

A supplement for

Marc Miller's
TRAVELLER



101 RENDEZVOUS



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A supplement for



"So, where shall we meet?"

"I fancy the Hierkintuth - grab a bite to eat, eh?"

"Ha ha. Very funny. Is that a wedge of used credits in your pocket, or are you just pleased to see me?"

"Okay, so it's a little out of our price range!"

"Next you'll be suggesting we stay at the Graysealean!"

"Yeah, right. We could at least hang around in their bar and see if there's some well-heeled patron looking to spend their money on us?"

"Have you looked in the mirror today? You'd get chucked out within a nanosecond!"

"All right then, how about the local Utter Gourmet?"

"Yeah, okay. Provided you don't try pulling any waitresses again! Remember last time when you finally stripped off that stupid furry suit they all wear and found it wasn't a young woman inside!"

- Cmdr Dave Farrar, Lt. Darrian Solo, PITS Team

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101 RENDEZVOUS

or

"A selection of places offering accommodation, food and drink, a place to meet other people, and find services of every possible type..."

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Introduction

What's in this book and how to use it

This booklet is intended to provide Traveller® referees with a selection of interesting locations for their players to encounter during their interstellar travels...

Introduction

The starports, towns and cities of every Traveller® world contain a wide variety of hotels, bars, shops and other locations which may be of interest to your player-characters (PCs). The "rendezvous" described in this supplement are not intended merely as meeting places for your PCs, but also provide:

- interesting characters with whom your PCs can interact,
- potential plot links and/or patrons for expanding into subsequent adventures,
- background 'colour', useful services, and sources of rumours and information.

Format

This supplement is divided into sections according to the purpose of the buildings, from types of accommodation to services, shops and bars. Each entry in a section has the following details:

- a brief indication of the most likely location of this building,
- a description of the building, outside and in, its purpose and specific details of its operation and facilities,
- the costs of the services available within the building,
- the most notable character(s) associated with the location,
- the play options which you may wish to exploit (including how to play the NPCs and suggested 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 a Location

Simply determine the type of building or service required and consult the Building Listing at the end of this book. If the desired

building is not listed, try adapting a similar entry to meet your requirements.

You need only use one or two locations from this supplement to inject interest into any given world. Read the entry through before using it, as there may be aspects of the description which need to be adapted to the environment, technology or law level of the current world.

Adapting for Alien Worlds

In Traveller®, PCs may journey to worlds of different sorts (from rocky asteroids to Earth-type planets), with a huge variety of environments (exotic atmospheres, low gravity) and cultures (governments and laws).

All the descriptions in this supplement assume a fairly Earth-like world, but it should be easy to adapt the entries for alternative situations, for example:

- an exclusive hotel floating in orbit around a planet or a gas giant,
- a shopping mall for a belter community living within a hollow asteroid,
- a beauty salon floating on a lake,
- apartments located on the floor of a shallow sea.

Take a few moments to determine the adjustments required to the building. For example, in non-standard atmospheres, the building will need airlocks and its own air supply or hydroponics. Alternatively, individual buildings, or the whole city, may be within air-tight domes. In space or over water, a power plant and suitable propulsion are required.

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.

Accommodation

Where to stay the night

Whether your PCs are high class nobles expecting the best of service, or hardened spacers for whom a night or two dirtside is simply a pleasant change, suitable accommodation is a necessity.

1. Graysealean (Hotel)

Location: A high-class hotel found in the centre of a city, or perhaps near a class A or B starport.

Description: A tall, circular building designed around an inner multi-level courtyard. The external building surface is totally covered in a mosaic of tiles intermingling the hotel logo and name with a tropical jungle scene. Designed by the famous architect Welk Gorman, the entire hotel is quite a sight.

A highly ornate reception leads to three large and well-decorated dining rooms, each with its own jungle theme (rocks, pools and vegetation). A sub-level contains bars, a casino, an extensive gymnasium and a large aqua-pool. The first floor has a beauty centre, medical facilities and conference rooms (with the latest high tech communications systems).

All bedrooms (on the second floor and above) contain a double bed, the latest in entertainment electronics, plush furniture (wardrobes, dressing table, work desk, easy chairs) and a luxury bathroom (with huge bath). An auto bar and robo-butler service provide for every need. The five executive suites which occupy the top level have Hellboria wood furniture and a human butler service.

The central courtyard is on several levels, with a transparent roof and tropical plants throughout. Holoprojectors mask the inner walls of the building with jungle scenes. A novel mirror system designed by Gorman provides the appearance of natural light throughout the lower levels.

A vehicle park takes up several sub-levels beneath the hotel. The hotel maintains limousines and grav speeders for the use of their clients. Security and privacy are

paramount, from super-secure locks to anti-surveillance measures in the executive suites.

Costs: Standard rooms Cr300/night. Suite Cr1,000/night. Meals Cr10-100. Drinks: Cr5-10. Facilities (fitness, etc.): free to residents, otherwise membership of Cr2,000/year is required.

Characters: One of the executive suites is currently under permanent lease by the dictator Janti Hovant, who retired here after his people rebelled against his rule. His continuing extravagant lifestyle seems to confirm rumours of the millions of credits he misappropriated while in power.

Play Options: This hotel will not tolerate misbehaviour by its residents (unless they are exceptionally rich). Hovant may be the subject of an adventure, perhaps with the PCs hired to infiltrate the hotel and assassinate him. Alternatively, the paranoid dictator may mistrust his own security men and hire the PCs for a while.

2. Saborian (Hotel)

Location: A middle-class hotel, to be found in almost any location.

Description: A wide, low building built to conform to local architectural style. An overtly expensive reception area gives an impression of opulence, although the rest of the hotel is less plush. A huge dining room occupies half the ground floor, with a variety of bars, games rooms and a small fitness centre making up the remainder of that level.

Residents' rooms on the first and second floors are all of a similar standard, having a double bed, a comms unit, entertainments and video console, wardrobe, desk, dressing table and very comfortable easy-chairs. The fresher has a shower, toilet and basin.

There are two executive suites, each having two plush bedrooms off a lounge area, with a free drinks cabinet (restocked daily).

A small vehicle park is located beneath the hotel, with additional vehicle parking nearby.

Facilities: Generally good. The video entertainment in the suites is far more 'extensive' than for normal rooms. Food is better at weekends, when Will Faber (a protégé of the renowned chef Jan Wehel) is usually running the show.

Costs: Standard rooms Cr90-100/night. Suite Cr350/night. Meals Cr10-30. Drinks: Cr2-5. Facilities (fitness, etc.): free to residents, otherwise Cr10/day.

Characters: The staff are usually friendly and efficient. However, after a series of internal thefts, a new security officer (Zek Hebenar) was appointed several months ago. An ex-military police officer, Zek is rather over-zealous. He skulks around the building watching the staff (most of whom hate him already) and asking impertinent questions of anyone he thinks looks suspicious (including residents). When not creeping about, he stays in his security room, where surveillance cameras allow him to watch over the hotel.

Play Options: Since PCs inevitably tend to act suspiciously, they will no doubt suffer the attentions of Zek. The slightest hint of law-breaking (lack of a license for a weapon, suspicious goods or drugs in their room, etc.) will lead to Zek calling in the local police. Naturally, the hotel will compensate them for any inconvenience this causes.

3. Ardhaeran Degh (Vargr Hostel)

Location: In the centre of a startown, starport, or Vargr community.

Description: A circular building of six levels, its walls decorated in garish colours.

A reception area leads into the communal lounge, from which wide arches lead to three small eating areas, an office and a set of lifts. The upper floors are all residents' rooms, with the lowest class accommodation on the lower levels. All rooms are large and totally private.

Non-Vargr are not welcome here, although their presence in the lowest class rooms might be tolerated if they are accompanied by a high

charisma Vargr. The communal area is noisy, with regular disputes among the residents as they assert their position within the Vargr social hierarchy. Food and drink are mostly raw meats and fruit-derived beverages.

Costs: Rooms Cr50-100/night. Meals Cr5-20. Drinks Cr1-5.

Characters: The hostel (its name means roughly "travellers' home") is run by Ghenz Frorl, an ex-Emissary, whose liaison skills are used to ensure conflict between residents is kept to a minimum.

Play Options: A stopping place for Vargr PCs and, perhaps, their human companions.

4. The Travellers' Rest (TAS)

Location: Anywhere within the main starport complex.

Description: A tall glass-covered circular building, with a TAS holobanner on top.

"TTR", as it is known to the locals, is a franchised TAS facility, catering primarily for TAS members, although other travellers and members' guests are admitted.

The ground floor is one huge lounge, with the reception, bar, and lifts to one side. The walls are plastered with advertisements and personals, from cheap passage deals to offers of employment, from cargo brokers to bounty hunter rewards. Simple meals are served here.

The first two floors have rooms for non-TAS members. All the rooms are well equipped, with reasonable quality furnishings and small but functional en-suite bathrooms.

Above the second floor are the member-only facilities. Fitness facilities and entertainment booths are located on the third floor. The fourth through seventh floors are bedrooms, all with quality furniture, double beds, en-suite bathrooms and large windows giving a view out over the starport. The eighth floor has six higher grade bedrooms, with large jellobeds, full holo-entertainment suites, interplanetary comms facilities, a separate lounge area and en-suite bathroom, and the best views over the starport. These six bedrooms are fully shielded against most forms of surveillance.

The members-only restaurant on the ninth floor serves a range of cuisine, from quite simple dishes to 12-course extravaganzas. The

chefs pride themselves on being able to cater for the palate of almost any alien race.

A small but luxurious penthouse suite is the home of Korlin Hand, the current owner of the TTR (the TAS franchise pays quite well!).

There are two levels of vehicle parking beneath the building.

Costs: Standard rooms Cr40-100/night, non-member rooms Cr100-200/night. Suites Cr300-500/night. Meals Cr5-50. Drinks: Cr1-10.

Characters: Korlin Hand was a professional gambler who made a fortune fleecing casinos. He ran a night club, until this profitable TAS franchise became available. Korlin makes it his business to meet his clients, often mixing with them in the restaurant or reception area. He dresses casually and might well be mistaken for just another traveller passing through. Korlin often acts as an intermediary for patrons with particularly sensitive jobs that could not be openly advertised. By knowing his clientele, he knows who to approach and who to avoid.

Play Options: Korlin normally allocates the better-paying jobs to a favoured few associates, so befriending him may open the door to profitable employment, from drugs smuggling to covert intelligence work.

5. Saarti & Hamburn (Apartment Rental)

Location: In the centre of a city or startown.

Description: A small, three-storey office block on a prestigious street corner.

This rental company (S&R) specialise in luxury apartments, offering choice locations within the city and starport. These apartments are often those of wealthy individuals who are away for an extended period.

Costs: Rentals are Cr500/month upwards.

Characters: Arianne Saarti and Terence Hamburn are the rather upper-class proprietors of this company. They take a personal pride in showing clients around the apartments and trying to exceed their expectations.

Play Options: Wealthy PCs can rent themselves a prime apartment in which to impress friends or business associates! While in residence, the PCs will be accosted by an

irate visitor who was expecting to find the real owner, not realising that they are away and that the apartment has been rented out.

6. Ruykul Organz (Hotel)

Location: A middle-class hotel, within the starport's main leisure precinct.

Description: The Ruykul Organz (meaning "meeting place" in the native tongue) is located on one side of a multi-level leisure precinct, facing a wide range of shopping and entertainment facilities. The hotel's frontage has a number of entrances at each level of the precinct, and seating for the hotel's numerous bars and cafés often spills out into the precinct.

To the untrained eye, the hotel appears to be a conglomeration of much smaller hotels, each with its own reception, eating and drinking areas, and residential rooms. However, this labyrinthine hotel actually operates as a single, efficient, co-ordinated organisation under the control of manager Alberyi Fnors.

A wide range of room types are available, all with en-suite bathrooms, from cheap simple accommodation (single bed, cupboard, desk, televid) to moderately luxurious suites (a communal lounge leads to multiple bedrooms, each with a double bed, quality furnishings and high tech entertainment and communication facilities). Conference rooms are located near some of the higher quality bedroom areas.

The hotel has few fitness or gaming areas since equivalent starport facilities can be found within a few metres of the hotel.

The hotel has a specific area allocated to it in the extensive vehicle park located beneath the starport complex.

To the casual observer, security appears lax. However, appearances are deceptive, for the staff are generally ex-military types (hand-picked by Fnors) and a very discrete surveillance and alarm system operates throughout the hotel.

Costs: Standard rooms Cr40-200/night. Suites Cr300-500/night. Meals Cr5-50. Drinks: Cr1-10. Conference rooms Cr10/hour.

Characters: Alberyi Fnors was a top ranked intelligence operative for a neighbouring world. He realised there was a market for a hotel

offering a discrete meeting place, where people could stay in relative privacy. He moved to this world and bought up multiple adjacent sites in the starport, rebuilding these into the current labyrinthine structure of the Ruykul Organz. The large number of entrances allow clients to enter and leave the hotel with little possibility of being surveyed, while the privacy of the residents within the hotel is preserved by the ever-vigilant hotel staff.

In theory, the Organz operates within the law at all times. However, when Fnors desires, people (and items) can hidden within the depths of the hotel, beyond the reach of the police or any other agency.

Play Options: The Organz clientele range from businessmen with their 'secretaries' to mobsters planning their next heist. Fnors does not allow hard drugs or stolen goods within the hotel, but it is rumoured that many other vices are catered for. Fnors is also rumoured to have close links with the starport police. Whether the PCs are seeking sanctuary, or simply meeting a patron, there are many possibilities for adventure within such a hotel!

7. Earlyl Eoril (Aslan Hotel)

Location: In the centre of a startown, starport, or Aslan community.

Description: A square stone building of four storeys with intricate Aslan writings inscribed along each wall.

The ground floor contains the reception, communal lounge, restaurant and gymnasium. The first floor has a series of meeting rooms and two shrines. The higher floors contain simply-furnished rooms for the residents.

Non-Aslan are not allowed beyond the reception area. The whole hotel has a quiet, spiritual air about it, which is respected by most residents, who are mostly female traders and business people. Occasional rowdy males are quickly subdued by the owners.

Costs: Rooms Cr30/night. Meals Cr5-15. Drinks Cr2-10.

Characters: The hotel is run by a pair of ex-adventurers, Feorni Eoril and her muscle-bound husband Teo (nicknamed "Xenofire" by his human colleagues). Feorni handles hotel administration and Teo acts as senior steward.

Play Options: Feorni and Teo have many a tale to tell of their adventures. They are surprisingly kindly Aslan and quite friendly to non-Aslan provided they do not trespass within the hotel.

8. Snooze Easy (Mobile Homes)

Location: Within a city or starport.

Description: The Snooze Easy offices are a plain building near the city centre. The company specialise in providing temporary mobile accommodation for clients - anything from a small van with a bed in it, to a huge luxury grav lorry fitted with a luxurious bedroom, en-suite bathroom, lounge and kitchen, with droid butler.

