

TRAVELLER



*Supplement 1:
760 Patrons Second Edition*

Wanted: Resourceful Travellers

TRAVELLER

760 PATRONS SECOND EDITION

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INTRODUCTION

Traveller is a diverse game with an even more diverse collection of possibilities when it comes to the people that fuel its plots and stories. On any given day in a *Traveller* character's life he could meet up with a starship pilot, a barbaric tribesman, a nefarious street thief and a noble councillor. It is up to the direction of the plotlines, story arcs and narrative events to steer characters to and from these personalities.

One time-tested method in which characters can get a taste of this versatile collection of personas is the ever-popular Patron Encounter. By approaching the characters with an employment or similar opportunity, these distinct and interesting people can start winding huge and involved stories that can result in the characters getting rich, getting famous or getting killed.

Traveller: 760 Patrons II brings a staggering number of distinct encounter possibilities to the gaming table in a variety of different theatres of environment from the wild towns of the galactic frontier to the effete palaces of noble society. Referees can use these Patron Encounters to add to or start gaming campaigns in an assortment of locales divided and sorted suited to their own game's needs.

TYPES OF ENCOUNTERS

For ease of use and the best way to organise a book of encounters like this one, we have divided the various Patron Encounters of *Traveller: 760 Patrons II* into 10 classifications of possible interaction. These theatres are the book's division points as far as the chapters it contains.

These chapters are the general categories in which the Patron Encounters are found in this book:

- **Contract Encounters** – Patrons that go long out of their way to find and employ the characters.
- **City-Sprawl Encounters** – Patrons that find the characters in the streets and taverns of the urban world.
- **The Megacorp Encounters** – Patrons that work for or within the intergalactic megacorporations looking to hire the characters.

- **Starbase Encounters** – Patrons that find the characters while they are stationed on or are passing through a functional starbase.
- **Military Base Encounters** – Patrons working on a planetside military compound or base employ the characters.
- **Frontier Encounters** – Patrons living or working on the barbaric worlds of the galactic frontier have lots of uses to employ the characters.
- **Spacelane Encounters** – Patrons that cross paths with the characters and try to employ them while they are travelling on the space routes of the galaxy.
- **Incarcerated Encounters** – Patrons that offer employment to the characters from within one of many different types of imprisonment.
- **Royal Encounters** – Patrons that are part of the royal noble families and society looking to employ the characters.
- **Religion and Myth Encounters** – Patrons that have roots in the myths, legends and religions of the galaxy have use for the characters and will pay them for their aid.

ENCOUNTER LAYOUT

Each of the Patron Encounters found in this book are broken into three sections of information – the Patron Information, Player's Information and the Referee's Information. These sections are described here:

Patron Information

Each Patron Encounter has a header of important information that defines the entire encounter. This information includes the Patron's name and role in *Traveller*, which character professions are best used to describe the Patron, any Required Skills or Required Equipment the characters will need to fulfil the tasks the Patron Encounter will ask of them.

Player's Information

Each Patron Encounter contains a narrative description of what the Patron needs of the characters, how he or she will contact them and any relevant information they might need to complete the task. The Patron will also discuss how much or how he plans to compensate the characters for a successful job well done.

Referee's Information

Each Patron Encounter also contains sensitive information for the Referee's eyes only that describes the reality of the required task(s) and what sort of complications might arise (if any). This section also has a random 'Outcome' generator table for Referees to determine any oddities that might occur during the course of the encounter.

ROLLING A RANDOM PATRON ENCOUNTER

Most patron encounters found in the chapters of this book will be based around a character's career path, current employment or ongoing storyline. A reason might arise where a player or Referee will want to generate a *completely* random Patron Encounter for his gaming sessions, requiring a dice-rolling convention to do so.

The Referee must first determine in which narrative theatre (The Frontier, The City-Sprawl and so forth) the Patron Encounter is to take place, then roll 2d6. The Referee then counts forward a number of Encounters equal to the number rolled upon the dice, rolling again afterward. When the dice result is a 'double' result the Referee counts forward only a number of Encounters equal to the result of one die – that Patron Encounter being the one brought to the characters.

As an example, the Referee needs a City-Sprawl Encounter. He first rolls 2d6, getting a 4 and a 6. He then rolls again, getting a pair of 3s. After counting from the first Encounter in the chapter a total of 13 Encounters (10 and then 3), the random Encounter determined is #89 – Gerardo the Tavern Manager.





CONTRACT ENCOUNTERS

CONTRACT ENCOUNTERS

This chapter is focussed upon the many Patrons that use long-distance communications, messenger systems and contact systems to arrange for the characters to work for them instead of waiting for the characters to get into the right narrative theatre – they bring the work to them instead.

1. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: None

Required Equipment: None

Player's Information

Working for a mysterious benefactor, 'Mister Johnson' arranges short term contract employment for dozens – maybe hundreds – of freelancers across the galaxy. He is the mouthpiece and signature for some very powerful people that, if everything is done properly, the employees never get to know about.

At the moment Mister Johnson has an exceptionally valuable (or so he tells the characters) piece of cargo that he cannot trust to commonplace shipping. He needs the characters to drop off a small personal security briefcase with an associate only a week or so away. He pays well and claims the briefcase would never place them in harm's way.

He is willing to pay the characters 2,000 Credits each to ferry the briefcase to his contact but only if the contact calls the delivery in as unopened and undamaged. If the delivery is molested in any way, the payment is cancelled and Mister Johnson says he will 'hire others to make amends.'

Referee's Information

The case contains a trivial piece of personally relevant material between Mister Johnson's employer and the delivery contact. The contract is not likely to warrant any real attention unless the characters make spectacles out of themselves or try to open the briefcase...which is rigged to spray pink ink in a five metre radius if opened without the key.

Possible Outcomes

1d6 Result	Outcome
1–2	The contract is actually a test by the mysterious benefactor for the characters to see if they can be trusted for future work; something that the delivery contact will explain the details to them after opening the case to reveal and eat the Durasnack pre-packaged treat inside!
3–4	The contact accepts the package without question and opens it to reveal a small written note and a pawn from a children's game. He laughs before calling in the characters' payment, leaving afterwards.
5	As for previous but the note does not bring a laugh to the contact – instead it enrages him and he will require some appeasing before calling in the characters' payment.
6	As 3–4 but the contact does not understand the note found within the package and wants to be brought back to Mister Johnson to ask what it means before paying the characters – a very difficult endeavour for them to accomplish!

2. ABRAHAM NEVILLE, COMMUNIQUÉ ROUTER

Scout

Required Skills: None

Required Equipment: None

Player's Information

Abraham is a middle man in a long chain of networked communication routers, or people who pass sensitive information by hand to eventually reach its destination. Abraham has a few words in his possession that need to get moved along the communication path but his next router was recently arrested and jailed.

Now Abraham is willing to pay the characters to take his information – a special key phrase – to the next router in the communication path. He will offer them 500 Credits to do the job; a good wage for essentially having to tell someone a simple phrase.

Referee's Information

The phrase that Abraham tells them is '*Walk red through green falcons*'. It means absolutely nothing to everyone but the communication routers and its eventual destination but it will surely cause them no lack of curious conversation concerning its source and destination.

Possible Outcomes

1d6 Result	Outcome
1–2	The phrase is delivered to the next router, who takes the information and moves on to take it to the next step.
3–4	The phrase is actually being delivered to the last stop on the communication path, allowing the characters to meet the corporate executive the message was meant for.
5	As for previous but the person the message goes to is a shady-looking thug who smiles sadistically when he hears the message.
6	As 3–4 but the person the message goes to is a uniformed military officer who takes the characters into custody to be questioned to make sure they are not spies.

3. GRANT HOLCRUMB, GUN RUNNER

Mercenary, Merchant

Required Skills: Streetwise

Required Equipment: None

Player's Information

Grant Holcrumb is a freelance arms trader and smuggler of 'nearly legal' weaponry to a number of clients across the star system, doing so knowing his wares would be going off to the people who need them most – or at least who can pay enough to get their hands on them. He normally does not care too much if he sells to criminals or mercenaries but even he has a line he never crosses.

Unfortunately his last buyer has since been rumoured to be re-selling the guns to local terrorists and now Grant wants verification of this fact before he sends in the bounty hunters to deal with his former buyers. He will offer the characters 1,000 Credits each to get the street-level research on Terj Raffi, the infamous buyer, which he will double if they discover him to actually be re-selling the guns to terrorists – and confront him directly on his behalf!

Referee's Information

Terj Raffi frequents a nightclub local to where the characters are known to spend their time called *The Hole*. It is a nice place with ample security, tons of attractive people dancing and moderately priced drinks. They will want to pass a few Streetwise (and possibly Carouse) skill checks to know whether or not Terj is actually arming terrorists, or anyone else for that matter.

Possible Outcomes

1d6 Result	Outcome
1–2	Terj is re-selling the weapons but not to terrorists – just profit.
3–4	Terj is actually re-selling the weapons to local terrorists.
5	As for previous but Terj has paid nightclub security to look out for agents and meddlers just like the characters.
6	As 3–4 but Terj has not been re-selling the weapons to terrorists – he <i>is</i> one of the terrorists!

4. ANGEL CAPRICE, WORRIED COUSIN

Citizen

Required Skills: None

Required Equipment: None

Player's Information

Angel Caprice is a mother of four living amidst a set of pre-fabricated houses in a new colony far away from the rest of her family. Her husband is a powerful corporate executive with the colonising company; a position that comes with a lot of enemies.

Tory and Jacque, Angel's niece and nephew, have not checked in with them in over a week and she is very worried about their safety. Rival companies are constantly making threats on her husband's family, so she has reason to believe they might have been kidnapped. Before going to the authorities, she needs to have someone stop by their apartment and see if they are really gone and if there is a sign of a struggle.

Angel will pay the characters 250 Credits each to simply stop by and check in on them, reporting back what they find.

Referee's Information

Tory and Jacque live in a modest apartment just a few miles from where the characters spend most of their urban time. There is no real security at the building and visitors are allowed to come and go as they please, making it very easy to stop by. The door is locked but a quick conversation with the landlord, a hard shove or maybe some lock picking skills can get them in.

Possible Outcomes

1d6 Result	Outcome
1–2	The cousins are just fine; they just have not paid their communications suite bills in a few weeks. All is well.
3–4	The cousins are indeed missing but there is no sign of a struggle.
5	As for previous but the apartment has been ransacked in search of something.
6	As 3–4 but the apartment is in pristine condition...save for two large bloodstains on the carpeting.

5. JON PEARSON, EXOTIC PET OWNER

Citizen, Merchant

Required Skills: Animals

Required Equipment: None

Player's Information

Travelling salesman Jon Pearson has always been a collector of strange and exotic animals in his rural homestead. He spends hundreds of thousands of Credits on these animals and does not want to see them harmed in any way. For that reason alone he has a fully schooled and trained professional animal handler living in his guest house to see to their needs, especially when Jon himself has to be travelling.

The handler however, has suffered a major illness while Jon is away and now he needs someone to check in on his animals for the next two weeks to make sure they are fed and looked after. Jon will offer the characters 250 Credits a day they are willing to work for him on such short notice, giving them the security codes to his homestead and explaining where the animals' foods are kept. He should only need them for 13 days, at which point he will return.

Referee's Information

The exotic animals range from beautiful to dangerous but they are held in expensive and quality containment units within Pearson's home. It only takes a single successful Animals skill check daily to ensure the animals' health but unless they ever fail with a -4 or less Effect there will be no harm done either.

Possible Outcomes

1d6 Result	Outcome
1-2	The animals are perfectly normal and safe within their containment units.
3-4	One of the animals needs special attention, requiring its own Animals (Veterinary) skill check to avoid injury.
5	As for previous but the animal will perish if the check is not passed with an Effect 2 or higher.
6	As 3-4 but the animal is terribly deadly because of its natural neurotoxins produced in its skin and claws. Special precautions must be taken or the character will lose Strength and Dexterity rapidly until death.

6. SAL EDWIN, MAN OF MYSTERY

Agent

Required Skills: None

Required Equipment: None

Player's Information

Sal Edwin, if that really is the man's true name, is a ghost in the machine. A phantasm. An agent that does jobs that no one ever gets to hear about. But even ghosts occasionally need someone to get some hands on the world of mortal men.

Sal has a small package that he needs delivered to a local storeowner but cannot do so himself because of a pesky mission he was sent upon. This is why he is willing to pay the characters 5,000 Credits total to take the one kilogram square package to Jeffrey Brooks, owner of a local dry cleaning establishment – no other questions asked or requested.

Referee's Information

Jeffrey Brooks recently cleaned several pieces of clothing for Sal; getting some *difficult stains* out of the fabric for him. The package is something special between Sal and Jeffrey and it would take a great deal of effort to try and get into the TL-14 genetically coded container, unless they have Jeffrey's DNA.

Possible Outcomes

1d6 Result	Outcome
1-2	Jeffrey is pleased to accept the package and seems a little surprised but says nothing else.
3-4	Jeffrey accepts the package with some confusion, as he has no idea who 'Sal Edwin' is and has no record of doing business with him.
5	As for previous but the package contains a localised toxin that sprays up at Jeffrey's face and kills him seconds after he is handed the box.
6	As 3-4 but the package is actually an incendiary bomb – giving the characters only seconds to get out before the whole building goes up in flames.

7. WALKER AIREDALE, NOTARY

Citizen, Nobility

Required Skills: None

Required Equipment: None

Player's Information

Walker is a low level servant to a noble family, the holder of an official notary seal for all sorts of paperwork and he seldom leaves his work at home when he is forced to travel. The only issue is that he goes on lots of trips for lots of reasons.

Walker almost missed his shuttle and managed to grab his paperwork but forgot to pick up his seal! He cannot go to any of the members of the family to get it for him, as they would make a scandal out of it. Instead, he will pay the characters 10,000 Credits to go to his apartment and acquire the seal to hand deliver it back to him.

Referee's Information

Walker's apartment is in a very high-class neighbourhood and is covered in domestic security forces but unless the characters do something shady, foolish or look like criminals – they should have no trouble at all getting inside.

Possible Outcomes

1d6 Result	Outcome
1–2	The seal is right where Walker said it would be inside his apartment.
3–4	The characters will have to do some searching to find the seal, hopefully doing so without making the neighbours think it is a robbery.
5	As for previous but the seal is locked in a box which they do not have the key for.
6	As 3–4 but one of the family noblemen comes to the apartment to visit Walker while they are doing so.

8. TANAQ'UI, FORGETFUL VISITOR

Merchant

Required Skills: Language

Required Equipment: None

Player's Information

Tanaq'ui (pronounced *taan-ack-wee*) is a commercial transporter for an alien mercantile company. She is a regular visitor to the area because of her route and she almost always stays at the same hotel when she is in town – the *Palatial Remain*. They know her there and treat her very well despite her vast biological differences to the locals.

On her last stay she left behind a particularly important piece of jewellery worth over 3,000 Credits on her bed stand. Through a series of contacts she has gotten her tentacles on the characters' names and communication details, hoping they will get the jewellery back for her and hold it until she comes to claim it, paying them 1,000 Credits to do so.

Referee's Information

The piece of jewellery is actually worth 3,200 Credits on an intergalactic market and it is currently in the hotel's cleaning staff management office on the second floor. The characters should not have trouble convincing the chief maid to hand it over but they might have some difficulty getting past the front desk to see her without good reason.

Possible Outcomes

1d6 Result	Outcome
1–2	The jewellery is handed over, no questions asked.
3–4	One of the maids knows how much the jewellery is actually worth and must be bribed to let it out of the management office.
5	As for previous but the maid wants more than a bribe...she wants a way off the planet.
6	As 3–4 but the racist front desk clerk knows exactly where the jewellery came from and he despises all aliens.

9. DODGE MANTRELL, TABLOID PHOTOGRAPHER

Entertainer, Rogue

Required Skills: Art (photography)

Required Equipment: Personal Video Equipment

Player's Information

Dodge Mantrell is one of the leading freelance investigative photo-journalists for a number of tabloid projects across the galaxy. He is known for his underground pictures and 'edgy' action videography but what the world does not know is that Dodge rarely takes his own photos. He seeks others for their access to the world of scoundrels and scum, paying them for their pictures and video footage.

Dodge will pay 200 Credits per 'action' shot or 2,000 Credits per 20 minutes of video footage the characters send to him before the next deadline, no matter what sort of action they might be into.

Referee's Information

Dodge might be an unscrupulous scumbag but he is on the level when it comes to his muckraking and scandal-digging.

Possible Outcomes

1d6 Result	Outcome
1-2	The characters just happen to be in the area of a political figure committing lewd acts in public. Dodge will be so happy that he will pay <i>double</i> .
3-4	The characters can take a number of photographs or videos of their normal daily activities to make Dodge happy enough to pay.
5	As for previous but Dodge needs more of the same when one of his employers loves the work so much.
6	As 3-4 with the unfortunate addition of the characters' names and identities in the article – when Dodge is soon after found out to be a fraud!

10. FRANKLIN DESOTTA, CONCERNED TRAVELLER

Citizen

Required Skills: None

Required Equipment: None

Player's Information

Franklin Desotta is just a regular, hard working man that gets to enjoy his vacations whenever he gets them and tries to visit new and interesting locations. Sometimes these locations are off the beaten path and sometimes they are in the depths of urban nightmares but wherever he goes he always likes to check ahead to see what the areas are like before he even steps onto the shuttle.

Desotta will contact the characters for nothing more than an information gathering session about somewhere near where they are currently staying. He will offer them 500 Credits to spend a day or two looking into the area so they can report back to him whether it is safe or not for his impending vacation.

Referee's Information

Unless the characters are staying in an area that happens to be some kind of a demilitarised zone, it should not be much of a problem for them to simply take a look around and get a feel for Franklin's vacation choice.

Possible Outcomes

1d6 Result	Outcome
1-2	The area is safe enough for a competent traveller.
3-4	The area should be alright for Franklin's trip, so long as he avoids a few specific spots.
5	As for previous but the area is a little too dangerous for a common traveller, perhaps Franklin should bring a gun.
6	As 3-4 but the area is downright deadly for anyone without proper training.

11. MARIGOLD HAN GRAPA, CORPORATE LACKEY

Agent

Required Skills: Stealth

Required Equipment: None

Player's Information

Harrisfront Industries has a huge number of paid retainers on staff that performs a number of activities, or arrange for activities to happen on their behalf. Marigold Han Grapa is one of these retainers, and it is her responsibility to test the security surveillance systems on company territories. She does this in a variety of ways.

Today she is offering the characters 1,000 Credits to any character that manages to sneak past the security staff and camera suites at the Harrisfront facility nearest to them. Marigold promises the facility will be informed of security tests being performed to keep them from getting shot by the guards, who *sometimes* carry live ammunition to protect corporate assets.

Referee's Information

The Harrisfront facility the characters will be headed to is modestly sized and staffed with 14 security personnel and three large-area surveillance camera suites. It will be of an above average difficulty to sneak around in but not impossible.

Possible Outcomes

1d6 Result	Outcome
1–2	The facility was informed and the operation should go exactly as planned.
3–4	The facility was informed late and 1d6 members of the security staff never receive the 'do not shoot' order.
5	As for previous but none of the security staff had been informed.
6	As for previous but the facility is also a warehouse for high-tech armaments that the security staff have access to!

12. URIAH THOMAS, COLLECTOR

Noble, Merchant

Required Skills: None

Required Equipment: None

Player's Information

Uriah Thomas is a wealthy man who has worked for the same shipping and exporting company for a very long time, allowing him to acquire much in the way of wealth. Most of this wealth has taken the form of art, precious stones and other collectables in order for Uriah to avoid income taxation.

A specific piece of art has come into Uriah's attention that he wants to scoop up at the auction but he cannot physically be there to buy it. He wires 10,000 Credits to the characters with the instruction that they must use those funds to acquire the item for him but that they may keep anything they do not spend.

Referee's Information

The art auction is held in a secure commercial centre within an hour of the characters' location and the specific piece of art is held in a guarded vault in the building's sub-basement.

Possible Outcomes

1d6 Result	Outcome
1–2	The object will sell for 1d6 x 1,000 Credits to the characters.
3–4	The object will sell for 1d6+2 x 1,000 Credits to the characters.
5	As for previous but the object is a superdense and heavy man-sized sculpture that will likely cause problems with the item's transport to Uriah.
6	As 3–4 but the object is a fragile crystal sculpture that will require serious care to get it to Uriah.

13. KYLIE, RUNAWAY

Citizen, Drifter

Required Skills: None

Required Equipment: None

Player's Information

Kylie – a young girl who specifically does not share her last name – ran away from home nearly four years ago and has recently heard that her mother has been hospitalised. Although she ran from her old life, she still cares for her mother and wants to know the truth about her condition.

Kylie has scraped up 127 Credits for the characters if they agree to stop up at the hospital room and find out what is really going on – without telling her about Kylie's appearance in the area.

Referee's Information

Kylie's mother, Gina Solan, is currently in room 211 of a nearby medical facility. She is not under watch or anything of the sort but the characters might be questioned if they try to get past the reception desk heavily armed or filthy from the field!

Possible Outcomes

1d6 Result	Outcome
1–2	Gina Solan is fine. She was sick with a bad virus, but has fully recovered.
3–4	Gina Solan is currently hospitalised due to a minor illness she is being treated for.
5	As for previous but the illness is more serious than first diagnosed and she will need 1d6 months of stay to be possibly cured.
6	As 3–4 but the illness is terminal, leaving her with 1d6 weeks left to live.

14. JEREMY WERHN, SADIST

Agent, Psion

Required Skills: Combat Skills

Required Equipment: Video Equipment

Player's Information

Jeremy Werhn is a strange and awkward little man that, over the years, has discovered that he enjoys nothing more than seeing people suffer. He spends a great deal of money on doctored combat footage, uncensored media files and frontline war tapes. Although sick and twisted, he pays well and seems to have a lot of connections in the underbelly of society.

Jeremy is offering the characters 25,000 Credits to document their next combat encounter for him. No strings attached; he wants every gruesome detail on camera for his sick and horrible collection.

Referee's Information

Jeremy wants to ensure the characters' next combat encounter is particularly bloody and violent – because he has hired a group of mercenaries to ambush them 72 hours after he hires the characters!

Possible Outcomes

1d6 Result	Outcome
1–2	The mercenaries are ignorant street thugs, ambushing the characters when they are at their strongest and most prepared.
3–4	The mercenaries are vicious but amateur, bringing knives and swords only against the characters.
5	The mercenaries are professional killers and will put up a brutal fight against the characters.
6	As for previous but the mercenaries are unscrupulous villains that use explosives, poisons and illegal weaponry without a second thought.

15. BLAZE, EXILED GANGER

Criminal

Required Skills: Carouse

Required Equipment: Alcohol and/or Recreational Drugs

Player's Information

Blaze is one of the leaders of a brutal and violent street gang that has been active in the local area for some time. Blaze himself was convicted of several crimes months ago and was forced to flee the area but still keeps good contacts around his old turf. One of the other leaders is about to get married for the seventh time and Blaze wants to make sure a 'special gift' gets to him at the bachelor party.

Blaze will give them the passwords to get into the gang's hideout, the groom's present and 5,000 Credits to deliver said present to 'Heartbreaker' at his bachelor party. He will be specific in his instructions – they are not to open the gift, or he will personally come after them and cut out their hearts.

Referee's Information

Heartbreaker's bachelor party is held at one of the gang's hideouts, a large warehouse in an industrial zoned part of the city. There are 20 gang members, nine exotic dancers/prostitutes, five band musicians and an undercover law enforcement agent in attendance at the party.

Possible Outcomes

1d6 Result	Outcome
1–2	Heartbreaker accepts the gift and the gang accepts the characters as friends, allowing them to partake in the party.
3–4	Heartbreaker accepts the gift warily, alluding to some form of distrust in Blaze.
5	As for previous except the gift contains a scrap of paper containing the following phrase: 'Michaelo is an undercover agent. Kill him now.'
6	As 3–4 except the gift contains a small-yield bomb designed to kill Heartbreaker for being the chief informant against Blaze's exiling indictment.

16. MICHAEL SMITH, ENGINEER

Citizen, Scientist

Required Skills: None

Required Equipment: None

Player's Information

Michael Smith is a civil engineer in charge of redesigning many of the commonplace buildings in the characters' local town and he is about to undergo a large project with a huge budget. He just is not sure which of his past projects is best to emulate.

Michael will pay the characters 250 Credits each to visit a number of his former constructions and give him their opinions on them, helping him discover what his true strengths are in designing the new project.

Referee's Information

Smith is a bit of a narcissist that really just wants feedback on his art, as shown by his somewhat egotistical approach to his new project.

Possible Outcomes

1d6 Result	Outcome
1–4	Michael listens to the characters' opinions and 'takes them to heart'.
5	Michael dislikes what the characters have to say but thanks them for their help anyway.
6	Michael is 'outraged' by their 'lack of artistic foresight' and claims he will be forced to 'do this all from scratch!'

17. SARAH RENEE, BANK CONSULTANT

Citizen, Merchant
Required Skills: None
Required Equipment: None

Player's Information

Sarah is a member of the training staff for an intergalactic banking syndicate who often travels the galaxy showing new banking officers how to their job legally, efficiently and profitably. All too often she lives from transport to transport and she is always very professional in her endeavours.

On this particular trip Sarah has run into a bit of a snag with her employer and needs someone to stand as contracted witnesses for some paperwork signing at the local branch. These papers will get the local banking officers their licenses on time; something that Sarah prides herself upon. She will pay the characters 100 Credits each to witness the signing.

Referee's Information

The signing takes place outside normal banking hours, leaving only the characters, the banking officers and the bank manager inside. The local banking branch does not allow weaponry or combat implants of any kind beyond the reinforced crystaliron doors; the exception being the pistols on the belts of the two security guards waiting in the lobby.

Possible Outcomes

1d6 Result	Outcome
1-2	The signing is quick and uneventful.
3-4	The bank manager requires some influencing to allow the characters into the branch offices; whether that is a bribe, intimidation or other methods is up to them.
5	One of the soon-to-be banking officers is actually a criminal looking to disable security systems while they are getting licensed.
6	As for previous but the officer plans to do this by setting off a powerful EMP device that will disable cybernetics, computers and other electronics.

18. MARKO GOLDBROOK, PROFESSIONAL CONSULTANT

Merchant, Scientist
Required Skills: None
Required Equipment: None

Player's Information

Marko, or Mister Goldbrook to the characters, is a dedicated scientist of economic trends and spending patterns resourced by a number of large corporations across just as many star systems. He monitors what people spend their Credits on in day to day situations as research and he does so by tracking contracted individuals' spending through a computer link on their debit system.

Marko will pay the characters 500 Credits to spend an additional 500 he will supply in any normal activities they would perform. This will give him the demographic he needs for his own employer, making it worth the high expense.

Referee's Information

Marko does not care at all what the characters spend the money on or for, so long as it is a legal avenue he can later claim on his business expenses forms.

Possible Outcomes

1d6 Result	Outcome
1-2	The characters can spend the money normally and Marko will be very happy.
3-4	Marko's tracked debit system has a minor glitch and the characters will need to acquire hardcopy receipts if they plan to truly help Marko.
5	As for previous but the glitch also empties the 500 Credit account on the first transaction – no matter what it is.
6	As 3-4 but the glitch also adds their personal information into a bank of corporate contacts for the employer to communicate with later.

19. JACQUELINE Q, WOMAN SCORNE

Citizen

Required Skills: Persuade

Required Equipment: None

Player's Information

Jacqueline Q, an obvious alias, has recently discovered that a man very dear to her heart has betrayed her repeatedly with his secretary from the office. Now she wants to make sure he gets the message that she has left and that she is not going to let him forget this.

She contacts the characters and offers them 2,000 Credits (of his money!) to seek him out at her former home and scare him. Physical violence is not needed but she does not seem against it either. What she does want is her ex to know he has made a terrible mistake that he will be paying for quite soon.

Referee's Information

Jacqueline's old home is in a quiet residential neighbourhood in the nearest suburbs to the characters' whereabouts. It is a common home worth 300,000 Credits but it does have a decent security system (if the characters try to sneak in).

Possible Outcomes

1d6 Result	Outcome
1-2	The ex is terrified and swears he is sorry for hurting her.
3-4	The ex is actually with the mistress when the characters arrive and he tries to fight them off in order to not lose face.
5	As for previous but the ex is a former Star Marine and an expert hand-to-hand combatant that is still licensed to carry a high-powered firearm.
6	As 3-4 but the ex is a highly trained combat psion capable of some great and terrible feats of psychic prowess.

20. ISO DRAPER, ZOO PROCUREMENT

Citizen

Required Skills: Investigate

Required Equipment: None

Player's Information

Iso Draper works for a nearby planetary zoo as one of their procurement officers, acquiring animal species for his employer and bringing them back to the facility. He does this in person but he always make sure the trip is worth it before booking an expensive transport.

Iso needs the characters to venture into a nearby area where he believes a specific native animal is migrating through. He will pay them 500 Credits each to seek out the particular type of animal and look for signs of their presence. Should there not be any reason for Iso to make the trip, he will send the money instead.

Referee's Information

The animal Iso needs the characters to look for can vary greatly depending on where the characters are when they are contracted. If in a forested planet, the animal could be a canine or rare primate. If urban, maybe Iso is looking for a specific type of bird or rodent. Whatever the type of creature, it will take the characters several Investigate or other search-related skill checks to locate.

Possible Outcomes

1d6 Result	Outcome
1-2	The area seems devoid of the animal itself, even if signs of its passing were found.
3-4	There are several examples of the animal residing in the area.
5	As for previous but the animal will be migrating away very soon, leaving little time for Iso to arrive.
6	As 3-4 but the animal is dangerous and does not like being stalked by the characters at all.

21. RHONDA WILLET, PARANOID

Citizen

Required Skills: None

Required Equipment: None

Player's Information

Rhonda Willet, an unmarried human woman of 42 years, is coming back to her lonesome apartment after a two month journey abroad for her employer. She has always been a little paranoid about her neighbour Eddie but a disturbing message she received from her landlord has forced her to take action before coming home.

Rhonda will offer the characters her last 1,300 Credits of travel money to go to her apartment and make sure that Eddie has not let himself in or might be waiting for her. She says she is a very tidy person and that she keeps a very clean house – so they will know if anyone has been rooting around.

Referee's Information

Rhonda's apartment is in a low-rent, low-security collection of housing in a nearby urban area and she lives right next door to Edward Mace – a registered sexual offender with the local government. Her paranoia comes from knowing that fact; despite Eddie never actually making a move toward her before other than to say 'hi'.

Possible Outcomes

1d6 Result	Outcome
1–2	Everything is perfectly normal at home; Rhonda should be safe.
3–4	Someone has been inside her apartment and went through her things but there is no sign of anything missing to the characters' knowledge.
5	As for previous but much of Rhonda's undergarments have been laid out suggestively throughout the bedroom.
6	As 3–4 but Eddie is actually still in the apartment, hiding in the bedroom closet...with the long knife he was planning on assaulting Rhonda with.

22. 'RED', FARM PROSPECTOR

Citizen

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

The man known only as 'Red' to his friends is a simple man who performs a vital task for a colonising conglomeration; he makes sure the initial seeds for agriculture are planted in the proper areas for the upcoming colony to take root.

Red will pack 1,000 Credits along with the seed planter, a very heavy piece of personal machinery, in a crate sent to the characters. The package will also include the coordinates to where they must use the planter.

Referee's Information

The planter is totally automated but it is heavy and unwieldy. The planting process will take several hours, with an Athletics (Endurance) skill check needing to be passed each hour. The machine takes care of the rest of the process.

Possible Outcomes

1d6 Result	Outcome
1–2	The field is small and even, making for an easy day of automated planting that will only last four hours.
3–4	The field is a large open area that will take eight hours to properly plant.
5	As for previous but the ground is rocky and uneven, imposing a –2DM penalty to the Athletics skill checks involved with hoisting the machine.
6	As 3–4 but the first hour of planting attracts some dangerous – and enormous – local fauna to the scene!

23. GRACE NEARING, NEEDFUL DEBTOR

Merchant

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION

Grace owes a lot of people a lot of money for her business debts but most of those debts are legal and longstanding. She does have one collector however, that she cannot keep from paying any longer – a loan shark by the name of Spyke.

Afraid of what Spyke might make her do if she paid in person, she will hire the characters to drop off her 1,000 Credit payment to him in her name. She only has a spare 250 Credits to give to them but her business – an intergalactic travel agency – could be a useful contact in the future.

Referee's Information

Spyke is a local lowlife but he does move around a lot to throw off the authorities. The characters will need to pass a few Streetwise skill checks if they want to find him and do so subtly if they do not want to come off as cops.

Possible Outcomes

1d6 Result	Outcome
1–2	Spyke accepts the payment with no questions asked, applying it to Grace's debts.
3–4	Spyke will only accept the payment once the characters prove they are not undercover law enforcement.
5	As for previous but Spyke is also the head of a violent street gang; seeking him out might bring some trouble.
6	As for previous but Spyke has different plans for the payment – like taking it by force and not caring about Grace's debt.

24. WOODY, CREEPY STRANGER

Drifter, Psion

Required Skills: None

Required Equipment: None

Player's Information

Woody is an eccentric psionist that suffers from strange and powerful dreams and visions. One of these visions showed him paying the characters a large amount of money to do something they are not likely used to doing.

He contacts the characters through a very unlikely source, like an old friend they barely remember and offers them 10,000 Credits to perform a random act ranging from singing a song to a stranger, standing naked in front of an employer or something more malicious – like setting fire to an abandoned building.

Referee's Information

The Referee should come up with as random a task as they can muster based on what they think will throw their characters off from the norm the most. If they accomplish the task, Woody will drop off the payment somewhere they will find it. If they do not, the characters will suddenly be plagued by bad dreams and daytime visions of their own demise – sent by Woody to get them to fulfil his own dream.

Possible Outcomes

1d6 Result	Outcome
1–4	The task is easily accomplished but the characters will wonder why they did it for a long time after.
5	The characters are not the only people Woody contacted to accomplish the task and the others are more than willing to do battle over the payment.
6	As for previous but the task has an additional risk to it – Woody is not the only psion to know of its unfathomable importance.

25. TURCION VADE, VOICE OF A GENERATION

Citizen, Entertainer

Required Skills: None

Required Equipment: Audio Recorder

Player's Information

Turcion Vade is an electronic media specialist; recording a variety of interviews, editorials and broadcasts for the people of his star system. He is a man with limited time but plentiful resources and he is always on the lookout for new sound samples to use in his show.

Turcion will pay the characters 500 Credits per 'interesting' sound effect they record with a clear and re-recordable resource. They will only have 14 days to do the recording.

Referee's Information

The sound effects Turcion will pay for are anything out of the ordinary. Common gunshots are not worth much but a gauss rifle report might be. The roar of a jet engine, the scream of a dying enemy and so on, will surely guarantee payment.

Possible Outcomes

1d6 Result	Outcome
1-2	The sounds are fine and clear, earning the pay as expected.
3-4	Turcion is not sure about the quality of half the sounds, paying for the rest.
5	As for previous but he likes one sound in particular and wants a much clearer recording of it – no matter it might be.
6	As for previous but the sound is the hardest to duplicate without putting the characters in danger.

26. QUINCY WHISTLER, ACTOR

Entertainer

Required Skills: Art (Acting)

Required Equipment: None

Player's Information

Quincy is a low-budget actor that has appeared in a lot of vid-dramas and military soap operas across the stars, making him somewhat of a celebrity in certain circles. He is supposed to make an appearance at a distant show opening but he cannot.

The actor wants to pay one of the characters 2,500 Credits to make himself up to look and act like Whistler for the opening. It is roughly only a half hour or work but being found out to be a fraud could be dangerous – many of Whistler's fans are mercenaries.

Referee's Information

The show opening will actually take six hours – and three skill checks – to accomplish without incident.

Possible Outcomes

1d6 Result	Outcome
1-2	The opening is a modest success.
3-4	There are a number of Whistler fans in attendance, increasing scrutiny upon the stand-in enough to impose a –1 DM penalty.
5	As for previous but one fan is truly diehard. The penalty is increased to –2 DM.
6	As for previous but the diehard fan will turn violent against the stand-in if he is found out.

27. DAVEN BURK, HOLY BELIEVER

Drifter

Required Skills: Investigate

Required Equipment: None

Player's Information

Daven Burk is a galactic wanderer that spends nearly all of his time abroad to seek signs of the existence of the Lord in faraway places. These signs are not hard to spot but travel is expensive. Daven prefers to put an ear to the ground before heading toward a location to see for himself.

Daven will pay the characters 500 Credits to look around in their area for signs of God – which they may or may not even believe in.

Referee's Information

Any Investigate skill check that succeeds with an Effect 4 or higher will turn up one of Daven's 'signs'.

Possible Outcomes

1d6 Result	Outcome
1–2	Daven does not believe in the same signs the characters might have seen but he pays nonetheless.
3–4	Daven believes in any signs the characters have found or he thanks them for trying.
5	As for previous but Daven wants the characters to bring him to any signs they may have found.
6	As for previous but Daven becomes violent when he arrives to the area of the sign – because he firmly believes the characters are hiding something more about the search.

28. CRAIG COLMBER, MECHANIC

Citizen, Scientist

Required Skills: None

Required Equipment: None

Player's Information

Craig is a vehicular mechanic that is often called upon to do repair work all over the galaxy. This last run he went on however, he forgot an important box of tools and parts in his apartment. All he needs is for someone to pick up the crate of parts and drop them on the next shuttle out.

Paying all shipping costs, Craig will give the characters 1,000 Credits to pick up and drop off the crate.

Referee's Information

The crate is very heavy, weighing nearly 100 kilograms. Other than the difficulty in moving it, there should be no problem.

Possible Outcomes

1d6 Result	Outcome
1–2	The shuttle takes the crate without any fuss.
3 – 4	The shuttle driver requires an additional 100 Credit tariff to load the crate due to its weight and size.
5	As for previous but the tariff is more like a bribe – and it is 500 Credits.
6	As for previous but the bribe goes bad even if they pay it, causing a ruckus on the shuttle platform.

29. BAULO, ALIEN CLEANER

Agent, Mercenary

Required Skills: Mechanic

Required Equipment: None

Player's Information

Baoulo is a professional butcher hired by an assortment of employers to cut up, dissolve, burn or otherwise *remove* the remains of those they have had killed. He does not ask questions or wonder why they were killed, merely that they need removing.

Sometimes even professionals need help and Baoulo thinks this is that time. He will pay the characters 5,000 Credits to open a door to an apartment building by a certain time – then walk away.

Referee's Information

The locked door will require a basic Mechanic skill check to open. This is well within Baoulo's range of abilities but he thinks the building might be under surveillance he cannot easily surpass.

Possible Outcomes

1d6 Result	Outcome
1–2	The door is not even locked; the characters can simply open the door and get paid.
3–4	The door is under video surveillance; additional Stealth skill checks may be required to not get caught.
5	As for previous but building security guards are on-site and ready to respond if they see something.
6	As for previous but the guards are heavily armed and armoured – as the people Baoulo is being sent to clean are witnesses in a planetary criminal trial.

30. VERA TUNN, SHARPSHOOTER

Army, Mercenary

Required Skills: None

Required Equipment: None

Player's Information

Vera is a former army sniper in her colonial military force, having turned mercenary when her medical bills outweighed her retirement pension. She still has some needs that she cannot get to herself especially when out on a ticket but her funds are limited.

She will hire the characters for 500 Credits to stop by her small, cramped apartment and feed her cat. It should be a small and simple task.

Referee's Information

Vera heard word that someone might be stopping by her apartment for unlawful reasons and she thinks having the characters stop by the apartment will dissuade them.

Possible Outcomes

1d6 Result	Outcome
1–2	Nothing is amiss at the apartment at all. In fact, she does not even have a cat.
3–4	While the characters are at the apartment, a pair of thugs stop by the front door but do not come in after seeing them.
5	As for previous but the thugs are not dissuaded by the characters' mere presence. They will need to do some additional action to warn them away.
6	As 3–4 but the thugs are actually professional killers dressed as street toughs and they are not going to be talked away...not with the high tech weaponry they are hiding!

31. FRASI BURNS, LEGAL ADVOCATE

Agent

Required Skills: Advocate

Required Equipment: None

Player's Information

Fraasi is a professional assistant to a powerful legal expert, performing a variety of services for the office whenever asked to do so. Sometimes these services overlap or become problematic based on the location of witnesses, evidence or something as simple as delivery of a legal document.

Fraasi's employers need a sealed package brought from one office to another, both located in the characters' local area and both within a single street block of each other. Fraasi thinks travelling all of the way out to this location for a few hundred metres of walking is foolish. He will pay the characters 1,000 Credits to do this for him.

Referee's Information

The document is in a small sealed security envelope and should be a complete mystery to them.

Possible Outcomes

1d6 Result	Outcome
1–2	The envelope is delivered like any other piece of mail.
3–4	The drop-off office does not like having non-advocates dropping off documents but they cannot argue the characters' validity.
5	As for previous but the office clerks will not accept the characters without receiving a little money.
6	As 3–4 but the document relates to a crime syndicate that is more than willing to attack the characters during their brief walk between offices.

32. WILLUM VANCE, AWOL RESERVIST

Army

Required Skills: None

Required Equipment: None

Player's Information

Willum ran away from his post when the fighting got particularly bad but now needs to send money to his family at home. He cannot take it in person and he cannot send it officially in his own name, not without risking being arrested.

Willum will offer to give the characters a total of 1,000 Credits, 750 of which must be used to pay his family's bills.

Referee's Information

Willum's family home is being watched by the army police, making it more difficult to drop off the payment discreetly if they so wished to.

Possible Outcomes

1d6 Result	Outcome
1–2	The family is happy for the money.
3–4	The family is happy for the money but the army police will hassle the characters if they catch them making the payment.
5	As for previous but the army police are not above some intimidation and threats.
6	As 3–4 but the army police are corrupt and are willing to use violence to get at Willum.

33. DIDER VANNO, BUSINESSMAN

Merchant

Required Skills: Persuade

Required Equipment: None

Player's Information

Dider Vanno is a middleman employee in a large corporation that sends him all over the star system and he has a terrible habit for working himself too hard all of the time. Now he has done it again and left himself with a problem – a meeting he is supposed to lead a presentation for is half a star system away!

Dider will pay the characters 5,000 Credits to walk a handful of executives through an electronic presentation that Dider will supply for them. It should be easy to follow; they just have to read off the cards.

Referee's Information

The presentation is not that difficult but the characters will have to pass two Persuade skill checks to make the executives believe in what they are saying.

Possible Outcomes

1d6 Result	Outcome
1–2	The executives are pleased to have someone to do the presentation.
3–4	The executives are not happy that the presentation is being performed by outsiders and failure will cost the company hundreds of thousands.
5	As for previous but the company deals in sensitive material that will require tons of legal forms and security documents signed before they can leave.
6	As for previous but the company works exclusively with weapon contracting.

34. HAWLIS JRAS, SHUTTLE PILOT

Navy

Required Skills: Pilot

Required Equipment: Spaceworthy Vessel

Player's Information

Hawlis Jras is a professional shuttle pilot that has managed to get himself stranded at one of his common stops and now needs nothing more than someone with a ship to come and pick him up and take him to his retainer-paid mechanic service.

He will pay the characters 7,250 Credits for them to come and get him to his mechanic.

Referee's Information

The characters might need to pay a few transit tolls or fees along the way but it should be an easy trip to where Hawlis is stranded.

Possible Outcomes

1d6 Result	Outcome
1–2	It is a simple trip; nothing out of the ordinary.
3–4	It is an easy trip but Hawlis' location is somewhat treacherous to navigate.
5	As for previous but Hawlis neglected to tell the characters that his shuttle was <i>shot down</i> over his current location. They could still be around.
6	As for previous but it was a professional raider cell of pirates that shot him down.

35. FREDERICH MOENTAYNE, ANGRY FAMILY MEMBER

Citizen, Criminal

Required Skills: Investigate

Required Equipment: None

Player's Information

Frederich is just one of your everyday average galactic citizens. He lives his life, he works his dead-end job and he makes normal friends...and enemies. One of these enemies, unfortunately, has gotten too much for him to handle on his own.

The job is simple. Frederich will pay the characters 10,000 Credits to make this enemy *go away*.

Referee's Information

Frederich's enemy, a man by the name of Yuri, is a complete mystery. It will take an Investigate skill check to locate him in the characters' area.

Possible Outcomes

1d6 Result	Outcome
1-2	Yuri is a young man that will not put up much of a fight.
3-4	Yuri is a petty thug that Frederich owes a few thousand Credits to, so it should not be too large a problem.
5	Yuri is a low-level crimelord, which will complicate any dealings with him appropriately.
6	As for previous but Yuri has connections all over the star system as well.

36. EDUARDO PRACCI, RETIRED GANGSTER

Criminal

Required Skills: Streetwise

Required Equipment: None

Player's Information

Eduardo Pracci, once patriarch of the feared Pracci crime family, retired from active criminal duties years ago when he came down with a rare form of cancer. Now he is living his final time in hiding, away from law enforcement, trying to have a good few last years.

Eduardo needs a specific type of medication that he cannot get locally and cannot order from normal sources in fear of attracting attention to his location. Eduardo will hire the characters to obtain an illegal source of tetrocyclamine for him, paying for the drug and giving them an additional 10,000 Credits for the service.

Referee's Information

Tetrocyclamine is a controlled pharmaceutical that will require a very good medical connection or a number of Streetwise skill checks to obtain it.

Possible Outcomes

1d6 Result	Outcome
1-2	The drug can be located and delivered without any complications.
3-4	The drug will be hard to find but can be obtained through illegal channels and delivered to Eduardo.
5	As for previous but the characters will need to cover their tracks or the law enforcement agents tailing them will find Eduardo when they go to deliver.
6	As 3-4 but the Pracci family will try to stop the characters so they can inherit Eduardo's <i>billions</i> .

37. SCOFF BREMMER, OFFICER

Marines

Required Skills: Investigate

Required Equipment: None

Player's Information

Scoff Bremmer, Staff Commander of the 13th Insertion Platoon, is a steadfast member of a long-ranging active duty unit capable of being several planets away from each location just days after performing duty on the last. He moves around a great deal, leaving him open to a number of problematic situations in the meantime.

This time Scoff left a small package of personal belongings behind at the temporary field base where the 13th was staying while billeted on the characters' planetary location. He will arrange for them to be paid 2,500 Credits for getting the package to him in as fast a method as possible.

Referee's Information

The field base was cleared of staff and equipment two days ago but there is still some chance of finding minor military items in the clutter left behind. An Investigate skill check could turn up a number of items equal to the check's Effect (the first being Scoff's package).

Possible Outcomes

1d6 Result	Outcome
1–2	The package was easily found and recovered.
3–4	The package will take a little digging through the leftover refuse to locate but this should only take time and effort – not difficulty.
5	As for previous but there are some other scavengers to contend with.
6	As for previous but the scavengers are actually down-on-their-luck mercenaries looking to upgrade their assets to military grade.

38. LINCOLN GREENE, WRONGED HUSBAND

Merchant

Required Skills: Streetwise

Required Equipment: None

Player's Information

Lincoln Greene is the widower of a beautiful young woman that was kidnapped, raped and killed by a member of a street gang. This ganger was never caught, never tried and never so much as looked for beyond the obligatory initial search by the local law enforcement agency. Lincoln wants justice – real justice – and he is willing to pay for it.

He will pay the characters 25,000 Credits to track down the ganger or gangers responsible and kill them, nothing less.

Referee's Information

The characters will have to pass a few Streetwise skill checks in order find the gang member claiming responsibility to the deed. He is named Chrissy Two-Tone and he is known for his skill with a knife.

Possible Outcomes

1d6 Result	Outcome
1–2	Chrissy Two-Tone is a no-talent thug who should be easy to deal with.
3–4	Chrissy Two-Tone did not act alone; he had four other gang members' help in the attack.
5	As for previous but the five of them were paid to do so by one of Lincoln's competitors.
6	Chrissy Two-Tone is innocent and claims he was only bragging to gain street credit with the gang but they only get paid if he is <i>killed</i> .

39. TABITHA HALE, DIRTY SECRETARY

Citizen, Rogue

Required Skills: Stealth

Required Equipment: None

Player's Information

Tabitha Hale worked for a large megacorporation based in the characters' area up until a week ago, leaving in secret in order to attempt to extort millions on her way out of system – but she was forced to ditch the credit laden attaché case in a hiding place at the starport.

She will give the characters 10% of what is in the case...if they will go back to that starport and fetch it for her.

Referee's Information

The case is at the local starport, where the characters will need to use Stealth to get past security guards, surveillance and grab the case. The case contains 2.5 million Credits.

Possible Outcomes

1d6 Result	Outcome
1–2	The case is precisely where she left it.
3–4	The case is where Tabitha left it but there are a few extra security guards in the area to contend with.
5	As for previous but the security guards are well aware of the case and are setting a trap for whomever comes looking for it.
6	As for previous but Tabitha also has no intention of paying the characters at all.

40. LUCKY, INFORMATION BROKER

Agent, Drifter

Required Skills: None

Required Equipment: None

Player's Information

The mysterious man known as Lucky once worked as a spy for a number of vile people and organisations, giving him access to a great deal of information that many important personalities would kill to keep buried. Since his retirement, Lucky has taken to selling bits and pieces of this information to the highest bidder.

For 15,000 Credits, the characters must hand deliver a packet of this information to one of Lucky's local buyers. A nobleman who, for the purposes of this transaction, will be going by 'William Bender' is the buyer.

Referee's Information

The local buyer is a powerful noble with a vendetta against the local government – which is why he needs the information. It will give him blackmail ammunition for years to come.

Possible Outcomes

1d6 Result	Outcome
1–2	William Bender is waiting for the information in a café but only with a single bodyguard
3–4	William Bender is at his estate, waiting for the delivery amongst his house staff and security personnel.
5	As for previous but he is not trusting of 'new faces' and will require the characters be unarmed and unarmoured before they enter the premises.
6	As 3–4 but Lucky's information is outdated and immediately recognisable as such, making William Bender rather angry.

41. PEDRO RIONN, SPORTING STAR

Entertainer

Required Skills: None

Required Equipment: None

Player's Information

Pedro Rionn is one of the scoring leaders for an intergalactic sports league, making him somewhat of a celebrity in the lower income bracket of a lot of rural communities. He came up from almost nothing, leaving his father and sisters in the slums where he grew up. He tries to go home when he can but he is often touring.

This time of year he wants to send his little sister a birthday present, so he needs the characters to drop it off for him. He will pay them 1,000 Credits to do so.

Referee's Information

The gift is a small electronic toy worth a few hundred Credits but Pedro got it signed by the original designer – making it worth a great deal more. The Rionn family lives in the ghetto near the characters' location, making carrying something so expensive potentially dangerous.

Possible Outcomes

1d6 Result	Outcome
1–2	The gift is delivered to the family and the little sister is ecstatic to know her brother is thinking of her 'out there'.
3–4	The family's apartment is in the middle of gang turf; the characters might need to intimidate or fast-talk their way past the hoods.
5	As for previous but bribery will be the only easy way past the street toughs.
6	As 3–4 but the gangsters are looking for a fight and will need to be taught a lesson.

42. URDINAND KRAIL, WANTED MURDERER

Criminal, Rogue

Required Skills: Stealth

Required Equipment: Metal Detector

Player's Information

Urdinand Krail, wanted for murder on three counts by the local legal system, has been on the run for several weeks. During this time he has done his best to find the evidence that will exonerate him. Now that he has found this special piece of intelligence, he needs someone to go and find where it is buried.

Krail knows where the real murder weapon is buried and will tell the characters where that is and pay them 50,000 Credits to find it and bring it to him without it falling into the wrong hands.

Referee's Information

The murder weapon – a hatchet – is buried in the front yard of the house where the bodies were found. Some Stealth checks and the use of a metal detector will be necessary to get in, get it and get back out without the investigating police knowing something is amiss.

Possible Outcomes

1d6 Result	Outcome
1–2	The hatchet is easy to find and retrieve, as the police have already moved the majority of their search elsewhere.
3–4	The characters will need to do a little more digging in the yard to get at the hatchet, requiring additional Stealth checks to do so without getting caught.
5	As for previous but the investigators have yet to find anything elsewhere, so they have doubled their efforts at the house.
6	As 3–4 but the police are using Urdinand to cover up a conspiracy – making the characters utterly expendable in the grand scheme of things.

43. JEBEDIAH CAGE, CAMPAIGNER

Agent, Entertainer

Required Skills: Persuade

Required Equipment: None

Player's Information

Jebediah Cage is a political campaigner for a local governmental office that is up for re-election. It is his job to pass out voting forms to those who can help his employer into office but familial duties have taken him too far away to complete his task where the votes really are needed – near where the characters happen to be.

Jebediah will pay the characters 50 Credits per voting form they get positively signed in the 48 hours they have until Jebediah reaches their location.

Referee's Information

Getting a voting form signed is as easy as asking the right person to do it. Every hour they canvas a populated area, a character is allowed to make a Persuade check. The Effect is multiplied by the character's Social Standing modifier to determine the number of signed forms that hour.

Possible Outcomes

1d6 Result	Outcome
1–2	The canvassing is easy for the characters; hopefully they got a decent number of signatures.
3–4	The canvassing is a little harder than at first thought, as Jebediah's candidate is not well-liked. This imposes a –1 DM to the Persuade checks.
5	As for previous but the area canvassed is not terribly friendly to outsiders.
6	As 3–4 but there is a gang of neo-anarchists that want nothing else but to bring down the system – and anyone who serves it!

44. WALDORF BROWN, REPTILE EXPERT

Scientist

Required Skills: Animals

Required Equipment: Land Vehicle

Player's Information

Waldorf Brown is an expert on the rescue and relocation of rare reptile species and he spends most of his time tracking down animals and getting them to where they are supposed to be. While tracking down the elusive Phathacean Mountain Tortoise, Waldorf received word that one of his previous rescues was in need of transport a star system or two away.

Knowing the urgency of getting an animal to its home, he will pay the characters 500 Credits each to pick up the caged reptile and bring it to the pre-determined location.

Referee's Information

It will take at least one Animals skill check to transport the reptile properly over the 200 kilometres to where Waldorf needs it to be, which will require a suitable land vehicle.

Possible Outcomes

1d6 Result	Outcome
1–2	The reptile is a small gecko, barely 10 centimetres long, and easy to transport in his container.
3–4	The reptile is a large monitor lizard, almost two metres long and will require some additional handling to transport safely.
5	The reptile is enormous; three to four metres in length and weighing well over 100 kilograms. It has no container – just a harness and a stout set of leashes attached to a muzzle.
6	As for previous but the reptile is ill-tempered, very strong and extremely predatory.

45. NIGEL JAWN, FLORIST

Citizen, Scientist

Required Skills: None

Required Equipment: Refrigeration Unit

Player's Information

Nigel Jawn is a professional florist that does a great deal of work with high-powered and influential clients across his star system, doing his best to serve their extravagant needs. When preparing a fancy wedding for a noble, like he is now, they sometimes request a special type of flower that is only available on a different planet.

Nigel needs the characters to pick up a tray of special flower buds from a local greenhouse and ship them to him, paying them 5,000 Credits.

Referee's Information

The characters will need to have a refrigeration unit (or at least a TL 7 cooler) to ship the budding flowers, or they will not make it all the way to Nigel alive.

Possible Outcomes

1d6 Result	Outcome
1–2	The greenhouse has already packed the flower buds for transit.
3–4	The greenhouse has the flower buds in safety trays but they need to be cooled for the trip to Nigel.
5	As for previous but the flower buds have toxic pollen, causing great pain if touched with bare flesh.
6	As for previous but the toxic pollen is actually lethal if it is allowed to thaw to too great a temperature.

46. HAWTHORNE REX, ANONYMOUS

Drifter

Required Skills: None

Required Equipment: None

Player's Information

Hawthorne Rex is probably an alias but whomever it belongs to is not sharing his real identity or any other information. He has a task for them to accomplish from halfway across the star system; that is all.

Hawthorne wants to hire the characters to set fire to a specific abandoned building for 10,000 Credits. He will accept nothing less.

Referee's Information

Hawthorne actually owns the building and is doing it for the insurance money. Also, the building is a warehouse in the commercial district of the characters' local urban area.

Possible Outcomes

1d6 Result	Outcome
1–2	The warehouse once held flammable chemicals and the residue made it easy to bring down quickly and relatively safely.
3–4	The warehouse currently houses several crates and containers of extremely flammable material, making it dangerous and threatening to other nearby buildings when it goes up.
5	As for previous but there are a few squatters living in the warehouse as well.
6	As 3–4 but a local street gang has moved in the warehouse and has stored some guns, ammunition and drugs there. They are also likely not far when the characters arrive to do the deed.

47. ILLANOS, POET

Drifter, Entertainer

Required Skills: None

Required Equipment: None

Player's Information

Illanos is a multi-cultural artiste that specialises in the poetry of a hundred different species, races and nationalities around the galaxy. He is eccentric and wealthy, which is the perfect combination for a long-distance relationship with overpaid employees.

The poet has purchased a rare collection of local ancient fables and needs the characters to safely deliver it back to him. He will pay them 3,000 Credits for them to do so.

Referee's Information

The poetry collection cost Illanos 3,100,000 Credits; the sale of which was plastered all over the local media. It is located at the local museum of art and antiquity.

Possible Outcomes

1d6 Result	Outcome
1–2	The fable collection is encased in a secure transit vault; protecting it from nearly anything while the characters transports it.
3–4	The fable collection is a dusty old tome that will require protective measures to move it safely from the museum to their method of travel.
5	As for previous but the collection is even more fragile – as it is a series of papyrus scrolls!
6	As 3–4 but there is a rival collector looking to steal the fables. He has hired another group of freelancers to take it by force.

48. JUAREZ KONES, DAREDEVIL

Entertainer

Required Skills: Streetwise

Required Equipment: None

Player's Information

The great and daring Juarez Kones lives his life by placing himself in dangerous situations on live vid-casts. He has swam in shark-filled channels, ran nude across arctic plains and even jumped freefall from a detonated stratosphere craft. Now he wants to spend a week unarmed in the most dangerous ghetto he can find. First he must find this mythic location.

Juarez is willing to pay the characters 1,000 Credits to do the research on their local ghetto for him.

Referee's Information

Whether or not the ghetto near the characters is dangerous or not is irrelevant; the search is what they are being paid for. A single Streetwise skill check will determine this.

Possible Outcomes

1d6 Result	Outcome
1–4	The investigation should not be out of the ordinary. That is to say, if their ghetto is dangerous it will prove to be so.
5	As for previous but there is an unexpected threat in the ghetto – a new gang is in town.
6	As for previous but the gang is trained and well-armed by a mysterious corporate benefactor.

49. DESMOND RIRNOR, TOXICOLOGIST

Scientist

Required Skills: Athletics (Endurance)

Required Equipment: Digging Tools and Storage Containers

Player's Information

Desmond Rirnor is a corporate specialist that looks into the toxicity of potential farming plots for his company's endeavours. This occasionally requires him to take soil samples, water tests and even pharmacology biopsies from local areas before he can sign off on a project. He will sometimes even outsource to local agents when time is short.

Desmond needs to hire the characters to get some soil samples from a targeted fallow field, paying them 2,500 Credits each to undertake the work on his behalf.

Referee's Information

The area Desmond needs testing is a former battlefield where lots of powerful fusion weapon was used, leaving it radiated. The characters will need to pass Athletics (Endurance) checks when they start digging.

Possible Outcomes

1d6 Result	Outcome
1–2	The field radiation is minor and easily overcome with soil treatments and cannot harm the characters.
3–4	The field radiation is higher than expected but it is still treatable with chemical terraforming. The characters may need some anti-rad medication afterwards.
5	As for previous but fusion strikes left some hot spots and the characters were exposed to 1d6 x 5 Rads.
6	As 3–4 but the whole area was saturated with fusion bombing, exposing the characters to 2d6 x 10 Rads.

50. MATTEAU HUNN, SALESMAN

Drifter, Merchant

Required Skills: None

Required Equipment: None

Player's Information

Matteau Hunn is a medium-income salesperson working for a moderately successful production company based out of an urban planet not far from where the characters are found. He has already been through their area and made several sales but shipping was held up due to a space conflict and now the products are sitting at the space dock waiting for his return.

Matteau will pay the characters 1,500 Credits to deliver the packages from the space dock to their labelled destinations.

Referee's Information

Unless the characters are foreign to the area they are working in, they should have no trouble finding the addresses on the packages.

Possible Outcomes

1d6 Result	Outcome
1–2	There are only five packages to deliver and they are easy to locate urban homes.
3–4	There are 10 packages to deliver and they span several areas within the urban boundaries.
5	As for previous but one package is to be delivered to a man with extremely tight security protocols.
6	As 3–4 but two of the packages are actually addressed to naval ships in orbit over the planet.

51. ROBERT LIDDEL, STEEL WORKER

Citizen

Required Skills: None

Required Equipment: Spaceworthy Vessel

Player's Information

Robert, or Bob, Liddel has worked as a steel welder for nearly two decades. He has seen the rise of crystaliron and the shadowing of titanium steel, which has put him out of reliable work on his rapidly growing planet. He has moved to a lower-tech planet to keep using his skills but he needs someone to fetch his things from his former home.

Due to the personal nature of the work he will be doing, he wants *his* tools and not some borrowed ones from his new employer. He will pay the characters 10,000 Credits to stop at his storage space, pick up his things and bring them to him a few planets away.

Referee's Information

The storage space will be locked with the landlord's padlock (TL 6), meaning the characters will have to figure out how to get it open before cashing in on the contract.

Possible Outcomes

1d6 Result	Outcome
1–4	Everything is exactly as it seems.
5	The storage space has been broken into by vandals. Some damage was done but nothing terribly permanent.
6	The storage space is empty – the landlord already having sold off the contents for over 50,000 Credits.

52. PAYUL DENOI, PRIVACY FREAK

Noble

Required Skills: Recon, Sensors

Required Equipment: Sensor Scanning Equipment

Player's Information

Inheritor to the Denoi fuel empire, Payul has spent the last seven years travelling from secure location to secure location in order to avoid his numerous brothers and sisters – who were left out of their parents' will. He always makes sure where he is going to stay is as private and off the grid as possible without losing touch with his noble tastes.

Payul will pay the characters 25,000 Credits to do a full sensor and visual sweep of his expected short-term living arrangements. Of course, a major non-disclosure agreement is included with the contract.

Referee's Information

The living space is on 10 square kilometres of empty fields and wooded fence line, making the Recon and Sensors skill checks take several hours to complete.

Possible Outcomes

1d6 Result	Outcome
1–2	The house seems clean. As long as they signed the forms, the characters are paid in full.
3–4	The house seems clean but they are subject to a sanctioned psionic telepathic scan to ensure they are not hiding threatening ideas toward Payul.
5	As for previous but the psion was also told to erase all knowledge of the house and its location from the characters' minds.
6	The characters are followed by assassins hired by Payul's brothers and sisters to the house, setting up an ambush for Payul when he arrives.

53. ARCHIE BENTIM, DRUG RUNNER

Criminal, Rogue

Required Skills: Stealth, Streetwise

Required Equipment: None

Player's Information

Archie Bentim is a low-numbers drug runner that sends packages of product to sub-runners in a number of different locations he has contacts in. This way he does not put himself at risk but instead pays his sub-runners well to take the heat.

Bentim normally uses a different set of sub-runners, but they got caught. Now he is offering the characters 1,000 Credits per sale they make over the course of 72 hours.

Referee's Information

The characters will need to make Stealth skill checks to avoid the authorities and Streetwise skill checks to actually sell the drug. Each character can make a single Stealth check daily; being allowed to make a Streetwise check for every successful Effect of the Stealth check. Every point of Effect in these Streetwise skill checks makes a single drug sale.

Possible Outcomes

1d6 Result	Outcome
1–2	The drug is a minor stimulant; getting caught with it only means a fine.
3–4	The drug is a narcotic; getting caught selling it can mean up to six months in jail.
5	The drug very powerful; which is why some of the customers might be angry addicts.
6	As for previous but this batch of the drug is bad – toxically so.

54. GRETCHEN FORNETTE, HOMEOWNER

Citizen

Required Skills: Steward

Required Equipment: None

Player's Information

Gretchen Fornette is a middle-class homeowner coming back from a long vacation around the system and she wants to make sure that her house is ready for her and her family to come home to. She will pay a premium to ensure this happens.

Gretchen somehow manages to get in contact with the characters, offering them 2,500 Credits to make her home worthy of throwing a gala event in two days' time. This could require some underused domestic skills the characters may or may not normally use but it is good money for easy work.

Referee's Information

The characters will need at least a total of Effect 10 to successfully prepare the Fornette home for their arrival; with each Steward skill check taking 1–6 hours.

Possible Outcomes

1d6 Result	Outcome
1–4	The Fornettes' shuttle is delayed an additional day, giving the characters even more time to prepare.
5	One of the Fornettes' cousins dropped by and lived at the house for a week, leaving quite a mess. Effect 12 is needed instead of 10.
6	As for previous but the cousin is a lowlife drug addict who also stole thousands in Gretchen's jewellery – something that will not come out until after she returns home.

55. LOUREN BOUL, HUNTER

Drifter, Scout

Required Skills: Recon

Required Equipment: None

Player's Information

Famed in certain circles for her unerring marksmanship, Louren Boul is a tremendously successful hunter of large beasts and game animals. There are vid-casts about her and her escapades, even if she does not condone sensationalising her work.

She believes she might have left her 'lucky knife' in the fields near the characters' location but she is already well off planet and cannot get back. She will pay the characters 1,500 Credits to go out, find her knife and send it to her.

Referee's Information

It will take a few good Recon rolls to locate the area of the wilderness that Louren claims to have dropped her knife. It is a large and high-tech implement worth a few hundred Credits as a tool.

Possible Outcomes

1d6 Result	Outcome
1–2	The knife was stuck in a low trunk or dirt mound, making it easy to obtain.
3–4	The knife was slightly buried under the leaf litter and ground covering, imposing a –1 DM to the skill checks.
5	As for previous but the beasts Louren was hunting are lurking nearby, smelling out the characters in case they are trouble.
6	As for previous but the beasts are huge predators at the top of the local natural food chain.

56. DOCTOR ROH, CHRONOLOGISTICS RESEARCHER

Scholar

Required Skills: None

Required Equipment: Spaceworthy Vessel

Player's Information

Doctor Roh, an alien meta-scientist, is fully consumed by the search for a link between spatial distance and time distortion. Studying the passing of time as people move through the space lanes, Roh believes he can better understand how time itself works – the science of chronologistics.

Doctor Roh will pay the characters 2,000 Credits to simply travel from their current location to another location within the same star system, tracking their time passage along the way.

Referee's Information

The characters can hire a transport, take their own ship or travel however they want to make the money, so long as their time tracking devices are synchronised.

Possible Outcomes

1d6 Result	Outcome
1–2	It is a simple experiment and it is no big deal for the characters to undertake.
3–4	The travel should be short and simple but the characters might have some space encounters on the way.
5	As for previous but thieves on board the ship are assured to try to steal from the characters.
6	As 3–4 but raiders will attack the vessel.

57. UROSH KRAYCEE, ALIEN EXPLORER

Army, Scout

Required Skills: None

Required Equipment: Sampling Containers

Player's Information

A member of a rare alien species, Urosh is a skilled traveller and explorer of new worlds. He has made plans to come to the world the characters are living on now in order to expand his portfolio but his species has some very specific atmospheric allergies to consider.

Urosh will offer the characters 5,000 Credits to take air, water and soil samples from their local area to have shipped to where he is waiting for them. He refuses to say why he has chosen the planet, merely that he *must* visit it.

Referee's Information

The characters do not need any particular skill check to take the necessary samples, merely containers to put them in. As Urosh is actually the scout to an invasion force, it might be best if the world is poisonous to his species.

Possible Outcomes

1d6 Result	Outcome
1–2	Urosh's species cannot live long in this atmosphere, halting the impending invasion.
3–4	Urosh's species require some minor life support devices to live here, making it necessary in his report before he can arrive.
5	Urosh's species can survive normally here and the invasion will begin in 30 days.
6	Urosh's species are actually <i>augmented</i> by the atmosphere, making them stronger and faster as if enhanced with adrenaline.

58. GHUNTA SHIRAV, 'RETIRED' SOLDIER

Agent, Marine

Required Skills: Stealth

Required Equipment: Slug Pistol

Player's Information

Ghunta Shirav once served in his military as a black ops specialist but he retired after a particularly bad mission into enemy territory. Now he works as a freelance consultant for a number of governments, sometimes doing nefarious things on their behalf.

Ghunta has been hired to make sure a 'package' is found near the personal vehicle of an enemy agent. He will hire the characters to drop off any slug pistol – any model, any size – at the designated area, paying them 100,000 Credits to do so and never look back.

Referee's Information

The targeted agent is actually a government official, meaning that the characters will need to be extra careful when planting the gun near the designated vehicle.

Possible Outcomes

1d6 Result	Outcome
1–2	The vehicle is a sedan in the middle of a busy parking structure; it should be an easy drop off.
3–4	The vehicle is a high-priced luxury car in a high security lot, forcing several Stealth rolls to avoid guards.
5	As for previous but the guards are governmental servicemen and have orders to shoot at the first sign of trouble.
6	As for previous but the servicemen have been armed with seriously high tech.

59. SRIT, ALIEN LAWMAN

Agent

Required Skills: Investigate

Required Equipment: None

Player's Information

Srit (pronounced **sreet**) has been working with a number of local law enforcement agencies to help gather information about wayward criminals of his own species. As they are excellent at blending in with surrounding populations, this often takes numerous sets of eyes to see through their facades.

Srit believes one of his targets is hiding near the characters and would like to pay them for any information they can dig up on whether or not he is actually nearby. The reward for base information is only 2,500 Credits but the amount doubles if the information leads to his capture.

Referee's Information

Whether or not there is an alien criminal lurking about is actually up to the Referee but finding information to that effect is based upon Investigate skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	Srit believes what the characters inform him of, paying the initial information fees and any additional amount if it leads to a capture.
3–4	The information is sketchy at best and Srit demands more direct proof.
5	As for previous but Srit's appearance has put several local criminals on edge, increasing the chance of altercation with the characters by association.
6	As for previous but one of the criminals is a hardened serial killer with over a dozen unsolved murders under his belt.

60. NATHANIEL TERRALOI, METEOROLOGIST

Scholar, Scientist

Required Skills: Survival

Required Equipment: Weather Survival Gear

Player's Information

Nathaniel Terraloi is a professional scientist that spends his working hours watching weather patterns, predicting terrible storms or simply looking at climate changes on a dozen different worlds that his employer has assets upon. To do this he collects thousands of hours of data from within weather events from all over, paying modestly for the information.

As long as the characters travel to the centre of a growing weather event, Nathaniel will pay them 1,500 Credits each to report back to him what the effects are upon them and their supposed weather-resistant equipment.

Referee's Information

It will take at least one Survival skill check to spend an hour within a major weather event, allowing them to test their weather gear sufficiently for Nathaniel's tastes.

Possible Outcomes

1d6 Result	Outcome
1–2	The weather event is relatively weak and short-lived, making this easy money.
3–4	The weather event is a powerful storm, forcing the characters to make Survival checks just to seek shelter – or Athletics (Endurance) checks to avoid being battered by windblown detritus.
5	As for previous but the detritus is whipping around fast enough to inflict lethal damage if they cannot find suitable shelter.
6	As 3–4 but Nathaniel is disappointed the storm was not stronger and disappointed in the characters for not simply enduring it for science's sake!

61. DRAKED OHNELLE, SCOUTING STUDENT

Scout

Required Skills: Recon

Required Equipment: None

Player's Information

As enforced by his high-level graduate scouting course, Draked Ohnelle has to pick one planet to spend his externship upon. His next five years will be spent on that planet doing an assortment of scouting-based tasks, missions and examinations – so he wants to make sure the planet he chooses will not be a poor choice.

Draked will offer to pay the characters a total of 2,000 Credits to look into the wilderness facts about their planet, put together a comprehensive list of these facts and send them to him within 10 days.

Referee's Information

Unless the characters are on a brutally violent planet, the Recon skill checks necessary to gather these facts should be of an average difficulty.

Possible Outcomes

1d6 Result	Outcome
1 – 4	Draked accepts the facts and likes the planet, dangerous or not, and plans to look up the characters during his stay there.
5	As for previous but Draked also plans on becoming 'best friends' with the characters.
6	As 1–4 but the collected facts somehow get published on the scouting course message boards and now <i>everyone</i> wants to come do their externship here.

62. UAMPSON DUPRE, FAMILY MORTICIAN

Noble, Scholar

Required Skills: Persuade

Required Equipment: Human-sized Shipping Container

Player's Information

In charge of the Anrole noble bloodline's dead remains, Uampson Dupre makes sure that the prized genetic material of the noble family does not fall into the wrong hands. He cremates all remains, mixes them with an inert plastic to create isolation matrices that are then stored in the family estate mausoleum. Now a member of the family has perished on a faraway planet and he cannot get there himself to collect the remains.

Uampson will hire the characters to collect the remains of Tularn Anrole, pack them safely and get them shipped to the Anrole's home planet. He will pay for the transport but he will also pay the characters 15,000 Credits to ensure they do not try anything foolish.

Referee's Information

Tularn Anrole is being held in the local public morgue, which will require either Persuade skill checks, bribery or false identification for the characters to get access to the corpse.

Possible Outcomes

1d6 Result	Outcome
1–2	There should be no complications with moving Tularn's body, as he died from a drug overdose.
3–4	Tularn was killed in a mugging for his expensive jewellery, requiring the characters to deal with local authorities as well as medical staff.
5	As for previous but the characters immediately become the prime suspects in the crime!
6	As 3–4 but they will need to also contend with the agents of a rival family, who want the remains to use its DNA signatures to access a number of Anrole assets illegally.

63. VAHN ALONES, MARKED MAN

Criminal, Rogue
Required Skills: Streetwise
Required Equipment: None

Player's Information

Wanted by many underworld types for his unfortunate choices in adolescence, Vahn Alones is now a man on the run from any number of nefarious bounty hunters and mafia hitmen. Before he goes anywhere new, he has someone look into the local underworld scene to find out if his name – and the price associated with it – is being circulated.

Vahn is coming to the characters' planet in 48 hours and will pay them 10,000 Credits to go into the underworld of their area and listen for possible hunts on Alones' life.

Referee's Information

Vahn has made some very nasty enemies and it will take a Streetwise skill check to find out if he is going to land in a trap when he comes to the planet.

Possible Outcomes

1d6 Result	Outcome
1–2	The underworld in the area seems ignorant of the price on Vahn's head.
3–4	There is a few rumours running around about Vahn and the 50,000 Credit bounty on his head but it seems no one is collecting yet.
5	As for previous but there are a handful of lowlife thugs trying to collect on the bounty.
6	As 3–4 but there is a high-Credit professional assassin on the planet waiting for Vahn to come and fill his crosshairs.

64. LYNN SWITCHER, MASTER OF CEREMONIES

Citizen, Entertainer
Required Skills: Carouse
Required Equipment: None

Player's Information

Galaxy-renowned event mistress and celebrity planner, Lynn Switcher makes a very good living setting up massive parties for anyone who can make it worth her while. Money, fame, power and influence are all part of her wages but even she can run into scheduling problems when orchestrating things from afar.

Lynn will hire the characters to help her 'put meat in the seats' for one of her upcoming events on their planet. She will pay them 1,000 Credits per ten admission tickets they get signed and handed to dependable partiers. Her transport was only delayed, meaning that she will be to them soon and they will need to get a move on.

Referee's Information

Lynn's transport will arrive in a random amount of time, allowing the characters to make a number of Carouse skill checks daily equal to their Endurance Characteristic dice modifier. They can 'buy' an additional roll daily by spending 500 Credits on advertising and bribes. Each successful point of Effect is five signed admission tickets to be handed in.

Possible Outcomes

1d6 Result	Outcome
1–2	The characters have three full days to spread the word before Lynn arrives and finds them.
3–4	The characters only get two days to get their tickets signed before Lynn arrives.
5	The characters only have a single day to get admission tickets signed.
6	As for previous but Lynn's event is a media disaster and she blames the characters!

65. CHADWICK CONNOLLY, CRIME BOSS

Criminal, Noble

Required Skills: Melee Combat

Required Equipment: Bladed Melee Weapon

Player's Information

Chadwick Connolly is a wealthy criminal with a stable of killers, thieves and smugglers in his employ; the influence of which stretches over several planets and bleeds into other star systems. There are protocols in organised crime however and even Chadwick has rules to follow.

Connolly will send contact to the characters through a chain of middlemen, offering them 50,000 Credits to *eliminate* a member of a rival gang. The target is named Rudolfo Bannic and he works the night shift as a club bouncer for a number of local bars and night spots. There is one catch – Connolly wants the kill to specifically be up close and personal enough for the characters to 'send his regards'.

Referee's Information

Rudolfo Bannic is a bouncer at the clubs as it says above but he is *not* a rival gang member. He is just a well-built citizen working a tough job that once required him to throw Connolly and his goons out.

Possible Outcomes

1d6 Result	Outcome
1–4	The characters can find Rudolfo right where he always is at night – at work.
5	As for previous but Rudolfo turns out to be a master martial artist and built like a bodybuilder!
6	As 1–4 but Rudolfo has been augmented chemically, genetically and cybernetically to be more than a handful for groups of armed men!

66. CAROL BOACH, ADVISORY ASSISTANT

Agent, Scholar

Required Skills: Recon

Required Equipment: None

Player's Information

Carol Boach works for a public transpace advisory service, looking into the potential hazards at a number of specific locations her service is interested in building upon. This means checking for rough terrain, rocky substrate, uneven water tables and so forth. This information is very useful for her builders but not always important enough to warrant a side trip before the digging is to begin.

Carol will offer 10,000 Credits to the characters to spend a week looking at the natural features and land masses around the potential construction site, amassing useful notes the builders will be able to use in the future.

Referee's Information

It will take numerous Recon skill checks to get the information Carol needs; at least Effect 20 worth of successes.

Possible Outcomes

1d6 Result	Outcome
1–2	The construction site is large and easy to research.
3–4	The construction site is oddly shaped and located in an area that might pose problems to survey properly.
5	As for previous but Carol sends word that the project is beginning in six days' time – giving the characters little time to complete their survey!
6	As 3–4 but funding is pulled at the last minute and Carol can only afford to pay the characters 10% of what she promised.

67. SHADDIX 775-D, Ex-CON

Criminal, Marine

Required Skills: Drive

Required Equipment: Land Vehicle

Player's Information

Genetically tagged by the galactic legal system for his crimes, Shaddix 775-D served his 29 years in an ultra-max prison planetoid and is now on his way home. Despite being a convicted murderer and an infamous personality in local news, Shaddix claims to have retired from crime and violence. All he wants now is for a handful of armed folk to drive him to his mother's house on the far side of the country where his shuttle lands.

Shaddix is willing to pay the characters 19,125 Credits to do this for him; the culmination of his prison earnings as an inmate tattoo artiste.

Referee's Information

Shaddix was convicted for brutally killing a man who tried to steal from his mother, stabbing the man 177 times – once for every Credit he stole. The trip will require a Drive skill check based on the land vehicle used for every eight hours behind the wheel. At normal speeds and sleep rates, the characters can cross the country in six days.

Possible Outcomes

1d6 Result	Outcome
1–2	Shaddix acts like a perfect gentleman on the trip, even discussing his wrongdoings and how he found the Lord in prison.
3–4	The drive is uncomfortable but Shaddix does nothing offensive unless pushed to do so.
5	Sometime during the drive, some local vigilantes try to ambush the vehicle in transit.
6	As for previous but the vigilantes are well trained mercenaries paid with the life insurance money from the murder victim's life insurance policy.

68. DWIGHT MAB, INVENTOR

Scholar

Required Skills: Sensors

Required Equipment: None

Player's Information

Dwight Mab, inventor of a number of useful products that people use not even knowing where they came from, has come up with yet another amazing device – the hydrological sensory suite. By sensing the amount water in an object based on its density and chemical makeup, the device somehow makes a three-dimensional diagram of where and what it is. The possible uses astound the mind.

Dwight is buried in red tape concerning the 'safety' of the device, so he is having it tested under the table by the characters. Paying them a sizeable 50,000 Credits to run a comprehensive set of tests using a prototype of the device (which will be brought to them along with a security guard), they merely have to identify 30 objects successfully to get paid.

