small, lethal military units. A hand-picked command team, highly specialised in the psychology of training, is used to select recruits and form them into an effective fighting unit. Nicknamed the "Dirty 30th" for their violent and underhand fighting techniques, the unit is typically deployed in situations where severe casualties are expected. Those who survive 4 years of service are given a full and honourable discharge. However, few find themselves suited to civilian life, so most choose to remain with the 30th. Those soldiers who excel may achieve a command position only if they show exceptional leadership ability; they are then taught the necessary skills for training new recruits.

Elven Worlds

Elven have managed to maintain their position as the top games publishing house in this subsector by always anticipating (or where necessary, creating) the latest gaming fads.

They supply a variety of virtual reality games, often based around customised holo-computers from Lyten Technical.

Feakhefourar

These vicious and temperamental beasts vaguely resemble the Terran leopard, although they are generally even more heavily muscled than that beast and have two pairs of long incisors which show even when the jaw is closed.

These creatures were originally bred by some Aslan clan chiefs, and at certain points in history were used to settle inter-clan duels (avoiding the need for direct conflict between the Aslan themselves).

Now generally referred to as "Aslan Fighting Cats", some Feakhefourar have been bought by Imperial nobles.

Grey Guild

An alleged co-operative of professional thieves. Unlike the Black Guild, small cells of thieves have been shown to exist, but the Imperium-wide intelligence network which supposedly supports the guild has never officially been acknowledged. The guild is extremely secretive, with several layers of security isolating the main network from the highest ranking thieves. A number of secret service agents have attempted to infiltrate the guild, with some limited success.

Hellboria Wood

The Hellboria tree has a grain pattern which alters slowly with time, even once the tree is dead. Combined with its pale blue striated appearance, Hellboria wood is considered very attractive. It is used in a wide range of designer products, from the racquet handles of zipwire star players, to luxury furniture.

Herbametics

A firm specialising in herbal remedies for common ailments, weight loss, etc. Many of their claimed properties are, at best, only weakly exhibited. However, a select few of their medicines have some real potential and are being investigated (covertly) by Bioplas and similar companies.

Heretic Arms

A military small-arms manufacturer, specialising in high tech assault weapons and electronic targeting and vision enhancement systems.

Hot & Spicy

The latest craze for the youth culture of this subsector is the music of "Hot & Spicy". The band has quickly acquired a fanatical following, particularly after the release of their best selling holo-album "The Stars are Ours". They have secured a number of lucrative advertising contracts (e.g. from Sylk).

The band consists of five primary members: 'Rock Salt', 'Pepper', 'Nutmeg', 'Cinnamon' and 'Ginger'.

Hypagene

Specialists in engineering life-forms genetically to meet the requirements of their customers. Although normally Hypagene have to stay within the very strict guidelines imposed by the Imperium, they do occasionally do more extreme work for various secret military departments.

Hyumian

A sophont reptilian species, slightly larger than humans, and resembling a heavily muscled Bwap (Newt), although the two species are not related. Hyumians have natural armour (scales) and weapons (claws, teeth and tail), making them formidable opponents in close combat.

In late adolescence, most Hyumians suffer a wanderlust, which drives them out to explore the stars. After a period of up to 20 years, the matured adults return home to mate and settle down.

I.F.I.

Interstellar Formulations Incorporated is a small corporation who specialise in protective polymers and coatings for use in hazardous environments.

Lindarport Security

A small security firm specialising in the transport and/or escort of selected high value

cargos and VIPs. Each Lindarport office operates several small teams of ex-mercenaries and ex-law enforcers.

In addition to physical protection, they also provide a privacy protection service, including sweeping premises for surveillance devices, consultancy on alarm systems, etc. Lindarport usually operate within the law, for example their operatives are all licensed and insured (for any damage to themselves *and* their victims) and on high law level worlds they use experts in unarmed combat rather than carrying illegal weaponry.

Lyten Technical

A major manufacturer of compact high tech computer processors using three-dimensional etched crystal circuits. Lyten's components are used in a wide variety of high-end computers, from cryptographic units in ship transponders to powerful astronavigation computers.

Physkem

A chemical processing and manufacturing company, providing a wide range of compounds for other industries.

Pleasurestar

Suppliers of exclusive designer products to the more discerning and eclectic clientele. Pleasurestar specialise in locating unusual raw materials and combining them with current fads to create unique (and expensive) products.

Porter & Streetman Associates

Auctioneers to the rich and famous. P&SA handle only the most exclusive antiques, artworks and the like. Being invited to a P&SA auction is an indication that one has acquired a significant social position.

Quest Transport

Manufacturers of a wide range of transport vehicles, from simple ground cars to high tech grav speeders.

Quest vehicles tend to be good 'all round' vehicles so as to meet the requirements of the widest possible market. However, they are beginning to branch into the executive marketplace, integrating the latest electronic sensors and luxury upholstery.

Star Lance Armaments

A relatively small-scale manufacturer of high quality starship weaponry.

Stoned Rollers

A hard rock group who are past their prime but are desperate to retain the high income to which they have become accustomed.

Sylk

A quality clothing manufacturer, specialising in sleek, silky materials using the latest heat-, light- or sound-sensitive colourings and scents. They have recently secured a contract with the "Hot & Spicy" group to advertise their products.

Weller Associates

Dealers in precious metals, Weller handle all aspects of the process, from refining to casting. They provide the coinage for a number of lower tech currencies.

Wickett & Hyal Prospecting

A major prospecting group who specialise in locating valuable natural resources and selling the mining rights to the appropriate corporations.

Yakka Juice

A range of alcoholic beverages prepared from dried Ferlength reeds. The most expensive Juice is made from the Yarminan subspecies of Ferlength reed.

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A supplement for Marc Miller's Traveller®

They hand over the ticket...

...they step aboard, their luggage is stored in the hold, and a week goes by as the merchant ship carries them to the next planet.

But who are these travellers?

Hijacker or Smuggler? Should the crew be watching their every move? Or is one of the passengers a customs inspector watching the crew's every move?

And what are they carrying with them?

Stolen state secrets or just clean underwear? This supplement provides 101 passengers to bewilder, threaten and charm your players!



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