Costs: Mobile homes Cr10-1,000/night.

Characters: Tanwyn Hex is an eccentric noble who lives permanently in a Snooze Easy luxury mobile home, usually parked quite randomly somewhere within the starport.

Play Options: The PCs find Tanwyn Hex has parked across their starship bay, preventing access to and from the bay. Once alerted to the problem, Tanwyn is apologetic and pays them Cr100 each for their troubles.

9. Palomino (Hotel)

Location: A lower-class hotel in the back streets of any town (or the starport).

Description: A tall building, rather shabby-looking, with a brash holographic advertising display over its frontage.

A small reception opens onto a large bar (which also provides simple meals) and a gaming room. An ageing lift carries residents up to their rooms. The first floor contains small one-person sleeping modules, each with a tiny televid and a cramped bunk. The modules are rarely cleaned; a single common area has toilets and wash basins.

The upper floors contain small rooms, usually with a single or double bed. The central lifts open into a lounge area, containing old sofas and a primitive televid unit. Off this hall are communal washrooms and shadowy corridors leading to the individual rooms. The only comms units available are pay-as-you-use systems in the reception area.

Costs: Standard rooms Cr20/night. Modules Cr5/night. Meals Cr1-5. Drinks: Cr1-3.

Characters: The owner of the hotel (Morell Haulp) is an unsavoury character, who always requires payment in advance, whether for rooms or food. He keeps a shotgun behind the reception to help control the less desirable elements who frequent this establishment.

Play Options: A good place to throw at your players if they've run out of money. The modules are usually occupied by vagrants and drunks, although this can be a quieter place to sleep than the upper rooms where rowdy residents may start fights over which televid channel to watch. Queue-jumping for the washroom can result in violence.

The Palomino is, however, a useful place to pick up information, as its inhabitants often have connections with the local underworld.

10. Star's End (Hostel)

Location: Anywhere within a run-down district of a world.

Description: A large warehouse with no windows, a single doorway and a few roof-lights. The name is shown on a battered sign over the door. Beside the door is a long list of conditions for entry into the hostel, including a total ban on alcohol, drugs, weapons, pets, etc.

This hostel caters primarily for homeless unfortunates. Single bunks are stacked 3-4 levels high in rows across the warehouse, with ladders giving access to the upper beds. A small locker is set into one end of the bunk for personal belongings, and a curtain can be pulled around each bunk for privacy.

One end of the warehouse is an open lounge, with a range of second-hand furniture and a cheap B&W 2D televid. The original office space attached to the end of the warehouse has been converted to hold a large kitchen, storeroom, sleeping quarters for the night-shift staff and several rooms which may be used as a doctor's surgery or counselling room. There is a large communal washroom.

Everything in the hostel is grimy, from the food to the bedding. Fights sometimes break out over who owns which bunk (top bunks are rated as the best), or who gets to search the body of the most recently deceased resident.

The volunteer staff work extremely hard for their residents. Meals are simple but relatively nutritious, and a doctor visits regularly to deal with ills, both minor and major.

Costs: Accommodation is free for the first 30 nights, and Cr1/night thereafter. Food is free, but all vices (e.g. alcohol and gambling), weapons, etc. are banned.

Characters: The current owner of the hostel is Sanya Toch, a countess who fell from favour but who has retained sufficient moneys to fund the hostel for a number of years.

There are many interesting characters to be found here, from army veterans who couldn't handle civilian life, to elderly scouts who drank away their retirement money.

Play Options: PCs in severe monetary difficulties might find themselves residing at the hostel, getting involved with the NPCs within and perhaps having to fight for their bunks and what few possessions they have retained. The PCs may need to locate a hostel resident - perhaps a relative is trying to locate their father who has disappeared, or following up rumours of an old scout who murmurs in his sleep about a "lost treasure".

Naturally, Sanya is always seeking monetary aid - the PCs might undertake a fund-raising campaign for her, or make a donation. And of course there's always the evil property baron who wants to flatten the hostel to make way for his new shopping precinct...

11. Tamberley Rentals (House Rental)

Location: In the centre of a city or startown.

Description: A small, single-storey office.

Tamberley rent all manner of cheap apartments and houses.

Costs: Rentals from Cr200/month for single apartments to Cr400/month for a large house.

Characters: John Tamberley and his wife Vanessa run the rental office.

Play Options: PCs can rent a temporary home or hideout. Unfortunately, there is usually a reason for the low price of these properties... a leaking roof, vermin infestation, blocked sewerage, or perhaps bad neighbours.

Restaurants and Bars

Where to eat and drink

Whether your PCs are just plain hungry, seeking to impress a colleague with their knowledge of alien cuisine, or looking for a quiet place in which to get drunk...

1. Hierkintuth (Restaurant)

Location: Within a rich city centre or an A or B class starport.

Description: A fairly large two-storey circular building with windows on the ground floor only. Two stewards wait attentively at the sparkling blue doors. A parking area with covered walkways surrounds the building. The cars parked here are mostly expensive sports cars, limousines and the like.

The doors are of expensive Hellboria wood (as is most of the furniture within the restaurant). The slowly changing blue grain striations of this wood go well with the aquatic theme of the restaurant. The stewards outside welcome guests, but their primary purpose is to reject unsuitable entrants. The entrance doorway has a built-in weapons scanner. Beyond is a small reception area with two more stewards (armed as appropriate for the law level) who check bookings (tables must be reserved in advance), take coats, communicators and any baggage, and then summon a further steward to direct the clients to their table.

A passage leads to the centre of the building where there are several doors leading to the kitchens - the steward always offers the guests the opportunity to look around the kitchen before (or after) their meal. A lift then brings the guests up in the centre of the upper level.

The reason for entering via the centre is that the majority of the upper level rotates slowly. The walls, floors and ceiling of this room are lined with aquatic tanks, containing all manner of alien sea life; the transparent floor area rotates a few degrees a minute, so that over several hours, the clients will complete several circuits and be able to view the contents of all of the tanks. The centre of the room is

immobile, and contains separate lifts for customers and kitchen staff. There are also more tank displays, this time of the fishes available to eat!

The food is exquisite, service is exceptional and the price is accordingly high. Seafood dishes are a speciality. Corellian Squirms and Tyler's Skittelfish are served live from tiny aqua tanks (at the table), or customers may choose the fish they wish to eat from the tanks in the room's centre. The fish is stunned and taken to the busy kitchens below.

Costs: Meals are Cr30-50/course with drinks from Cr10 upwards and liqueurs and wines up to Cr1,000/bottle (for a vintage Tolinquin wine). An average meal will cost around Cr200/person including a few drinks, although a special 'gourmand' menu (14 small courses sampling the entire range of the chef's expertise) is available for Cr250/person.

Characters: The owner, Gustaf Forbes, is a rich businessman (a director of Lyten Technical) who loves alien cuisine and wished to recruit the renowned chef Jan Wehel. Jan would not work as Forbes' personal chef, but agreed to become senior chef if Forbes created a suitably high class restaurant. Hierkintuth is the result, and Forbes eats here whenever he is on the planet.

Play Options: Forbes is always very touchy about any rumours that Wehel might be poached by a competitor. More than once he has hired people to watch her movements.

PCs may take clients to the Hierkintuth to impress them, or a patron may invite them for a meal. Simple tasks such as getting a table at short notice can become an adventure in their own right, perhaps requiring negotiation with the restaurant and several customers who might be willing to give up their booking if suitably compensated. Forbe's business competitors (or Wehel's rivals) might try to

discredit the restaurant by tampering with the food (in the kitchen or at the table).

2. Halters (Restaurant)

Location: Within a rich city centre or an A or B class starport.

Description: Halters occupies the bottom storey of a ten level office block owned by Weller Associates. Originally designed as a high class 'canteen' for Weller staff, the chefs at Halters were so highly regarded that the number of 'guests' at any time often exceeded the number of Weller staff. The restaurant was finally thrown open to the 'public', i.e. those executives who could afford to eat here.

Beautiful holographic works of art divide up the plush seating areas (switching these dividers on and off allow small or large groups to be accommodated easily). A range of small meals are available at a huge discount for staff, while the full price à la carte menu is used by non-staff and for business guests.

All tables have discrete comms points for those needing to stay in touch with their office, hold an informal conference call, or connect in to the planetary data net with a hand computer.

Costs: Staff meals are Cr5-10. Meals à la carte are Cr20-40/course. Drinks are Cr5-10, wines Cr20-200. A range of vintage alcoholic spirits are available for Cr10/shot.

Characters: Halters is regarded as the place to be seen by the sophisticated and chic members of the community. Many important business deals are sealed here, and Weller executives dine here regularly. However, of late a number of rich, but disreputable persons (with alleged underworld connections) have begun to frequent the restaurant.

Play Options: Halters may recruit the PCs to determine just how disreputable their new clients really are, or to investigate after one of these clients mysteriously dies of food poisoning (assassinated by a rival gang who infiltrated the restaurant's waiters).

The PCs may be hired to bug Weller executives during their meals, either by a rival firm or because someone appears to be dealing illegally in Weller's precious metals exchange, and Weller wishes to know which of their staff are involved.

3. Utter Gourmet (Restaurant)

Location: Within a city centre or a starport.

Description: A moderately small single-storey building with large windows, shaded in the familiar red and green stripes of the "Utter Gourmet" (UG) restaurant chain. A steward dressed as a furry Talquil stands at the door. A small parkbay is located outside the restaurant.

Internally, glittering metal and soft leather padding adorn every surface. The other staff are also dressed as Talquils, flapping about in their over-sized furry feet. The kitchens at the rear of the building produce a reasonable range of family foods, identical to that available at any UG outlet. A central auto-vend caters for those seeking only light refreshments. Life-size cuddly Talquil robots scamper about the floor, carefully avoiding being trampled, seeking out children to entertain (this is a major attraction at all UG restaurants).

Service is usually prompt and all the staff are extremely polite. They probably have a fixed smile, but it's difficult to see this under their Talquil costume.

Costs: Meals Cr5-30. Drinks Cr1-5.

Characters: The proprietor of this UG franchise is Annette Smyers, a young, friendly local who sees this as her stepping stone to managing a 'proper' restaurant.

Play Options: For several years UG restaurants have been subject to threats from FLUFF, ecological terrorists who are upset at the maltreatment of herd animals on farms supplying UG (whose aggressive purchasing policy precludes 'humane' farming methods). FLUFF activists may demonstrate outside, mount a sit-in, or place a bomb somewhere in the restaurant. The PCs may be recruited by FLUFF, or by UG in an attempt to infiltrate FLUFF, or they may simply find themselves in the restaurant during a bomb scare.

4. Greasy Joe's (Starcrew Café)

Location: Almost anywhere in, or close to, a starport.

Description: A large, low building standing slightly apart from the others. Night and day, bright flashing lights and a heavy thumping beat emanate from the grubby windows. The

doorway is a starship iris valve. Close up, the windows can be seen to be old starship pressure windows.

Inside, all the furnishings are from starships: the bar is that from a Belax class liner; the seating ranges from scout ship acceleration couches to luxury yacht sofas. The clientele are exclusively lower-ranked merchant crews and a few senior engineering types, scouts and beltlers. The room is dimly lit; the flashing laser lighting does little to illuminate the room although there are dim glow-bars set around the edge of the tables. The music makes the room thrum like a starship engine room, reducing audibility to a few feet.

The bar staff include an attractive young woman and the proprietor Joe, who can be seen to be wearing a grav belt. After a while, new customers will realise that Joe has no legs and only one working arm - however, he is quite adept at flinging himself around the bar using the grav belt and his one good arm.

Simple meals are available from a scout-quality auto-vend machine, but most people prefer the self-service buffet of alien cuisine. Toor suck-sticks and Quath gobbler cubes are a particular favourite. A 'trust box' is provided for payment if the bar staff are busy. The food is prepared in a small kitchen behind the bar.

Costs: Meals Cr1-5. Drinks Cr1-5.

Characters: Joe was a renowned starport engineer who, in his time, was able to fix just about any starship's engineering problems. Joe's career came to an untimely end while repairing a jump grid. A power spike induced a weak jump field that damaged Joe's legs and arm beyond repair. With his retirement money and gifts from his many friends, Joe was encouraged to set up this café.

Play Options: This is the place to find hardened spacers, where scouts tell of the strange places they have seen and engineers spend their meals discussing thruster plate alignment tools and telling lewd jokes.

Anyone not paying for their food (using the trust box) will get 'bounced' by 30-40 irate ship's crew... anyone defrauding Joe is seen as the lowest sort of scum.

5. Guttred Cressat (Café)

Location: In a back-street somewhere...

Description: A small, cramped building squeezed between its neighbours. A laser system continuously draws the café name across its frontage, along with an animated picture of a Cressat (a small rat-like creature) being stabbed with a roasting fork.

It's no better inside. Cheap plastic furniture, out-of-fashion rubber artworks and dilapidated air plants provide the singularly unique decor. All the staff look depressed and service is abysmal. The menu appears extensive, but is mostly pre-packed freezer meals which are quick-cooked in the kitchen microwaves.

Costs: Meals Cr2-10. Drinks Cr2-5.

Characters: The staff suffer the tyrannical rule of Franki Pesco, the owner. Franki is a wild spirit, verbally abusive and liable to violence, who regards his staff as little more than slaves. Staff turn-over is rapid, but there's always someone who needs the money, so Franki always has someone to boss about.

Play Options: The PCs may be around when Franki picks on a young waiter or waitress. Franki may at first seem to be simply an abusive customer. If the PCs go to the aid of whomever he is berating, they will become the subject of abuse by Franki. Given the amount of repressed anger among his staff, such a situation might lead to Franki being beaten up or knifed by one of his 'slaves'.

6. Rapier (Private Bar)

Location: In a back-street in the upper class area of a city.

Description: A four storey building built of local stone, with ornate carvings on every surface. The translucent windows have a constantly shifting colour scheme (temperature and light-sensitive chemicals trapped between the panes of glass). Little can be seen of the inside, although there are flashing lights on the upper floor. A discrete sign over the heavy door says simply "Rapier".

Rapier is a members-only bar visited by the rich and famous. Young nobles are often found here, partying throughout the night. The bottom floor has a small reception with two heavies

who check membership and ensure no weapons are brought inside. A cloakroom, two lifts (to the other floors) and a 'quiet' drinking lounge fill the remaining space. The other three floors are all plush lounges, each with a well-stocked bar, washrooms and several curtained-off cubicles. The upper level has a continuous disco. A discrete rooftop garden is reserved for the proprietor and special guests.

The bar is open every hour of the day; particularly rowdy parties can last days!

Costs: Drinks Cr5-500. Membership Cr1,000/year.

Characters: The staff are extremely well-trained and polite, being able to maintain a smile even when dealing with drunk clients.

The proprietor, Dieter Colan, owns the neighbouring house. He spends most of his time socialising with his clients, entertaining the most important in the rooftop garden.