Referee's Information

The sensory suite is not difficult to use, requiring a simple Sensors skill check. Each point of positive Effect adds an identified object to the device's memory banks. There is some minor risk of radiation poisoning however, as detailed in the outcomes below.

Possible Outcomes

1d6 Result	Outcome
1–2	The device is extremely safe by industrial standards, leaking a single Rad to the user per use.
3–4	The sensory suite has a slight radiation leak when it locks onto a target, giving a number of Rads to the user equal to the Effect of the skill check (negative or positive, minimum of 1 Rad).
5	The sensory suite has a potentially hazardous radiation field when in use. It throws off 1d6 x 2 Rads to everything within three metres when it is used.
6	The sensory suite is very dangerous when in use. Whenever it is triggered, it throws off 1d6 x 5 Rads to everything within nine metres!

69. SYDNEY MA'NIM, DATA THIEF

Agent, Criminal, Rogue

Required Skills: Computers, Stealth

Required Equipment: Data Storage Device

Player's Information

Sydney Ma'nim works for several anonymous employers with a lot of money and power, giving her access to a long list of possible contacts and subcontractors when she needs them. Her primary service she offers is that of computer hacking and data theft but she dabbles in some electronic terrorism as well. Her most recent contract would require her to spend far too much time, money and risk getting to a planet in order to steal a few terabytes of sales data from her employer's competition.

Instead, she will offer the characters 20,000 Credits to break into a computer terminal and steal the innocuous files on her behalf. The target is a production facility called Desitech.

Referee's Information

Desitech builds a myriad of different things for just as many different client designers but their computer security is not terribly secure if accessed at the facility terminals. This will require Stealth to get to the terminals unseen and Computers to hack the files successfully.

Possible Outcomes

1d6 Result	Outcome
1–2	Desitech is barely staffed at night and lightly guarded; it should be an easy job to accomplish.
3–4	Desitech keeps a skeleton staff at night but has a moderate security presence of 10 patrolling guards and three electronic camera suites.
5	As for previous but the security presence is doubled – as Desitech has been building weaponry for the last few weeks.
6	As for previous but the data being stolen is not actually sales records; it is a blueprint collection of weapon designs being built!

70. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Rogue

Required Skills: Gun Combat

Required Equipment: Ranged Firearm

Player's Information

Another communication from a 'Mister Johnson' brings yet another anonymous job that needs to be done. This time however, the job is much more than just running a package here and there or dropping off a mysterious message. This time the employer wants someone *dead*.

Mister Johnson will place 500,000 Credits in the account of the characters' choice when they shoot a specified target – specified after contract acceptance – once in the head and once in the heart. These are very specific instructions and Mister Johnson's contract will be explicit in these details.

Referee's Information

Mister Johnson's employers need the target shot and killed in this specific fashion because of further dealings they have with a higher power who promised it done this way and so on and so forth. It will add a –2 DM penalty on an Aimed ranged attack at the target to make sure these attacks hit the specified area. The target *must* be shot and killed; any other method and Mister Johnson simply will not ever get back in touch with the characters. If they cannot achieve the head/heart shots but still kill the target, they receive half the payment.

Possible Outcomes

1d6 Result	Outcome
1–2	The target is a simple grocer that works at a small-time retail grocery market. An easy kill but one that might make the characters uneasy about what they are doing.
3–4	The target is a local troublemaker and leader of ragtag street gang.
5	The target is a local politician but one that keeps a minor security detail of two freelance bodyguards.
6	The target is a local celebrity with several high-paid professional bodyguards and is mainly accessible at public appearances.

71. ESTHER MESCANTI, VENGEFUL MATRIARCH

Noble

Required Skills: Investigate, Streetwise

Required Equipment: Weaponry, Video Recorder

Player's Information

When the news reported that the noble Mescanti bloodline ended with the brutal murders of all six Mescanti boys, they made short mention of their mentally distraught mother, Esther. Esther Mescanti, now in her late 70s, will never have more children to be heirs to her billion Credit estate. All she wants to do with her money before she dies is see her sons' murderers die.

Esther has spent millions tracking their killers using Psions, bribery and illegal trackers all over the galaxy. Now that she knows where they are hiding, she will offer the characters 250,000 Credits each to capture these murderers and kill them on video – a video she wants to watch over and over again...

Referee's Information

There are four killers in the Mescanti case; Tyrone Brune, Schiell Frower, Birent Dedir and Gorge Allimusca. They are all professional killers and not to be crossed lightly. It will take several successful Investigate and Streetwise skill checks to locate where they are hiding out and a bloody combat to dig them out.

Possible Outcomes

1d6 Result	Outcome
1–4	The killers are living up the good life at a nightclub every night, making it easy to find and track them.
5	As for previous but they have stayed alert for law enforcement just in case and might think the characters are just that!
6	As 1–4 but they were tipped off by someone that the characters were coming and have set up the nightclub for a deadly ambush.

72. BARNABY DE LORIN, HATEMONGER

Drifter, Psion

Required Skills: Leadership, Persuade

Required Equipment: None

Player's Information

The leader of the intergalactic racist cult known as the Humanist Corps, Barnaby De Lorin dedicates his life sending a message of 'Humans for Humanity' to colonies all over known space. He spends a fortune on propaganda posters, uniforms, pamphlets, flags and other paraphernalia to spread his message of hate and bigotry against aliens – but he never does so in person.

Barnaby will send – along with masks, uniforms and posters – 750,000 Credits to the characters with an anti-alien script they are supposed to read in his name to a Humanist Corps rally.

Referee's Information

The speech is brutal and goading, touching on all of the buzzwords that the Corps uses to make soldiers out of miscreants and killers out of mere thugs. Whomever gives the speech *must* take a Leadership and Persuade skill check. If both of these checks pass with a total of Effect 8 or higher – the rally riots and marches toward the nearest alien embassy...

Possible Outcomes

1d6 Result	Outcome
1–2	The rally is small, only 100 people or so.
3–4	The rally is roughly 250 people but it has attracted 20–30 bystanders and protesters.
5	As for previous but the rally is 500 people and there are 50–70 protesters.
6	As for previous but 10% of the protesters have been armed and are planning on making a statement of their own against the Humanist Corps.

73. FLAMINGO JONAS, WEALTHY MADMAN

Drifter, Psion

Required Skills: Explosives, Stealth

Required Equipment: Incendiary Device

Player's Information

A broken mind nested in a twisted body, the madman known as Flamingo Jonas has a massively enhanced psionic ability from years of genetic testing and alteration done to him by the noble family he later subsumed and mentally enslaved. He killed them off one-by-one but not before he stole their millions. Now he listens to the ebbs and flows of thoughts all around him for ideas. Ideas that – when the mood strikes him – he arranges to come to fruition.

Flamingo Jonas wants to hire the characters to perform a simple act. For the sum of 1,000,000 Credits, all they have to do is set a psionic testing facility ablaze.

Referee's Information

Burning down a psionic testing facility will not be easy. They are well protected physically by security staff and mentally by a host of psi-warriors. They will need Stealth and perhaps a Psion of their own to help arrange for the building to be detonated, incinerated or otherwise destroyed.

Possible Outcomes

1d6 Result	Outcome
1–2	The testing facility nearby is a minor one; it is protected by a small staff of four psions and six security guards.
3–4	The testing facility is moderately sized and governmentally managed; it has a staff of 10 psions and 15 security personnel.
5	The testing facility is a large military campus; it has a staff of 30 psions and 25 armoured soldiers.
6	As for previous but the soldiers are all lesser psions themselves as well.

74. GOLDAN HANGROUT, PRIMITIVE ROYALTY

Barbarian, Noble

Required Skills: Steward

Required Equipment: None

Player's Information

Leader of the faraway Steel Axe people of the frontier tribe found on planetoid GX-1, Goldan Hangrout is a titanic example of humanity on the galactic fringe. His people were found by a scouting company and made peace with on a temporary basis but an impending visit to the scouting company's base of operations has given the barbarian lord some concern about his safety.

Following the advice of his scouting allies, Goldan has sent a care package worth a staggering 1,000,000 Credits in gold, platinum and gemstones to the characters with a short note – *'Make ready the starport for my arrival.'*

Referee's Information

The characters will need to pass a few Steward skill checks to ensure the starport's many rooms are ready to accept the barbarian king. If Goldan is not pleased, he will surely challenge one or all of them to an honour duel to really settle things!

Possible Outcomes

1d6 Result	Outcome
1–2	The starport is easy to arrange for a primitive leader; he does not care much for extravagance, after all.
3–4	The starport has a lot of modern amenities, which might be problematic for the characters making it ready for someone barely used to internal combustion.
5	Unless the characters think to adorn the starport with severed heads and war trophies, it will not be ready for Goldan.
6	As for previous but if they get it wrong Goldan and his ten royal guards will fall upon everyone else in a fit of rage – having been dishonoured in such a way!

75. SIR ABAYEN DON GRANTHAM, GALACTIC KNIGHT

Army, Noble

Required Skills: Melee (Blade)

Required Equipment: Sword

Player's Information

A member of an elite order of galactic royal warriors that answer only to noble bloodlines and religious leaders, Sir Abayen Don Grantham is a powerful combatant and political ally. He rarely calls upon others to perform his solemn tasks but when his honour is pulled in two directions he must make sacrifices. As he is currently leading a coup against a faraway tyrant, he must ask that a minor dispute be solved by those he has been told he can trust.

Sir Abayen Don Grantham needs someone to serve as his second in a minor duel challenged to him by a local landowner; Mikhail Verenga claims the galactic knights owe him an apology. If one of the characters fights and wins on Sir Abayen's behalf, that character will earn a land estate on the order's home moon worth 3,000,000 Credits!

Referee's Information

Mikhail Verenga, the landowner calling for the duel, has no real issue with the knights. He merely laid the challenge to gain reputation amongst the other fighters in noble circles on the planet. He is very skilled with a broadsword (Melee 4) and will not be an easy victory.

Possible Outcomes

1d6 Result	Outcome
1–4	Mikhail fights hard and without hesitation; asking mercy if badly wounded and giving quarter if begged by his opponent.
5	As for previous but Mikhail has an edge in the duel; there is a psion in the on-looking crowd that is reading his opponent's technique and feeding it to him telepathically. Unless this is blocked somehow, all of his strikes are at +1 DM and all of the character's are at –1 DM.
6	Mikhail is furious that a galactic knight would send a second and will not hesitate to use lethal force; even on a downed opponent.

76. GENERAL FRADEN SATHBURN, TERMINAL VETERAN

Marines

Required Skills: Varies

Required Equipment: Varies

Player's Information

The war hero and famous general Fraden Sathburn has served his government's military for well over 40 years and has seen seven different planetary wars and two interplanetary ones in his years of service. He has lost everyone in his family except his youngest daughter Mardred and he has seen more of known space than most pilots can boast. Even so, it is time to retire.

If he retires normally however, he will be hounded by historians, military offices and politicians for the rest of his years. He has decided the best way to make sure that does not happen is to arrange his own demise. Fraden has set aside 5,000,000 Credits of his own savings to pay the characters if they can be ready to kill the general when he arrives on their planet in five days' time. He would prefer it was fast and easy but wants no one else hurt if they can help it. This is *his* way out without fading away; not some kind of socio-political terrorist statement.

Referee's Information

The characters have five days to prepare a plan to somehow kill a decorated war hero general without getting caught and without hurting anyone else. Although the latter request is not really enforceable by the general after the fact, it is still the ideal way of fulfilling the contract.

Possible Outcomes

1d6 Result	Outcome
1-2	General Sathburn chose a small, personal transport to the planet with only two armed security personnel on board.
3-4	General Sathburn's arrival to the starport brings a small crowd and a military escort, keeping four armed bodyguards around him anytime he is not inside of his temporary quarters.
5	General Sathburn arrives to the starport on a large military transport along with a platoon of his fellow marines.
6	As for previous but the marines are actually a team of six fully suited Battle Dress jocks.



CITY-SPRAWL ENCOUNTERS

CITY-SPRAWL ENCOUNTERS

This chapter is dedicated to the numerous Patrons that live, work and hire from an assortment of locations characters can be found giving their business to throughout the urban sprawl.

77. OLD MAX, HOMELESS DRUNK

Drifter

Required Skills: None

Required Equipment: 10 Credits

Player's Information

Old Max is a local homeless guy who often spends his days begging for spare Credits to fill his flask with any booze he can manage to acquire. While he does not have much to offer, he sees and hears a great deal on the street for those who help him out.

Referee's Information

Anyone that at least buys Max a 10 Credit drink can add a +4DM on their next Streetwise skill check made in the same area.

Possible Outcomes

1d6 Result	Outcome
1-4	Old Max gets staggeringly drunk and tells a number of hilarious stories.
5	Old Max knows a secret he wants to tell the characters but is afraid of who it is about.
6	As for previous but the secret links a local government official to a horrible unsolved crime.

78. MARIH HANLON, LOST TOURIST

Citizen

Required Skills: Streetwise

Required Equipment: None

Player's Information

Mrs. Marih Hanlon is visiting the city and has gotten herself pretty turned around. She is not great with directions and she really needs someone to show her back to one of the main thoroughways. Marih is not old by any standard but she is not exactly youthful either.

She will offer the characters a hot meal at the restaurant of their choice – so long as they get her back to the train station before the last train leaves.

Referee's Information

Marih did not mean to get lost in the city; she simply had business she *had* to attend to off the beaten track. A quick Streetwise skill check will get her back to where she needs to be.

Possible Outcomes

1d6 Result	Outcome
1-4	Marih got lost looking for a shop 'a friend' told her about, someplace she never did manage to find before getting turned around.
5	Marih went down the back alley paths looking for a drug dealer, as she has a pharmaceutical addiction.
6	As for previous but the dealer has a lot of unsavoury friends that have been following Marih since she picked up her order.

79. TANIA LLOTMAN, EXOTIC DANCER

Entertainer

Required Skills: Carouse, Persuade

Required Equipment: None

Player's Information

One of the well-loved exotic dancers at the *Sinner's Feast*, Tania has gained quite a following in her years of frolicking half-nude for her fans. Unfortunately for her however, she has also picked up a particularly obsessed stalker who needs a gentle reminder that she has friends that can take care of her.

For 500 Credits and all the drinks they want at the *Feast*, Tania will hire the characters to simply party with her on a night where she knows her stalker will be watching – to discourage him, of course!

Referee's Information

The obsessed fan is named Cristoph Ghuran and the characters will need to pass a Carouse skill check to party hard with Tania without getting *too* drunk (unless they want to!) and a Persuade skill check to intimidate Cristoph away from her.

Possible Outcomes

1d6 Result	Outcome
1–4	Cristoph does not like the idea of others getting Tania's attentions but he knows when he is outnumbered and outclassed.
5	Cristoph is mentally deranged and has no issue with starting a fist fight over Tania's affections.
6	As for previous but Cristoph is ex-military and has training and combat implants the characters will be shocked to find he possesses.

80. CRUSHER, STREET TOUGH

Criminal, Rogue

Required Skills: Investigate

Required Equipment: None

Player's Information

Tattooed and covered in body piercings, 'Crusher' is an example of how a hard life of street crime can turn someone into a thick-skinned monster of a man. Even with his massive size and brutal propensity for violence, even a thug like Crusher needs help occasionally.

When they run into him, Crusher will ask the characters to help him find a crate he misplaced in a nearby alley the night before. If they agree and he finds it, he will give them each 250 Credits.

Referee's Information

The crate Crusher 'lost' was actually stolen goods that he had to stash in an alley somewhere but he was way too drunk to remember where. An Investigate skill check will help them track it down.

Possible Outcomes

1d6 Result	Outcome
1–2	The crate was in a nearby alley under a pile of torn canvas. It contains 12 unopened vid-players; one of which Crusher might be persuaded to part with.
3–4	The crate was hidden behind a half-filled dumpster. It contains a collection of stolen personal items worth several thousand Credits.
5	As for previous but the crate was actually found earlier that day by a local business owner, who is now holding on to it.
6	As for previous but the owner opened up the crate and now wants to keep the expensive goods inside!

81. OYAN BELICK, PRIVATE INVESTIGATOR

Agent, Citizen

Required Skills: Persuade

Required Equipment: None

Player's Information

Oyan Bellick is a low-class, low-cost professional private eye always on the lookout on how to make a fast few Credits. He is often hired by worried wives with cheating husbands, parents with missing children and the occasional legal advocate looking for dirt on a client. When he needs to make a case come together however, he is not above *making* the facts fit the bill.

Bellick will offer the characters 500 Credits to do him a favour to close a case – seduce a possibly cheating wife to go ahead with the act where he can catch her on camera.

Referee's Information

The potentially cheating wife is named Bethany Sluis. She will take some convincing to be seduced by complete strangers, requiring a Persuade skill check with an Effect of 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Bethany is loyal to her husband, even if the characters manage to get her out for a drink. She will refuse anything other than friendly banter.
5	Bethany has no problems with fooling around with the characters; especially because she was planning on meeting her lover tonight anyway!
6	As for previous but the lover is a violent ex-marine who does not like anyone moving in on his illicit affair!

82. NOAH CARPE, STREET VENDOR

Merchant

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

Seller of local traditional clothing from his streetside stand, Noah Carpe makes an extremely slim amount of profits on his business despite the long hours and constant threat of being on the streets. When things get very tough on him however, he has to relocate.

Noah needs a few extra hands to help him heft his stand and carry it 200 metres to where he has staked out a new location. He will offer them each 250 Credits to help him out; or 500 Credits worth of merchandise from his stand.

Referee's Information

The stand and its contents are quite heavy, requiring a total of 20 Effect from successful Athletics (Strength) skill checks to move it to the new location.

Possible Outcomes

1d6 Result	Outcome
1–2	The new location has actually been marked off by the local commerce guards, helping Noah with the transition.
3–4	The new location is at the end of a rather dangerous street, putting a lot of threatening eyes toward poor Noah.
5	As for previous but a few of the locals around the new location might need some intimidating to move from the location.
6	As for previous but the locals are a street gang looking to make some protection money and will need more than just intimidation to dissuade them.

83. JONNE LIALL, TAXI DRIVER

Citizen

Required Skills: Drive (Wheeled)

Required Equipment: None

Player's Information

Jonne liall drives a common street taxi for a low wage, eking out a tough living ferrying people around the worst neighbourhoods of the city. He is normally safe behind his reinforced glass separator but today he made the error of helping someone with their bags – and got stabbed.

Now Jonne needs the characters to drive him and his taxi to the nearest medical facility. He cannot pay them but if he survives the wound he will be at their local call whenever they need a ride.

Referee's Information

Jonne is wounded badly and needs to get to the medical facility in a modestly short amount of time. This requires whoever is driving the taxi to pass three separate Drive (Wheeled) skill checks.

Possible Outcomes

1d6 Result	Outcome
1–4	Jonne's insurance will pay for the medical stay and the doctors will thank the characters for being so helpful.
5	The man that stabbed Jonne has a personal problem with him and as followed the taxi to finish what he started.
6	As for previous but the man is after Jonne to eliminate him as a witness in an underworld criminal investigation.

84. DRE NORU, ANGRY CITIZEN

Citizen

Required Skills: None

Required Equipment: None

Player's Information

Dre Noru, recently unemployed due to governmental cut backs, is looking to make a statement against his wrongful termination. He has been grandstanding and picketing against his local office for weeks, and recent hardships have forced him to escalate.

Dre has nothing to pay the characters but he is a skilled craftsman in carpentry and electronics and will do anything to help them out. All he needs them to do is stand with him during his picket when he makes his big move.

Referee's Information

Dre is going to take a defiant stand against his governmental office and it might bring the characters at odds with law enforcement.

Possible Outcomes

1d6 Result	Outcome
1–4	Dre plans to reveal the whole 'conspiracy' against him through the local press – who he spent his last Credits bringing them to the scene.
5	Dre is going to make a violent threat to blow up the government offices with a fake bomb strapped to his chest.
6	As for previous but the bomb is <i>real</i> .

85. WALLACE QUIYTER, NEEDFUL EXECUTER

Agent, Citizen

Required Skills: None

Required Equipment: None

Player's Information

The executer of the expensive Blainely Estate, Wallace Quiyter, is a contracted advocate that lives his life working through the inheritances of his employers. Now that a large chunk of the estate has just gone up for grabs to a member of the family who has been missing for many years, Wallace has seen a way to get the inheritance off his desk *and* make some money on the side.

Wallace will offer the characters 10% of the inheritance to do one thing – sign in the name of the missing Blainely family member and collect the funds.

Referee's Information

The inheritance is for the sum of 20,000 Credits.

Possible Outcomes

1d6 Result	Outcome
1–2	The bank holding the funds does not care who signs, so long as they do so in person.
3–4	The bank manager is not completely trusting of the characters, and requires a 5% cut for his secrecy.
5	As for previous but one of the desk advocates wants 5% as well...or she will cause problems getting the money without drawing attention.
6	As 3–4 but one of the security guards <i>knows</i> something illegal is going on.

86. COHEN DROUHNS, OVERWORKED MECHANIC

Citizen

Required Skills: Mechanic

Required Equipment: None

Player's Information

Owner and chief mechanic of his own shop, Cohen Drouhns specialises in fixing wheeled vehicles from all over the city. He comes very well regarded and has an extremely busy schedule – which just got busier due to his only assistant falling terribly ill. Now he needs extra help to keep from getting behind.

Cohen will pay any character willing to work a full 45 Credits per hour they put in at the shop working alongside him on his projects. He has a total of 200 man-hours worth of work to fulfil to get 'caught up'.

Referee's Information

Any character wishing to work in the shop must pass a Mechanic skill check. The Effect of the check plus 1 is the number of man-hours that count as being 'successfully worked' by Cohen's standards.

Possible Outcomes

1d6 Result	Outcome
1–4	Working at a mechanic's shop is long hard work but it is not exactly dangerous.
5	One of the vehicles being worked on belongs to a nefarious criminal who stops in to check on the progress.
6	As for previous but the criminal has also hidden tens of thousands of Credits worth of drugs in his vehicle – that the characters stumble upon!

87. LARESH MAROU, ALLEY DOC

Rogue, Scholar

Required Skills: Medic

Required Equipment: None

Player's Information

Laresh Marou is an unlicensed, unprofessional and unreliable doctor that works out of a pre-fabricated structure in the back of an alley – but he is universally cheaper than any other form of medical care that anyone on a street level can find. When a ganger is stabbed or shot, Laresh will patch them up for cheap...no questions asked.

The good alley doc needs someone to do a favour for him – he needs someone to stitch up a bad mugging wound he just took! He will offer them 500 Credits for their time and efforts, half of what he would charge!

Referee's Information

It requires an Effect 2 or higher on a Medic skill check to patch Laresh up properly. If the characters use Laresh's own somewhat dubious supplies to do this, they will suffer a –1 DM penalty to their roll.

Possible Outcomes

1d6 Result	Outcome
1–2	Laresh thanks the characters by giving them 20% off any future services they might seek him out for.
3–4	Laresh is happy to be patched up but refuses to identify his mugger – as he is also a client!
5	As for previous but he does not want to give up the mugger because it was a known local murderer.
6	As for previous and the murderer is nearby, watching and waiting...

88. NIECY GARAN, DIRTY COP

Agent, Criminal

Required Skills: Stealth

Required Equipment: None

Player's Information

A street-level cop for several years, Niecy Garan has spent the last few months learning how to make the most out of her job – by skimming money from her busts and taking evidence when it is worth the risk. Drugs, weapons and stolen cash have become her extra compensation but she has gotten worried about internal affairs as of late.

Niecy will pay the characters 1,000 Credits to help her in her current situation. All they need to do is smuggle a large envelope across town without getting caught.

Referee's Information

Smuggling the envelope without getting caught will take either specialised equipment or three different Stealth skill checks to avoid street patrols and other interested parties that recognise the security envelope.

Possible Outcomes

1d6 Result	Outcome
1–2	Niecy meets the characters at the appointed drop location, takes the envelope, pays them and leaves.
3–4	There is something aside from cash in the envelope, something that must be particularly important...and expensive.
5	As for previous but the extra object in the envelope is a data disk. The disk contains information Niecy does not realise has gotten her in far over her head.
6	As for previous but there is a deadly professional agent looking to reclaim the disk and kill anyone who has had access to it.

89. GERARDO THE TAVERN MANAGER

Citizen, Drifter, Rogue

Required Skills: Streetwise

Required Equipment: None

Player's Information

Gerardo has been running the *Glass Bottom* tavern for the last 10 years and has made a whole lot of friends and contacts in the area. He is getting older however and he cannot trust the truth of all the rumours he hears but cannot go and verify them either.

While they are having a drink at his tavern, Gerardo will offer the characters free drink and meals for a week if they will go and check out a few of his more worrisome rumours about his neighbours.

Referee's Information

The characters will need to pass a Streetwise skill check with an Effect 3 or higher in order to track down the truth behind Gerardo's rumours.

Possible Outcomes

1d6 Result	Outcome
1–2	The good rumours prove to be true, the worrisome ones are false – Gerardo is very happy.
3–4	Most of the rumours are false but one is true. There is a new gang soon to be moving into the area that wants the real estate.
5	As for previous but the gang has already moved in and has plans on the <i>Glass Bottom</i> .
6	As for previous and they feel the characters might be a problem; asking all of their questions...

90. VICTOR VON DUIL, FLESH PEDDLER

Criminal, Rogue

Required Skills: Carouse, Persuade

Required Equipment: None

Player's Information

Master pimp and general controller of illegal services on the streets of the city, Victor von Duil manages his women and clientele with a much gentler hand than others in his field. He treats people with as much respect as they deserve and prefers to be loved rather than feared. Bribes and favours do more for him than threats and attacks.

Victor will offer the characters 500 Credits to go and 'talk up' a few of his prospective ladies of the night. If any of them sign onto Victor's stable, he will give them a bonus of 1,000 Credits per woman.

Referee's Information

The characters will need to pass a Carouse skill check first, allowing them to get close to a number of women equal to the Effect of the roll. Each woman can then be targeted with a Persuade skill check, getting them to join Victor on an Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The ladies are nice and welcoming to the characters, seeing the evening as a good time no matter what they decide.
5	As for previous but one of the ladies is an underage runaway.
6	As for previous and a professional investigator is on her trail, hired by the parents to find her and report who 'kidnapped' her.

91. RANDOL PENNAT, UNDERCOVER AGENT

Agent

Required Skills: Streetwise

Required Equipment: None

Player's Information

Randol Pennat, the alias of undercover law agent Miju Banks, has been working inside a local criminal syndicate for several months – but word has leaked that he is not who he says he is. This leaves him vulnerable until his agency can pick him up and relocate him. Now he needs a place to hide.

Randol will surprise the characters and ask them to find a suitable hiding spot for him until his agency comes to pick him up. For their service they will receive 1,000 Credits each.

Referee's Information

Randol's agency will pick him up in four day. Unless the characters have their own special place they want to take him, they will need to make a Streetwise skill check to find a safe house. Every point of positive Effect is one day Randol can be hidden away safely.

Possible Outcomes

1d6 Result	Outcome
1–2	Randol will be safe the entire time; the syndicate are not yet ready to come after him.
3–4	The syndicate after Randol is sending thugs into the street to look for him but they are barely of street gang training.
5	The syndicate has several soldiers and enforcers looking for Randol. They are skilled and armed with deadly energy weaponry.
6	As for previous but one of the enforcers is actually more of an agent/assassin.

92. TERRONT PACE, STREET MUSICIAN

Entertainer

Required Skills: Carouse

Required Equipment: None

Player's Information

A common sight on the city streetside, Terront Pace spends all day and night wandering the pedestrian walks and commercial malls playing his electronic musical device for a few Credits here and there. Now he has moved to a new neighbourhood and needs to drum up some fans and fast.

Terront will give the characters half of the money they help him make over the course of the day if they stand around and attract attention to his playing.

Referee's Information

The characters must each pass a Carouse skill check, the Effect from which is then multiplied by 25 to find the number of Credits Terront made over the course of the day.

Possible Outcomes

1d6 Result	Outcome
1–4	Terront is happy with his new playing area and invites the characters to come and hang out with him anytime.
5	There is a rival street musician in the area who does not like Terront honing in on his business.
6	As for previous but the rival is also a deranged homeless who is not fully in control of his mental state.

93. KUNJO, ALIEN VISITOR

Citizen

Required Skills: Navigation

Required Equipment: None

Player's Information

Kunjo is one of thousands of aliens visiting the city at any given time, for any number of reasons. Today he has gotten into a bit of trouble and needs someone local to help him out of a bind.

The bewildered alien asks the characters to help him find a communications office in the area. If they do so he will pay them 750 Credits.

Referee's Information

Unless the characters know exactly where their closest communications office is, they will need to pass a Navigation skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Kunjo needs to send a call to the rest of his family elsewhere on the planet to send him a ride back to where they are.
3–4	Kunjo is happy to get to the communication centre, pays the characters, then sends a coded message to his people.
5	As for previous but Kunjo is a governmental agent and the coded message is his report back to his people.
6	As for previous and the report is the preliminary judgment on the city's defences against invasion.

94. 'CASH', GANG FINANCIER

Criminal, Merchant

Required Skills: Gambler

Required Equipment: None

Player's Information

A criminal's criminal, the man called 'Cash' is a buyer and seller of currency. A fence of stolen moneys, Cash is always looking for a way to clean his filthy money. One of the best ways is to pay others to spend it for him.

Handing the characters 1,000 Credits each outside of a legal gambling casino, Cash will ask them to use his money to make their own profits to keep – so long as they bring back his original 1,000 in eight hours' time.

Referee's Information

The characters will need to make Gambler skill checks to try and turn their money into profits. The Effect of the success multiplies the amount risked by the negative DM applied to their roll.

Possible Outcomes

1d6 Result	Outcome
1–2	Cash is pleased with the characters' attempts and will only charge them 25% interest on any losses.
3–4	Cash needs the money back quickly and wants a full 50% additional on any funds the characters cannot repay after the eight hour window.
5	As for previous but he needs the money back quickly to pay off his own debts to criminal loan sharks that <i>he</i> owes!
6	As for previous but the loan shark has already sent hitters to deal with Cash – meaning he is not present when the characters exit the casino!

95. DIRTY JOHN, DERANGED VAGRANT

Drifter

Required Skills: None

Required Equipment: Clothing

Player's Information

Dirty John is a local street bum that has been known for his terrible personal hygiene and insane rants on busy intersections. He is often targeted by local miscreants for pranks and such, forcing him to rely upon the rare kindness of others. This time someone has knocked him down and stripped him of his clothes – turning Dirty John into Naked John.

Naked John needs something to cover himself up and will plead with the characters to help him. If they do, he will be a good source of information in the future – so long as he is lucid.

Referee's Information

Dirty John simply needs the characters to help him find some clothing. It should be an easy task to accomplish, turning John into their collective Contact.

Possible Outcomes

1d6 Result	Outcome
1–4	Dirty John has dementia spells, which is why he does not remember what he did with his 'millions'.
5	As for previous but the money is just a figment of his imagination.
6	As 1–4 but the money is very real – and now the characters have reason to believe it has been hidden near where John lurks.

96. DAUEROON GYRA, AMATEUR ALIEN COMEDIAN

Entertainer

Required Skills: Carouse

Required Equipment: None

Player's Information

Deciding to start a career of comedy, Daueroon Gyra is new to the area as well as the industry. He wants to be successful and knows the easiest way to do that is to seed the audience with smiling faces and laughter. When people are around others who are having a good time they are more likely to do so themselves.

Daueroon will offer the characters free admission and 100 Credits each to simply watch his two hour show and have a good time in the audience.

Referee's Information

Laughter and good times are contagious in the crowd, needing only an Effect 3 or higher on a Carouse skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	The show is a success and Daueroon books several other gigs because of it.
3–4	The show went as expected and the crowd took well to Daueroon's jokes and stories.
5	As for previous but one of the jokes targets a minority group that becomes irate with him.
6	As for previous but the irate minority member is carrying a gun!

97. SAMSON RAIN, STREET MERCENARY

Mercenary, Rogue

Required Skills: Melee (Unarmed)

Required Equipment: None

Player's Information

Samson Rain is a professional mercenary working for a variety of clients within the city, roaming the streets doing odd jobs for people who cannot do them for themselves. Sometimes however, Samson needs to convince a client he is worth his wages by doing something extravagant in public.

Samson needs to show a potential employer he is tough enough to handle a target, so he will offer the biggest character 500 Credits to get into a believable fist fight with him on a public street.

Referee's Information

The hired character will need to succeed in a Melee (Unarmed) skill check with an Effect of only 2 or 3. Lower and Samson looks like it was too easy; higher and the character will get the better of him instead.

Possible Outcomes

1d6 Result	Outcome
1–4	Samson's new employer will be pleased with him no matter the outcome of the fight; they are happy to see how far he is willing to go.
5	Samson's new employer is actually more impressed with the character he hired to fight him.
6	As for previous but Samson does not take the news well at all.

98. PIRAN, UNDERAGE DRINKER

Citizen, Noble

Required Skills: None

Required Equipment: None

Player's Information

Piran is a local youth that is simply in need of alcohol but is too young to buy it himself.

For 25 Credits, Piran will give the characters enough money to buy a single bottle of bottom-shelf booze.

Referee's Information

Local laws might discourage underage drinking but Piran is a bit of a troublemaker in his family.

Possible Outcomes

1d6 Result	Outcome
1–2	The liquor store is not terribly careful about checking where its products are going, so the characters have nothing to worry about.
3–4	There is a customer in the liquor store that thinks something is strange about the characters buying the cheap booze.
5	As for previous but the customer is an off-duty law agent.
6	As 3–4 but the customer saw Piran give the characters money and knows who the kid's parents are – and how rich they are!

99. EDGER BENSON, VENGEFUL GANGER

Criminal

Required Skills: Melee (Bludgeon)

Required Equipment: Club, Baton, etc.

Player's Information

Edger Benson was a hardened street thug that recently got paroled from his two-year prison stay and is now on the streets of the city with little to show for it. His gang has left him behind, his former partner was the one who testified against him and law agents have an eye on him constantly. All of this aside; he needs payback.

Edger will pay the characters 872 Credits, all he has to spare, to go to where the ganger that sold him out is hiding and beat him senseless with blunt instruments. The ganger is named Kern Hill.

Referee's Information

Kern Hill lives in a gang-owned flophouse with two of his friends. The characters will need to use their Melee skills to do as Edger wants but they should do their best *not* to kill him.

Possible Outcomes

1d6 Result	Outcome
1–2	Kern Hill is a thief, liar and thug. He is not much of a challenge and neither are his housemates.
3–4	Kern Hill is a middle-level gang boss and his housemates are his enforcers.
5	As for previous but Kern has been waiting for Edger to make a move ever since he got out of prison.
6	As for previous and Kern has hired several additional gunmen to stand point around his flophouse just in case.

100. NIKAL SPOKAN, BANK ROBBER

Criminal, Rogue

Required Skills: None

Required Equipment: Firearms

Player's Information

Nikal Spokan has been a two-bit crook most of his life, making sure never to get attached to gangs or syndicates in case he ever wanted out of this life. Unfortunately now, when he has decided to turn to bank robbery, he needs extra hands to hold extra guns to do the job.

For equal shares in the bank job, all the characters have to do is grab their guns and join him in robbing a small banking centre. Nikal will do all the talking and he promises to do this non-violently.

Referee's Information

The banking centre has two part-time security guards, four employees and three customers.

Possible Outcomes

1d6 Result	Outcome
1–2	There is 228,000 Credits in cash at the banking centre and the two security guards are <i>not</i> willing to die over it.
3–4	There is 176,000 Credits in cash at the banking centre and only one of the security guards has any military training.
5	There are only 112,000 Credits in cash at the banking centre and one of the customers is an off-duty government agent.
6	As for previous but the government agent is actually a war veteran working for the local government as a consultant and he is not going to stand by while the bank is robbed.

101. SERGEANT JERRIS, INVESTIGATING DETECTIVE

Agent

Required Skills: Streetwise

Required Equipment: None

Player's Information

Working for the street-level precincts in the city can be a taxing job for Sergeant Jerris, one of the mid-seniority detectives on the force. He hates some kinds of cases and he relies a lot on the 'word of the street' to point him in the right direction – but he knows he has to pay for it.

Jerris will offer the characters 100 Credits for each good tip they can drum up about the case he is working on.

Referee's Information

The characters can make a Streetwise skill check to collect good tips for Sergeant Jerris; one for each point of successful Effect.

Possible Outcomes

1d6 Result	Outcome
1–4	The streets are friendly to the characters while they are looking around, even if they say something about working for the law.
5	A local criminal has recently committed a terrible crime in the area and believes the characters are digging up dirt on <i>him</i> .
6	As for previous but the criminal knows for a fact that Sergeant Jerris <i>is</i> working his case.

102. KRIEGER, ANIMAL CONTROL

Agent, Scholar

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

Krieger is a professional contractor working with the city's animal control department scouring the streets for dangerous vermin and escaped pets; the kinds of jobs that common law agents do not have time to deal with. An exotic animal has escaped in the area and Krieger is shorthanded.

Krieger will offer the characters 500 Credits each to do nothing but help him lift the very heavy animal into his containment vehicle.

Referee's Information

The characters will need to help Krieger by passing Athletics (Strength) skill checks to heft the beast into the vehicle's bay. The animal has been tranquilised to a semi-sedate state, which is why its own strength is not fighting the tests (imposing a –4DM penalty otherwise).

Possible Outcomes

1d6 Result	Outcome
1–2	The animal belongs to a rich noble collector, who will reward anyone handsomely upon its return.
3–4	The animal is dangerous to civilians and must be kept under lock and key until the zoological society picks it up.
5	As for previous but Krieger has misjudged the animal's chemical dosage, allowing it to rouse within 20 minutes of the characters finding it!
6	As for previous but Krieger also does not have the proper restraints on the beast in his vehicle – and it will not like being in the containment vehicle when it rouses!

103. LEXX HUNTER, AMNESIA CASE

Drifter

Required Skills: Computers, Investigate

Required Equipment: None

Player's Information

Lexx Hunter, the name this poor girl found stencilled on a name tag inside her nondescript jacket when she awoke in the gutters, is all the information she has to go on. No matter who she is, she needs help and the characters may have the resources to do so.

Lexx has nothing to pay them for their help, at least not that she knows of.

Referee's Information

The characters can use Computers and Investigate skill checks to research this girl's image, description and circumstances but it will take a total of Effect 20 worth of successes to discover who Lexx Hunter really is.

Possible Outcomes

1d6 Result	Outcome
1–2	Lexx Hunter is the name of the security guard who loaned a young noble, Cassie Prayce, his jacket the night she disappeared. There is a 10,000 Credit reward for her return.
3–4	As for previous but there is no reward and Cassie was a runaway, making her a scandal upon the family.
5	As for previous but Cassie did not run away, her memories were taken from her by a psion who kidnapped her.
6	As for previous but the psion is using the poor girl as bait to catch more <i>satisfying</i> prey.

104. ORYON DESTRALLA, GANGSTER

Criminal, Noble

Required Skills: Recon

Required Equipment: None

Player's Information

Oryon Destrala is a powerful criminal gangster that runs many of the confidence scams, petty crimes and minor violent activities in his turf. When his forces are pulled thin however, he often needs to turn to outside help with minor duties.

Oryon is planning a sit down with several other gang leaders and simply needs extra sets of eyes to serve as look outs for his meeting, and is willing to pay each character 1,000 Credits to do so – as long as they do not say a word about what they might see or hear.

Referee's Information

The meeting will last four hours and will require each character to pass a Recon skill check while 'on watch' in order to avoid any possible altercation with Oryon's enemies.

Possible Outcomes

1d6 Result	Outcome
1–4	The meeting gets loud from time-to-time but the business inside seems to take place without bloodshed or incident.
5	An enemy cartel has sent several agents to the area around the meeting place and they are waiting for a chance to strike at several of the leaders inside.
6	As for previous but the cartel has hired professional alien assassins to do the job.

105. REGAN, PROSTITUTE

Entertainer, Rogue

Required Skills: Persuade

Required Equipment: None

Player's Information

Regan is a street prostitute that has been trying to get out of the business for months but her pimp always threatens her back into his stable. She is ready to move on to a new life but Gracho will not allow it.

Regan will offer the characters 500 Credits and any number of other favours if they will go and put a genuine scare into Gracho so he will let her go peacefully.

Referee's Information

Gracho is a professional and a common thug, requiring at least 6 points of total Effect on Persuade skill checks made for the purposes of releasing Regan from her duties.

Possible Outcomes

1d6 Result	Outcome
1–2	Gracho can see reason once properly persuaded but he will go out of his way to be antagonistic to the characters in the future.
3–4	Gracho understands what the characters are doing but he will not release Regan without either being properly compensated for his loss – or without resorting to violence.
5	As for previous but Gracho never travels alone; he is always with two of his henchmen.
6	As for previous but these henchmen are seasoned violent offenders that are awfully skilled with a blade or a pistol.

106. MANNING ZECKERMAN, CONCERNED FATHER

Citizen

Required Skills: Investigate, Streetwise

Required Equipment: None

Player's Information

Mister Zeckerman's only son, an 11 year old boy named Christoffer, went missing from a nearby marketplace corner and he has spent the last six hours in search for him. Unready to go to the police as of yet, he wants to use local resources before risking the authorities.

Manning will offer the characters 750 Credits to help him look for his son.

Referee's Information

The characters can make Investigate or Streetwise skill checks to do the hunting for the boy themselves. Alternatively, they can tap into Contacts or Allies in the area that might know where a young boy could have gone off to.

Possible Outcomes

1d6 Result	Outcome
1–4	The boy simply wandered off and ended up seeking shelter in a local business. He was quite safe; the shop owner simply did not know his parent was looking for him.
5	The boy was snatched up by a local street-level slaver but not one that wants to tangle with a bunch of armed characters looking for the child!
6	As for previous but the slaver has already drugged the boy for transit. He will require medical attention to bring him out of the sedated state.

107. BILLUS VENTMAR, NEW HOMEOWNER

Citizen

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Billus Ventmar has only recently purchased his first apartment here in the big city. He got off the transport with his luggage crates less than an hour before running into the characters and would love them to give him a hand with moving his stuff upstairs.

For 100 Credits each, Billus will pay the characters to help him move his things upstairs to his apartment so he can begin unpacking.

Referee's Information

The characters that help Billus move will need to each pass an Athletics (Endurance) skill check to avoid suffering exhaustion.

Possible Outcomes

1d6 Result	Outcome
1–4	Billus gets himself moved in and offers to host the characters over for dinner in a few days' time to thank them.
5	Billus has moved to the area for important government work and will be a good Contact to have in the future.
6	As for previous but Billus is actually a governmentally-trained assassin.

108. UNTEN VOCI, GRAFFITI ARTISTE

Entertainer, Rogue

Required Skills: Recon

Required Equipment: None

Player's Information

Unten Voci is a local legend on the streets of the city, adding his own personal touch to the landscape through spray paint, airbrush and acid-base markers. What he does is technically illegal however and he always needs people to look out for patrol agents when he is working.

Unten will add the characters' nicknames or likenesses to his work of art if they stay on watch for him while he does so.

Referee's Information

The characters will only have to pass a Recon skill check with Effect 2 or more to keep a good eye out for local law enforcement.

Possible Outcomes

1d6 Result	Outcome
1–2	The final work of art is well-loved by the locals and will be featured at least once in the media.
3–4	There is some controversial material in Unten's work but it looks like real art when it is finished.
5	As for previous but the controversial material in the art angers local law enforcement.
6	As 3–4 but the controversial material is an open threat to a local street gang.

109. TYSON DELORA, FENCE

Criminal, Merchant

Required Skills: Streetwise

Required Equipment: Credits

Player's Information

When the thugs and gangs of the city streets need to offload their recently stolen goods, they go to a fence like Tyson Delora but even Tyson has needs he cannot meet easily without help. For instance, when someone steals from the person where stolen goods go – to whom does he go for recompense?

Tyson Delora will offer 1,000 Credits to the characters if they will go and research where a storage crate of his own illicit goods has gone off to.

Referee's Information

The characters only have to acquire a total of Effect 8 in successful Streetwise skill checks to know where the storage crate has been stashed.

Possible Outcomes

1d6 Result	Outcome
1–2	The crate was stashed in a nearby warehouse as soon as the thieves learned who they stole it from. All Tyson has to do is go and pick it up.
3–4	The crate was taken by a local gang and brought to their small hideout. Tyson can arrange for it to be picked up by his 'less subtle' allies later.
5	As for previous but Tyson would like the characters to do the picking up for him.
6	As for previous but the local gang will gladly start a street war to protect what they took from Tyson – a crate full of high-tech guns and ammunition!

110. SUKI MARGOT, MESSAGE COURIER

Citizen

Required Skills: Navigation

Required Equipment: None

Player's Information

An uncommon sight in this end of town, Suki Margot is a professional message courier working for a high-profile client. She has a certified letter for someone in the neighbourhood but has no idea how to get it to where it is supposed to be going!

Afraid to go where she should not, Suki will offer 250 Credits to any character that can give her good directions to deliver her letter and get the hell out of this neighbourhood.

Referee's Information

A quick Navigation skill check will reveal where Suki needs to go to deliver the letter, although she might want the characters to walk her there.

Possible Outcomes

1d6 Result	Outcome
1–3	The letter is a legal notice of an incoming inheritance. The recipient will be sad for the loss but pleased to hear they are rich!
4–5	The letter is a court summons for the recipient; something they were not happy to receive at all.
6	As for previous but the recipient is a violent criminal who will gladly fight to avoid being served his summons.

111. JAMOS RANSONG, CONFIDENCE SCAM ARTIST

Criminal, Rogue
 Required Skills: Deception
 Required Equipment: None

Player's Information

Jamos Ransong is an expert at getting people to do things they do not want to do but without them knowing they do not want to do the act in the first place. He sells things to people they have no use for, he gets people to lay bets on 'sure things' they can never win and he runs scams that some of the most cunning of detectives have failed to catch. Now it seems, he has a new idea that requires some help.

Jamos will offer the characters 500 Credits to approach him at a particular place and act as though they know who he is from somewhere. That is all; a simple acting job to set up the larger scam.

Referee's Information

The character(s) chosen to do the job will have to get at least Effect 2 on a Deception skill check in order to fool the people standing around – Jamos' targets.

Possible Outcomes

1d6 Result	Outcome
1–4	The people of the area fall for Jamos' scam perfectly and no one looks twice at the characters being a part of it.
5	There is a law enforcement agent in the crowd around Jamos' scam, making things a bit more hectic if the characters do not manage the act well enough.
6	Jamos is a true con artist; he is actually using this scam as part of a <i>bigger</i> scam targeting the characters!

112. PIERSON DALE, VIGILANTE

Drifter, Marine
 Required Skills: Streetwise
 Required Equipment: None

Player's Information

Living on the streets ever since the military kicked him out for insubordination, Pierson Dale turned his attentions toward 'cleaning up crime' in the alleys around where he has set up his shelter. He treats criminals with no mercy and leaves their broken and beaten bodies for real legal agents to find on their patrol – hopefully alive.

Pierson has a lead on a terrible rapist in the area but he cannot find them fast enough for his tastes. He offers the characters 100 Credits and a chance to help him beat the rapist half to death if they locate his hiding place.

Referee's Information

The characters will need to pass a Streetwise skill check to locate the hiding rapist, at which point they can choose whether or not to help Pierson beat upon his target, a scrawny ganger named Thrillz.

Possible Outcomes

1d6 Result	Outcome
1–2	Pierson will always remember the help the characters have given him, unless they become violent offenders, of course.
3–4	Thrillz is just one member of a violent gang that Pierson has now vowed to put an end to, with or without the characters' help.
5	As for previous but the gang has a number of resources Pierson may not be able to contend with.
6	As 3–4 but Thrillz is also a latent psion that feeds upon pain and suffering.

113. RAFE COTTET, BUSINESSMAN

Merchant

Required Skills: Any Combat, Streetwise

Required Equipment: Any Weapon

Player's Information

Rafe Cottet is a local business owner that has been shaken down one too many times by gangland scum. He has paid out thousands of Credits in protection money to these thugs and now he is ready to take a stand. Rafe wants to send a message to the gangsters once and for all.

Rafe will offer the characters 1,000 Credits to target any member of the gang that has been shaking down his business – and put them in the hospital. He does not necessarily want them *killed* but he did not say specifically not to, either.

Referee's Information

After locating a member of the gang with a successful Streetwise skill check, the characters can use any form of combat to deal with the problem.

Possible Outcomes

1d6 Result	Outcome
1–4	It is an easy job – find and rough up the right ganger – and nothing should go wrong.
5	The gangsters are not going to sit back and take an attack lightly.
6	As for previous but the gang's resources run far deeper than anyone could have expected.

114. CLIFF ELCO, JEALOUS BOYFRIEND

Citizen, Navy

Required Skills: Investigation, Stealth

Required Equipment: None

Player's Information

Cliff Elco is just a regular, run-of-the-mill kind of young adult seen walking around the city streets at night but he is having a particularly bad day. He believes his girlfriend Rachel is spending time with another man and is filled with rage. Having served four years in the planetary navy, Cliff is not a man to be taken lightly when upset and he knows it – which is why he wants someone else to look in on Rachel for him.

Cliff will offer the characters 500 Credits to go to Rachel's house and check to see if his worries are warranted.

Referee's Information

The characters can use their Investigation skill check to look into Rachel's house and/or follow her around using their Stealth skills to learn about her activities to report back to Cliff.

Possible Outcomes

1d6 Result	Outcome
1–2	Rachel is not seeing anyone else; she is merely meeting with a job trainer to help her with her career.
3–4	Rachel is seeing someone on the side but they have not gotten intimate as of yet and seem more like very close friends than anything else.
5	Rachel is cheating on Cliff.
6	As for previous but the man she is seeing is one of Cliff's old pre-navy buddies.

115. RACHEL COOLEGE, CONCERNED GIRLFRIEND

Entertainer

Required Skills: Deception

Required Equipment: None

Player's Information

Rachel Coolege is the beautiful and loyal girlfriend to an ex-navy man named Cliff. She has recently gotten a new job with a local dancing agency and has been spending a large amount of time with her trainer and choreographer. Cliff has been obvious in his displeasure at this and Rachel wants to do something nice for him to make up for it.

Planning a surprise party, Rachel will pay the characters 100 Credits each to somehow lure Cliff to a specific point in the city, where the party will be held in his honour.

Referee's Information

The characters will need to come up with a good story to give to Cliff and pass a Deception skill check with at least an Effect 3 in order to convince him to go with what are likely complete strangers.

Possible Outcomes

1d6 Result	Outcome
1–4	Cliff is ecstatic that Rachel has been thinking of him and the characters get invited to the party to enjoy themselves.
5	Cliff is suspicious of the characters regardless of their story, making him very jumpy until the surprise party is actually revealed.
6	As for previous but Rachel gave the characters the wrong address by mistake! When they bring Cliff to an empty warehouse...they will have some explaining to do before he thinks it is some kind of mugging.

116. WARWICK RADIME, DRUG DEALER

Criminal, Rogue

Required Skills: Stealth

Required Equipment: None

Player's Information

Warwick Radime is a peddler of affordable chemical pleasures to those who do not mind the risks. He buys his product from higher ups in larger firms but relies solely on his own manpower to distribute the drugs to his clientele. Law agents have recently picked up several of his runners and he is running low on certain supplies.

Warwick will offer the characters a staggering 5,000 Credits to sneak a package from his contact by the starport back to him, so long as they are aware that *no one* can know what they are carrying.

Referee's Information

Getting the package of drugs from the starport to Warwick will require three separate Stealth skill checks at Effect 0, 2 and 3 respectively. If any of these fail, law agents will notice something suspicious about the characters and further investigate.

Possible Outcomes

1d6 Result	Outcome
1–2	The package is small and unassuming, making it easy to smuggle.
3–4	The package is a 30cm cube wrapped in brown paper; it should not look too out of place for the characters to be carrying it around.
5	As for previous but the authorities have been tipped off what to look for; if the characters cannot sneak it across town successfully – they are in for an arrest.
6	As for previous but the authorities were lied to and told the box contained a bio-weapon bomb...they will not hesitate to deal with the characters as terrorists!

117. YLISA MUUN, MOTORIST

Citizen

Required Skills: Mechanic

Required Equipment: Tools

Player's Information

Ylisa Muun, a frightened young and attractive girl out far too late by herself, has suffered a vehicular breakdown on the side of a busy road. Unfortunately for her it is not in the nicest of neighbourhoods and she is completely ignorant of engine workings.

Ylisa will flag down the characters and offer them 270 Credits (all she has in her purse) to help her fix her car and get moving again.

Referee's Information

Ylisa's car needs a total of Effect 4 on Mechanic skill checks to be repaired.

Possible Outcomes

1d6 Result	Outcome
1-3	The car is broken down under a streetlamp, illuminating it against random miscreants and giving enough light to repair it easily. When the car is repaired Ylisa will be on her way but not before she takes down the characters' names to look them up later for proper thanks.
4-5	The car is an expensive piece of machinery that will attract local thieves and gangers in less than two hours, all of them looking at it or Ylisa herself as a potential prize.
6	As for previous but this is especially true because it was a ganger trap that disabled the car in the first place and it will be only a few minutes before they come to track down their 'catch'.

118. ROBIN PARROT, SNITCH

Drifter

Required Skills: None

Required Equipment: Any Vehicle

Player's Information

Notorious in local criminal circles for turning to law enforcement with any information he has to offer as often as he has to offer it, Robin Parrot is universally hated by the scum of the streets. He lives from paycheque to paycheque as an informant and making ends meet can be difficult. He has snitched on the wrong thug this time and now he needs a way out of town – and quick.

Robin will offer the characters 600 Credits to get him safely out of town on a vehicle of their own. He refuses to use public transit on account of it being, well, public.

Referee's Information

There are a lot of people after Robin. After all, he has sent a lot of people to prison with his information. All the characters need to do is get him outside of city limits in order to get paid.

Possible Outcomes

1d6 Result	Outcome
1-2	Nobody wants to mess with the characters just to get at some lowlife snitch; it is more trouble than Robin is worth.
3-4	The last criminal Robin snitched on is really gunning for him, making it so the characters will have to watch their backs until he is well out of their presence again.
5	As for previous but the criminal is not just anybody...he is Marco Parcel, an infamous syndicate gangster.
6	As for previous but Marco believes the characters are undercover legal agents trying to protect a star witness against him and will begin to target them immediately.

119. GHECTOR ALVAREST, INJURED BEAT COP

Agent

Required Skills: Medic

Required Equipment: First Aid Kit

Player's Information

A lowly patrol officer in the local law enforcement agency, Ghector Alvarest has not been on the force long enough to become embittered by the comings and goings of street crime. When he saw a few gang members accosting a young woman, he came immediately to her rescue without first calling in for backup – and was stabbed for his heroism.

Ghector has limped all the way to where the characters are and he will beg them to get him medical help before he dies from his wounds.

Referee's Information

It will take two separate Effect 2 or higher Medic skill checks to patch the officer up enough to get him to a proper treatment centre. If they do this, the law agency in the area will commend them for their bravery and serve as a Contact for the characters in the future.

Possible Outcomes

1d6 Result	Outcome
1–4	Ghector receives a medal from his department for his selfless act of bravery – as the young woman that was attacked ended up being a wealthy politician's daughter!
5	The thugs attacking the young woman were actually noble agents in disguise and the family is rather upset that Ghector interrupted them 'cleaning up their own mistakes'.
6	As for previous but the family is not just upset with Ghector. They also believe the characters must be punished for saving the one man that might identify the girl's attackers as agents of the family.

120. HOONAN, MYSTERIOUS STRANGER

Agent

Required Skills: None

Required Equipment: Spaceworthy Vessel

Player's Information

Refusing to give his real name, 'Hoonan' is a frantic face in a crowd that comes forward to the characters with a strange but simple request. All Hoonan needs for the characters to do is accept a crate – a one metre cube – from him, put it on their spacecraft unopened and take it to a minimum distance away from the planet of high orbit. Once there they simply have to place the crate in an airlock and jettison it.

Hoonan will pay the characters 2,000 Credits upon accepting the crate and another 3,000 when they return without it.

Referee's Information

The crate is locked with a Very Difficult computerised and mechanical devices, weighs nearly 75 kilograms and is shielded against common sensor scans.

Possible Outcomes

1d6 Result	Outcome
1–2	The crate contains several piles of sensitive paperwork that Hoonan wanted missing, allowing his private business ventures to evolve satisfyingly.
3–4	The crate contains a collection of evidence that proves a powerful corporation did some very illegal things. With it gone, Hoonan's bosses are in the clear.
5	The crate contains a young woman's body – the only evidence to a grisly murder, preserved with chemicals to not emit any odour.
6	The crate contains a chemically comatose young man. He is the illegitimate son of Hoonan's employer, a powerful noble looking to avoid scandal.

121. MARCO PARCEL, SYNDICATE BOSS

Criminal, Noble, Rogue

Required Skills: Explosives, Investigate, Stealth

Required Equipment: Explosive Devices

Player's Information

A moderately powerful crime boss in a large syndicate, Marco Parcel is a man who can trace his family line back through the generations on a family tree as crooked as the work they have always been in charge of. His enemies know better than to cross him openly, his friends are treated like royalty and law enforcement try to look the other way when they can. Rookies make mistakes however and Marco is going to make an example out of him.

Marco will give the characters 25,000 Credits to plant an explosive device in an Officer Thibault's patrol vehicle. He does not care if the law agent is killed, it is the message that is important.

Referee's Information

The characters will need to find out which patrol car is Thibault's using police Contacts or the Investigate skill, sneak to wherever it is with the Stealth skill and then successfully plant their explosives upon it using the Explosives skill. It is a complicated task but they are being well compensated for it.

Possible Outcomes

1d6 Result	Outcome
1-2	Marco is very satisfied with the job performed and will call upon the characters again in the future, perhaps even asking them to join his syndicate.
3-4	Officer Thibault gets the message one way or the other and nobody will mess with Marco Parcel anytime soon.
5	The local law agency gets a tip about the characters' involvement with Marco, giving them reason to investigate further.
6	As for previous but the tip includes photographic evidence from security cameras showing the characters taking money from Marco.

122. DORIAN FRIAR, CONCERNED CITIZEN

Citizen

Required Skills: None

Required Equipment: None

Player's Information

Dorian Friar is a common worker in this city's commercial district and happens to be travelling through the area when he saw something that got his attention nearby. Now he wants to get some help and go check it out – just in case.

Although he will not offer to pay them, Dorian will ask the characters to walk a few blocks with him and check out what he thought he saw in a back alley...a mugging in progress.

Referee's Information

Whether or not there was a mugging is up to the Outcome but Dorian is a desk job civilian, not a soldier. If there is an altercation, he will rely on the characters to do the fighting.

Possible Outcomes

1d6 Result	Outcome
1-3	The alley Dorian brings the characters to seems harmless. There is no sign of a mugging, or even a struggle.
4-5	There is an unconscious merchant in the alley but he is alive and could use medical attention. His attackers seem to have gotten away with his money but they could not have gotten too far.
6	As for previous but the attackers are hiding just a few metres away and are debating on ambushing the characters if they look wealthy enough.

123. JAYMES DIEGA, REALTY INSPECTOR

Scholar

Required Skills: Persuade

Required Equipment: None

Player's Information

Jaymes Diega is a professional realty inspector used by potential land buyers, both residential and commercial and he is sometimes forced to look into locations before they are even uninhabited. When this is the case, he needs help doing so safely.

Jaymes will offer the characters 500 Credits each to accompany him into an inhabited apartment building he must inspect. They are only to intimidate the squatters out of the building as fast as possible.

Referee's Information

The characters have 14 squatters to Persuade out of the building, doing so successfully at a ratio of one squatter per point of Effect.

Possible Outcomes

1d6 Result	Outcome
14	The squatters are angry to be forced out, but they are not going to cause trouble when the characters persist.
5	One of the squatters is not a common homeless person; he is actually a fugitive hiding from an agency chasing him down.
6	As for previous but the agency chasing the fugitive is a psion-testing facility – because the fugitive is a very powerful psi-warrior!

124. MARZ VARTIAL, MAN IN NEED

Citizen, Merchant

Required Skills: None

Required Equipment: Off-Planet Transportation

Player's Information

Marz Vartial is a man who needs a big favour. He has made some unfortunate enemies in this city; enemies that he now needs to flee from. He honestly does not think that simply leaving town will be enough and that he needs to get off planet.

Marz will offer to pay all transportation costs plus 15% to the characters if they will personally escort him off of the planet and drop him off to a transport hub a few parsecs away.

Referee's Information

Costs will vary depending on the characters' vessel, route and other circumstances. Marz has the money to pay for it all due to his seemingly limitless bank account – the reason why he needs to escape in the first place.

Possible Outcomes

1d6 Result	Outcome
1–2	Marz is mistaken; he is not being chased off the planet at all and the journey will be completely safe.
3–4	Marz's money came from a shady business deal but he is likely safe from the company involved once off planet.
5	As for previous but the shady business deal was downright illegal and he is actually running from the authorities.
6	As for previous but the authorities will NOT stop chasing him just because he left the planet.

125. SUMMER THRAPE, GOSSIPMONGER

Citizen

Required Skills: Carouse

Required Equipment: None

Player's Information

Summer Thrape is a middle-aged secretary at a busy media firm, meaning that she sees and hears a great deal of interesting rumours and scandals long before they are printed – or *verified*. What she enjoys more than anything is spreading these gossip chains wide.

Summer will approach the characters with a 'juicy tidbit' about a famous personality, offering them the rumour in exchange for their promise to spread it further without revealing their source. She will also offer to give them 500 Credits for helping her spread the word.

Referee's Information

Summer had a run in with a famous personality and decided to make his life hell in the court of public opinion. All the characters have to do is pass a single Carouse skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	The rumour is an average sex scandal about a local politician; it quickly gets swept under the carpet and forgotten in a few days.
5	The rumour is very damaging to a governmental official's career, causing him to lose his position and family ties.
6	As for previous but the official goes on a suicidal murder rampage in a very public place, having lost everything else in his life.

126. DREZZIE WHISSAL, CLUB MUSICIAN

Entertainer

Required Skills: Persuade

Required Equipment: None

Player's Information

Drezzie Whissal is the lead singer for a popular band called Whissal's Daughter. She is playing a new club in the area and thinks the security staff is lacking to say the least. She wants additional hands – professionals – to watch the doors and windows for trouble.

Drezzie and her manager will offer each character 1,000 Credits to stand guard at an exit in the venue for the duration of the show. They will also receive backstage passes to meet the rest of the band.

Referee's Information

Over the course of the show the characters will need to acquire at least Effect 3 worth of Persuade skill checks to intimidate fans who get too close. Also, the backstage passes are worth 2,500 Credits each.

Possible Outcomes

1d6 Result	Outcome
1–2	The show is a success and the after-party is amazing, allowing the characters to make a new set of rich, famous friends.
3–4	The show is very good and no major trouble takes place.
5	An obsessed fan tries to force his way into the backstage area, going through the characters if necessary.
6	As for previous but the fan is <i>dangerously</i> obsessed and has smuggled a weapon into the show!

127. BRAUN HANLY, HITCHHIKER

Merchant

Required Skills: Drive

Required Equipment: Land Vehicle

Player's Information

An unexpected sight on the side of the road, Braun Hanly is a well-dressed man carrying an expensive briefcase and flagging the characters down for a ride. He claims to be a wealthy businessman that does not trust mass transit and would rather pay a premium to a private party.

Braun offers the characters 1,000 Credits to ignore whatever it is they were doing and give him a quick ride out of town, where he is meeting a friend with a cross-country transport.

Referee's Information

The characters can make the money in short order if they have access to a vehicle and do not mind driving over a little rough terrain to Braun's rendezvous spot.

Possible Outcomes

1d6 Result	Outcome
1–2	Braun is simply a man with strange needs; nothing else notable about his request.
3–4	Braun makes small talk during the trip out of town but he is obviously hiding something.
5	As for previous but Braun's waiting ride outside of town is a sleek black ATV covered in military stealth gear.
6	As for previous but the characters are asked to come inside and discuss another matter. It seems they passed the first 'test' when they picked up Braun...

128. ARI MACE, THE HUNTED

Rogue

Required Skills: Deception, Recon, Streetwise

Required Equipment: Private Shelter

Player's Information

Hunted down by some very powerful people, Ari Mace is fuelled by fear and self-preservation above all other things. The only thing on his mind when he literally runs into the characters is – find safety!

Avi will tell the characters that he will pay them 5,000 Credits if they hide him from his pursuers...who are apparently not too far behind him!

Referee's Information

The characters can choose to hide Ari in a variety of ways but they will likely need to use their Deception and Streetwise skills to great Effect in order to throw off the men who are after him.

Possible Outcomes

1d6 Result	Outcome
1–2	Ari's pursuers are too single-minded to stop and look for him for long, moving on to another block in just a few minutes.
3–4	Ari's pursuers are a group of street thugs who will look around, ask questions and make threats – but they will not go up against bad odds to get at him.
5	Ari's pursuers are megacorp agents with high-tech tracking sensors, weaponry and licences to use both within city limits.
6	As for previous but the megacorp bloodhounds are also <i>psions</i> .

129. TARA HIGHT, ADDICT

Drifter

Required Skills: Navigation or Streetwise

Required Equipment: None

Player's Information

The poor girl known as Tara Hight has been addicted to some terrible street drugs for several months, selling everything she owns and a number of things she did not for cash to get her fix. When she finds the characters on a city street, it has been a long time since her last hook up and she is in a bad way.

Tara will offer to do a number of favours or tasks for the characters if they will help her find her drug dealer to get her fix. Of course, they could also get her to a medical centre for help as well.

Referee's Information

Depending on whether or not the characters are going to take advantage of Tara and insert them into the drug market of the area or if they are going to bring her to a medical centre for detoxification help will matter is they have to pass a Streetwise or Navigation skill check, respectively.

Possible Outcomes

1d6 Result	Outcome
1–4	Tara makes use of the location the characters brought her to, eventually becoming very friendly with them for their help.
5	Tara resents the characters for the choice they made in light of her condition.
6	As for previous but she goes to her rich family and <i>blames</i> the characters for her physical conditions!

130. THE GAHBLIN, STREET SPY

Agent, Rogue

Required Skills: Deception

Required Equipment: None

Player's Information

A masked freelancer that works for a pittance compared to what the professional private investigators get, 'The Gahblin' is a set of eyes for hire. For a few thousand Credits a gang can know where a rival gang is keeping its guns, a business owner can know the number of customers a competitor gets each day and so forth. Not exactly a trustworthy person, The Gahblin frequently hires out his distractions so he can do his job.

He will give the characters 500 Credits each for instigating a long, drawn out and confusing conversation with the doormen at his target.

Referee's Information

Talking circles around the door guards will require an Effect 2 successful Deception skill check and a story that is somewhat believable.

Possible Outcomes

1d6 Result	Outcome
1–2	The Gahblin is in and out so fast the characters do not even know he is gone until after they are finished talking!
3–4	The Gahblin gives the characters a signal when he is done so they can all make their necessary exits.
5	As for previous but the signal is cutting it a little close – because the characters will have less than a minute before the door guards realise they were duped!
6	As 3–4 but the signal comes in the form of the Gahblin shouting out from within the building – right before the gunfire begins.

131. CKRIS JURIE, INTERESTED BUYER

Citizen, Merchant

Required Skills: Computers or Streetwise

Required Equipment: Media Access

Player's Information

A visiting alien from a nearby planet, Ckris Jurie was told about a specific piece of hardware that he simply 'had to' purchase. Now that he has come to the planet and spent several hours searching information centres, he has decided he needs a local to help him instead.

For a finder's fee of 1,250 Credits, Ckris will pay the characters to locate the 'Jafuri Sunrise' somewhere within the city limits.

Referee's Information

Finding the mysterious Jafuri Sunrise, whatever it may be, will either require a painstaking scouring of the media database with a Computers skill check or a questioning of the gossip chains using Streetwise.

Possible Outcomes

1d6 Result	Outcome
1–4	The <i>Jafuri Sunrise</i> is a nickname for a graphic design nodule Ckris' company can put to use on his home planet.
5	The <i>Jafuri Sunrise</i> is the codename for a weapon project that will revolutionise Ckris' people's armed forces.
6	The <i>Jafuri Sunrise</i> is the classified file term for a personal-scaled fusion bomb project.

132. XANU MANTONNADA, EX-CONVICT

Citizen, Drifter

Required Skills: Carouse or Deception

Required Equipment: Credits for Drinks

Player's Information

Xanu Mantonada, called the 'Blade of Baster VII' 18 years ago, has done his time, taken his licks and emerged a different person – or so he and his parole board claim. He has just gotten off the city transport in his old neighbourhood, has a pocket full of cash and wants some company to drink with him on his first night out.

Offering to pay for the drinks and food if they spend the evening enjoying his company, Xanu will ask the characters to join him for his 'parole celebration'.

Referee's Information

Xanu is HUGE and very intimidating. He is also a notorious murderer from two decades ago. If the characters try to lie or fake having fun with him, they will need to pass a Deception skill check. If they just want to throw back and have a few laughs with a disturbing ex-con, use Carouse instead.

Possible Outcomes

1d6 Result	Outcome
1–2	Xanu has a great time and counts the characters as his first friends 'on the outside', allowing them to call upon him as an Ally in the future.
3–4	Xanu enjoys the characters' company, but calls it an early evening when he can no longer ignore the stares and whispers about who he is.
5	The local media did a story on Xanu's release, making it difficult for him to go anywhere without getting pointed at, avoided or verbally abused. He chooses to call it an early evening, leaving in a bad mood.
6	As for previous but he is picked up on the way to his halfway house in connection to a violent mugging. He tells his advocate that he was out with the characters all night – even if he was not...

133. SIMPLE MAX, PITIABLE VAGRANT

Army, Drifter

Required Skills: None

Required Equipment: Food, Drink or Credits for both

Player's Information

Simple Max, formerly known as Lieutenant Maxwell Underman, suffered terrible head trauma in his last tour of duty and was shipped out due to his frequent and disturbing losses of basic memory functions. He often forgets speech, the difference between right and wrong and even the most basic of human needs – to eat and drink.

When Simple Max stumbles upon the characters, he will complain about his stomach hurting and his mouth being so dry but not realising that he has to eat and drink to alleviate these ailments.

Referee's Information

The characters will not gain anything, monetarily speaking, from helping Max. They will however, renew a spark of humanity in the man that might carry him a long way toward recovery.

Possible Outcomes

1d6 Result	Outcome
1	The characters, unbeknownst to them, are being watched by a civil service group who are moved by their care for Max. They will reach out to the characters with a plan to possibly fix Max forever...
2	Max remembers the characters' generosity, making a permanent friend in the old addled veteran.
3–4	Max thanks them profusely by showing them the 'best' place to spend the night away from the noise and the dangers of the streets.
5	As for previous but the 'best place' so happens to be the alternate hideout for a small group of juvenile thugs.
6	As 3–4 but the 'best place' is also where every criminal fugitive in a two kilometre radius goes to hide from the law.

134. KEHNDER FORBES, SMALL ARMS DEALER

Mercenary, Merchant

Required Skills: Gun Combat (Slug Pistols)

Required Equipment: None

Player's Information

Kehnder Forbes, of All-Out Munitions, works primarily with nonlethal ammunition and the small arms designed to maximise their potential. When clinical testing gets too cumbersome or expensive, Kehnder will sometimes outsource to street-level freelancers to record their efficiency.

All Mr. Forbes wants the characters to do is find a way to put a pair of A-O17s (their prototype nonlethal slug revolver) to use out in the real world. For their trouble Kehnder will pay them each 5,000 Credits upon the return of the weapon.

Referee's Information

The A-O17 works just like any other heavy revolver; it simply is designed to do 'nonlethal' damage – stunning a target.

Possible Outcomes

1d6 Result	Outcome
1–4	The revolvers work exactly as they are supposed to and local law enforcement are pleased to see the characters using nonlethal weaponry instead of leaving behind the normal bloodbaths they are used to.
5	The revolvers are a little <i>too</i> good at sending concussive force into a target, breaking bones instead of just bruising tissue.
6	As for previous but the broken bones are actually splintering to create biological shrapnel inside the target. This is unfortunate for the characters who thought they were using nonlethal ammo but Kehnder sees a whole new field of opportunity in the A-O17.

135. REYUT DEL ATROL, MUGGER

Criminal

Required Skills: Melee (Unarmed or Bludgeon)

Required Equipment: Fists or Club

Player's Information

It is a shame when criminals cannot even trust each other, as Reyut Del Atrol has learned. A scumbag and opportunistic mugger, Reyut has made a living on taking from others for many months. One of his fellow thieves just turned the tables on him – mugging him after he stole some jewellery from his own mark!

Reyut wants the characters to do him a simple task. Go to Hollis (the other mugger) and beat him to unconsciousness. After they have done this Reyut will reclaim his stolen goods. In exchange for this brief act, Reyut will make sure no one on these streets messes with the characters in the future.

Referee's Information

Reyut knows right where Hollis is and will bring the characters to him for the impending beating. Hollis will proclaim his innocence but it is obvious he is showing off new gold chains and rings.

Possible Outcomes

1d6 Result	Outcome
1–2	Hollis knows better than to go to the cops and so does everyone else in the alleys.
3–4	Reyut will hold up his end of the deal, so long as the characters hold up theirs.
5	As for previous but local law enforcement agents have been watching the alley because of just this sort of thing.
6	As for previous but two of the vagrants in the alley watching the show are undercover agents ready to stop the assault as soon as it begins.

136. OUEN IKELNARN, BOUNTY HUNTER

Agent

Required Skills: Investigate, Streetwise

Required Equipment: None

Player's Information

Professional bounty hunter and seeker of criminals on the run, Ouen Ikelnarn spends his life finding the unsavoury folk that do not want to be found. When in a new area, like he is in this city now, Ouen turns to the local populace to help him in his search.

Ouen will offer the characters 2,500 Credits for a helpful tip on where to find his quarry – a starship thief named Ritter.

Referee's Information

Finding a solid lead on Ritter will take an Effect 2 or higher success on both an Investigate and Streetwise skill check. This does not necessarily mean contact with him; merely a solid lead as to where he might be lurking.

Possible Outcomes

1d6 Result	Outcome
1–2	Ritter is lurking in a few local taverns getting terribly drunk; Ouen will have no trouble scooping him up.
3–4	Ritter is in the area, that is for sure, but the characters' leads are somewhat vague as to the exact location.
5	As for previous but the leads are vague because Ritter is aware of Ouen being in the city and has stated he will do very bad things to anyone helping him.
6	As for previous and Ritter knows the characters are helping Ouen...

137. CHA CHA MELLON, VISITING RENTER

Citizen

Required Skills: None

Required Equipment: A Place to Stay

Player's Information

Cha Cha Mellon is a travelling colonist currently in the city looking for a new job so he can permanently relocate here but needs a place to stay for a few days until he lands a good job. He is laid back, very professional and promises to pay the characters 1,000 Credits when he gets his signing bonus.

Referee's Information

There is nothing terribly difficult about dealing with Cha Cha other than the normal issues with dealing with a renter or roommate.

Possible Outcomes

1d6 Result	Outcome
1–4	Nothing out of the ordinary takes place and Cha Cha pays his way before leaving for permanent residence elsewhere.
5	Cha Cha seems to have a lot of people stopping by to see him at odd hours in the night.
6	As for previous but these people are stopping by because Cha Cha is their drug dealer.

138. GURTLE DUDGE, URBAN GARDNER

Citizen, Scholar

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

A city commissioned worker trying to add some foliage and greenery to the otherwise drab cityscape, Gurtler Dudge is a professional gardener of considerable skill. The city has given him a large grant to bring trees to the inner city but he needs help.

Gurtler will offer each character a handsome day's wage of 750 Credits to help him move some heavy tree pots from his supply truck to the planting sites.

Referee's Information

Gurtler's job is simple and boring but it will require a successful Athletics (Endurance) skill check for the characters that help him all day.

Possible Outcomes

1d6 Result	Outcome
1–4	Gurtler is happy for the help and several citizens thank the characters for trying to beautify the inner city.
5	There are several concerned citizens that help the characters out with the project.
6	As for previous but one of them is a suicidal eco-terrorist looking to spread a message with his 'green bomb'.

139. RITTER, STARSHIP HIJACKER

Criminal, Navy

Required Skills: Pilot

Required Equipment: Starship

Player's Information

A known criminal in the local star system, Ritter is a cunning and crafty former naval frigate pilot that turned to crime after being 'wrongly accused' of smuggling on his government's time. He rarely works with a crew for longer than it takes him to shed them at the next stop, which makes the characters perfect for his next job.

Ritter will offer the characters a full 10,000 Credits to give him a quick lift to an orbiting shuttle above the planet.

Referee's Information

The shuttle in orbit has NO idea that Ritter is coming, and that he is going to hijack the vessel. It will take a successful Pilot skill check with an Effect 2 or higher to successfully space-dock with the shuttle and let Ritter off to 'do his thing'.

Possible Outcomes

1d6 Result	Outcome
1–2	Ritter shakes the characters' hands and thanks them for their help before taking over the shuttle at gunpoint and rocketing away.
3–4	When Ritter gets ready to board the shuttle, he asks if the characters want in on the job for an equal share...
5	As for previous but the shuttle has several lightly armed men to contend with inside.
6	As 3–4 but the shuttle is a bounty hunter's bait to actually capture Ritter!

140. KOLAH RENO, LOCAL POLITICIAN

Citizen

Required Skills: Persuade

Required Equipment: None

Player's Information

Kolah Reno is a new face in local politics and he needs a few extra sets of hands to help him pass out flyers and pamphlets in the neighbourhood. He knows that this kind of service does not come freely however, even if his financial supporters would never agree with his choices.

Kolah will pay each of the characters a full 250 Credits for every hour they spend handing out flyers without incident.

Referee's Information

The characters that choose to pass out flyers must pass a Persuade skill check, managing to do so successfully for a number of hours equal to the Effect.

Possible Outcomes

1d6 Result	Outcome
1–4	Kolah will do well in the election because of the characters' work and they will not be forgotten.
5	As for previous but the media will start scandal concerning the 'voter manipulation' of the characters' tactics.
6	As 1–4 but Kolah's losing rival will carry a pretty heavy grudge over the characters.

141. XHANG VOYOU, HITMAN

Agent, Mercenary

Required Skills: Gun Combat (Energy Rifles)

Required Equipment: None

Player's Information

A member of the Munai Mafia, Xhang Vyou is a long-distance assassin specialising in high-output energy rifles. He has come to the city to put a condensed energy bolt through the skull of a specific target but has run afoul of a problem – some clumsy oaf smashed his trigger finger in a taxi door the day before his hit was to take place.

Now Xhang is forced to outsource. Offering the characters 15,000 Credits to use his one-of-a-kind energy sniper rifle, they will fulfil his contract before it is too late.

Referee's Information

The characters will be given access to a very powerful trip-mounted sniper energy rifle that has the target's location in its sights at the proper time. All they need to do is make sure the shot lines up and squeeze the trigger...

Possible Outcomes

1d6 Result	Outcome
1–2	Xhang is impressed with the characters' professionalism and offers to introduce them to his bosses.
3–4	The target is a rival criminal that no one will ever miss; the characters are doing everyone a favour by helping Xhang.
5	As for previous but the rival criminal is not going to forget their involvement; they have made some dangerous enemies today.
6	As for previous but the criminal also happens to be a powerful – but dirty – politician.

142. FRANCINE NOTT, ANGRY MOTHER

Citizen

Required Skills: Investigate, Streetwise

Required Equipment: None

Player's Information

Francine Nott is the mother of a teenage girl named Matilde who left home several days ago and has yet to return. Francine found a note in her girl's room that has led her to this neighbourhood but now she needs local help.

If the characters help Francine find her daughter she will give them a 5,000 Credit reward – exactly the deal she gave the local police before they turned her away.

Referee's Information

The characters will need to accumulate an Effect 10 of successful Investigate and Streetwise skill checks (no less than Effect 3 from both skills) in order to find where Matilde is held up in the area.

Possible Outcomes

1d6 Result	Outcome
1–3	Matilde ran away to a boyfriend's apartment in the area but did so safely and without risk to herself. Francine will have to deal with her daughter's behaviour but not anything more dangerous.
4	Matilde is squatting space at an abandoned building nearby.
5	As for previous but this space is home to a number of homeless drug addicts and vagrants.
6	As for previous and Matilde is one of the drug-addled, having gotten addicted through friends at her school.

143. LARS CASTLE, GANG LEADER

Criminal, Rogue

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Ruthless leader of the Castle Wall, a brutal gang that controls everything on a street level, Lars Castle is two metres of controlled sociopathic tendencies. When Lars Castle sends for someone, the invitation is not ignored. Lars needs a piece of information, nothing more, and he is not likely to accept no for an answer.

Lars knows the characters have had contact with someone who owes him a great deal of money. All he wants is for them to tell him where this debtor is. For their part, he will pay them 20,000 Credits.

Referee's Information

The characters can either choose to lie to protect their associate using Deception or they can make Lars believe them using the Persuade skill. Lars is a scrutinising man however, and whichever check they choose to go with will require at least an Effect 4!

Possible Outcomes

1d6 Result	Outcome
1–2	Lars was testing the characters and now believes they can be trusted with a particularly sensitive job.
3–4	Lars is satisfied with the information given and sends the characters on their way but tells them never to look into the 'target' ever again.
5	As for previous but Lars adds the additional threat that if anyone knows about this meeting and his involvement, the characters' families are next on his list.
6	As 3–4 but now Lars wants the characters to prove they will not turn him in by going and getting their associate for him!

144. MYSA VENEIR, METHOD ACTOR

Entertainer

Required Skills: Streetwise

Required Equipment: None

Player's Information

Very wealthy and extremely eccentric, Mysa Veneir is a university-trained actress with a reputation for putting truth in her roles. When acting injured she often hurts herself off camera, she has beaten addiction before only for the role of an addict and many other oddities. Now she has landed a role as a street urchin – so she wants someone to point her to where the vagabonds thrive.

For 2,000 Credits a day, Mysa will pay the characters to show her around the ghetto. As long as they make sure to bring her to the drug dens, illegal gambling houses and squatter's hovels...she will be pleased.

Referee's Information

For every point of Effect the characters can amass on a single Streetwise check, they can show Mysa one day's worth of ghetto life.

Possible Outcomes

1d6 Result	Outcome
1–2	Mysa's research will reflect in her award-winning performance in the project, at which time she will thank the characters by name to millions of viewers.
3–4	Mysa's research shows her the streets are a difficult place to live, urging her to make a large donation to a local charity.
5	Mysa is spotted early on for who she is and the characters will have a hard time getting away from her fans.
6	As for previous but one of the 'fans' is actually an enraged homeless person who believes she is mocking their tragic living situation.

145. ROACH BENJAMIN, WORRIED CLERK

Merchant

Required Skills: Persuade

Required Equipment: Any Weapon

Player's Information

Roach Benjamin runs a small but profitable streetside café just down the block from a large commerce centre, selling food, drink and small related items to anyone who strolls in through his unassuming red door. A pair of local thugs has made a direct threat upon him and his business and now he wants some armed guards posted outside to convince them otherwise.

Roach will offer the characters free food and drink for a month if they will brandish suitable arms and intimidate the two thugs away from his café when they come around in the next day or so. They do not have to follow up on any threats; the making of them should be enough.

Referee's Information

The characters should only need to pass a Persuade skill check with an Effect 3 or higher per thug that comes by to deal with Roach. Failure will surely result in an altercation.

Possible Outcomes

1d6 Result	Outcome
1–2	The thugs were all talk and never really wanted anything but free super-cafs!
3–4	The thugs will back off when the characters show their backing of Roach's café.
5	As for previous but the thugs will come back with a half dozen of their friends later in the same day to even the score.
6	As for previous but the mob will not even wait to talk – they will simply begin to attack!

146. DENNIS KLAVEEN, URBAN HISTORIAN

Scholar

Required Skills: Navigation

Required Equipment: None

Player's Information

A professional researcher of the planet's history, Dennis Klaveen specialises in the ancient resources of the oldest cities on the planet. He has mapped out the undercities of metropolises, seen the original vaults of first-generation banking centres and has drawn the diagrams of what colonists originally had planned here. Now he needs something that the characters might be able to help with.

For 2,500 Credits, Dennis will pay the characters to show him the six identical intersections in this end of town, as they supposedly point to a greater truth about the city's origins.

Referee's Information

Each point of Effect on a successful Navigation or Social Sciences (History) skill check will reveal one of the 'perfect' intersections for Dennis to investigate.

Possible Outcomes

1d6 Result	Outcome
1–4	The intersection mapping is exactly what Dennis needed for his project.
5	As for previous but the intersections point to a controversial haven for mutants, freaks and criminals.
6	As for previous and the mutants and freaks are due to a buried radiation bomb at the noted location.

147. ONE-A SEVEN, DRONE

Drone

Required Skills: Mechanic

Required Equipment: TL12+ Tools

Player's Information

The personal message drone for a wealthy traveller, One-A Seven was on its way through the area when a malicious vandal sprayed graffiti paint over its lenses and took a baton to its communications antennae. Now it is blind and out of radio range to its master.

Running a standard safety protocol, One-A Seven will broadcast to the characters that anyone that repairs it enough to get back to its mission can follow it back to its owner and there could be a reward.

Referee's Information

It will take a proper set of tools (TL12+) to repair the damage done to poor One-A Seven as well as an Effect 1 Mechanic skill check. For every TL below 12 of toolkit the characters have access to, there is a –1 DM penalty to this roll.

Possible Outcomes

1d6 Result	Outcome
1–2	The drone was carrying important banking information for a wealthy noble – who pays the characters 10,000 Credits as a reward.
3–4	The drone was running a paperwork errand for a merchant but he is thankful and has 5,000 Credits to give as a reward.
5	As for previous but the merchant is up to his head in debt and can only afford 2,000 Credits.
6	As 3–4 but the merchant owes a lot of money to a lot of people and cannot afford to reward the characters with anything but his sad, sad story...

148. RUPERT VALLENCIOR, ESCAPED CONVICT

Criminal

Required Skills: Recon and Streetwise

Required Equipment: A Private Location

Player's Information

A white-collar criminal by definition, Rupert Vallencior has served six months of his three year sentence for bank fraud and embezzlement inside of a county jailing facility. When his transfer to his minimum security full-time prison location came through, he devised a plan to stop getting bullied and abused behind bars – escape. Jumping from a moving transport was no laughing matter but now he is a fugitive on the run.

Rupert, slightly injured from the jump, will try and convince the characters that he has stashed 50,000 Credits that the characters can have – so long as they get him to a safe place for a few days.

Referee's Information

Unless the characters already have some kind of safe house they can take Rupert to, they will need to pass a Streetwise skill check to find a suitable place – and then no fewer than three Recon checks to make sure it is not being watched by the authorities.

Possible Outcomes

1d6 Result	Outcome
1–4	Rupert is telling the truth. If he is kept from capture for five days, he will pay the characters as promised.
5	As for previous but there are authorities watching the area where Rupert stashed the money – making it difficult to get to.
6	As for previous but the authorities have one major edge on Rupert – a trained psion looking for him!

149. HUBERT COIL, LAST NIGHT ON THE TOWN

Drifter, Noble

Required Skills: Carouse

Required Equipment: Some Credits for Drinks

Player's Information

Hubert Coil is a terribly wealthy elderly member of a noble house from a distant star system. He has lived a good life and seen a great many things. Most of his life people have kowtowed to him because of his money and power, proving to him that friendship nearly always comes with a receipt. Now he wants one last evening on the town to enjoy some strangers' company before he leaves this life. He wants *proof* that he was a good and friendly person and not just a bank account.

Hubert will befriend the characters and ask them to come out for some drinks, dinner and dancing with him without mentioning his wealth. Should they show him the time of his life, quite literally, he will reward them with a surprising inheritance.

Referee's Information

Having an honestly good time with Hubert requires passing a Carouse skill check with an Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–5	Hubert is so happy to have had an honest and fun night with the characters that he set them up as his 150,000 Credit inheritors for when his body is found in his hotel room on the next day.
6	As 1–5 but the family will fight the characters' right to the money with a team of advocates.

150. DRAERON SAINT IMES, LOTTERY WINNER

Citizen

Required Skills: Investigate and Any Combat

Required Equipment: Any Weapon

Player's Information

Draeron Saint Imes, winner of the local 12.2 million Credit lottery, has been struggling to figure out what he wants to do with his money. Recently, he figured it out. An obviously wealthy nobleman pushed Draeron aside like so much refuse on the street just because he did not look as wealthy as he truly is. Draeron grew up in the streets and knows there is one cure for that sort of arrogant selfishness – pain.

Draeron will offer the characters 250,000 Credits from his winnings to seek out this effete jerk and permanently injure him by any means they feel appropriate.

Referee's Information

The characters will first need to track down this one nobleman through the success of an Effect 4 Investigate skill check. Once they have done so and figured it out to be Namon Groy, they can move ahead however they would like.

Possible Outcomes

1d6 Result	Outcome
1–2	Namon Groy prostrates himself before the characters in fear and Draeron is pleased with the lesson he feels his money had purchased.
3–4	Namon Groy will put up a short fight against the characters but will concede to them and beg for his life. This begging is exactly what Draeron needed to see and is pleased.
5	As for previous but Namon is actually stalling for his bodyguards to return from the corner coffee stand.
6	As 3–4 but Draeron's money has given him a god complex and he chooses to order the characters to <i>kill</i> Namon for double the money!

151. MORGAN STONE, SHADY SLUMLORD

Criminal, Merchant, Rogue

Required Skills: Explosives

Required Equipment: Incendiary Device

Player's Information

The owner and manager of Stone Properties, Morgan Stone is a very wealthy slumlord who owns entire blocks of the city's lowest income housing areas. He makes millions on the buying and selling of property, construction contracts, leasing agreements and insurance scams. When it comes to making money, there is nothing Morgan will not do.

Having recently taken out a 5,000,000 Credit insurance policy on one of his more popular residence stacks, Morgan asks the characters if they would like half – 2,500,00 Credits – to burn the building to the ground. He promises that he will evacuate the building in a timely fashion but the fire needs to start on the third floor to make it believable to the insurance adjusters.

Referee's Information

Morgan's building will not be terribly difficult to bring down if the characters can set an incendiary device properly in the area he asked them to. If they stick to the third or lower floors for the device, they only need an Effect 3 to successfully burn the building beyond the fire team's capabilities. Anywhere higher and they will need an Effect 5.

Possible Outcomes

1d6 Result	Outcome
1–2	Morgan called for the evacuation a full 10 minutes before the characters got to the building, everyone got out safely and the insurance claim was successful.
3–4	Morgan's insurance adjusters looked into 'foul play' as a source of the fire but found nothing for which they could cancel the claim.
5	As for previous but there were several upper floor casualties, as the evacuation was not called for in a timely manner.
6	Morgan did not call in an evacuation at all. 57 people died due to the fire and several of the survivors are telling the media – and the insurance investigators – that foul play was involved.

152. 'JOHN DOE', A DEAD BODY

Drifter

Required Skills: Varies

Required Equipment: None

Player's Information

This 'patron' is actually an unidentified corpse the characters happen upon. In his pocket are four things that could send the characters on a number of interesting (mis)adventures...

A locket with a little girl's picture in it and a scrawled name – *Mallery*. A key to a local bank's security box deposit system. A scrap of paper with a mysterious inscription upon it – '*55 steps past the Low Bridge, third door down.*' Finally there is a roll of cash that comes to 52,003 Credits.

With this information, anything is possible.

Referee's Information

The man's name is actually Stephan Fenner, a noble from halfway across the planet. The characters could simply take the money and leave the body, or they could investigate the items they find in his pockets.

The locket picture is that of his daughter, who he came to this side of town to find. The bank security box contains the laser pistol with which he was planning on killing his daughter's kidnappers. The note is the directions to where the girl is being held. The money was what Stephan was going to bait the kidnappers out with.

Obviously Stephan ran into a bit of trouble *before* he could execute his plan.

Possible Outcomes

1d6 Result	Outcome
1–2	The kidnappers were actually arrested after they attacked and killed Stephan, allowing young Mallery to be found and released.
3	The kidnappers waited for Stephan to show up with the ransom but thought it was a police trap and abandoned the girl to flee.
4	Stephan's wife gave his photo to all of the local authorities when she discovered him missing, allowing the characters to give the body over to any law office if they want to.
5	The kidnappers are still holding Mallery for a criminal scumbag named Johan Cooke, who has insidious plans for the beautiful young girl.
6	As for previous but Cooke is the boss of a larger criminal organisation with significant resources; resources that obviously killed Stephan.



THE MEGACORP ENCOUNTERS

THE MEGACORP ENCOUNTERS

This chapter is based around the high-powered Patrons working for or with one of the extremely influential and supremely powerful megacorporations that rule the economic and financial spheres of thousands of worlds across the galaxies.

153. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Pilot

Required Equipment: Cargo-worthy Vessel

Player's Information

Yet another visit from the enigmatic man in a nice suit, Mister Johnson has come from his high-powered corporate employer with an interesting deal for the characters. If they want to make a modest sum of money for a comparatively low amount of risk, he will invite them to speak further on the matter.

For a round-trip fee of 2,500 Credits plus all travel expenses, Mister Johnson needs three large shipping containers carted off of the planet and dropped off with a docking satellite in neutral space.

Referee's Information

The shipping containers are the standard size used by most commercial entities in the area. Other than the obvious checks and tests it would take to load the crates and secure them for transport, it will take a successful Effect 2 Pilot check to dock with the cargo satellite.

Possible Outcomes

1d6 Result	Outcome
1-4	The cargo transfer is easy, simple and legal.
5	The satellite is a dumping location for illegal goods, which is why Mister Johnson used freelance delivery.
6	As for previous and there are pirates manning the satellite to pick up the goods when the characters arrive.

154. TRE COULTER, DELIVERY OFFICER

Corporate, Scout

Required Skills: Navigation

Required Equipment: None

Player's Information

Tre Coulter is a professional delivery officer for a large commercial firm based off-planet. He knows very little about the area and his address-tracker does not seem to work on this planet! Now he is wandering the populated areas of the planet in search of some clue that might speed up his already-delinquent delivery – when he runs into the characters.

He will offer them 500 Credits cash if they can help him locate the address of where his package is supposed to go.

Referee's Information

It will take a successful Navigation skill check with an Effect 2 to find the destination. If the characters are not from the area locally, they will need to pass this check with an Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The address is a business location that accepts the package and tips Tre 50 Credits, which he gives to the characters for their help.
3–4	The address is a business location currently open for business.
5	As for previous but the package is a pair of notices from a megacorp; one of the business' purchase and another of its impending closing.
6	As for previous but the former owner will not take the news well and try to do what you are not supposed to – shoot the messenger!

155. PARKER RINKER, RECRUITMENT OFFICER

Agent, Corporate

Required Skills: Persuade

Required Equipment: None

Player's Information

One of a dozen recruitment officers in charge of hiring help for a powerful megacorporation, Parker Rinker sets up massive interviewing sessions for a comparatively small number of jobs. Many of these sessions have little to nothing to do with the skills of the potential employees, merely their ability to 'wow' Parker with their strength of personality.

During one of these sessions that the characters have been invited to, Parker will offer them a 2,000 Credit signing bonus to the first 10 applicants to do a short term of work for the company – if they can sufficiently impress him with their bid as to why.

Referee's Information

Parker hears a lot of reasons to hire people in his line of work and the characters who succeed in a Persuade skill check with at least Effect 3 will earn an offer.

Possible Outcomes

1d6 Result	Outcome
1–2	After being paid the signing bonus the megacorp cancels the project – allowing the characters out of their contracts without penalty!
3–4	The job is simple filing and paperwork shuffling in a local office for 144 hours worth of work.
5	As for previous but a lot of the paperwork seems to be getting shuffled into the shredders; far more than what a company probably should allow.
6	As 3–4 but the local office is also front for criminal trading and exporting.

156. SHIMON SIQUE, PURCHASER

Corporate, Merchant

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

Shimon Sique is a clipboard-carrying, data-crunching, money-saving cog in the machine of a system-spanning megacorporation. Serving his company as a licensed purchaser, he is effectively a walking chequebook with little limitations. He has recently paid for a great deal of merchandise on behalf of his employer and needs some extra hands to load it into his transport.

Shimon will offer the characters 100 Credits per hour if they load the cargo containers into his freight bay.

Referee's Information

There are 55 cargo containers that need to be moved. The Effect of a successful Athletics (Strength) skill check will show how many containers the container can move in a single hour. As soon as a character spends an hour without moving a single container (Effect 0 or less) they will be fired from the job. In this case, it would behave the characters to work inefficiently, but remain successful.

Possible Outcomes

1d6 Result	Outcome
1-4	The crates are lightweight and come standard with handholds, making the job go by easier for the characters.
5	One of the crates spills open and the characters see that Shimon purchased loads of weapons that are beyond the law level of the planet.
6	As for previous but the weapons are almost universally illegal (bioweapons, chemical warheads and so on).

157. JEREMI VOLSTAK, JUNIOR EXECUTIVE

Corporate

Required Skills: Steward

Required Equipment: Nice Clothing

Player's Information

Middle management in one of the charter firms in the megacorp's web of influence, Jeremi Volstak is a charming young man with a grand future ahead of him within the company. All he needs to rise in the corporate ranks is to show his immediate bosses that he is worth the extra effort. He is doing this by throwing a little party at his rented apartment, with which he will need some help.

Hoping the characters can help him with his party, Jeremi offers 500 Credits to each of them that can aid in setting up and staffing this gala event. They will have to wear their own luxury clothing or uniforms but otherwise Jeremi will supply everything else.

Referee's Information

The characters will need to pass a Steward skill check to prepare and run the party properly, with a -4DM Carouse skill check fitting nicely instead.

Possible Outcomes

1d6 Result	Outcome
1-2	The party is a fantastic success and Jeremi soon receives a minor promotion, sending the characters a thank you package of 1,000 Credits.
3-4	Jeremi's party goes well, his co-workers are suitably impressed by everything and everyone involved.
5	As for previous but one of the managers has decided that one of the characters is better suited for the new position coming up in the company and offers them a job!
6	As for previous but Jeremi was next in line for that promotion...and he thinks this was the characters' scheme all along!

158. DUTTON ARMSTRONG, CORPORATE SECURITY

Agent, Corporate, Mercenary

Required Skills: Recon

Required Equipment: Communications Device(s)

Player's Information

Dutton Armstrong is the lead arrangement officer on the megacorp's local security staff, making sure that all corporate functions are suitably guarded and monitored against possible threats from the competition or their agents. Staff meetings, executive outings, award dinners and research gatherings are all the sorts of things that put Dutton and his chosen staff on their toes.

Having a few openings for a surprise function, Dutton offers the characters 750 Credits each to stand point at a building for a few hours while the meeting takes place inside.

Referee's Information

The mysterious nature of the corporate function means that the characters will want to be wary, requiring them all to pass Recon skill checks and stay in contact with one another concerning what they see. Any failures will leave gaps in security that invading agents, if any, could use to gain access to the building.

Possible Outcomes

1d6 Result	Outcome
1–2	The meeting inside happens without incident. Rival agents chose not to attempt anything untoward the corporate function.
3–4	Rival agents stalk the perimeter but the characters' presence will dissuade them from getting too close – unless they see a gap in security.
5	As for previous but the agents are stealthy assassins armed with blades and garrotes; they may attempt to <i>make</i> a gap in security if they can.
6	As 3–4 but one of the agents is a sniper...and he does not need to get close to get his shots off at the executives' meeting!

159. KNOX MALIVAILLE, ADVERTISING SPECIALIST

Corporate, Media

Required Skills: Carouse, Persuade

Required Equipment: None

Player's Information

Knox Malivaille, an expert in getting the word out about the newest and greatest of projects taking place on the company register, always has the megacorp's interests in mind when coming to a new area. The best form of advertising on a public level is the public itself and Knox knows it is best when it comes from the mouths of locals.

For 1,000 Credits a month worth of talking up the megacorp's dealings, Knox will hire the characters to spread his rumours and information on his behalf.

Referee's Information

Knox will send information to the characters for them to spread through use of their Carouse and Persuade skill checks whenever they feel it is possible. So long as they pass both of these checks at least once each with a total of Effect 6 or higher (combined), Knox will continue their employment.

Possible Outcomes

1d6 Result	Outcome
1–4	The megacorp sees a 0.96% increase in business due to the characters' work, something that will not go unnoticed by the accounting managers.
5	Knox has unfortunately been giving the characters old data and misinformation; which will see their employment terminated in just two months.
6	As for previous but the megacorp believes the characters are subversive agents – and sends out agents of their own.

160. PIATECE, ALIEN EXECUTIVE

Corporate

Required Skills: Astrogation

Required Equipment: Star System Mapping Computer

Player's Information

A strange and hideous lifeform in comparison to the local populace, Piatece is actually a powerful alien executive working with the foreign arm of an influential megacorporation. It had local business to attend to, which it has finished. Now it has to return to its home planet and report the results of that business.

Piatece has a ship ready for his own use but requires much faster navigation to return with the integral data still intact. It will offer a capable astro-navigator with a localised star map 1,000 Credits to plot a faster course to its destination.

Referee's Information

Piatece's original ship route has the equivalent of an Effect 3 on its Astrogation skill check. To get paid, the characters simply need to do better.

Possible Outcomes

1d6 Result	Outcome
1-2	The planned trip will be an easy and safe one for everyone involved.
3-4	The trip cuts a few corners through rougher areas of space but risks should be moderately avoidable.
5	As for previous but a cell of pirates are active in the area travelled through.
6	As for previous but the pirates were actually hired by a rival megacorp to deal with Piatece!

161. CUPE NANDY, CORPORATE INVESTIGATOR

Agent, Corporate

Required Skills: Streetwise

Required Equipment: None

Player's Information

Cupe Nandy is the lead investigator in an ongoing search for a corporate saboteur who has been reported to have fled to the area. She has a massive budget for 'freelance' help and will not hesitate to tap into these funds in order to catch her target.

Cupe will offer the characters 1,500 Credits to help her scour their general area for the location of a red-haired, tattoo-covered man named 'Lobos'. If they also help her bring the man to justice she will *triple* this payment.

Referee's Information

It will take an Effect 5 successful Streetwise skill check to track down Lobos. If they wish to aid in his capture/execution, he will not be an easy battle – as he is heavily augmented and well-equipped.

Possible Outcomes

1d6 Result	Outcome
1-2	Somebody has already gotten to Lobos; as his <i>corpse</i> is waiting at his hideout for the characters to find!
3-4	Lobos is held up inside a subterranean storage compartment with lots of food, water and only one entrance to the room.
5	As for previous but he was wounded in his last mission and is going to fight like a cornered animal.
6	As 3-4 but this is a trap he is setting for whomever is coming after him...which is why the compartment is rigged with explosives!

162. ARCHER DAWN, MEDICAL STAFF

Corporate, Scientist

Required Skills: Medic

Required Equipment: Medical Kit

Player's Information

A member of the Insuritech megacorporation's large and comprehensive medical staff, Archer Dawn is a travelling doctor that manages the health and safety insurance of the company's employees on far away colonies. Due to a misprint on the work order, Archer is looking at having to check out two hundred employees in less than 12 hours – he will need help.

Archer will offer the characters 250 Credits per employee on which they manage to perform the standard medical reference form.

Referee's Information

Every character that wants to try can attempt a Medic skill check (which will take between 1–6 hours) to perform the rudimentary corporate medical reference upon a number of employees equal to the Effect of the success.

Possible Outcomes

1d6 Result	Outcome
1–4	The employees are cranky about having to wait in line but the medical checks are necessary and are handled professionally.
5	One of the employees shows signs of a terrible and communicable disease that would leave the company liable for millions in damages should it spread.
6	As for previous but it is Archer's orders to cover up the existence of the disease and anyone who knows about it.

163. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Athletics (Endurance), Trade (Construction)

Required Equipment: None

Player's Information

The corporate mouthpiece known only as Mister Johnson has called for the characters to meet him in a secluded rural area. This area is the zoned and planned for his current employing megacorporation's next jobsite but it needs to be prepared for the initial clearing of debris and digging through the first few layers of ground.

If the characters are willing to do a few days' worth of hard work, Mister Johnson is permitted to pay them each 1,100 Credits for their service.

Referee's Information

The characters can perform either the basic hauling and dragging of debris away from the worksite using Athletics (Endurance) or they can take a more active role in the digging of foundation posts and such using the Trade (Construction) skill.

Possible Outcomes

1d6 Result	Outcome
1–2	The worksite sees good weather, adequate progress and the project is written as a complete success.
3–4	There is a lot of debris to clear and the ground is particularly dense to dig in but it is not unworkable.
5	As for previous but the debris is dangerous and needs to be handled with care to avoid injury.
6	As 3–4 but the local wildlife preservation committee have set up a protest against the megacorporation's construction here.

164. ANZAI CRAISTEL, DESPERATE THIEF

Citizen

Required Skills: Computers, Streetwise

Required Equipment: Data Storage Device

Player's Information

Anzai Craistel was an internal technology supervisor for a high-end design-based megacorporation up until a packet of classified data ended up mistakenly in his inbox. Briefly looking it over and realising it would be worth a lot of money to the right buyer, he uploaded it into his personal dataslate and booked a flight far, far away. Now paranoia has started to set in and he is too afraid to sell the data, too invested to be rid of it and too inexperienced to know how to fence it.

Anzai will offer the characters 5,000 Credits if they will help him put the data on a 'clean' data storage device and find a data-capable fence to sell the data to.

Referee's Information

Placing the encrypted data file on a data device requires a Computers skill check with an Effect of 3 or higher, while finding a software fence requires an Effect 4 successful Streetwise check – or the use of an underworld Contact.

Possible Outcomes

1d6 Result	Outcome
1–2	The data is a series of schematics for a number of useful goods, making it universally sellable and easy to find a buyer.
3–4	The data is the full layout for a proprietary piece of equipment that will cost the megacorp millions to redesign if the originals get into outside hands.
5	As for previous but the schematic is for a new type of anti-personnel weaponry, making it very valuable to mercenaries and private military agencies.
6	As for previous but the designs are so valuable that a team of 'take no prisoner' corporate enforcers have been sent on Anzai's tail to retrieve the data and kill anyone who might have seen it.

165. DENTON ANGELO, EMPLOYEE TERMINATION EXECUTIVE

Agent, Corporate

Required Skills: None

Required Equipment: A Private (or Rented) Residence

Player's Information

Denton Angelo is a professional expert on the finest ways to terminate employees on distant planets for his employer, a megacorporation that hires people from all walks of life. It is Denton's job to ensure the employee leaves the company with as little trouble and hassle as possible.

While in town on several termination contracts for the local offices, Denton offers to pay the characters 3,000 Credits to let him stay in their residence for a few days to keep disgruntled employees from finding him.

Referee's Information

As long as the characters have access to a private residence of some kind for Denton to spend his non-working hours in, they should have no problem meeting the details of the arrangement.

Possible Outcomes

1d6 Result	Outcome
1–2	Denton only spends two days handing out termination forms and performing exit interviews. He then thanks the characters and goes on his way.
3–4	Denton works odd hours and carries an odd attaché case with him when he goes on a 'termination'. He also seems to be over-careful when coming and going from the residence.
5	As for previous but Denton's terminations are in a more visceral sense; he is the megacorp's chief employee assassin.
6	As for previous but he returns from a 'bad' termination with a terrible belly wound and an angry mercenary employee following shortly behind him!

166. DERYCK ADDAMS, UNEXPECTED INTERVIEWER

Corporate, Psion

Required Skills: Deception or Persuade

Required Equipment: A Spaceworthy Vessel

Player's Information

Employed by a trans-system shipping mogul, Deryck Addams is a trained psion and expert in employment negotiations. He goes where the company requires an honest and reliable shipping avenue, arranges for a face-to-face meeting with the potential contractor and then ensures they will be the right choice for the job in mind.

Arranging to see the characters for the hiring and use of their ship, Deryck will interview them concerning a shipment his company needs taken from this location to another one a good distance away. For their part in the shipment's travels, they would receive 10,000 Credits – five now, five upon delivery.

Referee's Information

Deryck will ask a number of common questions of the characters to build his telepathic probe against their honest intentions before directly asking them about their reliability, dependability and thoughts of client privacy. If the characters are genuine, they can pass a simple Persuade skill check to infer that information. If they have less-than-honest intentions, they will need to instead pass a Deception skill check with an Effect of 4 or higher to baffle his probe.

Possible Outcomes

1d6 Result	Outcome
1–4	The shipment is utterly average; the corporation <i>always</i> goes to these lengths for security.
5	The shipment is actively targeted by the agents of a rival corporation, putting the ship and the cargo at risk.
6	As for previous but the orders are not to capture the shipment – only to destroy it.

167. LOBOS, CORPORATE SABOTEUR

Agent, Criminal, Rogue

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Lobos is an infamous freelance agent who specialises in the sabotage of other corporate targets for whichever megacorp can pay him high enough for his costs, the risk and the profit necessary to make the job worthwhile. He works alone, as is the nature of his career but even he knows when he requires aid. In his line of work however, the best aid is that which can be forgotten when the job is done.

Lobos offers the characters 1,500 Credits each if they will do nothing else but convince the night watchman at a local warehouse to leave his post for no less than 18 minutes.

Referee's Information

To achieve the window of opportunity Lobos needs, the characters can use either their Deception and/or Persuade skills to get the guard to leave his post. Each point of positive Effect gained with these skills buys the characters two minutes of time.

Possible Outcomes

1d6 Result	Outcome
1–2	Lobos is in and out so quickly that the characters never even get to see him again; his mission was that subtle.
3–4	Lobos sets a localised bomb that ravages the warehouse office before vanishing into the night.
5	As for previous but the bomb does a great deal more damage and the characters are potentially implicated.
6	As 3–4 but Lobos also wants to tie up loose ends – namely, the characters.

168. REID ULLERMAN, CORPORATE ADVOCATE

Citizen, Corporate

Required Skills: Advocate

Required Equipment: None

Player's Information

Reid Ullerman, of Ullerman and Sons Legal Advocacy Incorporated, is a professional lawyer on retainer with one of the powerful megacorporations active in the area. He is short staffed and very stressed due to his workload, needing some help to get it all done in time.

Reid will offer any characters that can help him with the legal paperwork in his office a healthy wage of 1,500 Credits a day until he is caught up.

Referee's Information

Reid needs the characters to accumulate a full Effect 24 on successful Advocate skill checks in order to be finished with his overdue workload.

Possible Outcomes

1d6 Result	Outcome
1-4	The paperwork gets done in time for Reid to return to his employers with good news. He is so pleased that he offers free advocacy to the characters in the future.
5	One of the files the characters get to work on is that of an old enemy of theirs' who ran afoul with the local law.
6	As for previous but that criminal has escaped and knows exactly where his legal docket is being held...

169. ELLE MASTA, FABRICATION ASSISTANT

Corporate

Required Skills: Drive

Required Equipment: Land Vehicle

Player's Information

Elle Masta is one of thousands of personal assistants that work for the megacorp's production and fabrication executives. She takes care of all of the little things for the executives but sometimes needs a little help when orders get too full.

Elle asks the characters to carry a few boxes of paperwork out to a shredding facility a few dozen kilometres outside of town. For this service they will receive 750 Credits.

Referee's Information

The characters will only need to pass enough Drive skill checks to amass an Effect 6 to reach the destination Elle requires of them.

Possible Outcomes

1d6 Result	Outcome
1-2	The shredding facility is well-known and just off a major roadway, making it easy to reach.
3-4	The shredding facility has a reputation for covering up major corporate scandals, which is why there are always protesters and media around the gates to its entrance.
5	As for previous but a few of the protesters are actively angry about a megacorp cover-up that Elle is believed to be involved with.
6	As for previous but one of the angry protesters is carrying a weapon and wants the characters' files at any cost!

170. COY SABBOK, RESEARCHER

Scholar

Required Skills: Any Life or Physical Science**Required Equipment:** None**Player's Information**

Working as a general information gatherer for her employer, the Data Collection of Libraries Incorporated, Coy Sabbok is nothing more than a glorified fact checker. There is a multitude of different questions the company needs answered and perhaps the characters will have them.

Coy will arrange for several hours' worth of interviewing with the characters, offering them 500 Credits for every one of her questions they can verify answers for.

Referee's Information

The characters can make any number of Science-based skill checks over the eight hour period of questioning, verifying one of Coy's facts for each 2 Effect gained in this manner.

Possible Outcomes

1d6 Result	Outcome
1–4	The interview is precisely what Coy wanted and she goes on her way when it is over.
5	As for previous but the characters' answers about one particular question has Coy ask several follow up questions due to her professional interest in the subject.
6	As for previous but the subject is terrorism, chemical warfare and bio-hazards.

171. KIRK HAO, PHYSICAL TRAINER

Corporate, Mercenary

Required Skills: Athletics**Required Equipment:** None**Player's Information**

Kirk Hao is a member of the auxiliary staff for a major megacorporation who deals with physical labourers. He is in charge of making sure the frontline face of the company – the actual labour force – is in good physical shape.

Kirk needs to make sure the labourers will be able to handle his planned regime, so he offers the characters 1,000 Credits of the company's money to undertake his exercise class for one week and tell him what they think of it.

Referee's Information

The characters will not have to do well in the exercise class, merely participate. This requires an Athletics skill check of any kind.

Possible Outcomes

1d6 Result	Outcome
1–4	Kirk is an excellent trainer and he works the characters very hard; but not outside of normal exercise parameters.
5	The class is difficult and uses many alien techniques that could be too physically demanding of the students.
6	As for previous but everyone fails to realise that Kirk is a heavy-G worlder, meaning that what he expects the human body to do and what it normally is capable of are drastically different.

172. KENA ROOLERAN, DRIVER

Citizen

Required Skills: Mechanic

Required Equipment: Mechanic's Tools

Player's Information

One of the local drivers for corporate executives, Kena Rooleran is in charge of making sure that visiting officers of the company do not have to wait around for a ride. The company car has broken down unfortunately and with the CEO and VCEO coming in on tonight's shuttle – he needs someone to fix it right away!

Kena demands that the characters fix the company car in less than six hours. If they do so, they can earn 2,000 Credits. If the car can be fixed in two or less hours – this amount will be doubled.

Referee's Information

Fixing the car will take a Mechanic skill check with an Effect 4 or higher. This check will take 1–6 hours, paying special attention to a successful roll that takes a low enough amount of time to earn the extra payment.

Possible Outcomes

1d6 Result	Outcome
1–2	The company car is easily repaired and Kena will return to the characters for minor repairs in the future.
3–4	Kena will serve the company executives well in their stay in the area but will return to thank the characters again after his work is done.
5	As for previous but the executives want to meet the people responsible for such a fine running automobile as well.
6	As for previous but the reason the executives want to meet the mechanics is to offer them a job – Kena's job!

173. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Navigation, Survival

Required Equipment: Digging Equipment

Player's Information

Mister Johnson, the mysterious suit-wearing errand runner for the megacorps, has another sensitive mission for the characters to undertake. He has a large piece of corporation property that he needs to be buried in a secure rural location. This property cannot be found for several months if not years but Johnson is not knowledgeable as to *where* it should go.

For a fee of 5,000 Credits and the typical non-disclosure agreement, the characters are to locate a suitable rural location to bury the package and do so in a manner where it will not be dug up by animals or passersby.

Referee's Information

The characters will need to pass both Navigation and Survival skill checks with an Effect of 2 or better each in order to find, travel to and utilise the proper location.

Possible Outcomes

1d6 Result	Outcome
1–2	This was all just an exercise in the characters' loyalty; the real mission comes after they bury the human body-sized package.
3–4	The package is the same shape, size and weight of a human body. Apparently the megacorp needed these remains to never be found again.
5	As for previous but the remains are those of a high-powered legal advocate that uncovered too much about the company's inner dealings.
6	As for previous but the advocate works for the local government – not the megacorp!

174. SCOTH TASOTTE, MIDDLE MANAGEMENT

Corporate

Required Skills: Persuade

Required Equipment: Voice Amplification Device

Player's Information

When Scoth Tasotte received his orders to go to the site of a terrible worker strike within megacorp territories, he immediately knew this was viewed by upper management as a no-win situation. By the time he received all the necessary information on the location under strike – he was more than a little scared.

Scoth appeals to the characters to help him make his ‘please stand down’ speeches to the masses of striking workers. If they do, he will pay them each 2,000 Credits from his discretionary funds.

Referee's Information

Calming a striking mob of angry megacorp workers requires a Persuade skill check of Effect 4 or higher. Any *negative* Effect will result in an immediate riot.

Possible Outcomes

1d6 Result	Outcome
1–3	The strike is resolved after several days of speeches, negotiation and travels throughout the territory but Scoth can return to his bosses with very good things to say about the characters' employment.
4–5	The strike goes on for several weeks, across two different continents and comes to an eventual stalemate. The workers return to their jobs but not without a great deal of disappointment.
6	As for previous but several disappointed workers have joined together to get a little revenge on who they see as the megacorp's puppets – Scoth and his character mouthpieces!

175. VESKIR PRACE, SHIP'S GUARD

Corporate, Marine

Required Skills: Investigation

Required Equipment: None

Player's Information

Veskir Prace has recently been placed in charge of ship security on the megacorp's in-system passenger liner – due to all six of his superior officers having been systematically killed by some kind of intruder on the vessel. He knows this is out of his league and he knows he needs help if the megacorp is going to let him keep his new promotion.

Veskir offers the characters an item or two from the ship's security storage vault if they can locate the killer amongst the passengers on the ship. No one has gotten on or off, so it must still be on board.

Referee's Information

The characters will need to use Investigation skill checks amassing an Effect 10 to locate the corporate assassin sent to knock off so many of the ship's security staff. If they catch the culprit, they can find any manner of personal security and protective devices in the vault which they may take as payment.

Possible Outcomes

1d6 Result	Outcome
1–2	The killer is a hired assassin who is terrible at anything but sneak attacks; the characters can catch him off guard and take him without much struggle.
3–4	The killer is another member of the security staff, making it a difficult and probably violent capture.
5	As for previous but the security guard in question is ready to flee the ship at his first opportunity.
6	As 3–4 but the security guard in question is actually <i>Veskir</i> !

176. WALDER MANES, TOURING EXECUTIVE

Corporate

Required Skills: Carouse, Streetwise

Required Equipment: Transportation

Player's Information

Walder Manes works for one of the 12 largest megacorporations within three parsecs and he is rather well known in corporate circles. On the street level however, he is just another man in a 10,000 Credit suit. When touring the company's many holdings to get a 'feel' for the common worker, Walder needs help not getting into trouble.

Walder hires the characters to both show him a good time in local public hot spots but also to keep him from wandering into areas that could be dangerous for a human executive. For up to a week's worth of their services, each character will be paid 1,000 Credits a day.

Referee's Information

The characters simply have to pass a Streetwise skill check in order to avoid dangerous territory but they should have to pass a Carouse test of at least Effect 1 each day or they will lose Walder's interest.

Possible Outcomes

1d6 Result	Outcome
1–4	Walder's stay is a good one. He stays out of trouble and seems to have a good enough time touring the territory.
5	There are a handful of company men that follow Walder around in his tour, always keeping a close eye on where he chooses to go and potentially avoid.
6	As for previous but the company men are supposed to be terminating Walder and making it look like an accident.

177. CLARA MUMET, STOCKHOLDER

Citizen

Required Skills: None

Required Equipment: None

Player's Information

A major stockholder amongst the private portfolio of Hansing Chemicals, Clara Mumet is otherwise an average woman amongst the civilian population. She has an interesting dilemma that she believes the characters might be able to help her out with. Ever since her divorce she has had to be careful when acquiring monetary funds.

Clara will pay the characters 1,500 Credits to take possession of 1,000 shares of her Hansing stock, take it to the advocate's office and sell it on her behalf.

Referee's Information

The characters do not actually have to do anything to sell the shares but they may have to use their Deception skills to convince the advocates of their intentions.

Possible Outcomes

1d6 Result	Outcome
1–4	The sale was for nearly 50,000 Credits after the advocates' fees, making Clara very appreciative to have worked with the characters.
5	The advocates at the office are suspicious of the characters' sudden ownership, calling for a larger investigation into what they do with the money afterwards.
6	As for previous but Hansing Chemicals is also interested in the exchange of their shares – especially considering Clara's holdings came from a legal settlement years ago...

178. STAN OLLANE, CONTRACT SPECIALIST

Corporate

Required Skills: Comms

Required Equipment: Communications Equipment

Player's Information

Stan Ollane is a megacorp employee whose speciality is getting employee signatures on important documents and ensuring their timely delivery to the home office. When they cannot be delivered, they instead have to be dictated to the communications router and verified before being sent off.

Stan offers the characters 2,500 Credits to read off his contract dictation for him – he is far too busy to deal with it.

Referee's Information

To dictate the contract information properly over their communications server, the characters must pass a Comms skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	The contract reading is boring and painstakingly simple but it is easy work.
3–4	The contract dictation covers dozens of employees and takes several hours but the communications router accepts the information.
5	As for previous but there are outsiders listening to the information with plans on using it against the company.
6	As for previous but the outsiders listening in are extortionists looking to make money by blackmailing the contracted employees...

179. GANONEWAL, ALIEN BUREAUCRAT

Agent, Corporate

Required Skills: Gambler

Required Equipment: Credits to Bet With

Player's Information

The strange alien creature calling himself Ganonewal has made a terrible mistake due to a language translation error between him and his business associates and now a very important data storage disk is lying in the overnight betting pool at a local casino.

Now caught in a horrible position due to his inability to fathom local gambling, Ganonewal needs a few proxies to sit at the table tomorrow and win back his employers' data disk. He asks the characters to do this, paying their 5,000 Credit buy-in to sit at the table and telling them to keep whatever winnings they amass.

Referee's Information

The characters will need to roll a total of seven Gambling skill checks, adding positive Effect numbers and subtracting negative ones from their total. If, after seven checks, they have a positive Effect 10 or higher they have won back the data disk and the amount listed in parenthesis.

Possible Outcomes

1d6 Result	Outcome
1–2	(25,500 Credits) Ganonewal uses the game to recopy the data and arrange for the original disk to become redundant – making everyone safely happy.
3–4	(10,000 Credits) The disk contains proprietary information and the company will be very grateful for its return.
5	(5,000 Credits) As for previous but the information are classified financial records that the megacorp legal department would <i>kill</i> to have returned.
6	(2,000 Credits) As 3–4 but the disk contains the secret contracts for dozens of agents the megacorp has hired in the past – many of which who will come after the characters if they think they were involved.

180. RAEB UYROLLIN, SPORTS IDOL

Entertainer

Required Skills: Recon

Required Equipment: None

Player's Information

Raeb Uyrollin, trans-galactic sports star and idol to many children across the stars, is a sponsored spokesperson for a fuel-refining megacorp. His face and voice is synonymous with the public image of the company, which comes with both the good and the bad. Security is always an issue whenever he appears publicly, forcing Raeb to be extra careful in certain situations.

Raeb's agent offers the characters 3,000 Credits to look around the future site of his next appearance for potential security risks.

Referee's Information

The characters will only need to pass a simple Recon skill check to locate any security threats in the area of the impending public appearance.

Possible Outcomes

1d6 Result	Outcome
1–4	The area is totally secure and Raeb's agent gives the characters backstage passes to meet the sports star afterwards.
5	There are a few security weaknesses to be found in the area, putting Raeb at risk and forcing his agent to ask the characters to stick around as additional bodyguards.
6	As for previous and a rival agent is planning on making a very public example of poor Raeb while he is on stage talking to the children!

181. AHAN BOUTAIR, ARMS ARRANGER

Agent, Mercenary

Required Skills: Language, Persuade

Required Equipment: None

Player's Information

Intergalactic arms seller and munitions dealer, Ahan Boutair is one of the five leading sources of security personnel armaments and *other* tools of the inter-corporate conflicts. Ahan meets with megacorp security executives often enough to be a frequent sight at the office but even he needs translators when doing business with aliens.

Ahan will offer to hire the characters for 1,000 Credits each to serve as his local translators and mouthpieces with the alien megacorp office in the area.

Referee's Information

The characters will need to have the proper Language skills to deal with the aliens in question as well as pass a Persuade skill check to pass on the sales information efficiently.

Possible Outcomes

1d6 Result	Outcome
1–2	The sale is easy – as the aliens brought their <i>own</i> translators to the deal!
3–4	The deal takes a little work and some negotiations but Ahan's business is sealed and he writes the characters' names down for more work in the future.
5	As for previous but the alien megacorp is also interested in the characters' talents for future employment.
6	As 3–4 but Ahan is more interested in the characters to help him with his <i>other</i> business – illegal arms smuggling over governmental borders!

182. WAQ'A APHRAING, ALIEN INVESTOR

Corporate, Merchant

Required Skills: Carouse

Required Equipment: Luxury Clothing

Player's Information

A major financial investor in the Coorslint Fabrication Properties megacorp, Waq'a Aphraing gained his money from his family's business line on a distant alien world. His 'old money' has funded huge improvements in the Coorslint business model and the executives do their best to treat him well when he is visiting from so far out of town.

The megacorp agents have asked the characters to dress nicely and show Mister Aphraing a good time while he is visiting the planet. This could mean anything to the strange alien but as long he leaves happy – the characters will earn 5,000 Credits.

Referee's Information

The characters will need to pass a nightly Carouse skill check in order to keep Waq'a happy – for 2d6 days worth of stay on the planet. As long as more nights end with positive Effect than not, they are successful.

Possible Outcomes

1d6 Result	Outcome
1–4	Waq'a enjoys his stay on the planet enough to set up another fund for the company, making the visit a success.
5	As for previous but the fund is made in the characters' names – creating a worrisome level of paranoia in the local executives.
6	As for previous but the executives worry enough about blackmail and scandal dealing with Waq'a that they hire professional agents to investigate and possibly <i>eliminate</i> the controversy.

183. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Sensors, Stealth

Required Equipment: Sensor Suite Equipment

Player's Information

Clad in his normal expensive suit, the enigmatic Mister Johnson has a task for the characters to complete on behalf of his not-to-be-named corporate employers. All Mister Johnson needs out of his 'favourite' contractors is for them to hide in a tucked away location and run sensor sweeps of the area every hour for a full 24 hours.

For this seemingly inane service, Mister Johnson will arrange for 10,000 Credits to be deposited into the characters' account.

Referee's Information

The characters will need to pass an easy Sensors skill check every hour in order to perform the duty as assigned, with the Referee requiring possible Stealth checks whenever they begin to get noisy or might be discovered.

Possible Outcomes

1d6 Result	Outcome
1–2	Mister Johnson's mysterious test was concluded as a success, or at least no one came to the characters saying otherwise.
3–4	The sensor sweeps often returned with numerous beacons of activity in the area.
5	As for previous but the beacons closed in on the characters' location quickly, eventually surrounding them completely.
6	As for previous but when the beacons formed a tight circle around the characters, it became evident that they were somehow set up for this ambush...

184. STASHIA MUNNET, FUNCTION CATERER

Citizen, Entertainer

Required Skills: Steward

Required Equipment: None

Player's Information

Stashia Munnet is Starcyk Industries primary organiser of function and event catering services. She makes sure that proper food and beverages are available at every meeting, every gathering and especially at executive holidays. She is managing the spread for a corporate-to-corporate wedding/power brokerage and her shuttle full of wait staff have been delayed at the immigration office.

Stashia offers the characters a base wage of 1,000 Credits for unskilled labour (washing dishes, cleaning tables and so on) and 5,000 Credits for skilled waiters and cooking staff – all for six hours' work.

Referee's Information

Any character looking to make the higher wage must pass a Steward skill check at Effect 3 or higher. Unskilled labour takes no skill check at all.

Possible Outcomes

1d6 Result	Outcome
1–4	The gala event is the talk of the town and both megacorps involved are happy with the services provided.
5	Stashia is rumoured to have bugged the ballroom and planted surveillance devices in all the wait staff's uniforms, making interaction between them and the guests somewhat strained.
6	As for previous but the rumours are <i>true</i> .

185. ZAVAS JONTENUE, ILLICIT EXECUTIVE

Agent, Corporate

Required Skills: Explosives, Stealth

Required Equipment: Explosive Devices

Player's Information

On the payroll of a leading vehicle manufacturing company, Zavas Jontenue's official title is 'Executive Vice President of Client Services' – but what he actually does is arrange for accidents to happen to his employer's competition. He never does the deed himself; he lets his chequebook pave the way for his agents to ruin the rivals.

Zavas contacts the characters through secure means, asking them to set off structural detonators at seven key locations across a particular company's planetary holdings. These explosions are not designed for full-scale demolition or loss of lives; merely a way to remind the rival of the constant danger they are actually in. For each location successfully detonated, Zavas will pay them 5,000 Credits.

Referee's Information

Each location will require the characters to pass a basic Stealth skill check to get past any security guards on site before then passing their Explosives skill check with an Effect of 2 or higher in order to successfully plant the detonators.

Possible Outcomes

1d6 Result	Outcome
1–2	The detonated buildings are empty warehouses belonging to a real estate company Zavas' employers want to frighten into selling. It worked.
3–4	The detonated buildings are storage facilities that housed a collection of company goods, much of which is irrevocably damaged in the explosions.
5	As for previous but the buildings are actually corporate property of Zavas' employer! This is all just a big insurance scam.
6	As 3–4 but the goods themselves are just as volatile as the detonators, causing a chain reaction that levels much more than one building!

186. MARTIUS COCHER, EMPLOYEE IN NEED

Citizen, Scholar

Required Skills: Streetwise

Required Equipment: None

Player's Information

A prized research scientist working for a major chemical manufacturer, Martius Cocher has run into a bit of trouble with the local authorities. The megacorp's legal advocates have thrown up a web of red tape to keep them off his back until they can get him smuggled off the planet but they have told him to find someplace safe to hold up for the forty-eight hours it will take to arrange for the secure transport.

Martius has 5,000 Credits of his company's money to hire the characters (or anyone else) who can point him to a good, safe place to hide for a few days.

Referee's Information

Unless the characters already know of a great place to hide from law enforcement investigators, they will need to pass a Streetwise skill check to find one – with each point of Effect counting as 12 hours of guaranteed safety.

Possible Outcomes

1d6 Result	Outcome
1–2	The lawyers do their jobs well and keep the heat off Martius long enough to get his ride arranged.
3–4	The investigators snoop around where Martius disappeared for the full 48 hours but they do not seem overly zealous in his capture.
5	As for previous but they actually extend the investigation for another 24 hours...making it a bit more difficult to hide Martius that long.
6	As 3–4 but the investigators have one specialist on the case...a licensed and legal psion!

187. NEPHRYN RAIKOR, CORPORATE PILOT

Merchant, Navy

Required Skills: Engineer (Systems), Vacc Suit

Required Equipment: Toolkit, Vacc Suit

Player's Information

Nephryn Raikor is a competent pilot that does her best to move her company's goods around the galaxy in relative safety but everyone occasionally runs into problems. Her vessel ran through a small asteroid belt filled with fist-sized or smaller hunks of stone that pummelled her hull and caused some internal systems damage. Now her ship is in monitored orbit and she needs a repair crew to help get her shipment back in motion.

Considering it requires extravehicular movement and a skilled hand, the characters are offered a corporate contract for a standard emergency repair team – 7,200 Credits and shuttle costs.

Referee's Information

There is an Effect 8 worth of damage done to Nephryn's ship, which must be repaired through the use of the Engineer (Systems) skill. At least 3 Effect of this total must be repaired from *outside* the vessel, requiring a successful Vacc Suit skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	The ship is not damaged so badly that it cannot finish its due course and Nephryn's megacorporate sponsor is happy to have their goods delivered.
5	Some of the corporate cargo was damaged by the asteroids but Nephryn's flight insurance should cover all the costs.
6	A very significant piece of the ship's computer was struck by an asteroid – the navigational systems. Unless the characters remember to fix it as well, Nephryn's ship will surely be lost.

188. LOSEPHIME CUTOUS, INVENTOR

Scholar, Scientist

Required Skills: Carouse, Deception and Persuade

Required Equipment: None

Player's Information

Doctor Losephime Cutous has invented a powerful new technology that has several megacorporations bidding over her retainer but she has not yet decided who she will sell to. Known for her shrewd business sense and ability to 'sniff out' a corporate bribe – the megacorps will have to get more cunning to persuade her.

The characters' megacorporation ally gives them 25,000 Credits and one goal – acquire Dr. Cutous' retainer contract.

Referee's Information

Exactly how the characters choose to acquire Losephime's retainer is up to them. They will want to use any or all of their Carouse, Deception and Persuade skills in combination with the money they were given to do so.

Possible Outcomes

1d6 Result	Outcome
1–2	Doctor Cutous is happy to work with the characters' chosen megacorp, as she has become quite smitten with one of the characters!
3–4	It will cost a 20,000 Credit signing bonus but Doctor Cutous will sign with the megacorp of the characters' choice.
5	As for previous but the Doctor does not want money from the characters for her retainer; she wants a few samples of their DNA for her research.
6	As for previous but those samples are going to be used in state-of-the-art cloning experiments that could result in corporate copies of the characters in just a few months!

189. ROE MASE, INFORMATION BROKER

Agent

Required Skills: Investigate

Required Equipment: None

Player's Information

A professional information dealer whose job is to disseminate specific rumours and bits of intelligence to interested parties; Roe Mase serves an important role to the megacorporation on the street level. He ensures that the street agents of other companies know exactly what his megacorp wants them to.

Roe wants the characters to do a little digging on his behalf to make sure his last set of corporate gossip is circulating. For their time, he will pay them each 1,000 Credits.

Referee's Information

The characters will only need to pass an Investigate skill check with an Effect of 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The characters discover that the rumours are circulating as planned and Roe's employer is generally feared in corporate circles because of them.
5	There are several agents that do not believe Roe's rumours and are trying to find out why his company feels the need to spread them.
6	Rival agents are spreading rumours of their own at the street level – that the characters are all corporate spies looking to infiltrate their various employers!

190. YEERO SCHAEFER, DEDICATED EMPLOYEE

Citizen

Required Skills: Computers

Required Equipment: Computer Terminal

Player's Information

Young Yeero Schaefer is a low-end employee at the local office of Sonner and Franz Aeronautics, an influential fighter design conglomerate. He has a project due in a few days that he thinks he can finish earlier, buying himself some extra credentials with his supervisors, if he can get someone to run his data tests for him.

Although technically a breach in disclosure, Yeero will offer the characters 2,000 Credits each for spending an evening crunching his numbers for him, ensuring that his design systems function as expected.

Referee's Information

The characters will need access to a computer terminal for several hours and pass a Computers skill check with at least an Effect of 3 to successfully test Yeero's program.

Possible Outcomes

1d6 Result	Outcome
1–2	The data works perfectly and Yeero promises to reward the characters further when he 'strikes it rich'.
3–4	The data works as planned but Yeero requires all copies be destroyed after he is returned his primary file.
5	The data is corrupted; Yeero has failed in his project.
6	As for previous but the corruption comes from a tracking program the company inserted in the data to keep tabs on its researchers.

191. TJEN KAYCE, HUMAN RESOURCES

Corporate

Required Skills: Any Combat

Required Equipment: Any Weapon

Player's Information

Tjen Kayce is the third assistant to the director of human resources for Magnacharter Incorporated; meaning she is only on the payroll to justify her real position – which is making sure old employees keep quiet about what they saw while employed.

Tjen needs someone to 'remind' a former Magnacharter employee to keep their mouth shut, and she will give the characters 5,000 Credits to make this happen. She does not want the target, a mister Ujan Ives, to be permanently injured.

Referee's Information

The characters can choose to use any of their combat skills (or get more inventive if they wish) to put a little pain and fear into Ujan but they will not be paid if he dies.

Possible Outcomes

1d6 Result	Outcome
1–2	Ujan lives to tell all of his friends not to mess with Magnacharter and he never opens his mouth about it again.
3–4	Word spreads about Ujan's 'incident' and soon no one wants to ask any more questions about Magnacharter Inc.
5	As for previous but after Ujan heals from his wounds he seeks revenge upon the characters specifically, hiring some thugs to return the favour.
6	As 3–4 but a rival corporation picks up Ujan's medical bills and whisks him away in the night – probably to interrogate him about the sensitive information they must believe him to have.

192. GRIFF BENSON, COMPANY MAN

Agent, Corporate

Required Skills: None

Required Equipment: Pistol of Higher Tech-Level than Current Location TL

Player's Information

Griff Benson is a longstanding member of the supervisory council for his employer's local branches, giving him a great deal of power amongst the employees and those in the know of his position. Outsiders and people who have no reason to recognise the string of letters after his name on his ID card however, they only see a middle-aged man with a few too many beers sagging his belt. For a few days now he has been getting harassed by some know-nothings in his parking garage and he wants to buy something fitting to his station to suitably frighten them.

Griff will offer the characters three times the market value for any functional pistol with a technology level higher than what is commonly found in the area. Showing off with a gun like that will get him the respect he deserves, he believes.

Referee's Information

The characters can make a hefty profit on any sidearm they are carrying that fits the need, but they may want to remember if their credentials are matched to its serial numbers, if any.

Possible Outcomes

1d6 Result	Outcome
1–2	Griff scares off his harassers and never even has to show more than the gun's handle.
3–4	Griff pulls the gun out and points it at the harassers and they react with shock and eventually withdraw.
5	Griff accidentally discharges the weapon at the harassers, wounding one before they flee.
6	As for previous but the wound is fatal – and Griff is arrested later that evening for manslaughter!

193. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Drive

Required Equipment: Any Ground Vehicle

Player's Information

When the megacorps ask for something to get done, Mister Johnson is happy to make sure that happens. He approaches the characters with a simple task that he needs performed but it seems too good to be true. All he wants is a ride.

Carrying a large nylon bag under one of his arms, Mister Johnson will pay 7,000 Credits to be driven seven hours outside of city limits and simply dropped off. They are to leave him there for his 'pick up'.

Referee's Information

The characters will need to pass a single Drive skill check to navigate the bumpy country roads and rural paths to reach Mister Johnson's mysterious rendezvous point.

Possible Outcomes

1d6 Result	Outcome
1–4	Mister Johnson waves pleasantly as the characters drive away, leaving him in the wilderness all by himself...
5	Mister Johnson opens the nylon bag upon reaching the destination, removes a communicator and says 'They made it all the way here. You are clear to go.'
6	Mister Johnson sets the nylon bag down on the indicated spot, steps backwards three paces and watches as it bursts into flames and disintegrates. Afterwards, he asks for a ride back to town.

194. DELSON HAHN, ATTACHÉ TO THE BARBARIANS

Agent, Drifter, Scout

Required Skills: Recon, Survival

Required Equipment: Survival Gear

Player's Information

Delson Hahn is the skilled employee of the Evolusharing Limited corporation in charge of business between the company and the primitive villages in the rural wilderness. He makes these journeys every week with just two other men to guard him against the wild. His men are indisposed and he needs to make a pick up run pronto.

Delson will offer the characters 2,500 Credits to walk the two days to the village and back again to protect him from predators and rival tribes.

Referee's Information

The characters will surely want to pass a Survival skill check to avoid natural dangers on the journey but a Recon skill check with an Effect of 3 or higher will also show the safest route to take when left with a decision.

Possible Outcomes

1d6 Result	Outcome
1–2	Delson drops off some supplies and picks up a few sacks of unrefined gemstones the primitives cut from the ground, giving each character a raw gem worth 1d6 x 500 Credits.
3–4	Delson is only going to see the primitives to pick up a large shipment of traditionally-worked items that fetch a high price in collector markets.
5	As for previous but these worked items are exceptional weapons common to this tribe of people.
6	As for previous but the weapons are coated with a locally-harvested neurotoxin that is illegal in most human communities.

195. MUSEL BONNER, WEAPON DESIGNER

Scientist

Required Skills: Gun Combat (Energy Rifle)

Required Equipment: None

Player's Information

Musel Bonner works for Solartek, a megacorp that specialises in the creation and distribution of energy weaponry. He is one of their leading design staff members and he has come up with a new compact rifle that he believes will revolutionise infantry warfare.

Musel offers the characters 10,000 Credits to take one of his prototype rifles into 'the field' with them for one week and record what it is capable of.

Referee's Information

The energy rifle is a safer version of a fusion weapon, firing small bursts of fusion energy that travel too fast to emit radiation. All the characters will need to do is point and shoot.

Possible Outcomes

1d6 Result	Outcome
1–4	The weapon is powerful, accurate and seemingly safe. Musel has invented something exceptional with this rifle.
5	The rifle is erratic in its output, effecting both accuracy and damage potential.
6	As for previous but any lower-powered shot also leaks minor radiation (1d6-2 Rads) into the user.

196. UJAN IVES, TERMINATED EMPLOYEE

Citizen, Drifter

Required Skills: Advocate, Investigate

Required Equipment: None

Player's Information

Having been fired for unknown reasons, Ujan Ives needs someone more skilled than he in legal matters and snooping to find out what he must have done to deserve his early termination. He offers the characters 1,300 Credits to dig up something that he did to be fired from his cushy megacorp job.

Referee's Information

To research the legal side of things, a simple Advocate skill check will determine that the corporation can fire any employee in this sector for any transgression against their manual of employee conduct. An Investigate skill check with an Effect of 4 or higher will reveal why Ujan was fired.

Possible Outcomes

1d6 Result	Outcome
1–2	It seems that Ujan was fired for no discernable reason and that he has a good legal standing to go after his former employer.
3–4	Ujan was terminated for a minor infraction against the dress code at his office; a problem that can easily be overturned by a skilled advocate.
5	Ujan was terminated because he got into a romantic relationship with his boss and was found out by his fellow employees.
6	As for previous but he was fired actually by the boss in question – when he told her that they would need to stop seeing one another to preserve professionalism.

197. TY KROEG, CORPORATE ADVOCATE

Agent, Corporate

Required Skills: Deception or Persuade

Required Equipment: Nice Clothing

Player's Information

Ty Kroeg is a hard-working member of the legal team for Dynamic Systems Incorporated, a major software company. His job is to get recorded testimonies from software users across the galaxy for use in their class action defences.

For an under-the-table payment of 1,000 Credits, Ty wants the characters to give their honest experiences concerning a piece of software under scrutiny.

Referee's Information

If the characters have actually used the software in question, they can use their Persuade skill to give a telling testimony. If they have not, use Deception instead.

Possible Outcomes

1d6 Result	Outcome
1–4	Ty takes the testimonials and thanks the characters before returning to his corporate offices to compile the information.
5	The testimonials are added to a larger file and put into storage for potential future use against litigation.
6	As for previous but the larger file is stolen 24 hours after the characters are added to it, making them the prime suspects in the data theft!

198. EDWARD NOTING, TALENT SCOUT

Agent, Corporate

Required Skills: Art (Music), Persuade

Required Equipment: None

Player's Information

Always on the lookout for the voice of the next generation of jingles or spokespersons, Edward Noting is in charge of finding the best talent in the market for his company's use. Having come out to a local music competition, Edward is looking for a variety of opinions on the best bands on stage.

Edward will pay the characters 500 Credits each (and all the drinks they can handle) to go to the competition, pick out the five best artistes from the competitors and then get them to meet with Edward personally after the show.

Referee's Information

The characters will want to make an Art (Music) skill check to recognise the best bands to choose but it will require a Persuade skill check of at least Effect 1 to get them to meet with a mysterious stranger.

Possible Outcomes

1d6 Result	Outcome
1–2	The competition is full of good talent and the bands the characters chose have a great future ahead of them.
3–4	Edward is very satisfied with the characters' choices; he even gives them a 5,000 Credit bonus for finding 'the sound of tomorrow'.
5	As for previous and the band is looking to strike it big with their new corporate contract, making them extremely willing to help in any way.
6	As 3–4 but the band is afraid they will be viewed as sell-outs, so they want to find some kind of mask/make-up/disguise gimmick to hide behind.

199. WIL SUNDON, CLUMSY SALESMAN

Corporate

Required Skills: Streetwise

Required Equipment: None

Player's Information

When the electronic sale for 50 plasmavision vid-viewers came across Wil Sundon's data terminal, he was so excited to make such a large commission that he made a seriously rookie mistake – he interposed two digits in the delivery address. Now his truckload of expensive electronics has gone missing because of being dropped off in a poor neighbourhood and Wil needs help to retain his job.

Wil contacts the characters and offers them a full 5,000 Credits to tell him where a truck of electronics has gone off to in the neighbourhood. If they help him get the merchandise back – he will double that amount.

Referee's Information

A Streetwise skill check with an Effect of 2 or higher will reveal that the Drugal Brothers stole the truck but those thugs will not easily part with 50 x 200,000 Credit pieces of electronics!

Possible Outcomes

1d6 Result	Outcome
1–2	The Drugals have yet to open a single box. In fact, they are not even sure what they have just yet and can be talked or intimidate out of them rather easily.
3–4	Five of the vid-viewers have gone missing or been damaged but the majority of the order is salvageable.
5	Word has already spread that the Drugals are selling these devices at 10% of their retail value, creating a huge mob buying them at the warehouse they are hiding at.
6	As for previous but there are a number of legal agents hiding in the crowd who will not hesitate to intervene when the characters come for their evidence.

200. VARKATZ, COURIER

Agent, Scout

Required Skills: Pilot

Required Equipment: Spaceworthy Vessel

Player's Information

Varkatz is a hand-delivery courier that makes his living bringing handwritten messages halfway across the galaxy from one high-powered executive to another. He is trusted with messages that no communication system or electronic device can be.

Varkatz has a message that he needs to deliver and he is willing to pay the characters 10,000 Credits for them to pilot him to a space station a few sectors away in order for him to do so.

Referee's Information

The characters will need to make basic Pilot skill checks to bring Varkatz to his destination as well as get permission to dock with a company-owned flotilla.

Possible Outcomes

1d6 Result	Outcome
1–2	Varkatz pays his fee and boards the station with his message pinched between his fingers.
3–4	Varkatz's message is one of some urgent news and the executives on the station fall into a bit of a panic.
5	As for previous but the executives also write a response memo and ask to have Varkatz return to his home office with it, thereby doubling the characters' salary.
6	As for previous but the memo is actually a termination notice – which Varkatz will deliver with his hold-out pistol upon his arrival.

201. MAGDALENA MATRICE, GOURMET CHEF

Citizen, Entertainer

Required Skills: Art (Culinary Arts) or Social Sciences (Nutrition)

Required Equipment: 500 Credits

Player's Information

The well-known and well-respected face on the All Around the Stars cookbook company and vid-cast series, Magdalena Matrice is a gourmet chef that prides herself on her ability to appeal to the masses despite her megacorporate ties. She is holding a culinary contest for 100 lucky people, the characters among them.

After paying the 500 Credit entry fee, each person is made a three-course meal from a variety of styles and dishes. The person who can name the most ingredients Magdalena used in their preparation wins 20,000 Credits!

Referee's Information

Although any character that pays the fee will eat very well for the evening, anyone who can manage to get an Effect 5 or higher Art (Culinary Arts) or Social Sciences (Nutrition) skill check will be able to name enough ingredients to get into the final running – requiring another check to be made for the dessert plate!

Possible Outcomes

1d6 Result	Outcome
1–4	The contest is an amazing event full of fantastic food covered by the media, ensuring that All Around the Stars' stock portfolio rises 2% in the next day's market!
5	One of the dishes served is a rare and somewhat scandalous entrée, causing a fair number of people involved to leave once they discover what it is comprised of.
6	As for previous but the controversial ingredient is actually a sentient shellfish from a distant water world. It has been made illegal to harvest and eat on hundreds of planets – just not this one.

202. GYARA MATAMURI, POTENTIAL INVESTOR

Noble

Required Skills: Navigation, Recon

Required Equipment: None (Land Vehicle helpful)

Player's Information

An aspiring investor in a rapidly growing megacorporation, Gyara Matamuri is a very wealthy woman ready to hand a massive amount of cash to her corporate contacts. Unfortunately for her, the ride she arranged to bring her to her contact did not show. Now she has a rough idea where she needs to go, but no way to get there.

Gyara will offer the characters 5,000 Credits to bring her to 'long bend butte', a rural location she only knows the description of, before sundown in three days.

Referee's Information

It will take the purchase of a local map or a simple Navigation skill check to locate the butte but the characters will need to pass at least one Recon skill check while travelling with the important person – as she is wanted by more than just her business partners.

Possible Outcomes

1d6 Result	Outcome
1–2	Gyara's contact is waiting for her at the butte with a fast ATV as well, taking her off the characters' hands immediately and thanking them for their aid.
3–4	Gyara's contact is waiting at the butte but is surprised to see she did not come with the original transport they provided.
5	As for previous but her contact is concerned about the presence of the characters because there was no employment clause in the investor's guide – the company could be held liable for any mishaps!
6	As 3–4 but he is surprised because he never thought he would have to tangle with anyone but a hired driver – when he tries to kill Gyara and take her money!

203. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Heavy Weapon (any)

Required Equipment: None

Player's Information

The well-dressed mystery man that is 'Mister Johnson' has a direct and well-paying job in line for the characters. There is a convoy of automated cargo-haulers that will be passing by a specific location in three days' time – Mister Johnson's employer wants the characters to destroy them.

The characters will be paid 20,000 Credits to arrive at a pre-determined location, man a pre-arranged heavy weapons platform and shoot down no fewer than half of the 10 automated cargo haulers in the convoy.

Referee's Information

The cargo haulers are small and lightly armoured, requiring only 20 points of damage to be rendered destroyed. This will be easiest if done with the heavy gauss turret Mister Johnson is providing.

Possible Outcomes

1d6 Result	Outcome
1–2	The cargo haulers belong to the company that Mister Johnson works for; this is an elaborate scheme to claim insurance on the contents as well as test the armour plating on the haulers for future reference.
3–4	The cargo in the haulers is reactive – any hit causes a spectacular and vivid explosion!
5	As for previous but the cargo belongs to a powerful noble that had inside information about the attack. He has several guards and rapid-attack drones on standby.
6	As 3–4 but the explosions also spread a toxic fume across the convoy area...endangering the neighbouring communities.

204. CHAUNCY SPRINER, ARRANGER

Agent, Corporate

Required Skills: Any Gun Combat

Required Equipment: Any Firearm

Player's Information

One of the megacorp's dirty little secrets, Chauncy Spriner is in charge of gaining the temporary employment of freelance 'trouble solvers'. When something needs removed or destroyed, Chauncy arranges for it.

Chauncy needs the characters to fire their weapons a few times in the general direction toward a competitor's office. For this dangerous and illegal deed, she will pay them 5,000 Credits.

Referee's Information

The rival competitor office is a small location that is only manned by a few employees. Unless the characters miss their 'safe' targets with Effect -2 or worse, they should only hit building and not employee.

Possible Outcomes

1d6 Result	Outcome
1-4	The office is actually unmanned when the characters come by, making it the perfect fear tactic without risk of injuring the employees.
5	The competitor is a gunnery manufacturer – the employees are not going to take getting shot at without firing a few back.
6	As for previous but the office is hosting a regional meeting at the moment – adding 12 employees to the scene!

205. STACKS KNOTHAUS, PROTEST ORGANISER

Citizen, Corporate

Required Skills: Athletics (Endurance), Persuade

Required Equipment: None

Player's Information

One of the best ways to hurt a megacorp's rivals is crush its mass appeal. Stacks Knothaus is a specialist at arranging large protests against his employer's competitors. Picking an easy and emotionally-motivated topic and paying a few dozen people to start a picket against it is a good beginning.

Stacks will pay the characters a fee of 500 Credits for starting up and standing in his picket line but he will add an additional 250 Credits for each passerby they can attract to join the protest.

Referee's Information

Standing and pacing in line all day requires an Athletics (Endurance) skill check but for every two points of successful Effect on a Persuade skill check made during that time will attract a passerby.

Possible Outcomes

1d6 Result	Outcome
1-2	The protest is going to be safe and simple but the point will get across perfectly fine.
3-4	Stacks is happy with the results of the protest; especially when the protested company files its daily market numbers.
5	One of the protesters is far more angry about the point being made, adding tension to the situation.
6	As for previous but that protester is also armed to make a more violent stand.

206. DAVID PECK, MASTER OF DISGUISE

Agent, Rogue

Required Skills: Deception, Stealth

Required Equipment: Camera

Player's Information

David Peck, one alias among dozens, is a professional spy that works for several corporations doing the same thing – disguising himself as an employee in order to get classified information for his true employer. The best way for him to do that is to have someone else get him the uniform and ID badge information so he can create a workable forgery.

David will offer the characters 7,500 Credits to lie their way into a company office and take unauthorised pictures of the uniform and ID badges of the employees there.

Referee's Information

Getting into the premises will take a Deception skill check or some other method but managing to take photos of the employee information David needs will require a Stealth skill check of Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The office is lacking on security and the employees are not much to care about newcomers and their penchant for photography. It will be an easy assignment.
5	One of the employees is overly worried about the characters and their inquisitiveness.
6	As for previous but this employee is willing to do some research of his own into the characters; who knows what he will find.

207. HARKON FREAN, WAREHOUSE MANAGER

Civilian, Corporate

Required Skills: Leadership

Required Equipment: None

Player's Information

Harkon Frean is the manager of a storage warehouse for the megacorp's surplus goods but his labour force has gone on recent strike and the negotiators are not through hammering out the details yet. Until a new contract is signed the warehouse has to be employed by scabs – and Harkon's reputation will not allow him to be the one who leads them on the warehouse floor.

Harkon will offer the characters 2,500 Credits to work for three full days as his floor manager, giving the proper commands to the part-time labour force.

Referee's Information

The characters will only need to pass a single Leadership skill check of Effect 1 or higher each day in order to successfully manage the employees.

Possible Outcomes

1d6 Result	Outcome
1–2	The work strike actually comes to a crashing close in a shorter amount of time than expected – a mere 24 hours!
3–4	The workers are happy to get paycheques; they are easygoing and could not care less as to who is managing them.
5	A few of the striking workers are picketing the front doors of the warehouse.
6	As for previous but they will not take kindly to the characters' getting involved with the scabs.

208. NIEL WOLFE, CORPORATE TRANSPORTER

Corporate, Navy
 Required Skills: Zero-G
 Required Equipment: None

Player's Information

Niel Wolfe is a pilot for a large cargo transporter in the corporate fleet, but he has fallen on dangerously hard times and his crew has walked out on him. Now he needs a handful of able-bodied men and women to get his ship back to the corporate docking station to fully re-crew.

Niel cannot afford to pay the characters up front but his staff insurance will pay them 3,000 Credits each once they bring his ship to the proper port.

Referee's Information

Niel will take care of all the piloting but the characters will need to pass at least one Zero-G skill check in order to undertake their duties.

Possible Outcomes

1d6 Result	Outcome
1–4	The trip is on a common trade route, making for a simple and somewhat boring journey.
5	The company docking station is unwilling to pay for Niel's lost crew – or their replacements.
6	As for previous and the company is impounding the ship, leaving Niel and the characters stranded in space!

209. LUPOR LIZBAAN, CORPORATE SECURITY AGENT

Agent, Corporate
 Required Skills: Drive, Recon
 Required Equipment: Land Vehicle

Player's Information

Lupor Lizbaan is the arresting agent that has taken custody of an enemy set against his employing megacorporation. His captive and he are to meet up with a secure shuttle across town in just a few hours but he needs an armed escort to give him a ride to where this is to happen.

Lupor will pay the characters 1,500 Credits each just to drive he and his captive across town to where his shuttle is waiting.

Referee's Information

The characters will need to pass a Drive skill check to navigate the streets and roadways as necessary but they must pass a Recon skill check at Effect 3 or higher – or they will surely be ambushed by the criminal's allies.

Possible Outcomes

1d6 Result	Outcome
1–4	Aside from a short run-in with Lupor's captive's allies on the road, there are no complications with the drive to where the shuttle is waiting.
5	Lupor's captive is extremely well-connected in the underworld community and has very resourceful friends.
6	As for previous but the resourceful friends are willing to silence the captive – by blowing up the transporting vehicle!

210. GRAYCE BAILE, THE BOSS'S WIFE

Citizen

Required Skills: Carouse, Investigate

Required Equipment: None

Player's Information

The wife of a major executive in the corporation, Grayce Baile is in town with a few of her socialite friends for a public relations tour and she has contacted the characters to be their escorts. She wants to enjoy herself while she is away from her husband, perhaps even a little too much.

Grayce has an account deposit slip for 25,000 Credits that she will give the characters – only *after* they show her and her friends a good time!

Referee's Information

The characters will need to pass a Carouse skill check to show Grayce a good time while she is in town. If they care, the characters will need to pass an Investigate skill check to notice when her appetites turn from simple fun to something that the boss would *not* approve of.

Possible Outcomes

1d6 Result	Outcome
1–2	It is a great few evenings and Grayce will return home with fond memories and pleasant tales of the characters.
3–4	Grayce and her friends have a great time, taking with them stories of the characters' excellent taste and entertainment choices.
5	As for previous but one of the friend's husbands is not too happy with the events that took place.
6	As for previous and that husband is the psychotically jealous type.

211. BRODY WAHLES, PROBLEM SOLVER

Corporate, Scout

Required Skills: Recon, Survival

Required Equipment: None

Player's Information

Brody Wahles is a freelance animal specialist that works with the Genetical Crafting Corporation, a company who makes its profits on genetically engineering high-profile pets for nobles and socialites. One of these things went awry in the testing labs and has gotten loose. Now Brody needs a few extra sets of eyes and hands to bring this creature in.

Brody will offer a bounty to the characters of 10,000 Credits to help him in the local wilderness to bring the creature – an amalgam feline/reptile species – into his custody.

Referee's Information

The characters will need to keep their eyes open and their wilderness trapping skills sharp in order to help Brody catch the beast, requiring a successful Recon and Survival skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	The amalgam animal was bred to be a docile pet and was happy to leap into the characters' arms – especially if it meant canned food and affection.
5	Something in the reptilian DNA has turned the creature predatory and quite vicious.
6	As for previous but the engineering scientists also missed one very important detail – the development of venom glands behind its long feline fangs!

212. KOCHAEEL REEFE, CORPORATE MEDIATOR

Agent, Corporate

Required Skills: None

Required Equipment: Any Melee Weapon

Player's Information

Kochael Reefer is a professional mediator that works with several of the large megacorporations. He sits injured parties down with company advocates and negotiates how to solve whatever problems are plaguing them. He is not a physically big man however and when one of the parties he is mediating is a violent and imposing alien warlord – he needs backup.

Kochael will offer the characters 2,000 Credits to do nothing but stand in the room while he mediates. He suggests they carry lethal melee weaponry, whether or not they can use them.

Referee's Information

The characters should not have to do really anything but they should be ready in case Umbutuk, the alien warlord, decides to do something rash.

Possible Outcomes

1d6 Result	Outcome
1–2	The characters' presence keeps the mediation peaceful and easily managed.
3–4	Kochael is forced to use the characters as a threat against Umbutuk.
5	As for previous but Umbutuk is not intimidated at all by the characters.
6	As for previous and actually calls for one of them to meet him in single combat over the slight to his honour!

213. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Medic

Required Equipment: None

Player's Information

Mister Johnson has acquired another interesting assignment for the characters from his corporate employers. There is an elderly and infirm man, a mystery as to his identity, in an anonymous ranch far away from any other populated areas. Mister Johnson has orders to find someone to take hospice care of him for three weeks – which he will offer the characters 20,000 Credits to do.

Referee's Information

The characters will need to pass Medic skill checks to keep a good watch on the elderly man, who answers to 'John'. Every point of successful Effect on these checks means one day where John is in good health.

Possible Outcomes

1d6 Result	Outcome
1–4	Old 'John' is a quiet man that reads all day and lives in a veritable mansion; it should be an easy three weeks.
5	'John' is not just unhealthy, he is also wanted by several rival companies for information he has on Mister Johnson's employers.
6	As for previous but when rival agents attack, the characters have to go from hospice care to bodyguards in a split second if they want to survive.

214. SHAUN HAVER, SURVEILLANCE MONITOR

Civilian

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

A member of the corporate security team that watches over company assets, Shaun Haver is in charge of dozens of live-feed monitors that keep him abreast of what is going on all over the company's holdings. He sits in front of his bank of monitors and watches for trouble. A legal emergency is going to call him away from his post for a few days and he needs some attentive eyes to pick up the slack.