Play Options: The players are passing when someone plummets from the rooftop garden. Did they fall or were they pushed?

7. The Black Rose (Bar)

Location: At the centre of a city or starport.

Description: A rectangular two-storey building with an illuminated outline of a rose over the door. A couple of large windows give a view into the bar area, but all the other ground floor windows are small and high up.

Inside, two-thirds of the ground floor is a bar, furnished to a high standard, with a small stage at one end. Behind the bar are an office for the manager (Franz Gelgud), a stock room, staff room, boiler room, a door into the adjacent staff car park, and stairs to the upper floor. A side street entrance also has stairs leading upwards. The upper floor has several storerooms and an office for the owner (Paul Tyrone), and a private 'bar' where a legal gambling operation is run for local underworld figures, businessmen and police officers.

The bar is the dirtside contact for a pirate group. The storerooms are sometimes used to store loot from hijacked ships.

Costs: Drinks Cr1-10.

Characters: Tyrone deals with his pirate comrades, while Gelgud handles the dirtside liaison. The staff are mostly pirates, on R&R.

Play Options: Gelgud might recruit the PCs into the pirate group; certainly there are rumours that The Black Rose is a good place to find mercenary contacts. The PCs may be asked (by the police) to infiltrate Tyrone's group, to obtain evidence of the pirate activities. Alternatively, the PCs may simply be bystanders during a police raid on the bar.

8. Tambourine (Bar)

Location: In the centre of a city or starport.

Description: A low, silver, domed building, the upper half of the dome being a translucent blue colour.

The ground floor contains tables and chairs and a long bar around a central stage. A well-known hang-out for artistic types, the Tambourine has nightly dance reviews and other live entertainment, from magicians to comedians. Every weekend, the crowds flock in to see a performance from a small troupe of the Dancing Insects of Thrarg. The atmosphere is relaxed and jovial and there is rarely trouble.

Costs: Entrance Cr5. Drinks Cr1-10.

Characters: Rory Dafoe is the owner of the bar and is a cheerful and friendly guy.

Play Options: Rory is well known for taking pity on people down on their luck, giving them food, drinks and perhaps over-night shelter.

9. The Panther (Bar)

Location: In the back-streets of a city or startown.

Description: A two-storey building of plascrete, with small, circular, barred windows.

The ground floor is one large room, with washrooms at the rear and a bar running down the entire length of one wall. Behind the bar a door leads to a tiny office and stairs to the owner's apartment above.

The bar furniture is worn, but kept in good condition by the careful owners Gary and Sandra Wiley. The walls are covered in 2D posters of recent zipwire sports stars (the bar is named after Tim "Panther" Williams, four-times subsector zipwire champion).

Costs: Drinks Cr1-5. Snacks Cr1-5.

Characters: Gary and Sandra are honest people, but their bar has attracted the attention

of a gang of local youths who went wild and began causing damage inside and out (hence the barred windows).

Play Options: Gary fears that they will be attacked themselves, and is looking to hire someone to protect the bar.

10. Hopper's Rest (Bar)

Location: Towards the edge of the starport.

Description: A two-storey building, apparently of local timber, with a brightly lit frontage advertising itself as the best drinking hole this side of the Pellomar Nebula.

The ground floor is one large bar, with a unisex washrooms at the rear. A locked door conceals stairs to the upper floor, which is the apartment of the owner, Ted Barsby.

The bar furniture was once of reasonable quality, but now looks worn and jaded. The walls are adorned with autographed claim certificates from beltlers who made their fortune. The clientele tend to be beltlers who would like to be rich, but haven't yet found that "lucky strike". The hardened spacers who hang out at the bar often enjoy competitions of physical strength or endurance, from arm-wrestling to seeing how many times they can take a bite from Ted's pet rock snake. Brawling is common, although serious injuries are rare - the beltlers regard it as just another 'sport'.

Costs: Drinks Cr1-5.

Characters: Ted will regale customers (particularly newcomers) with stories of how his great insight has helped a number of beltlers find great wealth. In truth, Ted is often unable to tell truth from fiction, and most of his 'tips' are simply old rumours, altered over time.

Play Options: The PCs may be lucky enough to hear one of the truly valuable rumours which Ted knows! No doubt they will be challenged to a physical match with one of the beltlers, or 'entertained' by a brawl...

11. Floaters (Bar)

Location: In the centre of a city or starport.

Description: A low, circular, two-storey building, with arrays of large iridescent bubbles floating constantly around it.

The 'bar' takes up both floors of the building and is in a constant zero-g field, maintained by a huge array of gravitic plates and a power plant in the basement. With no defined 'floor', every surface is well-padded and has soft cushions, pillows and padded tables abound. In the centre of the room is a spherical bar area, allowing customers to be served in any orientation. Thin nets divide up the building into smaller spaces, so that thrown missiles will not go too far, and if the zero-g fails, the nets will catch those who were on the 'ceiling'! Rowdy behaviour is not tolerated!

Costs: Entrance Cr10. Drinks Cr1-5. Drinks are served in sealed tubes, with pressure-sensitive valves to prevent spillage.

Characters: The owner of Floaters is Alfred Moliere, a well-known gambler and womaniser.

Play Options: A bar room brawl in this environment could be a lot of fun! Female PCs may also attract Alfred's unwanted attentions.

12. The Long Way Home (Bar)

Location: In the centre of a starport.

Description: This building is made from the hull of a 300 ton EDSV (Extended Duration Survey Vessel) with the name "Lintula Sunrise" barely visible at its bow. Externally, the ship looks as though it is complete (although the hull is scarred from impacts and combat damage). Internally it has been totally stripped - even the fuel tankage has been taken out to provide a 25m long lounge area, widening from 5m (at the entrance to the bridge, which has been converted to a VR games area) to 20m at the rear. A central bar surrounds the lift shaft which gives access to the owner's 'apartment' on the upper deck, and the reception lobby below (previously the cargo hold).

Costs: Drinks Cr2-10, half price to Scouts.

Characters: The proprietor is Arak Bjorg, ex-Scout, who once flew aboard this starship.

Play Options: Arak has strange tales to tell of a series of inter-sector jump 'gateways' which he discovered many years ago. He will talk loudly about the subject until someone asks too many questions, at which point he will become aggressive, demanding to know whether the person is a Scout or government agent sent to spy on him!

Entertainments

Where to spend your spare time

At some point, everyone needs a break from work. This section provides some appropriate entertainment venues, sports facilities and the like.

1. Hyancith (Theatre)

Location: Near the centre of a town.

Description: A large building comprising several overlapping hemispherical sections with 'artistic' girder structures surrounding it. The whole effect looks like the segmented body of a giant insect.

Built 140 years ago, the theatre is slightly shabby, although it retains its reputation as a centre for top quality work, particularly serious 'social' dramas. A certain clique of well-known actors play most of the lead roles.

The front of house contains the usual reception hall, booking offices, cloakrooms and a bar. The single, huge, auditorium is laid out like a coliseum, with plush seating. The sound quality is extremely good throughout the theatre thanks to the reactive sound amplification system built into the walls.

The rear of house contains an office area, changing rooms, scenery/props storage area, costume room, plant machinery room and extensive wings allowing props to be easily transferred on and off stage. An array of gravitic units under the stage allow a wide variety of low-g and simulated flying scenes to be played. A holoprojection unit is also used to supplement the scenery displays.

Costs: Tickets range from Cr50 (front rows) to Cr5 (uppermost back rows). Drinks Cr2-10.

Characters: Alberto Pagaganin is the aged proprietor. His two daughters Arabella and Josephine actually run the theatre. Alberto insists that the theatre be run in a 'traditional' manner, and he also ensures that his favourite actors (many of them now as old as him) get the lead parts. The theatre has been losing money of late, as its audiences have waned, but Alberto is deaf to his daughters' pleas that they should recruit new actors.

Play Options: PCs simply looking for entertainment will find this a good place for a restful, yet mentally stimulating evening.

Arabella is tiring of her father's stubbornness and wishes to take control of the theatre. She will hire someone to put her father in hospital and, when he still insists on trying to run things from his bed, she will have him killed in an 'accident'. The PCs may be hired to attack/kill Alberto, or may be asked to guard Alberto after the first incident. Alternatively they or may be asked to investigate his death by Arabella, in an attempt to convince her sister that she was not involved in her father's murder (she is hoping the PCs are suitably incompetent, and she may have planted evidence incriminating her sister).

2. VibraLife (Cinema)

Location: A leisure complex or town centre.

Description: A hundred or so small spheres, all linked by tubular passageways, forming a roughly cubical grid-work. Each sphere is emblazoned with the VibraLife logo (a cube with a spring at its centre).

A ground level dome contains the reception area where tickets are purchased. Moving walkways convey customers to a free dome, where they are strapped into a frame which supports most of their weight. Each dome contains a single frame which can take one or two persons (e.g. couples, or one child and an adult - minors must always be accompanied). The desired film is then projected onto the interior of the dome and the frame (at the centre) moves, shakes, rotates, etc. to simulate the movement observed in the film. Spray scents, temperature and lighting control provide a complete sensory experience.

The whole operation is run efficiently with just five staff; ensuring that customers are

correctly strapped into the frames is the most onerous task.

Costs: Cr10 per person.

Characters: The five staff are all film addicts who will be more than willing to spend a few hours discussing the computer animation effects in the latest horror video and who can name the main actors in almost every holovid made in this subsector.

Play Options: A prankster has infiltrated the computer system which runs the VibraLife site. He has begun by changing the film order so that young children get horror movies rather than the animated cartoons they expected. He intends to start hacking the code for the frames next, possibly resulting in someone being thrown about sufficiently to cause harm. VibraLife will urgently require PCs with computer and investigative skills to help track down this prankster.

3. **Enya's Star (Adults Only)**

Location: Any moderate population world, either repressed with a low law level, or permissive, with any law level.

Description: A roughly hexagonal building of two levels, finished in modern plascrete, with no apparent windows. Each side of the hexagon has an entrance with two security guards. The heavy doors are plastered with an array of rules: "DOs" and "DON'Ts". The large underground car park has several entrances.

The Star caters for a wide range of vices, from entertainment by employees of any sex (and any race!) to the use of drugs (whether legal or illegal on this world - tobacco, alcohol, hallucinogens, psi drug, etc.). If on a high law level world, the Star has an exclusive license to provide an outlet for these vices as the government has found this more productive than trying to eliminate them completely.

Internally, the Star is furnished to a high level. Once past the extensive security (guards, weapon scanners, etc.) customers select their preferred vices and whether they wish to enjoy them in seclusion or as part of a group. The computer then directs them to an appropriate room within the building.

Guards patrol internally and surveillance cameras watch every corridor. A medical

centre provides a recovery area for those who have over-indulged themselves.

Advanced Virtual Reality systems allow a number of pleasures to be experienced privately, without 'risk'.

Costs: Entry fee Cr100. Strictly adults only. Individual vices cost from Cr5 for a quick smoke up to Cr1,000 for more exotic tastes.

Characters: The Star has around 300 staff, some of whom are aliens, and many of whom are recruited as 'personal' entertainers.

The owner of the complex is Yitza Ferranti, a noble playgirl who believes strongly in a permissive, free society. Were it not for her wide-ranging contacts within the government, it is doubtful that she would have been allowed to open, or continue to run, the Star.

Play Options: The list on the doors should be read carefully. No weapons, drugs, etc. may be brought in (the Star sources all drugs from a 'reliable' supplier). Strictly adults only. The management take absolutely no responsibility for any harm suffered within the complex, or as after effects, over whatever period of time.

Needless to say, Yitza has some exceptionally good lawyers. Last year, it was alleged that the Star had brainwashed a young woman into seducing an Imperial official but the case was dismissed for lack of evidence.

4. **Celestial Guardian (Children's Entertainments)**

Location: In a town centre, starport or green field site.

Description: A three-storey U-shaped building covered in white tiles, giving it a clean, clinical appearance. Large, irregularly shaped windows break up the monotony. Huge roof-windows allow light into the upper floors.

CG is an entertainment complex for children (up to middle 'teens) sponsored by a religious group - the Stellar Education Co-operative (SEC). Holodisplays, printed materials and participatory events provide educational material for a wide range of subjects. Tutors are available to supervise children through the displays. Small recreational areas are interspersed with this wealth of data,

encouraging children to alternately browse the displays, then exercise physically.

The SEC believes that education will eventually raise the human mind to a higher plane. The sect's principles are expounded in the educational displays.

Costs: Cr1 per child, per hour.

Characters: This establishment is run by Liam Getz, one of the SEC council members. Liam believes fervently that the "greater consciousness" will eventually be achieved, but hopes to speed up the process such that it is experienced in his life time.

Play Options: Liam has instigated some new subliminal displays promoting the SEC cause, both for the children and in the reception area where parents will be affected. The PCs may be asked to investigate why interest in the CG site has suddenly peaked with certain parents and children (those most susceptible to the subliminal displays), to the degree that some appear to be addicted - they demand daily visits to the CG building.

5. Zmy Collection (Zoo)

Location: Centre or outskirts of a city.

Description: A relatively cramped zoo, using huge multi-level buildings to house a collection of rare animals (from across the subsector) in as small a ground area as possible. The emphasis is on sensationalism - ferocious monsters and cute furry creatures being the main attractions. The Iannik family who own the zoo often declare openly that their intention is purely to make a profit by pulling in as many punters as possible.

The zoo is widely advertised on vid and sound channels, with discount entry schemes. Special events might include "watch the long-toothed jigers hunting a live wambart!". Such hunts (and other events) are enhanced by the use of miniature cameras embedded in the heads of the animals, such that spectators can experience a "jiger's eye view" of the hunt in 2D or via a Virtual Reality interface.

The latest exhibit of interest is the Oluem - a deceptively cute and cuddly mouse-sized carnivore. This creature suffers sudden periods of frenetic activity. It can rapidly consume other animals of equivalent size

within a few seconds, ballooning its own body to three or four times its normal size.

A number of expensive cafés and bars provide refreshments throughout the zoo.

Costs: Entrance Cr15/adult, Cr10/child.

Characters: The Ianniks are a family of game hunters whose favourite hunting grounds were gradually eroded by restrictive ecological laws. Their range of contacts allowed them to acquire a range of interesting beasts for the zoo before the regulations precluded the collection of such animals.

Play Options: For a huge fee, the Ianniks secretly hire out certain of their environmental areas for hunting. Carefully selected wealthy clients hunt jigers, snapclaws and triphants within the controlled environment of the zoo. The PCs might be hired to investigate the mysterious disappearance of a rich client (who was killed by a snapclaw on just such a hunt). Since these hunts are secret, the only clue is a large payment made to a holding company which can be traced to the Iannik family.

6. Yellow Crucible (Night Club)

Location: In a back-street somewhere...

Description: A small entrance, squeezed between two buildings, with two suited heavies outside. The name, and a crucible with animated sparks spitting from the top, are outlined in fluorescent lighting above the door.