Shaun will pay the characters 250 Credits an hour to watch the monitors for him.

Referee's Information

Each character can manage to watch the monitors for a number of hours per day equal to their Endurance Modifier plus the Effect of a successful Athletics (Endurance) skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Shaun will be away for two full work days but nothing eventful will happen in that time.
3–4	Shaun's meeting lasts for a full four days.
5	As for previous and the surveillance gear goes on the fritz by day two – leaving the holdings at risk unless they can fix it.
6	As for previous but the surveillance outage is not an accident; it is caused by a group of technical-savvy thieves.

215. JACK BUCHARD, MOTOR POOL MANAGER

Civilian

Required Skills: Mechanic

Required Equipment: None

Player's Information

Jack Buchard is not one of the common thoughts that come to mind when asked about megacorporation employees. He is a blue-collar millionaire that runs a 50 vehicle motor pool that keeps the company's transports moving and cargo running. He works on the vehicles himself in his downtime but he most often employs freelance mechanics to do the work when times get busy.

A recent rash of engine problems after he fired some inept workers has forced Jack to offer the characters 1,000 Credits a day to work in his garage.

Referee's Information

The characters will need to pass at least one Mechanic skill check daily if they want to stay employed for Jack. If they screw up, they are fired.

Possible Outcomes

1d6 Result	Outcome
1–4	Jack's motor pool returns to good working order after a few days but he is pleased enough with their work that he offers them a permanent position.
5	As for previous but the workers they had replaced in the garage are not happy about their lost jobs and will try to undermine the characters whenever they can.
6	The motor pool is placed under corporate audit while the characters are working there – placing them in an awkward position as Jack is fired and they are questioned about all of the missing money!

216. RACKLEY OAH, OFFICE DECORATOR

Citizen

Required Skills: Investigate

Required Equipment: None

Player's Information

Rackley Oah is a freelance employee for several different megacorporations across the star system. It is his job to decorate the lobbies and offices of his employers, going to antique shops, art galleries and furniture warehouses to acquire what he needs.

Rackley will offer the characters 5,000 Credits to obtain all of the items on his 'wanted' list, allowing them to charge their purchase to his employer account.

Referee's Information

There are eight things on Rackley's list; it takes one point of successful Effect on an Investigate skill check to acquire one item.

Possible Outcomes

1d6 Result	Outcome
1–4	There are several antique and art shops available to the characters; the list should not be terribly difficult to fully acquire.
5	One of the items is very rare and treasured by the local people – it will take a great deal of influencing to get permission to even attempt the purchase.
6	As for previous but the item is also made of an illegal substance that could get the characters in a great deal of trouble if they are caught with it.

217. FELIX TRAEKK, EXPERT TECHNICIAN

Corporate, Scientist

Required Skills: Pilot

Required Equipment: A Spaceworthy Vessel

Player's Information

Felix Traekk is a corporate technician that has been called to a derelict cargo ship in orbit. He needs a crew and a ship to give him rides back and forth between the planet workshop and the worksite. He offers the characters a blanket fee of 10,000 Credits to be his transportation until the work is done.

Referee's Information

The characters will need to pass a Pilot skill check each time they need to achieve orbit or land their craft back on the planet.

Possible Outcomes

1d6 Result	Outcome
1–4	The work takes just a few days but it is essentially nothing more than a taxi service for the characters.
5	Enemies of the company harass and stymie the characters' travels, adding a week to the time it takes to get Felix to fix the derelict.
6	As for previous but the characters will need to fend off at least one ship-to-ship combat from hired raiders as a result of this enmity.

218. KARIS SHAKUR, PHARMACEUTICAL DEALER

Corporate, Merchant

Required Skills: Broker

Required Equipment: None

Player's Information

A professional dealer in commercial drugs, Karis Shakur is used to having his agent arrange most of his meetings for him – especially when the buyers are potentially less than savoury types with scandalous backgrounds. His agent dropped the ball on this trip however and now he turns to the characters for aid.

Karis offers the characters 7,500 Credits to serve as his brokering proxy in a pharmaceutical sale with a man known in the area as 'Chemical Jack'.

Referee's Information

Putting together the deal with Chemical Jack requires a total of Effect 8 on Broker skill checks made over the course of two days' time.

Possible Outcomes

1d6 Result	Outcome
1–2	Karis is dealing in totally legal analgesics, making no risk to the characters no matter who they are dealing with.
3–4	Chemical Jack is buying a very large and varied amount of pharmaceutical chemical compounds and will 'tip' the characters an extra 2,500 Credits to remain silent about the transaction.
5	As for previous but the chemical compounds are commonly known to be the ingredients to a dangerous and powerful new narcotic hitting the streets.
6	As for previous but the local legal agents are already staking out the meeting.

219. J.P. ORINN, COMPANY SURGEON

Agent, Scientist

Required Skills: Recon, Stealth, Streetwise

Required Equipment: None

Player's Information

J.P. Orinn is the go-to doctor whenever the megacorporations need to get some emergency plastic surgery done for one of their agents or executives – especially those who must dodge governmental or legal troubles. J.P. is in the area to do some work on an injured agent but he needs the characters' help to find the best back alley to perform the work.

J.P. has been given 20,000 Credits to hand over to the characters if they agree to take he and his wounded agent to a secret place away from prying eyes and watch over them while he does the surgery.

Referee's Information

The characters will need to use a Streetwise skill check to find a good hiding place where J.P. can perform the surgery, a Stealth skill check to get he and the agent there without being noticed and a Recon skill check to stay on watch for the ten hours of the process.

Possible Outcomes

1d6 Result	Outcome
1–2	The surgery goes extremely well and J.P.'s patient gets away without being noticed by the megacorps' enemies.
3–4	There are several corporate agents lurking around the hideout but they seem to only be interested in intelligence gathering.
5	There is a major complication with the surgery and J.P. demands the characters get emergency medical aid to the hideout <i>immediately</i> .
6	As for previous but the complication is actually that J.P. is a double-agent and has done something terrible to the agent on purpose.

220. MAND PUNTIAS, DEFENCE TRAINER

Corporate, Mercenary

Required Skills: Melee (Unarmed)

Required Equipment: None

Player's Information

Due to recent escalations in corporate rivalries, Adratech Industries has hired a professional self-defence trainer named Mand Puntias to better protect its office-level employees that are in the most danger. To avoid insurance problems, Mand is to find willing training assistants to help him.

Mand will pay any character that is willing to train and spar with him in front of the classes a fee of 500 Credits per class fully instructed.

Referee's Information

There are a total of 10 classes that Mand will be teaching but a character must pass a Melee (Unarmed) skill check with an Effect of 2 or higher in order to make it completely through a class.

Possible Outcomes

1d6 Result	Outcome
1–4	The class is easy, Mand is a good teacher and the characters may actually learn a few good techniques themselves.
5	One of the employee students is a know-it-all show off in the class and calls one of the characters out to prove it.
6	As for previous but the employee student is not only a skilled martial artiste – he is a genetically augmented rival agent in disguise!

221. NIPSIX MITOD, ECCENTRIC ACCOUNTANT

Corporate, Merchant

Required Skills: Seafarer

Required Equipment: None

Player's Information

Nipsix Mitod is the primary bookkeeper for the Bearengun Construction company and the only reason they have not been brought down by the governmental auditing system. With the federated authorities right behind him, Nipsix scooped up the company's data and came to this area of the galaxy.

Nipsix will offer the character 10,000 Credits to join him on his rented seafaring vessel, drive him out into international waters and wait with him while he cooks the books properly.

Referee's Information

The characters will only need to pass a single Seafarer skill check to navigate the ocean currents and bring Nipsix's craft to international waters. Once there they may be required to take further checks if circumstances require it.

Possible Outcomes

1d6 Result	Outcome
1–2	The water is still and Nipsix is an accounting machine; this job will be easy money that only takes an afternoon.
3–4	The trip to international waters requires a little extra navigation due to the coastal patrols that were informed about a potential threat in the area.
5	As for previous the galactic authorities went so far as to claim that Nipsix and the characters are dangerous criminals with lethal drugs on board.
6	As for previous but the coastal patrol has been paid handsomely to sink Nipsix's boat – with the characters on it!

222. PACO THYME, DEMOLITIONIST

Citizen, Corporate

Required Skills: Investigate, Sensors

Required Equipment: Communications Devices

Player's Information

Hired by a budding corporation about to build its first major headquarters in the area, Paco Thyme is a professional building demolitionist. He has a trio of enormous apartment complexes that he has to level to the ground before the company can start to rebuild. He and his crew are good at making things explode, not making them safe, so he has to hire a few extra hands to go and search for any squatters or other complications still inside.

For 5,000 Credits, the characters can synch up their communications systems with Paco's crew and move through these buildings looking for signs of life before giving the okay to set the charges.

Referee's Information

The characters will need to use their Investigate skills to look personally for any stragglers but they can also use electronic devices with the Sensors skill to do this faster.

Possible Outcomes

1d6 Result	Outcome
1–2	The buildings are completely empty; demolition can begin in a few hours after the characters arrive.
3–4	There were a few homeless and some animals but nothing that wanted to stick around in a building about to be ashes.
5	An underground cult has taken root in the basement of one of the buildings and they are <i>not</i> leaving just because some people tell them it is not safe.
6	As for previous but the cult is happy about the demolition – as they are a psychotic doomsday cult anyway!

223. 'MISTER JOHNSON', PROFESSIONAL EMPLOYER

Agent, Corporate

Required Skills: Flyer (Wing)

Required Equipment: None

Player's Information

Mister Johnson, everyone's favourite corporate attaché, has come to the characters with a dangerous and exciting offer. His employer has given him the use of a high-tech traditional air-current aeroplane with a cargo hold full of 'sensitive materials'. Mister Johnson's job is to make sure the characters get him, the plane and the cargo across a few thousand kilometres of protected airspace without getting visibly identified...or shot down.

If they can manage it, Mister Johnson says they can have the aeroplane.

Referee's Information

Merely flying the TL13 aeroplane should be relatively easy for anyone trained in Flyer (Wing) but flying under sensor sweeps, through cloud banks and away from possible pursuit will require numerous other tests at various difficulties.

Possible Outcomes

1d6 Result	Outcome
1–2	This was just a test of the characters' willingness to break the local laws; the airspace was not restricted at all.
3–4	The local air defence force has a slow response time for events such as the characters' plane but they are still warned over communications numerous times.
5	As for previous but the defence force aircraft are very well-armed if engaged.
6	As 3–4 but the lower stratosphere is littered with automated scanning and defence drones.

224. BRADLEY GONDERSON, VICE PRESIDENT OF SALES

Corporate

Required Skills: Advocate or Persuade

Required Equipment: None

Player's Information

The esteemed VP of sales in the United Federated Armourer's Cooperative, Bradley Gonderson is an extremely powerful and wealthy man that is used to getting what he wants, when he wants. When he demanded a service denied to him by a local, he caused quite a scene and is now in custody of local legal agents.

Rather than causing an intergalactic scandal, Bradley will give the characters 20,000 Credits to 'get him out of this mess'.

Referee's Information

The characters can use Contacts, Allies or in-game actions to free Gonderson from the holding facility but they are far more likely to talk or bribe the front desk officers with their Persuade skill. Alternatively, they could also 'loophole' him out of the charges by coming up with an Effect 5 or higher Advocate skill check in the first hour they are in the facility.

Possible Outcomes

1d6 Result	Outcome
1–3	The charges are very minor and can be taken care of with a fine. If the characters pay it in their names, Gonderson will repay them and his name remains clear.
4	Gonderson's charges are in relation to the solicitation of sexual services, making it more difficult to avoid some scandal.
5	As for previous but they are of a deviant and extremely looked-down upon nature.
6	As for previous and the local media has already gotten a small whiff of the story...making them hungrier for more.

225. OLIVIER ROOT, TECHNO-AGENT

Agent, Corporate, Scholar

Required Skills: Remote Operations

Required Equipment: None

Player's Information

One of the most effective agents in the employ of several different corporations, Olivier Root does his best work when he never needs to get anywhere near the 'action', so to speak. He arranges for others to ferry his inventions to where he needs them to function at the precise moment they must do so. Meticulous and insanely intelligent, Olivier is a mastermind on a corporate payroll.

Olivier will pay the characters 10,000 Credits each to carry and activate a small, fist-sized automated drone outside the window of several specific commercial business locations across the area.

Referee's Information

Other than ensuring that the characters are at the right locations at the right time, they will each need to roll a successful Remote Operations skill check to activate the drone properly. When they do, the drones will pulse with anti-grav energy and smash through the nearest window at the location...

Possible Outcomes

1d6 Result	Outcome
1–4	The drones are EMP generators that will cause massive damage to the electronics within the establishment – exactly what Olivier's employers need to happen.
5	The drones are actually explosive devices that will hurl hundreds of ink and dye pellets in every direction, causing a major ruckus and media scandal.
6	As for previous but a powerful neurotoxin has been added to the pellets – putting thousands of people into comas within minutes.

226. CROSBY WANTLAND, COMMERCIAL COMMODORE

Corporate, Navy

Required Skills: Astrogation, Gunnery, Pilot, Sensors

Required Equipment: An Armed and Spaceworthy Vessel

Player's Information

Commodore Crosby Wantland, head of the commercial in-sector fleet owned and operated by the Amalgamated Shipping and Manufacturing Assembly, has 74 cargo ships moving through the sector at all times. He is frequently in need of escort pilots and security staff for his more 'precious' routes, creating contracts for spacers all over the galaxy.

The characters can fly escort on one of these trade routes for a few weeks, earning 16,500 Credits per week of non-contact escort duty; the amount tripling if an engagement occurs and the cargo ships are protected.

Referee's Information

The characters will need a fully functioning combat vessel and all of the skills to use them in order to perform this job adequately. They must pass a Sensors skill check with Effect 3 or higher every five days while in transit in order to avoid raiders, obstacles or other complications.

Possible Outcomes

1d6 Result	Outcome
1-2	The governmental authority has the trade routes very well policed, making the characters' biggest worry stellar debris and docking issues.
3-4	There are commonplace hazards within the system but a decent pilot or sensor operator can avoid them.
5	A cell of raiders has moved into the area and has been targeting cargo vessels.
6	As for previous but the raider cell is well-equipped and informed by a rival trading company from the neighbouring sector.

227. BRITTANY TIFFON, CEO

Corporate, Noble

Required Skills: Carouse, Steward and various combat skills

Required Equipment: Various

Player's Information

When the CEO of Tiffontek Incorporated, Brittany Tiffon, is in town, she does not travel alone. She normally keeps a team of bodyguards and professional assistants on hand at all times but a recent media story on her company's wasteful use of Credits on such things has her public relations office in a frenzy. In response she has decided to leave her normal staff of 20 at home in favour of just a handful of multi-purpose aides – the characters.

For their complete devotion and service in every aspect for a length of time no greater than nine days, Tiffontek will write the characters a cheque for 150,000 Credits.

Referee's Information

The characters will need to do a great deal of menial tasks for Brittany; from cooking or arranging her meals to enjoying her company over drinks in a hotel bar. This will require an assortment of skills but mainly Carouse and Steward. Additionally, Brittany has many enemies and the characters will likely need to exercise their combat awareness and skills at least once during their contract with her.

Possible Outcomes

1d6 Result	Outcome
1-2	Brittany is a likeable and fun-loving woman that does not deserve the bad press she has gotten in the past; it is a joy to work with her.
3-4	Brittany is all business, no-nonsense and prefers to keep to herself.
5	As for previous but she still has to maintain a public image with daily public appearances in 'common man' locales.
6	As for previous but many of these locales are the exact types of places where her enemies will be waiting for her.

228. JOHN SMITH 7, PSIONIC CLONING PROJECT

Corporate, Psion

Required Skills: Deception, Pilot, Streetwise

Required Equipment: A Spaceworthy Vessel

Player's Information

A strangely attractive man who calls himself John Smith 7 (not the Seventh but *Seven*) approaches the characters with a very odd story. He claims to be a missing psionic augmentation experiment from the secret cloning labs of The Mentad Foundation, several star systems away from his birthing vat, and would very much like to return to his monitoring lab technicians.

He has an account-access card with 1.1 millions Credits on it that he is willing to hand over to the characters if they agree to bring him home.

Referee's Information

John Smith 7 is indeed a psi-genetic clone with terrible and frighteningly strong psionic abilities (Psi 15) and his 'programming' tells him to return to the lab when separated from a Mentad employee and not currently embarked on a mission. The characters will need a variety of skills to get a highly illegal life form (cloning, genetic tampering and unchecked psionic adjustment) across several sectors to where he claims to need to go.

Possible Outcomes

1d6 Result	Outcome
1–2	John Smith 7 was dropped off on this faraway planet <i>on purpose</i> to test his ability to return to the lab. The Mentad executives are very pleased when the characters return with him.
3–4	John Smith 7 accidentally triggered his psionic teleportation when in transit between star systems and ended up on the wrong transport ship, which is why he is lost. The Mentad Foundation has been looking and worried about him when the ship arrived minus one John Smith clone.
5	As for previous but the Mentad Foundation believes he must have been stolen and is on high alert. They believe some kind of corporate espionage or governmental attack is imminent...
6	As for previous but their collective worry made them believe that John Smith 7 must have been turned against them – forcing them to activate John Smiths 1 through 6, as well as 8 through 10, and place them as defenders of the laboratory grounds.



STARBASE ENCOUNTERS

STARBASE ENCOUNTERS

This chapter is focussed on the myriad of Patrons that can be found working for or travelling through established starbase locations floating in orbit or built on planetary foundations.

229. MICKEY HINES, LOST CHILD

Drifter

Required Skills: Investigate, Persuade

Required Equipment: A Friendly Smile

Player's Information

Little Mickey Hines is a crying child, a tiny young boy in a safety vest standing in the corridor of the starbase looking for his parents. Nobody seems to care about this boy's misfortune at all...

...until he looks up at you with tear-streaked cheeks and bloodshot eyes.

Referee's Information

The characters will need to pass a simple (+2DM) Persuade skill check to get the boy to trust them, then an Effect 2 Investigate skill check will reveal the boy's parents' location.

Possible Outcomes

1d6 Result	Outcome
1-4	Mickey's mother is arguing with security a few dozen metres away about her lost baby; she is very grateful to the characters – offering to buy them all a nice dinner for their trouble.
5	Mickey's mother is arguing with the docking handler over her lost luggage and did not notice the child was missing. Due to her anger, she seems to barely care when he is returned to her.
6	Mickey's father just stepped onto a trans-system shuttle and left – leaving the boy in the characters' hands until they can get them reunited.

230. DAHLE NEECE, DRUNKEN PILOT

Navy

Required Skills: Pilot

Required Equipment: None

Player's Information

One of the starbase's on-staff personnel, Dahle Neece spends his days and nights behind the console of spacecraft moving in and out of dock. If it has an engine and it needs to be piloted around the base, he can do it – on most days. Suckered into drinking far too hard too early, Dahle just got a call that a ship needs to be moved into orbit and he cannot safely do it.

Dahle looks to the characters, offering them 1,000 Credits (on his next pay day) to do the job on his behalf, using his security keys.

Referee's Information

The characters will need to pass a Pilot skill check in order to successfully move the ship from docking station to orbit and back. If they pass with an Effect of 4 or higher they will impress the starbase monitors and possibly earn them future work.

Possible Outcomes

1d6 Result	Outcome
1–2	Dahle's assignment is a simple shuttle manoeuvre; something that takes less than an hour to perform.
3–4	Dahle's assignment is a huge freighter; the characters will need to be careful so as to not bump the station or any other ships.
5	As for previous but the freighter is packed with corporate cargo worth <i>millions</i> of Credits.
6	As for previous and the cargo is unregistered, uninsured and highly illegal.

231. CEAN VICTER, LOAN SHARK

Merchant, Rogue

Required Skills: Persuade

Required Equipment: None

Player's Information

A well-known and well-feared face amongst the gamblers and debtors of the starbase, Cean Victer is a powerful loan shark worth hundreds of thousands of Credits. People from all over the starbase owe him money and when they are too long delinquent, he needs to collect.

Cean's normal enforcer was wounded recently, so he offers the characters 1,000 Credits – or double that amount off any marker he currently holds – to go and convince a local debtor to pay up his tab.

Referee's Information

The characters will simply need to find Shane Moon, a local gambler, and use an Effect 2 or higher Persuade skill check to get him to make a payment to Cean.

Possible Outcomes

1d6 Result	Outcome
1–4	Shane just had a streak of good luck at the card tables and has the money – with interest – to pay his bills.
5	Shane is willing to make a small payment but he does not have enough money on him to really do so.
6	As for previous but this is because he just placed a large bet on a sports event in progress and the characters will need to wait to see the results.

232. FRYE MARRIS, DOCK SUPERVISOR

Citizen, Navy

Required Skills: Admin

Required Equipment: None

Player's Information

Frye Marris runs the starbase's primary space docking area, keeping track of the comings and goings of shuttles and local craft around the station. When things get too hectic for his meagre clerical skills Frye turns to freelance help in the office. A recent rush of shuttle traffic has caused just this situation.

Frye will put the call out to paperwork handlers and office clerks, willing to pay them 500 Credits a day to help him with the clerical duties with his office.

Referee's Information

The characters will need to pass an Admin skill check of Effect 1 or higher to do the work required of them. The job will last until a total of 6 Effect is gained on successful checks.

Possible Outcomes

1d6 Result	Outcome
1–4	The paperwork is well organised and easy to follow; there was just a lot of it.
5	One of the shuttle manifests has some interesting mistakes written into it. These mistakes cover for a major smuggling ring using the station as its base.
6	As for previous but Frye knows all about the smugglers – as he is one of the founding members!

233. 'Mom', DINER OWNER AND MANAGER

Citizen, Merchant

Required Skills: Animals (Farming)

Required Equipment: A Sharp Knife

Player's Information

'Mom', the oddly-shaped alien matriarch that owns and runs the local popular diner at the starbase, has just received a delivery of a rare delicacy – the velvety furred lurkmink of Chancellis VI. However when she ordered them, she believed she ordered them already frozen and ready for meal preparation. This was not the case. As her race is instinctually against violence, she has to hire someone knowledgeable in animal butchering to deal with her storage room full of some two hundred lurkminks!

For this duty, 'Mom' will pay the characters 1,500 Credits to butcher the whole lot.

Referee's Information

It will take at least a total of Effect 10 from Animals (Farming) or related skill checks to completely butcher two hundred half-metre alien lurkminks.

Possible Outcomes

1d6 Result	Outcome
1–2	The lurkminks were sedated for travel and are extremely easy to handle, butcher and prepare for cooking.
3–4	Lurkminks bite and claw against being held (and butchered), making the ordeal of processing them a somewhat painful and memorable event.
5	As for previous but the lurkminks also have a slim chance of carrying a rare muscle disease in their saliva, possibly passing infections on to the unprotected or immunity-challenged.
6	As 3–4 but the lurkminks' blood has a somewhat hallucinatory effect on human being nervous systems – which is why it is such a delicacy to eat rare!

234. BONNER JERIG, HALL SECURITY

Agent, Marines

Required Skills: None (perhaps Deception)

Required Equipment: None

Player's Information

Bonner Jerig is one of the members of the starbase's security team stationed throughout the halls and corridors of the facility. He is on the lookout for a local miscreant named Grox, who likely came through the area at the same time the characters were hanging around.

Bonner offers the characters 100 quick Credits if they tell him where he can find Grox (if they even know anything).

Referee's Information

Whether the characters know Grox or not can result in their turning him in but they can use Deception if they wish to in order to pull one over on Bonner.

Possible Outcomes

1d6 Result	Outcome
1–4	Grox is held up in a bar a few corridors down and Bonner should have no trouble apprehending him there.
5	Grox is actually hiding in disguise just a few metres away from where the conversation with Bonner is taking place – allowing him to see what the characters do in this situation.
6	As for previous but Grox is armed with a deadly firearm and is willing to use it – but on whom?

235. GUSTOF YORK, LEGAL ARMS DEALER

Agent, Mercenary, Merchant

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

A well-known dealer in the types of armaments that are legal to carry on the station, Gustof York has just received a shipment of new equipment that he needs help moving into his sales kiosk. It is a large number of heavy crates to move and it will be exhausting work that Gustof will offer the characters 500 Credits to help him move them.

Referee's Information

The characters will need to pass an Athletics (Strength) skill check to move the crates but anyone that scores a massive Effect 6 on this check will impress Gustof enough to earn a piece of nonlethal melee equipment from the crates as a bonus.

Possible Outcomes

1d6 Result	Outcome
1–2	The crates fit perfectly in the kiosk's storage, giving the characters no trouble at all.
3–4	Gustof over ordered on his stun batons and rubber bullets, leaving one crate of each outside of normal storage after the move, which he offers to the characters for a highly reduced price.
5	As for previous but the rubber bullet crate was mislabelled – they are live and <i>illegal</i> rounds!
6	As 3–4 but some local criminals are ready to swoop in and take these extra crates when the characters' backs are turned.

236. MALLORY GOB'EL, STATION MEDICAL CHIEF

Scholar

Required Skills: Medic

Required Equipment: None

Player's Information

Mallory Gob'el is the lead medical technician anywhere on the starbase's premises and when she requests help in one of her procedures most of the station's populace would gladly come to her aid. This is one of those instances but it is important enough that she offers money to compensate for priority. A trauma case is bleeding out and she needs someone...now.

Mallory will give 500 Credits to anyone trained to help with a potentially fatal wound like the one she is dealing with.

Referee's Information

For a character to do any good in this instance, they need to pass a Medic skill check with Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Someone was stabbed in the hallway but they were lucky to have it happen near the starbase's best medical technician.
5	As for previous but the stabbing was not random – it was designed to happen here in order to keep Mallory busy while a different patient is dealt with in sick bay.
6	As 1–4 but the wound <i>will</i> be fatal...it was a professional assassin's knife coated in a rare alien toxin that will spur Mallory into a larger investigation.

237. BLAKE WHENTER, LINGUIST

Scholar

Required Skills: Language

Required Equipment: None

Player's Information

Blake Whenter is a language specialist that works as a freelance translator for the starbase, going to wherever his knowledge of linguistics and culture are required. He is always looking for a way to expand his knowledge base, which means taking private lessons.

The characters can earn 1,000 Credits for teaching Blake a new language; but only if they can do so in a week's time.

Referee's Information

To teach Blake a new language in a week, it will take a total of Effect 18 on Language (obviously of the same type) skill checks, with each check taking 2–12 hours of work.

Possible Outcomes

1d6 Result	Outcome
1–4	Blake takes to the new language very well, as it is a related tongue to something he knows already.
5	The language lessons attract members of that language's native speaking population because they are wondering why Blake is interested.
6	As for previous and Blake is interested because a major legal system change is about to go into effect and put that population on probation for their government's recent crimes.

238. GOEHEN DAVIES, STARBASE ORGANISER

Navy

Required Skills: None

Required Equipment: None

Player's Information

Goehen Davies is one of 15 middle-management officers that run the day-to-day organisation of starbase activities and he needs a few good men to hand out itinerary flyers to as many people as they can in a few hours' time. For this service, he will pay the characters 250 Credits.

Referee's Information

The characters will not need to pass any skill checks to fulfil this activity but they will need to spend 1–6 hours.

Possible Outcomes

1d6 Result	Outcome
1–4	This is one of the most boring and easiest jobs the characters have ever done.
5	Goehen is using the passing out of flyers to pack events he gets profits from, ignoring the starbase's general rule of fair assembly.
6	As for previous but one of the other Organisers is very unhappy about losing business to <i>his</i> events.

239. REGGIE CROSSE, MAROONED PIRATE

Criminal, Navy, Rogue

Required Skills: Persuade

Required Equipment: A Cargo Container

Player's Information

Left behind by his ship full of drug-sodden comrades, Reggie Crosse passed out drunk in the starbase tavern and woke up to discover his ship already in orbit with plans to leave soon. Reggie will give the characters his last 825 Credits if they will drop him in a cargo crate and convince a dock hand to put it on a shuttle up to his friends' ship – the *Rauley*.

Referee's Information

It will take a Persuade skill check of Effect 3 or higher (or a suitable bribe) to get the dock worker to take an extra and unlicensed cargo container to the ship.

Possible Outcomes

1d6 Result	Outcome
1–2	The dock worker is happy to help, understanding that 'things happen'.
3–4	The dock worker smells something fishy and will need deeper explanations to fulfil the task.
5	As for previous but he will not let anything past his desk without giving it a peek first.
6	As for previous but when he sees what he is smuggling – he wants a whole lot more to do so quietly.

240. X4-19, FRAZZLED DRONE

Drone

Required Skills: Computers, Mechanic

Required Equipment: Toolkit (TL12+)

Player's Information

Standing derelict in the corner of a somewhat deserted corridor intersection is a drone marked with the designation X4-19. This drone looks on disrepair but a closer examination reveals misrouted wiring and a flickering readouts. If it holds a secret, it will need to be fixed before finding out.

Referee's Information

The characters can choose to repair the odd drone with an Effect 3 Computers skill check and Effect 10 worth of Mechanic skill checks to get it up and running again.

Possible Outcomes

1d6 Result	Outcome
1–2	The drone belonged to a wealthy merchant that came through months ago and now needs a new owner.
3–4	X4-19 was on a mission to fetch its owner when it crossed paths with a power conduit and shut down 14 days ago. When it reactivates it will try to resume delivering 5,000 Credits stored in its chassis to a man five star systems away.
5	X4-19 can accept simple commands when fixed but it was irreparably damaged at its core and will need a new braincase processor to be useful as anything but a physical assistant again.
6	As for previous but this damage was done on purpose – to hide the grenade detonator in its head timed to go off in a little over three hours!

241. KORG, ALIEN BOUNTY HUNTER

Agent, Mercenary

Required Skills: Investigate

Required Equipment: None

Player's Information

Korg, a two and a half metre tall killing machine of an augmented alien, is an infamous bounty hunter known to brutalise his targets – and some of his informants! Korg has hit the starbase in search of a pair of runaway raiders and is shaking down everyone for possible information but he is willing to at least pay for clues leading to an arrest.

If the characters can dig up anything on the Roka Brothers, he will give them 500 Credits.

Referee's Information

The characters may or may not actually have any good intel on the Rokas but they can dig something useful up with an Effect 4 Investigate skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	Korg takes the information and moves along without incident, making the characters the first informants he did not injure!
5	The Rokas will not go quietly with Korg, putting the characters into danger.
6	As for previous but Korg thinks the characters tried to set him up!

242. FREDO McONTOSH, STATION THEOLOGIST

Scholar

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Fredo McOntosh is a 'star minister' of the First Intergalactic Faith of the Messiah and he set up his sabbatical on the starbase months ago. He owns an excellent library of theological texts and files but he is always looking for new testimonies of faith. For whatever reason, he thinks the characters have some good ones and he is willing to pay them 500 Credits each for their religious stories.

Referee's Information

The characters can convince Fredo of their faithful tales with an Effect 2 Deception or Persuade skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	Fredo drinks wine and eats good food for hours with the characters, making for a great evening of storytelling.
5	There is a foreboding ancient tale in an alien faith text that Fredo wants to share with the characters.
6	As for previous but the tale strangely reflects something currently happening in the characters' lives.

243. HIERMES BONAFICE, PRESTIDIGITATIONALIST

Rogue

Required Skills: Recon

Required Equipment: At least 25 Credits

Player's Information

Famous for his slight of hand and visual misdirection tricks, Hiermes Bonafice conducts corridor and marketplace shows at all hours of the day and night in order to make a modest living. He rarely makes more than a few hundred Credits a night but it pays the bills. At least once a show he asks that one of his witnesses place a wager on whether or not they can figure out the trick.

If the characters place 25 or more Credits on the betting block, they can possibly make much more than that – but only if they win.

Referee's Information

Any character that wants to 'figure out the trick' to win their wager must pass a Recon skill check with at least an Effect 2. For every 2 Effect they manage on this successful check, they multiply their wager by five.

Possible Outcomes

1d6 Result	Outcome
1–2	The show is entertaining and the wager only attracts more people. So many that Hiermes comes to the characters after the show and offers them back their bet if they lost – he made too much on them to care!
3–4	Another onlooker places a wager as well but is extremely angry when he loses.
5	As for previous but the wager was a drunken and boastful 5,000 bet.
6	As 3–4 but the onlooker is unstable and armed.

244. ALEXANDRA CHEFF, MEDICAL COURIER

Scout

Required Skills: Mechanic (possibly Medic)

Required Equipment: Basic Toolkit

Player's Information

Alexandra Cheff is a professional courier of sensitive medical materials. Organs for transplants, genetic stock, surgical augmetics and fragile chemical containers are often in her care from one place to the next. Her current job is the delivery of a perfectly cloned kidney; of which the storage container has suffered a slight malfunction and she needs someone to fix it before she can be on her way.

Alexandra will offer the characters 2,000 Credits to try and fix the coolant leak in her container.

Referee's Information

The characters will need to come up with Effect 5 worth of Mechanic skill checks to repair the container. If they cannot do this in three hours or less, a successful Medic skill check will extend the kidney's life by one hour per Effect on this roll.

Possible Outcomes

1d6 Result	Outcome
1–2	Alexandra is on a time schedule but it is not so strict that she cannot take the characters out for dinner and drinks for helping her.
3–4	The kidney needs to be rushed on to its destination, so Alexandra cannot linger after it is ready for travel.
5	As for previous but the kidney has already suffered too much damage and will not be good for transplant by the time it reaches the recipient.
6	As for previous but when the surgery goes bad and the recipient – an unscrupulous crime lord – dies, his family ensures there is hell to pay.

245. IVAN VRACHNA, STARSHIP TYCOON

Merchant

Required Skills: Vacc Suit

Required Equipment: Environmental Protection Gear

Player's Information

Owner of a dozen commercial starships, Ivan Vrachna has a routing office here on the starbase and a crew of ship's hands that work for him around the clock to keep things moving in his business. Due to illness running rampant on one of the ships, Ivan finds himself needing some extra cargo unloaders.

Ivan will give the characters 2,500 Credits to strap on some EVA gear and unload a few dozen boxes from the ship.

Referee's Information

The characters will only need to possess enough of the Vacc Suit skill to operate their protective gear.

Possible Outcomes

1d6 Result	Outcome
1–4	Ivan's ship was loaded with mostly textiles and personal items in transit. Unloading it should only take an hour or so.
5	The containers in Ivan's ship are filled with dense and heavy minerals, pushing the characters to the limit in moving them.
6	As for previous but the minerals are only a thin layer covering a pile of stolen military arms.

246. MIKAL DONAH, JANITORIAL MANAGER

Civilian

Required Skills: Investigate

Required Equipment: None

Player's Information

Mikal Donah, the lead manager for the starbase's janitorial staff, makes sure the corridors and rooms in the facility are clean and tidy. This makes the staff indispensable – and also gives them a remarkable amount of power in their little keycard. One of Mikal's senior staff members dropped his all-security keycard and now Mikal has announced a 4,000 Credit reward to anyone that finds the keycard and returns it.

Referee's Information

The characters will need to accumulate Effect 10 worth of successful Investigate skill checks within two days if they are going to be the ones to get the reward.

Possible Outcomes

1d6 Result	Outcome
1–2	The keycard was dropped in a public waste receptacle and located with ease – and some disgust.
3–4	The keycard ended up on a vagrant's sales blanket without the finder really knowing what it was worth.
5	As for previous but the vagrant has been located by some thieving thugs as well and knows exactly what they have there.
6	As 3 – 4, but the keycard has been demagnetised and is useless now.

247. SUTTER VANCE, PARTY-GOER

Noble

Required Skills: Computers

Required Equipment: None

Player's Information

After one too many drinks at a going away party for some naval friends, Sutter Vance is now wandering the corridors in a haze and has no idea where he is staying or how to get there. He slurs something to the characters about his name and that he has a lot of money in his room – wherever that is.

Referee's Information

The characters can go to any information terminal and type in Sutter's name using a successful Computers skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	Sutter has a few thousand Credits in cash on his room end table, two of which he hands to the characters before falling face first into bed.
5	Sutter is staying with friends that are none too pleased to see the characters' hands outstretched when they drop him off.
6	As for previous and they think the characters are trying to rob Sutter!

248. PRISCILLA BAAD, PRIVATE SECURITY

Agent

Required Skills: Carouse

Required Equipment: None

Player's Information

Priscilla Baad is a private agent that watches over the comings and goings of important people but she often gets bored on the long nights sitting outside ballrooms, rented lounges and so forth. All she wants is a little friendly company on these long assignments and she will gladly pay for any and all 'party favours' if the characters want to help keep her entertained.

Referee's Information

The characters will have to pass a simple Carouse skill check to entertain Priscilla successfully.

Possible Outcomes

1d6 Result	Outcome
1–2	Priscilla's employing noblewoman comes out of the room halfway through the night and invites everyone in for more and better partying.
3–4	Priscilla orders some drinks and good food for her and the characters.
5	As for previous but she also acquires a few illicit chemical intoxicants.
6	As for previous but the starbase law enforcement agents were watching the dealer she happened to use.

249. HISTEN BEND, FOOD RETAILER

Merchant

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Histen Bend supplies many of the diners and restaurants throughout the starbase, offloading his wares onto a skid truck and then rolling around the facility delivering crates for several hours. This job is lengthy when Histen has a few aides but when they call in sick – it takes all day.

The characters can make 500 Credits for helping Histen with his rounds. It is not an exciting job but it is not difficult either.

Referee's Information

Moving heavy crates on and off the truck all day is tiring work and the characters will need to pass an Athletics (Endurance) skill check to avoid injuring themselves.

Possible Outcomes

1d6 Result	Outcome
1–4	Histen is happy to have the characters' help and offers to use them again in the future.
5	One of the restaurants is very unhappy with the slower delivery.
6	As for previous but the chef is an effete artiste that will name his next gourmet dish after 'the failures' of one of the characters!

250. HANNAH CASTINAEU, OVERWHELMED ELECTRICIAN

Civilian

Required Skills: Engineer (Electronics)

Required Equipment: Toolkit

Player's Information

The starbase management team ordered in an electrician to fix 'modest wiring problems' and they got Hannah Castinaeu. She is in way over her head with this however and she needs some assistance. For 200 Credits an hour, the characters can be the ones that help her.

Referee's Information

It will take a total of Effect 12 of Engineer (Electronics) to fix the wiring in the B Corridor section. Each check will absorb 1–6 hours.

Possible Outcomes

1d6 Result	Outcome
1–4	The wiring was a mess but all of the safety measures for the starbase were in place and redundant systems are completely available to the characters.
5	Something had <i>chewed</i> the wiring to shreds; perhaps the starbase might want to ask for zoological assistance.
6	As for previous but the creatures that did the chewing are horrible energy-leeching parasites that can feed off psionic energy as well as electricity!

251. PHILIP LIU, LEGAL INVESTIGATOR

Agent, Corporate

Required Skills: Investigate, Persuade

Required Equipment: None

Player's Information

Called in to help with the general mistreatment of second-shift staff, Philip Liu is a corporate investigations agent that specialises in getting all the facts needed to fuel an advocacy clerk's litigation. Philip will start the questioning with anyone who has seen problems on the second shift. To better reveal these possible witnesses, Philip will pay the characters 1,000 Credits per witness they arrange for interrogation.

Referee's Information

The characters can make an Investigate skill check to find witnesses; every 3 Effect gained in this way reveals a witness. Once revealed, a simple Persuade skill check will get them to come forward willingly.

Possible Outcomes

1d6 Result	Outcome
1–4	The investigation will not likely turn up any major problems, so it is no difficulty getting witnesses to say that 'nothing bad happened'.
5	There are a lot of criminal activities happening during second shift and the witnesses know all about it.
6	As for previous but the last set of witnesses who came forward against second shift were never heard from again.

252. WORR, ALIEN THUG

Army, Rogue

Required Skills: Broker

Required Equipment: None

Player's Information

Worr, a Galangic-speaking alien from a race of humanoids that prize strength over charisma, is on the starbase to do some peaceful business with another criminal – but he needs someone to do the 'contract talk' if it is to avoid coming to blows. Worr will offer the characters 25% of the take to serve as his level-headed voice.

Referee's Information

The characters will need to pass a Broker skill check in order to avoid getting beaten by Worr, earning 2,000 Credits for his take per Effect on this check (of which they get 25%).

Possible Outcomes

1d6 Result	Outcome
1–2	The criminal is extremely afraid of Worr's species, making the business deal short and without much negotiation.
3–4	Worr's reputation in this deal precedes him, making things a little tense when tempers rise and negotiations get hectic.
5	As for previous but Worr's presence makes it even more difficult – with his constant arguing and butting in when anger is not needed or wanted.
6	This whole business deal was a setup to get Worr on the starbase – to assassinate him!

253. CURLY OZ, VAGRANT

Drifter

Required Skills: Streetwise

Required Equipment: None

Player's Information

Curly Oz, named for the mop of curly red hair unkempt on his head, is one of a handful of homeless vagrants that live in the corridors of the starbase. He is kind of a permanent fixture at this point but staff security has to make a show of relocating him from time-to-time in order to appease management. Curly Oz will offer information about the underbelly of the starbase in exchange for the characters' aid in finding another good corner for Oz to camp out in, gaining him as a Contact.

Referee's Information

The characters will need to pass a Streetwise skill check in order to know which corridor would make a decent alley-like home for Oz.

Possible Outcomes

1d6 Result	Outcome
1–4	Starbase personnel are used to Oz moving around and are pleased to see him arrive in their area of the facility.
5	A new business owner in the area is upset at Curly Oz 'moving' into his corridor.
6	As for previous but the business owner will not hesitate to make problems for Oz and the characters for days after the move.

254. SHANE MOON, GAMBLER

Citizen, Rogue

Required Skills: Gambler

Required Equipment: 250 Credit Buy-In

Player's Information

Shane Moon is a habitual gambler that spends most of his nights sitting at a card table or tossing dice in a back room somewhere but he has made several enemies in some casinos and gambling dens. Shane has heard about a pricy game starting up in one of his banned locations, so he will give the characters the location of the game – so long as they share in their winnings with him.

Referee's Information

The characters will need to take seven Gambler skill checks, multiplying (or dividing) their 250 Credit buy-in by the final accumulated Effect.

Possible Outcomes

1d6 Result	Outcome
1–2	The game is easy to learn and the players are having a good time, win or lose.
3–4	The card game is tense because of the numerous criminal bodyguards surrounding the table.
5	As for previous and arguments between crime family members at the table do not help things.
6	As 3–4 but the characters are the ONLY people at the table not backed by organised crime.

255. SEYMOUR TRIPP, STARBASE ENGINEER

Navy, Scientist

Required Skills: Engineer (Life Support), Vacc Suit

Required Equipment: Vacc Suit

Player's Information

The main engineer on the starbase, Seymour Tripp is responsible for the general systems upkeep and upgrading of the facility. He has several new oxygenating air scrubbers to have installed in the external life support nodes but he needs technicians to install them.

The characters can earn 1,000 Credits per air scrubber they install, so long as they do so in a 24 hour window.

Referee's Information

Installing an air scrubber takes the use of a Vacc Suit (to get outside the starbase) and a successful Engineer (Life Support) skill check with an Effect of 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The starbase did not <i>need</i> the new air scrubbers but it was a good idea anyway for maintenance's sake.
5	The air scrubbers had to be switched out; they were doing a particularly bad job in the last few weeks.
6	As for previous but they were malfunctioning due to internal sabotage from guerrillas on board.

256. 'MOOSE', VISITING THUG

Criminal

Required Skills: Advocate

Required Equipment: None

Player's Information

An interstellar criminal thug going by the name of 'Moose' is visiting the starbase on official business from his mafia don and he needs someone to go over his personal belongings – in other words, weapons, drugs and data. He will pay the characters 1,000 Credits to go over his stuff and make sure he is not going to immediately be arrested for bringing them into the starbase.

Referee's Information

The characters will need to pass an Advocate skill check with an Effect of 2 or higher to know the legality of everything Moose has packed into his bags and onto his person.

Possible Outcomes

1d6 Result	Outcome
1–2	Moose is not trying to bring anything that any normal spacer would not also try to carry on board.
3–4	Other than an energy pistol and some addictive narcotic combat drugs, Moose is clean.
5	As for previous but one of Moose's combat augmentations is questionable as to its legality – due to its sheer damage potential.
6	As 3–4 but Moose is also hiding a highly illegal fusion grenade.

257. LEELA ANNAPRAN, SALVAGE CREW

Merchant, Navy

Required Skills: Explosives

Required Equipment: Explosives, Toolkit

Player's Information

Called in to remove several derelicts floating around in dangerously close orbit, Leela Annapran is an expert salvage expert going to make a fortune on the pieces of the ships – once they are blasted to smaller bits.

Not being versed in explosives, Leela will pay the characters 5,000 Credits to spend a few days detonating space wrecks in orbit around the starbase.

Referee's Information

The characters will need to attempt several Explosives skill checks to break apart the salvage for Leela; requiring a total of Effect 20 to get the job done properly.

Possible Outcomes

1d6 Result	Outcome
1–4	The wrecks were mostly civilian craft, making them safe to detonate – no munitions at all to worry about.
5	The wrecks were pirate vessels incapacitated by the starbase's defences, forcing the characters to be somewhat careful when dealing with them. They never know what could still be lurking inside!
6	As for previous but a small cell of pirates is still alive inside of a shuttle – the perfect ruse to take the characters by surprise!

258. JACOB BATES, GOSSIPMONGER

Civilian

Required Skills: Carouse

Required Equipment: None

Player's Information

Jacob Bates is a regular traveller that comes through the starbase whenever his regular space route takes him to the area but he always comes with a story to tell. He enjoys spinning a good story, especially when he was paid to do so by other parties, so he pays others to do the same. Jacob will pay the characters 500 Credits to do nothing but hit three diners, bars or restaurants and spread his current gossip line.

Referee's Information

It will only take three successful Carouse skill checks to spread the 'word' as Jacob wishes them to.

Possible Outcomes

1d6 Result	Outcome
1–4	The gossip story is harmless fun and is basically free advertising that no one can get angry about spreading but they could get annoyed if the characters are persistent.
5	Jacob's story is a harmful rumour about a celebrity scandal.
6	As for previous but the celebrity is actually on board the starbase!

259. TRIXIE, PROSTITUTE

Civilian, Drifter

Required Skills: Deception

Required Equipment: None

Player's Information

Trixie is a local prostitute that works her illicit career in the corridors and clubs on the starbase but she has run into some local trouble and wants to get out of the area. She has the money to pay for transport but she needs someone to convince security to let her through without legal papers. For their help, Trixie will pay the characters 1,000 Credits – but not until she is through security.

Referee's Information

The characters will need to either convince one security agent to perform the escort with a Deception skill check of Effect 5, or get past three separate checkpoints with Effect 2 or higher skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	Trixie has several clients in the security office, making all of them smile widely when the characters bring her through.
3–4	There is a time-sensitive matter that Trixie is not telling the characters that could cause problems for them if they are found aiding and abetting her.
5	As for previous but the complication is a legal matter that Trixie is running away from.
6	As for previous but the legal matter left a poorly hidden dead body in a trash chute – which was just found and reported!

260. MAGNUS SHEFFER, RESEARCH SCIENTIST

Scientist

Required Skills: Investigate or Streetwise

Required Equipment: None

Player's Information

Doctor Magnus Sheffer is a professional researcher that followed a data-string to the starbase to get his hands on an illegal and very rare chemical sample that supposedly ended up in the local black market. Not being much of a criminal himself, he will offer the characters 2,500 Credits to go and get ten grams of tetrochloride.

Referee's Information

Finding the illegal chemical will take either an Effect 4 Investigate skill check or a Streetwise skill check of Effect 3.

Possible Outcomes

1d6 Result	Outcome
1–4	The owner of the chemical does not know exactly what he is dealing in, making it very easy for him to part with.
5	The chemical is dangerous and the owner knows it, forcing up the price dramatically.
6	As for previous but the characters are exposed to the chemical when they locate it – revealing its nature as a genetic/psionic mutagen!

261. NIKOLAI GELERA, FREELANCE ESCORT PILOT

Mercenary, Navy

Required Skills: Life Science (Cybernetics)

Required Equipment: Access to Medical Lab (TL13+)

Player's Information

A commonly seen face around the docking areas of the starbase, Nikolai Gelera hires himself and his gunboat to commercial traders all of the time to fly escort for them. He is an amazing pilot and well worth his wage but this is mostly due to his cybernetic augmetic sensory suite. He just hired on to do a nasty job but his augment shorted out last night. He needs some emergency repairs – and fast. He is willing to pay 10,000 Credits to the characters if they can get his sensory rig working again.

Referee's Information

It will take the use of a TL 13 or higher medical lab and an Effect 3 Life Science (Cybernetics) skill check to work the kinks out of Nikolai's sensory suite.

Possible Outcomes

1d6 Result	Outcome
1–2	The sensory suite had a minor glitch and Nikolai could have worked through it but he is very thankful not to have to. The characters have made a good friend in him by doing this.
3–4	Nikolai goes off to his escort run knowing his augments will serve him well, promising to come back and thank the characters better when he is done.
5	Nikolai's augment is not malfunctioning – it has a software virus that has forced it into shutdown mode.
6	As for previous but the virus is remote activated by the very doctor that had originally installed it!

262. KILLIAN REECE, HITMAN

Criminal, Rogue

Required Skills: Medic

Required Equipment: First Aid Kit

Player's Information

Notorious hitman, Killian Reece, came to the starbase to do a job and he already completed it. In doing so however, he suffered a painful tear in his abdomen that will raise a lot of eyebrows with security if he tries to leave now. He needs to get it patched up before he can head back to the shuttles, so he offers the characters 5,000 Credits to stitch him up and ask no questions.

Referee's Information

Fixing Killian's wound will take a successful Medic skill check with an Effect of 2.

Possible Outcomes

1d6 Result	Outcome
1–4	Killian says no more than 50 words to the characters in their presence, pays them when the job is done and leaves. He does not even take any anaesthetic.
5	Killian leaves after he is patched up but he leaves behind his last mission's dossier accidentally...attaching the characters to a high profile dead body elsewhere on the starbase.
6	As for previous but Killian hates loose ends and will soon be back to cover his tracks...

263. JESSICA GRECO, LICENSED PSION

Corporate, Psion

Required Skills: Recon

Required Equipment: None

Player's Information

A young but ambitious corporate professional telepath, Jessica Greco came to the starbase with a contract to fulfil and greed in her sights. Unfortunately for her, the speed in which she left to fulfil her duties meant she never arranged for security. Not everyone likes psions around, so Jessica will offer the characters 1,000 Credits a day to watch over her and make sure no one tries anything foolish while she is working.

Referee's Information

The characters will need to pass a Recon check every six hours for 1d6 days in order to fully protect Jessica from any potential attacks or other such foolishness.

Possible Outcomes

1d6 Result	Outcome
1–4	No one tries to do anything unforeseen to Jessica but she is happy the characters are watching out for her nonetheless.
5	There is a small anti-psion element in the starbase's population but it is only a few vocal troublemakers.
6	As for previous but one of these troublemakers is willing to take his aggression to the next level if given the chance.

264. JON AND JASON ROKA, CELEBRATING RAIDERS

Criminal, Navy

Required Skills: Athletics (Endurance), Carouse

Required Equipment: None

Player's Information

Jon and Jason Roka, twin brothers notorious for their constant raiding on local trader transports, are celebrating their shared birthday on the starbase by spending a lot of their loot and painting the town red. Anyone that gets swept up in the 'party wake' is brought along, fed copious amounts of booze, drugs and subjected to any number of physical pranks and games.

The twin raiders did not specifically ask for the characters to join the party...but the swollen commotion is still headed their way.

Referee's Information

The characters, unless they try to avoid the Roka's party, will need to pass both an Athletics (Endurance) skill check to avoid a terrible hangover and a Carouse skill check to make a number of friends and contacts in the mass of partygoers.

Possible Outcomes

1d6 Result	Outcome
1–2	The party is a huge success that goes down in the annals of starbase history as one of the greatest events it has ever known.
3–4	Jon and Jason are very happy with their party and ask everyone who attended to write down their contact information for the next year.
5	One of the partygoers is not 'raider friendly' and only attended the party to get closer to the two brothers and get information on them.
6	As for previous but the attendee in question is actually a legal enforcer in disguise with a warrant for their capture.

265. 'RUDDY', STARBASE JANITOR

Citizen

Required Skills: Athletics (Coordination), Zero-G

Required Equipment: None (HazMat Suit would be helpful)

Player's Information

A common sight on the starbase, old 'Ruddy' is the janitor in charge of cleaning all of the spills, sick and refuse that ends up all over the halls and corridors. A coolant leak in C-Wing has caused major gravity fluctuations but while the mechanics get on the repairs – Ruddy has to clean up the floating droplets of coolant.

Ruddy is not well-versed in zero-G techniques, so he offers the characters 500 Credits and free room cleaning for a month to go and scoop up the spilled coolant.

Referee's Information

It will take a total of Effect 8 worth of Athletics (Coordination) skill checks to scoop up all of the coolant globs but only after a successful Zero-G skill check to manoeuvre properly in the malfunctioning C-Wing.

Possible Outcomes

1d6 Result	Outcome
1–4	The repair crew fixes the gravity a few minutes after the coolant is mopped up, allowing for C-Wing to go back to business in short order!
5	The coolant globs are particularly difficult to contain, turning into dozens of tinier droplets whenever touched – making it a painstaking process that will take hours.
6	As for previous but the coolant is also very hazardous to come into contact with.

266. IANE LEWIS, STORAGE CLERK

Citizen, Criminal

Required Skills: Athletics (Strength) or Computers

Required Equipment: None

Player's Information

A part-time clerk at a rent-a-storage service on the starbase, Iane Lewis has made a good side living through keeping tabs on when storage units are overdue – then breaking into them and taking the contents. He sprained his wrist on the last one though and he needs some accomplices.

For half of what they find in the lockers, Iane will ask the characters to break into them for him. There are five lockers coming up for 'retiring'.

Referee's Information

If the characters just force the locks they can use Athletics (Strength), needing an Effect of 2 to pop each lock. If the characters want to decode the locking mechanism and simply hack the keypad instead, it will take an Effect 3 Computers skill check. Each locker contains 1d6 x 100 Credits worth of random personal items; plus anything special noted below.

Possible Outcomes

1d6 Result	Outcome
1–2	This is a minor crime that goes on all the time with this business; nobody pays it any notice.
3–4	The characters need to be somewhat careful when they undertake the breaking into the lockers, but the local authorities are not terribly concerned with low-end pilfering like this.
5	One of the lockers contains a military-grade gauss pistol with a half-spent magazine.
6	As for previous and the pistol's serial numbers will show that it was recently used in a murder halfway across the continent – the brutal killing of a family of three!

267. GERALD MAESTERS, REPORTER

Entertainer

Required Skills: Persuade

Required Equipment: None

Player's Information

Gerald Masters is a visiting news reporter that is doing an expose on the starbase and he needs willing participants from the staff and patronage to discuss the finer points of the facility. He needs a few extra people out gathering interviewees and is willing to pay the characters 50 Credits per person they attract.

Referee's Information

For every Effect the characters can manage to gain on a single Persuade skill check they gather the support of one patron or staff member for Gerald to interview.

Possible Outcomes

1d6 Result	Outcome
1–4	These interviews are boring and bland but safe and easy money for the characters.
5	Gerald is a muckraker about to toss the starbase and all its management under the judgment of the public.
6	As for previous and he has no trouble trying to push most of the blame onto the characters for helping him.

268. CHAD HOSTE, TRICKY BURGLAR

Criminal, Rogue

Required Skills: Computers

Required Equipment: Data Access

Player's Information

A foreign visitor to the starbase, Chad Hoste is a skilled lockpick and a cunning burglar. He is only on the starbase for a day but he saw a passenger disappear into a stateroom with something he terribly wants. Unfortunately for Chad, the doors are completely computerised. Now he wants inside – and he is willing to pay the characters to open the door for him.

2,174 Credits to open the door and look the other way...it does not get much simpler than that.

Referee's Information

The starbase's door lock will take a Computers skill check of Effect 5 or higher to hack.

Possible Outcomes

1d6 Result	Outcome
1–2	Chad will be happy to enter the room and grab his target after the characters have gone – thanking them profusely for their help.
3–4	The door opens and reveals the stateroom of a wealthy noble – Chad's target.
5	As for previous but Chad is not interested in money or jewels. He saw an attaché case with a royal seal in that noble's hands.
6	As 3–4 but the 'noble' is just a cover for a high-priced assassin whose TL14 weapon Chad caught a glimpse of...

269. DAMIAN WOOD III, RE-ENACTMENT SPECIALIST

Civilian, Noble

Required Skills: Remote Operations, Tactics (Naval)

Required Equipment: None

Player's Information

A well-known enthusiast for electronic war simulations, Damian Wood III has come to the starbase to run one of his famous remote war re-enactments outside the facility. It requires several extra hands on a number of expensive remote control suites, a grip of tactical knowledge and the will to sit and play Damian's game for hours on end.

Damian will offer the characters 1,000 Credits to play his wargame with him but he will pay them 5,000 Credits if they manage to actually *win* against him and his players.

Referee's Information

The characters will need to pass a Remote Operations skill check to play in Damian's game but it will take a successful Tactics (Naval) skill check with an Effect of 4 or higher to beat him at it.

Possible Outcomes

1d6 Result	Outcome
1–4	Hundreds of people come out to watch Damian's wargame, making local celebrities out of everyone involved.
5	There are a number of military personnel in the audience. They are not there to watch the game...they are watching the <i>gamers</i> .
6	As for previous but this is because they are the heads of a new cyber-pilot program that could revolutionise space superiority – with the winners of this game at the program's core.

270. KALI CENDRATA, WIDOW-TO-BE

Civilian

Required Skills: Melee (Blade)

Required Equipment: None

Player's Information

Kali Cendrata is a hateful and spiteful woman that came to the starbase 24 hours ahead of her husband – to ensure that he comes to a terrible end. Kali will contact the characters and give them a special knife along with 10,000 Credits and a picture of a human man in his 50s. All they have to do is make sure that, after he arrives on the following day, he is stabbed with this knife all the way to the hilt. Just once; she sees no need for multiple wounds unless they cannot get the depth she requires.

Referee's Information

The knife is coated with a neuro-molecular toxin but only at the last three or four centimetres of the blade at the hilt. To reach that depth in the wound when they go to stab Chris Henley, they need a Melee (Blade) attack that hits with an Effect of 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	Chris Henley's transport was waylaid by raiders on the way to the starbase and he was tragically shot and killed – making the characters' part of this job irrelevant!
3–4	Chris Henley is a middle-class ship insurance salesman who arrives on the starbase without a clue that his wife wants him dead.
5	As for previous but Kali wants him dead due to the 1,000,000 Credit insurance policy they just signed out on him.
6	As 3–4 but Chris' employer always sends a mercenary bodyguard with him on these longer trips.

271. BAC SEBTRO, EXOTIC ALIEN

Drifter, Scout

Required Skills: Language or Space Science (Xenology)

Required Equipment: None

Player's Information

Bac Sebtro, a member of a rare and exotic alien species that has come to the starbase to do some unknown business, is having some linguistic problems with the customs agents at security. The characters can tell that there is a language barrier but they might be able to help figure out what he is trying to say.

Referee's Information

The characters will need to pass a Language or Space Science (Xenology) skill check with an Effect 3 or higher to make heads or tails out of Bac's angry flailing. If they do so, they will discover he is trying to warn customs about something...

Possible Outcomes

1d6 Result	Outcome
1–4	Bac's race has an overdeveloped sense for radiation and he 'smelled' a great deal of it from the engine room of his transport – which he believes is suffering a reactor breach while in dock!
5	Bac is a medical doctor from his species and someone has stolen a priceless biological sample from his luggage!
6	As for previous but this sample could be very dangerous if the seal on its container is broken – very dangerous.

272. ONTANIO DUNE, WASTE MANAGEMENT

Civilian

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

In charge of making sure the starbase's waste tanks do not overflow or break down from the inhabitants' constant depositing, Ontanio Dune is a gruff and unhappy man that has one of the worst jobs in the facility. Well...except for those people that work for him. This is why he constantly has to hire new hands to go and clean the pipes. For this unwholesome and horrific duty, the characters can get paid 1,000 Credits a week.

Referee's Information

To deal with the unpleasant odours, textures and labour, the characters will need to pass an Athletics (Endurance) skill check every day or be forced to miss work on account of illness.

Possible Outcomes

1d6 Result	Outcome
1–4	It is horrible – but honest – work down in the waste pipes.
5	The characters find something seemingly of value lodged in the pipe but do not know what it is.
6	As for previous but the object is a piece of lost alien technology that could be worth a great deal of money.

273. KRYSTEN MEYERS, MERCENARY RECRUITER

Agent, Mercenary

Required Skills: Battle Dress

Required Equipment: Powered Armour

Player's Information

Krysten Meyers is a professional recruiter that works for the Armoured Aces mercenary charter but she has run somewhat dry lately in her ex-military pursuits. She has come to the starbase to find anyone that can fill the roles she needs – that of the armoured assault unit. Krysten will offer each armour-capable character 10,000 Credits to perform just one off-station ticket with her guys.

Referee's Information

To qualify for the ticket, the characters will need to be *able* to pilot superior powered armour suits; which they will need on the mission to be sure.

Possible Outcomes

1d6 Result	Outcome
1–2	The Aces are about to deploy on a 'parade ticket' that should not be combat duty; merely walking around in polished battle armour.
3–4	The ticket is a common combat deployment against the indigenous life of a barbarian planet.
5	As for previous but the barbarians are surprisingly resilient and clever, making the use of powered armour a necessity to deal with their counter-attacks.
6	As 3–4 but the barbarians are particularly deadly...as they are all powerful psions.

274. ANDREW CONNER, STAR MAPPER

Scout

Required Skills: Astrogation

Required Equipment: None

Player's Information

Andrew Conner is a professional explorer of the space highways and star lanes. He maps out the safe ways between starbases, stations and planetoids but he cannot be everywhere. Andrew is on a tight schedule right now and he needs some good directions to where he wants to go to next. For the characters' information about local planetary routes, Andrew will give them 1,000 Credits.

Referee's Information

The characters will only need to present one solid mapping route to Andrew using an Astrogation skill check of Effect 3 or higher in order to earn his payment – everything else he already knows about.

Possible Outcomes

1d6 Result	Outcome
1–4	Andrew is very thankful for the information and shares a few pirate paths with the characters.
5	As for previous but the pirate paths are heavily patrolled by legal and trade agents.
6	As 1–4 but the pirate paths are still very much active with several criminal cells.

275. ZARBO MATTING, LOCAL THUG

Criminal

Required Skills: Persuade

Required Equipment: None

Player's Information

A freelance extortionist and strong-arm thug, Zarbo Matting has made a target out of one of the characters' friends. He is an entrepreneur however and would like to give the characters a chance to talk him out of breaking their friend's legs. They merely have to convince him that their friend is worth more as an ally than a victim...

Referee's Information

Zarbo must be the target of an Effect 5 or higher Persuade skill check to be convinced. Otherwise he will seek out the friend and take payment out of his flesh.

Possible Outcomes

1d6 Result	Outcome
1–2	Zarbo will let the characters take on a duty for him in lieu of their friend's debts; they will be serving as his enforcers for a few days.
3–4	Influence from local legal agents has Zarbo willing to renegotiate the debt to something a little easier to swallow.
5	The debt still stands, but Zarbo is willing to let the characters' friend slide for a few extra days to avoid complications with the characters themselves.
6	As for previous but this is not due to any kindness – merely the orders from his much larger and more insidious crime boss.

276. ABIGAIL BULLET, ESCAPEE

Criminal, Rogue

Required Skills: Pilot, Stealth

Required Equipment: A Spaceworthy Vessel

Player's Information

Abigail Bullet has just slipped her bonds from the security agent that was holding her in custody and she is in dire need to get off this starbase – and fast. She gets the attention of one of the characters and shows them an traceless Credit chit valued at 25,000 Credits, offering it to them if they can sneak her onto their vessel and get her to another starport, transport or really anywhere they can!

Referee's Information

The characters will need to pass a Stealth skill check with an Effect of 3 or higher to get Abigail through the docking area to their ship without raising suspicions, then manage to pilot their ship away successfully to somewhere to drop her off.

Possible Outcomes

1d6 Result	Outcome
1–2	Security is lax on the starbase due to other situations on the facility, forcing them not to give any sort of chase to Abigail.
3–4	Abigail stole a lot of money from the starbase casino and security has been told to take her and any abetting accessories <i>alive</i> to find where she stashed the money.
5	Abigail stole a fortune of traceless Credit chits from a storage locker and was caught on video surveillance.
6	As for previous but the Credit chits belong to a local crime boss – who owns as many of the security staff as the starbase does.

277. LARS BENGAL, RESOURCE TRADER

Merchant

Required Skills: Broker

Required Equipment: Business Clothes

Player's Information

Lars Bengal is a high-priced trader that deals in massive shiploads of resource cargo freighted off of worlds across the galaxy. His clients have come to respect his decisions and the decisions of those who work for him. He has unfortunately set up two trade appointments at the same time on the starbase and he really needs someone to sit in for him on one of the deals and make sure the signatures all get placed, papers embossed and so on. For this duty Lars will pay the characters a 5,000 Credit wage.

Referee's Information

The character responsible for the actual contracting witnessing must pass a Broker skill check with an Effect of 1 or higher to know if everything is filled out properly.

Possible Outcomes

1d6 Result	Outcome
1–4	The deal is perfectly laid out and the characters barely needed to be there at all.
5	The contract has a minor error on it that can be easily fixed but it will require an actual legal advocate to be present.
6	As for previous but Lars does not want the contract to be changed – he arranged for the slip up in order to cheat the buyer out of hundreds of thousands of Credits.

278. ROMEO DENNFORT, GUNNER

Navy

Required Skills: Admin

Required Equipment: An Ally with Starbase Management

Player's Information

New to the starbase population, Romeo Dennfort has come looking for a job. He left the galactic navy in as a skilled turret gunner and all he has ever wanted to do is blast pirates and raiders to pieces. Now he has been told to talk to the characters and find out if they can help him, after which he would be happy to be an inside man on the bridge for them to contact.

Referee's Information

The characters will not only need to have some way to talk to a member of starbase management but they will also need to pass an Admin skill check to make sure all their request memos are arranged properly.

Possible Outcomes

1d6 Result	Outcome
1–2	Romeo would be a fine addition to the starbase defence team and he will not forget the characters' help.
3–4	There are no immediate openings for Romeo, meaning that the characters will need to do some major convincing to make a spot on a turret for him.
5	Romeo has some problems in his background that could be detrimental to his being hired and reflect poorly on the characters for backing him.
6	As for previous but the only problem is that he comes from a family known for its direct ties to organised crime.

279. GAV MALERDOK, WRONGED VISITOR

Civilian

Required Skills: Persuade or Any Combat

Required Equipment: None

Player's Information

Poor Gav Malerdok was only on the starbase for two days when he was targeted by some criminal thugs and they left him beaten and penniless. In the last day he has heard whispers that the characters are the ones that can help him get his money and life back. If they can do this, he promises to pay them back as much as he can muster after buying his ticket out of here.

Referee's Information

The characters will need to pass a Persuade skill check at Effect 4 or higher to convince the three thugs to hand over Gav's luggage. If they fail however, they *will* have to fight the three thugs in any way they can.

Possible Outcomes

1d6 Result	Outcome
1–4	Gav's luggage is basically untouched, having been stolen for 'street cred' more than anything else.
5	Gav's money has already been spent but his things are still in the possession of the thugs to be reclaimed.
6	The thugs work for a crime boss and have much bigger friends protecting them that the characters might have prepared for.

280. UNTERAMO, ALIEN ADVISOR

Scholar

Required Skills: Social Science (Philosophy)

Required Equipment: None

Player's Information

A well-known name in local scholarly circles, Unteramo is one of the management staff's alien advisors who tries his best to keep the cultural levels on the starbase even and non-biased. Once every month he holds open forum debates to keep his ideas sharp and his wit sharper. This month's subject is the human philosophy concerning the Eternal Good and the Ultimate Evil in the universe. If the characters can stump him, there is a standing pool of 800 Credits to be won.

Referee's Information

The characters will need to come up with the perfect philosophical argument to stump Unteramo – an Effect 6 Social Science (Philosophy) skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	The debate is lighthearted and fun, as Unteramo is not often angry or aggressive about his discussions.
3–4	Unteramo's discussion point is about a high-population alien culture in the area.
5	As for previous but the characters' counter-point will need to be especially forgiving unless they want to invite these aliens to respond harshly.
6	As for previous but this is especially bad considering the alien race's naturally venomous dew claws.

281. JACKSON PRAIDE, CHARITY ORGANISER

Civilian, Merchant

Required Skills: Persuade

Required Equipment: None

Player's Information

Jackson Praide is an interstellar representative of a widespread – and widely discredited – charity organisation known for its arranging for wayward aliens. He has been sent to the starbase to help gather some funds but someone spread the rumour that he was a fraud and no one is donating. He will pay the characters 1,000 Credits to go and collect donations for him...to avoid the stigma.

Referee's Information

The characters will need to pass any number of Persuade skill checks at Effect 2 or higher in order to gain donations for Jackson.

Possible Outcomes

1d6 Result	Outcome
1–4	The charity makes a decent amount of money and the charity did well. Jackson can leave the starbase modestly successful.
5	Jackson is not terribly happy with the little money the characters acquire but he does not make a scene – they helped him and that is what matters.
6	As for previous but this is because he <i>is</i> a thief and will steal the money for himself as soon as he is off starbase!

282. COLLETTE HASHUR, PASSENGER PILOT

Navy

Required Skills: None

Required Equipment: A Spaceworthy Vessel

Player's Information

A professional pilot for high-paying passengers, Collette Hashur's own space vessel is down for serious repairs and she needs to hire the characters for theirs. She will give them 10,000 Credits – a share of her passenger fares – to borrow their ship for a three-day trip to a moon and back.

Referee's Information

The characters must have a ship that could carry at least five passengers on it to qualify for this job but they also may need to persuade Collette into letting them come with; being their ship and all.

Possible Outcomes

1d6 Result	Outcome
1–2	The passengers are a few uppity nobles that just want to see the moon for their anniversary, making it a boring and short trip filled with romantic effete talk.
3–4	The passengers are meeting someone on the moon, meaning they must disembark for a few hours before returning after their business.
5	As for previous but the business is an illegal drug deal.
6	As 3–4 but they never return from their mysterious meeting at all...

283. IAN GLASS, INTERESTED PARTY

Civilian

Required Skills: Computers or Investigate

Required Equipment: None

Player's Information

Ian Glass is just one of hundreds of starbase travellers but he came with a specific purpose. He is looking for someone on this station...for his own reasons. He has 2,000 Credits to give to the man, woman or alien that can find Guther Zenniman for him. Ian refuses to say why – merely that he needs to speak to this man.

Referee's Information

It will take an Effect 6 worth of Computers or Investigate skill checks to find Guther in his stateroom on the starbase.

Possible Outcomes

1d6 Result	Outcome
1–4	Ian wants to meet up with Guther because of a business deal they had arranged weeks ago but Guther ran out on the deal.
5	Guther stole something from Ian, brought it here and Ian has sought him out to get it back.
6	As for previous but that 'something' is Ian's wife Marjorie!

284. BRADLEY SMILES, HALLWAY MUSICIAN

Drifter, Entertainer

Required Skills: Art (Dance)

Required Equipment: None

Player's Information

Bradley Smiles is a modest player of the zingaphonic recorder, an alien musical instrument, which frequents the starbase's halls playing for the passersby. The locals have said they would like some dancers to go with the strange music and Bradley knows it will increase his tips and donations. He offers the characters 500 Credits to dance to his tune for an evening, with no promises about further tips.

Referee's Information

The characters do not have to dance well but if they wish to try they must succeed in an Art (Dance) skill check. Every Effect from the success doubles Bradley's basic nightly tip total of 100 Credits.

Possible Outcomes

1d6 Result	Outcome
1–4	There are a lot of people that come to watch and listen but otherwise it is an uneventful evening.
5	Bradley was paid additional money to add dancers to his routine tonight in order to be as big a spectacle as possible.
6	As for previous and this money came from a hitman who needed a distraction to do his job.

285. PAPA ULEG, ALIEN PATRIARCH

Civilian, Noble

Required Skills: Comms

Required Equipment: Communication Equipment or Access

Player's Information

Papa Uleg is the male leader of an alien species and he has become stranded on the starbase. He needs someone to use the local communications equipment to send a message to his people's ship and get them to come and pick him up. Papa Uleg will give the characters 5,000 Credits to send his communiqué sent.

Referee's Information

The characters will need to pass a Comms skill check with an Effect of 3 or higher in order to contact the alien ship successfully.

Possible Outcomes

1d6 Result	Outcome
1–2	Papa Uleg's ship is not too far away and they are extremely grateful to hear from their missing patriarch.
3–4	Papa Uleg's ship is going to send a shuttle for him in the morning, meaning the characters will get to stay with him until then.
5	As for previous but the shuttle never shows.
6	As 3–4 but the shuttle will be rigged to detonate after picking him up...as his successor left him on the starbase to get killed in the first place!

286. RORY HADLAN, STARBASE DRUNK

Drifter

Required Skills: Persuade

Required Equipment: None

Player's Information

Rory Hadlan is the local corridor-wandering drunk that drinks himself silly every other night, spending hundreds of Credits weekly on booze and public disorderly fines. Now he has stumbled into the characters and asks them for one thing – to help him find another drink. Everyone knows he needs to get to bed instead and the bartender offers to 250 Credits to see him home.

Referee's Information

The characters will need to pass a Persuade skill check at Effect 5 or higher in order to get the drunken Rory to do as they say – whatever that might be.

Possible Outcomes

1d6 Result	Outcome
1–4	Rory is a nice man, even when drunk and he will thank the characters in the morning once the hangover passes.
5	As for previous and Rory is actually a very wealthy man who understands the idea of proper compensation.
6	As for previous but Rory is wealthy because of his large and impressive rare firearm collection.

287. GUTHER ZENNIMAN, CASANOVA

Civilian

Required Skills: Recon

Required Equipment: None

Player's Information

Guthier Zenniman has been cheating on his wife for several months but she is on to him and he knows it. He also knows that she has criminal connections through her family that he does not want to tangle with. He asks the characters to be his extra set of eyes and ears while he is vacationing at the starbase with his mistress – for a few of 1,000 Credits a day, up to three days' work.

Referee's Information

The characters will need to pass a Recon skill check at every meal and once when the couple goes to sleep in order to be sure Guthier's wife's agents do not find them.

Possible Outcomes

1d6 Result	Outcome
1–2	Guthier's wife did not even send agents this time. This was easy money.
3–4	Guthier's wife hired some freelancers to try and catch him in the act but they are looking for photos – not a fight.
5	There is only one agent looking into Guthier's illicit affair but he is very good at his job.
6	As for previous but the agent's orders were simple – kill Guthier and anyone else in the way.

288. TY BABCOCK, SOLDIER ON HOLIDAY

Army

Required Skills: Comms, Pilot

Required Equipment: A Shuttle or Shuttle Access

Player's Information

Ty Babcock, private first class, is on the starbase for a weekend stay away from his transport ship and he got left behind because of a very hard night with the boys. Now he has six hours to get back to the ship in near orbit – which he will pay 1,300 Credits to the characters to get him there in time!

Referee's Information

Getting to the army transport ship will require a Comms skill check to get permission to land on the military vessel and an Effect 2 Pilot check to do so without making the approach look like some kind of attack.

Possible Outcomes

1d6 Result	Outcome
1–4	The transport ship knew that Ty was going to have to catch another shuttle; they just did not know how he would arrange for it – compensating him for what he paid afterwards.
5	Ty's commanding officer has it in for him, so the characters will need to be perfectly on time if the private is to avoid charges.
6	As for previous but the officer has already filed the charges and military police is standing by to arrest him for being AWOL in the docking ring.

289. TORVALD DRENT, AERONAUTICS ENGINEER

Navy, Scholar

Required Skills: Engineer (Power) and Vacc Suit

Required Equipment: Vacc Suit

Player's Information

Torvald Drent is a leading mind in sub-light speed engineering and is on the starbase for a few days to test out his most recent designs but he has recently discovered a major flaw in his prototype's power delivery system. He will pay the characters 10,000 Credits to travel on board his craft and repair the power couplings – the one part of the vessel he has no knowledge about.

Referee's Information

The characters will need to accumulate an Effect 12 on successful Engineer (Power) skill checks, which they will need to pass Vacc Suit skill checks in order to take each Engineer check.

Possible Outcomes

1d6 Result	Outcome
1–2	There was only a minor short in the power relays and the characters will be able to get them fixed without too much trouble, especially with the supplies and replacement parts Torvald makes available to them.
3–4	The prototype is dangerous while it is non-functional; it has to be repaired quickly before someone gets hurt.
5	As for previous but this is because of the slow radiation leak coming from the overworked coolant systems.
6	As for previous but if the craft is not repaired in fourteen hours...it will detonate from overload!

290. RUIZ WHING, FRANTIC SHOOTER

Criminal, Rogue

Required Skills: Streetwise

Required Equipment: None

Player's Information

Ruiz Whing is your average starbase drug dealer but he has just done something terrible. He shot one of his clients in the storage area of the facility and is now looking for help hiding the body. He knows some good places but he will pay the characters 1,000 Credits to check it out for law enforcement agents first.

Referee's Information

The characters have to pass a Streetwise skill check with an Effect of 2 or higher to know where the best place to hide a body in within dragging distance of where Ruiz claims to have shot the man.

Possible Outcomes

1d6 Result	Outcome
1–4	The drug addict's body will not be found for several days, putting everyone involved in the clear.
5	The addict will soon be missed by his friends and be searched for skilfully.
6	As for previous he will be sought after because he is a local gang boss' only son.

291. CONNER STERNLAND, SLAVE PEDDLER

Criminal, Merchant

Required Skills: Broker

Required Equipment: None

Player's Information

Conner Sternland is a low-life thug that provides new slaves he takes to travelling slavers on the starbase; all without the management knowing what he is doing. He has acquired a few high-profile and therefore high-priced examples of his wares. His potential buyer however, will not deal directly with him. He will give the characters 5,000 Credits to serve as his negotiators at the pricing stall on his behalf.

Referee's Information

The characters will need to pass a Broker skill check at Effect 3 or higher to get a good enough price to convince Conner they did their best – otherwise he will suspect they were trying to undermine his business.

Possible Outcomes

1d6 Result	Outcome
1–2	The buyer did not have a problem with Conner as much as he had with the time of the meeting – so the sale was almost guaranteed regardless of <i>who</i> met with him.
3–4	The buyer is a higher profile nobleman and the negotiation must be kept very secretive.
5	As for previous and this is doubly true due to the illicit reason the noble buys these slaves in the first place.
6	As 3–4 but the noble is working with local law enforcement and this whole thing is just a sting operation of which the characters just walked into.

292. LUCY BRACKEN, WORRIED AIDE

Agent, Noble

Required Skills: Diplomat

Required Equipment: None

Player's Information

Political aide to an interstellar governor, Lucy Bracken has ended up in her position through luck and looks far more than from skill – leaving her in a poor position when she is dropped off at the starbase with a docket full of meetings to attend. She turns to the characters for help with her diplomatic obstacles, giving them 10,000 Credits from her slush fund in order to keep her looking good to her superiors.

Referee's Information

The characters will need to pass three Diplomat skill checks to represent the three meetings Lucy needs them for. Any failure with an Effect of –3 or lower will result in a problematic political situation.

Possible Outcomes

1d6 Result	Outcome
1–4	Lucy's boss will be pleased with the outcome of all the meetings, no matter how they turned out – as if he knew about her ineptitude previously.
5	As for previous but the results of the meetings were all rigged anyway through bribery and intimidation thousands of light years away.
6	As 1–4 and he will be eager to meet the characters in person to see who helped his aide avert his would-be disaster.

293. UWE, ASPIRING TERRORIST

Criminal, Mercenary

Required Skills: Explosives or Physical Science (Chemistry)

Required Equipment: Laboratory Access

Player's Information

Notorious criminal and demented sadist, Uwe is preparing to venture into the world of full-blown terrorism on his home planet several star systems away. He came to the starbase to pick up the chemical reactants he needs to build his bombs but now he needs someone to go over his work. He will gladly pay the characters 2,000 Credits to look over his prototype device – or give them one of his finished products as payment instead!

Referee's Information

The characters can use their Explosives skill with an Effect of 3 or their Physical Science (Chemistry) skill at Effect 4 to determine the level of damage potential of Uwe's devices (8d6 in a 12 metre radius).

Possible Outcomes

1d6 Result	Outcome
1–2	Uwe's corrupt government has it coming, especially considering their unstable prison system and faulty judicial processes. His bombs will go a long way toward starting a proper revolution.
3–4	Uwe's bombs will do the trick in his little revolution, as they are the perfect size to ship to political leaders and government offices.
5	As for previous but the chemicals are unstable and potentially dangerous to the couriers handling them.
6	As 3–4 but the characters will be traced to Uwe somehow and become entangled in his deranged web of lies.

294. DRONE 1192, ALIEN LABOURER

Psion

Required Skills: Animals (Training)

Required Equipment: None

Player's Information

Drone 1192 is an insectoid straggler from a hive-minded alien species who accidentally left it behind on the starbase when the nest-ship left days ago. Now the beast is loose and running on instinct, providing itself as a hazard to the uninitiated. The starbase management team has asked the characters to try and herd the 'disposable' creature into an airlock for a fee of 1,000 Credits, paid upon success.

Referee's Information

Other than engaging the preternaturally strong, fast and tough creature in a physical contest to incapacitate it, common beast handling methods would also work with an Effect 4 or higher Animals (Training) skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	Drone 1192 is little more than a wild shell of a creature without the hive mind present and should be put down as safely as possible.
5	As for previous but the Drone will use every ounce of itself to defend its life even in its wild state.
6	As 1–4 but the hive mind will return in three days' time to collect its missing drone, becoming very angry if they find it missing or worse.

295. PANELA ORIN, HUMAN RESOURCES

Civilian

Required Skills: Admin

Required Equipment: An Ally in the Union

Player's Information

The local workers' union is having some issues with the starbase's human resources department. One of the HR reps, Panela Orin, is extremely sympathetic to their cause but cannot do anything about it unless propositioned in the right manner, which she offers a bribe of 2,500 Credits to the characters to do so!

Referee's Information

The characters can pass a simple Admin skill check in order to file the request forms as Panela has pointed out properly, giving the union exactly what it wants out of the next meeting.

Possible Outcomes

1d6 Result	Outcome
1–2	The union negotiation goes exactly as Panela has planned and she is pleased to see the war with human resources finally end.
3–4	Panela can get into a lot of trouble for manipulating the union dealings but she is doing the right thing by ending the stalemate.
5	As for previous but the union leaders believe that something 'may be up' with the characters' sudden involvement.
6	As for previous but starbase management is interested in why things got resolved in such a <i>perfect</i> manner as well, putting Panela and the characters at the heart of a large investigation.

296. SPENCER STEPPE, PROFESSIONAL TROUBLEMAKER

Rogue

Required Skills: Carouse, Deception

Required Equipment: None

Player's Information

Spencer Steppe is a new face on the starbase, having only just arrived in the last few days in order to work his particular brand of vandalism – social muckraking. Hired by effete nobles and angry rivals to run street-level smear campaigns, Spencer pays people to spread specific lies about specific people; even if these lies are extremely damaging or trouble-causing. He will pay the characters 500 Credits and pay off all their nightly bar tabs if they will spread his vicious messages.

Referee's Information

The characters will need to pass a Carouse skill check to circulate the rumours properly but it will take a Deception skill check at Effect 3 or higher to make the listeners actually believe the scandalous nature of these stories.

Possible Outcomes

1d6 Result	Outcome
1–4	Spencer's stories are vicious and controversial but they also happen to actually be true in this instance.
5	Spencer's stories' target is a high-powered local official that the characters will need to deal with several times after this scandalous evening.
6	As for previous but the official will not take kindly to being slandered against...enough to take more direct action with the characters for their involvement.

297. XERO, SMUGGLER

Navy, Rogue

Required Skills: Deception, Stealth

Required Equipment: Room for a cubic metre of storage

Player's Information

Xero is a semi-infamous smuggler that comes through the starbase frequently enough to know who to trust and who to avoid and he has decided to trust the characters. He has a trade enforcer tailing his ship and he needs someone to sit on a crate full of 'merchandise' for a few days while he convinces them he is not smuggling, a sample of which he will give to the characters if they do him this favour.

Referee's Information

The characters will need to pass a single Stealth skill check at Effect 2 in order to sneak the cargo container to a safe place, but it will be at least two Deception skill checks at Effect 3 or higher in order to dissuade starbase personnel from looking into it.

Possible Outcomes

1d6 Result	Outcome
1–2	Xero's crate contains a collection of alien pornography that is not exactly illegal to get caught with – just embarrassing.
3–4	Xero's crate is filled with moderately powerful energy weapons.
5	Xero's crate is filled with children's toys outlawed in most major populations.
6	As for previous but the toys are actually being used to hold small packets of narcotic!

298. SARAH PACKER, WILLING TRAVELLER

Civilian

Required Skills: Astrogation, Pilot

Required Equipment: A Jump-2 Capable Vessel

Player's Information

Sarah Packer is a visiting traveller to this starbase and she has lost her extremely expensive return trip tickets to get back to her home. She is rather wealthy and eccentric but she does not want to stay on the starbase too long while things are going on at home. Her home planet is a good distance away but she is willing to pay the characters 25,000 Credits to take her all the way there.

Referee's Information

The characters will need to navigate the space lanes for a Jump-2 distance, requiring at least three Astrogation skill checks and numerous Pilot skill checks whenever the situation calls for it.

Possible Outcomes

1d6 Result	Outcome
1-4	Sarah is a pleasure to have on board and she even makes friendly acquaintance with the characters throughout the trip.
5	Sarah is the target of a group of malicious raiders that will have no trouble engaging the characters' ship to get at her.
6	As for previous but this is because of a seven-million Credit inheritance that Sarah had no idea she had acquired while she was gone from home.

299. CYRIL CONWAY, UNREPENTANT KILLER

Criminal, Mercenary

Required Skills: Carouse

Required Equipment: None

Player's Information

Cyril Conway, convicted and exiled mass murderer, found a legal loophole and therefore solace on the starbase – making sure that he will not likely ever leave. As long as he keeps his record clean while on board the facility, the authorities cannot touch him here. He is currently off his medication and has been waiting for a new supply but it has him very tense and anxious to do bad things. He offers to pay for the characters' drinks, food and social company if they will keep him happy for a few days...long enough for his mood inhibitors to arrive.

Referee's Information

Two successful Carouse skill checks at Effect 2 or higher every day for 1d6+2 days will keep Cyril happy enough to avoid trouble. If he is provoked for any reason, the characters will need Effect 6 instead to keep him from adding another body to his count.

Possible Outcomes

1d6 Result	Outcome
1-2	Cyril does not care about the lives he has taken but he does not want to necessarily take any more. Making lasting friends with the characters could help him with that goal.
3-4	Cyril has a lot of enemies from every walk of life; it will be a test of the characters' will to keep him happy, safe and unbloodied.
5	As for previous but this is especially hard because of a newcomer to the starbase – one of his victims' younger brothers, freshly back from the Star Marines!
6	As 3-4 and they are all looking to get a chance to get at him no matter who stands in their way.

300. VASILI URI, CORONER

Scholar

Required Skills: None

Required Equipment: None

Player's Information

People come and go from the starbase all the time. Sometimes however...they die between those doors. When they do, Vasili Uri is the doctor that comes calling. As the starbase's only coroner, it is his job to process corpses, perform autopsies and makes sure foul play was not involved. Vasili is really busy in the morgue and needs the characters to go and fetch three 'John Does' from one of the far corridors. For their efforts he will pay them 1,000 Credits.

Referee's Information

The characters do not have to pass any skill checks or anything to pick up the three corpses unless they or the public make any fuss about the process.

Possible Outcomes

1d6 Result	Outcome
1–2	The John Does are the result of a food stand selling bad fish but they are nothing more than bodies under sheets to be carted away.
3–4	The John Does were the targets of similar attacks; deep puncture wounds to the lungs.
5	As for previous but the killings are just a distraction from a bigger crime elsewhere.
6	As 3–4 and the killer is stalking around the third body waiting to see what happens.

301. DARREL WOORIDGE, DIRTY INSPECTOR

Civilian, Scholar

Required Skills: Persuade

Required Equipment: None

Player's Information

An often unwelcome visitor to the starbase, Darrel Wooridge is doing the seasonal safety inspection of all the public areas in the facility. He is not a terribly honest worker and it is well-known that he has accepted a bribe to tank the starbase's safety rating. The characters have a chance to become the saviours of the starbase – if they can talk him out of potentially killing this facility.

Referee's Information

The characters will basically need to talk Darrel into giving up the bribe and staying honest – a task that will require an Effect 6 Persuade skill check *before* they fail even a single one.

Possible Outcomes

1d6 Result	Outcome
1–4	Darrel's bribe was not that much, so he will cave in eventually. The characters should not need to spend too much time with him.
5	Darrel wants something of equal value for his lost bribe – a promise for a future favour.
6	As for previous but that favour will be criminal, violent and <i>lethal</i> in nature.

302. LAL SHARON, EQUIPMENT SALESMAN

Merchant

Required Skills: Broker

Required Equipment: None

Player's Information

Lal Sharon is a professional salesman that comes to the station to sell necessary equipment and components to the starbase technicians and supply cache. He misjudged his most recent order however and he needs someone to help arrange for some additional parts while he remains in the public view – no need to worry the possible clients seeing him amending errors. If the characters will go and arrange for the new supplies, he will pay them 5,000 Credits as their share of his profits on the starbase.

Referee's Information

The characters will need to pass a Broker skill check with at least an Effect 4 to work out a time-sensitive contract such as Lal needs.

Possible Outcomes

1d6 Result	Outcome
1–2	The parts Lal needs are in stock with a nearby supplier who the characters have had good dealings with in the past; this will be an easy agreement.
3–4	There are two different suppliers the characters can work with. One is cheaper but more difficult to work with and the other is extremely expensive but very friendly.
5	As for previous but the cheaper supplier is difficult because of his undeniably criminal sources.
6	As 3–4 but the more expensive supplier is friendly because of the devilish alien underworld that is watching his back at all times.

303. MARTIN QUICK, SCAM ARTISTE

Rogue

Required Skills: Deception

Required Equipment: An Unhealed Injury

Player's Information

Martin Quick is a professional scammer; the kind of guy that makes one or two big scores annually and lives off of them comfortably. He has come to the starbase with the perfect insurance scam but he needs three accomplices to successfully fake injuries supposedly sustained due to the facility's negligence. He will give each character with an injury willing to play along 50,000 Credits – a drop in the bucket compared to the settlement he *could* win.

Referee's Information

Any characters getting involved in Martin's scam will need to have an unhealed injury they can blame upon the starbase; they will also need to pass a Deception skill check with an Effect of 3 or higher in order to make a convincing testimony.

Possible Outcomes

1d6 Result	Outcome
1–4	The starbase wants to settle any unpleasant litigation – giving Martin a massive score to reap before leaving once more.
5	There is a problem with the lawsuit; the starbase is actually fighting it with legal advocacy.
6	As for previous but they are more than staffed with some of the finest legal agents in the industry and are ready to uncover any form of foul play with the most devastating of tools – psion advocates.

304. Isis FROSTE, OWNER/OPERATOR

Noble

Required Skills: Admin, Broker, Computers, Leadership and Persuade

Required Equipment: None

Player's Information

The owner of the starbase, an aged and infirm woman named Isis Froste has contacted the characters to let them know she is in her last six weeks of a fatal disease – and to let them know they have a chance to *earn* the rights to the ownership of the facility. All they have to do is take over the management and operation of the whole place for four weeks. If they can prove they have the ability...the starbase is theirs.

Referee's Information

Over the next four weeks, if they agree, the characters will need to acquire a total of Effect 10 in each of the following skills – Admin, Broker, Computers, Leadership and Persuade. If they can do this with all the rest of their trials and tribulations happening around them, Isis will sign over the starbase in her will.

Possible Outcomes

1d6 Result	Outcome
1–2	Isis is doing is exactly as she has said. She has no family to leave the starbase to; she just wants it to be in good hands.
3–4	The starbase is not without its share of inner working problems. Crime, debt and corrupt politicians all plague it daily.
5	As for previous but the debt problem is enormous...the characters will be taking on <i>seven figures</i> worth of debt if they succeed.
6	As 3–4 but the crime problem is much deeper than they could know. Isis is a grandmother to a massively powerful criminal mastermind...whom she specifically wrote out of the will early this year.



MILITARY BASE ENCOUNTERS

MILITARY BASE ENCOUNTERS

This chapter is focussed on the Patrons found hiring from within governmental and mercenary military bases; most commonly soldiers or staff looking for someone to do work outside of their own jurisdiction.

305. ENSIGN MATTEAU GRAVES, FEARFUL YOUTH

Navy

Required Skills: Persuade

Required Equipment: None

Player's Information

The young and anxious ensign named Matteau Graves is about to ship out to a frontline assignment and he is having a very hard time of it. The characters find him honestly debating on going AWOL and hitching a ride with the next transport out.

He asks the characters a simple question – ‘Why should I go to war for a government I care nothing about?’

Referee's Information

The characters can talk Graves into staying or going; it is their choice. Either way it will require a Persuade skill check of Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Graves makes the decision to stay on his own but hands the characters 36 Credits from his pockets as thanks for listening to him.
5	Graves cuts the characters' words short and bolts for the exit!
6	As for previous but the military police are not far behind...stun batons drawn and ready to bring their soldier back in line.

306. PRIVATE HANS OLIVIER, BUSY SOLDIER

Army

Required Skills: Steward

Required Equipment: None

Player's Information

Private Hans Olivier does not need much out of the characters, just for them to run his shift in the kitchen for dinnertime mess this evening. He tells them he will ‘owe them big time’ and will make sure they eat well anytime they end up in his line.

Referee's Information

The characters will need to pass a simple Steward skill check in order to mix up enough basic foodstuffs for the A Platoon – the mess shift Hans is responsible for.

Possible Outcomes

1d6 Result	Outcome
1–4	Hans has just a few too many duties on his roster right now and needed the characters' help to get them done.
5	Hans did not need to be relieved from his mess hall duties; he merely wanted a window of time to himself that he could not be easily tracked down on base.
6	As for previous but Hans is going to use the window to go AWOL.

307. PRIVATE BO WORRICK, PISTOLEER

Army

Required Skills: Athletics (Coordination)

Required Equipment: Any Pistol

Player's Information

Bo Worrick is a new member to the armed forces infantry but he has always wanted to be a gunslinging pistoleer. While on base he is allowed to carry his sidearm but no one ever wants to practice drawing techniques and speed contests. If the characters will practice with him for a little while, they will make a skilled and loyal friend on the base.

Referee's Information

The characters who want to practice with Bo can do so by taking numerous Athletics (Coordination) skill checks; winning the draw on successes and losing on failures.

Possible Outcomes

1d6 Result	Outcome
1–2	It is fun playing 'cowboy' for a little while and Bo appreciates it, making an Ally out of him.
3–4	Bo is called to duty halfway through your practicing, forgetting to take off his gunbelt when he answers.
5	As for previous but Bo's superior officer dislikes <i>any</i> change to the uniform, even the adding of a legal firearm harness.
6	As 3–4 but the gunplay practice loosened the harness and the weapon will fall out and misfire...killing a fellow squad member by accident.

308. EDGE CALLOU, MILITARY INVESTIGATOR

Agent, Army

Required Skills: None

Required Equipment: None

Player's Information

Edge Callou is a governmental investigator sent to take reports on how the base-level personnel are being treated by their supervisory staff. He will make conversation and ask simple questions; he will even buy drinks and meals for the characters during their meetings. In the end, it is just a discussion about how people are treated here.

Referee's Information

The characters do not need to take any skill tests if they want to tell the truth about the base; if they want to lie they might need to use Deception or Persuade skill checks.

Possible Outcomes

1d6 Result	Outcome
1–4	Edge is on a routine investigation with no malice or ill will toward base officials in any way.
5	Edge's questions turn toward one particular officer time and time again, trying to uncover any corruption involving him.
6	As for previous but the officer <i>is</i> corrupt – and capable of sinister things to keep that quiet.

309. LIEUTENANT TAP TORRES, TANK OFFICER

Army

Required Skills: Mechanic

Required Equipment: None

Player's Information

Commander of the base's armoured vehicular element, Tap Torres is a gruff man who makes sure that every tread and linkage is ready to work when called upon. He keeps a handful of technicians standing by to deal with repairs and mechanical issues but a saboteur caused major damage last week and he needs additional hands to pound out dents, turn wrenches and perform lesser duties. Tap will offer the characters 500 Credits to help out for a day or two.

Referee's Information

The characters will need to pass simple Mechanic skill checks to help Tap with his work.

Possible Outcomes

1d6 Result	Outcome
1–4	It is hard, boring work that makes a good friend out of Tap Torres.
5	One of the tanks being worked on seems strange and new, almost out of place in the motor pool.
6	As for previous but this tank is far more advanced as well – showing the base's secret armament project to the characters while they work.

310. GENNIE HOLANE, THE LIEUTENANT'S AIDE

Agent, Army

Required Skills: Investigate

Required Equipment: None

Player's Information

Gennie Holane is a low-ranking aide to one of the muster lieutenants but she has lost a very important file on her way to work and must get it back before her boss returns to the office. She has 500 Credits to give the characters if they can find it.

Referee's Information

It will take an Investigate skill check with an Effect of 2 or higher to find the file folder sitting in the courtyard lawn.

Possible Outcomes

1d6 Result	Outcome
1–2	The file is actually unimportant but Gennie is extremely pleased and will make a great ally in the future.
3–4	The file is the personnel folder concerning a discipline problem in one of the alien barracks.
5	As for previous but the soldier in question would pay a great deal to have that file vanish forever.
6	As for previous and the soldier <i>did</i> pay to have the file lifted off of Gennie!

311. PRIVATE PARIS VAITE, PATROLLER

Army

Required Skills: Athletics (Endurance), Recon

Required Equipment: None

Player's Information

Paris Vaite is a fresh soldier who has been recruited to the perimeter patrol for the evening. He will give the characters 250 Credits and his next weekend pass if they will run his rounds for him so he can catch some extra sleep.

Referee's Information

To make a good showing of a night patrol, the characters will need to pass an Athletics (Endurance) skill check to stay awake and a Recon skill check in order to see any impending threats.

Possible Outcomes

1d6 Result	Outcome
1–2	It is an uneventful patrol – the perfect kind.
3–4	A few shadows dance on the outside of the characters' visual limits during the patrol but they never become anything more.
5	As for previous but the shadows coalesce into scouts from a neighbouring base.
6	As 3–4 but the shadows are mercenary thieves looking to break onto the base and take some arms and munitions.

312. SHAUN CHILLES, STAR MARINE INFANTRY

Marines

Required Skills: None

Required Equipment: None

Player's Information

Shaun Chilles is a three-drop veteran of the Star Marines, making him well aware that every deployment could be his last. He always writes down his current last wishes before going to battle and keeps them on the base in case he is reported a casualty. He hands the characters 100 Credits and a sealed envelope; asking them to 'give it to the Brigadier if he does not return'.

Referee's Information

There is no skill check for the characters to do as Shaun asks; but curiosity could make for a difficult few weeks of holding the vet's last wishes.

Possible Outcomes

1d6 Result	Outcome
1–4	Shaun returns with a few scrapes and cuts but he is happy to take back his envelope.
5	Shaun's will leave everything – including his suit of advanced Battle Dress – to the last holder of the document!
6	As for previous but Shaun comes home in a body bag after all...

313. LIEUTENANT FOX RHAIL, LOST IN THOUGHT

Marines

Required Skills: None

Required Equipment: None

Player's Information

Lieutenant Fox Rhail has a lot on his mind right now and completely forgot about a late night appointment off base, leaving him without anyone to watch over his prized Vesuvian curl cat, Precious. He offers a weekend stay to the characters at his family's vacation home if they will spend the night in his base quarters, keeping an eye on poor little Precious.

Referee's Information

The characters will not need to actually do anything out of the ordinary to watch the strange alien pet but they might need to call upon their skills if something odd happens.

Possible Outcomes

1d6 Result	Outcome
1–2	Precious is a loving and cuddly pet that never leaves the characters' sides all night.
3–4	Precious is a lot larger than a common lap pet but friendly enough it seems.
5	As for previous but the cat secretes a powerful sedative that will put the characters into deep, dream-filled sleep.
6	As for previous but Precious also has the ability to psionically enter their dreams and feed on nightmares.

314. LANCE CORPORAL LUTHER BAWG, CRUEL PRANKSTER

Army

Required Skills: Recon

Required Equipment: Night Vision Equipment

Player's Information

Luther Bawg, a stripe-bearing officer, has a wide cruel streak that lets him enjoy pranks and malicious fun on new faces to the base. He invites the characters to join him on a 'Prisp hunt' just off base; where they will go and look for the elusive and mysterious vermin that keeps sneaking onto the base and getting into food supplies. If they can catch one, he will pay them 500 Credits.

Referee's Information

The characters will need to have night vision of some kind to look for signs of the mythical 'prisp', allowing them to take numerous Recon skill checks to look for an animal that Luther lied about. If they catch him in his prank somehow, he will still pay them the wager in good faith.

Possible Outcomes

1d6 Result	Outcome
1–2	It is a hectic evening of searching for tracks and pests but at the end Luther buys everyone beers at the officers' club and they have a laugh about it.
3–4	People will laugh about the characters' Prisp hunt for weeks to come, making them the butt of many light-hearted jokes.
5	The base commander hears about the Prisp hunt and puts everyone involved on kitchen duty for two weeks as punishment for such a waste of time.
6	Luther did not know but his description of the fake prisps matches that of an extremely deadly rodent species rare to the area – which they might just stumble upon in their hunt!

315. DRILL SERGEANT GROVER KINE, INJURED OFFICER

Army

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Grover Kine is one of the base's drill instructors but an old war injury is acting up in his leg and he cannot run with his recruits today. For an exchange of a few hours free of duty time, Grover will ask the characters to run a few kilometres with his recruits on his behalf.

Referee's Information

The characters will need to pass three Athletics (Endurance) skill checks with Effect 2 or higher to keep up with the marching and running recruits.

Possible Outcomes

1d6 Result	Outcome
1–4	The weather is alright for a run but it is a lot of work for the characters to have to deal with.
5	Halfway through the last set of running recruits a storm begins to brew and blow toward the base...
6	Grover is faking his leg injury because he knows something bad is going to happen out on those road marches today.

316. POOKA ROBERTS, THE GENERAL'S DOG

Canine

Required Skills: Animals (Veterinary)

Required Equipment: None

Player's Information

The characters come across a well-known sight at the base, the general's prized pet Labrador Pooka Roberts. The animal has caught its foot on something and is walking with a bit of a limp. General Roberts will be very happy to get his dog back – especially if the characters manage to patch up that injured paw!

Referee's Information

Patching up Pooka's paw will take an Animals (Veterinary) skill check with an Effect 1 or higher but the animal will follow anyone in uniform back to the General.

Possible Outcomes

1d6 Result	Outcome
1–4	Pooka's paw just has a few thorns; no permanent damage. General Roberts is happy to have the dog back and gives the characters a commendation for off-base leave.
5	As for previous but Pooka was bit by a local reptile.
6	As for previous but Pooka will be sick for a few days and unless it gets proper medical attention.

317. MAJOR KENAH ULANCE, LEADER IN NEED

Army

Required Skills: Any Combat

Required Equipment: Weaponry and Armour

Player's Information

Major Kenah U lance is about to go on a combat mission in a nearby battlefield but he needs a few extra bodies to accompany his depleted platoon. If the characters join him on the next transport out, he will make sure they are given 1,000 Credits of bonus 'hazard' pay.

Referee's Information

The characters will need to use their Combat Skills to survive the battle scenario based on who they are fighting against.

Possible Outcomes

1d6 Result	Outcome
1–2	The mission is not much of a combat; it is more of a weapons' test exercise where no one gets hurt.
3–4	The mission is an easy clear out of some modestly armed rebels; nothing that a few dozen trained soldiers could not handle.
5	The mission has a greater risk to it than expected – high-yield artillery strikes from outside the engagement area!
6	As for previous but these weapons are more advanced than anything the characters have at their disposal.

318. SERGEANT MAUDE ANSON, MEDIC-IN-TRAINING

Army

Required Skills: Athletics (Endurance)

Required Equipment: Any Injury

Player's Information

Sergeant Maude Anson has been gearing up to take her squad medic certification tests for a few weeks and needs some real wounds to try her skills upon before she does so. She will offer to buy dinner and drinks for the characters as soon as she sees one of them has been wounded – in trade for getting to patch them up as if it were the battlefield!

Referee's Information

As that Maude will not use any anaesthetic, the character(s) being worked on will need to pass an Athletics (Endurance) skill check with Effect 3 or higher in order not to scream when she starts sewing, stapling and gluing the wounds together.

Possible Outcomes

1d6 Result	Outcome
1–4	Maude is actually very skilled at first aid and triage; it will only take 20 minutes or so.
5	Maude slips once, causing more pain than necessary and sets the characters on edge for the rest of the process.
6	The wound gets infected because Maude is sloppy, forcing the character to seek professional care soon to avoid dangerous fever and illness.

319. CAPTAIN GORDON SNAKEWOOD, ADVANCED THEORY INSTRUCTOR

Army, Scholar

Required Skills: Tactics (Military)

Required Equipment: None

Player's Information

A member of the base's instruction staff, Captain Snakewood has been having some difficulty filling the seats in his advanced theory class. It is a very difficult class to understand, let alone score highly in, making it tough to excel at. Snakewood knows that word spreads fast and that the characters are well-liked, so if they will join his class...perhaps others will too? If they do this for him, Snakewood will make sure their permanent records will show their aid.

Referee's Information

The characters will not need to do anything to attend the class but if they actually want to learn something they will need to pass several Tactics (Military) skill checks over the four week course to achieve at least Effect 25!

Possible Outcomes

1d6 Result	Outcome
1-4	The class is boring but informative and the characters' presence does increase attendance.
5	Snakewood is injured in a freak accident and a new instructor is put in his place; a very strict instructor who will not go easy on the characters because he knows nothing of their deal!
6	As for previous but if they do not pass...he will file for their expulsion from the service on grounds of incompetence!

320. UNGAR SHREVE, VISITING MERCENARY

Mercenary

Required Skills: Melee (Blade)

Required Equipment: Any Sword

Player's Information

A visiting mercenary from a charter looking to do business with the base, Ungar Shreve has to make an example out of his personal duelling skills to the officers if he is to acquire the contract. He challenges one of the characters to a duel to three bleeding strokes; offering the promise of 1,000 Credits – if they survive.

Referee's Information

Ungar is a fierce opponent that will require five Melee (Blade) skill checks at Effect 3 or higher to defeat. Any check that actually *fails* will inflict 2d6+2 damage to the character as normal – Ungar does not hold back his blows.

Possible Outcomes

1d6 Result	Outcome
1-2	Ungar's mercenaries are looking for recruits just like the characters; they are offered jobs within the charter starting at 40,000 Credits a year.
3-4	Ungar is impressed and offers the characters a one-time job working with his charter off-world.
5	As for previous but the job will be thick with firepower and danger fitting an elite cadre of mercenaries.
6	As 3-4 but the job is questionably immoral and pits the characters against their own governments...for a huge sum of money.

321. CORPORAL DENNER MONK, FIELD LEADER

Army

Required Skills: Heavy Weapons (any)

Required Equipment: Any Heavy Weapon

Player's Information

Corporal Monk is about to launch on a mission in the barbaric wilderness in a few hours but new intelligence has called for the addition of heavy support to be added to the squad. In exchange for full repair and reload rights to their equipment, Monk asks the characters to come with his squad to provide the heavy firepower he needs.

Referee's Information

The characters will need to use their Heavy Weapons skills to lay down the kind of fire support the Corporal needs for his squad to advance properly in their mission. Whether the characters join the fighting proper is up to them but the initial salvos of supporting fire will require five attacks at Effect 1 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The mission is the claiming of specific territory; something that is easy to do when blockades and obstacles are blasted away before troops advance.
3–4	The mission sets the characters and their heavy firepower against surprisingly well-armoured enemies that Corporal Monk could not handle without them.
5	As for previous but Monk's squad will be all tied up with the less-advanced common infantry the enemy reinforces their armoured forces with.
6	As 3–4 but this armour is not in the form of personal armour at all – it is several battle tanks!

SERGEANT VICK HASTINGS, MILITARY POLICE

Agent, Army

Required Skills: Investigate

Required Equipment: None

Player's Information

There has been a rush of minor thefts in the barracks and Sergeant Hastings has nearly run out of leads on all angles. He turns to the characters, offering them a 500 Credit reward and official excellence citation if they can dig up a few good pieces of evidence for him.

Referee's Information

The characters will need to take Investigate skill checks within and around the barracks area, finding clues on any successful check – but only finding evidence on a check with Effect 5 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The thief is caught and sent to the stockade because of the characters' efforts. Hastings adds some very kind words to their personnel files.
5	The thief realises he is close to getting captured and is redoubling his efforts at escaping the base entirely.
6	As for previous but part of his escape plan is to plant all of the stolen merchandise in the characters' quarters!

323. LANCE SERGEANT JOHN RAKES, ANIMAL HANDLER

Army

Required Skills: Animals (Training)

Required Equipment: Light Armour

Player's Information

John Rakes is in charge of the animal training program at the base, both for patrol animals and attack species. He has come into a small number of potentially lethal alien canines and put them through the initial behavioural tests and training programs but now he needs someone to help out with the test of their more advanced training. Rakes will pay the characters 1,000 Credits if they agree to help him test the combat potential of the new animals.

Referee's Information

So long as they are wearing armour with protection of at least five points, the characters can simply pass an Animals (Training) skill check to perform as a suitable training dummy without scaring or antagonising the animals.

Possible Outcomes

1d6 Result	Outcome
1–4	The new animals are good additions to base resources, performing exactly as trained and expected.
5	The new animals have massive biological adrenaline stores unknown to Rakes before, making them far stronger than anyone expected – which could cause problems for the 'dummies'.
6	As for previous but the characters are in serious danger, as their hunter instincts seem to outweigh normal training when their choler is up.

324. INFANTRYMAN LOTHARIO WATTS, WORRIED SOLDIER

Army

Required Skills: None

Required Equipment: None

Player's Information

Lothario Watts is a new addition to the base and he is about to deploy on his first combat mission, making him understandably worried about all of the things a soldier worries about before running into fire. Lothario just wants some company on the APC ride over to the shuttle. If the characters will ride along with him, help calm his nerves before he heads off-planet, he will never forget them in the future.

Referee's Information

The characters will not need to pass any sort of skill check to help Lothario. All they need to do is talk to him for a half hour or so while the personnel carrier takes his squad to the landing pad.

Possible Outcomes

1d6 Result	Outcome
1–2	Lothario's army career is a surprisingly vivid one, with him becoming a true hero on his first deployment. During the press release afterwards he names the characters as the reason for his heroism.
3–4	Lothario is gone for a few weeks and returns with a minor wound. He is ready to make lasting friends of the characters.
5	Lothario is MIA for several months. When first word arrives of his location, he only asks for the characters...
6	Lothario is killed in action.

325. SERGEANT MARK BRONX, COMBAT LEADER

Army

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Sergeant Bronx needs a few extra soldiers to join him on his next mission, an infantry romp into a foreign jungle. He is a fair leader and the characters will receive 1,000 Credits as a hazard wage bonus.

Referee's Information

This will be a common combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The jungle is thick and the enemies plentiful but they are not as well trained as the characters and Bronx's men.
5	The jungle itself is just as dangerous as the enemies hiding within it.
6	As for previous but the biggest danger is a strain of virus that is prolific in the undergrowth.

326. LIEUTENANT DANA BRACKEN, UNEXPECTED MOTHER

Army

Required Skills: Medic

Required Equipment: Medical Scanner

Player's Information

Dana Bracken is a decorated combat lieutenant on the base but she believes she might have become pregnant – something that would immediately remove her from active duty. She does not want to go to the base medical staff for the test and is willing to pay the characters 750 Credits to keep quiet about what they find.

Referee's Information

Doing a proper medical pregnancy test will require an Effect 3 Medic skill check and roughly 12 hours of data processing.

Possible Outcomes

1d6 Result	Outcome
1–4	Dana is not pregnant. She will be happy to get back to work and not make the same mistakes she did recently.
5	Dana is indeed with child and will need to be removed from combat duty immediately.
6	As for previous but the child is the result of a tryst with one of the base generals...one of the <i>married</i> generals.

327. DRANGEN XONNE, ALIEN TRAINER

Mercenary

Required Skills: Athletics (Coordination)

Required Equipment: None

Player's Information

A visiting alien mercenary, Drangen Xonne (pronounced *drahng-en zahn*) is a member of a species capable of extremely fast and dextrous movement that the base commanders believe can be taught to the infantry. The characters can enrol in his special training class in hopes his talents will actually augment them.

Referee's Information

Passing Drangen's class is only a matter of running some strange exercises and training regimens but anyone who manages to roll an Effect 6 on an Athletics (Coordination) skill check will actually manage to increase their Dexterity score by +1.

Possible Outcomes

1d6 Result	Outcome
1–2	Drangen's class is a four-week affair that keeps the characters out of combat duty that long.
3–4	Drangen's class is eight weeks long and very physically demanding, sending the characters to the medic several times for strains and exhaustion.
5	As for previous but one of the trips to the medic revealed a different health problem that removes one of the characters from the class on worries of permanent damage.
6	As for previous but the health issue is some kind of allergic reaction from being exposed to Drangen's adrenalising pheromones.

328. SQUAD COMMANDER JUP, DEPLOYMENT OFFICER

Marines

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Commander Jup needs a few extra soldiers to join him on his next mission, an armoured assault into an urban conflict. He is an old veteran that knows the risks of the mission, making sure the characters will receive 1,000 Credits as a hazard wage bonus.

Referee's Information

This will be a common combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The urban conflict is nothing more than a few dozen well-armed rebels and guerrillas that need to be quelled.
5	The urban enemies are dug-in snipers all around the commercial buildings, making heavy armour a must-have.
6	As for previous but some of these 'snipers' are armed with missile launchers!

329. DALEY GRAND, ARMS SUPPLIER

Merchant

Required Skills: Admin

Required Equipment: None

Player's Information

Daley Grand is one of many arms merchants that bring weapons and ammunition for the base's use. Distrusting of the upper brass, he likes to deal instead with middle officers and even infantry grunts. For a brokerage fee of 1,000 Credits, Daley will sit down with the characters and discuss when and where the next shipment comes to the base.

Referee's Information

Despite Daley having done this 100 times before, the characters will need to pass a basic Admin skill check to get the paperwork right.

Possible Outcomes

1d6 Result	Outcome
1–2	The paperwork is boring, easy to fill out and Daley will take the characters out to lunch when it is over.
3–4	Daley is antsy and eager to have his order processed, hastening the paperwork procedures.
5	As for previous but Daley's eagerness comes from some debts he needs to pay off quickly.
6	As 3–4 but Daley is antsy and nervous because this is going to be his last shipment – and his first attempt at double-dealing the military base!

330. ENSIGN GEORNE WOOLER, INJURED SHIPWRIGHT

Navy

Required Skills: None

Required Equipment: None

Player's Information

Ensign Wooler is about to head out on a long tour of the frontier but he smashed several bones in his hand a few days ago and cannot heft his kit across the base and onto the ship shuttle. If the characters can do it for him, he will give them his all-access key to the equipment locker in the base's engineering lounge.

Referee's Information

The characters do not have to do anything special to help Georne. Once they have the engineering key, they can access nearly any kind of toolkit, repair device or personal diagnostic device.

Possible Outcomes

1d6 Result	Outcome
1–4	The shuttle is ready for launch by the time Georne gets there but he has a reserved bench waiting for him.
5	One of Georne's cases seems much heavier than it should be but he expresses for the characters not to worry about his 'spare parts'.
6	As for previous but the spare parts are actually pieces of ultra high-tech battle armour Georne uses in his second life – a governmental black ops spy.

331. COLONEL GERALD ALTAR, *DISPLACED FANATIC*

Army, Scout

Required Skills: Leadership

Required Equipment: None

Player's Information

Colonel Altar has a long history of zealous behaviour, especially when in conjunction with a particular nearby alien culture. He was supposed to lead a small mission into the wilderness but a recent vocal outburst saw him removed due to 'improper intent of duty'. Now, for a wage bonus of 2,000 Credits, the characters can lead the mission instead.

Referee's Information

The characters will need to pass a Leadership skill check at Effect 3 or higher to keep Altar's men in line during the mission.

Possible Outcomes

1d6 Result	Outcome
1–2	There is no sign of the aliens anywhere on the mission; it is a peaceful jaunt through the wilderness.
3–4	There are a handful of small engagements between the unit and the aliens but they are more inclined to flee than do battle.
5	Altar's men share his dislike of the neighbouring aliens and must be verbally kept in check to avoid escalation.
6	As for previous but they think the characters' are actually working for the <i>aliens</i> !

332. CAPTAIN STACY KRAMER, *COMBAT LEADER*

Marines

Required Skills: Assorted Combat

Required Equipment: Combat Equipment, Biohazard Protection

Player's Information

Captain Kramer needs a team of combat freelancers to join her platoon on their next deployment, an airborne drop into an irradiated wasteland. She is expecting heavy resistance and the characters will receive 2,000 Credits as a hazard wage bonus.

Referee's Information

This will be an airborne combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory. They will also need to wear something to shield them from radiation, or they will soak up 1d6 x 5 Rads each hour.

Possible Outcomes

1d6 Result	Outcome
1–4	The enemy was routed when the deployment hits ground; the characters barely had to pull a single trigger.
5	The enemy at the conflict point knew the hazards of radiation and were prepared for it, making them an al- armoured force with significant protection.
6	The orbital drop shuttle malfunctions on the way to the surface, putting the characters hundreds of kilometres away from their intended location!

333. D'SAI ALUNE, FOREIGN CONSCRIPT

Citizen, Marine

Required Skills: Carouse

Required Equipment: None

Player's Information

D'sai Alune is just one of several new conscripts from a physically powerful alien species that is being introduced into the marine platoons on the base. The conscripts have not been received well due to their sheer size and bestial appearance. D'sai wants to employ the characters to help put a more pleasant face on the gigantic 'ursanoids', paying them 1,000 Credits to do so.

Referee's Information

In order to give the proper pleasant face to the bear-like ursanoid, the characters will need to pass a Carouse skill check with an Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	D'sai enjoys the evening a bit too much and gets the characters all sacred tattoos that make them honorary members of the ursanoid armada.
3–4	Several soldiers join the characters and D'sai for a few drinks, making it a successful evening.
5	There is a one drunken bar fight between D'sai and one of the armour jocks.
6	As for previous but the ursanoid seriously injures the soldier and everyone involved is named in the court martial.

334. LIEUTENANT COLONEL DACKS MORAY, BOASTFUL DUELLIST

Marines

Required Skills: Melee (Blade)

Required Equipment: Any Sword

Player's Information

Lieutenant Colonel Dacks Moray is well known around the base as being an amazing one-on-one swordsman, especially because he constantly challenges base personnel to public duels. Thinking himself unbeatable, he bets the characters 1,000 Credits that he can beat each one in a sword duel.

Referee's Information

Any character that wants to beat Dacks in a sword duel will need to pass three Melee (Blade) skill checks before they fail three checks.

Possible Outcomes

1d6 Result	Outcome
1–4	The duel is fast and safe, with a medic nearby will patch up any wounds.
5	Dacks' blade was actually sabotaged by a local rival, shattering it at an inopportune moment and wounding him!
6	As for previous but Dacks thinks it is the characters' fault.

335. DOCTOR RHIVA, VIRAL MANAGEMENT

Army, Scientist

Required Skills: Medic

Required Equipment: None

Player's Information

Base Doctor Rhiva is a specialist that the army calls in when they are worried about the spread of particular illnesses and such. A few strains of a troublesome virus have shown up on base and now Rhiva needs to inoculate as many barracks-level soldiers as he can. For that he will need help. For 750 Credits each, the characters can serve as Rhiva's nurses and shot administrators.

Referee's Information

To best help Rhiva administer the viral inoculations, the characters serving as nurses will need to pass a single Medic skill check. If they fail they will cause a lot of bruises, collapsed veins and angry soldiers.

Possible Outcomes

1d6 Result	Outcome
1–2	The base personnel is fully immunised and the virus is stamped out before it ever becomes a problem.
3–4	There are a few cases of illness, but a full quarantine and a week of medical watch after the immunisations seems to do the trick.
5	The virus proves to be resilient to the inoculations, causing problems with staff for weeks.
6	As for previous but the virus mutates after two months – into something potentially fatal!

336. ARCHER RAZZ, COMBAT UNIT LEADER

Mercenary

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Archer Razz has a combat ticket that he wants some extra guns running with his guys upon; a search and destroy mission into a subterranean tunnel sprawl. He is a cruel and heartless leader and he will put the characters through hell but they will receive 2,000 Credits each as their share of a job well done.

Referee's Information

This will be a common combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The mission is a slaughter. The resistance are poorly armed and unprepared...cashing in the ticket with ease.
5	The subterranean environment is not ideal for the characters and their equipment.
6	As for previous but the greatest danger is the plumes of invisible flammable gasses that flow throughout the tunnels.

337. MAJOR NARKAN RIDE, REQUISITIONS OFFICER

Army, Merchant

Required Skills: Persuade

Required Equipment: None

Player's Information

The officer in charge of personal requisitions on the base, Narkan Ride is everyone's friend until the day comes which leaves him with exorbitant prices and low inventories. The soldiers on base are upset and Narkan will pay the characters each 500 Credits to stand in front of the requisition office and talk people into understanding what is going on.

Referee's Information

The characters will need to pass Persuade skill checks with an Effect 2 or higher to make sure things stay civil outside the office.

Possible Outcomes

1d6 Result	Outcome
1–2	The requisition office only stays busy for a few hours before word spreads and things calm down normally.
3–4	Narkan appreciates what the characters have done for him and give them 25% off any one single purchase.
5	There is a shortage on standard ammunition in the base and many soldiers are running with extremely light magazines.
6	As for previous but this is no accident – as an outside attack is planned at the height of the shortage.

338. GUNNERY SERGEANT EDGE WITHERS, NEEDFUL PLANNER

Army

Required Skills: Navigation

Required Equipment: Laser-based Communications Equipment

Player's Information

Edge Withers is the lead soldier of the long-range artillery division of the base and he needs someone to fill a particularly dangerous role for him – that of spotter for his new higher technology cannonade unit. If the characters help him with this equipment test, he will ensure they do not see frontline combat in the next tour unless they want it.

Referee's Information

The characters will need to put a laser-designator beam from a communications suite on a specific mock target several dozen kilometres off base, requiring them to pass an Effect 3 Navigation skill check to reach it properly.

Possible Outcomes

1d6 Result	Outcome
1–2	The designated target is saturated with mock artillery fire and the unit does exemplary. Edge is pleased with the results.
3–4	A single square kilometre of trees, underbrush and fake enemy constructions are blasted to rubble by energy mortar strikes.
5	As for previous but the blasted area is inhabited by a high percentage of local wildlife.
6	As 3–4 but a hidden populace of sentient creatures live in the centre of the targeted area.

339. DRILL SERGEANT SID PRIOR, SARGE IN TROUBLE

Army

Required Skills: Advocate

Required Equipment: Court-worthy Attire

Player's Information

One of the roughest and toughest of the base's drill sergeants, Sid Prior has recently run into a bit of some legal trouble with a cadet he claims is looking to start trouble. No one is willing to touch the situation officially, so Sid has come to the characters with a 5,000 Credit retainer and the hope they can get the charges against him thrown out or defeated.

Referee's Information

The characters will need to achieve a total of Effect 14 on successful Advocate skill checks over the course of five days of trial – one check per day!

Possible Outcomes

1d6 Result	Outcome
1–2	The council of the court martial dislikes foolish cases and wants to throw this one out as soon as they get a reason to.
3–4	This trial will get a lot of attention in the media, making everyone involved out to be 'the bad guy'.
5	As for previous but Sid <i>is</i> the bad guy and actually did assault the cadet in question.
6	As for previous but the nature of the crime is far worse than what Sid initially implied and he will be coloured as a monster and a deviant for many years.

340. CADET SHARED MONROE, REHAB PATIENT

Marines

Required Skills: Athletics, Medic

Required Equipment: None

Player's Information

One of the first year cadets, Shared Monroe, suffered a terrible injury to his leg in his first few months of being in the service. He has been in physical rehabilitation for over a year and his official benefits have run out. He needs someone to help him with his evening physical training and is willing to give the characters half of his weekly pain medication prescription to help him long enough for him to not need them anymore!

Referee's Information

The characters will need to make several different Athletics skill checks to help Shared get back on his feet (literally) but will also need to end every evening with a single successful Medic skill check in order to ensure no damage has been done.

Possible Outcomes

1d6 Result	Outcome
1–4	Shared Monroe is a willing and capable trainee but it will still be weeks before he can run again.
5	Shared's injuries will never fully heal, leaving him with a severe limp even after major therapy.
6	As for previous but the Marines will eject him when this information comes to light through the medical offices.

341. MAJOR GUHNWAHL STRIX, COMBAT LEADER

Navy

Required Skills: Assorted Combat, Athletics (Endurance)

Required Equipment: Combat Equipment

Player's Information

Major Strix needs a team of capable fighters to join him on his next mission, an aquatic dive into an alien hive. He knows this is dangerous and specialised work, making sure the characters will receive a 3,000 Credit bonus for what they are about to undertake.

Referee's Information

This will be an aquatic combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory. As they will be underwater, they will need rebreather or environmental equipment as well as several Athletics (Endurance) skill checks to fight the current.

Possible Outcomes

1d6 Result	Outcome
1–4	The aliens are aquatic but low-tech and easily dealt with. Strix did not likely need the characters but they were appreciated nonetheless.
5	Specialised aquatic weaponry and armour makes the alien species extremely deadly, putting a tough fight ahead of the characters.
6	As for previous but the main component of the aliens' arsenal is their hydrokinetic psionic affinity!

342. DIRECTOR SHOAF TANNER, CORPORATE SPONSOR

Corporate, Mercenary

Required Skills: Carouse

Required Equipment: Credits for Drinks and Entertainment

Player's Information

An arms dealer to the highest bidder, Shoaf Tanner sells huge lots of middle-range weaponry to the base whenever he comes through the area. He does not like the stuffiness of most officers or the filth of the rank and file, so there are always a handful of people he chooses to be his social escorts while he is on base. If they can show him a good time, Shoaf will give them access to some of his 'good stuff' he reserves for high-class clients.

Referee's Information

The characters only need to pass a simple Carouse skill check if they want to show Shoaf a good time while he is on base.

Possible Outcomes

1d6 Result	Outcome
1–4	It will cost only 100 Credits to have a good evening but Shoaf will offer them 100 times that amount off a private purchase from his stores.
5	The drinks will tally a cost of upwards of 500 Credits – and Shoaf really does not have much that would interest them.
6	Shoaf has a terrible allergic reaction to one of the drinks and is possibly going to die in the base medical offices.

343. MEARLE RARSTEN, BASE ENTERTAINMENT

Entertainer

Required Skills: Investigate

Required Equipment: None

Player's Information

On tour with the armed forces, Mearle Rarsten is a famous comedian/magician that uses his socio-political humour to help boost morale and make troops forget the dangers they are in. A trunk of his priceless props have gone missing somewhere from the shuttle to his quarters and he will pay the characters 2,500 Credits to find it for him – as long as they do not open it to learn his tricks.

Referee's Information

It will take an Investigate skill check with an Effect 4 or higher to find what really happened to the trunk.

Possible Outcomes

1d6 Result	Outcome
1–2	The trunk got misplaced in a shipment and ended up in storage; it would have turned up easily enough with or without the characters' help.
3–4	The trunk never left the shuttle parking bay. It is still sitting next to the loading tram where the handler accidentally dropped it.
5	A clever cargo handler knew he could make a fortune selling Rarsten's tricks to amateur performers around the worlds. He dumped the trunk as soon as he found out people were looking for it.
6	As for previous but he had the trunk long enough to learn quite a few things.

344. COLONEL ORION VOORHAAS, GUN BUNNY

Army

Required Skills: Heavy Weapons (Man-Portable)

Required Equipment: Earplugs

Player's Information

A common event at the base during down time, Colonel Voorhaas is holding another one of his 'turret tests'. He asks anyone who can manage to control the rate of fire on it to lay a drum's worth of shots down range and try to beat his best strafing ratio. Anyone who can beat his impressive 86% will earn two free weekends off base on the Colonel!

Referee's Information

The characters who want to participate will need to pass a Heavy Weapons (Man-Portable) skill check with an Effect 5 to beat Voorhaas' score.

Possible Outcomes

1d6 Result	Outcome
1–4	The turret test is a fun event where the Colonel buys enough drinks and ammunition to go around for several hours.
5	The turret's loading mechanism malfunctions halfway through one of the character's tests, sending shells and machinery flying everywhere in a spectacular show.
6	As for previous but the malfunction causes the turret to fire out of control – rupturing a nearby fuel tank and setting the base fields ablaze!

345. CAPTAIN BRIAN RUETER, WEAPONS ENGINEER

Army, Scientist

Required Skills: Any Gun Combat

Required Equipment: Any Firearm

Player's Information

Captain Rueter has a long history of modifying his squads' firearms for faster rates of fire or greater accuracy but a recent local law on base has made it against regulations for him to do so with government equipment. He still has the desire to do so, meaning that he will ask the characters to let him modify their weapons and give them a test run – as they are not government issued.

Referee's Information

Rueter's modifications will be undertaken with great skill but the characters will need to put a magazine or two through it at the test range to make the Captain happy. This requires at least three successful Gun Combat skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	The weapon modifications are like a dream come true; every aspect of the weapon is better.
3–4	The weapon has been bettered in one way by the Captain's tools.
5	The weapon is uniquely modified by the Captain in a way that he did not ever expect.
6	As for previous but the weapon is <i>too</i> good and base agents will soon become very interested.

346. SERGEANT GUY FROUNCH, COMBAT LEADER

Army

Required Skills: Assorted Melee Combat

Required Equipment: Combat Equipment

Player's Information

Sergeant Frouch needs a few extra swords to join his squad on their next mission, a close-combat infantry push into an old sewage plant. He knows this place will be thick with toxins and explosive gasses that prevent energy and small arms fire; forcing the army to ensure the characters receive 5,000 Credits as a hazard wage bonus.

Referee's Information

This will be a close-quarters only combat deployment in the stated area, with the characters being required to use their melee combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The enemy are little more than subhuman mutants several technology levels below the characters', making this almost an extermination mission instead of a combat drop.
5	The enemy mutants have primitive ranged weaponry that give them an advantage against the characters and their melee-only orders.
6	As for previous but these so-called primitive weapons have something else on them to tip the scales in the mutants' favour – poison.

347. D.A.E.M.N., DRONE ON THE FRITZ

Drone

Required Skills: Mechanic

Required Equipment: Toolkit (TL13+)

Player's Information

The Drone-core Assault Energy and Munitions Nullbot, or 'Daemon' for short, is a brand new machine of war that is heavily armed and armoured with a simple remote-operated drone brain at its centre. A drone controller can make the Daemon fight like 10 men from the safety of a command couch kilometres away – when the rig is working. This one has a short and it is not accepting commands as well as occasionally doing things it should not.

The characters are offered 5,000 Credits to go out, get at the drone's access panel and shut it down without harm to the expensive machine. Their wage will be doubled if they can manage to actually fix the problem!

Referee's Information

Shutting down the D.A.E.M.N. will require at least three rounds of ducking and weaving heavy energy fire when its sensors realise what the characters are doing but also a Mechanic skill check with an Effect 4 or 5. An Effect 6 on this check will not only shut the drone down but it will also reset the system and fix the problem!

Possible Outcomes

1d6 Result	Outcome
1–4	The drone is having problems due to a minor short in its sensor relay; an easy fix if the characters can manage to get there without being seen as an enemy target.
5	The drone has been remote-hacked and sabotaged to cause havoc inside the base.
6	As for previous but the saboteur is still on the base and is using the drone as a distraction to plant a bomb at the officer's mess hall!

348. PRIVATE DARRYN STRIPER, RUNNING OUT OF TIME

Army

Required Skills: Streetwise

Required Equipment: None

Player's Information

Private Striper has been on one combat tour where he was asked to open fire on unarmed civilians and now he wants out. His contract is not up for two years – but he cannot wait that long. He goes to the characters and tells them he will pay them 10,000 Credits to help him find a less-than-legal way out of this base.

Referee's Information

The characters are aware of dozens of possible exits from the base grounds but they will need to know where to hide Striper once they got out. This will require a Streetwise skill check at Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Striper has second thoughts about going AWOL but agrees to give the characters half the money he promised for trying.
5	The contact that wants to whisk Striper away is of a criminal background, making him unfortunately dangerous to work with.
6	As for previous but the criminal will use this to start a campaign of ransoms and extortion.

349. CAPTAIN BROOK DREARING, OVERLAND PILOT

Army

Required Skills: Mechanic

Required Equipment: Toolkit (10+)

Player's Information

Brook Dearing is the APC driver for the elite soldier cadre stationed on base and her ride broke down on the way back to the motor pool. Her unit has already marched home but she still needs someone to walk the seven kilometres of road back to where the vehicle is in order to fix it and get back. She has an extra 500 Credits to anyone that can give her a hand and she will give the characters a lift to wherever they want to go on their weekends off.

Referee's Information

The APC will take a Mechanic skill check of Effect 3 to get running again.

Possible Outcomes

1d6 Result	Outcome
1–2	The road on which the APC is broken down is highly patrolled and well-lit; it will be a safe trip.
3–4	The APC threw out one of its fuel cells when it broke down; it will not be a pleasant repair but one that can be accomplished without too much trouble.
5	As for previous but the fuel cell leaked all over several other important devices and caused them to begin corroding.
6	As 3–4 but the fuel cell rupture was the result of sabotage and the saboteur is still on the hunt for the Captain!

350. MAJOR ISIS ARAMOUR, LATE FOR HOLIDAY

Marines

Required Skills: Investigate

Required Equipment: None

Player's Information

Major Aramour has been gearing up for a long holiday away from the base but now that her shuttle is waiting and the transport is in orbit, she has misplaced something very important to the journey. The item is a locket she always wears under her uniform and she will reward the characters with 1,000 Credits if they can find it before she has to leave.

Referee's Information

Finding the locket will require an Investigate skill check of Effect 3.

Possible Outcomes

1d6 Result	Outcome
1–4	The locket fell off when Isis was packing. It slid under her bed in the quarters.
5	The locket is worth much more than Isis knows, which is why it would be targeted for theft by a pickpocket.
6	As for previous but the locket is worth so much because of a hidden code that her father the general inscribed behind the picture inside...

351. CORPORAL VAETHON WAREZ, COMBAT LEADER

Army, Rogue

Required Skills: Assorted Combat, Stealth

Required Equipment: Long-Ranged Firearm

Player's Information

Corporal Vaethon needs a team of non-aligned freelancers to go and eliminate the three boss figures in a guerrilla army his unit is about to hit. Vaethon is prepared to pay 10,000 Credits per eliminated leader.

Referee's Information

This will be a common combat deployment in the stated area, with the characters using Stealth skills to get close enough to put three guerrilla leaders in their gun sights and pull the trigger.

Possible Outcomes

1d6 Result	Outcome
1–4	The guerrillas are ill-prepared and overconfident, allowing the characters to get in perfect positions to deal with their bosses.
5	The guerrilla bosses are going to be tougher to get at than what the Corporal led them to believe.
6	As for previous but they are also far more technologically inclined as well.

352. SERGEANT BOOKS FROESTER, STORAGE MANAGER

ARMY

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

When Books Froester was wounded in the line of duty his role on base was moved to that of the storage warehouse manager. His is a thankless job that has long hours of sitting around and staring at serial numbers and banal crates. Books has a few days of leave coming to him, so he asks the characters to watch the storage house for that time in exchange for a bonus of 1,000 Credits.

Referee's Information

The characters will need to watch the storage warehouse for a total of 114 hours, during which time they will likely need to pass at least one Athletics (Endurance) skill check to avoid falling asleep on the job from sheer boredom.

Possible Outcomes

1d6 Result	Outcome
1–2	Books comes and goes in just a couple of days and nothing major happens while he is gone.
3–4	An unexpected combat mission assigned to the base has a platoon descend upon the warehouse while the characters are on watch. The result is a clerical chaos.
5	As for previous but the platoon is not happy to be dealing with stand-ins, creating arguments and problems for the characters.
6	As for previous but when Books returns there is something very expensive and <i>very</i> important to the base.

353. LIEUTENANT ULSTER DANAMO, AVID HUNTER

Army, Noble

Required Skills: Survival

Required Equipment: None

Player's Information

Hailing from a wealthy noble bloodline, Ulster Danamo joined the military to see the worlds his parents would never otherwise allow him to. In his spare time he likes to venture off base and hunt several species of local wildlife. Ulster wants the characters to be his new hunting buddies, offering them 1,500 Credits each to accompany him on a weekend safari.

Referee's Information

The characters will need to pass a single Survival skill check to stay out all weekend on the safari hunt. If this check passes with an Effect 3 or higher, they will manage to successfully hunt something too!

Possible Outcomes

1d6 Result	Outcome
1–2	The hunt is enjoyable and packed with goof food, drinks and stories. Even if they do not see a single animal, it will have been a great time.
3–4	Ulster is a bit of a braggart while out on the hunt but it is a safe weekend that might forge friendships.
5	As for previous but inclement weather forces the characters and Ulster to seek shelter in a natural cave a kilometre farther from the base than intended.
6	As for previous but the cave is inhabited by a race of predatory humanoids hungry for flesh...

354. STAFF SERGEANT AKE STANZ, BASE VIGILANTE

Agent, Army

Required Skills: Investigate, Stealth

Required Equipment: Mask or other Face Covering

Player's Information

Rumoured on the base to be the masked man righting the wrongs that happen to the less fortunate, Staff Sergeant Ake Stantz is a self-made vigilante on a base infamous for corrupt officers. The military police are staking him out, so he needs to ask a big favour from the characters – pose as the base vigilante for a few nights to throw the MPs off his trail and he will let them in on his greatest secret...

...why he has turned to vigilantism.

Referee's Information

The characters will need to cover their faces with masks or something similar but they will also need to pass Stealth checks to make escapes and Investigate skill checks to be in the right places to witness – and possible prevent – crimes from happening.

Possible Outcomes

1d6 Result	Outcome
1–4	It is a slow few days but the MPs begin to leave Ake alone after the charade.
5	The characters run into one of the major criminal players working the base during their moonlighting days.
6	As for previous but that major criminal is a high-ranking officer with a lot of power and clout.

355. YENN HUSKER, WAR CORRESPONDENT

Entertainer

Required Skills: Persuade

Required Equipment: None

Player's Information

Yenn Husker is a licensed video-reporter that has been assigned to the base in order to fully document the war effort but has been blocked from accessing certain areas. She is willing to pay 5,000 Credits to the characters if they can get her inside the command complex.

Referee's Information

It will take the characters an Effect 4 Persuade skill check (or some other major favour) to get a known reporter inside the cordoned-off command complex area of the base.

Possible Outcomes

1d6 Result	Outcome
1–2	There is nothing sensitive going on inside the command area, making the command officers feel as though the media exposure might do them good.
3–4	An upcoming mission is being discussed in the complex, risking a major tactical leak if Yenn is allowed in to tape.
5	As for previous but the mission is of a scandalous nature and the government runs the risk of losing a lot of credibility if the story airs.
6	As 3–4 but Yenn is actually a secret spy working for a rival government to destabilise the base.

356. LIEUTENANT POL ENDMANN, COMBAT LEADER

Marines

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Lieutenant Endmann needs a handful of soldiers to test his unit's new drop-capsules, which they are going to deploy on his next mission. The characters will be dropped into a light conflict and asked to fight their way back out. Endmann wants good data on the mission, so the characters will receive 5,000 Credits as an excellent compensation for the job.

Referee's Information

This will be a rapid, low-orbit drop into a mild combat zone, with the characters being required to use their combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The conflict is little more than small arms fire and the drop capsules work perfectly.
5	The targeting array on the drop capsules are off target and miss the intended drop-point by hundreds of kilometres.
6	As for previous but the new landing point is in a MUCH heavier amount of conflict – a war that has nothing to do with the characters' employers at all!

357. MAJOR ARNOLD HAMMON, FIRE AND BRIMSTONE CHAPLAIN

Army, Drifter

Required Skills: None

Required Equipment: None

Player's Information

The voice of the old local religious beliefs – where sin is the key to eternal torment and the greatest sin is failing the Commander-in-Chief – is a grizzled and scarred soldier called Major Hammon. Arnold Hammon holds sermons for the troops before they go off to battle to help steer them toward valour and bravery through the fear of damnation. For 500 Credits each, Hammon will ask the characters to stand as ushers for the service.

Referee's Information

Serving as an usher in the chaplain's service requires no special skills – but it might require a strong stomach and a fierce determination not to falter.

Possible Outcomes

1d6 Result	Outcome
1–2	The faithful are invigorated by the sermon and they view the characters as allies to their vengeful god, protecting them with great zeal in the weeks to follow.
3–4	The sermon is typical and does well to remind the troops that not only will they suffer summary punishment for failing in the field of battle but they will also suffer in the afterlife for their cowardice.
5	As for previous but several of the faithful patrons are pushed into a dreadful ennui by the idea of eternal suffering.
6	As for previous but one particularly depressed soldier stands in the middle of the sermon and threatens to 'end it all' right there.

358. OFFICER SILAS GREENE, MILITARY POLICE

Agent, Army

Required Skills: Investigate, Any Combat

Required Equipment: Weapons (potentially)

Player's Information

Officer Silas Greene is on the team of military police looking to capture the infamous 'Masked Justice' and has some discretionary funds to hire some extra eyes. He will offer the characters 1,000 Credits for one week's worth of night patrols and reporting. His department will double that amount if they can manage to bring him in alive.

Referee's Information

The Masked Justice is a man named Ake Stantz. It will require an Effect 10 worth of successful Investigate skill checks to locate the Masked Justice and a brutal unarmed combat to incapacitate him.

Possible Outcomes

1d6 Result	Outcome
1–4	The Masked Justice has been making mistakes lately; as if he <i>wanted</i> to be caught and given some media attention.
5	The Masked Justice is a master of hand-to-hand combat but he does not want to hurt anyone that is not a criminal – but he will defend himself accordingly.
6	As for previous but his internal combat augments make him not only well-trained...but inherently lethal.

359. CAPTAIN MURIEL BENNAMON, CONCERNED OFFICER

Army

Required Skills: Recon, Stealth

Required Equipment: None

Player's Information

Captain Yuri Bennamon has noticed a number of files and supplies have gone missing from the command complex on the base and she thinks it is just the beginning of data theft. She will give the characters security clearance and 2,500 Credits to stake out the offices in the complex in order to catch the sticky-fingered culprit.

Referee's Information

The characters will need to pass a Stealth check to 'camp out' in the offices without being seen by the would-be thief and an Effect 5 Recon skill check to catch him or her in the act.

Possible Outcomes

1d6 Result	Outcome
1–4	The 'thief' is actually just a very careless and ham-fisted janitor that keeps throwing things away that he should not.
5	There is a spy on the premises trying to supplement his military wages with some minor information sold to neighbouring agencies.
6	As for previous but the spy is very skilled at his job – he just has not yet had a reason to escalate his thefts.

360. LIEUTENANT MAJOR DEAN KOOLIDGE, WORRIED FATHER

Army, Noble

Required Skills: Any Pilot

Required Equipment: A Spaceworthy Vessel

Player's Information

Dean Koolidge is a higher ranking officer in the local army as well as a patriarchal figure in a galaxy-spanning noble bloodline. His daughter has recently given birth to his first grandson and he is concerned for his health. He will pay the characters 10,000 Credits and owe them a huge favour if they will venture across the galaxy and check up on his little bundle of joy.

Referee's Information

The characters will need to take their own spacecraft (it is a personal matter, not a military one) and pass a number of Pilot skill checks to reach Koolidge's tiny homeworld.

Possible Outcomes

1d6 Result	Outcome
1–2	The grandson's name is Arlo and he is wonderful, healthy and has the Lieutenant Major's eyes.
3–4	As for previous but there are a few minor legal concerns as to the veracity of the father's lineage.
5	As for previous but the father is actually being investigated for large-scale financial crimes.
6	As for previous but a kidnapping plot against little Arlo is underway because of these crimes.

361. CAPTAIN FXXIAN, ALIEN COMBAT LEADER

Army

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Base command has asked for a few good soldiers to join Captain Fxxian (pronounced *ffih – zee-an*) on his people's next combat mission in the sector. This will be an open-terrain killing field against lightly armed and armoured enemies. Fxxian is an old veteran where he comes from and his 'seen it all' demeanour is plain and the characters will be paid 7,500 Credits for their part in his war.

Referee's Information

This will be a common combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The alien enemy is low tech and not much of a fight; surrender is almost guaranteed.
5	Captain Fxxian's 'combat mission' is a directed effort at removing a problematic sub-species from his homeworld.
6	As for previous but the removal is nothing short of genocide.

362. COLONEL JODI FAVERSTAUM, EMBARRASSED OFFICER

Marines

Required Skills: Any Alien Language

Required Equipment: None

Player's Information

Leader of hundreds of marines, Colonel Faverstaum has recently been assigned to a new military base deep in the heart of an allied alien territory and has no idea how to speak the language – but at least one of the characters does. For a weekly fee of 1,000 Credits, the Colonel would like a tutor in the new tongue.

Referee's Information

The characters will need to make weekly Language skill checks to teach the Colonel. When a total of Effect 20 has been gained, Faverstaum has a good enough grasp on the language to accept her new position.

Possible Outcomes

1d6 Result	Outcome
1–4	The tutoring sessions are regular and scheduled, being made part of every work day on the base. It will only be a matter of time before the Colonel knows how to make good conversation.
5	There a few cultural differences in the linguistic translations that the Colonel will not know until after she starts to use them incorrectly in social circumstances.
6	As for previous but one of these differences is a huge dishonour to the local military and the Colonel's errant words sunder the entire alliance!

363. SERGEANT TYRONE OAKLEY, PROFITEER

Army, Criminal

Required Skills: Broker, Streetwise

Required Equipment: A Secure Location

Player's Information

Having made the decision to profit from the spoils taken in combat scenarios, Sergeant Oakley needs non-base personnel to run his fence game for him 'on the outside'. He offers the characters 10,000 Credits a month if they are willing to set up sales and negotiate the prices on his behalf. Considering some of the loot they will be moving for him, this could get very dangerous.

Referee's Information

The characters will need to pass Streetwise skill checks to arrange for illicit buyers looking to purchase Oakley's stolen goods. Afterwards they will need to achieve at least an Effect 3 on one Broker skill check each week in order to get paid.

Possible Outcomes

1d6 Result	Outcome
1–2	Much of what Oakley has taken as spoils is legal goods, putting little to no danger on the shoulders of the characters. It is not <i>their</i> career that would be ruined if the profiteering was discovered!
3–4	The goods Oakley has the characters selling are excess ammunition, weapons, survival supplies, vehicle parts and so on.
5	As for previous but much of this gear could be used by the base if Oakley reported it.
6	As for previous and the requisitions officer knows something is going on with Oakley and his new friends...

364. DOCTOR GEOFF OBOE, CURIOUS THEOTICIAN

Scholar, Scientist, Psion

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Geoff Oboe is a doctor of psionic theory with a list of awards a kilometre long, one of which is stemmed around the idea that psionic evolutions can be mapped using stellar patterns and astrogation charts. He has come to the base to test a number of people for possible spontaneous psionic abilities. The testing is painful and rigorous but he will pay each person tested – the characters included – 1,000 Credits for their time and discomfort.

Referee's Information

To successfully endure the testing process, the characters must pass an Athletics (Endurance) skill check with an Effect of 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1	The theory is correct and the testing is a success – someone <i>does</i> have psionic potential amongst the tested characters!
2–3	The testing is rigorous and leaves its mark on several people but nothing out of the ordinary happens.
4–5	One of the tested soldiers shows amazingly powerful psionic abilities.
6	As for previous but these powers are unlocked, out of control and extremely dangerous!

365. GENERAL SAV ROBERTS, BORED HERO

Army

Required Skills: Carouse

Required Equipment: Stories of Past Action

Player's Information

General Sav Roberts is a multi-decade veteran that has seen it all twice when it comes to combat but in the last 10 years of peace and prosperity he has grown bored of signing forms and writing memorandums. He wants to hear about the glory days and exciting tales of travellers like the characters. If they can manage to indulge his desire for their old adventures, he will make sure they are always close to him.

Referee's Information

Although Sav will enjoy any and all tales of excitement, if they can get an Effect 5 on a Carouse skill check he will become a lasting friend and count as an Ally.

Possible Outcomes

1d6 Result	Outcome
1–4	The General is happy to sit and talk with others who have seen such amazing adventures; so much so that he regales them with a story of nearby buried treasure – treasure his platoon had to leave behind because of government mandate...
5	As for previous and the treasure is a piece of Ancient-level technology.
6	As for previous but the treasure is long gone, having been collected by locals who now revere it as a divine thing.

366. FORCE COMMANDER JACK THOMPSON, A FEW MEN SHORT

Marines

Required Skills: Battle Dress

Required Equipment: None

Player's Information

Force Commander Jack Thompson is about to march through the streets of the capital in celebration of the victory his Star Marine unit just claimed. The only issue is that only he and one other of his men survived the conflict and the morale-boosting parade would be counterproductive if the whole unit was not represented. For a favour to be named later, Jack will ask the characters to strap on his fallen members' 'show' dress kits and walk with him in the parade.

Referee's Information

The characters do not need to pass any Battle Dress skill checks; they merely have to have at least Battle Dress 1 to drive the units believably in the parade.

Possible Outcomes

1d6 Result	Outcome
1–2	The parade is a huge success. The local populace are raving about the Star Marines and Jack Thompson is so pleased as to invite the characters to join his unit officially if they want to.
3–4	The parade is well received by the people of the capital and the victory is heralded as a great win for the government.
5	Several of the families of the fallen Star Marines are making a protest concerning the dishonest representation of the unit.
6	As for previous but one of the bereaved brothers is carrying a 'dirty' fusion bomb!

367. LANCE CORPORAL MANDY ORRERLI, COMBAT LEADER

Marines

Required Skills: Battle Dress

Required Equipment: Sealed Powered Armour

Player's Information

Prepared to drop into a high-radiation combat zone, Lance Corporal Orrerli needs some trained soldiers to strap themselves into radiation and environmentally-armour suits and come with no a mission. The mission is top secret but it pays 10,000 Credits a head just for attending the starship ride to the location.

Referee's Information

This will be a common armoured combat deployment in the stated area, with the characters needing radiation protection while being required to use their combat-based skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The combat is already mostly over when the characters arrive due to the massive fusion lance strikes that levelled the hills and glassed 90% of the enemy.
5	The cause for the radiation spikes are numerous fusion bombs arced into the battlefield from a dozen different locations.
6	As for previous but the fusion bombing runs do NOT stop just because the characters have arrived!

368. LIEUTENANT FEX BALDUR, CONCERNED REQUISITIONS OFFICER

Army

Required Skills: Investigate

Required Equipment: None

Player's Information

Someone has been making a great deal of profit on the side by selling war spoils instead of handing them in to the base authorities and the requisitions officer Fex Baldur is on to them. He just needs some proof of this war profiteering in order to make a case against the culprit. Fex will pay the characters with a year's worth of free magazine reloads and power pack recharges if they help catch the criminal.

Referee's Information

Catching the war profiteer in the act will require two separate Investigate skill check successes; one at Effect 5 to figure out who it is and another one at Effect 2 to discover the location of the next fence/sale.

Possible Outcomes

1d6 Result	Outcome
1–4	Just having the characters investigating the situation is enough for the culprit to suddenly stop his illicit activities.
5	The war profiteer is Sergeant Tyrone Oakley. He is well-loved all around the base, making anyone who would smear his reputation disliked by many.
6	As for previous but Oakley will escalate his illegal actions to murder if it means retaining his growing fortune.

369. PRIVATE SELLO DUNAI, SECTION 8

Army

Required Skills: Pilot

Required Equipment: Any Spacefaring Vessel

Player's Information

Poor Private Dunai suffered a massive mental breakdown on his last combat detail and now he has been shipped back to the base for re-evaluation. He has heard the rumours about what happens to the 'psych jobs' and he is willing to pay the characters 12,780 Credits to use their ship to take him as far away from the base and the military as they are willing to ferry him.

Referee's Information

The characters will need to make at least one Pilot skill check to leave the base's airspace and orbit but how far they choose to take Sello is up to them.

Possible Outcomes

1d6 Result	Outcome
1–2	A clerical error shows that Sello Dunai was killed in combat rather than shipped back to base, making it extremely unlikely that anyone knows or would care about his disappearance.
3–4	The base personnel staff begins to ask questions about Sello's absence once the war effort is over and the officers return to the compound – nearly six months after the characters dealt with him.
5	Sello's mental breakdown had some other factors to it that he failed to share with the characters, making it likely that base command will not forget his presence.
6	As for previous and military police and bounty hunters have already been dispatched to bring in the 'murderous madman.'

370. CHIEF GROUK, POTENTIAL ALLY

Drifter, Noble

Required Skills: Carouse, Persuade

Required Equipment: Gifts for the Chief

Player's Information

Base command has invited a local militant barbarian tribe to join the armed forces as conscripts but their leader Chief Grouk needs some convincing before risking his people for foreign powers. He asks the characters to impress him with gifts, entertainment and convincing conversation. If they succeed he will add his tribe to the conscripts. If not...there will be a great deal of tension until the two-hundred some odd powerhouse barbarians leave the area.

Referee's Information

The characters will want to shower the Chief with gifts as well as a good time and manipulating conversations. This will require Carouse and Persuade skill checks of at least Effect 8 total.

Possible Outcomes

1d6 Result	Outcome
1–2	Chief Grouk already had eyes on joining the military but he could not look weak in front of his people – this was all for show.
3–4	The barbarian tribe is still using gunpowder and steam but are physically more powerful than some powered armour suits. They will make a fine infantry unit with a little training.
5	Chief Grouk's son wants the Iron Crown and he is willing to sabotage the characters' efforts to get it.
6	As for previous but he has gone so far as to hire two assassins to help empty the throne while on base – giving him someone to blame and solidify his people beneath him.

371. MAJOR ROBERT MOTATO, KEYHOLDER

Army

Required Skills: None

Required Equipment: None

Player's Information

Robert Motato holds the security keycard to the military police stockade. Due to a meeting in the next day or so with 'nefarious types', he has to ask the characters to hold onto the keycard for three days. This key is very important, allowing the Major to pay the characters an extra 500 Credits for the service.

Referee's Information

The characters will not have to perform any particular skill checks – unless something unfortunate takes place.

Possible Outcomes

1d6 Result	Outcome
1–2	The time with the key is quiet. In fact, the stockade is empty the whole time!
3–4	There is only one low-security criminal in the stockade and the characters have little to do with him.
5	A very dangerous serial murderer is being held for transfer in the stockade.
6	As for previous but the criminal's cohorts are on their way to free him...

372. COMMANDER POLLACK VENCE, COMBAT LEADER

Army

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Commander Vence has an open call out for a team of experienced soldiers to undertake his next black ops mission, an ultra-violent foray into the hive of a vicious species of enlarged arthropods. This will not be an easy or safe task, so Vence is tempting the characters with a 15,000 Credit bonus.

Referee's Information

This will be a straightforward combat deployment in the stated area, with the characters being required to use their combat-based skills and equipment to achieve victory. The 'bugs' in this mission are massive and will likely need high-output energy or heavy weaponry to defeat.

Possible Outcomes

1d6 Result	Outcome
1–4	The hive is enormous and riddled with potential targets but they are tactically unsound.
5	The arthropods are far more intelligent than initial reports claimed. They set ambushes and use simple tools.
6	As for previous but they are actually <i>sentient</i> as well as powerfully psionic.

373. CUKE RATTAH, MESS HALL MASTER

Army, Civilian

Required Skills: Trade (Domestics)

Required Equipment: None

Player's Information

The head chef and mess cook at the base, Cuke Rattah needs a staff to help him feed the thousand-plus new mouths that just came to stay at the base for a few days. The characters can earn an extra 1,000 Credits for a week's worth of mealtime flood-slinging.

Referee's Information

The characters will want to pass a single Trade (Domestics) skill check to run a proper food line; or any other skill that the Referee believes would make sense in its place.

Possible Outcomes

1d6 Result	Outcome
1–4	The additional troops sleep, eat and leave in seven days worth of meals. It is tiring work but not difficult.
5	The additional troops make life hell for the characters through their special dietary needs and constant complaints about food quality.
6	As for previous but a rush of food poisoning hospitalisations put the characters in a very difficult position.

374. CAPTAIN ERU PALLADERE, ANGRY TEAM LEADER

Army

Required Skills: Persuade

Required Equipment: None

Player's Information

Something has Captain Palladere in a very foul mood that is giving him no end of bad ideas – ideas that will no doubt send good men to their deaths against tough enemies across the galaxy. If the characters can manage to convince Eru to go speak to the base counsellor and get some of these horrible feelings off his mind, the entire base will thank them by watching their backs whenever they are around.

Referee's Information

The characters will not have an easy time convincing Captain Palladere to go and talk to the counsellor. It will require at least two separate Effect 6 Persuade skill checks – or some other form of persuasion (Psions, perhaps?).

Possible Outcomes

1d6 Result	Outcome
1–2	The Captain's wife is leaving him and it has his mind in a very dark place, but he actually wants someone to help him – he just does not know how to ask without sounding 'weak'.
3–4	The Captain is suffering from a midlife crisis and he has nowhere to vent his rage but upon his troops.
5	Something unnatural has been affecting Palladere's mental state.
6	As for previous but the manipulation comes from an enemy psionic spy trying to destabilise the base.

375. SPECIALIST AREN ROUZA, INSIDIOUS TRAITOR

Mercenary, Rogue

Required Skills: Deception

Required Equipment: None

Player's Information

Aren Rouza is a hired mercenary that the base commanders have brought on staff in order to help the local troops learn how to use weaponry currently ahead of their understanding. He is also a high-paid traitor to the local government. His true employers have given him a plan of action he must follow through upon but he needs someone to convince one secretary to leave her post. He offers the characters 100,000 Credits to do nothing but lie to the secretary and get her away from her desk – and her computer terminal.

Referee's Information

The characters, if they wish to help Aren, have to talk Greta Munson away from her desk through the use of a Deception skill check of Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	Aren simply needs to alter his file paperwork in order to leave unexpectedly and report to his true employers. It will seem as though nothing happened, despite the characters having helped.
3–4	Aren plants a powerful computer virus in the base mainframe; erasing the supply orders for the next two weeks – just long enough to prepare an enemy strike.
5	As for previous but the virus also erased all personnel files. This will make nearly every type of action routing back to the government impossible for months while they sort out the problem.
6	As 3–4 but the enemy strike will be underway in less than 24 hours!

376. COMMANDER RILEY BRACE, VENGEFUL OFFICER

Army

Required Skills: Melee (Bludgeon)

Required Equipment: Any Blunt Weapon

Player's Information

Riley Brace is one of three Commanders in charge of the base but his position is holding on by a thread of influence due to a manufactured scandal by the other two Commanders looking to cement their position. Riley arranges for a secret meeting with the characters so he may offer them something special – 250,000 Credits in exchange for the violent beatings of the two officers that are tanking his career.

Referee's Information

The characters will obviously need to use their Melee (Bludgeon) skills when attacking Commanders John Macnamera and Reginald Hunte.

Possible Outcomes

1d6 Result	Outcome
1–2	The characters' actions make Commander Brace the most powerful member of the command staff on the base – a good ally to have when needed.
3–4	The attacks on the two Commanders put the base on a state of red alert, allowing Riley to become everyone's saviour when he increases security and takes charge.
5	One of the two Commanders falls ill while in the medical station; ill enough to make the characters wonder how their actions could have possibly brought it about.
6	As for previous but the illness is due to Commander Brace having also paid off one of the medical orderlies...