Through the doorway (where guests are checked for weapons and 'unsuitable' clients are turned away) a long dark passage leads back to the club's glittering lobby and cloakroom. Beyond, the club expands out behind the main street buildings, to provide a huge dance floor space, several bars, and a lounge area. Lifts lead up to an over-priced restaurant on the upper floor, where the club offices and storerooms are located.

One of the most popular clubs in town, the Crucible is frequented every night by the chic and fashionable. Rumours of illegal drug use here are refuted by the management, who claim to run the cleanest club on the planet.

Costs: Entrance Cr15. Drinks Cr2-10. Snacks Cr1-5. Restaurant meals Cr20-50.

Characters: Mandy LaPreece, the owner of this club, is an avid dancer.

Play Options: The drugs rumours are unfounded except in one respect - Mandy is a psionic and holds a small stock of psi drugs for fellow psionics who hold occasional meetings in the club offices. The PCs might themselves be searching for fellow psi's or psi drugs, or may be recruited by an anti-psi organisation to infiltrate the club and determine which members are psionic.

7. Pure and Sinful Club (Private 'Leisure' Club)

Location: In a noisy side street, off a main town square on a permissive world, otherwise hidden away in a back street..

Description: An exquisitely decorated archaic mansion house, constructed during one of the more nostalgic periods of this world's history, but looking slightly out of place in this modern city. Wide steps sweep up to grand entrance hall where stewards wait to receive guests.

Advertising for this 'club' is discrete, being found in high class magazines rather than scrawled on the walls of the local comm booths. The ads offer "freedom for all sexual persuasions", "open to all species", "a relaxed evening full of the fun of the flesh".

Beyond the entrance hall are lounge bars for clients to meet, with private cubicles. An array of "bedrooms" take up the second and third floors. The basement house an aquatic tank, zero-g area, and alien-specific rooms (e.g. a mud bath for Hyumians).

Decor and furnishings are good quality, staff are courteous, and security is tight. Clients are allowed to have fun, but not to hurt anyone.

Costs: Entrance Cr100. Drinks Cr5-15. Service 'tips' are expected...

Characters: Daniel Long was a renowned low-g dancer, who had always believed in sexual freedom. His acquired wealth was quite sufficient to purchase the mansion and open this club. Some might view this as a brothel, but the club offers a much wider range of services, including an introductory club for singles looking for a partner, and extensive sex education facilities, teaching safe practices.

Play Options: If your players are suitably liberated, they might wish to spend some of their hard-earned cash here. Alternatively, they may be hired to follow a diplomat, whose husband believes is having an affair. They can track her to the club but after some trouble should discover that she is attending an education course on how best to please your partner; she is, in fact, devoted to her husband.

8. Hyper!Active! (Cyber Café)

Location: Anywhere in a town or starport.

Description: A long low building with large windows onto which translucent holomages of various computer games are projected.

The café is a single room, divided into booths, each with a computer entertainment console and links to the local network. A small bar provides soft drinks and snacks.

The windows show projections of any games in progress, or a random advertising display when the consoles are being used for non-gaming purposes.

Hyper!Active! is one of a chain of cyber cafés across the subsector used for surfing the local networks and exchanging information. Occasionally hackers use such cafés as a method of entering the networks anonymously, but the managers are vigilant and usually manage to evict these unwanted elements.

Costs: Meals Cr1-5. Drinks Cr1-5. Cubicle hire Cr5/hour.

Characters: Antony Crombie is the manager of this café. He is an ex-hacker himself, who saw the error of his ways and now spends most of his time writing games for Elven Worlds.

Play Options: Antony is an extremely useful contact for anyone needing advice or help with a computing problem.

9. Volin Sports (Training Hall)

Location: In a city suburb.

Description: A large warehouse-like structure with roof-lights and a large sign including a stylised zipwire racquet.

Internally, the hall is divided into five zipwire courts, five half-size practice courts and a reception area with changing rooms and

washrooms. The building is clean and tidy, with good quality furniture and equipment.

Only members can use the facilities, but newcomers can have one or two practice sessions before having to join. There are several highly skilled teachers available most of the time, several having been top league zipware players in the past. The wall decor includes trophies, medals and old racquets of these retired stars.

Costs: Courts Cr5/hour. Equipment hire Cr5/person. Membership Cr100/year.

Characters: The retired stars Anwa Johadi, Tim Foreman and J'kal Hob'ra own the hall and do much of the teaching.

Play Options: Several subsector champions have been trained here. Hypnosis is used extensively to sharpen reflexes and refine strategy and technique. The PCs may be hired to break into the club to steal the hypnosis tapes for a rival training centre.

10. Flashing Blades (Fencing Club)

Location: In an upper-class city suburb.

Description: A two-storey building standing slightly apart from its neighbours. The sign over the door is a cutlass with "Flashing Blades" inscribed on the blade.

The only entrance is through the reception, which leads to the changing rooms, club offices, instructors' room and the fencing hall. Stairs lead up to viewing gallery where a bar provides refreshments. The club has tasteful decor incorporating modern works of art and plush furniture. The fencing teachers are experts in their field, recruited from across the subsector. The clientele are mostly young nobles, learning how to duel.

One side of the building is divided off by a thick wall, the only entrance being through the club office. Beyond the wall is a gambling club for selected clients, with gambling tables downstairs and private rooms upstairs. The management frown upon ungentlemanly behaviour, but heavy drinking (among young nobles) seems to be an accepted hazard.

Costs: Entrance Cr5/person. Drinks Cr3-10. Fencing lessons Cr50/hour. Membership Cr200/year.

Characters: A number of young nobles can be found here at all times of the day (fencing) or night (gaml..ng). The owner, Yacob Nectarios, tries to run an honest business here, but the money from the gambling is useful.

Play Options: The PCs may be asked to retrieve an over-indulgent young noble from the clutches of his friends, who encourage him to spend all his money in the gambling den at the club. Alternatively, a young noble may die in a freak fencing accident. Their parents suspect foul play (although nothing could be proved) and hire the PCs to investigate.

11. Kathy's Place (Gym)

Location: Near the centre of a town.

Description: Previously the town hall, this old building has been stripped out to create a modern gymnasium. Around 30 customers can be accommodated at any time.

Costs: Cr10/hour.

Characters: The owner, Kathy DeHardt, is a retired gymnast, crippled by an arthritis-like illness which is barely kept at bay by her medics. With her winnings she opened this gym. She still supervises, but relies heavily on her long-term boyfriend Taliq Rashien to help with day-to-day tasks. Taliq is fifteen years younger than Kathy and is a local boy, made good, who it is thought will be the next sector champion in the cyclic gymnastics event.

Play Options: Somewhere for PCs to exercise, to maintain their high attributes in Strength, Dexterity or Endurance.

12. The Soft Touch (Martial Arts Club)

Location: Adjacent to a Lindarport Security office.

Description: A modern building, similar in appearance to the office blocks around it. The gym was largely sponsored by Lindarport, who always have need of martial arts training for their staff. The ground floor has a reception area, changing rooms with showers, a first aid

room (for treating minor injuries) and a stairway to the other four levels, each of which has one or two training rooms.

Costs: Lessons Cr5-15/hour (depending upon martial art style and quality of teacher).

Characters: The club is run by three senior teachers, each of whom specialises in one art.

Play Options: PCs may wish to brush up their unarmed combat skills or, if recruited by Lindarport for a job, may be sent to this school for a short training course.

13. Sensabathe (Swimming Pool)

Location: In the suburbs of a city.

Description: A huge domed complex, mostly built using liquiglass, which can adjust its transparency to filter the sunlight.

Off the reception area are a refreshments room serving drinks and snacks, and the changing rooms. The remainder of the dome is a series of large pools surrounded by tropical planting. Skin tanning and beauty treatment rooms are located at the edges of the dome, while soft-drink bars are to be found within some of the pools. All manner of water entertainments are found here, from bubbling spring 'baths' to exciting slides and water jets. The pools are all home to a variety of (harmless) fresh-water fish that are reputed to have a soothing effect upon the swimmers around them.

Costs: Entrance Cr5. Drinks Cr1-5.

Characters: The pool was built by the Herbametics corp to investigate holistic treatments involving aquatic life, but was then bought by the entertainments tycoon José Farrar and turned into a playground paradise.

Play Options: One or more disgruntled employees (or outsiders) have been putting poisonous rokspine fish into the water. Farrar will hire the PCs to investigate who is doing this and why (or one of the PCs might simply be swimming around in the pool when they step on something sharp...)

14. Bolero (Dance Studio)

Location: A street near the town centre.

Description: A two-storey building, the ground floor of which is a snack bar. A side

door and stairwell give access to the dance hall above, which occupies the entire upper floor with mirrored walls and stretching bars.

Lessons range from aero-dancing (for fitness) to classical and traditional dance styles. Many young men and women (particularly nobles) have learned their first dance steps in this hall, under the inspired leadership of Vanessa Pring.

Costs: Lessons Cr5/hour.

Characters: Vanessa is a retired dance choreographer who worked on many musical holo-epics in her time.

Play Options: A good place for young people to meet other young people of the opposite sex. The studio is renowned for the particularly close dance moves required for some of the more traditional styles.

15. Megabowl (Fireball Stadium)

Location: Within a major city.

Description: A huge, oval stadium, approximately 500 metres long.

This stadium hosts Fireball games almost every night. There are three local city teams, who play a variety of other cities and off-world teams. The place is generally packed to capacity, full of supporters wearing their team's colours. Vendors sell branded holorosettes, scarves, banners, clothing, etc.

The arena is sunk into the ground, the first seats being 20 metres above the arena floor (for safety). The remaining seats slope rapidly upwards to the executive suites around the rim, where the rich, famous or otherwise privileged elite wine and dine whilst watching the action.

Costs: Seats Cr15-30. Executive suite Cr1,000. Snacks Cr1-5. Drinks Cr1-5.

Characters: Most of the staff are either aspiring or ex-Fireball players, and are decidedly mean if anyone causes trouble!

Play Options: Last month a young spectator (Andrew Phipps) climbed the barriers and dived to his death in the arena. His parents wish to hire the PCs to investigate, in the hopes of disproving the rumours that he jumped while under the influence of drugs. (In truth, one of his school enemies took a hypnosis experiment a little too far...)

Emergency Services

The law and medical services

Whether your PCs want to report a crime, receive treatment for an injury, or have been arrested, law and medical institutions play their part in every Traveller campaign.

1. West 13 (Police Station)

Location: Any town or city.

Description: A three-storey plascrete office block with a vehicle yard protected by a high wall topped with razor-wire. The windows are bullet-proof and have anti-surveillance screens. Tiny video cameras monitor every area of the building (including the roof).

The entrance area has a registration desk protected by the ubiquitous bullet-proof glass. As with most internal doors, the entrance into the rest of the building has a palm-scan lock. Close to the reception are the visitor waiting areas, the 'ready' room (where a duty squad is ready to respond to any emergencies), a medical room and several interview rooms with extensive recording facilities and interfaces for the hand computers carried by all officers. On the middle floor are prisoner holding areas, cell blocks (including low berth storage) and interrogation rooms. On the top floor are the offices (time-shared between officers), computer room, common area (with a small kitchen and auto-vend machines), washrooms, equipment and weapons stores.

Costs: Fines, bail fees, etc. as appropriate.

Characters: The chief station officer, Phylip Jones, is a renowned coward and is always unwilling to commit his men to any significant action without authorisation from higher command. His indecisiveness and the resulting fiascos during the recent street riots, has led to West 13 being regarded as something of a jinxed station.

Play Options: The PCs might be brought here because of a misdemeanour, or might be hired to help break a detainee out of the station before they are transported to a higher security prison elsewhere on the planet.

2. Port Secure Facility (Starport Police)

Location: Within a class A-C starport.

Description: Two large domes, abutted to form a connection.

The first dome contains the registration area and secure entrance to the rest of the building (most of the doors use palm or retina scan locks). Port troopers relax in a 'ready' room close to reception. A medical room, equipment and weapons stores and trooper common room make up the rest of the ground floor. The upper floors contain offices for senior officers, divided into security, customs and planetary liaison sections. A comprehensive computer system provides internal security, gives access to a huge range of databases (from prisoner details to vehicle registration) and interfaces with other port facilities, from cargo handling to airspace control. An underground vehicle park (with a secure entrance) contains a variety of armoured vehicles.

The second, heavily armoured dome can be accessed only via a heavily guarded passage from the ground floor. Within this dome are the prisoner cells, interview rooms, low berth storage, and seized goods stores.

Costs: Customs fines, etc.

Characters: The station is run with meticulous precision by commander Gerard Depardic, a life-long port security officer. The entire staff moan about his strict rule, but it is noticeable that this facility has less than the usual share of 'bad' cops and wrongful arrests.

Play Options: Whether they have been brawling in a starport bar or caught smuggling, the PCs are likely to end up in this facility sooner or later. Alternatively, they may be hired as part of an intrepid plan to break into the second dome and steal the extremely

valuable confiscated cargos (including drugs, gems, etc.) which are stored there.

3. Green Quarter (Fire Station)

Location: Near the centre of a town or city.

Description: A two-storey building with an arched roofed area sheltering three grav fire tenders.

The building contains a small office, a common room and cramped living quarters for the duty fire crews, an equipment store and small lecture room. A docking bay behind the tender shelter contains ten remote-controlled robot units used for particularly hazardous operations.

Costs: Courses Cr10/person.

Characters: The chief fire officer, Arnold Turner, has long been proud of the fact that his crews have been trained to deal with almost any manner of fire incident. Whereas many crews concentrate upon normal suburban incidents, his crews' knowledge has caused them to be called upon to handle fires aboard starships, a blaze at the port fuel dump and a crash at the local military base.

Play Options: The PCs might be interested in one of the station's regular courses on fire-fighting, including handling starship fires and special hazards (industrial chemicals, etc.). Arnold is very knowledgeable but does tend to blither on about the incidents he has seen.

4. Delta Five (Crash Rescue Centre)

Location: Near the centre of a town or city.

Description: A two-storey building with an array of communications antennas on the roof.

The ground floor has garages for five rescue units. The upper floor contains offices, centred around a massive bank of computers.

Advanced computer algorithms are fed with a mass of real-time data from stations around the city and updated every minute of the day to predict where significant incidents (from car crashes to robberies) will occur. Rescue units are then stationed appropriately. Prediction accuracy is only about 25%, but has led to an extra 75 lives saved per year. Lyten Technical, suppliers of the computer hardware and

software, are constantly investigating enhancements to the system.

The high tech rescue units consist of an air-raft carrying a robo-medic (xenobiology specialist), a human medic, two autodoc units, full medkits and a VR link to the Delta Five centre. Day or night, the centre can then link the medic with the nearest appropriate medical specialist to provide on-the-spot assessment and treatment until the patient can be grav-lifted to hospital.

The centre also sells incident data and predictions to a few local corporations, to allow these bodies to determine when a catastrophe might strike them.