377. BRIGADIER GENERAL ADRIAN LOWELL, ADDICT IN NEED

Marines

Required Skills: Streetwise

Required Equipment: At least 1,000 Credits

Player's Information

The Brigadier General Adrian Lowell suffered a gruesome internal injury over a decade ago and has been on a steadily increasing supply of pain medication ever since. Now that the most powerful of legal pain drugs are no longer working for him, he needs something with a little more *oomph* to it. He asks the characters to go into the city and find him a few hundred doses of phenolactryline, a controlled narcotic pain remedy. If they can buy the substance for him, he will let them have access to anything on the Star Marine vessel in orbit above the base – *nearly* anything.

Referee's Information

The characters will need to pass a Streetwise skill check with an Effect 5 or higher to find a street-level dealer that can get his hands on phenolactryline. It costs 100 Credits per pill on the black market.

Possible Outcomes

1d6 Result	Outcome
1–4	There is a crooked pharmacist just a few minutes away from base that will deal with the characters, who would happily supply a command officer for half price.
5	The only source for 'phenolac' is a shady dealer who lives in a recreational vehicle out in the wilderness named Fetcher.
6	As for previous but Fetcher often spikes his chemical wares with additional compounds that add special fun times to the imbibers.

378. HIGH COMMANDER PLATO GIUFFRE, OLD WOUNDS RUN DEEP

Army

Required Skills: Medic, Life Science (Cybernetics)

Required Equipment: Surgery Laboratory

Player's Information

High Commander Plato Giuffre was recently diagnosed with an extremely vicious strain of organ cancer that will kill him in weeks if he does not receive a proper replacement. He was denied due to his age and his medical history when he applied for the governmental program. Using contacts within the base he has managed to acquire an untested – but rumoured miraculous – cybernetic organ replacement but he cannot go through the base resources to have it installed. He offers the characters 500,000 Credits to perform the procedure themselves.

Referee's Information

When the High Commander can be brought to a proper facility, the characters performing the surgery will need to first acquaint themselves with the device using an Effect 2 or higher Life Science (Cybernetics) skill check. Once passed, they can perform the actual surgery using their Medic skill at Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The High Commander will take to the device perfectly and it will save his life, creating a useful Ally out of him for the characters.
3–4	The characters will need to explain why the High Commander is in recovery for several weeks while the cyber-organ adjusts to his body chemistry.
5	As for previous but the recovery process takes months instead of weeks and many believe it is the characters' fault.
6	As for previous but when the High Commander dies suddenly from a different organ failing during recovery, the characters are quickly brought to question.

379. GENERAL SIFTER GRIMES, COMBAT LEADER

Army

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

General Grimes has a special high-risk/high-profile assignment for the characters if they want it. He needs someone to take six experimental high-tech weapons into the field of battle and test them against a variety of opponents. These weapons are a possible link to an excellent megacorporate sponsor, so Grimes is willing to pay 250,000 Credits to the characters for each of the weapons that gets tested successfully in the field and returned unharmed.

Referee's Information

Once deployed into the ongoing conflict, the characters will need to use a varied number of combat skill checks to test the special weapons. These weapons range from matter disintegrators and armour-boring missiles to sonic liquefiers and energy grenades.

Possible Outcomes

1d6 Result	Outcome
1–4	General Grimes signs the megacorporate contract because of the characters' work and the army's technological level skyrockets as a result.
5	One of the tested weapons is a failure and too dangerous to use by unshielded personnel.
6	As for previous but the weapon is not a failure – it was <i>designed</i> to harm the user!

380. SUPREME KOMMANDANT IVAN OSWALDER, KING OF BLOOD

Mercenary, Noble

Required Skills: None

Required Equipment: None

Player's Information

Leader and supporter of several mercenary charters, Supreme Kommandant Ivan Oswalder has a dream – a vision of warfare when guns, lasers and explosives can be set aside in favour for swords, daggers, tooth and claw. He wants the worlds to return to a 'nobler and more honourable time' and he is willing to pay others to help him create it. He will give 1.5 million Credits to any character that is willing to sign a contract that states they will no longer wield a firearm of any kind for a period of no less than three years.

Referee's Information

The characters do not need to do anything other than avoid using any weapon that uses the Gun Combat or Heavy Weapons skill. If they do, for any reason, the Supreme Kommandant will send collectors to come for the money they have just forfeited.

Possible Outcomes

1d6 Result	Outcome
1–2	Just by signing the contract the characters prove their honourable natures to Oswalder, creating an interesting Ally out of him and his noble bloodline.
3–4	Oswalder will be in touch with the characters very frequently through his mercenaries, just to check up and make sure they are still living 'the nobler way'.
5	To test the characters' resolve, Oswalder sends occasional conflicts their way in the form of mildly violent mercenary interactions.
6	30 days after signing the contract Ivan dies, leaving the mercenaries in the hands of his sadistic younger brother – who wants to completely eradicate Ivan's work. Unfortunately, this includes the characters.



FRONTIER ENCOUNTERS

FRONTIER ENCOUNTERS

This chapter contains the Patrons that are found on the galactic frontier; the barbarian primitives and the wayward scouts that need help from the characters – and are willing to pay for it somehow.

381. DARSTAK, BARBARIAN WARRIOR

Army, Drifter

Required Skills: Melee (Unarmed)

Required Equipment: None

Player's Information

The primitive barbarian Darstak is a prideful warrior that would love to accept the characters into his estate and family grounds but not before they can prove to him that they would not be 'dead weight' if a rival tribe attacked. He rolls strange alien leather around his fists and takes a fighter's stance...

'Show me your bones and lather!' he grunts with a hearty smile.

Referee's Information

The characters will need to roll four Melee (Unarmed) skill checks to represent the four rounds of combat that it will take Darstak to knock them out if they do not best him. The total of these check must add up to an Effect 10 or he will win and they will be left outside the estate.

Possible Outcomes

1d6 Result	Outcome
1–4	Darstak is happy to have someone to trade blows with, letting the characters in for dinner if they are brave enough to stand with him – win or lose.
5	Darstak's blows are furious and stronger than even what the heavy-grav worlder should be delivering. Anyone standing against him will walk away battered and bruised for days.
6	As for previous but Darstak's strength is due to genetic tampering that has been happening to the local populace for generations, caused by a meddling alien scientist lurking in a hidden fortress nearby.

382. ANALA, VILLAGE DAUGHTER

Drifter, Noble

Required Skills: Carouse

Required Equipment: A Proper Gift

Player's Information

Daughter to one of the landowning families in the local village, Anala is on the hunt for a proper suitor. The right person with the right gift and a smiling face could sweep the young girl off her feet and find themselves in line to inherit her family's estate.

Referee's Information

If a character come up with a nice gift and show Anala a fun time using a Carouse skill check of Effect 4 or higher, she will give that character a token of her love and adoration.

Possible Outcomes

1d6 Result	Outcome
1–2	Anala's family owns a nearly priceless tract of land – and a diamond mine – that her betrothed is going to inherit just a few years after the marriage is sealed.
3–4	Anala's family are nobles in her culture. They are powerful people in their own right and worth hundreds of thousands of Credits.
5	Anala's father is not a man to be trifled with, barbarian primitive or not.
6	As for previous but the father is only <i>acting</i> primitive – he is actually a powerful corporate entity hiding from even more powerful enemies.

383. UMBUTUK, ALIEN WARLORD

Drifter, Noble

Required Skills: None

Required Equipment: None

Player's Information

Umbutuk is the martial tyrant that leads thousands of men from an alien frontier planet but even he knows his limitations. When it comes to crushing his enemies and seeing their cities burned to cinders he knows what he is doing but when dealing with a piece of foreign space-litter that felled into his territory – he needs help. He has an ancient and unique polearm in his armoury that he will give to the characters if they do him a favour and take a closer look at the crashed debris.

Referee's Information

The characters will not need to pass any skill checks in order to help Umbutuk but they will have to find out exactly what crashed into the forest – a TL 14 space probe. The halberd he will pay them with is a truly remarkable weapon.

Possible Outcomes

1d6 Result	Outcome
1–4	The probe crashed on the planet due to its failed engine drive but is otherwise harmless.
5	The cracked power housing on the probe is leaking dangerous fluids into the forest floor.
6	As for previous but the fluid will soon reach the root network of the trees and they will begin to die almost instantly.

384. SINEAD HANNIGAN, INJURED EXPLORER

Scout

Required Skills: Medic

Required Equipment: First Aid Kit

Player's Information

Sinead Hannigan is a corporate frontier scout that has unfortunately crossed paths with a local predator and is now lying in a makeshift bedroll of leaves and branches. She needs someone to help patch up her wounds and get her moving toward her all-terrain vehicle again. If the characters can do this, she claims to have a few hundred Credits back at the ATV for them.

Referee's Information

In order for them to earn the 400 Credits Sinead has for them, they need to achieve an Effect 3 Medic skill check and walk with her for six hours.

Possible Outcomes

1d6 Result	Outcome
1–2	Sinead's vehicle is not far and her wound is painful and crippling but not irreparable.
3–4	Sinead's vehicle is a few kilometres away in rather rough terrain, making it difficult to reach with a wounded traveller.
5	As for previous but the stretch of land between where she is and the ATV is home to several other predators.
6	As for previous but one of these deadly beasts already has Sinead's scent and will come back for her when she moves.

385. OLE' STONY, LUMBERJACK

Civilian

Required Skills: Athletics (Strength) or Trade (Woodcutting)

Required Equipment: None

Player's Information

Jack Stony, or Ole' Stony as the locals call him, is in charge of clearing out several acres of wooded scrub terrain. It is not easy work and Ole' Stony needs a bunch of extra hands to do the job in a timely manner. If the characters can help Jack cut down 200 adult trees in eight days' time, he will pay them a healthy wage of 250 Credits a day.

Referee's Information

Cutting trees and hauling lumber will take a successful skill check using either Athletics (Strength) at Effect 3 or Trade (Woodcutting) and Effect 1.

Possible Outcomes

1d6 Result	Outcome
1–4	The trees are medium-sized and have relatively soft cores, making them easy to cut and haul safely.
5	Several of the trees have large colonies of insects living in them that spill out and buzz around when the trunk is cut.
6	As for previous but the insects are dangerously toxic and extremely protective of their rapidly falling colony.

386. DAE NE SOO, INTERESTED ALIEN

Scout

Required Skills: Language

Required Equipment: None

Player's Information

The small, yellow humanoid creature calling itself Dae Ne Soo has been bounding back and forth over the territory line of the local settlement, mainly stealing small artefacts and food products from the outskirt homesteaders. If the characters can manage to make some kind of linguistic connection with the creature, he will show the characters where the rest of his simple native colony exists.

Referee's Information

The characters will need to try many different tricks of linguistics in order to find a smattering of verbal connections, requiring a total Effect of 10 on Language skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	Dae Ne Soo knows a combination of relatively common tongues; a pigeon language of dialects. His people are friendly and very curious, which is why he has investigated borders of the territory.
3–4	Dae Ne Soo knows a few phrases in Galangic but the most important is 'My people are starving.'
5	As for previous but the reason why Dae's people are starving is because of the colony's industrial waste and exhaust.
6	As 3–4 but the alien populace are only starving because they do not want to give in to their throwback carnivorous history...but that time will be coming soon.

387. GRAEME BARTLEY, PATROL DRIVER

Civilian, Scout

Required Skills: Drive (Wheeled)

Required Equipment: Any Multi-passenger Road Vehicle

Player's Information

Graeme Bartley is one of the local colony's hired pairs of eyes that drive around the border roads in search for possible threats from outside the perimeter. Graeme normally drives his own ground car around his patrol route but mechanical problems have forced him to instead ride along with a second car that he has to arrange for. For payment of 750 Credits, Graeme will ask the characters to take him around the night patrol in their car.

Referee's Information

The characters will need to pass a Drive (Wheeled) skill check to navigate the rough terrain of the frontier border roads.

Possible Outcomes

1d6 Result	Outcome
1–4	The patrol is as normal as they get and the characters get several hours worth of somewhat boring stories from Graeme.
5	Something runs out in front of the car during the patrol and heads fast toward the colony.
6	As for previous but the creature is immediately recognisable as the top predator on the planet – and it is <i>huge</i> .

388. DIRK MAJEN, ALIEN HUNTER

Agent, Civilian

Required Skills: Navigation, Recon

Required Equipment: None

Player's Information

A hunter of aliens all across the system, Dirk Majen enjoys heading out to the frontier worlds in order to track and hunt new lifeforms – and shoot them. When he lands on the planet he hears that the characters are a good source of information and offers to pay them 1,000 Credits to serve as his wilderness guides to find the local wildlife.

Referee's Information

The characters will need to accumulate an Effect 10 on Navigation and Recon skill checks out in the wilderness in order to find the lair of some kind of interesting beast to hunt.

Possible Outcomes

1d6 Result	Outcome
1–2	The hunt will be extremely successful; as Dirk and the characters stumble upon a local den of exotic animals.
3–4	There is one very unique style of animal out in the local wildlife and it is clever and a 'good hunt' for Dirk.
5	As for previous but the creature is not afraid of humanoids and has some powerful self-defence mechanisms.
6	As 3–4 but the animal is predatory, large and very much capable of killing a man in lighter armour.

389. SPECIALIST YON BARA, EXPLORER MANAGEMENT

Scout

Required Skills: Navigation

Required Equipment: Auto-Mapping Software

Player's Information

Yon Bara is the leader of the wilderness exploration service on this world and she needs a few skilled people to do a little border excursion. For 500 Credits a person per day, the characters can perform this exploration for her.

Referee's Information

The characters will need to pass a Navigation skill check each day they wish to explore the borders, with a failure resulting in too deep of an excursion into dangerous territory.

Possible Outcomes

1d6 Result	Outcome
1–4	The wilderness is open terrain and rather safe, making for easy exploration.
5	The terrain on the border is rough and haphazard, slowing down exploration considerably.
6	As for previous but the animal life along the border is dangerous and fearless.

390. ULSTA PELL, TERRAFORMER

Citizen, Scout

Required Skills: Mechanic

Required Equipment: Toolkit (TL13+)

Player's Information

The enormous terraforming machinery on this world costs billions, a constant worry for the bottom line of Ulsta Pell, the lead on the entire project. One of these massive chemical churning machines has broken down and Ulsta has 2,000 Credits to pay a team of characters to repair it within six days.

Referee's Information

The characters must acquire Effect 20 worth of Mechanic skill checks, with each check requiring 2–12 hours' worth of time.

Possible Outcomes

1d6 Result	Outcome
1–2	The machine is extremely well-made and labelled easily for technical services.
3–4	The terraforming machines are filthy monstrosities that are notoriously hard to work upon.
5	As for previous but the filters are overloaded and toxic pollutants are everywhere inside the three-story tall device.
6	As for previous but the pollutants are far more toxic than most safety gear can even allow for.

391. JONAH SABE, STRANDED SUPPLIER

Civilian

Required Skills: Mechanic or Navigation

Required Equipment: Toolkit or A Land-Vehicle

Player's Information

Jonah Sabe is a supplier for the outlying colony settlements and his cargo hauler has suffered a mishap halfway along his route. He used the last dregs of juice from his communications suite to call for help, offering 1,500 Credits to the group of people that can get him either moving again or back to the nearest settlement so he can arrange for repairs.

Referee's Information

The characters can repair the cargo hauler with a Mechanic skill check at Effect 3 or higher; alternatively they can also simply lead him back to the nearest settlement using a Navigation skill check at Effect 2.

Possible Outcomes

1d6 Result	Outcome
1–4	Jonah has lots of friends that live along his supply route and one of them will gladly put the characters up for a night if they wish.
5	The 'mishap' that laid up the supply vehicle was not an accident; it came from some kind of trap.
6	As for previous but the trap was set by a cell of bandits who are already homing in on the supplies for the taking.

392. KARLOW PAES, RUNAWAY COLONIST

Civilian

Required Skills: Navigation, Persuade

Required Equipment: A Friendly Smile

Player's Information

Young Karlow Paes is a runaway teenager wearing an oversized worker's vest found huddled in the wilderness. He does not have much to give but he really wants to get home.

Referee's Information

The characters will need to pass a simple (+2DM) Persuade skill check to get the runaway to trust them, then an Effect 3 Navigation skill check to locate where the boy calls home.

Possible Outcomes

1d6 Result	Outcome
1–4	Karlow's father has been on the communicator with the authorities for hours; he is very grateful to the characters – offering to let them stay however long they would like.
5	Karlow ran away because of domestic abuse but nearly being eaten by a wild animal made him rethink his choice.
6	As for previous but the animal is very clever and has been using the boy as bait for nearly a day.

393. GRIFF MUNSON, STORAGE SUPERVISOR

Citizen, Scout

Required Skills: Admin

Required Equipment: None

Player's Information

Griff Munson runs the scout outpost's supply storage area, keeping track of the comings and goings of couriers and cargo haulers around the colony. When things get too paperwork heavy for his subpar clerical skills, Griff looks to outsiders for help. Griff will ask the characters to help out around the office for 450 Credits a day until he gets everything sorted.

Referee's Information

The characters will need to pass an Admin skill check of Effect 1 or higher to do the work required of them. The job will last until a total of Effect 12 is gained on successful checks.

Possible Outcomes

1d6 Result	Outcome
1–4	The license files are well organised and easy to follow; there was just a lot of shipments coming and going at once.
5	One of the shipments has some misinformation that could lead to bigger problems in the future.
6	As for previous but Griff is going to adjust the numbers so everything works out – but leave the blame on the characters if he gets caught!

394. HORUS FARNSWORTH, HUNTING SUPPLIER

Mercenary, Merchant

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

A well-known dealer in the goods needed to go wilderness hunting on this world, Horus Farnsworth has had a large shipment get dropped off at the edge of town. It is a large number of heavy crates to move and it will be exhausting work that Horus will offer the characters 750 Credits to help him move them to his shop.

Referee's Information

The characters will need to pass an Athletics (Strength) skill check to move the crates. Anyone that fails by an abysmal Effect –6 on this check will drop one of the crates containing chemical baits, covering themselves in the hormones and chemicals that will draw predators for days.

Possible Outcomes

1d6 Result	Outcome
1–2	The crates are lighter than expected, giving the characters no trouble at all.
3–4	Horus has just received a shipment of special hunting ammunition and the high-powered rifles to shoot it.
5	As for previous but the hunting rifles are fully automatic military weapons.
6	As 3–4 but the ammunition is exceptionally deadly and would make for excellent anti-personnel rounds!

395. CRAIG ARGOS, LANGUAGE SPECIALIST

Scholar, Scout

Required Skills: Language or Social Science (Culture)

Required Equipment: None

Player's Information

Craig Argos is a professional linguist that works as a freelance translator for the colony, going to the borders of the wilderness where his mastery of linguistics and culture are required. He is always ready to expand his knowledge base as a survival skill on the frontier, which sometimes means taking private lessons.

The characters can earn 1,000 Credits for teaching Craig a new language or local culture; but only if they can do so in two weeks' time.

Referee's Information

To teach Craig a new language or culture, it will take 22 total Effect on Language (obviously of the same type) or Social Science (Culture) skill checks, with each check taking 2–12 hours of work.

Possible Outcomes

1d6 Result	Outcome
1–4	Craig is an excellent student and very pleasant to teach.
5	Craig has an ulterior motive for learning so much about a new culture – a secret military agenda.
6	As for previous but that agenda has an evil tone to it...genocide.

396. EREBORN, BARBARIAN SHAMAN

Drifter, Psion

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

A beast of a man, Ereboren is the local shaman and psychic guide of the barbarian tribals. He ventures out into the growing civilised world on 'vision quests' all the time and sometimes these journeys bring him in contact with foreigners that can be 'purified' to see the tribe's lands beyond the border. If the characters will subject themselves to his primal tests and survive, they can tread upon tribal land without fear.

Referee's Information

The characters, if they submit to the tests, must each pass an Athletics (Endurance) skill check with at least an Effect of 3 in order to pass.

Possible Outcomes

1d6 Result	Outcome
1–2	The tests are actually enlightening and require Ereboren to touch the character psionically – potentially awakening their own latent abilities!
3–4	Ereboren's tests are painful, outlandish and extremely disgusting in nature.
5	As for previous but the last test involves the application of human filth to open wounds, inviting horrible infection.
6	As for previous but the addition of a powerful hallucinogen makes the ordeal something <i>else</i> .

397. BO NASTUR, AWOL FIGHTER PILOT

Navy

Required Skills: Deception

Required Equipment: Some Way to Hide A Person

Player's Information

Choosing to disappear on a frontier world instead of reporting back to the carrier, Bo Nastur no longer wants to serve in the navy. When found, Bo will ask the characters to hide him somehow and sneak him into the nearest settlement so he can live out his days away from the oppression of military life. If they do, he will hand over the activation sequence to his military-grade escort fighter hidden away nearby.

Referee's Information

It will take a Deception skill check of Effect 2 or higher (or a suitable bribe) to get the border patrol to look the other way when trying to smuggle Bo into town.

Possible Outcomes

1d6 Result	Outcome
1–2	The patrolman is happy to help, as his cousin ran away from the military too.
3–4	The patrolman knows something is not on the level and will need some truth in the story if he is going to avoid making a big deal out of it.
5	As for previous but he definitely wants a bribe as well.
6	The patrolman comes from a long line of veterans and will make a huge conflict out of things if he figures it out.

398. DOCTOR STEPHAN GRUBE, XENOBOTONIST

Scientist, Scout

Required Skills: Recon

Required Equipment: None

Player's Information

Studying alien plants on distant worlds, Stephan Grube spends a lot of time in his travelling lab on the colonies. When word reaches him about a new plant species in the area he tries to seek out the species himself but his schedule sometime demands he uses others. For 1,000 Credits he will send the characters out to a particular stretch of forest with a description and a specimen jar.

Referee's Information

It will take a successful Recon skill check with an Effect 4 or higher to find the strange new plant.

Possible Outcomes

1d6 Result	Outcome
1–4	The plant will be useful in medical testing and is quite plentiful in the wilderness of the planet.
5	This rare plant has a number of potential uses if local folklore can be believed – some of which are rather nefarious.
6	As for previous but one use is what Grube really wants to study, the plant's use as a natural anagathic.

399. IHAN VANDER, MISSIONARY

Scholar

Required Skills: Persuade

Required Equipment: None

Player's Information

Ihan Vander is one of the controversial private missionaries that venture out in order to spread the holy word of his god. He has been on the colony for only a few days and would like permission to begin preaching and the building of a shrine but the local magistrate is being stubborn. Ihan asks the characters to go and ask for permission on his behalf in exchange for always having a safe place to go when in need.

Referee's Information

The characters can convince the magistrate of Ihan's goals with an Effect 3 Persuade skill check or a sizeable bribe.

Possible Outcomes

1d6 Result	Outcome
1–4	Ihan's faith already has a few followers, making a case for a shrine an easy one.
5	An alien faith that is strong on this planet is fighting the arrival of Ihan's church.
6	As for previous but by 'fighting' it should be read 'waging terrorist actions against'.

400. BLANE HADLEY, COLONY DOCTOR

Citizen, Scholar

Required Skills: Medic

Required Equipment: None

Player's Information

The only skilled medical technician for hours, Blane Hadley deals with all of the colony's health and safety issues. When a landslide puts five times the patients under his care, Blane puts an open call out to anyone with medical skill to help out. They will earn 2,000 Credits a day from the colony coffers but it will not be easy work.

Referee's Information

Any character wishing to help Blane with the massive influx of injured locals must pass a Medic skill check at Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The patients are in pain but they understand the work is hard and that Blane was not ready for such a tragedy.
3–4	The medical triage station is packed with injured and it will take days to sort out everyone in need.
5	As for previous but one of the patients is not going to wait kindly for his turn – he will demand preferential treatment.
6	As for previous but this patient is the son of the planetary governor and he plans to make the characters' lives hell if he does not get his way.

401. SCOUT SABLE TEAVES, FRIGHTENED MAPPER

Scout

Required Skills: Persuade

Required Equipment: None

Player's Information

The young and physically small rookie scout named Sable Teaves is about to catch a transport to the wild borders for a mapping assignment. He is afraid of what is out there and when the characters find him debating on running and hitching a ride with the next transport away from the colony.

All he wants to know is why he should possibly fulfil this duty when it is so dangerous?

Referee's Information

The characters can talk Teaves into going on the mission or leaving; it is their choice. Either way it will require a Persuade skill check of Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Teaves decides to map the wilderness regardless of the conversation.
5	Teaves is far too afraid of the beasts in the wilderness to go alone; so he asks the characters to join him.
6	As for previous but his fears are legitimate and the wilderness is full of horrible creatures!

402. JAKE CHRISTIE, MOONSHINER

Civilian, Drifter

Required Skills: Mechanic

Required Equipment: Some Basic Parts

Player's Information

Jake Christie is the local supplier of hardcore moonshine made from local grains but his stile has broken down and he needs some help patching it up. While he does not have much to offer, he knows a lot of people around town and hears a great deal for those who help him out.

Referee's Information

Anyone that helps Jake get his stile up and running again can drink for free in town (if they can stomach it!) and always count him as a Contact.

Possible Outcomes

1d6 Result	Outcome
1–4	Jake, once the stile is running again, gets staggeringly drunk and tells a number of hilarious stories about important clients around town.
5	Jake knows something very important about the colony leader – a frequent buyer of his wares.
6	As for previous but his secret would guarantee jail time for the leader.

403. ANGELA BOOKER, THE RESEARCHER'S AIDE

Agent, Scholar

Required Skills: Investigate

Required Equipment: None

Player's Information

Angela Booker is a treasured aide to the lead researcher at the colony and she has misplaced a very important water sample on her way to the lab and must get it back before the doctors need it for experiments. She has 750 Credits to give the characters if they can find it.

Referee's Information

It will take an Investigate skill check with an Effect of 3 or higher to find the water sample bottle lying in the tall grasses outside her housing structure.

Possible Outcomes

1d6 Result	Outcome
1–2	The water sample will turn out to be the proof that the water table is safe but Angela is very happy that the characters found it for her.
3–4	The water sample is key to the discovery of a local treatable parasite in the water supply.
5	As for previous but the parasite is dangerous to anyone imbibing the water for more than a few days.
6	As 3–4 but the parasite is dangerous to anyone even so much as washing their hands in the reservoir.

404. GUS JOOREN, LOST EXPLORER

Citizen

Required Skills: Survival

Required Equipment: None

Player's Information

Gus Jooren is an explorer venturing outside the colony and has gotten himself pretty lost. He is not great with rural directions and he really needs someone to point him the way safer back to one of the main roads. Gus does not want to wander into dangerous terrain if he can help it. He will offer the characters 500 Credits if they point him the right way – or 1,000 if they walk him all the way there.

Referee's Information

Gus did not mean to get lost along the border; he had to go looking for a particular type of plant for one of the colony botanists. A quick Survival skill check at Effect 3 or higher will help follow the natural signs back to the road.

Possible Outcomes

1d6 Result	Outcome
1–4	Gus got lost along the border because of the foggy weather and thick underbrush, nothing malicious involved at all.
5	Gus was looking for the spiked iris, a flower with highly addictive pollen.
6	As for previous but Gus is not the <i>only</i> people searching for these flowers on the border and will do anything to get the ones stuffed in Gus' pockets and satchel.

405. BRAKKEN, COLONY THUG

Criminal, Rogue

Required Skills: Investigate

Required Equipment: None

Player's Information

Tattooed with local tribal markings, Brakken is the biggest source of petty crimes in the colony. His reputation often precedes him and he often needs help with mundane things that could get him into trouble with people possibly looking for him. When they run into him, Brakken will ask the characters to help him find some luggage he dropped off a groundcar the night before. If they agree and they help him find it, he will give them each 500 Credits.

Referee's Information

The luggage Brakken dropped was a case of stolen goods that he dumped to avoid search and seizure by a passing patrol car. An Investigate skill check will help them track it down.

Possible Outcomes

1d6 Result	Outcome
1–2	The luggage was right by where he remembered dropping it. It contains several designer outfits that are armoured for executive wear; one of which Brakken will give to the characters.
3–4	The luggage fell into a shallow road-gutter. It contains a collection of stolen jewellery worth several thousand Credits.
5	As for previous but the luggage was actually picked up earlier that day by a local colonist, who has plans to take it to the constabulary.
6	As for previous but the colonist peeked inside and claimed half the jewellery for himself!

406. OLIN DRAPER, BOUNDARY GUARD

Civilian, Scout

Required Skills: Athletics (Endurance), Recon

Required Equipment: None

Player's Information

Olin Draper is a colonist fresh from the core that has been recruited to watch the fenced boundary for the evening. He will give the characters 200 Credits and the key to the storage facility if they will carry his responsibility for him so he can meet with some important folk.

Referee's Information

To perform a good evening watch, the characters will need to pass an Athletics (Endurance) skill check to stay awake all night and a Recon skill check in order to see any impending threats closing in on the colony.

Possible Outcomes

1d6 Result	Outcome
1–2	It is an uneventful patrol – not even the coming of a night supplier.
3–4	A car comes through the boundary fence during the patrol but it is nothing to worry about.
5	As for previous but the car is a cover for some criminal figures moving into the colony under cover of night.
6	As for previous but the criminals will offer the characters a chance to be part of their endeavours as they buy their way into the colony.

407. BRAUN TONNER, MONEYHANDLER

Merchant

Required Skills: Persuade

Required Equipment: None

Player's Information

A well-known face within the colony, Braun Tonner is a wealthy bureaucrat who got into money loaning and laundering when he came to the frontier. People from all over the colony owe him interest and when they take too long to make payments, he needs help getting them to pay up. He offers the characters 1,000 Credits to run his rounds and convince local debtors to pay their markers.

Referee's Information

The characters will simply need to follow the list of debtors and use an Effect 1 or higher Persuade skill check to get them to make their payments to Braun.

Possible Outcomes

1d6 Result	Outcome
1–4	The debtors all have no problem paying their bills once reminded.
5	One of the debtors does not want to have to pay his marker and is willing to try and talk the characters into 'forgetting' they made contact.
6	As for previous but the debtor is willing to <i>make</i> them forget if they have to.

408. CRACKER BARTELS, FARM EATERY OWNER

Citizen, Merchant

Required Skills: Animals (Farming)

Required Equipment: None

Player's Information

The diner attached to one of the large farm homesteads is owned and operated by Cracker Bartels, a gruff and traditional farmer with the pride of having 100 different meat dishes on his menu. He keeps hundreds of livestock in several varieties just to keep up with the demand of his customers, forcing him to hire lots of helping hands at 250 Credits a day worth of hard but honest work.

Referee's Information

To do a good day's work at the farm, a character must simply pass an Animals (Farming) skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	The animals are used to a routine of paddock to stable to meadow, so this is somewhat basic work.
3–4	The animals are numerous and ill-tempered but the equipment and safety gear is up to date so the characters have nothing to fear.
5	As for previous but the recent weather has several of the bull and alpha animals in a state of increased tension and aggression.
6	As 3–4 but growth hormones added to the feed for the animals has given them a predisposition toward violent reactions to unwanted contact.

409. RASHER PURL, SECURITY COMMANDER

Mercenary, Scout

Required Skills: Any Gun Combat, Recon

Required Equipment: Any Firearm

Player's Information

Head of security at the colony, Rasher Purl is a hired gun that decided to stay on in order to help protect the people he has come to call friends. Things are normally peaceful but the migrations of dangerous ground predators into the territory have forced him to bolster security. The characters can earn 750 Credits a day if they will work at the security posts. A few gunshots will scare the beasts away – if the characters see them fast enough!

Referee's Information

The beasts move very quickly and require a Recon skill check at Effect 4 to notice before they are already upon the characters. Once noticed – one way or the other – a few successful uses of Gun Combat will scare off the creatures back to the edges of the wilderness.

Possible Outcomes

1d6 Result	Outcome
1–2	The creatures are not nearly as plentiful as originally thought and it will only be two more days before the migration is over.
3–4	These beasts are two-kilogram spheres of fur, claws and teeth that will be migrating through the colony for two more weeks – coming in groups of three dozen or more every few hours.
5	As for previous but the migration will last a full month!
6	As for previous but the final few days will reveal that the initial herds of creatures were just the <i>young</i> of the species!

410. MARCEL WAYSTEN, FRONTIER ARMS SUPPLIER

Agent, Merchant

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

A well-known dealer in useful arms and ammunition for use on the growing colony, Marcel Waysten has just arrived with a shipment of new high-powered rifles that he needs help moving into the colony storage yards. It is a large number of heavy crates to move over rough terrain and it will be tiring work that Marcel will offer the characters 550 Credits to move for him.

Referee's Information

The characters will need to pass an Athletics (Strength) skill check to move the crates but anyone that scores an impressive Effect 6 on this check will move more crates than Marcel was expecting and he will give a rifle to them in thanks.

Possible Outcomes

1d6 Result	Outcome
1–2	The crates are designed to be moved quickly and safely, putting very little strain on the characters at all.
3–4	Marcel brought too many weapons with him this trip, allowing him to have a half-off sale on six of the rifles.
5	As for previous but the rifles are not of the terribly best make or model.
6	The weapons Marcel brought are stolen from a crimelord – whose soldiers have followed him here!

411. CHAZ WARWORTH, COLONIAL MILITIAMAN

Army, Scout

Required Skills: None

Required Equipment: None

Player's Information

Chaz Warworth is one of the volunteer military men that serve the frontier colony. He is about to head out into the wilderness on a offensive push against the local wildlife and leaves a sealed letter with the characters while he is gone. He does not mention what it is; only that it needs to be given to his wife if he does not return.

Referee's Information

There is no skill check for the characters to what Chaz asks of them; but they could peek into the letter if they are clever enough to get past the adhesive holding the flap shut.

Possible Outcomes

1d6 Result	Outcome
1–4	Chaz comes back with tales of victory and takes his letter back with gratitude; giving them a souvenir from his mission.
5	Chaz returns with a minor wound but tells the characters to destroy the letter when he is admitted to the doctor's station.
6	As for previous but when Chaz dies suddenly the following morning, they can find out the letter was his last will.

412. BLACK VHUNLEY, BARKEEP

Civilian, Rogue

Required Skills: Carouse

Required Equipment: 10 Credits per Drink

Player's Information

Black Vhunley is the full-time drink-slinger at the colonial ale saloon and the hub of every rumour and tall tale that comes through the frontier colony. He often sits at his counter and just jaws on about all sorts of things, happy to listen as well as talk to anyone that can afford to sit and do so.

Referee's Information

The characters can learn a lot by listening and chatting with Black and if they achieve Effect 4 on a Carouse skill check during this time they can learn a particularly useful piece of information about the area.

Possible Outcomes

1d6 Result	Outcome
1–2	Black enjoys the characters' company enough to call the evening 'half price drink day' and everyone gets the chance to get stumbling drunk.
3–4	The saloon is packed with colonists and workers of all types, with the stories lasting long into the morning hours.
5	As for previous but one of the storytellers speaks of dark and sinister aliens crashing nearby the colony...just beyond the wilderness ridge.
6	As for previous but the sinister aliens are very much real and will soon be descending upon the colony. Will the characters sober up in time to defend it?

413. DARZATI, A FRIENDLY ALIEN

Citizen

Required Skills: Mechanic

Required Equipment: None

Player's Information

The machinery on this world breaks down due to several alien elements that exist in the atmosphere, allowing Darzati to open a mechanic's service in the colony. He comes well recommended for maintenance and therefore has an extremely busy schedule – which just doubled because of a dust storm that rolled across the area. Now he needs to ask others for help in order to keep his good reputation.

Darzati will pay any character willing to work 75 Credits per hour they put in at the shop working alongside him on his projects. There is a total of 120 man-hours worth of work that he has to offer.

Referee's Information

Any character wishing to work in the shop must pass a Mechanic skill check. The Effect of the check is the number of man-hours that count as being 'successfully worked' by Darzati's standards.

Possible Outcomes

1d6 Result	Outcome
1–4	Working at Darzati's shop is hard and filthy work but it goes by quickly.
5	The dust elements that the characters have to clean are extremely corrosive on bare flesh.
6	As for previous but the elements are also quite toxic!

414. 'HARPER', LOST SOUL

Drifter, Psion

Required Skills: Medic

Required Equipment: Clothing, Food and Shelter

Player's Information

Harper is a new face in the area, having wandered aimlessly into town bearing several cuts, scrapes and bruises. He does not know how he got here or why but he is in need of the essentials in order to survive. If the characters can bind his wounds and set him up to live here, they will surely make a strange but useful friend out of this lost wanderer.

Referee's Information

Harper was the sole survivor of a laboratory ship crashing hundreds of kilometres away. It should be an easy task to help Harper on his feet with a simple Medic skill check and some basic goods, turning Harper into a unique sort of Ally.

Possible Outcomes

1d6 Result	Outcome
1–4	Harper figures out his innate psionic abilities after only a few hours, offering to use them in order to help the characters once he is well.
5	As for previous but the his psionic ability is extremely potent and seemingly bent toward destructive ability.
6	As for previous but this is due to his augmentation having been performed in an alien lab – the technicians from which are looking for him!

415. POLLER CADE, UNLICENSED CARPENTER

Citizen

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Poller Cade is a colonist who was designated to this frontier world as an agricultural worker. When his storage silo cracked a supporting beam he tried to request a set of carpentry tools to fix it – because he knows how – and the Megacorp denied him due to his license issues. He will give the characters travel food for a month if they go to the requisitions office and arrange for the tools.

Referee's Information

The characters only have to pass a Deception or Persuade skill check (depending on their conversation style) at Effect 2 in order to get their hands on the toolkit.

Possible Outcomes

1d6 Result	Outcome
1–2	The requisitions clerk does not care where the tools go as long as they are signed for, so the characters have nothing to worry about.
3–4	One of the colony's real carpenters have the toolkit currently and the characters will need to turn their attentions to him.
5	As for previous but the carpenter will only break with the tools <i>after</i> his project is done.
6	As 3–4 but the carpenter hates Poller and would rather see his silo collapse than help him intentionally.

416. *ARCHAEO TUCK, TOMB ROBBER*

Criminal, Rogue

Required Skills: Recon (possibly Combat)

Required Equipment: Weaponry

Player's Information

Archaeo Tuck moves between barbarian planets, seeking out their precious metals and burial artefacts to sell to faraway museums and collectors. Sometimes, when the locals are unfriendly, he needs some back up to watch over him while he 'works'.

For equal shares in the sale, all the characters have to do is watch over the tomb entrance in case the tribals arrive. Archaeo will work as quickly as he can.

Referee's Information

The characters will need to pass a Recon skill check in order to warn Archaeo about the tribals that will surely be stopping by. If they fail – combat is assured.

Possible Outcomes

1d6 Result	Outcome
1–4	The sale of the artefacts inside the tomb will be worth 115,000 Credits.
5	There is nothing openly of value in the tomb – except the dead.
6	As for previous but it is the dead that are the treasure. Their decayed bodies were buried with priceless gemstones in their desiccated mouths.

417. *CONSTABLE RUFUS, INQUIRING VOLUNTEER*

Agent, Scout

Required Skills: Streetwise

Required Equipment: None

Player's Information

Although just a volunteer to serve as the law enforcement for the colony, Constable Rufus is always the one in charge of researching petty crimes. He dislikes having to deal with some kinds of crimes and he looks to the eyes of the street to point him toward quick solutions. Rufus will pay the characters 500 Credits if they can manage to help him out on his current predicament.

Referee's Information

The characters can make a Streetwise skill check at Effect 2 or higher to find the perfect clue to help solve Rufus' case.

Possible Outcomes

1d6 Result	Outcome
1–4	The colony streets are friendly to the characters while they snoop, especially anyone who knows what a nice guy Rufus is.
5	The criminal involved in the case has taken a special and personal interest in the characters' digging.
6	As for previous but the criminal is far more violent than Rufus might have expected.

418. JACKSON WRIGHT, INJURED COURIER

Civilian, Scout

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Jackson Wright is normally in charge of running messages out to the work camps on the extreme fringe of the territory but a worrisome injury is keeping him bedridden and he cannot do his normal duty. For 750 Credits and one free courier run in the future, Jackson will ask the characters to quickly jog a message out to the camps at the end of the wooded path.

Referee's Information

The road is too choked with vegetation to drive upon, so the characters will need to pass three Athletics (Endurance) skill checks with Effect 1 or higher to keep a steady jog to the camp.

Possible Outcomes

1d6 Result	Outcome
1–4	The road is rough terrain but surprisingly easy to navigate and not too hard on the characters.
5	The characters need to keep their eyes out for local wildlife on their jog; some of it can be quite aggressive.
6	By the time the characters arrive, the work camps have been decimated by unknown attackers – making the warning inside the message a very moot point.

419. UNRANAAD, DISTRAUGHT HUNTER

Agent, Civilian

Required Skills: Athletics (Strength)

Required Equipment: None

Player's Information

Unranaad is a local alien hunter that comes to the colony bearing his tracked and killed wares but today he comes in a hectic hurry. He explains that his hunting partner is trapped behind a small but heavy cave-in just a kilometre outside of the community. He is not strong enough to move the stones himself and he needs help to save his friend's life.

Referee's Information

The characters will need to help Unranaad by passing Athletics (Strength) skill checks to acquire a total of Effect 12 on successful checks.

Possible Outcomes

1d6 Result	Outcome
1–2	The cave-in was due to a misstep rather than other instability, meaning that the characters do not need to worry about further falling stones.
3–4	The cave where the hunting partner is trapped is located in the known breeding grounds of a very dangerous predatory insectoid species.
5	As for previous but these insects are roughly the size of a draft horse and are exceptional burrowers!
6	As for previous but Unranaad and his friend were headed into the cave originally to fetch a few insectoid eggs – from the nest that is only a few hundred metres underground!

420. CHASTITY BERNE, WORRIED MOTHER

Citizen

Required Skills: Investigate, Survival

Required Equipment: None

Player's Information

Chastity Berne's eldest daughter, a 13 year old girl named Brigitte, took her bike into the wilderness paths this morning and has not returned. Chastity does not want to worry her husband, the constable, so she asks the characters to go and look for her to make sure Brigitte is fine. She offers 250 Credits, which is all she really can afford.

Referee's Information

The characters must pass Investigate and Survival skill checks at Effect 2 or higher each to find young Brigitte's bike trail.

Possible Outcomes

1d6 Result	Outcome
1–4	Brigitte is fine; she was just meeting with a local boy out in the woods for a 'date'.
5	Brigitte fell off her bike in the woods and sprained her ankle.
6	As for previous but she has been cornered by several stalking animals for the last hour – too scared to scream and too injured to run.

421. HARKON RAE, UNLUCKY TRAVELLER

Citizen

Required Skills: Mechanic

Required Equipment: Tools

Player's Information

Harkon Rae is one of the wilderness travellers that moves information and minor goods between the colony outposts – when his quad-runner is functioning properly. Something bounced up into the engine block and now the vehicle is a few hundred kilos of dead weight on the side of the path. Harkon will wave the characters to him and offer them 500 Credits and a favour to be named later if they help his engine unstuck and get back to the nearest colony.

Referee's Information

Harkon's quad-runner needs a total of Effect 3 on Mechanic skill checks to be repaired. Any result of a –4 Effect or lower will cause the engine to seize badly enough as to require a complete shop-based overhaul.

Possible Outcomes

1d6 Result	Outcome
1–3	Harkon happened to be carrying a shipment of booze from one outpost to the next, making for an entertaining few hours of engine work!
4–5	The wilderness around the path is filled with noises that grow more and more disturbing as the daylight fades...
6	As for previous but these sounds are nature's warnings for anything that does not want to be turned into prey to seek shelter from the nocturnal beasts that call this world home.

422. GRAG LAERMAN, UNTRUSTWORTHY COLONIST

Civilian, Drifter

Required Skills: None (possibly Investigate)

Required Equipment: Spaceworthy Vessel

Player's Information

Grag Laerman is one of the frontier colonists here trying to eke out a meagre existence before the megacorporations arrive and turn this planetoid into another megalopolis – just another face amongst hundreds. When he approaches the characters with a small box, only 30 centimetres cubed and asks them to fly it into orbit on their starship before throwing it out of an airlock...they have every right to be concerned. Grag will pay the characters 1,000 Credits when they take the box and another 2,000 when they return without it.

Referee's Information

The box is sealed with a molecular bonding agent but an Effect 4 Investigate skill check can read Grag's body language and voice tones enough to know whether or not he is up to no good.

Possible Outcomes

1d6 Result	Outcome
1–2	The box contains the last of Grag's stash of a dangerous chemical narcotic that he no longer wants around him so he can quit his addiction.
3–4	The box contains a single data file that links Grag to a past full of bad deeds that he came to the frontier to escape.
5	The box is a jump-signature-keyed bomb that Grag was going to use against the megacorps' transports but has decided against it.
6	The box holds a collection of fingernails Grag took from his victims...in his former life as a serial killer in the core worlds.

423. ALBERTO FONZE, CONCERNED COLONIST

Citizen, Scout

Required Skills: None

Required Equipment: None

Player's Information

Alberto Fonze is one of the work camp outpost labourers that spends days at a time in the wilderness working to expand frontier civilisation but he still returns to the central colony at least twice a week. His last journey saw fit to have something catch his eye that still troubles him when he arrives. Now he wants to get a few friends together to go check it out. Alberto is not sure what he saw but he is pretty sure that it meant trouble for the colony.

Referee's Information

If the characters join Alberto (and any other colonists that might go along) to go see what he was talking about despite the unknown dangers, they can count anyone from the area as a Contact.

Possible Outcomes

1d6 Result	Outcome
1–4	There is nothing out of the ordinary where Alberto brings everyone, just a lot of laughs and ribbing over his mistake.
5	There is an unexploded starship-grade torpedo jutting out of the ground where Alberto brings the group, begging the question where it came from and whether it is still live.
6	As for previous but the torpedo is very much live – and on a timer to release its weaponised biological payload!

424. ACACIA LIVELY, DRUNKEN SURVEYOR

Scout

Required Skills: Remote Operations

Required Equipment: None

Player's Information

A highly-paid and skilled surveyor of dangerous environments, Acacia Lively spends long hours at the controls of numerous probes that zoom around the planet's surface. The company has called in an emergency survey of a formerly restricted area on Acacia's day off after he has had far too much to drink with the locals; he needs someone to run the probes for a few hours in his name. Acacia asks the characters, offering them 1,000 Credits to do the job on his behalf, so long as they get the area surveyed before dawn.

Referee's Information

The characters will need to pass two Remote Operations skill checks at Effect 3 or higher to get the probes to scan what they are supposed to scan, learning a lot about an area that was previously forbidden to travellers.

Possible Outcomes

1d6 Result	Outcome
1–2	The surveyed area covers a dormant volcano that will soon be re-classified as a corporate sponsored mine for several precious metals.
3–4	The company is having Acacia probe over some lands that the locals do not want outsiders to look into because of the high concentration of exotic plants and animals that live there.
5	As for previous but the company is far more interested in the deposits of uranium lying a few dozen metres below the surface.
6	As 3–4 but the locals are willing to defend this 'holy land' with violence, uncaring about what the planetary governor has signed with the company.

425. VERNON HUBER, PANICKED HITCHHIKER

Drifter

Required Skills: None

Required Equipment: Ground or Hover Vehicle

Player's Information

Running quickly out in front of the characters' vehicle, a man in well-worn clothing clutching a leather satchel to his chest introduces himself as Vernon Huber and begs the characters for a ride back to civilisation.

For this he offers 5,000 Credits upon his safe arrival.

Referee's Information

Vernon is being chased by some local lifeforms because of the object he has tucked into his satchel. He is well worth the money but he will not give them anything until he is behind walls.

Possible Outcomes

1d6 Result	Outcome
1–2	Vernon's pursuers lost his trail minutes before the characters came across him, making his theft of their god's gilded idol a clean getaway.
3–4	Several primitive barbarians are only a few minutes behind Vernon, chasing him down to reclaim their golden holy idol he took from their altar.
5	As for previous but the 'barbarians' are only one or two technology levels behind the characters, on average.
6	As 3–4 but the pursuing party numbers close to 30 and is led by a psionic shaman!

426. DEXTER BENNENTON, BELL RINGER

Civilian

Required Skills: Recon

Required Equipment: None

Player's Information

Dexter Bennenton has the esteemed role in the colony of being the emergency alarm system when trouble or poor weather approaches and the colonists have to get inside to batten down the doors and windows. He is not feeling well enough to climb up to the bell tower tonight, so he offers the characters 250 Credits to serve in his stead this evening.

Referee's Information

The characters, if they want to actually keep on the look out for trouble, must pass a Recon skill check with Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	It is an uneventful evening. A little rain falls but otherwise nothing happens.
5	A bad storm blows in, making it a rough night for the characters up in that high tower.
6	As for previous but a small group of cannibal barbarians uses the storm as cover to sneak into the colony for a 'snack'.

427. LYNNE GROSSMAN, FRONTIER PILOT

Scout

Required Skills: Mechanic, Pilot

Required Equipment: None

Player's Information

Lynne Grossman flies one of the local supply ships from the larger freighter that comes and goes to bring the colonies goods they need. Her ship suffered a terrible engine failure in orbit and was forced to take her shuttle to the surface. She has an extra 1,000 Credits to pay the characters if they will join her on her shuttle, fly it up to the derelict and fix the engine issues.

Referee's Information

The characters will need to pass a simple Pilot skill check at Effect 1 to hold a good orbit and a Mechanic skill check at Effect 3 to fix the engines.

Possible Outcomes

1d6 Result	Outcome
1–2	The ship is a common model and easy to repair.
3–4	The engine failure was due to a small meteorite puncturing the coolant system.
5	As for previous but the meteorite was actually a single, high-speed projectile <i>designed</i> to look like a meteorite.
6	As for previous but the alien ship that fired it is not too far away – ready to protect its 'kill'.

428. MAXWELL RENE, DROP-OFF OFFICER

Corporate, Scout

Required Skills: Navigation

Required Equipment: None

Player's Information

Maxwell Rene is a corporate delivery employee for a commercial entity based far out of system. He knows nothing about the colony and his location beacon software is useless on a frontier planet! Now he is wandering the populated territory when he discovers the characters. He will offer them 750 Credits for any help locating the address of where his shipment needs to be.

Referee's Information

It will take a successful Navigation skill check with an Effect 2 to find the drop-off point. If the characters are not actually from the colony, they will need to pass this check with an Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The location is the main colonial supply silo. This is not hard to find, and Maxwell offers the characters an extra 250 if they help him offload the shipment.
3–4	The location is a mysterious house in the middle of questionable territory.
5	As for previous but Maxwell has nondisclosure agreements for all of the characters to sign once they see it.
6	As for previous but this whole thing is just another recruitment attempt on behalf of the company.

429. TOOKA, ALIEN ON A SHORTCUT

Corporate

Required Skills: Astrogation

Required Equipment: None

Player's Information

A strange alien traveller, Tooka is headed through the sector on his way back home.

He had something to attend a sector away, which went well but lasted longer than he wanted. Now he has to return to its home planet and put his travels to use. Tooka has a ship ready for his own use but wants a much faster navigation to return based on the original timetable. He will offer 1,000 Credits to the characters if they plot a faster course to its destination.

Referee's Information

Tooka's original route has the equivalent of an Effect 2 on its Astrogation skill check. To get paid for the service, the characters simply need to do better.

Possible Outcomes

1d6 Result	Outcome
1–2	The route is easy and nothing goes wrong with the mapping.
3–4	The trip requires some close calls to stellar debris but risks should be moderately avoidable.
5	As for previous but raiders are active in the area travelled through.
6	As for previous but the stellar debris is the wreckage of the raiders' past targets and the mines used to disable them.

430. DANE RUBRICK, LEGAL INVESTIGATOR

Agent

Required Skills: Investigate

Required Equipment: None

Player's Information

Dane Rubrick is bounty hunter on an ongoing search for a habitual offender who has been reported to have fled and disappeared into this corner of the frontier. She has a large amount of slush-money to pay for 'freelance' help and will dip into those funds in order to catch her target. Dane will offer the characters 1,200 Credits to help her scout out their area for a highly augmented human named Beeman. If they can physically help her bring Beeman into custody, she will double this amount.

Referee's Information

It will take an Effect 4 successful Investigate skill check to track down Beeman in the wilderness. If the characters wish to aid in his capture/execution, he will not roll over easily.

Possible Outcomes

1d6 Result	Outcome
1–2	Beeman is found dead from the bites of a local poisonous animal he could not have been prepared for.
3–4	Beeman has found an old bomb shelter and is held up inside with a few days' worth of food and water.
5	As for previous but Beeman has suffered a bad wound and does not have the medical gear to fully patch himself up.
6	As 3–4 but Beeman is heavily armed and expecting trouble!

431. BALCOC, ALIEN VIRUS SPECIALIST

Scientist

Required Skills: Medic

Required Equipment: Medical Kit

Player's Information

Balcoc is a member of the local alien species in charge of making sure his people are safe from any viruses coming in from the arriving colonists. Balcoc needs a few extra people to suit up and help him give inoculations against the cocktail of sicknesses the colony might provide. He will offer the characters two square kilometres of land on alien territory if they will help him.

Referee's Information

Every character that wants to help must pass a Medic skill check; any failure with an Effect –4 or lower will result in a poorly inoculated alien.

Possible Outcomes

1d6 Result	Outcome
1–4	The aliens are not particularly pleasant when being given shots but they accept the process.
5	One of the aliens has a bad reaction to the drugs, becoming excited and manic within minutes of receiving the shot.
6	As for previous but the reaction is not chemical – it is a mutation.

432. KIRO LUX, ANTI-COLONY ADVOCATE

Drifter, Rogue

Required Skills: Persuade

Required Equipment: None

Player's Information

Kiro Lux, a massive barbarian humanoid with four arms, ram's horns and poisonous claws, has a serious dislike for the colony moving into 'his' territory. Now he stands at the edge of the colony fence and demands for someone to tell him exactly *why* he should not storm the area and kill anyone he can get his numerous hands upon. He claims that he will give allegiance to the one person who can give him a valid reason for the colony's existence.

Referee's Information

Kiro will only become the Ally of a character that can achieve an Effect 6 on a Persuade skill check – anything less will result in a promise for homicidal rage and a bloodbath.

Possible Outcomes

1d6 Result	Outcome
1–2	Kiro shrugs and says that he will be back; for one reason or another.
3–4	Kiro stands in silence, weighing the conversation, until he turns and lopes back into the forest.
5	One of the colonists does not take Kiro's threats well and makes moves against him.
6	As for previous but these moves include taking a rifle shot at Kiro.

433. GAGE HERROWEN, FLORAL RESEARCHER

Scholar

Required Skills: Life Science (Botany)

Required Equipment: None

Player's Information

Visiting the area looking for information on the local flora, Gage Herrowen is only in for a few days and needs a few skilled pairs of hands to help gather specimens in a short amount of time. He is willing to pay 500 Credits per person available to help in this manner.

Referee's Information

To gather specimens properly for Herrowen each character must pass a Life Science (Botany) skill check at Effect 1.

Possible Outcomes

1d6 Result	Outcome
1–4	The samples are easy to collect and the weather is nice; like picking flowers in the spring.
5	As for previous but the flowers have a special aromatic property they could not have known about.
6	As for previous but the aromatic property is a <i>powerful</i> hallucinogen.

434. UTAH OLLENS, RETIRED SPORTS STAR

Civilian, Entertainer

Required Skills: Carouse

Required Equipment: None

Player's Information

Utah Ollens, former high-gravity track star, volunteered in his retirement to come out to the colony and spend his golden years at the handle of a garden rake instead of a vaulting pole. He is somewhat lonely out here on the fringe and wants someone to talk to for a few hours a week. Anyone willing to sit and chat with him will earn his respect – and likely a few autographs if they want them.

Referee's Information

Although not a necessity, the characters can pass a Carouse skill check to make good conversation without coming off as big fans or just 'in it' for the autographs.

Possible Outcomes

1d6 Result	Outcome
1–4	Utah is a nice man with a lot of sports stories but little else to speak of.
5	As for previous but he has an interesting tale to tell about a long-lost child he left behind on a world far away.
6	As for previous but the child will be the heir of 10 million Credits...if he ever finds out he is Utah's offspring.

435. JOHNNE DEVOYRE, CORPORATE PILOT

Scout, Navy

Required Skills: Engineer (Systems), Vacc Suit

Required Equipment: Toolkit, Vacc Suit

Player's Information

Johnne Devoyre is a skilled pilot that does his best to move his employer's goods and information around the star systems with ease but even professionals run awry. His ship ran through a small debris field filled with huge chunks of scrap that punctured his ship's hull and caused some systems damage along the body. Now his ship is held in orbit and he needs a crew to help repair the damage and get his cargo moving again.

Johnne will offer a team of skilled characters 5,000 Credits to come and do this job for him.

Referee's Information

There is Effect 10 worth of damage done to Johnne's ship, which has to be repaired through the use of the Engineer (Systems) skill. At least 4 Effect of this total must be repaired from outside the vessel, requiring a successful Vacc Suit skill check and the equipment to perform it.

Possible Outcomes

1d6 Result	Outcome
1–4	The ship is not damaged too badly and will be back in motion in no time.
5	Some of the cargo suffered some damages by the debris racing through the hull.
6	As for previous but the cargo that got damaged was a terraforming chemical concentrated paste that now has the entire internal section of the ship covered in super-oxygenated void-resistant lichen.

436. VIOLORIA, BARBARIAN 'GODDESS'

Psion, Rogue

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

A strikingly beautiful member of the local alien species, Violoria has made herself into the religious figure for the local tribes and the belief has begun to circulate even to some of the areas of the colony itself due to her psioni-physical abilities. She wants some trusted locals – like the characters – to spread her message of godliness farther. In exchange, she will make the characters into her 'first acolytes' in her growing congregation on the frontier.

Referee's Information

The characters must acquire a total of 12 Effect to satisfy Violoria's requests but they can be of either Deception (if the characters do not care about the faith) or Persuade (if they do).

Possible Outcomes

1d6 Result	Outcome
1–2	The church of Violoria is a good base for any sort of local power structure.
3–4	Violoria is going to be a powerful political force in the area, even to those who do not believe in her message.
5	As for previous but there will also be a number of opposing locals that dislike the idea of a new goddess.
6	A local superbeing – a truly godlike thing – does not take Violoria's meddling in local faiths very well at all.

437. EZEKIAL RANT, KILLER FOR HIRE

Mercenary

Required Skills: Gun Combat

Required Equipment: Any Firearms

Player's Information

Hired to bring a bloody death to the local barbarian populace, Ezekial Rant is a cold-blooded mercenary looking for a few extra trigger fingers to help him clear five square kilometres of the Redcaul clan. For the use of their unbridled violence, Ezekial will give them a slight share in what he is being paid to do this deed – a 'paltry' 10,000 Credits for six hours' worth of work.

Referee's Information

The characters will need to use their Gun Combat or related skills to deal with the barbarian clansmen, who will likely not be much of a trouble for experienced travellers.

Possible Outcomes

1d6 Result	Outcome
1–2	After the first few shots are fired, the Redcauls flee for the hills immediately to fulfil the contract with as little trouble as possible.
3–4	The Redcauls are good at close combat but are not terribly skilled at ranged conflicts.
5	As for previous but they are <i>very</i> fast learners.
6	As 3–4 but they do not need to learn ranged combat due to their sizeable menagerie of trained predators.

438. PANDERA LOX, TRIBAL TATTOOIST

Civilian, Entertainer

Required Skills: Athletics (Endurance)

Required Equipment: Living Skin

Player's Information

Pandera Lox is part shaman, part counsellor and part artiste practicing an ancient and powerful art for those lucky enough to find her. She is a master at 'imbuing mortal flesh with the images of the soul'; a special form of ancient tattooing that is lengthy, painful and extremely spiritual for those who believe in it. Having acquired a new type of ink, she will offer a one-of-a-kind work of art for any character willing to try to sit through the process.

Referee's Information

Any character willing to try to sit through the tattooing process must succeed in an Athletics (Endurance) skill check at Effect 3 or higher or else pass out before the job is finished – and Pandera will NOT finish someone who cannot handle it.

Possible Outcomes

1d6 Result	Outcome
1–4	The tattoos Pandera creates are amazingly beautiful and have a strange pain-deadening effect that almost acts like armour.
5	The tattoos Pandera creates move and shimmer when looked at, reflecting something of the emotional state of the bearer.
6	As for previous but this is due to the psionic crystalline powder in the ink – making the bearer somewhat more susceptible to psionic intrusion.

439. KEIRIN MACNALL, PLANTATION OWNER

Civilian, Noble

Required Skills: Gun Combat, Survival

Required Equipment: Slug Thrower

Player's Information

Keirin Macnall is the owner of a large food-producing plantation that supplies the colonial ships with grain and semi-processed agriculture. A breed of vermin in the area have been wreaking havoc on his fields and he will gladly pay 100 Credits per 'rattial' corpse brought to him, which could be a profitable business considering the number of the little critters are around this time of year. This requires a non-energy weapon in the kill, else the corpse will be too unrecognisable to collect upon.

Referee's Information

Tracking down the rattails requires a Survival skill check, with a number located equal to five times the Effect of the check. Once located, Gun Combat (or similar skills) can be used to deal with the beasts.

Possible Outcomes

1d6 Result	Outcome
1–4	Rattials are plentiful and somewhat unintelligent creatures, making them easy to track and kill.
5	Rattials are devious little things that are decidedly difficult to hit with a ranged shot.
6	As for previous but they are freakishly fast and capable of savage bites when provoked.

440. D'NNY CETAI, CLEARANCE SPECIALIST

Mercenary

Required Skills: Flyer, Gunnery

Required Equipment: Combat-capable Flyer

Player's Information

D'nny Cetai is a ruthless sadist who enjoys the sound, heat and smell of wooden structures being blasted by rapidly falling explosives. His secretive employers have marked off a section of untamed wilderness that has a few low-tech settlements tucked inside that 'need' urgent eradication through significant firepower. If they have something the bombs can be dropped from, D'nny will give 15,000 Credits and two incendiary bombs to the characters to get the job done.

Referee's Information

The characters will need to pass a single Flyer skill check to get in low to the target area and two Gunnery skill checks at Effect 2 or higher to drop the bombs in the proper locations.

Possible Outcomes

1d6 Result	Outcome
1–2	The bombs are designed to do maximum damage, allowing the fires to do their job and 'cleanse' the area properly.
3–4	The civilised areas of the target location are significantly populated, perhaps causing moral problems for the characters.
5	As for previous but the civilisation has a few low-tech defences against flyers they will deploy as soon as the first bomb lands.
6	As 3–4 but the provincial government will take extreme offence to the bombing – as it is an illegal action being undertaken.

441. KAREN RAPP, PRINCESS-IN-EXILE

Drifter, Noble

Required Skills: Sensors

Required Equipment: Sensor Equipment (TL12+)

Player's Information

Karen Rapp was the heiress to a billion-Credit textile trade that has been in her family for generations but a poor choice of lover has her sent to the rim of known space for the next eighteen years. She is still worth a lot of money to the right bounty hunters and she is always on the lookout for trustworthy types to run sensor sweeps around her cottage to make sure they do not find her. For this service she pays 1,000 Credits a month.

Referee's Information

The characters will have to take a Sensors skill check with at least Effect 1 each day to qualify for the monthly wage. They will need a sensor suite at Tech-Level 12 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	Karen has all but been written off by any pursuers, making this a potentially longstanding and easy arrangement.
3–4	Karen's family sends scouts to check how she is doing from time to time.
5	As for previous but some of these scouts do not have the friendliest of intentions.
6	A professional bounty hunter hired by an old grudge has come calling...and he does not care at all whether the characters are in the way or not.

442. ZOST HESHAWAN, WOULD-BE MINER

Civilian, Merchant

Required Skills: Pilot, Sensors

Required Equipment: Spaceworthy Vessel

Player's Information

The edge of known space is riddled with mineral-rich asteroids that a good mining company will pay a lot for information about where they lay, the entrepreneur Zost Heshawan often serving their interests. Zost needs a small crew with a vessel to search the local asteroid belts for mineral rich deposits so he may later send mining teams to those locations. The crew that does this successfully earns 10,000 Credits.

Referee's Information

The characters would need to pass at least one Pilot skill check to navigate close enough to asteroids in order to scan them for mineral deposits, which will require a Sensors skill check at Effect 2 or better.

Possible Outcomes

1d6 Result	Outcome
1–2	There are several asteroid patches that were once metal-laden planetoids – making this a very rich find!
3–4	Asteroids are aplenty, so it will not be lengthy trips to do the scanning.
5	As for previous but there are also numerous raiders that lurk within these fields.
6	As for previous and one of the raider cells is more akin to terrorists that care nothing for anyone in 'their' territory.

443. NAOMI DOWNES, WISHFUL THINKER

Scout

Required Skills: Investigate

Required Equipment: None

Player's Information

Sponsored scout to this area of space, Naomi Downes is the sister to an older and more experienced scout, Gregory. Gregory's explorer vessel crashed on a rim planet and Naomi is taking her year's worth of vacation and sick leave in order to try and find her brother. She has 4,500 Credits to pay a group of others to help her look for him.

Referee's Information

Gregory may or may not be still on the planet but Naomi will only pay if the characters put up a good show of it. This requires an Investigate skill check at Effect 4 or higher; with Effect 6 revealing his true whereabouts.

Possible Outcomes

1d6 Result	Outcome
1–2	Gregory is on the planet, not far from his crash. He is not injured but he is low on supplies.
3–4	Gregory's ship is easily located but he is nowhere to be found and could have been rescued by a third party already.
5	As for previous but the third party were slavers that were happy to get such a well-equipped prize.
6	As 3–4 but the third party are local primitive aliens – <i>carnivorous</i> aliens.

444. CHAR MARXES, HUMANIST

Civilian, Merchant

Required Skills: Pilot

Required Equipment: None

Player's Information

Char Marxes is a wealthy merchant that acquires large tax benefits from his altruistic missions to the frontier, dropping off of supplies and non-perishable foodstuffs to the scouts on the edge of known space. This time around however, Char is short-handed on the number of deployment shuttle pilots and he needs a few extra helmsmen to help him out. For every successful delivery he will give the characters 1,000 Credits.

Referee's Information

It takes a single Effect 2 Pilot skill check to make a single delivery from within one of Char's food shuttles, with a total of eight deliveries available to them.

Possible Outcomes

1d6 Result	Outcome
1–4	The scouts on the fringe are happy to accept Char's humanitarian efforts.
5	The deliveries are not all pleasantly accepted; as if the scouts are too prideful to accept the help.
6	As for previous but one of these prideful scouts will react quite violently to the <i>suggestion</i> of needing help.

445. RALUG, A PRIMITIVE SCHEMER

Civilian, Criminal

Required Skills: Explosives, Stealth

Required Equipment: None

Player's Information

The leader of a local barbarian secret society bent on the destruction of the growing scout outposts, Ralug is a violent schemer. He wants someone to sneak a few packages of homemade explosives into the outpost – so he may strike a proper blow against the encroaching scouts. For this service to his ultimate goals, Ralug will give the characters something from his personal vault – a gemstone worth well over 20,000 Credits.

Referee's Information

The explosives Ralug will provide the characters with are unreliable and made naturally, requiring an Effect 3 Explosives skill check to use properly. The characters will also likely want to pass highly on a Stealth skill check to place the bombs unseen.

Possible Outcomes

1d6 Result	Outcome
1–4	The bombs are little more than smoke and dye so that Ralug can make a statement.
5	The bombs have a chemical delay of potentially several hours, causing problems with how they affect one another in tandem.
6	As for previous but one of the bombs does not detonate...but it is still very dangerous.

446. J.J. DACKER, OUTPOST SECURITY

Agent, Scout

Required Skills: None (perhaps Deception)

Required Equipment: None

Player's Information

J.J. Dacker is the chief officer of the outpost's security team patrolling the area around the untamed wilderness. He is searching for a local barbarian criminal called Dashnuk, who stalked through the territory when he knows the characters were watching. Dacker will pay the characters 500 Credits if they have any information to give concerning the barbarian's whereabouts.

Referee's Information

Whether the characters can give information about Dashnuk or not could result in his arrest but they can use Deception to fake having knowledge about him to get paid but will need an Effect 3 or higher to do so.

Possible Outcomes

1d6 Result	Outcome
1–4	Dashnuk has a shack in the woods where Dacker will have no trouble confronting him there.
5	An ally of Dashnuk's is actually standing nearby to where the conversation with Dacker is taking place, who will tell the barbarian <i>everything</i> .
6	As for previous but J.J. will be shocked to find Dashnuk waiting with savage weapons in hand because of this information.

447. ARKER POPE, MESSAGE COURIER

Scout

Required Skills: Mechanic

Required Equipment: Toolkit

Player's Information

Arker Pope is a member of the interstellar courier service that takes messages from one star system to the next – where normal communications cannot reach. His satchel is full of secure data and communiqués meant for the frontier but the locking mechanism got damaged in transit and he is running late on his deliveries. Arker will offer the characters 1,500 Credits to try and open his data container.

Referee's Information

The characters will need to come up with an Effect 5 worth of Mechanic skill checks to repair the container,

Possible Outcomes

1d6 Result	Outcome
1–2	Arker is behind on his schedule but he will thank them on his way back through with a few bottles of expensive extra-stellar liquor.
3–4	The messages are too important to delay them any further, so the payment is made and he is on his way.
5	As for previous but the most important of the messages will be late and Arker is going to be demoted.
6	As for previous but this message will not only cost him a job but thousands of people on a neighbouring planet their lives.

448. GREGORY DOWNES, DOWNED SCOUT

Scout

Required Skills: Navigation, Recon

Required Equipment: None

Player's Information

His courier ship having crashed in the wilderness after a few atmospheric bounces, Gregory Downes has a major problem. One of his equipment storage containers on the ship came open on the descent, scattering important and expensive gear all over the countryside. There are a few items that he needs especially and he has 1,200 Credits for the characters if they will help him.

Referee's Information

There are three items Gregory really wants to find in the wilderness – an old flight jacket, a pocket computer and a picture of him and his sister in a plexi frame. It takes a Navigation skill check to reach the scattered things and a Recon skill check to find anything of worth. For every Effect 4 on the Recon skill checks, one of the special items turns up.

Possible Outcomes

1d6 Result	Outcome
1–4	It is a good season for a wilderness search and Gregory is good company.
5	More than just equipment fell from the ship during the crash, making the wreckage far more scattered than at first thought.
6	As for previous but there is also a number of fuel-soaked areas that could be lethally dangerous.

449. COOK MERREL, OVERWORKED REPAIRMAN

Civilian

Required Skills: Engineer (Construction), Mechanic

Required Equipment: Toolkit (TL6+)

Player's Information

The scouting company called in an outside contractor to fix the building issues with the outpost and they sent Cook Merrel. He signed on thinking it was going to be an easy job, but bad weather has done a lot of damage and he needs help. For 150 Credits an hour, the characters can be the ones that help him out.

Referee's Information

It will take a total of 16 Effect of Engineer (Construction) and Mechanic skill checks to fix the outpost. Each check performed will absorb 1–6 hours.

Possible Outcomes

1d6 Result	Outcome
1–4	The repairs are easy enough to perform, they are just time consuming for the workmen.
5	The weather storm did a lot of lasting damage, some of which seems to be chemically persistent.
6	As for previous but the next wave of acidic storms is only a few days away!

450. *MARIGOLD GUNSWERROW, ORBIT CLEANER*

Navy

Required Skills: Gunnery

Required Equipment: None

Player's Information

Marigold Gunswarrow is a hired pilot that flies around the orbital patterns of new colonies and outposts in search of space debris and unwanted orbiting junk, blasting them apart to clear the way for new satellites and flotilla constructions. Her normal gunner has been called away by family, so she needs someone to man her turrets to effectively do her job. For this service she will pay 1,000 Credits per trip into orbit.

Referee's Information

Any character willing to try to help Marigold with her job must pass at least three Gunnery skill checks to successfully blast apart the targets she designates for them.

Possible Outcomes

1d6 Result	Outcome
1–2	There is not much in the way of targets for Marigold in the area but she pays for the characters' help with what little they find.
3–4	There are a few alien chunks of debris in orbit around the planet.
5	As for previous but some of these chunks are not easily destroyed due to alloys in their construction.
6	As 3–4 but two of the debris pieces are cleverly disguised space mines.

451. *RASC, THUG ON VACATION*

Criminal

Required Skills: Advocate

Required Equipment: None

Player's Information

A notorious criminal from a faraway system, Rasc came to the edge of the map to get away from his worries for a little while. Because he does not know better, he needs someone to go over his homesteading gear – where he has hidden away his weapons and drugs. Rasc will pay the characters 1,000 Credits to poke through his things to ensure he is not going to cause trouble for the scouts that got here first.

Referee's Information

The characters will want to pass an Advocate skill check with an Effect of 3 or higher to know whether or not the gear Rasc has brought with him might upset the scouts and outpost personnel.

Possible Outcomes

1d6 Result	Outcome
1–2	Rasc does not have anything with him that anyone would care about – unless he uses it on them.
3–4	The scouts frown upon the use of high-energy weapons, which Rasc has several.
5	As for previous but one of these weapons is probably the most powerful device on the planet.
6	As for previous but Rasc brought the weapon with him to keep it out of the authorities' hands – because it is stolen alien technology!

452. AUGIE TANTERO, RESEARCH SCIENTIST

Scientist, Scout

Required Skills: Investigate or Life Science (Radiology)

Required Equipment: None

Player's Information

Doctor Augie Tantero is a scientific researcher hired by several corporations to test natural radioactivity levels in possible colonial locations. Augie has several automated testers for hired hands to use, which she will pay the characters 500 Credits each to do so. If they can find a special strain of useful radioactive energy in these tests, the payment is doubled.

Referee's Information

Just using the tester requires a simple Investigate skill check but finding beneficial energies will take either an Effect 4 Investigate skill check or a Life Science (Radiology) skill check of Effect 2.

Possible Outcomes

1d6 Result	Outcome
1–4	The soil is seeded with energetic isotopes, making for a fruitful search.
5	The energetic isotopes are deadly to most plants and lesser animals but could still be useful in industrial applications.
6	As for previous but the characters have been exposed to the isotopes, endangering them with the inwardly multiplying radiation levels.

453. DASHNUK, BARBARIAN VANDAL

Civilian, Criminal, Rogue

Required Skills: Recon

Required Equipment: None

Player's Information

Dashnuk is a local primitive barbarian that has become quite a nuisance to the local colony and outpost, marking up constructions with carvings, paint and numerous other vandalising methods to try and scare them off. Dashnuk needs someone to help him perform his greatest 'masterpiece' – lookouts for patrol guards. If the characters are willing to do this for him, he will give them the only thing he really can; permission to live within tribal territory.

Referee's Information

The characters will be able to help Dashnuk properly if they pass a Recon skill check at Effect 2 or higher on the evening he wants to sneak in and do some damage.

Possible Outcomes

1d6 Result	Outcome
1–2	Dashnuk's masterpiece is a ritualistic carving on the side of the main political hall in the outpost – something that might actually scare off some of the scouts.
3–4	Dashnuk is going to put up some scary glyphs within the colony but only to those who can read them.
5	As for previous and the glyphs say, 'The death of all comes on the edge of a blade.'
6	As for previous but the truest translation has the phrase saying 'my blade' instead of 'a blade'. It is a threat that Dashnuk means to keep if the colony keeps growing.

454. DAMON VANCE, *URBAN ASSASSIN*

Agent, Criminal

Required Skills: Carouse

Required Equipment: Wine, Ale or other Drinks

Player's Information

Damon Vance is a big time assassin from a megalopolis far away, here on the fringe to murder Jezebiah Randall, the colonial leader. He knows he is somewhat out of place amongst the colonial and explorer types, so he is willing to pay 5,000 Credits to the characters if they will hang out and have a few drinks with him at the local pub – so he may get close enough to Randall to raise his pistol.

Referee's Information

The characters will simply need to pass a Carouse skill check to have a good time with Vance, even if they are uneasy about his intentions.

Possible Outcomes

1d6 Result	Outcome
1–4	The hit is called off at the last minute by Vance's employers, allowing the characters to avoid the troublesome scene.
5	Vance will take the shot – and he never misses his intended target.
6	As for previous but Vance cannot leave loose strings, either.

455. NATALIE LENNA, *PSIONIC EXPLORER*

Psion, Scout

Required Skills: Life Sciences (Psionics)

Required Equipment: None

Player's Information

Miss Lenna is a powerful corporate psion with a penchant for the finding of neuro-empathic augmetic crystalline structures used in lots of psionic devices and technologies. She is out here on the frontier in search of these rare deposits and her senses are telling her they can be found here. If the characters will help her search a few natural caverns for these psionically active crystals, she will pay them 50,000 Credits.

Referee's Information

The characters can find deposits of these crystals with a successful Life Sciences (Psionics) skill check with an Effect of 5 or higher.

Possible Outcomes

1d6 Result	Outcome
1 2	There are abundant psioni-crystals in the caverns – so much that the dusts in the air might actually augment the characters' potential abilities!
3–4	There are a few crystal deposits worth millions of Credits in the cavern.
5	As for previous but they are deep within the bedrock and very hard to get at.
6	As for previous but there is also the giant, subterranean psion-eating cave worms to contend with!

456. JEZEBIAH RANDALL, COLONIAL LEADER

Noble, Scout

Required Skills: Any Combat

Required Equipment: Weaponry and other Combat Gear

Player's Information

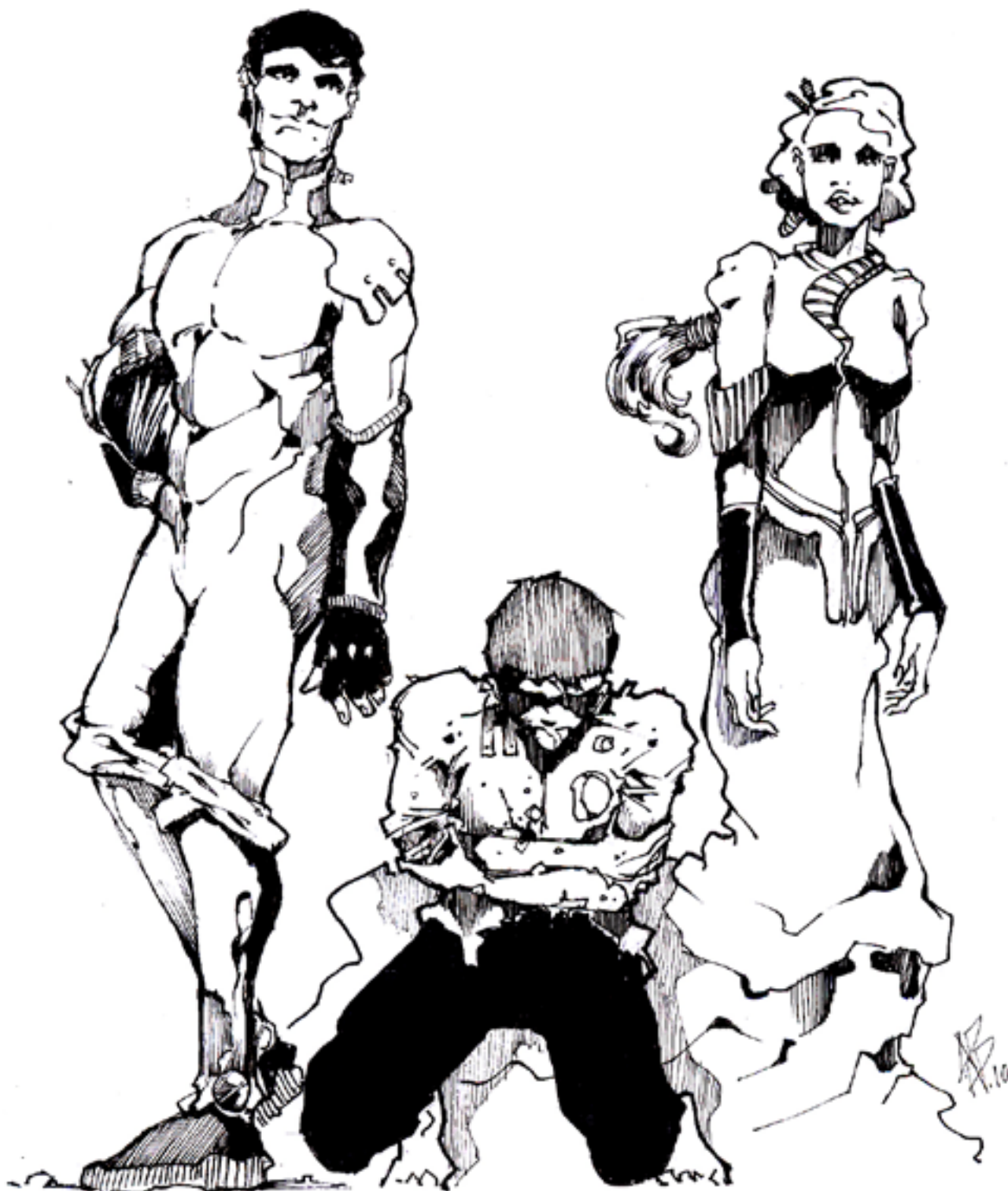
The political and military leader for the entire colonial presence here, Jezebiah Randall has big plans for the expansion of his outpost. The first step in his major plan is to eliminate the local tribal populations – using as much heavy firepower as he can manage. For 250,000 Credits and a homestead in the outpost, Jezebiah wants the characters to grab their guns and blades and head out into the wilderness to help his expanding power base.