Costs: Free to planetary citizens, rescue fees are Cr1,000 per incident for off-worlders.

Characters: The centre is the brain-child of Alexis Rombar, a Lyten engineer who is often to be found at Delta Five refining the computer software.

Play Options: Of late, Delta Five's success rate has dropped to -15%! It is thought that this might be due to a software error, but Alexis suspects a computer hacker is deliberately disrupting the unit's operation. He may hire the PCs to find out who is doing this, and why?

5. Capital Care (Hospital)

Location: At the centre of a city or starport.

Description: A collection of four huge five-storey blocks, linked by passageways around a small courtyard area.

The courtyard is the ambulance bay, allowing patients to be transported quickly to whichever part of the complex can best deal with them. Air-raft bays are also located atop each block.

The bottom floor of two blocks deal with emergencies, while the other two have routine reception areas and out-patient areas. The second floor of each block contains analysis rooms (X-ray, haematology, pathology, etc.) and operation rooms. The third floors have a range of specialist clinics, including xenobiology and cosmetic surgery.

The upper floors contain small wards of 4 beds and private patient rooms.

The hospital has two areas of specialisation: psychiatric patients with a history of extreme

violence, and neuro-surgery. The latter is often used to treat the former.

Costs: Medical costs can range from Cr10 for a simple injection to Cr100,000 for a particularly complex brain operation.

Characters: The renowned brain surgeon Yolanz Paris works at Capital Care.

Play Options: A nurse in the psychiatric ward is worried that one of her patients may not be the crazed psychopath her colleagues believe. The man's ravings indicate he may be in a long-term drug- or hypnosis-induced state. However, he is due to have his memory wiped in a few weeks, as part of his treatment. She recruits the PCs to investigate the man's background. (As an example, he may be an intelligence operative who out-lived his usefulness and has been placed here by the government, who will not tolerate an investigation of his past).

Alternatively, a PC suffering from a major head injury (e.g. a gunshot wound) might be brought to Capital Care to be operated on by Yolanz Paris.

6. Biomission (Open Surgery)

Location: In the suburbs of a town or city.

Description: A clean, modern, single-storey building with a welcoming smiling face over the doorway.

This is an 'open' surgery where locals can obtain routine medical checks and treatment for minor illnesses. The waiting area contains a reception desk and a set of self-diagnosis autodocs. The doctors' offices and examination rooms fill most of the rest of the building. A recently upgraded compuscan unit allows treatment of the majority of sophont aliens. The back rooms contain a computer room, containing a patient database, a lounge for the doctors and a drug analysis unit (suspicion of drug abuse will cause the surgery to contact the local police station).

Costs: Treatments are generally cheap, as Biomission is a charity operation.

Characters: The senior practitioners are Dr. Lombard and Dr. Tasker. Dr. Tasker has recently been bribed by an unscrupulous manager at Herbametics to test a new fat-reducing compound on her patients; Tasker

gives each the medicine as part of a 'blood balancing medication' and then simply monitors their body fat as part of the normal examination process over a period of days.

Play Options: A young woman, in the peak of physical health, died of a heart attack shortly after seeing Dr. Tasker. One of the woman's relatives is a hospital surgeon who became suspicious of the repeated 'blood tests' taken by Dr. Tasker, given that the woman was suffering from a minor mental disorder. He is therefore looking for someone to investigate whether Dr. Tasker's treatments were linked with the woman's death.

7. Life Line (Paramedics)

Location: Near the centre of a town or city.

Description: A converted garage, with a small office area and covered parking for three ambulances.

Life Line are commonly called "Cash Line", for they rush to the scene of a crash and 'acquire' the victim, stabilising them in the emergency low berth stretcher (ELBS) carried aboard each ambulance. They will then refuse to release the victim to a hospital until their extortionate expenses have been paid.

Costs: Cr5,000 for use of the ELBS.

Characters: Life Line is run by Eliza Forth, a jack-of-all-trades businesswoman all of whose previous business ventures have ended in bankruptcy. She has recruited a number of disgruntled medics sacked recently by the local emergency services.

Play Options: Patients have been seen fleeing an accident site in order to avoid being placed "in the chamber" (i.e. the ELBS). The PCs may find themselves the unfortunate victims of Life Line, or they may be hired to steal back a victim from these 'vultures'.

Sites of Interest

Monuments, museums and areas of natural beauty

A selection of monuments, museums and other sites, each with some peculiarity or associated story which may perk the interest of your PCs.

1. Foundation (Monument)

Location: At the edge of a city or starport.

Description: Three steel girders stand almost vertically in the ground just beyond the city limits.

The site is protected by the planetary conservancy trust, for these are the first girders erected when the town was founded several hundred years ago. The area is protected by a wire security fence.

Guided tours of the city usually begin from this point.

Costs: City bus tour Cr5.

Characters: A number of tramps have made this area their home. Although the police continually remove them, they return each night to cluster around the monument. There are reports of occasional strange flickering lights around these girders at night, but local scientists claim these are just reflections from the town lighting.

Play Options: If approached in a friendly manner, the tramps will reveal that the lights sometimes take on the shapes of faces from their past. The true cause of these effects is one of the tramps, who is a latent psionic, and whose power randomly manifests itself while he is in a drunken stupor.

2. Paladin Mall (Indoor Lake)

Location: A large shopping mall in the centre of a city or starport.

Description: The centrepiece of the mall is a huge (150 x 10 metre) lake, coloured pink, with a series of fountains spouting purple fluid, which glows in the dark. As the purple and pink waters mix, a rainbow effect can be seen, with the colour gradually returning to pink. The lake is sponsored by a local Physkem site, to demonstrate their highly accurate thermosensitive dyes.

Costs: n/a.

Characters: The Physkem public relations manager is a rather wimpy chap called Clark Kent; one of his responsibilities is to maintain the lake in good order.

Play Options: The lake has been plagued with problems since local youths discovered that urinating in the lake turned the water permanently black. Due to a legal complexity, the lake is not deemed to be within the jurisdiction of the mall security, so Clark wishes to hire the PCs to guard the lake and apprehend the youths.

3. The Blackness (Remote Lake)

Location: Near the outskirts of a small town or village.

Description: A lake in a forested or hilly area close to a town. The lake is inhabited by a small number of large voracious fish. Anglers from across the subsector travel here to do battle with these monsters. Three anglers have failed to return from fishing trips to this lake this year alone. However, far from dissuading them, the numbers of anglers are rising rapidly. A reward of Cr25,000 has been offered by a local paper for the first such creature landed this year.

Costs: Fishing license Cr10/month.

Characters: The local rangers are unable to prevent the anglers fishing, but have instigated a fishing license to dissuade too many foolish amateurs from trying their luck.

Play Options: The PCs might wish to try their hand at the Cr25,000 reward, or may be hired to investigate the disappearance of a fisherman. In truth, the man has been murdered and his body dumped in the lake.

4. Rewint Animalzone (Safari Park)

Location: Wilderness area.

Description: Animalzone is an area of land set aside as a safari park. The park offers aerial tours to spot the rare and geneered species of animal kept within its confines. The owner is an anonymous and reclusive individual who has dedicated the land to the animals in perpetuity.

The public flock to see these animals in a natural environment. Some of the genetically engineered species (created by Hypagene) are particularly spectacular. One of the natural lifeforms kept here is the Chert Cat, thought in some quarters to be the evolutionary link between basic felines and the Aslan. This is not a popular theory in extremist Aslan circles.

Costs: Aerial tour Cr25/person.

Characters: The owner of Animalzone is Sarah MacFidgean, an ex-director of Hypagene, who felt pity for the 'failures' produced by the company. Most of the geneered stock in the park are such 'rejects' whom Sarah has rescued from death.

Play Options: Several attempts have been made to steal some of the geneered species. The PCs might be recruited as new wardens to help protect the park.

5. Corialanus Trust (Botanical Sanctuary)

Location: In the suburbs of a large city.

Description: A collection of domed buildings, mostly transparent, filled with plants and trees of all varieties.

The Corialanus Trust specialise in the preservation (and conservation) of rare flora and fauna from across this subsector. This site is specific to plants, and is intended to maintain the gene pool for re-colonisation of future worlds as well as scientific research.

The most interesting plant in their collection is the Euphorbian Violet, which is thought to have very weak psionic abilities. The Trust's gardeners often find themselves feeding the plant more than they should, influenced at a subconscious level by the plant.

Costs: Entrance fee Cr2/person.

Characters: The head gardener at the sanctum is Frank Hardling, an expert in his field. He is concerned that one of his younger gardeners has been harvesting illegal drugs from several of the plant species.

Play Options: The PCs may be hired to keep watch at the sanctum, either to catch the drug-taker, or to trace them back to wherever they sell the drugs.

6. Tillway Central (Car Park)

Location: Near the centre of a town or city.

Description: A large car park, part above ground and part below.

The car park can contain around 2,000 vehicles. It is reputed by locals to be haunted by a poltergeist, which occasionally damages cars. The local police more cynically view the damage as vandalism, but video-cameras have never observed the culprit.

Costs: Parking Cr1/hour.

Characters: Tom and Dick are the elderly park watchmen. They can both relate tales of supernatural events in the car park.

Play Options: The PCs may be hired by a parapsychologist who wishes to record the 'spiritual activity'. After several nights, the PCs might realise that it is Tom and Dick who temporarily turn off the cameras and damage the cars... or there might really be a supernatural effect at work here.

7. The Quad (Town Square)

Location: At the centre of a town.

Description: A large square in the centre of the town, its perimeter marked by a row of poles with orange tasselled ribbons hung between them.

The square is of religious importance to a local faith - the Chronst Sect. A festival is held here every fourth day of the week. On the days directly before and after the square is covered in stalls selling food and souvenirs for tourists and pilgrims. However, on all other days, entry into the square is strictly forbidden, on pain of death. At night the Quad is lit by green lamps lending a rather nauseous air to the site.

Costs: n/a.

Characters: The local sect, led by Frederick Burless, believe that their leader Chronst was buried beneath the square - hence the extreme value placed upon its sanctity.

Play Options: Unwary visitors (such as the PCs) may well not realise the importance of the square and may find themselves being chased by an angry mob should they enter it at the wrong time of the week!

8. Andross Militaria (Military Museum)

Location: Near the centre of a town or city.

Description: An old, large, mansion-like building built of traditional stone.

This museum specialises in old-fashioned warfare, containing weapons and vehicles of war dating back for many centuries. Old rifles, revolvers and grenades are held here, with mock-up demonstrations on how these were fired and the impact that they had on warfare.

Computer and miniature displays show famous historical battles from across the subsector, explaining the tactics used.

Costs: Entrance fee is Cr2/person.

Characters: The chief museum curator is retired general Allan Bullock, once renowned as the greatest tactician in the subsector.

Play Options: Anyone with a question about previous or current military affairs would do well to ask Bullock. He is still occasionally consulted on strategy by the current leaders of the world's armed force.

9. Life Line (Art Gallery)

Location: Near the centre of a town or city.

Description: A three-storey "S"-shaped building.

This gallery contains a mediocre collection of art, including sculptures by local artists Hery and Jzxtw, groups of 2D paintings and a few holographic pieces. There is nothing particularly notable here, which begs the question why this gallery has been broken into twice in the last month. Apparently, nothing was taken.

The gallery consists of a ticket office, shop, freshers, and 3 large gallery areas, one on each floor. The top floor also has a small

'education centre' for visiting classes of students.

Costs: Artworks cost from Cr500 to Cr10,000. Art lessons are Cr10/hour.

Characters: The gallery is owned by Janice Leets, a wealthy businesswoman who thinks she has some skill at art. Hery and Jzxtw have, to some degree, taken advantage of this misguided soul, using the gallery for their own ends. They take the art lessons, but their skills are also limited. Neither knows why the gallery has been broken into recently.

Play Options: The PCs may be asked to investigate the break-ins. These were caused by the eccentric designer Vil Rogers, who wished to copy some of the sculptures but could not bring himself to be seen in such a low quality gallery!

10. AirCon (Flying Display)

Location: At an airfield near a city or starport.

Description: A 100 sq. km commercial airfield, with runways, hangars, warehouses, air traffic control, radar stations and emergency services. Several times a year the airfield opens its doors to the public for a huge flying display, bringing together the latest airspace defence fighters with ancient subsonic jets.

At each event, an array of aircraft are parked for viewing (and in some cases the public are allowed to enter the craft). A variety of mobile entertainment and refreshment stands provide for the needs of the large crowds that flock to these events. Other attractions include charity auctions (the winner gets to ride in a fighter craft) and recruitment stands for various flying schools.

Costs: Entrance Cr10. Snacks Cr3-10. Drinks Cr2-10.

Characters: A number of famous pilots, experienced engineers, etc. can be found here.

Play Options: The PCs may enter the AirCon jet race. Entry is open to anyone with a pilot license. The jets are identical, provided by the airfield. The PCs should note the small print on the entry form disclaiming responsibility for any injury or death (pilots are often killed in this event). The prize is appropriately high: Cr250,000.

A selection of shops supplying goods which might interest your PCs, or perhaps provide a patron or alternative link to an adventure.

1. Metafit (Armed Services Outfitters)

Location: In the city suburbs.

Description: A large open site with a high perimeter fence. There is a small visitor's office, several shabby-looking workshops, and storehouses.

This outfitters serves several surrounding systems, producing Scout, Army, Navy and other uniforms and badges. Security is high; shipments are dispatched under government seals. The workshops contain ageing robot-tailor units which work continuously.

Costs: Metafit can undertake small runs of uniforms and badges on demand. Cost is around Cr500 (for setting up the robots), plus Cr1/badge or Cr50/uniform.

Characters: Metafit is run by Garth and Roger Bennett. The company is not particularly profitable and the brothers have been accepting bribes to supply copies of various military and police uniforms.

Play Options: The PCs may gain access to counterfeit uniforms through the brothers, or may be employed by their service to investigate the use of uniforms in illegal or fraudulent activities.

2. Powerserve (Computer Retailer)

Location: Near the centre of a city.

Description: A huge store on multiple levels, having a total floor area of 1 sq. km. Powerserve sells various models of personal and corporate computers. The store is open continuously. Purchasers can trial the machines within the store, and there are repair facilities for faulty or damaged systems. Moving walkways transport buyers to the appropriate area of the store.

Costs: Powerserve pride themselves on having the lowest prices in the subsector.

Characters: The Powerserve staff are always polite and courteous.

Play Options: It is rumoured that Powerserve keep their prices low by recycling damaged and faulty stock. The PCs might find that a computer bought here seems to already have someone else's data on it...

3. Aerchirour Reorl (Aslan Fur Cleaners)

Location: In, or near a starport.

Description: A small shop in a shopping mall or arcade.

Aslans enjoy regular and thorough cleaning of their extensive coats. This exclusive salon provides a relaxing massage, thorough combing, wash and drying, and final brush out. Each client is provided with their own private room throughout the process.

Costs: Grooming Cr25-40.

Characters: Run by a group of young female Aslan, the shop does employ a few humans, but only in as assistants.

Play Options: A chance for Aslan PCs to indulge themselves!

4. Cyfix (Cyber Repairs)

Location: Near the centre of a city.

Description: A multi-level complex with a shiny high-tech metallic frontage.

On higher tech worlds, once a human has suffered damage that cannot be repaired by cloned body parts or enhanced re-growth, the possibility of cybergrafts must be considered. This expert clinic can provide replacement limbs, eyes and other body parts for a negotiated fee. The clinic comprises 20 private bedrooms, 2 surgeries, 3 research labs, a records room, and 6 offices.

Costs: Cyber parts cost from hundreds to thousands of credits. The surgery and fitting costs must be added, for even with nano-tech auto-adjustment systems, each part must usually still be tailored to its recipient.

Characters: Juney Carto is the chief cyber-surgeon at Cyfix. She is frequently asked to travel to other worlds to use her expertise to save statesmen and other VIPs.

Play Options: Should a PC be severely injured, Cyfix might provide a means for rejuvenating them.

5. Gyton (Security System Engineers)

Location: In the centre of a town or city.

Description: Gyton are a broad-based security firm offering security patrols, alarm installations and security courier services. Their offices are protected by their own security systems and comprise a reception area, meeting rooms, demonstration area, offices and store rooms for equipment.

Costs: Above average, but Gyton are very efficient and offer an exceptional service.

Characters: Gyton staff are instantly recognisable by the distinctive blue uniforms that they all wear.

Play Options: The PCs may be asked to break into the Gyton offices to steal the codes for the security systems of a certain client, whom their patron wishes to burgle.

6. Provice (Survival Gear)

Location: In a starport or on the outskirts of startown.

Description: A three-storey building built of plascrete, with a logo involving a planetary system orbited by the Provice name.

Run by an ex-Scout, Tony Vargo, this company sell all manner of survival gear for both local and off-world expeditions. The ground level of the shop contains displays of its wares; the next floor has offices and the top level has an advice centre for the more adventurous.

Costs: The shop charges standard equipment prices, although Tony gives fellow scouts and ex-scouts a 10% discount.

Characters: Tony was a good Scout and has many stories to tell of his exploits. He is more reticent about his later work, which was mostly involved with Scout intelligence.

Play Options: Certain governments hold long-term grudges against Tony and his ilk for the covert operations they undertook. The PCs may be hired to locate Tony, or may help him survive an assassination attempt. In the latter case, Tony can return the favour, by calling upon some of his old intelligence contacts to help the PCs in some way.

7. Miji's (General Store)

Location: A back-street of a city or starport.

Description: A small, two-storey building on the corner of two streets.

Miji Malone sells news chips, vid chips, snacks and minor medicines.

Costs: Cr1 for the latest news chip, etc.

Characters: Miji is an ex-mercenary who has defended his shop from a protection racket for several years.

Play Options: One of the PCs may be an ex-colleague of Miji's whom he will call upon to help in his hour of need when the protection racketeers become nasty. Alternatively, the PCs may simply be passing when the racketeers attack Miji's shop.

8. Telzxin (Designerwear)

Location: In the centre of a city or in the main mall of a class A starport.

Description: A three-storey building, its frontage consisting entirely of silvered windows, except for a black doorway and a scripted "TX" logo over the door.

The sales area of the shop has a ground floor and several suspended floors at various heights, all connected by winding silver staircases. Each area has a range of designer clothing on display. Towards the rear of the shop are fitting rooms and privacy changing booths. The proprietor, named simply Xia, is usually to be found "at work" somewhere on the ground floor, although this is merely a show for his clients; his exclusive designs are drawn up on the computer

systems in his luxurious apartment on the top level of the building.

Costs: Garments cost from Cr1,000 to Cr100,000.

Characters: Xia has a very superior attitude which annoys many people, although he can be perfectly charming to clients if they appear sufficiently wealthy.

Play Options: This is the place to spend huge amounts of money on designer clothing.

9. Sharpshooter (Weapons Shop)

Location: Near the suburbs of a town or the edge of a startown.

Description:

The shop sells legal weapons to anyone with an appropriate license. However, if the client makes it clear that they are a mercenary, then the owner (Rob Redburn) will offer to let them examine a catalogue of less legal wares. Available for a premium fee are a range of heavy military weaponry supplied by Heretic Weapons. These items are not stored at the shop, but Rob has contacts within Heretic who can get hold of them at short notice.

Costs: Standard prices, +50% per law level that this world is higher than the level at which the weapon would be legal.

Characters: Rob Redburn is an ex-mercenary himself, having seen action in a number of wars and rebellions across the subsector. Having acquired sufficient funds, he decided it was safer to sell weapons rather than use them.

Play Options: The ideal source for your PC gun-bunnies!

10. Lectra (Electrical Goods)

Location: In the suburbs of a city or at the edge of startown.

Description: A small two-storey building with large display windows and a discrete sign over the door.

Well stocked with basic retail electrical goods, there is an under-the-counter supply of surveillance equipment, minivid cameras, rifle microphones, remote relay CCTV, etc. In

fact, complete kits for surveillance and bugging.

Costs: The electrical goods are all at standard prices, but the surveillance equipment is quite expensive, since it is illegal on this world.

Characters: Lectra is run by Georgi Kalek, a retired private investigator who has an interest in electronics.

Play Options: If your PCs fancy a bit of snooping, this is the place to buy the equipment!

11. Money Realisation Zone (Pawnbroker)

Location: Anywhere in a town or startport.

Description: A small shop frontage.

Money Realisation Zones (MRZs) are a chain who allow people to "realise the cash value of their assets". Anyone can bring items here, which will be vetted by the assessment staff to determine their value and ensure that the owner realises the goods will be sold if not redeemed within an agreed period.

Costs: The MRZ will usually give the owner 50% of the actual saleable value of the item, setting the redemption price at 60-70%.

Characters: This MRZ chain is run by an ex-mobster, Tammy Malori.

Play Options: Tammy also runs an illicit loan service. He occasionally hires individuals (the PCs?) to collect on unredeemed debts.

12. PlanetLook (Clothes Shop)

Location: Anywhere in a town or startport.

Description: A large three-storey block of archaic crafted stone on the corner of two major roads.

PlanetLook supply a huge variety of everyday clothing suitable for on-planet wear. They advertise themselves as being able to cater for any species and sex, although the selection of clothing for less common alien races is rather limited. One annoying feature of the store is that all the mirrors are programmed to detect clients wearing new PlanetLook clothing. The mirrors will then

make inane comments, such as "That looks great on you" or "Just your style!"

Costs: PlanetLook clothing is generally quite cheap, without sacrificing quality.

Characters: This PlanetLook store is run by Trudy McFarlane.

Play Options: A computer hacker has managed to alter the mirror comments to less favourable ones, such as "That looks like s*** on you". The company would like to hire anyone with appropriate computing skills who can track down the hacker.

13. Stage One (Theatrical Retailers)

Location: Near the centre of a town or city.

Description: A large modern office block with a garage area in the basement.

Stage One supplies are used by all the major live performers on this planet. They sell every form of make-up, wigs, props, costumes, scenery, sound effects, music, etc. for a number of historical periods. Given sufficient notice they can create costumes and props to order.

Their catalogue is available by datalink, and the ground floor of the building contains an extensive display of their wares. Floor 1 is mostly offices, and floors 2 to 6 are stock rooms. The garage contains staff vehicles as well as Stage One's own delivery trucks.

A large warehouse site outside the city contains a variety of vehicles and old starships for use by film companies.

Costs: Props may be purchased or hired. A play laser gun may cost just Cr5/day, but a complete Imperial Emperor's costume, made to order, might cost Cr5,000 or more.

Characters: Stage One is run by Simeon van Hault, one of the most experienced make-up artists in the film business.

Play Options: An excellent place for PCs who wish to update their disguise kit, lease a tank (with deactivated weapon), dress up as their favourite film idol, etc., etc.

14. Up'n'Down (Building Suppliers)

Location: In the suburbs of a town or city.

Description: A single huge warehouse, with a large vehicle park.

Up'n'Down stock most types of building supplies in common use on this planet, from steel girders to plascrete. They are unusual in that they also stock a wide range of more specialised materials from I.F.I., including construplast, superdense beams, protective paints and laminates and other materials that are more commonly used in building military installations, bank vaults, starship hulls, etc.

Clients are dealt with by an electronic system in the reception area at the end of the warehouse. Robots then locate the materials and bring them out to load them onto client's vehicle (a delivery service is available).

Costs: Up'n'Down charge an extortionate amount for their 'special' materials, as they are the only such supplier on this continent.

Characters: The robots here are all given individual names, are excessively polite, and finish every sentence with an irritating Up'n'Down slogan.

Play Options: PCs looking to build a bunker, protect their starship with armour laminates, or similar, will find this a very useful place. The high prices are only for government buyers - if the PCs can talk to one of the few human store clerks and convince them they are private buyers, they can get the items at a more reasonable price.

15. Animagenics (Pet Shop)

Location: In the centre of a city or starport.

Description: A small shop front shows a variety of strange animals in cages and running around free inside the shop.

The shop extends back and has several storeys, the upper levels containing the more reclusive animals which dislike the bustle of the ground floor. Animagenics stock a range of alien creatures and have a franchise with Hypagene for producing fantastic and mythological creatures to demand, e.g.:

- **Peeker monkeys** of increased intelligence, with problem-solving and tool-using capabilities. Popular for their endearing appearance, friendly nature, cleanliness and ability to learn and perform fairly complex commands and technical tasks. Peekers are used by the military for reconnaissance tasks.

- **Farren cats**, geneered to have a similar intelligence to the Peekers, but better suited to less technical roles (as guards or for combat). Farren cats are relatively small but have ferocious claws, a vicious and mildly poisonous bite, and a very loud howl.

- **Baladragon** - a small, dragon-like creature, available mostly as a curiosity. Able to eat almost anything and breathe small bursts of fire. Rarely house-trained.

Costs: Small cuddly pets cost as little as Cr100. Geneered semi-intelligent creatures such as the Peekers cost around Cr25,000.

Characters: The shop is run by Jenna Thorn, a likeable though slightly inept person whose life is further disorganised by her animals. It is sometimes difficult to determine whether she, or the animals, run this shop.

Play Options: A purrrfect opportunity to obtain a pet for the PCs' ship. Alternatively, the PCs may go to Jenna's aid during, or after, an attack on the shop by animal liberationists. She might hire the PCs to search for her favourite Peeker pair, taken by the liberationists. The PCs may be offered a free pet for their troubles!

16. Thaxten Sellers (Property Agent)

Location: At the centre of a town or city.

Description: A tall, narrow building of five floors. Projected onto the walls is a continuously changing display of properties.

The ground floor consists of a plush reception lounge with private meeting rooms for dealing individually with clients. The first through third floors house Thaxten staff, from property assessors to the office manager. The top floor houses the office records, the computer facilities, and a staff lounge.

Thaxten deal with over 2,000 non-commercial properties on this world as well

as selected holdings on neighbouring worlds. Holopictures and VR walk-throughs of the properties are available, avoiding any need for the client to visit the site itself.

Costs: Prices range from Cr500/month rentals to multi-million credit estates. The latter are not publicised; the details are only disclosed to appropriately wealthy clients.

Characters: Dawn Salisbury is the manager of Thaxtens, who supervises the higher-priced properties. It is rumoured that she could sweet-talk a Talquil into eating its own feet off, if she ever wanted to.

Play Options: The PCs might wish to hire some property or invest their money in real estate. Alternatively, they may be hired by the thief Maria Charles to help her break into the office to steal the holo-plans of several luxury mansions, which she intends to burgle at some point in the future when they have been sold to appropriately wealthy people.

17. Fleetfoot Max (Rapid Courier Service)

Location: In a city centre or starport.

Description: A small two-storey office building, with an attached garage.

The office is not much more than a reception desk, while the upper floor is a lounge area for the on-duty couriers. The garage houses speedy grav bikes and vans.

Fleetfoot provide a guaranteed delivery time to destinations across the entire subsector, priding themselves on a 99% on-time delivery rate. They can handle any small shipment, from a single holocrystal to be transported to the other side of the planet, to a cargo of valuable goods to be escorted to the other side of the subsector.

Fleetfoot have a good working relationship with the local Lindarport Security branch, who may be called upon to provide extra escorts for particularly valuable cargos.

Costs: High! But worth every credit!

Characters: Run by Olly North, ex-Scout.

Play Options: The PCs may simply need to deliver something somewhere fast, or they may be hired temporarily by Fleetfoot to undertake a courier or escort mission.

However old and experienced your PCs may be, there is always something new to be learned...

1. College of Traditional Skills

Location: On the outskirts of a town or city.

Description: A complex of modern buildings in a forested campus area.

This college aims to teach students old fashioned crafts and skills. Some of these (fire-building, weaving, crop skills, basic electronics, low tech computer construction) are of significant use for colonists on new worlds and the Scout Service has donated generously to this college. Other skills such as oil painting and shoe mending are more of an indulgence.

The college has around a thousand students at any one time. Course lengths depend on the subject and can range from a few weeks to several years.

The College comprises lecture halls, offices, workshops, woodland and farming areas, riding facilities, residential halls and a restaurant.

Costs: Courses cost from Cr100 to Cr6,000, averaging approximately Cr2,000 per year, excluding accommodation, etc.

Characters: Werner Brawer is the Scout Service liaison officer at the college, overseeing the raw recruits who form part of the student numbers.

Play Options: A useful place to learn some basic survival or craft skills. A number of useful Scout contacts may be made here.

2. Agryt Coligi (School for Talented Children)

Location: On the outskirts of a town or city.

Description: A small complex of domed buildings within a small fenced playing area.

The Agryt Coligi is a school for human children aged 3 and over who have shown some form of unnatural mental talent. The school is highly regarded by parents as a high-powered education facility, able to enhance a child's performance, advancing their mental age by up to 25%.

Many parents are willing to pay the excessive fees required to gain entry for their children, while truly gifted individuals receive the Agryt scholarship.

Costs: Schooling fees are Cr15,000/year.

Characters: The nominal owners of the Coligi are the Agryt Trust. However, the majority of the Trust directors are also covert members of the Stellar Education Co-operative (SEC). The hypnosis techniques used by the school are regarded as rather dubious in some quarters.

Play Options: The PCs are recruited by some worried parents to investigate the methods of teaching used by the school and the information which is being spoon-fed to their children.

3. Dreamon (Subliminal Learning Centre)

Location: At the centre of a city, starport or startown.

Description: The walls of this building are solid sheets of black plasglas, covered in a continuous sheet of running water. Strange hazy visual images are projected across this shining surface.

Dreamon provides training using traditional and subliminal means to enhance training acceptance and reduce learning times. Most needs can be provided by a correspondence course, e.g. gunnery, computing and languages. However, this building is a larger office which can provide high intensity training for more immediate needs.