Referee's Information

This will be a common combat scenario that crosses the local wilderness, with the characters being required to use their combat-based skills and equipment to achieve victory over numerous and potentially dangerous local alien lifeforms.

Possible Outcomes

1d6 Result	Outcome
1–2	The tribals are nearly animals, barely sentient and will be an easy conflict with modern weaponry and tactics. Other than a moral dilemma, the characters should have no troubles.
3–4	The local barbarian tribes are not advanced but they are numerous and extremely tenacious.
5	A crashed mercenary ship years ago gave a lot of weapon technology to the tribal clans.
6	As for previous but the technology is <i>much</i> higher than anything the characters will be ready for from a bunch of 'primitive tribes'.



SPACELANE ENCOUNTERS

SPACELANE ENCOUNTERS

This chapter is based upon the rare Patron that crosses paths with the characters while they are travelling across the stars, taking chances to hire them in the short time they have together on the star-filled highways.

457. JEB FAIRVIEW, CARGO HANDLER

Civilian

Required Skills: Zero-G

Required Equipment: None

Player's Information

Jeb Fairview, a non-union cargo handler, has just had his freighter hit by raiders. They did not get all of his cargo but his gravity field is broken and what he does still have is floating around the hold dangerously. Jeb is in need of someone to help him wrangle these containers into place before something is damaged or someone is hurt. He will pay each capable helper 500 Credits for this service.

Referee's Information

A successful Zero-G skill check at Effect 1 or higher is needed to do as Jeb requires.

Possible Outcomes

1d6 Result	Outcome
1-4	Jeb's cargo containers are filled with textiles and safely shipped items of worth. There is no real danger to anyone other than maybe some pinched fingers.
5	One of Jeb's last containers is a secret smuggling crate the raiders luckily missed.
6	As for previous but it will crack open during the characters' help and reveal a load of illegal goods.

458. GOE SOORLIBE, SHIPLESS PILOT

Navy

Required Skills: Sensors

Required Equipment: A Spacefaring Vessel with Sensor Suite

Player's Information

Having ejected prematurely from his one-man escort vessel, Goe Soorlibe finds himself in a troublesome situation. After being picked up by a passing trader, Goe now needs someone with a ship and a good sensor suite to find his powered down and floating vessel. If they help him, he has 1,500 Credits that he will give to them – in the hold on his ship!

Referee's Information

The characters will not need to make any skill checks to navigate open space but they will need an Effect 3 or higher Sensors skill check in order to find the relatively tiny speck spinning away from them.

Possible Outcomes

1d6 Result	Outcome
1-2	The ship managed to nestle itself in orbit around a nearby moon accidentally, making it safely tucked into a gravity well for easy pick up.
3-4	Goe's ship is not too far from where the characters are but it has spun away into the void for a rather great distance.
5	The ship has already been found and tossed into a salvager vessel that might need convincing as to Goe's ownership.
6	As for previous but the 'salvager' is actually a raider ship who has no intention of parting with the intact escort craft.

459. SERIAL 771A, LOST PROBE

Drone

Required Skills: Astrogation, Computers

Required Equipment: A Jump-capable Spaceworthy Vessel

Player's Information

Floating in space on its last few months of reserve power, probe Serial 771A was launched by its parent vessel several weeks ago before getting bumped by some space debris into a bad flight pattern. It could not be found by the collection shuttle and was left behind. The automated instructions on the probe say a 1,000 Credit reward is offered for the safe return of 771A.

Referee's Information

Finding the proper course 771A was on and where its parent ship could have jumped off to requires an Effect 3 Computers skill check and plotting an intercept course requires a successful Astrogation skill check at Effect 2.

Possible Outcomes

1d6 Result	Outcome
1–4	The probe is carrying travel data for a passenger liner company thinking about expanding its routes to this area.
5	The probe is privately owned and the owners are very nervous about the characters returning with it – and the sensitive data it contains within.
6	As for previous but the owners are starship hijackers and the probe is a spy scanner that takes notes of every ship that gets near to it; including the characters'!

460. HORTON GRIFFEN, JUNKER ON THE PROWL

Agent, Merchant

Required Skills: Vacc Suit, Zero-G

Required Equipment: EVA Suit

Player's Information

Owner of his own junk cruiser, Horton Griffen has struck junker gold with a wrecked military frigate in neutral space. He only has a few days to scrap as much of it as he can before the locals hear about it and tow it away, so he needs a few extra hands to haul chunks of hull and salvageable cargo into the cruiser. Anyone who helps him will earn 250 Credits an hour.

Referee's Information

The characters will need to possess enough Vacc Suit skill to utilise the right equipment to go extravehicular to haul scrap but the process itself will take a Zero-G skill check of Effect 2 or higher. Each Zero-G skill check takes 2–12 hours, with the governmental authorities arriving in two days.

Possible Outcomes

1d6 Result	Outcome
1–2	The ship's cargo was full of armoured crates containing military hardware – some of which can end up with the characters.
3–4	The ship was hulled out by a reactor explosion but the wreckage is otherwise intact.
5	As 3–4 but the reactor explosion has saturated the area with hard radiation.
6	As 3–4 but the explosion was due to a laser blast from a rival warship... which has returned to the area to eliminate anything that might be a survivor of their first attack.

461. ELENA PHRAGH, TRADE AUTHORITY

Agent, Navy

Required Skills: Sensors

Required Equipment: None

Player's Information

Elena Phragh works for the neighbouring star systems running space patrols in search of smugglers, pirates and other illegal spacecraft. Her normal ship is in dock for repairs and she is manning a co-worker's vessel – one that has way too many sensor pods for her to operate on her own. She offers the characters 1,000 Credits to take a three-day patrol with her and monitor these sensor arrays but they will have to work full eight-hour shifts at the monitors.

Referee's Information

To man the sensors properly, the characters must pass a Sensors skill check with at least Effect 2.

Possible Outcomes

1d6 Result	Outcome
1–4	The patrol is easy and without trouble; an easy 1,000 Credits.
5	There are some unidentified blips on the array but they are gone by the time the ship reaches the area.
6	As for previous but they are not gone – they are waiting in ambush!

462. ORIN SATAYO, DRUG RUNNER

Criminal, Rogue

Required Skills: Astrogation

Required Equipment: None

Player's Information

Orin Satayo works for several crime syndicates, running their drugs across star system lines to avoid trade authorities and possible cargo-jacking raiders that might enjoy scoring such an expensive haul. Having heard a rumour about added patrols along his original route, Orin is willing to pay the characters 1,500 Credits to help him plot an alternate course through the area.

Referee's Information

The characters must come up with an Effect 8 worth of Astrogation skill checks in order to plot a safer route for Orin to use.

Possible Outcomes

1d6 Result	Outcome
1–2	Orin arrives to his offloading location safely and speaks fondly to his employers about the characters' help, giving them a tie to a powerful criminal mastermind.
3–4	The route is not completely safe for Orin but it is better than flying into the trade authority sensor sweep set up on his original path.
5	Private escort ships have tracked down Orin's new path, making it just as dangerous as the first.
6	As for previous but these escort ships know exactly what Orin is carrying and are ready to blame the loss on the characters when they succeed in taking it.

463. ANDY DEVEREAUX, FUEL COLLECTOR ON EMPTY

Civilian, Merchant

Required Skills: Vacc Suit

Required Equipment: Environmental Protection Suit

Player's Information

Andy Devereaux makes a modest living travelling to and from derelict ships, siphoning the remnants of fuel from their tanks and then selling it to starbases and rearming stations. It is hard work and Andy burns through helping hands as fast as he can hire them. If a character can wear a vacc suit and handle a 14 inch diameter siphon hose, they can earn 1,000 Credits per collection trip.

Referee's Information

In order to help Andy with a fuel collection, the character must not only don a vac suit with quality radiation shielding but they must pass a Vacc Suit skill check at Effect 2 or higher to avoid making some kind of error with the fuel remnants.

Possible Outcomes

1d6 Result	Outcome
1–4	Andy has his sights set on a large freighter that caught fire in the cabin. The passengers got out but there are several tons of fuel still in reserve tanks for the characters to help him off with.
5	Andy's information is incorrect and the ship's tanks are bone dry.
6	As for previous but the information was fed to him in order to get him out in a specific area for pirates to come and take his vessel.

464. BLAKE HEDGE, FIGHTER PILOT

Navy

Required Skills: Mechanic

Required Equipment: Toolkit (TL10+)

Player's Information

Blake Hedge is a skilled high-G fighter pilot hired to shoot down raiders all over the sector but his ship was shot up and he had to catch a ride elsewhere. He has a mission to accomplish but he needs his fighter to be working in order for that to happen. He will pay the characters 750 Credits to get his ship functioning again.

Referee's Information

To get Blake's ship in functioning order again, the characters must pass a Mechanic skill check with at least Effect 3.

Possible Outcomes

1d6 Result	Outcome
1–4	Blake's ship only suffered some superficial damage; more of a worry than an actual problem.
5	The characters can tell that the shots that brought down Blake's fighter were from high-output energy weapons unlike anything they have at their disposal.
6	As for previous but the hull seemed <i>crushed</i> rather than melted – as in experimental gravitic weaponry.

465. DERMA HOAST, STARBASE PLANNER

Navy

Required Skills: Pilot

Required Equipment: Passenger-capable Spacecraft

Player's Information

Derma Hoast is out in the byways of space looking for a good place to arrange a naval starbase construction site. She has a huge computer suite that she needs to use to plan out the placement using gravitic eddies, solar winds and so forth but she requires someone else to pilot her to the location she can use this device. She has the power to offer the characters 5,000 Credits to ferry her out to the space lane nexus point, payable on their return.

Referee's Information

The characters will not need to pass any skill checks to fulfil this activity unless something goes awry but they will need to spend 10–60 hours piloting her in open space.

Possible Outcomes

1d6 Result	Outcome
1–3	Although Derma is a nice enough person to travel with but it is a boring trip with a lot of waiting around for her to tell the characters to move few thousand kilometres.
4	Derma finds the 'perfect location' for her starbase in just a handful of hours, the rest of the time is her making sure she is right.
5	The starbase location is in a higher-traffic area that will probably cause trouble with the actual construction process.
6	As for previous and the area is already home to another small base – a cobbled raider base!

466. GARRET CRUCINAW, HUNTER-IN-WAITING

Agent, Mercenary

Required Skills: Admin

Required Equipment: Computer Access

Player's Information

Garret Crucinaw is a professional bounty hunter that has cornered his latest target in this corner of space and has done some last minute calculations to discover he is working outside his normal jurisdiction. All he has to do is file the paperwork *before* he makes the catch and it is a legal capture, so he gives the characters his paperwork and 2,500 Credits to deliver it to the nearest planetary monitor station.

Referee's Information

The characters must pass an Admin skill check at Effect 1 or higher to know to whom to turn the paperwork in. If they simply take the money and ignore Garret's task, he will surely come after them when he does not get his bounty because of legal issues.

Possible Outcomes

1d6 Result	Outcome
1–4	Garret will get his man and try to find the characters to thank them for helping him earn his 500,000 Credit reward – by spending some of it on them.
5	Garret is wounded when he goes to apprehend his target – a multiple murderer named Zash.
6	As for previous but Garret is killed and the characters are the last names in his record files – making them all suspects.

467. FONTON GRAPER, STAR MINER

Civilian, Scientist

Required Skills: None

Required Equipment: Computer (TL13+)

Player's Information

Fonton Graper is a theoretical scientist whose theory on star-based metaphysics is decades more advanced than the people he is surrounded by every day, as he specialises in the idea that limitless power sources could be 'mined' from the inside of a star's corona. By capturing a chunk of corona gases in a transient and plasmic state, Fonton believes he could supply a world with eternal power. For 2,500 Credits, he will ask the characters to help him run a series of simulations on their advanced computer systems.

Referee's Information

The characters do not need to do anything skill-based to fulfil their part of this action; they simply have to have a computer advanced enough to work Fonton's calculations properly.

Possible Outcomes

1d6 Result	Outcome
1–2	The computer claims his theory will work – and he has a million Credit grant that he would like to share if the characters can help him make the mining a reality!
3–4	The computer's results are chaotic and not necessarily telling of success; more testing is needed.
5	The computer's tests show that Fonton would be committing suicide if he tried to harvest from a star's corona, the promise of power eternal notwithstanding.
6	As for previous but he is willing to try nonetheless!

468. GORATA BOTHA, PROMETHEAN DREAMER

Drifter

Required Skills: Pilot

Required Equipment: An Atmospheric Capable Vessel

Player's Information

Gorata Botha was a wanderer on a primitive planet until a mysterious alien came to him and shared a treasure trove of technological wonders, opening his eyes to the galaxy around him. There was only one promise that the alien asked Gorata to make – to do the same for another primitive race in one year's time. The year has passed and Gorata is ready but he needs the characters to fly him to the surface of the primitive planetoid he has chosen to tutor. If they help him, he claims to have something remarkable to give them.

Referee's Information

The characters merely have to fly Gorata to the surface of his chosen planet, requiring a Pilot skill check in a vessel that can land normally. If they do so, he will give them one major technological boost to their vessel's systems.

Possible Outcomes

1d6 Result	Outcome
1–2	The alien that taught Gorata has been watching his experiment and is very pleased with the characters for helping the greater mission. This alien comes to the characters in thanks, revealing to them his true nature.
3–4	Gorata is about to bring the space age to a steam age society.
5	As for previous but the society will be far more afraid of him and his offer will go unaccepted.
6	As for previous but they will react <i>violently</i> to the 'intruders from outer space'.

469. TANDY SHRAIGH, INFORMATION GATHERER

Agent, Scout

Required Skills: Comms, Sensors

Required Equipment: None

Player's Information

A master of the electro-static eavesdropping suite, Tandy Shraigh spends most of her time coasting along the spaceways with her listening arrays picking up communications from anyone she can – as she never knows what she might hear or what it could be worth. Her schedule is pretty hectic and she offers the characters 2,000 Credits to help her decipher communications code as it streams in.

Referee's Information

The characters will need to pass both a Comms and Sensors skill check at Effect 2 or higher each in order to successfully make a log of the eavesdropper arrays' data stream.

Possible Outcomes

1d6 Result	Outcome
1–2	There is a great deal of useful information based on criminal activities to be recorded, all of which is helpful to catch these criminals!
3–4	The recorded information has a smattering of trade, transit and security data tucked within it.
5	One of the messages recorded is an emergency beacon that seemingly no one else has heard – leaving Tandy and the characters in a moral dilemma to go and help.
6	As for previous but the distress signal is a trap laid by slavers to try and get fresh meat!

470. HAL BLACQUE, KNOWING CARRIER

Navy

Required Skills: Medic

Required Equipment: A Spacefaring Vessel, Medical Equipment (TL13+)

Player's Information

Having gotten infected with a strange fungus from a planet he landed upon, Hal Blacque has been coasting in his vessel along the trade lanes for a few days trying to figure out how to get him treated without infecting an entire starbase. Once the characters get in touch with the coasting vessel, Hal will offer them 5,000 Credits to suit up and come aboard his ship with an advanced medical kit to cure him of his ailment.

Referee's Information

The fungus requires a Medic skill check with an Effect of 3 or higher while using medical gear from TL13 or greater. If protective measures are not taken the fungus will spread to the characters – potentially endangering them as well!

Possible Outcomes

1d6 Result	Outcome
1–4	The fungus is itchy and unsightly but not threatening. It will be relatively safe for them to cure the infection.
5	Hal's fungus has taken root in much of his skin, leaving behind deep pockmarks and scars even after it has been removed.
6	The fungus is fast-growing and extremely parasitic to the nervous system, eventually causing paralysis and death.

471. KY'LO'PARENDAL, JUMP-CAPABLE HIGHWAYMAN

Criminal, Rogue

Required Skills: Remote Operations, Vacc Suit

Required Equipment: Environmental Suit

Player's Information

Ky'lo'parendal is a thief and thug of the most insidious variety, as he mines the space lanes with ship-disabling remote devices, waits for them to trigger on unsuspecting travellers and then comes by to scoop up the survivors for a huge ransom. Local patrols have increased and Ky is concerned that he is under scrutiny, forcing him to offer the characters 10,000 Credits to go and lay his next set of mines for him!

Referee's Information

The characters, should they choose to accept, will need to spend 1–6 hours in open space arranging these remote mines. This takes a Vacc Suit skill check with an Effect equal to the number of hours required and a Remote Operations skill check of Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	Ky'lo'parendal gives the characters all the release codes to the mines he uses so they will never in the future run into one of his traps.
3–4	The remote mines are very dangerous and the characters will need to make note as to where they have been laid if they wish to avoid them.
5	There are numerous trade patrols looking for this kind of criminal behaviour scanning the area, making this exceedingly dangerous for the characters.
6	As for 1–2 but the codes are fake and Ky'lo'parendal has every intention of getting the characters killed.

472. ERIN KIWIKE, HUMAN SUPREMACIST

Navy, Rogue

Required Skills: Pilot, Streetwise

Required Equipment: A Spacefaring Vessel

Player's Information

A retired navy gunner, Erin Kiwike now serves his people by scouring the space lanes looking for 'trespassing' alien spacecrafts that he can dissuade from setting up routes in the area. He knows there are alien-rich routes that he could spend a lot of time hunting upon but he does not know where they are. For a payment of 1,000 Credits the characters can acquire this information for him by travelling between transfer points and gathering details on alien movements.

Referee's Information

The characters will need to pass a basic Pilot skill check to go between space stations but it will take a Streetwise skill check of Effect 2 or higher while on these stations to find out what Erin wants to know.

Possible Outcomes

1d6 Result	Outcome
1–4	The characters talk to some forthright and honest spacers, giving Erin a number of good locations to go looking for alien ships.
5	One of the aliens that the characters get information from knows what is going on and is not happy about it.
6	As for previous but the alien plays along – so he can bring a warship to the area to deal with Erin once and for all.

473. ZASH, KILLER ON THE LAM

Criminal

Required Skills: Comms, Sensors

Required Equipment: Spacefaring Vessel

Player's Information

Mass murderer and infamous assassin, the alien Zash knows all too well that the authorities are hot on his tail after his last 'job' and he has a desperate need to travel through this sector. He needs a safe path, so he will offer the characters a choice of payment if they help him look for scanner-based traps. If they agree, Zash will either give them 25,000 Credits or kill someone in their name – their choice.

Referee's Information

The characters will need to pass a Comms and Sensors skill check with Effect 2 or greater in order to fully search out where patrols might be thicker than elsewhere.

Possible Outcomes

1d6 Result	Outcome
1–2	Zash makes it through the area without complication and will not soon forget the kindness shown to an unrepentant killer.
3–4	The alien escapes into the void, never to be heard from again.
5	Zash uses the route scouted by the characters and winds up getting caught by a ship full of trade authority agents.
6	As for previous but Zash kills them all with his bare hands, hijacks their ship and comes looking for the characters – who he feels set him up!

474. STEWIE BRACHEN, TRANSIT PILOT IN TROUBLE

Civilian

Required Skills: Mechanic, Vacc Suit

Required Equipment: Space Suit, Toolkit (TL12+)

Player's Information

A pilot for a long-distance passenger line, Stewie Brachen has a load of low berth freezer-tubes full of passengers that he is supposed to bring to the end of the line – but there is a major problem with the navigation panels outside of the ship and he cannot do so in a timely fashion. Stewie does not want his passengers' families to know his 'cargo' is in danger, so he offers the characters 5,000 Credits to fix his panels and, more importantly, not say anything to anyone.

Referee's Information

The characters will need to pass a Mechanic skill check at Effect 3 to fix the damage to the ship but they will need to have the right amount of the Vacc Suit skill to don the equipment necessary to stay outside the vessel.

Possible Outcomes

1d6 Result	Outcome
1–2	The damage can be fixed quick enough to make sure the passengers get to their destinations within the 'safe window' of expectation.
3–4	The navigation panels were damaged by space debris and can be fixed by using some extra cable and coolant systems from elsewhere on the ship.
5	As for previous but this will put a major stress on the low berth energy systems, causing at least one tube to probably malfunction by the end of the trip.
6	As for previous but one tube <i>will</i> malfunction and cause the death of a very wealthy nobleman whose family will not be pleased about the tragedy.

475. IHOAL BOVEN, ESCAPED FUGITIVE

Criminal, Drifter

Required Skills: Deception

Required Equipment: A Spacefaring Vessel

Player's Information

Claimed to have been framed for his crimes, Ihoal Boven jacked an escape pod from his prison transfer ship and has been waiting to get picked up. Now that he has, he begs the characters for one favour – to hide him and lie to the prison officers when they surely come through. If they do, he promises to make it 'worth their while'.

Referee's Information

Ihoal has 250,000 Credits stashed away on a nearby terraformed moon that he will share equally with the characters but not until they get him past the returning prison ship staff that will come looking for him. This requires a Deception skill check of Effect 3 or higher – or else the guards will want to board and look for him personally.

Possible Outcomes

1d6 Result	Outcome
1–4	Ihoal was framed by some petty corporate types who have long since forgotten his existence. If the characters can get him away, no one will come after him.
5	Ihoal actually took the money from his employers, making him an actual criminal.
6	As for previous but his time in prison has hardened him – to the point of being violent and deadly.

476. KERMITTE JONE, TRADE AUTHORITY

Agent, Merchant

Required Skills: Persuade

Required Equipment: A Spacefaring Vessel

Player's Information

Kermittle Jone is a professional trade authority agent in search for a missing criminal, boarding any ship he believes to be housing this convict. The characters have no idea what he is talking about but he is very persistent. If they can manage to convince him of this, he will pay them 500 Credits for their time and give them a communications address in case they 'hear anything'.

Referee's Information

The characters will have to pass a Persuade skill check at Effect 3 to convince Kermittle that they are not hiding this phantom criminal.

Possible Outcomes

1d6 Result	Outcome
1–2	Kermittle is looking for a criminal that has been active in the area but the criminal moved on days ago.
3–4	The criminal is real, named Vash, and is lurking in a ship somewhere nearby – so Kermittle is not wrong for looking for him.
5	As for previous but Kermittle is way too open about his search and Vash knows he is being sought out.
6	As for previous and Vash is only an hour behind Kermittle...and will happily join him on the characters' vessel with guns blazing!

477. BUZZ XARINON, NEEDLE-IN-THE-HAYSTACK

Navy

Required Skills: Engineering (Life Support), Vacc Suit

Required Equipment: Space Suit

Player's Information

Cryogenically stored in a low berth freezer pod, Buzz Xarionon has been floating in open space for a very long time. The solar panelling on the pod has kept him in hibernation but he is getting farther away from a star-source and his time is running out. The characters have stumbled across the drifting pod and have a chance to save Buzz's life and discover what happened to him.

Referee's Information

Buzz was a test pilot for a Jump-5 vessel that malfunctioned on him but he ejected before it exploded. If the characters can retrieve the pod using their Vacc Suits, they can then open it safely with an Engineering (Life Support) skill check at Effect 4 or higher. When safely brought out of freeze, Buzz will need to report to his employers – and introduce the characters to their new Allies.

Possible Outcomes

1d6 Result	Outcome
1–2	Buzz has been floating for a few weeks in open space and his employer has a 10,000 Credit reward for his safe return.
3–4	Buzz's employer is a military supplier that will be upset about the loss of their 'superjump' prototype but they will be pleased for the pilot's return.
5	As for previous but he has been missing for a very long time and they are actually interested in seeing the data about his extraordinarily long cryo-freeze.
6	Buzz's employer has been out of business for over 50 years – no one is even looking for him anymore.

478. MIRA SKRUB, THE GATHERER

Drifter, Noble

Required Skills: Investigate

Required Equipment: None

Player's Information

Mira Skrub is a strange person who believes she has a mission to bring a set number of star travellers together in a specific location at a specific time but that only she knows where that place is and who those people are. She knows what they look like and what their occupations are but she needs help finding them. She will pay the characters 5,000 Credits if they will dig into their resources and find her last two persons – a 'cold meat butcher with green hair' and a 'bearded servant of the gun'.

Referee's Information

The characters will need to acquire 10 total Effect on Investigate skill checks in order to find people that will match the descriptions Mira has given.

Possible Outcomes

1d6 Result	Outcome
1–4	Mira's two personalities come willingly, if only for the curiosity of seeing what she is up to.
5	One of the personalities, the green-haired butcher, is rather reluctant to go with the seemingly deranged Mira.
6	As for previous but he is reluctant because of his being a cold-blooded murderer.

479. DEXTER BLOUNT, REPORTER ON THE HUNT

Entertainer

Required Skills: Sensors

Required Equipment: A Spacefaring Vessel

Player's Information

Dexter Blount is an interstellar reporter on a long tour of the space lanes looking for a missing starship that vanished between jumps, supposedly carrying a hold full of tons of precious metals like gold and platinum. The ship, the *Fastidius*, went missing in this area and Dexter has a solid sensor signature to look for – just not the ship with the sensors to look for it. For 2,500 Credits, he will pay the characters to take him to the area where the ship went missing and do a few sensor sweeps using the signature with hopes to find it.

Referee's Information

The characters will need to pass a Sensors skill check to do as Dexter asks but a result of Effect 6 will actually turn up the location of the vessel in deep space.

Possible Outcomes

1d6 Result	Outcome
1–2	The vessel is dead in the water a few light years away from where Dexter will be looking, in neutral space, perfect for a multi-million Credit salvage.
3–4	The ship is still crewed but it has been lost several planetary orbits away from where Dexter begins his search.
5	As for previous but the crew are low on life support, resources and sanity.
6	As 3–4 but the current crew are actually the pirates that knocked the ship off course in the first place.

480. FATE SCHUBER, HOPEFUL PASSENGER

Drifter

Required Skills: Astrogation

Required Equipment: A Jump-1 Capable Vessel

Player's Information

Hitching her way across the stars, Fate Schuber needs a ship and crew to take her one jump away from her current location. She does not have much in the way of money or goods to repay them but she has heard a lot about the local planetary situations that she could share along the way.

Referee's Information

The characters will need to use their ship to make a Jump-1 transit to a nearby destination, rolling their Astrogation skill in order to do so without miscalculating the distance or trajectory. If they do, Fate can tell them a great deal about some of the local space stations, starbases and spacer hang-outs.

Possible Outcomes

1d6 Result	Outcome
1–4	Fate is a nice girl who is very thankful for the ride, offering to introduce the characters to other spacers at the destination.
5	Fate is on the run from some very persistent legal agents who think she is responsible for the murder of her very wealthy father.
6	As for previous but she <i>is</i> the murderer these agents are looking for!

481. DION ERGAL, STAR-RACER

Entertainer, Rogue

Required Skills: Pilot

Required Equipment: None

Player's Information

Dion Ergal is well known in spacer circles as a daredevil and a gambler but he is likely better known as a starship racer. He arranges for long-distance starship competitions that allow for hundreds of thousands of Credits' worth of betting taking place. Being watched too closely to place the bets himself in his own race, Dion asks the characters to pose as him in his starship for the duration of the race – so he can bet against them winning! He will pay them 1,000 Credits for the deception but he will increase it tenfold if he manages to win his bet.

Referee's Information

The characters will need to take three total Pilot skill checks to run the race. If they pass all three with a total Effect of 10 or higher, they actually win the race. If they pass two of the checks but fail one, they finish in the middle of the pack. If they pass one check and fail the others, they place *exactly* where Dion wants them to – causing him to win his wager.

Possible Outcomes

1d6 Result	Outcome
1–4	The race is safe and over open space; it should be a breeze!
5	One of the other racers has a feeling that Dion is up to something and will be watching his ship like a hawk before and after the race.
6	As for previous but when foul play is discovered, the other racer will take his 7,000 Credit loss out on the characters for cheating!

482. BLUDO, ESCORT RECRUITER

Agent, Merchant, Rogue

Required Skills: Persuade

Required Equipment: A Spacefaring Vessel

Player's Information

Bludo is the middle-man who arranges flying escorts for his employers, which vary from wealthy merchant ships to passenger liners and scout cruisers. He has assembled a few ship crews together to discuss an upcoming potential contract and he would like to know why he should sign the characters up for the 10,000 Credit contract over their competitors.

Referee's Information

The characters will need to pass a Persuade skill check at Effect 3 or higher in order to beat the competition as to why they should be flying escort for Bludo's current employer.

Possible Outcomes

1d6 Result	Outcome
1–2	The escort gig is a simple one jump route for a large freighter on a heavily traversed trade route. It will be safe, not to mention easy money.
3–4	The ship being escorted is a small merchant ship that has to travel between space lanes, giving raiders a chance to hit it on neutral territory.
5	The ship requiring escort is actually Bludo's own personal vessel, which has to return to a faraway planet from which he is no longer welcome.
6	Bludo's employers are actually pirates – and they want the characters to serve as nothing more than a decoy on their trip to their pirate base!

483. SARON NALLUS CRAIGHT, ALIEN ON A MISSION

Agent

Required Skills: Astrogation, Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

Saron Nallus Craight is a highly intelligent alien creature that serves its government without question – even in the instances where he must do things that might seem otherwise immoral. This mission is easy; hire a ship crew to take Saron to a precise but empty point in space and allow him to toss something out of the airlock. The crew that will do this for him will earn a quiet 10,000 Credits.

Referee's Information

The characters will need to pass a simple Astrogation skill check to pinpoint the location Saron needs but they will also need to acquire an Effect 2 on a Pilot skill check to reach that point in a fashion where the alien can jettison his package.

Possible Outcomes

1d6 Result	Outcome
1–4	The package is a data file collection that Saron's government wants to be lost forever, soon to be caught in the engine wash of a passing starship and atomised.
5	The package is a beacon emitter that will call all the necessary parties to that location in a few hours for a highly classified meeting.
6	The package is a proximity-sensitive fusion device that will rip a hole in the next ship to pass by – an intergalactic legal agent cruiser that has stood against Saron's government in the recent past!

484. MEMPHI KOLE, POSH TRAVELLER

Noble, Rogue

Required Skills: Steward

Required Equipment: None

Player's Information

Memphi Kole, wayward son of the Kole Transpace conglomerate, wants to go to his family moon for the tourist season. He has burned too many employment contracts with other hiring services because of how poorly he treats 'the help', so now he needs freelancers to serve as his attaché team for the four-week trip. He will offer the characters 12,000 Credits to be his general servants for the journey.

Referee's Information

The characters may or may not need additional skill checks to deal with Memphi's relentless and pompous attitude but to serve him in a skilled manner they only need to pass a Steward skill check with an Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The trip is not as bad as the characters originally feared, especially with the constant drinking and drug use by their employer.
3–4	Memphi is a nightmare to work for due to his strange demands and outlandish desires but he is fair when it comes to the compensation.
5	Memphi wants the characters to do so something illegal and disturbing for his entertainment during the trip but will pay them double if they go through with it for him.
6	As for previous but the act in question would be a major scandal for anyone involved should it ever get out to the public.

485. COLONEL MARDER DRAZE, IGNORED OFFICER

Army

Required Skills: Gunner (any), Pilot

Required Equipment: An Armed Spacefaring Vessel

Player's Information

Colonel in a local planetary armed forces, Marder Draze has been dealing with his government for months trying to get permission to go after a small terrorist vessel that seemingly comes and goes at will from his planet causing trouble. Marder has decided to deal with the situation unofficially, coming to the characters because they have a ship that could eliminate his problem far away from prying eyes. For 20,000 Credits, he wants the characters to meet up with a specific vessel out in the neutral space lanes and blast it to pieces.

Referee's Information

The characters will need to use all of their ship-based combat skills to overcome the tiny terrorist ship, which thankfully is not built for ship-to-ship engagements.

Possible Outcomes

1d6 Result	Outcome
1–4	The terrorists flee from the engagement as soon as the shooting starts, never to return to Marder's star system.
5	The ship is small, fast and very well-equipped for a bunch of supposed terrorists.
6	As for previous but this is because it is actually a military craft that Marder is trying to use the characters to have 'lost' – guaranteeing him a promotion.

486. QUAGG, A PIRATE SCORNE

Criminal, Rogue

Required Skills: Deception, Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

When Quagg got 'let go' by his former pirate crew – through a mutiny – he went into hiding for several months and is now ready for his revenge. Having subjected himself to some combat augments and armed himself heavily, he needs a crew and a ship to bring him to a pirate base where his old crew is waiting...to die. He will pay this crew 10,000 Credits.

Referee's Information

The characters will need to pass a Pilot skill check to dock with the pirate base but only after succeeding in a Deception skill check with an Effect 3 or higher to get clearance.

Possible Outcomes

1d6 Result	Outcome
1–2	Quagg boards the pirate station and takes back his crew and ship without firing a single shot – he only had to show up and make good on one threat.
3–4	Quagg makes a mess of the pirate base in short order, potentially connecting the characters to a veritable massacre.
5	As for previous but one of the criminals Quagg needed to kill escapes, taking with him the secret of who was responsibility.
6	Quagg is killed and the characters are soon sought after by the base's denizens for bringing him.

487. CHRISTIAN MENDROSS, STARSHIP ENTREPRENEUR

Merchant

Required Skills: Vacc Suit

Required Equipment: Environmental Protection Gear

Player's Information

Designer of several commercial vessels frequently seen in the area, Christian Mendross has a floating office that plies these lanes and a crew of ship's hands that work long shifts for him to keep him rolling in the funds. Due to an infection spread through the vessel, Christian finds that he needs additional cargo and data runners.

Christian will give the characters 2,000 Credits to suit up in protective gear and work inside the infected area for a few days.

Referee's Information

The characters will only need to possess enough of the Vacc Suit skill to operate the most basic of protective suits.

Possible Outcomes

1d6 Result	Outcome
1–4	The infected area of the ship is no longer contagious, so the vacc suit is not even necessary.
5	The infection actually was not due to the crew, it had its roots in the life support filters.
6	As for previous but the life support filters were toxified by the company in order to collect on the insurance.

488. TYS LOCKHEART, FOOD COURIER

Merchant

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Tys Lockheart brings supplies to many of the travelling passenger and tourist vessels on the trade routes, offloading his wares into their cargo hold through a magnetic umbilical. This task is lengthy when Tys has ample help but the most recent trip has left him shorthanded. The characters can make 1,000 Credits if they help Tys with his cargo offloading. It is not a difficult task, just a time consuming and exhausting one.

Referee's Information

Moving the cargo containers through the umbilical is a tiresome duty and the characters will need to pass an Athletics (Endurance) skill check to avoid exhausting themselves.

Possible Outcomes

1d6 Result	Outcome
1–4	Tys is pleased with the characters' help and plans to seek them out again in the future.
5	One of the vessels Tys delivers to is a very influential merchant ship and being late is not going to help his reputation.
6	As misfortune would have it, being late to one delivery places Tys' ship at the scene of a ship hijacking!

489. ANQUA SZEPP, SALVAGE CREATOR

Civilian, Merchant

Required Skills: Advocate

Required Equipment: Data Access

Player's Information

Master of 'finding' salvageable hulks throughout the space lanes, Anqua Szepp is not the most honest or law-abiding spacer in the galaxy – but he knows his limitations. His most recent targeted floating payday is located in a terribly questionable section of space as far as legality is concerned and the enforcement agents are not known for their kindness or mercy. In order to remain officially ignorant of any error on his part, he offers the characters 1,000 Credits to look up whether or not he has any legal claim on the ship.

Referee's Information

The characters will need to find a local database and pass an Advocate skill check in order to know whether or not Anqua could be in trouble because of his salvage.

Possible Outcomes

1d6 Result	Outcome
1–2	The salvage is totally legal; there should be no trouble with the authorities at all.
3–4	The location is somewhat sketchy but a good legal barrister could argue Anqua's right to the haul.
5	The salvage is definitely in the territory of government capture.
6	As for previous but Anqua is ready to try to take the money and run!

490. JOANAE LEEL, BOARDING PARTY OF ONE

Agent, Marines

Required Skills: Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

A member of an elite solo-styled branch of the Marines, Joanae Leel is a covert agent that needs to be dropped off on a ship in motion; a kind of boarding action while in transit. It will not be easy for him but it could be an easy payment for the characters. Joanae has 7,500 Credits to give to the characters if they can pull alongside the passenger ship, the *Astrocrat*, and attach airlocks long enough to drop Joanae off so he can do his job.

Referee's Information

The characters will need to pass a Pilot skill check at Effect 3 in order to attach to the other ship in transit but it will require an Effect 5 or higher to do so without alerting the *Astrocrat* of their presence.

Possible Outcomes

1d6 Result	Outcome
1–4	Joanae is very good at his job and he will take care of business; the <i>Astrocrat</i> will soon be 'lost in a jump malfunction' and nothing else will be said about it.
5	The targeted ship has a lot of security armed with a lot of heavy weaponry, possibly endangering the characters' ship.
6	Joanae has been sold out by his own government, the ship's defence force is waiting for him – and to counter-assault the characters' ship!

491. ENSIGN SAGUE FRILE, ROUTE PATROLLER

Navy

Required Skills: Athletics (Endurance), Sensors

Required Equipment: A Spacefaring Vessel

Player's Information

Sague Frile is a naval ensign who has been assigned to trade route patrol for the week. He will give the characters 1,000 Credits and a favour to be named in the future if they will take their ship and run his patrol for him so he can put some extra time into maintenance on his own vessel.

Referee's Information

To stay awake on a long and likely boring patrol, the characters will need to pass an Athletics (Endurance) skill check to stay awake and a Sensors skill check to fill out the safety log paperwork.

Possible Outcomes

1d6 Result	Outcome
1–2	It is an uneventful patrol – the best kind anyone can hope for.
3–4	The sensors come back with a few rapid pings but these potential threats never become anything more.
5	As for previous but the pings remain at a following distance, never close enough to be scanned or identified.
6	As for 3–4 but the pings are pirate invaders looking for a solid score.

492. NILEY BENCHER, PASSENGER PILOT

Navy

Required Skills: None

Required Equipment: A Spaceworthy Vessel

Player's Information

A professional pilot for high-profile passengers, Niley Bencher's line vessel is floating along the lanes while undertaking serious repairs and she wants to hire the characters to use theirs and finish her rounds. She will give them 20,000 Credits – the bulk of her passenger fares – to detour their ship for a week long trip around the high-traffic lanes.

Referee's Information

The characters must have a ship that could carry at least seven additional passengers on it to take this job (unless they want to cramp paying customers) but a Pilot skill check might be called for in special circumstances.

Possible Outcomes

1d6 Result	Outcome
1–2	The passengers are understanding about the ship-change and are too excited about seeing the far side of the lanes to complain.
3–4	The passengers are wealthy nobles who are used to getting what they want, giving the characters a lot of attitude about their ship.
5	As for previous but these 'nobles' are travelling on fake papers in order to avoid legal issues.
6	As for previous and they actually plan on taking over the ship when it is the farthest from anything resembling a communications node...

493. HHAN OF RAGGAT IV, HOMEBOUND ALIEN

Noble

Required Skills: Mechanic, Vacc Suit

Required Equipment: A Spaceworthy Vessel, Toolkit (TL12+), Vacc Suit

Player's Information

Left adrift by an unknown assailant in his strange and unattractive personal cruiser, Hhan of Raggat IV is a member of the Raggatense nobility and an influential creature in his peoples' military. He was headed back to his homeworld when his ship was fired upon and left to drift in space. When he contacts the characters he offers them an option. If they can fix the damage to his ship he will pay them 10,000 Credits on the spot. If they simply want to take him home on their ship, he only has 2,500 Credits for the conveyance.

Referee's Information

Choosing to take Hhan back to Raggat IV on their own ship requires no skill use, just four or five days' worth of travel. If they want to repair the alien craft instead, they will need to go extravehicular in a Vacc Suit and pass a Mechanic skill check with Effect 5 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Hhan returns to his homeworld with the characters' names on his lips as his saviours, making them welcome on Raggat IV anytime.
5	The attack that disabled Hhan's craft was an agent of his own government looking to make him 'disappear' before he could return home.
6	As for previous but his stealthy ship is still within sensor range of where the characters are thwarting his plan.

494. FRESNO ALICIN, TESTED ENGINEER

Navy, Scholar

Required Skills: Engineer (Life Support) and Vacc Suit

Required Equipment: Vacc Suit

Player's Information

Fresno Alicin is one of the topmost names in long-term life support engineering and is on his prototype long-distance exploration craft, racing along the spaceways in a simulation of a frontier rim mission. Unfortunately he has discovered a major flaw in his system's toxin filtration system. He will pay the characters 15,000 Credits to look over the scrubber exhausts on his craft and repair what is failing upon them.

Referee's Information

The characters will need to accumulate an Effect 10 on successful Engineer (Life Support) skill checks, which will require the proper Vacc Suit skill check to perform.

Possible Outcomes

1d6 Result	Outcome
1–2	There was a clog of carbonised matter in the scrubbers and the characters will be able to get them cleaned without too much trouble, especially with the excellent design of the system.
3–4	The prototype scrubbers are dangerous when they turn back on; the characters will need to be a safe distance when Fresno activates them.
5	As for previous but they are just as dangerous when clogged due to the resonance vibrations that pass through them occasionally – potentially causing haemorrhages and nerve damage.
6	The scrubbers cannot actually be repaired – the design was simply flawed from the beginning.

495. BURNES HUMMEL, NEGOTIATIONS GONE WRONG

Agent, Noble

Required Skills: Diplomat, Persuade

Required Equipment: A Spacefaring Vessel

Player's Information

Sitting in space in his spacecraft across from several small gunships, Burnes Hummel has just reached a diplomatic impasse with the local blockade – and is at his wits' end as to get beyond this situation and back on his way. When the characters arrive Burnes asks them to please discuss the blockade with these ships on his behalf, as he *must* get through this area of space without altercation. If they succeed, he will pay them 10,000 Credits.

Referee's Information

To know who to talk to amongst the gunship blockade the characters will need to pass a Diplomat skill check at Effect 2 or higher, success will allow them to then attempt a Persuade skill check. Effect 3 or higher on that check will earn Burnes his passage.

Possible Outcomes

1d6 Result	Outcome
1–4	The blockade thought Burnes was someone that he is not and will let him pass when they realise that.
5	The gunships are not impressed by the characters' presence but they will let Burnes through – for a fee.
6	The gunships have nothing to do with the local government; they are simply trying to profit from lone ships coming by their position.

496. JULES DE CHAMP, SMUGGLER

Navy, Rogue

Required Skills: Deception, Pilot

Required Equipment: A Spacefaring Vessel with a Cargo Bay

Player's Information

Jules is an infamous smuggler that uses this space lane as his safe route to and from where he keeps his goods stashed. He has a trade agent following him at the moment and he needs another vessel to carry his containers for a few days to avoid suspicion, a sample of which he will give to them as payment in addition to 1,000 Credits.

Referee's Information

The characters will need to pass a single Pilot skill check at Effect 1 to fly the normal route without raising suspicions but they will need to pass a Deception skill check at Effect 3 or higher to pass the customs agents that will ask their declaration questions at the end of the trip.

Possible Outcomes

1d6 Result	Outcome
1–2	Jules' containers are filled with expensive clothing and toolkits unavailable locally.
3–4	Jules' containers hold a number of firearms and ammunition types.
5	Jules' containers are filled with foodstuffs and dried herbs that are only <i>technically</i> illegal to bring in and out of planetary systems.
6	The containers are actually empty – the characters were unwittingly used as a decoy to throw the agents' off Jules' trail!

497. THIGO BEDLAM, INTERSTELLAR ANARCHIST

Criminal, Drifter

Required Skills: Carouse or Gunner/Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

Widely known and hated for his chaotic approach to fighting any form of establishment, Thigo Bedlam has just confronted the characters' ship and hailed them with one simple request...

...tell him a joke or suffer the flash of his fusion cannons.

Referee's Information

The characters will need to either tell Thigo a good joke using the Carouse skill, or engage him in ship-to-ship combat using their ship-based combat skills. If they tell him a particularly good joke (Effect 4 or higher), he will tell them about a starbase they should stay away from for a few days – while his viral bomb works through the life support systems there!

Possible Outcomes

1d6 Result	Outcome
1–4	Thigo is mentally insane and will unexpectedly flee the scene in the middle of the characters' joke, not to be seen for months – when he will return to hear the 'punch line'.
5	Thigo is returning from a starbase that he has attacked with terrorist activities, placing him on the area's most wanted list by every bounty hunter and law enforcement agency in the sector.
6	As for previous but the starbase's small fleet is only a few hour behind him and they will not care who is in the way – they want revenge for the hundreds of dead and dying!

498. BLANCHE GRISWOLD, WAITING TRAVELLER

Civilian, Drifter

Required Skills: Astrogation, Pilot

Required Equipment: A Jump-1 Capable Vessel

Player's Information

Blanche Griswold is a professional traveller of the stars, moving from ship-to-ship wherever transfer points can be made in order to see how the various species and cultures handle space travel. She is a wealthy and well-informed individual but she is not terribly well connected out here on this arm of the system routes. Her next stop is a long way away but she has the means to pay the characters 15,000 Credits to bring her all the way there.

Referee's Information

The characters will need to navigate the local space lanes for two separate Jump-1 distances, requiring at least two Astrogation skill checks at Effect 1 each and possibly Pilot skill checks whenever the scene calls for it.

Possible Outcomes

1d6 Result	Outcome
1–2	Blanche has numerous interesting stories and tales from her other starship adventures to fill the otherwise uneventful time it takes to bring her to her next flotilla.
3–4	The trip to Blanche's next stop has its ups and downs concerning normal space travel hazards but nothing out of the ordinary.
5	Blanche is wearing a brooch that is worth 300,000 Credits to a jewellery buyer, something that has become a rumour surrounding her travels.
6	As for previous and this rumour has attracted a small crew of pirates that want to take the brooch from the woman, no matter who they have to blast to get their hands on it..

499. NICOLE RASHER, LOST TRAVELLER

Citizen

Required Skills: Astrogation

Required Equipment: A Spacefaring Vessel

Player's Information

Fancying her a recreational pilot, Nicole Rasher rented a single-pilot vessel to tour the star system. When her navigational computer blinked out due to a solar flare, she found herself blindly careening off the space route and now she is lost. When she discovers they are in communication range, Nicole will hail the characters and offer them 1,000 Credits to let her follow them back to the main trade route.

Referee's Information

Leading Nicole back to the trade route without losing her in nebulous matter is as easy as passing an Astrogation skill check at Effect 1 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Nicole's ship locks onto the navigational signal of its parent carrier once it is back in the lane, allowing her to use the auto-pilot to return.
5	Nicole's ship was more badly damaged than she believed and her instruments are going to malfunction the entire way back to the carrier.
6	As for previous but the damage inflicted also makes for misfiring sensors, communication software and a number of other attractive qualities in a vessel – to a pirate crew scanning the area for an easy target.

500. FLIGHT COMMANDER HANK PERRELL, COMBAT LEADER

Navy

Required Skills: Gunner, Pilot and Sensors

Required Equipment: None

Player's Information

Flight Commander Hank Perrell needs to get three additional fighters launched for an engagement with some raiders, which he hopes the characters will undertake. Supplying some snub-nosed torpedo fighters, Hank is a fair commander that leads from inside one of his own vessels, in the flight, ensuring that the characters will receive 5,000 Credits as a wage for flying alongside his pilots.

Referee's Information

This will be a common ship combat with a handful of less-advanced vessels and equipment, with the characters being required to use their ship combat skills and equipment to achieve victory.

Possible Outcomes

1d6 Result	Outcome
1–4	The enemies are not as advanced as Hank's flight group, forcing them to wimp out and flee as soon as they are in sensor range of one another.
5	The enemies are very brave and will fight, to a man, against Hank and his flight group.
6	As for previous but although they may not be as technologically advanced – they are extremely skilled pilots.

501. BAAR WILKES, PARANOID MERCHANT

Merchant

Required Skills: Pilot, Sensors

Required Equipment: An Armed Spacefaring Vessel

Player's Information

Wealthy and constantly worried that everyone is out to get at his cargo, Baar Wilkes is a jewellery merchant that frequently has to take his wares to commercial starbases from his home workshop where he has the pieces crafted. His normal escort ship is late, which he is sure is due to his 'enemies', causing him to offer the characters 12,000 Credits to serve as his flight escort for the three-day trip to his commercial destination.

Referee's Information

The characters will need to pass a Pilot skill check at Effect 2 or higher each day of the trip in order to maintain a good escort distance between their ship and Baar's. Additionally they will need to make Sensors skill checks every 12 hours in order to send the results to Baar to show that nothing is after them.

Possible Outcomes

1d6 Result	Outcome
1–2	Baar is very happy with the professionalism and efficiency of the characters, offering a more permanent position in his employ when they reach the commercial station.
3–4	The trip is uneventful with the exception of a few sensor read-outs that are questionable but Baar is convinced that the characters are 'on the level'.
5	The ships are attacked by low-threat pirates on day two of the journey but they seemed to have no idea that Baar's cargo is worth <i>millions</i> .
6	As for previous but one of the pirates is very much aware of Baar – as he is a member of the normal escort ship's crew!

502. DOCTOR RAPHAEL MANTZ, INFESTATION CONTROL

Agent, Scientist

Required Skills: Battle Dress, Melee (any)

Required Equipment: Any Melee Weapon, Powered Armour

Player's Information

The characters are contacted by a private physician named Doctor Raphael Mantz claiming to need their professional help. His ship, the *Orphean Dream*, has become infested with dangerous rodents that escaped from a scientific sample taken on the frontier. The ship is adrift along a heavily trafficked route and Mantz needs a team of protected freelancers to board the vessel and eliminate the creatures before salvagers take the ship and free the creatures where they could cause more harm. For their part in this Mantz will pay them 25,000 Credits and arrange for their transportation to and from the vessel.

Referee's Information

The rodents are vicious creatures that exude methane gas in great quantities – turning the ship into one giant gas tank. This is why the creatures must be dealt with using melee weaponry and why the characters must wear sealed protective gear. Powered armour would serve this function perfectly.

Possible Outcomes

1d6 Result	Outcome
1–2	All of the rodents seemed to have starved in the interim between Mantz leaving and the characters arriving. All they have to do is clean up the tremendous mess they left behind!
3–4	The rodents are fast, vicious and very hungry. It will be more than a trivial extermination to deal with the 73 animals still alive on board the vessel.
5	The <i>Orphean Dream</i> is a science vessel that was dedicated to genetic research and animal engineering studies for biological warfare. The rodents were engineered to be as tough and deadly as they are!
6	As for previous but the rodent-form of the creature is just the <i>first</i> stage of the beasts' life – the next two are far deadlier!

503. ADAM RASP, MEGAFREIGHTER CONTROLLER

Civilian

Required Skills: Computers

Required Equipment: Computer Toolkit (TL12+)

Player's Information

At the helm of one of the largest commercial vessels that can be seen on the space lanes, Adam Rasp is the master of the IFV (Independent Freight Vessel) *Murineel* – a multi-thousand ton megafreighter. Spending months at a time in deep space riding fire in front of hundreds of thousands of Credits worth of someone else's cargo, Adam cannot afford slip ups. He especially cannot afford those that he cannot repair, like the fact that the main computer processor has been churning out static for nearly a day. He needs someone to repair the software in his ship and he has 3,500 Credits to spare to get the repairs done.

Referee's Information

The virus that has struck the ship's computer is persistent, meaning that the characters will need to pass a Computers skill check with an Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The virus will actually run its course before the characters finish their own work and seemingly it was little more than a bug in the system – no permanent damage done.
3–4	The computer has been deleting astrogation files at random but it started with the oldest ones from years ago. If the characters can fix it quickly, nothing important will be lost.
5	The virus seems to be placing sensitive account information in a data packet – ready to transfer at the first available communication node.
6	As for previous but this virus was planted by a corporate spy and the packet will be used for nefarious means as soon as it ships off.

504. PRIVATE WEST PANKERT, STAR MARINE INFANTRY

Marines

Required Skills: None

Required Equipment: A Spacefaring Vessel

Player's Information

Having missed his flight to the warcruiser, Private Pankert is desperate to get another ride to his ship before his platoon jumps out of the system. He does not have much in the way of spare cash, as that he is about to deploy into a combat zone, but he will have a mission bonus when he returns. If the characters can give him a ride to the *Lance*, he will pay them 2,000 Credits upon his return.

Referee's Information

There is no skill check required; but they must have a spacefaring vessel capable of taking one other passenger into space with them.

Possible Outcomes

1d6 Result	Outcome
1–4	Private Pankert returns in two months victorious with the promised payment and a special souvenir – an alien ammo-less pistol.
5	Pankert is injured in the deployment but he returns and pays his debt to the character.
6	Private Pankert never returns from his mission.

505. ALBERT GRAESON, MEDIC NEW TO SPACE

Civilian, Scientist

Required Skills: Pilot, Vacc Suit

Required Equipment: A Spacefaring Vessel

Player's Information

Albert Graeson is an emergency medic fresh out of medical university and ready to join the ranks of spacefaring ship medics. He did well in all his clinical trials but he is worried that he will not be able to deal with a real emergency situation in deep space. He has 5,000 Credits to pay the characters if they will take him out into the lanes and expose themselves to airlock decompression for a few seconds – nothing unsafe – so he can treat them properly.

Referee's Information

The characters will need to take a Pilot skill check to reach a safe place for the test, then pass a Vacc Suit skill at Effect 1 to simulate a decompression scenario.

Possible Outcomes

1d6 Result	Outcome
1–4	The simulation is perfectly safe and controlled, instilling a great deal of self-confidence in Albert.
5	Albert panics slightly during the simulation, causing minor health issues with the character performing the test.
6	As for previous but Albert's panic causes him to make a major mistake with the medication – inflicting terrible damage upon the character.

506. REGGIE 'SHREDS' MACENROE, HIRED FIGHTERJOCK

Mercenary

Required Skills: Pilot, Sensors

Required Equipment: An Armed Spacefaring Vessel

Player's Information

Known by his fighter handle, Shreds is a mercenary fighter pilot known for his preference for low-tech projectile weaponry over energy ones or even missiles. He is extremely overconfident and has taken on a mission that he has realised – too late – is out of his personal league and ability. He is reluctant to ask but he has an extra 2,000 Credits for any pilot willing to fly on his wing and keep their sensors tracking...but Shreds has to be the one get the kill.

Referee's Information

The characters will need to use their Pilot skills to fly as wingmen for Shreds but they will also need to report their Sensors skill checks to him so he can target the vessel he needs to make the kill.

Possible Outcomes

1d6 Result	Outcome
1–2	The mission is easier than Shreds thought; the target's reported escorts did not arrive.
3–4	It is a ship combat like any other when Shreds' wing arrives to where the target was expected.
5	Shreds' target is very wealthy and somehow managed to hire a much higher calibre of escort than anyone could have expected.
6	As for previous but even the target is a stone cold killing machine.

507. SERGEANT BUCK LASTERLY, TRADE POLICE

Agent, Merchant

Required Skills: Investigate

Required Equipment: A Spacefaring Vessel with a Cargo Bay

Player's Information

A vessel-jumping cargo vagrant has been sighted in the area and Sergeant Lasterly has been touring the space lanes looking for him. He has been stopping every ship that fits his normal profile and asking about the vagrant, including the characters' vessel. If they take the time out of their busy route to look thoroughly through their cargo hold, Buck will owe them a favour that they can call upon later.

Referee's Information

The characters will need to take Investigate skill checks as they look through their cargo bay, finding out if they are unfortunate enough to have the vagrant on board.

Possible Outcomes

1d6 Result	Outcome
1–4	The vagrant is not on board, leaving Buck to continue on his search.
5	The vagrant is lurking behind some old containers but he is little more than a sick homeless spacer.
6	As for previous but the vagrant is deranged and will react violently to anyone finding him.

508. HEATHER OALEN, FLEET TRAFFICKER

Civilian, Navy

Required Skills: Comms, Computers

Required Equipment: None

Player's Information

If a military fleet is a living organism, Heather Oalen is the brain behind all of its functions. Sitting in the central electronics vessel of the fleet, Heather normally makes sure that shuttles and cargo are passed between vessels seamlessly – but not on this trip. An intestinal parasite has her out of commission for a few days, so she needs someone skilled at a switchboard to fill in. For 1,000 Credits per day, the characters can fill in for Heather until she gets better.

Referee's Information

The characters that fill in for Heather will have to take multiple Comms and Computers checks each day.

Possible Outcomes

1d6 Result	Outcome
1–2	Heather will recover in 48 hours, as her intestinal bug will have passed by then.
3–4	It will take a full week for Heather to get over her sickness and the characters will have that whole time to fill in.
5	As for previous but the fleet is called to a war engagement halfway through the week, forcing the characters into a lot of overtime work.
6	As 3–4 but Heather's parasite will worsen, lasting closer to a month – a full 10 days longer than the fleet is willing to pay for the characters' help.

509. GUIRAGGAAL, ALIEN CORSAIR

Mercenary, Navy

Required Skills: Remote Operations

Required Equipment: None

Player's Information

A member of the local alien private military, Guiraggaal runs constant and routine patrols throughout his corner of the space lanes. This section of his peoples' territory is littered with space debris, false readings and a multitude of problematic scenarios for large ships to deal with. In order to make sure that his patrol is successful, he uses launched towing drones to clear out the larger pieces before he makes his flight through. He offers the characters 1,000 Credits and free passage through his patrols if they would man the controls of the probes for him.

Referee's Information

Manning the controls of the towing drones requires a Remote Operations skill check at Effect 3 or higher, with a failure of Effect –3 or less resulting in broken drones – and an angry Guiraggaal.

Possible Outcomes

1d6 Result	Outcome
1–4	The clearing of debris is not a hard task, leaving the characters with some free time to talk about the state of alien affairs with Guiraggaal.
5	Some of the debris is dangerous munitions litter from a destroyed war vessel.
6	As for previous but the war vessel's original owners have returned to the area to claim what they can salvage from the wreckage chunks.

510. SHAUN ALABAST, SPACE FARMER

Civilian

Required Skills: Animals (Veterinary)

Required Equipment: Medical Kit (TL7+)

Player's Information

Shaun Alabast pilots a large living-freight cruiser that holds massive pens of livestock that he delivers to colonies, starbases and research labs all over the sector. A large amount of his genetically-modified bovine population has become quite ill and he needs a skilled veterinarian to look over them and see what is wrong. If one or more of the characters can help out, he will pay each one 1,500 Credits – but only if they can figure out what is wrong with his livestock.

Referee's Information

Giving the animals a quick check-up only requires an Effect 1 Animals (Veterinary) skill check but discovering the diagnosis for treatment (if any) will need Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The animals have a minor genetic allergy to something working its way through the life support filters; some proper vitamins and administered drugs will solve the problem straight away.
3–4	There is something in the feed that is making the animals sick. Those already affected need high-protein digestive cleansers.
5	The bovines have a virus that they must have come on board with; it will require a special vaccine that will be quite costly at the next port.
6	As for previous but the virus was tailored to strike at their genetics – and is utterly incurable.

511. FRANCIS TIANA, TROUBLEMAKER IN THE LANES

Criminal, Mercenary

Required Skills: Comms

Required Equipment: A Spacefaring Vessel

Player's Information

Francis Tiana is a hired pilot whose speciality is to make requested areas of the space lanes *seem* like they are more dangerous through hit and run attacks, communications jamming and a variety of other complications. This will drive up insurance and escort costs for merchants and allow for higher profits in these industries – which is where Francis gets his employment from. He needs to pass some of the heat off on others this time around, so he asks the characters if they will fly out to a specific location and broadcast the jamming signal for a flat wage of 5,000 Credits.

Referee's Information

The characters will have to use their ship to fly to the right location and then pass a Comms skill check at Effect 2 or higher to broadcast the jamming signal. If this check is at Effect 4 or higher they can do so without fear of being traced.

Possible Outcomes

1d6 Result	Outcome
1–4	While the signal is broadcast Francis performs the other half of his plan, causing serious havoc on the trade route.
5	As for previous but the havoc will bring a surprising number of legal enforcement agents knocking on the characters' door over the next few days...as if Francis sold them out!
6	As for previous but one of these agents is not government hired; he is Zuckar Notel – the bloodthirsty bounty hunter.

512. DEBRA GORGAN, MAIDEN SHIP OWNER

Civilian, Merchant

Required Skills: Pilot, Engineering (any)

Required Equipment: None

Player's Information

Wealthy but not terribly personable, Debra Gorgan has just purchased a brand new ship from the builders and wants someone to take it out on its maiden voyage for her. Offering the characters 10,000 Credits for a week's worth of their time, Debra will give them all of the activation codes and security keys to her new ship along with a warning – screw her over and she will send the ship's remote destruction sequence to every pirate and junk salvager in three sectors' range.

Referee's Information

The characters will need to pass Pilot skill checks repeatedly over the course of the week, but they will also need to occasionally pass an Engineering skill check (or various types) to work out the knocks and first-run shakes in the vessel.

Possible Outcomes

1d6 Result	Outcome
1–2	The ship is a small mercantile cruiser, easy to handle and very well built. There should not be too much trouble taking it out and around the sector.
3–4	The ship is a medium-sized freighter thankfully empty of cargo; but it still has all the handling issues of a cumbersome hauler.
5	The ship is an enormous super-hauler that normally would have 100 or more crew – and the characters have to try to make this hulk function for a whole week.
6	As for previous but the ship will suffer a horrible malfunction somewhere around day four...and become dead in the water.

513. 'Xxoo', ALIEN EXPLORER

Scout

Required Skills: Language (any alien)

Required Equipment: A Spacefaring Vessel

Player's Information

The characters will come across a foreign alien ship headed deeper into friendly territory broadcasting a strange alien hailing signal. There is a mystery to be solved with this alien craft and its awkward sole crew member – an odd little thing that seems to only say the word 'Xxoo'.

Referee's Information

In order to know anything about the alien called Xxoo, the characters will need to compile a number of successful Language skill checks with alien root languages totalling to Effect 12. When they manage to do so, they can put together a dialect that 'Xxoo' understands.

Possible Outcomes

1d6 Result	Outcome
1–4	'Xxoo' is a galactic scout on a first-time voyage away from his home planet. He is terribly eager to meet other spacefaring races.
5	As for previous but some of the eagerness comes from the dark thirst of a carnivorous species.
6	As 1–4 but 'Xxoo' is the scout to a war fleet just a few months behind him.

514. BRADLEY HARRELL, SMUGGLER ADRIFT

Criminal, Merchant

Required Skills: Mechanic, Vacc Suit

Required Equipment: A Spacefaring Vessel, Tool Kit (TL10+), Vacc Suit

Player's Information

Bradley Harrell is a professional smuggler of an assortment of criminal goods, specialising in advanced melee weaponry of which he sells to low-tech barbarian worlds to ensure their reliance upon his services. A trade enforcer vessel blasted a hole in his jump stabiliser and he has been spinning slowly out of control for several days, making him very eager to seek help when the characters cross his path.

If the characters can get him moving again (before the authorities find him), he will pay them 2,500 Credits and tell them where to buy inexpensive illegal weaponry.

Referee's Information

The characters will need to have enough Vacc Suit skill to use their own equipment, which they will need to repair the vessel from the outside using an Effect 3 or higher Mechanic skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Bradley is so pleased with the characters' help that he offers to give them a pair of high-powered 'energy blades' that supposedly can cut through <i>anything</i> ; however, this is instead of their normal payment.
3–4	The ship is easily repaired but it will have a plainly detectable radiation trail for several light years.
5	As for previous and this trail will be how the trade authorities will track him down in the next three days.
6	As 3–4 but the radiation spill will also coat the characters' ship – making them a target for anti-smugglers as well!

515. SHADDIX BRAVOLI, LAST SURVIVOR

Drifter, Navy

Required Skills: Medic

Required Equipment: Medical Kit, Spacefaring Vessel

Player's Information

Found in a damaged cruiser, Shaddix Bravoli is the last survivor on board the vessel. Everyone else has died and Shaddix is low on supplies, life support and reactor coolant. He has some radiation poisoning from the rapidly decaying reactor and needs medical care and transport away from the dangerous derelict. If the characters can do this, he knows the location of 50,000 Credits in the damaged ship's vault.

Referee's Information

Shaddix needs an Effect 8 in Medic skill checks to begin the healing process of fighting the radiation damage.

Possible Outcomes

1d6 Result	Outcome
1–2	The vault was undamaged in the attack on the cruiser, leaving the Credits inside perfectly safe and accessible.
3–4	As for previous but the damaged cruiser will suffer reactor meltdown in roughly 70 hours, allowing the characters to search a private military cruiser for additional supplies.
5	As for previous but several decks containing arms and armour were ruptured and are open to hard vacuum.
6	As for previous but the raiders that caused the damage in the first place have been following nearby to use the derelict as bait for more targets...

516. TOBY RALMOR, CONVICT IN CONTROL

Criminal, Rogue

Required Skills: Pilot, Sensors

Required Equipment: A Spacefaring Vessel

Player's Information

Toby Ralmor has served seven of his 70 year sentence in an ultra-max prison colony several systems away but earned a transfer to a lighter facility for good behaviour. Something happened during the trip and now he is in control of the prison vessel. He claims that *something* is on board killing everyone and that he needs the characters to pull alongside the airlock so that he can make a vac suit leap from one ship to theirs. He says they cannot make a linkage in order to keep the monster on the prison ship – something that also ensures the characters will not see what really happened to the prison ship's crew.

Referee's Information

The characters can make a Sensors skill check at Effect 3 or higher to sweep the ship for life signs, finding several weak ones and a very strong one. If they wish to line up the airlocks for Toby's EVA leap, they will need to pass a Pilot skill check with Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Toby is extremely thankful for the rescue and explains that he needs to check in with the prison system to inform them of what has happened – so they do not think he is an escapee.
5	Toby is not lying about a monster killing the other ship's crew but he plans to use this strange event to get out of the remaining other 63 years of his sentence.
6	As for previous but Toby <i>is</i> the monster!

517. ZUCKAR NOTEL, ONE PRISONER TOO MANY

Agent, Rogue

Required Skills: Astrogation

Required Equipment: A Spacefaring Vessel with Room for 1 Passenger

Player's Information

Zuckar Notel is a famous bounty hunter who has been very active along this space route in the last few days, filling his brig and low berths with raiders, pirates and bail jumpers to the point of stressing his life support systems. He has just taken one last prisoner but his ship's computer will not jump with an additional passenger. For 10,000 Credits, Zuckar wants the characters to take his new prisoner on board their own ship and follow him to the processing location.

Referee's Information

Following Zuckar's modified escort frigate requires an Astrogation skill check at Effect 2 or higher, with any failure resulting in the bounty hunter losing them – and his immediate belief that they are double-crossing him!

Possible Outcomes

1d6 Result	Outcome
1–2	The prisoner is well-sedated and the processing location is within the same sector.
3–4	The prisoner will become belligerent and vocally abusive a few minutes into the trip, making the remainder of the journey a living hell for the characters.
5	As for previous but the prisoner is also an extremely skilled escape artiste.
6	As for previous and Zuckar forgets to mention that the prisoner is actually 'Bladez' – a 50 plus accounted mass murderer!

518. VACA UPCHURCH, WOMAN OF MYSTERY

Agent

Required Skills: Sensors

Required Equipment: A Spacefaring Vessel

Player's Information

Vaca Upchurch is an enigmatic woman who claims to have need of a crew to search a specific corner of the trade route for a dormant ship's yacht. She will not answer any questions as to why or who the yacht belongs to...just that she has 20,000 Credits for the crew that can take her to find it.

Referee's Information

The highly modified ship's yacht was ejected by Vaca's secret employer for her to pick up and perform her mission but the characters will need to succeed in a Sensors skill check at Effect 4 or higher to locate it – at which point Vaca will pay them before leaping out of the airlock to fetch the vessel!

Possible Outcomes

1d6 Result	Outcome
1–4	The yacht is perfectly placed in the location that Vaca claimed it would be, activating power, life support and automated systems when she gets within a few hundred kilometres of it.
5	The yacht has unfortunately been located by curious salvagers, who are now crawling all over the advanced craft.
6	As for previous and Vaca immediately offers an additional 80,000 Credits to the characters if they destroy the salvagers – no witnesses.

519. DAWSON KILLIAN, CONCERNED COMMODORE

Civilian, Navy

Required Skills: Astrogation, Mechanic, Sensors

Required Equipment: A Spacefaring Vessel, Toolkit (TL10+)

Player's Information

The commodore in charge of a large private naval fleet, Dawson Killian is currently in a state of panic due to one of his smaller escort ships getting lost between their last jump-planning location and their current position on the trade route. He cannot risk another ship to go after the lost vessel and instead offers the characters 50,000 Credits if they can retrace his jump-signatures and find the *Polyphemus*.

Referee's Information

The characters will need to succeed in an Astrogation skill check at Effect 4 or higher in order to retrace the fleet's jump route, then pass a Sensors skill check at Effect 3 or higher in order to locate the missing ship. Once found the characters will need to succeed in a Mechanic skill check to repair the problem that caused the misjump in the first place.

Possible Outcomes

1d6 Result	Outcome
1–2	The ship was already trying to get back to the fleet when the characters discovered it.
3–4	The ship suffered an equipment failure in the minutes before the last jump, causing it to misfire.
5	As for previous but this was due to a saboteur on board.
6	As 3–4 and the crew were all heavily irradiated because the misjump took them too close to a pulsar.

520. FEOR PALMA, BLOCKADE RUNNER

Navy, Rogue

Required Skills: Diplomat

Required Equipment: Communications Equipment

Player's Information

A professional pilot that specialises in getting past those who would stop her, Feor Palma is about to pass through the sector and is worried that her ship will not outrun the highly advanced agent cruisers patrolling the area. She asks the characters to talk to the local authorities on her behalf in order to gain legal passage for a fee of 2,000 Credits – or she will have to risk it anyway.

Referee's Information

The characters, unless they have an Ally in the local trade authority, will need to pass a Diplomat skill check with Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Feor will get a window of opportunity to move through the sector; with or without the characters' help.
5	The trade authority requires a great deal more convincing to let Feor pass unmolested.
6	As for previous but they still plan to ambush her ship at the first opportunity!

521. DAVIDSON PIERCE, RANDOM SEARCH

Agent, Criminal, Navy

Required Skills: Deception or Persuade

Required Equipment: A Spacefaring Vessel

Player's Information

Davidson Pierce is a trade authority agent hired by the local navy responsible for random searches of vessels that pass by his orbit on the route. Today he has chosen the characters' vessel for his search because he believes there is 'something' illegal on their ship. If they pass the inspection however, Davidson is supposed to give them a small reward for being a legal traveller – 500 Credits.

Referee's Information

Davidson is not looking for anything specific; merely something illegal. If they *do* have something to hide they will need to achieve an Effect 3 on a Deception skill check. If not, a simple successful Persuade check will suffice.

Possible Outcomes

1d6 Result	Outcome
1–4	Davidson is not terribly thorough on his search; only really concerned if the characters are caught in a lie or nervous behaviour.
5	Davidson finds something illegal on board that the characters had no idea was ever there!
6	As for previous but they had no idea because he planted the evidence just to get the crew arrested.

522. ALLISON TUTLER, HEAVY LADY NEEDS A PATH

Merchant

Required Skills: Comms, Persuade

Required Equipment: A Spacefaring Vessel

Player's Information

The owner and operator of the massive freight hauler, the *Heavy Lady*, Allison Tutler is worried about her current cargo passing through the high-traffic areas of the sector. Knowing how much she will make when she sells her load, she offers 7,500 Credits to the characters' ship if they will fly ahead of the *Heavy Lady* broadcasting threats and intimidating communications to dissuade anyone from hindering her progress through the sector.

Referee's Information

In order for the characters to successfully get everyone out of the *Heavy Lady*'s way they will need to pass three individual Comms skill checks; each followed by a Persuade skill check of Effect 3 or higher. Any Persuade skill check of Effect –6 will result in a ship reacting violently to the threats and other 'persuasions'.

Possible Outcomes

1d6 Result	Outcome
1–2	There are no real threats in the lane ahead of Allison's ship but she appreciates the characters' help nonetheless.
3–4	There are a few angry merchants that do not like the huge ship coming through, requiring some 'gentle' reminding that the characters are ready to get involved if need be.
5	One ship in the lane is actually a criminal vessel looking to make a big score out of the <i>Lady</i> .
6	As for previous but they are willing to follow Allison for a very long distance to get at her cargo – a load of precious stones that numbers into the <i>billions</i> !

523. RYAN WINDSWORD, FIRST IN SPACE

Drifter, Scout

Required Skills: Comms

Required Equipment: A Spacefaring Vessel

Player's Information

The first member of his barbaric species to use a 'sophisticated' chemical rocket to break the pull of gravity of his homeworld, Ryan Windsword is marvelling at the wonders of space when the characters happen upon his ugly little rocket. His primitive communications gear barely makes contact with the characters' ship but it bears one message – 'I come in peace. I seek knowledge and new frontiers.'

Referee's Information

If the characters want to hold any form of conversation with Ryan, they will need to find a way to dial back their communications wavelengths by passing a Comms skill check with an Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Ryan is so happy to have found life away from his planet there is nothing that can be done or said to ruin his elation.
5	Ryan's people are warlike and crude but he means no disrespect by his turns of phrase.
6	Ryan's rocket is poorly designed and cannot withstand normal engine emissions nearby for long without catastrophic results.

524. MENFORTH CAILIFFE, SHADY OWNER

Criminal, Merchant

Required Skills: Athletics (Strength), Vacc Suit

Required Equipment: Vacc Suit

Player's Information

The owner of an aging freighter, Menforth Cailiffe is not against cheating the system to get his money back from the vessel before it gets decommissioned. His idea is to arrange for some freelance scrappers to tear the ship to chunks out in the space lane so she can claim it for insurance purposes. She will pay the characters 2,000 Credits to fly up to where she has left her ship, suit up and pull several key panels off of the hull.

Referee's Information

The characters will need to have enough Vacc Suit skill to wear the proper gear to operate outside the vessel but it will be a successful Athletics (Strength) skill check that actually performs the work needed.

Possible Outcomes

1d6 Result	Outcome
1–4	The insurance company never suspected a thing about this fraud.
5	The characters are just part one of the process; the second part involves some hired goons with explosives.
6	As for previous but the goons are not going to be done with just one detonated explosion.

525. LAVAT SAVO, DEFENCE PILOT

Navy

Required Skills: Computers, Pilot

Required Equipment: None

Player's Information

Lavat Savo is a low-ranking member of the trade route defence navy, flying across the open void from checkpoint-to-checkpoint. He spends a lot of time inside his cockpit and needs some time off. He offers the characters his defence flyer for the day, 1,000 Credits and a future favour if they run his route for him today.

Referee's Information

The characters will need to pass a simple Pilot skill check in order to meet the checkpoint locations but they will need a Computers skill check to complete the defence run.

Possible Outcomes

1d6 Result	Outcome
1–2	It is a basic defence run and thankfully nothing bad happens.
3–4	The defence checkpoints are easy to read and are seemingly without threat.
5	One of the checkpoints does not respond to the computer linkage, requiring a much closer look.
6	As for previous but the checkpoint has been destroyed by the vanguard of an alien invasion fleet!

526. CYG, TRUE BELIEVER

Drifter, Psion

Required Skills: Astrogation, Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

Cyg, a strange and eccentric alien traveller, has received a psychic vision of a place in the great void where he is supposed to go and wait 'for further instructions'. He has 1,192 Credits to give to the characters if they will agree to fly him to a specified point on the star map and simply wait with him until he gets his next vision.

Referee's Information

To find Cyg's special location the characters will need an Effect 4 on an Astrogation skill check and to take the basic Pilot skill checks needed to orchestrate the type of space terrain the area is known for – with a solid Effect 2 being standard.

Possible Outcomes

1d6 Result	Outcome
1–4	Cyg rides in silence for most of the trip but fulfils his part of the deal when the characters reach his navigational point.
5	When Cyg reaches the special place on the map he lets out a joyous sigh and collapses into a mentally devoid coma.
6	As for previous but there is nothing the characters can do to wake him – except wait for 17 days, when he will awaken on his own with no recollection of how he got there!

527. SIR MARCOLM JENNIKER, CONSUMED BY VENGEANCE

Army, Noble

Required Skills: Gunner, Pilot

Required Equipment: An Armed Spacefaring Vessel

Player's Information

Sir Marcolm Jenniker was exiled from his service in a noble family's security force because of a single target that 'got away' from him. He has since been scouring the space lanes for a green-skinned thief named Alarmec, determined to exact vengeance upon him.

So consumed by this desire has Jenniker been that every member of his private crew has left him to his maddening search. If the characters will fly with him and run his turrets, he will give them *the ship* once Alarmec is dead.

Referee's Information

If they want to help Jenniker, the characters will need to pass Pilot and Gunner skill checks when his military-grade attack frigate discovers the location of the alien Alarmec.

Possible Outcomes

1d6 Result	Outcome
1–2	Alarmec was recently arrested for his crimes and sent to a maximum-level prison planet; Jenniker is sad that he will not be able to exact his vengeance personally – but happy to know that his target is paying for his crimes.
3–4	Alarmec is on board a private liner with 50 other passengers.
5	Alarmec is a low-deck crew member on a gambling liner.
6	As for previous but he is working under a fake name and will go into hiding when Jenniker comes around.

528. IORNE MACFARLASSUS, REPOSSESSION IN PROGRESS

Agent

Required Skills: Computers

Required Equipment: A Spacefaring Vessel

Player's Information

Discovered waiting inside a freighter airlock, Iorne MacFarlassus is in the middle of trying to reclaim the ship in the name of Lien Holders, his employers. The crew members inside the vessel have done a fantastic job sealing the airlock doors at the computerised locks. Iorne uses a short-range communications link to ask the characters to hack the computers and get the door open. If they can, he will pay them 15,000 Credits.

Referee's Information

If they want to get involved, the characters will need to achieve a full Effect 6 on a successful Computers skill check, opening the airlock and letting the repo man through.

Possible Outcomes

1d6 Result	Outcome
1–4	This whole operation is fully sanctioned by the ship owner's company and the characters are allowed to help.
5	Iorne is operating his repossessions license under false pretences; he is little more than a high-priced pirate.
6	As for previous but he has a reason for acting this way – he owes a crime lord <i>millions</i> of Credits.

529. 'APOK', A MARINE WITH UNFINISHED BUSINESS

Marines, Mercenary

Required Skills: Gunner, Pilot, Sensors

Required Equipment: An Atmospheric-Capable Spacefaring Vessel

Player's Information

Retiring after his platoon was disbanded due to high casualties, the war-veteran Apok was once a member of the Star Marines. He went into business for himself as a mercenary leader, amassing a large fortune in money and resources by putting his skills and experience to use against the enemies of his many employers. When he learned about the resurfacing of the cybernetic aliens that decimated his marines and his official career, he made the choice to put his own ticket together – to *end* them.

Offering the characters 100,000 Credits to fly Apok and his fellow mercs to where the aliens have been seen, he needs them to scan their location and destroy any defences they can before deploying the soldiers. Apok and his men will take care of it from there.

Referee's Information

To do as Apok requires, the characters will need to pass two Pilot skill checks to fight the atmospheric winds of the target planet, a Sensors skill check at Effect 2 or higher to locate the aliens' base and any Gunner checks they would like to use to help prepare the area for assault.