The building has a plush welcoming reception area, multiple training rooms, a restaurant, washrooms, and a computer centre from which the various training systems are co-ordinated.

Costs: Correspondence courses cost Cr100-Cr1,000 (depending upon the subject) to gain a working knowledge. More advanced courses may cost up to Cr10,000.

Characters: Dreamon was set up by the renowned psychologist Victor Ambrose, but has since been taken over by his assistant Tanya Kurtz - Ambrose has returned to a research post at the sector capital university.

Play Options: A customer who underwent an intensive Aslan language training scheme claims the treatment has revealed concealed memories within his brain. He claims a five year period of his memory has been altered to conceal his work as a top ranking Imperial agent. He hires the PCs to help solve this mystery. Are these new memories true, has the Dreamon treatment damaged his brain, or is he suffering from some form of delusion?

4. Nextdose (Pharmaceutical Research)

Location: On the outskirts of a city.

Description: A huge U-shaped, six-storey building of shining steel and glass, surrounded by smaller buildings. A high security perimeter fence is broken only by a guard house and reception building.

Nextdose research new preventative medicines for stellar travellers; successful drugs are sold to larger companies to take to production. The site works on antiviral and antibacterial products (e.g. Hemaxicain - a prophylactic treatment for Vilen syndrome) as well as detoxifying drugs for certain atmospheres. The drugs can be administered before the traveller reaches their destination and provide protection throughout their stay.

A recent chance discovery has caused the company to branch out into the field of drug-enhanced learning; they now require volunteers to test the latest drugs before trying to sell them on for production.

Costs: Trial volunteers are paid Cr1,000.

Characters: The doctor controlling the learning drug trials is Pierre Stavrou, a renowned expert on neurological disorders.

Play Options: A successful trial would significantly increase the company's share value. Volunteers suffering side-effects from the treatment will be told to keep quiet... or else. The PCs might become volunteers, or be employed by a mother trying to find her missing juvenile son. The son volunteered for the trial in order to get some cash and has suffered severe side effects; he's being held in a secure medical bay in the Nextdose HQ.

5. Viprotect (Security Training)

Location: Outside a city or starport, in an area of woodlands or hills.

Description: A vast private estate, ringed by security fencing. At its centre is an old military base, with barracks, a shooting range, canteen, stores, offices, hangars (containing a variety of civilian and military vehicles) and a mock-up civilian street.

Viprotect offer a range of security training, from one-day weapons usage to month-long diplomatic protection courses. The longer courses include a formal examination and those who pass are provided with appropriate certification. The courses are well attended, both by civilians (e.g. trying to obtain a gun license) and security employees (e.g. prospective bodyguards). The high quality of training at this centre is recognised on this and several neighbouring worlds. Lindarport Security staff train here regularly.

Costs: Courses are Cr250/day per person, for accommodation, food and equipment.

Characters: The Viprotect staff are largely experienced ex-military personnel, with a few ex-intelligence operatives. The centre is run by Colonel Arthur Scott, who has seen service in the marines and secret service.

Play Options: The PCs may pick up a variety of useful skills here. All the courses are extremely intensive, allowing a basic skill level to be attained in one or two skills (Gun Combat, Blade Combat, Demolitions, Tactics, Camouflage, Intrusion, etc.) during a month-long course (cost c. Cr9,000).

This section describes examples of those who sell a service, rather than just goods.

1. Sapphire (Detective Agency)

Location: In the back-streets of a town or starport.

Description: A small two-storey building crowded between houses and shops.

The proprietor of the Sapphire agency is an Aslan ex-Scout called Saffyre Tanzanada. Saffyre is an Aslan with an attitude. Provided there is a profit to be had, she will take on any problem. She often operates on her own but occasionally employs an ad-hoc team of assistants.

The ground floor of the building is her office: a front reception room and a rear office with cabinets containing various pieces of equipment and data records.

Saffyre's living quarters are in startown, and she has her own ship in the starport, allowing her to undertake off-world investigations.

Costs: Saffyre charges Cr100-500/day (plus expenses) depending upon the wealth of her client.

Characters: Saffyre is an outcast, her close family having been killed in a dispute with the rest of her clan. She maintains little of the honour code of the Aslan, having discarded such niceties in preference for her own survival in this hazardous career.

Play Options: Saffyre may be a useful patron for the PCs, given the wide variety of tasks she undertakes.

2. Cyserve (Robotic Servants)

Location: In the centre of a city or starport.

Description: A tiny office on the corner of a shopping mall.

The office houses just two administrative staff - the rest of the Cyserve operation is conducted from a warehouse complex on the outskirts of the city.

Robot butlers, chefs, stewards and even pseudobiological companions are all available from Cyserve. The various robots are usually available for hire, although some clients can afford to buy them. Their services are used by many well-known local officials, and are a necessity for the wealthier households.

Costs: Hire of a simple servant robot is Cr50/day. Highly skilled pseudobio robots could cost several million credits.

Characters: Cyserve is run by the Pendril sisters - experts in robotics and cybernetics.

Play Options: A Cyserve employee has been paid an enormous sum to re-program one of the robots to kill its next client. The robot is intended for a particular wealthy businessman, but just happens to be whichever robot the PCs are interested in...

3. Fishers (Betting Agency)

Location: Anywhere in a town or starport.

Description: A small shop with animated Appans and their riders galloping continuously across its walls.

Fishers is a relatively small independent betting agency where odds on almost anything are offered, given a reasonable fee. Punters should beware the complex legal terms under which all Fishers bets are taken, for the agency often uses the more obscure clauses to avoid paying up.

The agency comprises a large front room where bets are placed electronically and a communications console for receiving bets remotely. At the rear is a large office where all bets are calculated. The agency keeps very little of its takings on site, preferring direct electronic transfer to its bank account.

Costs: Almost any form of bet is acceptable, with Fishers willing to pay out up to Cr10,000 on any bet.

Characters: Fishers is run by Larry Sanders, a disreputable-looking character with a shady past.

Play Options: The PCs will be hired by a client whose bet has not been honoured. A triple win by a certain zipwire player should have netted the patron Cr9,000 or so, but *Fishers claim to have lost his electronic bet registration*. He wants the PCs to break into Fishers and find extract the registration from their computer as proof of his bet.

4. Review (Beauty Salon)

Location: At the centre of a city or starport.

Description: A long, low complex with a domed glaspex roof.

The Review salon provides new looks, hair styles, facials and alternative therapies for all manner of clients. A small reception area leads to changing rooms. The facilities include a large pool and separate treatment rooms for each client. A communal relaxation area has plush furniture and auto-meditation couches by an open fire.

The treatments use a wide range of natural products produced by Herbametics.

Costs: Treatments cost Cr25-200.

Characters: The salon owner, Sally Flynn, is a strong believer in herbalism and holistic medical practices.

Play Options: Sally undertakes therapy sessions for selected clients. She is not registered as a medical practitioner and thus *might be prosecuted for undertaking this work*, but she feels she has healing skills which should be used, rather than hidden.

A PC with a seemingly incurable illness may find temporary or permanent help from Sally. She does have a healing ability, but whether this is a psionic skill or some other form of power is not known.

5. Bforthuw Auction House

Location: In the centre of a city.

Description: A traditional wood and stone building built in a square around a small garden.

The Bforthuw is well known for its unusual specialisation in the sale of inventions that never succeeded. A plush lobby on the entrance side leads to three large auction halls, one on each of the remaining sides of the square, all furnished in antique woods. The upper floors of the building contain offices, while the basement has a series of vaults for storing the auction goods.

Costs: Bforthuw charges a 10% commission on all sales.

Characters: The chief auctioneer is Erina Carpic.

Play Options: Erina has been tipped off about a 'failed' invention that, due to recent advances in technology, might actually have significant value in the field of gravitic field control. She cannot purchase the invention papers directly, nor does she have time to copy them prior to the auction. She will hire the PCs to bid on her behalf.

6. Sunrise ComLink (News Corporation)

Location: In the centre of a major city.

Description: The Sunrise offices are a huge imposing building with symbolic antennas protruding from its frontage.

Sunrise are a planetary news company that provides news reels for some of the larger subsector groups under contract. The building centres around a huge spiral staircase, with public reception areas at the ground floor, vid-studios on levels 1-3, sound studios on levels 4-5 and above that offices. The top level has a communications room for transmission across the planet. Several sub-levels provide storage for decades of previous transmissions, mostly on holocrystal media.

Costs: n/a.

Characters: Sunrise is run by Parlin Lancer, an ambitious business tycoon. Sunrise's latest acquisition is the renowned reporter Argus Happel.

Play Options: Sunrise are always willing to pay good money for exclusive rights to an interesting story. The PCs might be hired to

track down such stories, or to steal them from other news corporations.

7. Qwojer (Insurance Brokers)

Location: Near the centre of a town or city.

Description: A large office block, generally indistinguishable from its neighbours. The ground floor contains reception facilities and conference rooms. The first floor has a large computer facility, while the remaining floors are offices. The basement houses the utility systems (power, water, etc.).

Qwojer has just been declared bankrupt by a subsector-level audit commission. An inquiry is being set up to resolve how to compensate clients. The 17 worlds on which the company operated are in uproar over the scandal, and other insurance companies are watching the case closely.

Costs: Exceptionally high!

Characters: A dual computer security key is needed to access many of Qwojer's holdings. Their chief investment operative, Thomas Blyning, and his colleague Gren Charles, were the only ones who possessed the key (for security reasons). However, both have suddenly disappeared, leaving Qwojer unable to access much of its funds. The company could have covered this up (until the computer security system was bypassed) were it not for a mysterious press tip-off, which led to an emergency audit and their bankruptcy declaration.

Play Options: The (unofficial) bounty on Blyning and Charles is around Cr1,000,000 and is growing daily; the company desperately needs those security keys or it will be forced out of business. Rumour has it that Blyning has been transferring funds to his own accounts and when he disappeared, he killed Charles to ensure the company couldn't determine where the money had gone before he had a chance to launder it...

8. Pojug Publishing (Printing House)

Location: In the suburbs of a city.

Description: This industrial complex has two huge warehouses, a vehicle yard and two modern plascrete blocks, one a printing shop and the other offices. The whole site is surrounded by security fencing.

Pojug is widely known for its educational works, in particular its treatises on the different human species, the Aslan and Vargr races, and the socio-political differences between these major sophont races. The company also publishes major philosophical and political works and, as a result, has been subject to several unsuccessful lawsuits in recent years.

The offices are well-furnished with modern computer layout facilities for translating works into a variety of hard- and soft- copy formats. In addition the chairman's office, the upper floor includes an extensive library of alien printed works. The library is open to researchers but not to the general public.

Costs: Pojug's volumes cost from Cr5 to Cr100, depending upon content and format.

Characters: The chairman of Pojug is Simon Templeton, a professor of xenobiological studies, who took over Pojug from his mother, and has since focused its works towards analyses of alien species.

Among Pojug's range of philosophical books, by far the best sellers are the works of Feo da'Perin, with whom Pojug have an exclusive contract.

Play Options: Various staff within Pojug fear that Templeton's obsession with aliens is gradually ruining the business. There have been a number of polite attempts to persuade him to continue producing philosophical books, but to no avail. An attempt on his life will be blamed on Feo da'Perin, whose latest work has just been rejected by Pojug. Feo will hire the PCs to clear her name.

9. Dataview (Library)

Location: Centre of city or starport.

Description: A towering pale blue skyscraper of thirty levels.

The library may be accessed remotely by data link or in person. Data is stored in a wide range of formats, from hardcopy and microfiche to softcopy and holo-data.

The majority of the levels are repositories for this data. The lower levels have private research rooms for hire. Downloaded soft data automatically scrambles itself after 2 weeks (to protect the copyright).

Some of the older records within the upper levels contain very old planetary geological data and records of seismic activity from a research centre long-since closed.

Costs: Cr5/hour for any form of search.

Characters: The chief librarian is Adolphus Reorch, a retired professor of astrographics.

Play Options: Last month someone attempted to covertly access the old geological data, by hacking into the library computers. The security system detected the attempt and disconnected the offender, but Adolphus would like to hire the PCs to find out why someone was so interested in this old data.

10. Jouhou Reserve (Bank)

Location: The centre of a city or starport.

Description: A square block of a building, decorated in splashes of varied colours which gradually shift across the walls.

Jouhuo specialise in providing a personal service to their customers. They are particularly interested in Vargr customers, having a special high interest account with the conditional clause that any account not used over a year long period becomes the property of the bank. Many Vargr are sufficiently rash and forgetful that the bank often exercises this clause. The bank office has a number of customer rooms, specific to humans, Aslan and Vargr, all decorated to the tastes of that race. Jouhou have developed a niche market as many beings prefer their personalised service to the automated systems elsewhere.

Costs: The bank can handle all the usual investment functions.

Characters: Paulo Frankil is a computer clerk at the bank. Paulo has noticed that with the emphasis on less computerised methods, there is an increased opportunity for fraud.

Play Options: Paulo can only extract the funds he has embezzled by getting a third

party to open an account into which he can feed the money. He will pay the PCs a part of the proceeds to help him. Unfortunately, the bank is already keeping a watch on Paulo...

11. Henry's (Vehicle Hire/Sale)

Location: The centre of a city or starport.

Description: A large forecourt displaying a range of vehicles, from motorbikes to air-rafts, with a small office to one side.

Henry Davenport has run this business for over 50 years and has been so successful that he owns a chain of garages. He will hire anything to anyone provided the price is high enough and the deposit large enough. Any minor marks on a vehicle on its return will cause a sizeable deduction from the deposit money. The office is spartan - Henry believes that efficiency requires simplicity. His vehicles are all regularly serviced at a local garage.

Costs: Henry's advertised prices are high, but he enjoys a bit of haggling, and can usually be reduced to a reasonable price.

Characters: Henry runs his garage chain from his simple but luxurious abode on the outskirts of the city.

Play Options: A good place to hire a good quality vehicle, provided the PCs bring it back without any damage!

12. Techgen (Gene Bank)

Location: At the centre of a town or city.

Description: A large long building with a textured crystal surface such that it breaks the sun's rays into a myriad rainbows.

Techgen hold a huge selection of genetic samples taken from individuals, for purchase by research organisations. All samples are sequenced and this information is available on a database which is available for an expensive fee. Requests for the database are mostly dealt with electronically, but in some cases an appointment is granted. Visitors will only see the reception area, with its stunning displays of how Techgen's work is helping solve problems across the subsector.

Costs: Gene bank samples cost around Cr1,000 per individual. Given that tests usually require several thousand individuals

to be statistically significant, the profitability of this business is obvious.

Characters: Techgen is a subsidiary of Hypagene - its managing director Artur Claryn, is also a director of Hypagene.

Play Options: Recent newsvid documentaries have accused Techgen of misusing the information it holds, allowing supposedly anonymous donors to be identified. This has been vehemently denied by Techgen.

13. BMC (Data Storage Agency)

Location: Outskirts of a city.

Description: A complex of five rectangular metallic buildings with rows of opaque silvered windows, connected by walkways at each of their three levels.

BMC provides a continuous back-up store of data for many of the planet's companies. Should a major incident destroy a company's computer systems, BMC's mobile computer resources, with the company's restored data, can be one site and operational within hours, allowing the company to continue business.

It is rumoured that the underworld have tried to hack into the site, but the extreme security measures have so far withstood their attempts. The site itself is also secure, requiring innumerable forms of identification even to pass beyond the reception desk.

The five buildings contain offices and computing systems, but a final copy of all data is also held in a vault deep beneath the surface - supposedly immune even to a nuclear strike.

Costs: BMC charge high rates for their service, knowing that each company values its electronic data beyond measure.

Characters: BMC is run by Emil Senseil, an expert hacker who now applies his expertise to securing data against intrusion.

Play Options: It is only a matter of time before another attempt is made to hack into the BMC site. The PCs might be hired to help infiltrate the site, or they might accidentally find evidence of the hackers which could be given/sold to BMC or the police.

14. Notrace (Toxic Waste Disposal)

Location: Outside a city or starport.

Description: The Notrace headquarters are contained within a small, discrete, office block. Visitors are rarely allowed beyond the reception area, where a long hallway leads to the management offices, press liaison room, security room, and a staff common room.

Notrace recycle or dispose of toxic waste from industrial sites on this and a neighbouring world. Environmental groups keep a close watch on companies such as Notrace, to ensure that the waste is disposed of safely and not simply dumped. Notrace has a number of disposal and recycling sites across the planet.

Notrace is owned (via a circuitous route through several holding companies) by the industrial chemicals conglomerate Physkem. This information is not generally known.

Costs: Notrace charge a moderate fee for their services and receive some funds from selling on reclaimed chemicals.

Characters: Notrace is run by Jill Daniels, previously a senior official in the government ecology department.

Play Options: The PCs are asked to break into the Notrace offices to find evidence of illegal dumping of chemicals. They may also discover the link with Physkem. For various political reasons, the corporation would rather that this information does not become public knowledge.

This section describes some starport-specific businesses and entitles.

1. Trans-System Starways (Booking Office)

Location: In a city centre or starport.

Description: A huge globe, the design and coloration matching that of the TSS logo - a striated world globe. The globe is suspended on aesthetically curving girders. Trans-System (TSS) are one of the largest trading corporations in this sector, running innumerable liners, traders and bulk-haulers.

Entry is via lifts in a wide pillar which runs up through the centre of the globe. The lower levels of the globe contain booking, cargo handling and customer relations offices. The upper levels contain the corporate offices, computer systems and administration centre.

Costs: TSS charge standard passage fees, but commonly offer discounts for regular travellers and corporate purchasers.

Characters: TSS is run by Buth Saffrin, a portly trader who worked his way up through the ranks to become chief executive officer.

Play Options: Buth occasionally goes 'adventuring' and may hire the PCs to join him on a venture. In truth, the instant danger threatens, Buth's survival instincts will cut in, turning him into a cringing coward.

2. Litespeed (Monorail)

Location: A network of underground tracks throughout the starport.

Description: When certain services within the starport were privatised by the government, the monorail system was bought up by its own employees. This co-operative now run the most efficient and speedy means of getting around the starport, although service always seems to be ridiculously slow if carrying government officials or goods (the co-operative still harbour a grudge; if their

buy-out had failed during the privatisation, they would have lost their jobs.)

Costs: Anywhere in the starport for Cr1.

Characters: The co-operative leaders are Yvet Grant, Tony Church and Ralil Ferhtar.

Play Options: While the PCs are travelling on an unusually slow monorail journey, a man in a suit pulls a hand grenade from his pocket and declares he's going to "teach the *&!?!& co-operative a lesson". He is a government clerk who has finally cracked...

3. Itzjuscumin (Taxi Firm)

Location: Anywhere within the starport.

Description: An abandoned starship hangar is now in use as a vehicle garage for this taxi firm. Administration and car co-ordination is handled from an improvised comms system on one side of the garage, where on-duty drivers lounge around on old sofa and consume (hopefully) soft drinks.

The firm runs 25 vehicles ranging from high speed luxury air-rafts to a bi-wheeled ground craft. The company operates around the clock and is reputed never to report unusual incidents to the police (e.g. clients carrying guns, running away from the scene of a crime). They are also some of the fastest and most dangerous drivers on the planet...

Costs: Cr1/km + Cr1/minute.

Characters: The firm is run by "Rob" Roy Williams, a jack-of-all-trades type with underworld connections. Certainly, the origins of some of the classier taxis are very suspect!

Play Options: The ideal taxi firm for PCs, who usually want to get somewhere fast, and without any questions asked.

4. Germyth Trading (Broker)

Location: Central starport area.

Description: A small office building with a large warehouse behind it.

The offices include a reception, interview room, computing room (all deals are handled electronically and given a coded security seal). The secure warehouse behind the offices holds any stock in transit and is mostly operated by modern robot cargo-handlers.

With the motto "Sharper than the average", Germyth pride themselves on being the most efficient brokerage in the starport.

Costs: Germyth will charge 1% less than any other brokerage in the starport.

Characters: Seven brokers are on hand around the clock to deal with clients, under the watchful eye of chief broker Aaron Hinds.

Play Options: Hinds wishes to hire the PCs to investigate a trader who has been using Germyth to handle small cargos of 'electrical goods'. The reason Hinds is suspicious is that the trader instructs Germyth to offer the goods on the 'open market', but it is always the same person who purchases the goods, placing their bid within moments of them appearing on the open trade list.

5. C&TRB (Customs)

Location: Central starport offices.

Description: A bleak plascrete building with windows only on the upper floors.

The Customs and Trade Regulation Body (C&TRB) building contains an unwelcoming reception area, interview rooms, private offices, a large computer area (with a database of all incoming and outgoing cargos and passengers), a 'ready' room, briefing room, arms lockers and a very secure vault in the basement for confiscated products.

Costs: Customs fees, duties, fines, etc.

Characters: The C&TRB staff have close links with airspace control and starport security, being able to call upon military ships in addition to their own patrol craft, and marines to support them within the port.

Play Options: The PCs are bound to end up here one day!

6. Comcent (Communications Exchange)

Location: Central starport area.

Description: A plain, single-storey plascrete building with an armoured door.

The majority of the starport communications are routed through this exchange. The building contains autorouting and signal sorting computers, relay systems with back-up power supplies. Signals are received and transmitted through nano-fibre data links and rooftop antennas.

Characters: The infamous thief Maria Charles has obtained the security passes required to enter Comcent. She intends to use a relatively insecure data link into the starport customs computer to send an order that a very valuable cargo of confiscated drugs be dispatched for incineration the next day via a Lindarport Security vehicle.

Play Options: Maria will hire the PCs to help her, both during the break-in and, the next day, disguised as Lindarport staff...

7. Vanguard (Mercenary Group)

Location: On the outskirts of a starport.

Description: An area of private land approximately 5 km square is protected by high security fences, video surveillance and airspace sensors (radar, etc.). Within this area, which is used as a training ground, is an inner compound, again protected by a double fence and comprehensive high tech security. This compound contains a luxurious mansion, hangar, barracks and starship landing pad. The mercenary unit has about 30 members and specialises in protection services for VIPs and small, valuable cargos.

Costs: Hiring the mercenary group costs (very roughly) Cr500 per man, per day.

Characters: This is the home of the reclusive thief Maria Charles and her Hyumian associate Septimus Lither. Using false identities the two have invested their ill-gotten gains in this mercenary unit. Combining their own skills with hand-picked troops has created an extremely successful unit which, ironically, undertakes a number of government-sponsored missions.

Play Options: The PCs might be asked to investigate the mysterious owners of the mercenary unit, or be hired by Maria to help

on a mission. The PCs might wish to join the unit, or to hire it themselves for a given task.

8. Hyland Starcharter (Starship Charter)

Location: Central starport offices.

Description: Hyland stores a variety of small ships within a circle of domed hangars. The company offices are at the centre of the complex with a roof landing pad for air-rafts.

The luxurious offices also house interview lounges where clients are entertained while background checks are run on them. Hyland is a high calibre charter and rental group, willing to deal only with clients of exceptional reputation and credit-worthiness. For any rental, the client must present full astropilot qualifications for at least one of their party.

Costs: The client must be able to supply a deposit (in realisable assets) of 5% of the value of the ship they are renting. Costs are 0.1% of the ship's value per day; the client is responsible for all fuel, berthing fees, etc.

Characters: Run by the noble Artemus Lear, currently a famous starship racing pilot.

Play Options: A place where PCs can acquire a ship without paying the full price.

9. Starlec Engineering (Starship Custom Engineering)

Location: On the outskirts of the starport.

Description: Three huge hangars within separate blast bunds, with a long, low office.

Starlec specialise in custom engineering jobs on almost any type of starship or spaceship. Whether it be a particularly troublesome repair job (which requires bodging old and new components together), or fine-tuning a souped-up manoeuvre drive to get the optimal thrust performance, Starlec are the people to turn to.

Starlec prides itself on its low prices, which are possible only by the use of Vargr staff, who are experts at 'scrounging' materials and parts at a moment's notice (even out-of-date parts, and components which are supposedly available only to the military).

Costs: Usually at least 10% below the standard cost for a given job.

Characters: Run by James "Scotty" Scott and Griffderz "Griffin" Draaergzadz, who have both served as chief engineers on a variety of merchant and military vessels.

Play Options: Somewhere for the PCs to have their ship repaired, customised, etc. "Griffin" has one secret: much of his experience comes from having served in a corsair fleet - a fact he now tries to conceal.

10. The Temple of the Stellar Divinity (Church)

Location: Centre of the starport.

Description: A triangular two-storey building, the ratio of the length of the sides being 3:4:5. A huge montage of the life cycle of the universe runs round the entire building, culminating in a sunburst symbol. Inside, a reception hall leads to the high-ceilinged shrines in each corner of the temple, and to an administrative centre on the level above.

This church believes that all races were derived from star gods, and that the stars will ultimately destroy all life, to create the universe anew. Clearly, this has some basis in reality, but the church believes that the timescale from the "Big Bang" to the end of existence is rather shorter than most scientists accept - a mere 300,000 years, in fact, of which 299,724 have already elapsed.

Followers wear distinctive black and gold robes and seem to spend a lot of their time chanting, to prepare for imminent destruction.

Costs: A monthly donation of at least Cr10 is expected from all members.

Characters: The Stellar Divinity is led by Augustus Monarch, a portly gentleman with a long grey beard. Augustus truly believes in the church, but certain of his immediate subordinates are using it merely as a money-making vehicle (all those donations add up to a multi-million credit operation!)

Play Options: A clerk at the church suspects one or more of the church elders is embezzling funds, but he wishes to employ the PCs to check this before approaching Augustus. The clerk will be found murdered the day after he employs the PCs...

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

Chronst Sect

An extremely devout sect following the strict rules given in the writings of their long-dead founder Chronst. The sect spend much of their time copying ancient tomes which may not be read by any unbeliever. The sect is harmless but members tend to be very arrogant.

Corialanus Trust

A renowned biological research foundation, originally set up by the celebrated xenobiologist Frederick Kranf. Since his death, the foundation has been run by a committee of his senior researchers, which has led to an unhealthy degree of competition between the specialists in each research field.

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.

Fireball

A team 'game' played in a hardened arena. Each side wears combat armour and carries small flame-throwers and incendiary 'balls'. Each side has ten flammable targets within their half of the arena, which they must defend, while trying to burn down their opponents' targets. There are few rules, although the armour usually prevents serious injuries.

FLUFF

An ecological terrorist group, calling itself the Fauna Liberation Ultra-Freedom Fighters. This group undertakes a wide range of

campaigns, from the protection of endangered species, to terror attacks on those who over-exploit domestic animals and pets.

Hellboria Wood

The pale blue striated grain pattern of the Hellboria tree alters slowly with time, even once the tree is dead. Although rare and expensive, this attractive wood is used in a range of designer products, from the racquet handles of zipwire stars, 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.

Hot & Spicy

The latest craze among the youth culture of the subsector is the music of "Hot & Spicy". The band has 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. The band members are: 'Rock Salt', 'Pepper', 'Nutmeg', 'Cinnamon' and 'Ginger'.

Hypagene

Specialists in genetic engineering lifeforms to meet the requirements of their customers. Hypagene have to stay within the very strict guidelines imposed by the Imperium, although they occasionally perform illicit geneering work for various secret military departments.

Hyumian

A sophont reptilian species, slightly larger than humans, vaguely 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 to explore the stars. After a period of up to 20 years, the matured adults return home to mate and settle.

I.F.I.

Interstellar Formulations Incorporated is a corporation specialising in protective polymers and coatings for 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 privacy protection, including sweeping premises for surveillance devices, consultancy on alarm systems, etc. Lindarport usually operate within the law (their operatives are all licensed and insured for any damage to themselves *and* their victims). On high law worlds they use experts in unarmed combat rather than carrying illegal weaponry.

Lytan Technical

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

Maria Charles

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 works with a small team of hand-picked (and totally trustworthy) colleagues.

She is also reputed to be a member of the infamous Grey Guild - a network of

professional thieves and their contacts which allegedly stretches across several sectors.

Physkem

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

Stellar Education Co-operative

The SEC believes that all children must be enlightened in order that the stellar consciousness be raised. Eventually they believe that this will allow humankind to reach a higher plane of purely mental existence. Although their educational facilities are excellent, their aims are often considered subversive.

The SEC was formed 200 years ago by Thomas Devine, a rich businessman who became disenamoured with his strict religious upbringing and sought out a new meaning in his life. The SEC, now run by a council of five of Devine's students, has spread widely. It is rumoured that Devine is still alive, sustained either by his beliefs, or by anagathics.

Talquill

A cute furry creature, 40 cm high, with big glassy eyes, red/green striped fur and large feet. Widely available on many worlds as a pet for children, because of its passive nature and ability to live on left-overs.

Weller Associates

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

Zipwire

A game of pursuit involving a large court with two or more players (usually two for competitive events). The aim is to avoid being hit by the multiple "zippers" (small jet-propelled balls) while trying to knock said balls at your opponent using a racquet. A small helmet may be worn to protect the face. It is rumoured that there is an illegal version of this sport played using balls with poison-tipped spikes.

Rendezvous Listing

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A supplement for Marc Miller's Traveller®

We'll meet at, er, well, a bar? Which bar? Er....

Every moment your players spend on a new world, they encounter new alien peoples, new technological wonders, each with its own new name in an alien language.

But the starport bar...

...has about as much background as a cardboard cut-out and the characters within it are just as wooden.

How about the Yellow Crucible Night Club?

Or any other one of the 101 rendezvous given in this supplement. Every location has its own associated characters and some hide dark secrets behind their doors... giving plenty of opportunities for adventures in their own right.



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