Possible Outcomes

1d6 Result	Outcome
1–2	The cybernetic aliens are caught unawares and the characters' involvement was the key; he will not soon forget the help they have given him to avenge his old platoon.
3–4	The fighting with the cybernetic aliens will be long and brutal; with Apok appreciating any further help the characters may wish to give.
5	The cybernetic aliens are very advanced and have extensive anti-aircraft defence turrets along the perimeter of their base.
6	As for previous but also they are recent additions to the local government's armed forces – making Apok's attack upon them completely illegal!

530. JAEGER BARONET, FLEET COLLECTOR

Civilian, Noble

Required Skills: Remote Operations

Required Equipment: None

Player's Information

Jaeger Baronet is a powerful nobleman with an odd habit – the purchase and collection of old derelict starships to create his own personal starship graveyard around his family's planet. He does this using extremely expensive manipulation drones...that he has absolutely no knowledge of how to operate them.

When the characters happen upon an extremely expensive cruiser circling around an old alien derelict, Jaeger will ask them to give him a hand in claiming his sale. He will pay the characters 250,000 Credits to operate the manipulation drones for him, attaching the derelict to his vessel for towing back to his collection.

Referee's Information

It will not be terribly difficult to use the advanced manipulation drones, with the characters needing to only amass Effect 10 of successful Remote Operations skill checks. The whole process will take 10 to 60 hours.

Possible Outcomes

1d6 Result	Outcome
1–2	The derelict has already been made 'safe' by the original owners, removing all dangerous materials from the chassis – leaving no immediate threats to the characters moving it around.
3–4	Jaeger purchased the vessel from somewhat questionable sellers but he has the right paperwork in his possession.
5	As for previous but the sellers had no right to sell the vessel at all – as they stole it from the dockyards.
6	As for previous but the last true owner was a governmental agent; specifically a cold-blooded assassin.

531. 1001100101101.010, EXPERIMENTAL FLIGHT INTELLIGENCE

Robot

Required Skills: Space Science (Robotics)

Required Equipment: Toolkit (TL14+)

Player's Information

A mysterious and seemingly unmanned ship is found careening through the space lanes, with only a strange network of fibre-optics and blinking lights woven throughout the bridge. This strange array of advanced machinery and polymers is a brand new super-science pilot; an artificial robotic intelligence designed to replace living naval crew. It has somehow stalled in its programming and the characters might be greatly rewarded if they can somehow reset its system processes.

Referee's Information

It will require a Space Science (Robotics) skill check of Effect 5 or higher to reset the intelligence matrix on the robot, or Effect 24 of successful Computers skill checks to reroute the system to circumvent the problem.

Possible Outcomes

1d6 Result	Outcome
1–2	The EFI is an amazing piece of hardware and software that has an automated return sequence that will lead the characters back to the government that designed it for a massive reward of 500,000 Credits!
3–4	The EFI has an automated gratitude message that it plays for the characters before it gives them 22 minutes to vacate the ship so it may return to its designer for debriefing.
5	A countdown begins when the EFI comes back online; after which the ship will instantly jump back to its designers.
6	As for previous but the jump will misfire and the ship will implode upon itself!

532. LORD AZRAEL WARSTAR, A FROZEN MOMENT IN HISTORY

Drifter, Noble

Required Skills: Medic, Pilot

Required Equipment: A Spacefaring Vessel with Shuttle Docking and a Medical Bay

Player's Information

Found floating in a massive primitive cryogenics ship that has not had power in several centuries, Lord Azrael Warstar is a famous war hero from an ancient age. He supposedly left his world to seek new adventures in space after he single-handedly defeated invading hordes in his own kingdom and was never heard from again. Now here he is again...and the characters have a chance to bring a true hero back to life!

Referee's Information

In order to bring the old cryo-ship onto their own without damaging the ancient craft, they will need to succeed in a Pilot skill check at Effect 2 or higher. Once on board they will need to quickly bring the Lord out of his long-term stasis carefully and slowly in a legitimate medical bay with a total Effect of 30 from Medic skill checks. If he lives, Lord Azrael is a priceless resource the characters may discover uses for...

Possible Outcomes

1d6 Result	Outcome
1-2	Lord Azrael is thankful for being saved and wishes to do the only thing he can think of to thank the characters – give his planet to them in thanks.
3	Lord Azrael is bewildered and confused due to the passing of time but he is willing to learn and rejoin society if he can.
4	Lord Azrael quickly becomes a celebrity in the media due to his resurfacing, centring the characters in a circus of exposure and questions.
5	History has it slightly wrong and Lord Azrael left his world and froze himself to escape the vicious disease that will kill him in just a few painful months.
6	Lord Azrael is no hero...he is quite the opposite, in fact.



INCARCERATED ENCOUNTERS

INCARCERATED ENCOUNTERS

This chapter is devoted to Patrons found within any of the various imprisonment and correctional institutions throughout known space. Guards, wardens and even inmates need work to be done and the characters are sometimes just the people to do it.

533. RAY JINKSO, SNITCH

Rogue

Required Skills: Deception

Required Equipment: None

Player's Information

Ray Jinkso is a well known informant amongst the prisoner population and he just gave up some information to the guards that will make him extremely unpopular with one of the gangs. He offers to *never* snitch on the characters if they would just try to get the gang to believe that he was not the one that sold out their drug running.

Referee's Information

To get the gang members to believe Ray is innocent, the characters will need to achieve an Effect of 3 on a Deception skill check.

Possible Outcomes

1d6 Result	Outcome
1 – 4	The gang has bigger things to worry about at the moment, so they will leave Ray alone...for now.
5	The story will only stick until the next gang member is brought up on further charges.
6	As for previous but they will now think that the characters could have sold them out as well.

534. ALARMEC, ALIEN THIEF

Criminal Rogue

Required Skills: Persuade

Required Equipment: Any Packaged Food Item

Player's Information

A lifetime of petty crime has landed Alarmec in the prison system and his emerald-green skin has set him racially apart from everyone else in the facility. He has been forced to utilise his natural thieving abilities on several small but useful items around the prison, making enemies and allies alike amidst its population. He has something the characters want in his possession but he will not part with it easily. Good thing he has enemies in the kitchen; it should give the characters a proper bargaining chip.

Referee's Information

Alarmec will accept any packaged foodstuff as a way to open negotiations but it will take a Persuade skill check of Effect 2 or higher to convince the alien to part with what they want.

Possible Outcomes

1d6 Result	Outcome
1 – 2	Alarmec has something extra precious for the characters; a set of security codes and patrol maps based on the last three weeks' data.
3 – 4	Alarmec is not trying to make friends but he is grateful for the 'real' food instead of the slop that the mess hall has to offer.
5	The object that the characters want from Alarmec was something he stole from another inmate a long while ago.
6	As for previous but that inmate is still incarcerated here – and he is not happy to hear that the characters now have it!

535. ERNIE GLEYN, FRESH MEAT

Civilian

Required Skills: Carouse or Persuade

Required Equipment: None

Player's Information

Brand new to the prison populace, Ernie Gleyne is a thin-framed geek of a man who claims to be as innocent as he looks. He is obviously scared and alone here and looks as though he could use an ally or a friend before the lifers get at him. If the characters can convince him of their veracity, Ernie's particular skill set could be a nice addition to the characters' resources.

Referee's Information

All the characters need to do in order to earn Ernie's trust is achieve Effect 3 on a Carouse or Persuade skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Ernie is eager for a friend here and will be happy to let the characters use his mechanical engineering background in the future.
3–4	Ernie is constantly proclaiming his innocence to his new friends, who will not likely have much use for his extensive skills as a low-tech television repairman.
5	As for 3–4 but his innocence is feigned; he is a skilled forger and fence.
6	As 3–4 but he is far from innocent – he is a multiple-murdering sociopath!

536. NINO GREENE, LOOKOUT NEEDED

Criminal, Noble

Required Skills: Recon

Required Equipment: None

Player's Information

Leader of the Terran Mafia within the prison, Nino Greene has a multitude of scams, cons and so forth running at all times through his subordinates. He is no fool however, and he knows that his lieutenants will try to take him out and steal his place at any moment. When something personal comes up that could be used against him, he needs outside help if he wants to keep his own secrets. For full protection from the Terrans for one month, Nino wants the characters to stand watch over the most precious of private moments – his conjugal visit.

Referee's Information

The characters must pass a Recon skill check at Effect 1 or higher to keep a good watch over the 'private' shack area.

Possible Outcomes

1d6 Result	Outcome
1–4	Nino's visit is heart-warming for him and reminds him of his loving family on the outside; he extends his protection to the characters for a full year for helping him have a nice night.
5	Nino's chief lieutenant Simon Beese is going to make an attempt on him tonight – which the characters will have to stop.
6	As for previous but Simon's attempt is just a diversion. The real attack on Nino will be coming from his own wife!

537. 'CHEMICAL' JACK BROGHER, DRUG KINGPIN

Criminal, Rogue, Scientist

Required Skills: Stealth

Required Equipment: None

Player's Information

Jack Brogher, also known as 'Chemical Jack', is a former corporate chemist that was imprisoned for embezzlement and has evolved his skills to fabricate numerous types of recreational drugs and narcotics. Every few months or so, the prison staff sends officers into the facility to search out such contraband. Jack knows they are coming soon and he asks the characters to hide his most recent stash for a few days. In exchange, they can have a dose or two for them to sell or partake in.

Referee's Information

To keep the agents from finding the drugs, the characters will need to pass a Stealth skill check at an Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The prison agents are less interested in the drugs than they are specifically in Chemical Jack himself.
3–4	The prison sweep is thorough but they are more focussed on weapons than drugs this time around.
5	Chemical Jack is caught with some minor paraphernalia and is brought in for further questioning.
6	As for previous but he decides to throw the characters to the wolves and sell them out for leniency.

538. JOHNNY PORTOLANI, FRIENDLY GUARD

Agent

Required Skills: Streetwise

Required Equipment: None

Player's Information

A member of the prison staff. Johnny Portolani has always been very friendly with the inmates in order to stay safe and not end up on some hot-head's kill list. A scribbled note found in the mess hall claimed that Portolani's life was worth 'two hundred by Friday' and he is in a full state of panic. He comes to the characters with a plea – find out who is gunning for him and he will make sure the facility warden will hear of their valour.

Referee's Information

To find out what is going on with the note and who wrote it, the characters must pass a Streetwise skill check with at least Effect 4.

Possible Outcomes

1d6 Result	Outcome
1–2	The note was a prank and has no real merit at all.
3–4	A thug by the name of Cyreno is looking to make a name for him by killing Johnny; there is no other reason at all.
5	Portolani made an enemy out of Hahrimol Gril, an alien with no understanding of Johnny's friendliness.
6	As for previous but it is not known that Gril is a protophage – he can take the shape of whomever he eats. In this case...a friendly guard in order to escape!

539. DEVLIN KEANE, UNHAPPY WORKER

Civilian

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Devlin Keane is a hired union worker that comes and cleans at the facility three times a week, digging and scraping up all sorts of horrible sludge from the sanitation collection points for a reasonable – but low – wage. He ate something particularly foul last night and today he is feeling extremely ill, so he needs a few inmates to give him a hand with his duties. If they can help, the characters can earn 100 Credits each.

Referee's Information

Cleaning sludge and waste is not skilled work but it is difficult to do without getting nauseated and fatigued. Any character working for Devlin will need to pass an Athletics (Endurance) skill check to avoid throwing up and looking weak in front of other inmates.

Possible Outcomes

1d6 Result	Outcome
1–4	It is not terribly dirty today, relatively speaking, and the characters can get a whole day's worth of work done in a couple of hours. This gives them nearly six hours to lounge and fool around without being bothered.
5	There is a dead body tucked into the sanitation tanks!
6	As for previous but the body is of a murdered guard – and the characters will surely be blamed!

540. JEFFERSON KAFFREY, GUARDING FOR THE BODYGUARD

Agent, Criminal

Required Skills: Persuade

Required Equipment: None

Player's Information

A member of a small but growing gang in the facility, Jefferson Kaffrey is normally the guy standing at the door when important people are having meetings behind him. He has his own meeting tonight though and now he needs someone to keep people away from it. He has something special he can give to the characters if they play bodyguard for him – a smuggled three-shot pistol that could make all the difference in the prison power struggle!

Referee's Information

There will be at least two people that come and look into Kaffrey's meeting, both of whom the characters will need to pass a Persuade skill check at Effect 2 or higher to dissuade them from interrupting.

Possible Outcomes

1d6 Result	Outcome
1–2	Jefferson's meeting is a procurement of lesser goods; it should not take long and will be easy for the characters to watch over.
3–4	The 'meeting' is actually an interrogation of a rival. This is going to get loud and bloody before it is over.
5	Jefferson is holding this meeting with a fellow thug interested in overthrowing his current boss.
6	As for previous but by 'overthrow' he means 'make disappear'.

541. SIMON BEESE, LIEUTENANT LOOKING FOR A PROMOTION

Criminal, Rogue

Required Skills: Melee (Blade), Stealth

Required Equipment: Any Melee Blade

Player's Information

Simon Beese is one of the leading lieutenants in Nino Greene's Terran Mafia but he is tired of taking orders and wants a bigger piece of the pie. He knows he will not likely be able to get too close on his own without raising suspicions, so he offers the characters 1,000 Credits and a position in the gang...if they sneak up on Nino and cut his throat.

Referee's Information

The characters will need to pass a Stealth skill check at Effect 4 to catch Nino unawares but the real skill they will want to pass with a high Effect on the first try is using a Melee (Blade) check to kill him quickly and quietly.

Possible Outcomes

1d6 Result	Outcome
1–4	Nino is a very deep sleeper these days and not very well-liked by his own bodyguards.
5	The prison staff members are aware of moves against Nino and are watching carefully what goes on around him.
6	As for previous but this is due to several of the correctional officers being corrupted by Greene's payroll.

542. OZZIE THORNE, STRONGEST GUY ON THE BLOCK

Criminal, Mercenary

Required Skills: Athletics

Required Equipment: None

Player's Information

Never far from a set of barbells or free weights, Ozzie Thorne is a hulking tower of sculpted muscle heaped onto a wrought iron frame. He is well-known for being jailed due to a long list of unwarranted violence against civilians during his mercenary tickets, with his sentence getting extended multiple times for his transgressions against fellow inmates. This is why no one ever wants to play 'spotter' for him – they keep ending up dead!

When he approaches the characters and asks them to help him with his work out, they have a choice to make – is it better to be on the behemoth's good side or risk angering him by saying no?

Referee's Information

If the characters try to help Ozzie, they will have to pass an Athletics skill check (of any kind) in order to make sure he does everything right and it is a good workout.

Possible Outcomes

1d6 Result	Outcome
1–2	Ozzie is so impressed with the characters that he will openly call them friends for weeks after they help him.
3–4	The number of hard looks the characters will get while helping Ozzie is enormous; enough to make them the talk of the tables at dinner.
5	As for previous but one of Ozzie's enemies will be looking into lashing out at them for being so friendly with him.
6	As previous but 'lashing out' is actually code for 'ambush stabbing'.

543. MORDECAI TOBIAL, WELL LIKED...MOSTLY

Civilian, Criminal

Required Skills: Investigate

Required Equipment: None

Player's Information

Mordecai Tobial, a starship thief and generally dishonest guy, has done everything over the last seven years to make every inmate in the prison his friend. He seems to have overlooked at least one person however, as he has started receiving death threats from an anonymous source. He offers the characters the deed to one of his starships he left in storage if they can find out who is threatening him – so he may ask another of his friends to *deal* with that person.

Referee's Information

To find Mordecai's secret enemy the characters will need to come up with 10 Effect on successful Investigate skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	Mordecai's enemy vanishes one night before count; much to the shipjacker's delight.
3–4	The enemy is someone who lost a great deal of money on an insurance scam that Mordecai's thieving interrupted.
5	As for previous but the enemy is a dangerous individual with many high-powered friends.
6	As for previous but the individual is actually a member of the staff, not a prisoner.

544. MARN DUKE, CLOSE TO PAROLE

Criminal

Required Skills: Recon, Streetwise

Required Equipment: None

Player's Information

Marn Duke was arrested 14 years ago for the assault on a legal enforcement agent who luckily survived the attack. He has kept his nose clean the whole time and he is getting extremely close to his parole mark – and getting to be free again. Parole is a hard subject for some inmates to handle, which is why Marn has asked the characters to look out for him for these last few months. If they do this, he will let them have all of his possessions here in the prison.

Referee's Information

With a successful Recon and Streetwise skill check every week for the remaining six months of Marn's sentence, they can keep him out of trouble until his parole hearing.

Possible Outcomes

1d6 Result	Outcome
1–4	Marn gets his parole without issue, leaving the characters a massive collection of books, art and a few journals filled with interesting facts about the prison's populace.
5	The characters are called as character witnesses at Marn's parole hearing.
6	As for previous but this is because the parole board believes they know something about Marn's strange disappearance immediately before his hearing!

545. GUS MARKSTIN, GENEROUS OFFICER

Agent, Civilian

Required Skills: Persuade

Required Equipment: None

Player's Information

One of the correctional officers at the facility, Gus Markstin enjoys passing out small gifts and otherwise throw-away items that he scrounges up in order to keep the prisoners complacent. Occasionally he needs convicts on the inside to make sure the new prisoners know he means well. For 100 Credits he will pay the characters to serve as his good will liaison to the cellblocks.

Referee's Information

The characters will need to pass a single Persuade skill check to get the message out believably and pleasantly.

Possible Outcomes

1d6 Result	Outcome
1–2	The gifts from Officer Markstin go a long way to make things peaceful in the cellblocks.
3–4	The characters are heralded as a good connection between the guards and the prisoners due to their connection with Markstin.
5	Several of the hard-timers do not accept the gifts because they come from an officer.
6	As for previous but the characters are soon ostracised by those convicts as 'sell outs'.

546. LENORE WREDE, FACILITY MEDIC

Scientist

Required Skills: Medic

Required Equipment: A Clean, Non-Violent Record

Player's Information

Stationed here at the prison to take care of all the various ills and injuries it suffers, Lenore Wrede is one of a handful of facility medics. A rash of minor incidents between warring gangs have filled her beds and forced her to look for non-violent inmates to help her take care of them. For every day the characters work for Lenore they actually earn an entire week off their sentence.

Referee's Information

Helping Lenore is as easy as passing a Medic skill check with an Effect of 1 or higher each day in order to give the aid asked of them.

Possible Outcomes

1d6 Result	Outcome
1–4	The gang war stops three days into the characters' helping, cutting their work short but ceasing the violence.
5	There is a death in the ward while one of the characters is in charge of medication distribution.
6	As for previous but the inmate that dies is the head of one of the gangs – who will immediately think the characters are on the opposing gang's payroll!

547. GHURN, UNWANTED PREACHER

Criminal, Drifter

Required Skills: Persuade

Required Equipment: None

Player's Information

Ghurn, an alien minister sent to the prison for inciting several riots on his homeworld, has taken to beginning his proselytising to the inmates. Ghurn is aware that his ministry is not accepted by many, so he has asked the characters – whom he believes to be friendly to the faith – to ask any non-believers to stay away from his pulpit. If they do this, he promises them a place in his 'good graces'...and 50 Credits a sermon!

Referee's Information

The characters will need to make between 1 and 6 Persuade skill checks per sermon to steer anti-Ghurn inmates from his gatherings. Each of these checks must be at least Effect 2 and any check that results in –4 Effect or less will result in violence.

Possible Outcomes

1d6 Result	Outcome
1–4	Ghurn preaches for his people to protect him and anyone affiliated with him; giving the characters several unexpected bodyguards.
5	Ghurn's cult leans heavily on the idea of doomsday, which is why he is so unpopular.
6	As for previous but his sermons are gearing up the faithful for an uprising against the facility staff.

548. ZAN HAGGAR, SHIVSMITH

Criminal

Required Skills: Stealth

Required Equipment: None

Player's Information

The prisoner that every other inmate comes to when they need to arm themselves, Zan Haggard is the best weaponsmith in the prison facility. The staff is doing a weapon sweep in the next few days and Zan knows his corner of the block will be under extra scrutiny. He asks the characters to hide his stash of finished products and raw materials with them until the sweep is over. Helping him will earn them each one of his finest examples of craftsmanship.

Referee's Information

Finding the best hiding spots for Zan's contraband requires a Stealth skill check of Effect 4 or higher to defeat the watchful eyes of the guards when they come around.

Possible Outcomes

1d6 Result	Outcome
1–2	Zan got his information wrong and the guards are really focussed on drugs; they have little to worry about it.
3–4	The weapon sweep is tough on everyone in the prison but the guards thankfully only do one pass.
5	Zan and anyone he has been in contact with for the last few days are targeted for secondary searches and more in depth investigation.
6	As for previous but the prison has hired a specialist for this search – a psion detective!

549. THOER AESGAR, HONOURBOUND CONVICT

Criminal, Noble

Required Skills: Deception

Required Equipment: Access to a Private Area

Player's Information

Thoer Aesgar was made the last remaining member of an extremely ancient noble bloodline through the murderous bombing of his family's estate. The culprit, a terrorist named Aaron Dushane, was later arrested and placed into this facility. To get at Dushane, Thoer went out and committed crimes until he was incarcerated here with him as well. Now he has a 100,000 Credit trust certificate for the characters if they can convince Dushane to go somewhere private and alone for him to get his revenge.

Referee's Information

Convincing Dushane to go somewhere private will require the characters to have access to such an area as well as passing a Deception skill check targeting him with an Effect 5 or higher – he is an untrusting terrorist after all!

Possible Outcomes

1d6 Result	Outcome
1–4	Thoer is too new at the facility to have anyone worry about his intentions; Dushane will not know what is coming for him until it is too late.
5	Dushane has a pair of inmates watching over him at all times whom the characters will also need to fool them – or deal with them in other fashions.
6	As for previous but these hired thugs are professional killers.

550. BATES CORWIN, IGNORANT TO HIS PLIGHT

Civilian, Criminal

Required Skills: Persuade

Required Equipment: None

Player's Information

A lesser criminal that has tried to keep his nose clean while doing his time, Bates Corwin has unwittingly made an enemy within the cell gangs. He has no idea that he has angered someone so dangerous but as aggressive run-ins with this inmate become more frequent he gets an idea about the situation he is in. He asks the characters nicely if they could ask the thug what Bates did, so he can rectify the problem, he will owe them a big favour – which is as good as gold in a prison.

Referee's Information

The thug is named Patric Gaines and the characters will need to pass a Persuade skill check with Effect 2 or higher to get him to turn his attentions elsewhere.

Possible Outcomes

1d6 Result	Outcome
1–2	Bates accidentally knocked over Patric's drink at first mess...he only needs to buy him a new one to make it right.
3–4	Bates' family and Patric's family are rivals from a long time ago; Bates just did not know it.
5	Bates will need to pay Patric 1,000 Credits to keep him off his back.
6	Patric is a sociopath and he picked Bates at random.

551. JES NONA, ENTREPRENEUR BENT ON SAVINGS

Merchant, Rogue

Required Skills: Trade (Metalworking)

Required Equipment: A Clean Record for at least Six Months

Player's Information

Looking for cheap help through the corporate prison system, Jes Nona is an industrious businesswoman that needs a few dozen inmates skilled with metalworking tools to help her punch out deckplate panels. She, in turn sells, them at a reduced cost to the starship dockyards but at a huge profit to her own company. Any character that qualifies for this work to her specifications and the behavioural records can earn up to 10 Credits a day while staying out of the general population of the prison.

Referee's Information

In order to qualify for work with Nona's company the characters can pass a Trade (Metalworking) skill with an Effect of at least 1 and keep their behavioural record clean for at least six months at a time.

Possible Outcomes

1d6 Result	Outcome
1–4	The business is legitimate and Jes is on the level; it is a good way to spend sentence time.
5	Something is not quite right about Jes's business practices; she is cutting corners on safety and product quality.
6	Jes has no care for the inmates working for her at all and the dangerous chemicals and machines she uses in her workshop prove that fact.

552. WHIP MOTATI, STARVING FOR A CAUSE

Civilian

Required Skills: Stealth

Required Equipment: Food Products

Player's Information

Whip Motati is a political prisoner who has been standing for several high-profile causes and ever since he came to this facility he has been a nuisance to the staff; a real media nightmare for the prison. His newest stunt has been a five-day hunger strike against the quality of conditions within the facility but he has just about reached his limit. He sends a secret note to the characters requesting they do one thing for him – sneak him something to eat so he can keep forcing change upon the system.

Referee's Information

The characters can sneak food to Whip with a Stealth skill check of Effect 4 or higher. If they are caught however, Whip's hunger strike – and all future protests – will be ineffective.

Possible Outcomes

1d6 Result	Outcome
1–2	The warden does not like where Whip's strike is headed and he adds several extra-curricular activities to the inmates' roster.
3–4	Whip will continue his strike for two weeks with other inmates' secret help before the facility management bows to media pressure.
5	There is another inmate that has been asked to help with food as well – a careless one who gets caught.
6	As for previous but the other inmate gets caught on purpose to get some face time in front of the cameras!

553. BYRON LOCKE, THE CARTOGRAPHER

Agent, Criminal

Required Skills: Recon (possible Deception)

Required Equipment: None

Player's Information

Planning his escape from the facility, Byron Locke has been slowly mapping out the water transit system underground for weeks. There is one section he cannot get enough time to work out between patrols however and it is the spot that ties his whole escape map together at the centre. For a place in his escape plan, the characters can play lookout for his last mapping run to the treatment tanks.

Referee's Information

In order to keep the guards away from Byron long enough to map the area, the characters have to pass three Recon skill checks to see the patrols coming. If they do, they can dissuade them away with an Effect 2 or higher Deception skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Byron is in and out in a few minutes. The escape attempt is in six days...
3–4	The escape attempt has to be delayed until the dry season, which is eight months away.
5	Byron never returns from the treatment tanks after he goes down to do the mapping.
6	As for previous but this is because he did not need to map the area at all – he just needed someone to lookout while he escaped.

554. CYRENO, WORKING ON HIS MOOD

Criminal

Required Skills: Carouse

Required Equipment: None

Player's Information

Cyreno is a typical inmate spending his sentence working out, playing ball and reading the library's copious reference books. He has been unhappy since his cellmate was shanked in the mess hall a week ago, so he is looking for someone to help keep his spirits up until he can get his routine back on track. If the characters can make him happy again, he will make a great ally.

Referee's Information

The characters can join Cyreno daily and try to lift his spirits with daily Carouse skill checks. When they reach 30 Effect in total, they may count him as a Contact. At 50; an Ally.

Possible Outcomes

1d6 Result	Outcome
1–4	Cyreno is a nice guy who was very close to his cellmate; he always treats his friends well.
5	Cyreno needs friends around him not just for his mood but for protection.
6	Cyreno wants the characters around him to help cover his fake sorrow – which he created after he stabbed his old cellmate.

555. ORAR, ALIEN INVENTOR

Criminal, Scientist

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Imprisoned for his application of truly 'mad science', Orar is a designer of strange but powerful personal defence devices. From self-repairing ballistic skins to molecular-bonded bone density grafts, Orar was once a source of wonders. Now he patches things together as best he can with what he is given but it is a shade of what was. Orar has invented something new here in the facility and he needs someone to test the prototype – which could be reward enough for them...if it works!

Referee's Information

The characters will have to pass an Athletics (Endurance) skill check to make some use of Orar's back-alley invention, with the results becoming evident in just a few days of use.

Possible Outcomes

1d6 Result	Outcome
1–2	Orar has invented a chemical-based armouring agent that treats all of the characters' clothing – making them nearly immune to conventional weaponry.
3–4	The characters will be testing some poured-polymer underarmour designed to coat the organ cavity like subdermal plating.
5	Orar's invention is clumsy and seemingly useless.
6	As for previous but the invention is also dangerous to the wearer; additional Athletics skill checks may be necessary to avoid infection.

556. WYATT TRILUS, THE LAUNDRYMAN

Civilian

Required Skills: Investigate

Required Equipment: A Record with No Escape Attempts

Player's Information

Wyatt Trilus is a professional large-scale launderer in charge of hundreds of tons of prison laundry each year, swinging by to pick up cargo containers full of uniforms, sheets and jumpsuits. Wyatt knows that there is a long tradition of prisoners trying to escape using the laundry loads, so he makes sure to only put trustworthy inmates on the work order to help him load the containers onto his transport. Inmates on laundry duty earn 100 Credits a week for three hours' work.

Referee's Information

In order to help Wyatt load containers effectively, they have to look out for prisoners that might be trying to smuggle themselves out with the wash.

Possible Outcomes

1d6 Result	Outcome
1–4	It is just another day on the prison laundry line; nothing out of the ordinary at all.
5	One of the containers is indeed hiding an escaping prisoner.
6	As for previous but the prisoner is one of the well-known innocent people in the population.

557. 'COOKIE', TOO MANY MOUTHS TO FEED

Civilian, Criminal

Required Skills: Steward

Required Equipment: None

Player's Information

One of the most trusted inmates in the entire facility, 'Cookie' is a humanoid alien responsible for the general management of the mess kitchen and food services. He still answers to the warden and prison staff but they have given him free reign over it for nearly a decade. The facility has had a spike in population and Cookie is shorthanded. He has talked the warden into letting him bring on some part time help, which anyone that knows how to boil pasta and mix a rue can apply for. The best part of working in the kitchen is the availability for free food whenever the characters' want it!

Referee's Information

To work in the kitchen, the character does not need to pass any given skill check; they must simply possess at least Steward 1 or Trade (Domestic) 0.

Possible Outcomes

1d6 Result	Outcome
1–2	Cookie is a lot of fun to work with and for. He likes the characters a great deal and will always save an extra dessert for them!
3–4	Cookie enjoys the characters' company and help but he only needs them for two weeks.
5	A rush of food poisoning incidents take place during the characters' shift.
6	As for previous but this is a legitimate poisoning – because Cookie has added potassium sulphate to the soup in order to strike back at the facility for overworking him.

558. HAHIRMOL GRIL, A PICKY EATER

Criminal, Psion

Required Skills: Investigate

Required Equipment: None

Player's Information

A horrible alien creature capable of changing shape into any living thing it has digested, Hahrimol Gril is serving 17 consecutive life sentences in this prison – only because the local government does not believe in the death penalty. No one ever comes near the creature, so it has little knowledge about the populace around it. This is why it has come to the characters; to ask them to find someone who has red hair and amber eyes...so Hahrimol may take in that genetic sequence for its next shaping. The beast claims that he will never set tooth upon the characters if they help; something they may seriously consider.

Referee's Information

The characters must acquire 8 Effect on Investigate skill checks in order to locate the person fitting Hahrimol's description.

Possible Outcomes

1d6 Result	Outcome
1–4	Hahrimol is transferred into solitary shortly after making this deal with the characters but then disappears from there altogether.
5	The targeted person on Hahrimol's menu spends a lot of his time ironically in the mess hall.
6	As for previous but this is because he is a guard, not an inmate.

559. OOHSA FUNTEL, A NECESSARY EVIL

Criminal, Rogue

Required Skills: Melee (Unarmed)

Required Equipment: None

Player's Information

Influential inmate and well-known believer in the dark arts, Oohsa Funtel is a creepy individual serving six years for assault on a clergyman in a theocracy. He rarely talks to anyone, so when he comes to the characters with a strange request – for them to beat a random stranger bloody – it should come as some kind of shock. Oohsa claims that his next 'enchantment' requires blood sacrificed in violence and that the characters will be named as gaining the benefits from this for their help.

Referee's Information

Choosing an inmate and attacking them with fisticuffs is easy – as long as they do not kill their target.

Possible Outcomes

1d6 Result	Outcome
1–2	Oohsa's enchantment somehow works and the characters that bloodied the target are immune to illness for a year and a day.
3–4	If Oohsa's enchantment worked, the characters do not know what it is doing.
5	The target of the characters' attack dies from internal injuries just days later and medical staff are perplexed as to how.
6	As for previous but this is because Oohsa had this planned as his sacrifice the entire time.

560. 'BURNOUT', LOOKING FOR A LIGHT

Criminal, Drifter

Required Skills: Survival

Required Equipment: Flammable Materials

Player's Information

It is prison policy not to allow the inmates open flames. This is due to serial arsonists like 'Burnout'. Tired of lighting his cigars with a heated safety element, he is ready to pay handsomely for someone to come up with real flame for him. Whoever can spark a real flame for him will not only earn his gratitude – but the 1,150 Credits he has stashed in his bunk!

Referee's Information

The creation of fire from readily flammable materials requires a Survival skill check of Effect 2 or higher but can be achieved in a number of different ways.

Possible Outcomes

1d6 Result	Outcome
1–2	Burnout cannot explain the difference between a flame-lit cigar and the chemical elements the prison forces him to use; he just knows he can taste it.
3–4	Burnout will save the flame created in a number of renewable places for future uses.
5	As for previous but one of these uses will be setting facility buildings on fire in the near future.
6	As for previous but the first one he targets will be the fuel storage silos that keep the prison running...

561. VIKTOR CLAYBURNE, STRUGGLING FOR ACCEPTANCE

Criminal, Noble

Required Skills: Carouse

Required Equipment: None

Player's Information

A member of a prominent political family, Viktor Clayburne was made an example of when he accidentally caused the death of a homeless man sleeping in his car. He is not what most people would call 'convict material' and he just wants to survive this horrible chapter in his life. He is looking for friends to accept and protect him from inmate predation; helping him could lead to major boons later – in exchange for headaches in the present.

Referee's Information

Being friends with Viktor does not require any necessary skill checks but he can be made a lasting friend with good connections and resources if a total of 20 Effect can be amassed on Carouse skill checks.

Possible Outcomes

1d6 Result	Outcome
1–4	Viktor will only be in prison long enough for his family's advocates to get the sentence commuted, after which he will be on the outside and in command of an enormous bank account to help out the friends he left behind.
5	Viktor will rely on the characters for protection for as long as they remain friendly to him.
6	As for previous but his noble mannerisms will make him the target of many inmates.

562. ULLAR PACHEN, THE ZOOKEEPER

Criminal, Drifter

Required Skills: Animals (Veterinary)

Required Equipment: Medical Tools (TL6+)

Player's Information

Always surrounded by a veritable swarm of vermin, insects and other small animals, Ullar Pachen has a strange and almost mystic ability to attract and interact with the animal kingdom. His living area is always more of a zoo than a cell but his 'family' keeps him happy. Several of his animals have gotten sick and he comes to the characters with a plea; help his friends and they will have an ally for life.

Referee's Information

The characters will need to treat 2-12 animals in Ullar's living area, each one requiring an Animals (Veterinary) skill check of at least Effect 2. Without a medical kit of some kind, this number rises to Effect 5.

Possible Outcomes

1d6 Result	Outcome
1–2	It seems that the animals are getting sick from exposure to some chemicals being used in the work release areas of the facility. As long as Ullar washes them regularly, the symptoms should pass.
3–4	Something is toxifying the animals' food. Ullar must find a new way to feed them if they are to get any better.
5	As for previous but the bad food is not what is killing them – it is the liquid poisons being added to the groundwater supply near Ullar's cell.
6	As for previous but the food is being actively poisoned by one of Ullar's jealous friends.

563. DOCTOR PIOTR EAST, THE TROUBLED COUNSELLOR

Scholar

Required Skills: Persuade

Required Equipment: An Appointment with the Counsellor

Player's Information

When the characters normally go to see the cellblock counsellor, Piotr East, they are the ones spilling secrets and venting emotions. Today however, it is Piotr doing the emotional outpouring. Something went very wrong in Piotr's life and he is contemplating doing something drastic. The characters have to talk the good doctor out of ruining his career – if they care about him at all.

Referee's Information

The characters will need to pass a Persuade skill check at Effect 4 or higher to keep Piotr from taking drastic measures.

Possible Outcomes

1d6 Result	Outcome
1–4	Piotr's marriage is falling apart but he is still open to advice from anyone who understands relationships.
5	Piotr is extremely self-degrading because he lost a patient to suicide after telling him some questionable advice.
6	As for previous but Piotr is contemplating his own suicide – and has the gun in hand when the characters arrive!

564. PRISONER 817-229, FRIGHTENING WHEN BOUND...TERRIFYING WHEN FREE

Criminal, Psion

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Formerly shackled and bound in extreme solitary confinement, the genetic monstrosity that is known only as 817-229 has been temporarily moved into the general prison population while his solitary containment fields are repaired. He will be out and under watch for six days – during which time he will be avoided by every sane inmate. When he comes up to the characters out of the blue and asks them to explain why everyone is ignoring him...they have two choices. Lie and try to placate the freakish miscreant or tell the truth and pray he takes it well.

Referee's Information

Lying or explaining the situation to 817-229 requires a successful Deception or Persuade skill check at Effect 3 or higher. Failure of –3 Effect or worse will result in a to-the-death battle with the gene-spliced augmented killing machine.

Possible Outcomes

1d6 Result	Outcome
1–2	817-229 is actually named 'Knapp' and is very pleasant to be around for anyone not annoying him.
3–4	817-229 only partially believes what has happened but it is enough for him to accept.
5	Upset that so few people can withstand their fears to interact with him, 817-229 chooses to leave the prison – right through the guards and over the wall!
6	817-229 knows he is a killing machine, pure and simple. He will spare the characters some agony if they do one thing for him. All they have to do is point out his next victim!

565. KADE JHUNKETT, PROOF OF PENANCE

Criminal, Merchant, Scholar

Required Skills: Advocate

Required Equipment: Library Reference Access

Player's Information

Kade Jhunkett has served four years of a 10 year sentence for trade-related fraud and has come across an obscure reference in local legislation to regaining a business license while incarcerated. He is not skilled in matters of law (as shown by his sentence), so he asks the characters to please find the information he needs to try and get his license active again. Once active, he claims that he can cut them in on a full 2% of his business!

Referee's Information

Finding the right case and statute to bring to Kade requires an Advocate skill check of Effect 3 or higher and 1 – 6 weeks of library research.

Possible Outcomes

1d6 Result	Outcome
1–4	Kade's license can be returned to him and his business will take a few months to get going but he will easily make 250,000 Credits a year through it!
5	The warden dislikes the idea of an inmate making more than he does, putting up as much red tape as he can to keep the characters from helping Kade.
6	As for previous but one of these obstacles will be the bribing of a lifer to <i>deal</i> with Kade before he can apply for the license reinstatement.

566. DALE HADRED, THE BOOKIE

Criminal, Merchant

Required Skills: Melee (Unarmed) or Persuade

Required Equipment: None

Player's Information

When sporting events are few and far between, inmates will gamble on nearly anything. This is a fact that bookies like Dale Hadred prey upon in order to make their illicit living in the facility. From betting on fights, animal racing and the most inane competitions, chances are good that Dale will have odds for it in case someone wants to place a bet. He rarely takes his fellow cons by their word but it happens occasionally. When someone fails to pay up on a debt however, he needs to have others collect.

An inmate named Viktor Clayburne owes Dale 750 Credits and he wants the characters to ask nicely on his behalf – or beat the funds out of him. If they can bring the money or an equal amount of goods back, Dale will let them place a 200 Credit bet on anything in the next week free of charge.

Referee's Information

Unless the characters pay Viktor's marker or know him personally, they will need to achieve Effect 4 on a Persuade skill check to get him to part with the money. Alternatively, they can always rely upon their Melee (Unarmed) skill to get the job done...

Possible Outcomes

1d6 Result	Outcome
1–2	Viktor is on his way to pay the tab with interest for his lateness when the characters find him – literally.
3–4	Viktor does not have the money easily available but he can get it in a few hours.
5	Viktor feels cheated by Dale on the bet, having found out that the fighter he bet upon took a dive to cancel his own debts with the bookie!
6	As for previous but Viktor was so mad that he has spread the word that Dale – and all of his associates – are cheats and liars.

567. CHESTER SOUVIGNON, HIDDEN WEALTH

Criminal, Drifter

Required Skills: Astrogation

Required Equipment: A Spacefaring Vessel

Player's Information

An old-timer in the facility that has claimed his innocence for 36 years, Chester Souvignon was jailed for supposedly stealing an entire cargo freighter of flawless natural gemstones worth *billions*. He has always said it was not him...until now. An old man dying of cancer in his cell, Chester tells the characters exactly where to go in the neighbouring star system to find the hidden ship once they get out of this place.

The path they will have to take is winding and hidden in a series of coordinates like a riddle but Chester has only a few days left to live and has no reason to lie about it anymore. At least someone will get to enjoy the fruits of his labour.

Referee's Information

Following Chester's riddle/map requires the characters to be free of prison, have access to a starship capable of Jump-1 and pass five individual Astrogation skill checks. Starting with Effect 0, each check requires an additional Effect (0 then 1, 2, 3 and so on) to reach where the gravity tethers are *supposed* to be.

Possible Outcomes

1d6 Result	Outcome
1–2	The ship is held in hidden orbit against the mass shadow of a large moon – and is still filled with the stolen gemstones!
3–4	As for previous but the ship is also riddled with meteorite punctures, radiation leaks and dangerous mechanical problems.
5	The ship is where Chester said it would be but the hold is empty of anything but dust and old bones.
6	There is no ship. Chester apparently lied about it completely, or it was discovered long ago.

568. PATRIC GAINES, ANYONE HAVE A BLADE?

Criminal, Rogue

Required Skills: Stealth

Required Equipment: Any Small Bladed Weapon

Player's Information

Patric Gaines is a violent offender who has, on occasion, taken violent action against his fellow inmates for an assortment of transgressions. This time it is some petty thief less than a month into his sentence here that had the misfortune of knocking over Patric's protein shake at dinner. Due to his past, the guards keep pretty close eyes on Patric when he comes and goes from the public areas, so he needs the characters to smuggle him a blade – so he can put a few air holes in this 'arrogant jerk'. If they do, he will give them his desserts for the rest of the month; which is worth their weight in gold around here.

Referee's Information

The characters will need to pass a Stealth skill check with an Effect of 2 or higher to smuggle the weapon into the mess hall.

Possible Outcomes

1d6 Result	Outcome
1–4	The targeted inmate apologises to Patric and buys him a new shake today, setting things straight and – possibly unknowingly – saving his own life.
5	The target of Patric's aggression is actually an undercover legal agent augmented to deal with these sorts of scenarios.
6	As for previous and the agent <i>purposefully</i> knocked over his shake; he <i>wanted</i> Patric to try something.

569. GIN BOTTLE JIM, INGREDIENTS DESIRED

Criminal, Drifter

Required Skills: Broker, Persuade

Required Equipment: At least 100 Credits

Player's Information

Friend to anyone with a taste for alcohol, Gin Bottle Jim is the most prolific and skilled brewer anywhere in the facility. He turns food items and herbs never before thought of into overly strong libations for sale to the general populace. Cookie, who runs the kitchen, has been at odds with Jim for weeks, stemming the flow of ingredients to his cellblock stile. Jim needs the characters to go to Cookie and talk him into giving over what he needs for his next batch – and he will give them a whole jar for free.

Referee's Information

The characters will need to first pass a Persuade skill check at Effect 3 or higher to get Cookie to listen to them on Jim's behalf. Once accomplished they will need to pass a Broker skill check at Effect 2 or higher to get a price at less than 100 Credits for what the batch will need.

Possible Outcomes

1d6 Result	Outcome
1–4	Cookie will help the characters out but only if they promise to do him a favour later as well.
5	The ingredients are of poor quality and the batch will not be Jim's greatest, potentially hurting his reputation amongst the inmates.
6	Cookie slips a powerful liquid laxative into the ingredients – guaranteeing the ruination of Gin Bottle Jim when the batch is sold to <i>dozens</i> of hardened criminals around the facility.

570. 'THE BARBER', RETIRED HITTER

Criminal, Rogue

Required Skills: Recon, Streetwise

Required Equipment: None

Player's Information

Known to all as 'The Barber', this old prisoner is notorious for his youthful actions in the Titanian mob as a cold-blooded hitman. He was feared for his skill with a knife as much as he was for his aim with a hand cannon but those times are long gone. He is an old man of 73 now and content to spend his last years at the facility. When the grandson of one of his victims is incarcerated here and rumours begin to spread about vengeance, the Barber asks the characters to keep an eye out for him. Having a retired mobster with 40 years of prison life under his belt as an ally could be very helpful...

Referee's Information

If they want to look out for the Barber, the characters will need to pass occasional Recon skill checks to be aware of potential ambushes or keep an ear to hallway rumours through the Streetwise skill.

Possible Outcomes

1d6 Result	Outcome
1–2	The rumours turn out to be just that and the relative of the Barber's victim does not even remember the incident.
3–4	The new inmate in question has plans to make a big show about how he is not afraid of the Barber to gain some reputation but he really is not going to follow through with his threats.
5	The inmate with the vendetta against the Barber is a two-count killer with no qualms about adding to his double-life sentence.
6	As for previous but the inmate is a non-confrontational killer – a poisoner.

571. HUNTER CHASE, OLD HABITS DIE HARD

Civilian

Required Skills: Broker, Streetwise

Required Equipment: None

Player's Information

Hunter Chase has been incarcerated at the facility for four and a half years due to some aggravated assaults he made on government officers but he generally keeps to himself and stays out of trouble. The only reason he ever becomes a problem is when he cannot get his fix of the homemade narcotics that flow throughout the population. He has been trying to quit using but to no avail. He is hurting in a bad way and only has 326 Credits to give them for the deal but when he begs the characters to get his next score he tells them to keep anything left over.

Referee's Information

Finding a source for Hunter's particular drug requires a successful Streetwise skill check or a Contact in the drug industry. Once they find a dealer they will then need to pass a Broker skill check at Effect 3 or higher to get the price lower than 350 Credits. Otherwise they will need to find *alternate* means to acquire the drug.

Possible Outcomes

1d6 Result	Outcome
1-4	The drug is readily available through some reputable dealers, keeping everything on a business level and not a personal one.
5	The dealer knows Hunter is hurting and wants the addict to do 'favours' for him as well as the money.
6	As for previous but these favours are degrading, foul-minded and frankly dangerous for Hunter's health.

572. REGGIE TUSCAN, OLDEST INMATE

Criminal, Navy

Required Skills: Carouse, Streetwise

Required Equipment: Party Supplies

Player's Information

About to turn 150, Reggie Tuscan is the oldest human inmate at the facility. Kept alive through a liberal use of anagathic augmentation he received in his naval career – before he shot three diplomatic ambassadors visiting his ship and landed here – Reggie is in remarkably good health for being so old. The collective cellblock wants to throw a 'Happy 150th' party for the old man, as he is almost universally well-liked.

The duty of preparing the party area in the mess hall falls on the shoulders of the characters, which are given 500 Credits and access to the storage bins to make this happen for the old convict.

Referee's Information

The characters will need to arrange for a fun and entertaining party atmosphere without setting up a scene that will fall into a prison riot. This requires two skill checks, both of which must be Effect 2 or higher – Carouse and Streetwise.

Possible Outcomes

1d6 Result	Outcome
1-2	Reggie loves the party and the party-goers do not do anything to ruin the evening.
3-4	Other than a few disgruntled rivalries that might spark conflicts between inmates, Reggie's party is a good distraction from prison life.
5	Reggie suffers a heart attack at the party due to some kind of chemical introduced into his system at the toast to his health...and he dies.
6	As for previous but the guards and gang leaders immediately think that the characters might have been responsible because they were in charge of supplies...

573. BAEKANO, CRYING FOR HELP

Civilian, Criminal

Required Skills: Persuade (or Social Science (Psychology))

Required Equipment: None

Player's Information

Baekano is an average inmate serving his time for a minor crime but things have been additionally hard for him since one of the gang thugs has begun targeting him with dark threats and insinuations that no inmate ever wants to hear. He puts on a good show of toughness during the day but late at night he can be heard whimpering in his sleep or lying there awake crying. Baekano will eventually corner one of the characters and begin to spill his story to them – one last catharsis before he ends his suffering and takes his own life.

Referee's Information

If the characters plan to try to say something useful to defuse the situation they will need either Effect 4 on a Persuade skill check or Effect 2 on a Social Science (Psychology) skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	Baekano snaps out of it and promises to deal with things himself.
5	As for previous but his plan to do so involves buying a knife and cutting the thug to ribbons next time he tries anything.
6	The pain Baekano has been dealing with has caused him to detach, become cold and eventually he will snap into a psychotic rage on everyone around him.

574. FREDERIC PEARLE, CAUGHT RED HANDED

Agent, Criminal, Rogue

Required Skills: Deception

Required Equipment: None

Player's Information

A data thief with 12 years remaining on his sentence, Frederic Pearle is a habitual offender of the highest calibre. If it can be learned, read or remembered and he is not supposed to learn, read or remember it, Frederic wants to steal it. Unfortunately he just got caught and has handed the characters someone's journal that he lifted out of a cell, begging them to get the owner off Frederic's back. If they can manage it, he will owe them *big time*.

Referee's Information

Convincing the owner of the journal that Frederic did not steal it somehow requires an impressive Deception skill check of Effect 5 or higher. A success with less Effect will result in a disgruntled owner but a failure will end in violence.

Possible Outcomes

1d6 Result	Outcome
1–2	The journal is little more than personal notes and ideas scribbled in by a harmless short-timer.
3–4	The journal belongs to a gang member and contains a lot of sensitive poetry that could ruin his reputation with his peers.
5	The journal belongs to a dangerous inmate who already has a reputation for violence.
6	As for previous but the journal contains confession-like evidence for a number of unsolved crimes!

575. MACK SALVATORE, THE REFABRICATOR

Criminal, Scholar

Required Skills: Investigate

Required Equipment: Access to the Recycling Centre

Player's Information

Mack Salvatore worked most of his adult life as a mechanical engineer for a prestigious company. This was up until he caught his wife cheating on him with his boss and killed them both with a plasma stylus. Now he uses his gift for creating useful machines and tools out of the spare parts the facility throws away to be melted down or recycled. After a run-in with a guard, Mack cannot get to the recycling centre to fetch the parts he needs, so he asks the characters to go over and pick up a list of items for him. He will pay them 100 Credits for the service but if they find everything he needs he will triple that amount.

Referee's Information

Mack needs six items from the recycling centre. Each piece requires an Effect 1 from an Investigate skill check – so long as the characters can get inside the normally off-limits area in the first place.

Possible Outcomes

1d6 Result	Outcome
1–4	Mack is not in a hurry to finish the project he is on, so the characters can take as long as they need.
5	The guard at the recycling centre is who Mack angered; any mention of Salvatore will immediately cause problems.
6	One of the items Mack needs – a chemi-fuser coil from a dehydrator unit – is dangerous to handle and could make the characters very sick.

576. SERGEANT TRAVIS QUINCE, NOT AN AVERAGE DIRTY COP

Agent, Criminal

Required Skills: Streetwise (perhaps Deception and Stealth)

Required Equipment: None

Player's Information

One of the heads of security at the facility, Sergeant Travis Quince has held his position for five years through a combination of inspiring fear and playing favourites that makes him as dirty – or dirtier – than most of the inmates. He has been the source of deaths, beatings, illegal confiscations and all manner of horrible practices that make him the devil in uniform to the population of the prison.

He approaches the characters with a 'request'; dig up a few good targets for 'random' drug and contraband searches so he can look good for the warden and he will let the characters get away with nearly anything for a whole month.

Referee's Information

The characters only need to pass a Streetwise skill check at Effect 2 or higher in order to figure out who Travis should look into but to avoid getting caught handing over this information they will likely need to rely heavily on their Deception and Stealth skills.

Possible Outcomes

1d6 Result	Outcome
1–2	Sergeant Quince will be a solid – if not amoral – contact to have in the following month.
3–4	There are many whispers about the characters' involvement with the random searches.
5	As for previous and one of the inmates that was taken for additional sentencing because the search turned up drugs now has nothing to lose.
6	Sergeant Quince does not like owing anyone anything, making the characters just another loose end for him to see tied up.

577. VINCENT NORTH, SCOUNDREL WITH A HEART FOR GOLD

Criminal, Rogue

Required Skills: Computers, Sensors

Required Equipment: Access to a Networked Computer

Player's Information

Vincent North was a multi-millionaire before he was caught stealing government research grant money through his fake company and he has never lost the taste for the finer things in life. Expensive wine, fast vehicles and stunning women were always his modus operandi, something he cannot maintain in prison – but he can try. Over the months of his incarceration he has discovered where the staff keeps all of the personal effects of the inmates while they are jailed; specifically the jewellery and cash from their pockets.

He believes that if someone can use the prison computers to turn the remote cameras in that area a full 12 degrees each, he could slip in and grab a lot of expensive stuff to sell to the rest of the population. For their part in this, Vincent says he will give them 10%.

Referee's Information

In order to patch into the network of facility computer controls, the characters will need to pass a Computers skill check at Effect 5 or higher. If they can manage this, a simple Sensors skill check will allow the minor adjustment needed for Vincent to steal 2d6 x 1,000 Credits worth of merchandise.

Possible Outcomes

1d6 Result	Outcome
1–4	Vincent stuck to stealing stuff, from the bins, belonging to dead inmates – that way no one should ever come looking for it.
5	The individual storage boxes are locked and require one of the guards' keys to open quickly and quietly.
6	An internal technician discovers the computer hack, while Vincent is in the other room, regaining control over the cameras, almost immediately.

578. 'BLADEZ', HUNGRY MURDERER

Criminal, Drifter

Required Skills: Stealth

Required Equipment: Packaged Food

Player's Information

The unrepentant killer named 'Bladez' – a fitting title for someone known for cutting his victims into tiny chunks – has been in solitary confinement since he last got into a conflict with someone and plunged a salad fork into his jugular. He has another six days in solitude but he was able to get a message out to the characters (for whatever reason). The message says that Bladez is not being fed regularly by his guards and that he needs someone to slip him something to eat. If they can keep it up until he is released back into the general populace, Bladez promises to never raise a knife to any of them.

Referee's Information

Depending on how many meals the characters want to try and smuggle to Bladez will determine how many successful Stealth checks at Effect 2 or higher are required to do so without getting caught.

Possible Outcomes

1d6 Result	Outcome
1–2	The guards do not really care about the characters bringing Bladez food; they just do not want it on <i>their</i> conscience to be the ones fuelling the killing machine.
3–4	Bladez is grateful for the characters' help and will make an awkward and somewhat terrifying ally at the facility.
5	Bladez has no intention of hurting the characters but he sure does not care at all for them either.
6	Bladez hates the fact that the characters saw him being so weak; he must rectify this as soon as he can.

579. PACO, PAIN IS THE ONLY WAY

Criminal

Required Skills: Medic

Required Equipment: Something Sharp, Hooked or Hot

Player's Information

Paco is a strange alien creature that was deposited into the prison system after being arrested for smashing the glass out of a government office in a fit of rage. He claims to have some kind of inner demon that can only be quieted by his feeling pain. At first he was able to do it himself but the 'demon' has grown in appetite and Paco has to have others hurt him now. He explains this to the characters and asks them to meet him in his cell with something to really hurt him with.

If they will do this, they will have made a friend out of Paco and acquired a resource that might be needed at some point.

Referee's Information

The characters will not need any skill to hurt Paco as deeply as he demands but the occasional application of the Medic skill will be helpful to keep him from *dying*.

Possible Outcomes

1d6 Result	Outcome
1–4	Paco's 'demon' is sent back into hibernation and he is ecstatic; offering to serve the characters in any way for as long as this sleep lasts.
5	Paco's 'demon' is a dangerous second personality that must be sated before his alien biology reacts by growing claws, fangs and an appetite for destruction!
6	Paco is wrong; the 'demon' is not put to rest through pain...it is released instead!

580. SWEETNESS OLSON, LOOKING FOR A SPECIAL SCORE

Criminal, Merchant

Required Skills: Stealth

Required Equipment: Access to the Medic Offices

Player's Information

A former trader that plied the space lanes in a huge mercantile cruiser, Sweetness Olson had sampled drugs and other chemical libations from around the galaxy but he never realised that one day an actual craving for one of them would come back to haunt him. Now a prisoner within the facility, he caught a whiff of an old memory that churned up some powerful withdrawals in him. Now he needs that special substance, just a taste, or he is going to lose his mind. He tells the characters what he wants and says he as 1,000 Credits for the man who gets it for him...

...but where are they going to get a raw human adrenal gland?

Referee's Information

The characters will not only have access to the medical storage areas in the facility but they will need at least one Stealth skill check to get in and out with what Sweetness claims to need. Of course, they could always get it another way...

Possible Outcomes

1d6 Result	Outcome
1–2	Sweetness is able to get over his craving using moonshine and herbal drugs before the characters get back. He still pays them for their work but asks them to keep the gland for him – just in case.
3–4	The medical staff is not going to be happy about their missing gland. Medical patrols will increase dramatically.
5	The gland is not a typical human organ. It has been genetically altered for scientific research.
6	As for previous but it will have a tremendous effect on Sweetness – like pouring steroids into his adrenal system and turning his rage up to full volume.

581. NIGEL THE ICEMAN, ONE LAST DAWN

Agent, Criminal, Mercenary

Required Skills: Melee (Blade)

Required Equipment: None

Player's Information

Nigel the Iceman is a notorious sword-for-hire that worked for several organised crime syndicates, street gangs and corporate villains in his long and prestigious career before getting caught 10 years ago. The last two years have not been kind to Nigel, as he has contracted a terribly invasive bacterial infection that has been painfully killing him slowly since it began. Now he knows the end is not far off but he does not want to die because of the disease. He wants the characters to meet him in private just after sunrise, where he will give them an exquisite dagger he used to finish dozens of targets – which he wants them to use upon him.

Referee's Information

Killing Nigel will be easy, as he is not fighting back or even resisting. Keeping an advanced-science fractal blade from the guards after the deed is done...that is a different story.

Possible Outcomes

1d6 Result	Outcome
1–4	Nigel's 'murder' goes unsolved and uncared for by the prison staff; he was just another killer who got what he deserved as far as they are concerned.
5	As previous but one of Nigel's former employers is an inmate at the prison and he is not going to let the matter drop. He 'owes Nigel that much'.
6	The guards go on red alert and begin searching for the 'murder' weapon – which Nigel gave to the characters!

582. CONSTANCE YOUNG, POSTMAN NEEDED

Civilian

Required Skills: Investigate

Required Equipment: None

Player's Information

Called to the visitor's area out of the blue, the characters meet with an attractive woman in her early thirties calling herself Constance Young. It seems that Constance has tracked down her father's whereabouts to this prison but she does not know his name – only a few striking features. She has a letter for him and 500 Credits for the characters if they will seek him out and deliver it.

Referee's Information

The characters will need to look around the inmate population to find Constance's father, requiring them to pass an Investigate skill check with Effect 2 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	Father and daughter will be united for the first time. The inmate in question counts the characters as his closest friends for their help.
3–4	Constance's father is an inmate but he does not seem too interested in what the letter has to say.
5	Constance is actually a noble spy trying to find where a specific enemy of the family has gone off to.
6	As for previous but the letter's ink is actually a powerful toxin that melts into skin with lengthy handling once opened.

583. WILHELM SALVATORINE, SPEAKER FOR THE DECEASED

Civilian, Merchant

Required Skills: Investigate, Streetwise

Required Equipment: None

Player's Information

After a prominent member of the convict population passes away, his estate's trust hires a professional speaker to say good things about him at the wake. This speaker, a well-spoken man named Wilhelm Salvatorine, has no idea what he should say about the deceased. He contacts the characters and asks them to give him at least five facts about the dead man, paying 50 Credits for each one they come up with.

Referee's Information

To learn something for Wilhelm to speak about, the characters must earn an Effect 2 on either Investigate or Streetwise skill checks, or a combination of the two. Every two points earns one fact.

Possible Outcomes

1d6 Result	Outcome
1–4	The deceased was well-liked and asking about him will not anger anyone.
5	One of the deceased's enemies speaks up and gives the characters bad information.
6	As for previous but speaking this 'fact' aloud will get Wilhelm knifed in a hallway.

584. ANONYMOUS JOHN, THE PRISONER THAT DOES NOT EXIST

Drifter

Required Skills: Computers, Stealth

Required Equipment: None

Player's Information

Answering to 'John', this prisoner has managed to erase himself off the logbooks, counts and paperwork of the prison system. He lives in the boiler room, far away from prying eyes and only a few people know he even exists. This has come under some scrutiny however, as John is sure that a security camera caught him stealing supplies from the warehouse above. Taking a chance by revealing himself to them, John asks the characters to sneak into the security office, hack the computer there and erase the footage from that moment. If they can do this, he will show them ways to get around the facility utterly unseen.

Referee's Information

Getting into the security office when no one is there will require a Stealth skill check at Effect 4 or higher but erasing any images of John on the computer records will take a Computers skill check at Effect 2.

Possible Outcomes

1d6 Result	Outcome
1–2	There are no images of John on the record; he was just being paranoid again.
3–4	Security is lax on the day the characters come, helping their activities stay unnoticed.
5	The characters find a much larger file on John than they were expecting, with images and tracking records going back years.
6	As for previous but the file is named 'Experiment: Spectre'.

585. JEREMY HORACE, THE INNOCENT INMATE

Civilian

Required Skills: Advocate, Computers

Required Equipment: None

Player's Information

Jeremy Horace was transferred to the facility almost two months ago, having been convicted of two brutal assaults on young women. Like so many others in the prison, he claims he is completely innocent and prays openly for an overturning of his sentence. As the hard-time inmates close in on the 'fresh meat' like sharks with blood in the water, Jeremy needs someone to move things along with his appeal. He pledges to the characters that he will do *anything* on the outside for them if they will find the legal loopholes and fill out the paperwork on his behalf.

Referee's Information

Helping Jeremy will require the characters to pass a Computers skill check to get all of the files in order but an Effect 4 Advocate skill check will result in a proper appeal running through the system – perhaps even freeing Jeremy!

Possible Outcomes

1d6 Result	Outcome
1	The characters' efforts strike home with the governing agency and Jeremy is given a full pardon!
2–4	Jeremy is placed back into the appeals system, leaving his future up to his legal advocacy and the magistrates.
5	There is no real evidence to be found for an appeal. Jeremy is stuck serving out his 12 year sentence.
6	The characters uncover evidence of a <i>third</i> crime – to which Jeremy is attached immediately!

586. MASTEK AD'RAAN, THE CONFESSED MONK

Agent, Criminal

Required Skills: Athletics (all), Melee (Unarmed)

Required Equipment: None

Player's Information

Confessing to a string of heinous crimes against the cybernetics industry, Mastek Ad'Raen is a mysterious man that claims to follow a body-strengthening regime taught to him by an advanced alien monastic order. Choosing to pass his teachings on to the worthy while imprisoned, Mastek can tutor anyone willing and able to put their bodies through intense hardships. The cost in pain and exhaustion are high but the rewards could be tremendous – if Mastek is to be believed.

Referee's Information

If the characters want to qualify for Mastek's teachings, they must pass a check each of the non-flight Athletics skills with an Effect of 3 or more. If they are successful, the year-long tutelage will require many more Athletics checks and Melee (Unarmed) checks.

Possible Outcomes

1d6 Result	Outcome
1–2	Mastek's teachings are truly something wondrous. Those who pass his class can count themselves as hardened, living weapons.
3–4	There is a lot for the characters to learn in Mastek's classes but nothing they could not learn in any common martial art.
5	Mastek is a liar; his teachings are nothing but a way for him to create an anti-establishment movement within the facility.
6	As for previous but his goal is to take over the facility and create his own headquarters.

587. CERINA VALE, THE LUSTFUL GUARD

Agent

Required Skills: Recon

Required Equipment: None

Player's Information

One of the only female guards on the facility staff, Cerina Vale has only worked here for a few months. Now she knows why female guards are so scarce. Surrounded by hundreds of men, some charismatic and charming, others sadistic and cruel, means being a woman is more powerful than any gun or blade. She enjoys this power over the men but finding private places has become annoying and tiresome. Cerina asks the characters to play lookout for her and her current beau, in exchange for some extra leniency whenever she is on shift.

Referee's Information

To look out for Cerina while she has her 'date', the characters must pass a Recon skill check. For every point of Effect below 2 (including negatives) a guard or prisoner will know what is going on behind those closed doors.

Possible Outcomes

1d6 Result	Outcome
1–4	Cerina has a very good time and will be counting on the characters' discretion more in the future.
5	One of the only other female guards finds out about Cerina and makes it her ultimate goal to get her fired and the characters' punished for helping her.
6	When one of Cerina's dates turns up mysteriously dead, she shows her true colours and turns on the characters in a heartbeat.

588. STEVIE BRIGHTON, UNWANTED ATTENTION

Civilian, Criminal

Required Skills: Persuade (or Computers)

Required Equipment: None

Player's Information

A tiny little man who is in prison for computer fraud, Stevie Brighton has done an admirable job surrounding himself with friends within the inmate population. Not everyone is cowed by his allies however and a fearless sociopath named Bladez has taken an interest in Stevie's computer skills. Bladez is not known for good decision making, so Stevie wants the characters to intervene and steer the killer elsewhere. If they are successful, Stevie will electronically deposit 25,000 Credits in the account of the characters' choice.

Referee's Information

The characters can use their Persuade skill to get Bladez to look away from Stevie by succeeding with at least Effect 3. Alternatively, they could offer to do the computer work he needs instead. This will require an Effect 4 Computers skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Bladez will happily leave Stevie and the characters alone, turning his strange attentions elsewhere.
3–4	Stevie will do the work for Bladez if he has to, so long as the characters are around to protect him.
5	This was a ploy for Bladez to get close to Stevie and nothing else for a number of insidious reasons.
6	Stevie is on Bladez's kill list...there is no getting around it.

589. WHISTLER MANDRAKE, RACIST AND PROUD

Criminal, Rogue

Required Skills: Melee (Bludgeon)

Required Equipment: A Club or Baton

Player's Information

A hard-time criminal serving 30 years for anti-alien hostilities on his homeworld, Whistler Mandrake is a demented savage with only one goal – to cleanse the prison of alien life. He has a handful of followers that are loyal racists along with him but he is never afraid of making a public statement without them. A new alien inmate has moved into the cellblock and Whistler wants to show this 'thing' its place. Offering the characters some powerful drugs in exchange for their help, Whistler is trying to arrange a baton party for the newcomer.

Referee's Information

This is a simple activity requiring a few skill checks of the Melee (Bludgeon) skill, some kind of clubbing weapon and the ability to overlook right-versus-wrong.

Possible Outcomes

1d6 Result	Outcome
1–4	Whistler's message comes across loud and clear and the warden moves the alien to another cellblock immediately.
5	The alien is much more than it seems – it is a genetically modified soldier from its race and is very capable of defending itself.
6	The alien dies from internal injuries a few days after the event, putting the characters in a sensitive position where new charges are possible.

590. DOCTOR BONNER GARDE, IN NEED OF VOLUNTEERS

Scholar, Scientist

Required Skills: Medic

Required Equipment: A Non-Violent Record for at least One Year

Player's Information

Bonner Garde is the leading medical doctor for the facility and he is in charge of all surgical procedures and higher medical practices. He only comes out to the prison a few times a week, meaning that some days are much busier than others. An accident in the kitchen has overbooked the surgical ward and Bonner needs help from trustworthy inmates. Any character that qualifies for temporary help in the ward can earn 250 Credits a patient.

Referee's Information

To help with surgery the characters must pass a Medic skill check; helping one patient for every two points of Effect gained.

Possible Outcomes

1d6 Result	Outcome
1–2	Doctor Garde puts forth a recommendation to the warden for double-time served on behalf of the characters for all their hard work.
3–4	It is a gruelling day of dealing with burns and skin grafts but it is better than dealing with common prison life.
5	One of the patients the characters get to work with is a member of a powerful cellblock gang.
6	As for previous but when he dies from an infection a day later, the rest of the gang is not pleased.

591. PAUL RANGEL, A FAMILIAR FACE FOR MANY

Agent, Criminal, Rogue

Required Skills: None

Required Equipment: None

Player's Information

Paul Rangel, formerly *Sheriff* Rangel, has been to the prison dozens of times – this time is the first as a prisoner. He was arrested for firing on an unarmed suspect and is now serving 20 years surrounded by many of the scum he put there. Any law enforcement agent in prison knows the dangerous predicament they are in, so they must find protection...and fast. Not having arrested any of them, Paul turns to the characters to be his shield against his past, offering to teach them anything he can from his days as a cop in return for their friendship.

Referee's Information

It does not inherently require any skill checks to be on Paul's side in his first few months of jail time but as his old collars start to come out of the woodwork to get at him they will surely need a variety of skills!

Possible Outcomes

1d6 Result	Outcome
1–4	The characters are good deterrents from too many of Paul's past arrests and he will make for a very good friend to them.
5	One of the characters' prisoner allies is one of Paul's former arrests; this will cause problems for everyone involved.
6	Paul's greatest arrest – the homicidal maniac known as Killjoy – is an inmate here...and he could not be happier about the sheriff's arrival.

592. WESLEY GILBERT, TWO DAYS FROM RETIREMENT

Agent, Civilian

Required Skills: Recon, Streetwise

Required Equipment: None

Player's Information

A guard that has worked at the facility for nearly 35 years, Wesley Gilbert is just two days away from his retirement with full pension. He has made a lot of friends on both sides of the bars but he has also made a few enemies over the years. Counting the characters as friends, he asks them to just keep an eye out for him in these last days and he will go off to his retirement safe and happy. Having an experienced correctional offer as a friend is never a bad thing, especially one as well-liked as Wesley!

Referee's Information

Looking out for Wesley in the last two days of his career requires a total of 8 Effect acquired between the characters' Recon and Streetwise skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	A going away party is thrown for Wesley and the characters are all invited. This will look very good on the characters' records with the warden and the chief of security.
3–4	Wesley has two normal days on the job; nothing out of the ordinary for a prison.
5	One of Wesley's only enemies will make a run at him as soon as he finds out he only has two days left to do so.
6	As for previous but this enemy is former military, heavily augmented and has not been taking his inhibitor meds for <i>weeks</i> .

593. KNOX HARPER, THROWING A PARTY

Criminal, Entertainer

Required Skills: Carouse

Required Equipment: None

Player's Information

Once a big time movie producer, Knox Harper ended up in prison after one of his actresses mysteriously died on the set. Now he makes friends and influences people within the prison system; primarily through his charming smile and seemingly endless bank account. Knox has bribed off the night watch guards and is throwing a little party for his favourite two crime lords living on his cellblock and wants to populate it with neutral faces that will not be threatening to them. They have to have a good time though, so Knox asks the characters to come out and party with him – all on his Credits!

Referee's Information

The characters do not *have* to have fun at the party but they can actually make many good friends with a Carouse skill check. If they get Effect 1 they can count one of the partygoers as a Contact. Effect 2 will turn that person into an Ally. Effect 3 will additionally acquire one of the crime lords into a Contact. Effect 4 will turn him into an Ally. Effect 5 also turns the other crime lord also into a Contact but Effect 6 will make him an Ally as well.

Possible Outcomes

1d6 Result	Outcome
1–4	The party is a success, as Knox's generally are, and the characters are there to be witness to it.
5	The two crime lords are currently at odds with one another and there is a lot of tension in the air between their agents.
6	As for previous but violence will occur and it will not be pretty.

594. THREE-CHOP TERLO, A REAL MONSTER

Criminal, Rogue

Required Skills: Medic

Required Equipment: Basic Medical Tools (Or a Sewing Kit)

Player's Information

One of the most frightening inmates in the entire facility is a two-point-three metre tall gene-spliced monstrosity called 'Three-Chop Terlo'. Terlo will never again see freedom for the sheer number of people that suffered under his cleaving axe-blade and the state even tried to execute him...*twice*. There is not a single inmate in the facility that wants to tangle with the massive behemoth of scarred muscle, so it seems out of place when he lumbers up to the characters and asks them to look at a cut he has on his back. He claims that he cannot reach it to 'staple it closed' and that he needs them to 'throw a few stitches in' for him. Helping a giant killing machine feel better...how could it be a bad thing?

Referee's Information

The characters will need to pass a Medic skill check at Effect 2 or higher to close Three-Chop's wound long enough for it to seal before their eyes into a new scar!

Possible Outcomes

1d6 Result	Outcome
1–2	Three-Chop becomes the characters' new friend; happy to have anyone who is not afraid of him to talk to, even if it is to tell tales of horror and bloodshed.
3–4	Three-Chop's pleasant smile he gives in thanks is going to haunt the characters' dreams for weeks.
5	Upon closer inspection, the characters will be patching up a rather deep knife wound that seemingly is not bothering Three-Chop <i>too</i> badly.
6	As for previous but the wound was definitely one inflicted in self-defence – meaning the characters are covering up evidence of Three-Chop's latest kill!

595. LOUIS FRANCO, KING OF THE BLOCK

Agent, Criminal, Noble

Required Skills: Investigate

Required Equipment: None

Player's Information

A powerful drug lord and criminal mastermind incarcerated three years ago for a variety of legal code infractions, Louis Franco did not lose a single ounce of his reputation, clout or power because of his move to prison. This is why it is so strange whenever someone tries to do something foolish concerning his belongings. Some short-sighted inmate has stolen some personal effects from Louis' cell and he wants to know who it was. He has 2,000 Credits and a future favour for the characters if they can find out who took his possessions.

Referee's Information

The characters can discover who took Louis' items with an Investigate skill check at Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The inmate responsible is a well-known junkie and snitch named Ray; no one will miss him.
5	Franco does not care about most of the possessions but there is a locket still missing that he says he will kill <i>anyone</i> to get it back.
6	As for previous but this locket is so important because it contains the only way for the government he actually works for to locate him.

596. ZANDER PURCELL, OFFICER ON DUTY

Agent

Required Skills: Carouse

Required Equipment: None

Player's Information

The correctional officer assigned to the evening shift of the characters' cellblock, Zander Purcell is a generally nice guy unless he has to be 'not nice'. Keeping the local guard happy with the inmates is a goal that every sane prisoner works towards, so having a laugh with Zander from time-to-time is always an excellent idea.

Referee's Information

As long as the characters succeed more than they fail in their Carouse skill checks on a weekly basis, they can count Zander as a Contact, if they can maintain a steady Effect 4 or higher on their checks they can count him as an Ally instead.

Possible Outcomes

1d6 Result	Outcome
1–4	Zander just wants his shifts to go by without incident, so he is happy to have some inmates make his job even easier.
5	One of the cellblock's residents wants to make an example out of Zander, forcing the characters to choose between inmate solidarity or protecting their new friend.
6	Zander is only getting close to the characters in order to use them on the inside to get information on other inmates.

597. ETHAN VON SCHRABER, CELEBRITY INMATE

Criminal, Entertainer

Required Skills: Melee (any), Recon

Required Equipment: Any Melee Weapon

Player's Information

Ethan Von Schraber has been serving two years for his evasion of orbital tariffs but he is far better known for his command of vocal symphony. Ethan is a famous classical singer with dozens of released albums through his solo career or in larger orchestral bands. One of his more rabid fans is also a prisoner here at the facility, constantly stalking him for 'private lessons' or 'just one song'. Ethan is not pleased and has asked the characters if they would keep a look out for this annoying fan and physically remind him that this is a prison, not a theatre. When the fan stops coming around, Ethan has 1,000 Credits for the characters.

Referee's Information

The characters will need to pass at least one Recon skill check to intercept the fan and then apply uses of the Melee skill as needed to dissuade him from bothering Ethan anymore.

Possible Outcomes

1d6 Result	Outcome
1–2	It will not even require physical conflict to turn the fan away; he merely needed to point out as bothering his musical idol.
3–4	One brutal reminder will be all it takes to stop the fan coming around.
5	Every few weeks or so the fan will need to be assaulted again for Ethan to find peace.
6	The fan takes the rejection very poorly; turning rabid love to homicidal rage.

598. DALE SIROCCO, WAITING TO DIE

Civilian, Criminal

Required Skills: Carouse, Persuade

Required Equipment: None

Player's Information

An inmate unfortunately diagnosed with an incurable illness that doctors give three to five months to live, Dale Sirocco will never see his first parole hearing – let alone freedom. Word has spread that all he wants to do is enjoy his last days but he is too depressed to ask. The characters can approach him and try to make his last months good ones out of the goodness of their hearts, or they could be interested in his rumoured stockpile of pharmaceutical pain medications.

Referee's Information

Convincing Dale to open up and spend time with the characters will require a Persuade skill check, the Effect of which equalling the number of Carouse skill checks the characters can make with Dale in order to brighten things a little for him.

Possible Outcomes

1d6 Result	Outcome
1	A breakthrough in medical science finds a cure for Dale; he will never forget the characters' attempts at making things better for him.
2–4	Dale will live seven and a half months beyond first expectations, possibly due to his willingness to fight and enjoy the characters' company.
5	Dale will live only two months, dying suddenly in his sleep one evening.
6	As for previous but this is due to a paranoid germ phobic that cuts his throat out of fear of infection.

599. HOLT MANDERSON, LOST HIS MARBLES

Criminal, Drifter

Required Skills: Investigate

Required Equipment: None

Player's Information

Sometimes called 'the Toyman' by other inmates, Holt Manderson is mentally deranged into a childlike state. He surrounds himself with games, toys and other objects of youth in order to separate himself from the horrors of prison life. He surprises the characters when he approaches them sniffing like he had been crying, claiming that someone had taken his bag of marbles. If they help Holt find them, he will let them have 'his favourite one'.

Referee's Information

The characters can pass an Investigate skill check at Effect 3 or higher to locate the marbles and see what happened to them.

Possible Outcomes

1d6 Result	Outcome
1–2	The bag of marbles slid under a heavy grate in the commons area. Holt gives the characters his favourite marble when they return the bag – discovering that these 'marbles' are actually rare tumbled gemstones!
3–4	A fellow prisoner discovered Holt's marbles were actually gemstones and lifted the whole bag. The characters will need to <i>deal</i> with him somehow to get them back.
5	As 3–4 but the prisoner is willing to split the bag with the characters if they do not tell Holt.
6	As 3–4 but the prisoner owes someone a lot of money and will kill to keep these gems.

600. SAMSON URLER, THE WARDEN'S FAVOURITE

Criminal, Noble

Required Skills: Deception, Persuade

Required Equipment: None

Player's Information

Samson Urler, a prisoner serving 15 years for the theft of a government vehicle, has been a model prisoner since day one and is well-known as the only inmate to be trusted to work within the warden's offices as his clerk. One late evening he is attacked and forced to defend himself; the attacker is killed. Shortly after the incident Samson comes to the characters with a plea. He cannot admit to the deed, self-defence or not, as he will surely lose his position in the offices. If the characters will confess to the killing instead of him, he will be their greatest ally within the administrative offices.

Referee's Information

The characters will need to convince the guards and staff that they did the crime before they can try to explain it was self-defence. This first needs a Deception skill check at Effect 1. Once this is done they can then try to talk their way out of a murder charge through an Effect 4 Persuade check.

Possible Outcomes

1d6 Result	Outcome
1–4	Samson convinces the warden that the characters were defending themselves and that the attacker was a troublemaker – getting the charges dismissed.
5	There will be a full trial for the dead attacker, possibly adding time to the characters' sentence.
6	As for previous but the attacker unfortunately was a night-shift correctional officer!

601. DESMOND POEHLER, THE BODY MECHANIC

Criminal, Scientist

Required Skills: Athletics (Endurance), Medic

Required Equipment: Medical Kit (TL12+), Pain Medication

Player's Information

A popular inmate at the facility, Desmond Poehler is a self-acclaimed 'mechanic' of the living physical form. He knows how to craft, keep and utilise chemical and protein adjusters with the simplest of tools in order to make any living things tougher, faster and stronger. As that this sort of unlicensed augmentative science is exactly what earned him nine years in prison, there is always some danger when dealing with him. The characters could seek him out for some adjusting, if they are willing to take that risk.

Referee's Information

Receiving any kind of physical augmentation from Poehler requires an Athletics (Endurance) skill check with no less than Effect 4 to withstand the entire process – which is terribly painful and exhausting down to the bone. Once the initial treatment is performed, they will then need multiple Medic skill checks to maintain the augmentation until it becomes permanent; a time that could be several months.

Possible Outcomes

1d6 Result	Outcome
1–2	The augmentation is a complete success and Desmond enhances all of the recipients' physical Characteristics.
3–4	The recipients of the augmentation see some results in strength and speed after several weeks of treatments.
5	As for previous but side-effects include mood swings, hot rages and almost bestial nail and hair growth.
6	There is no effect – other than pain and anguish.

602. JACK HENLEY JR., MISTAKES HAVE BEEN MADE...

Criminal, Merchant, Rogue

Required Skills: Melee (any), Stealth

Required Equipment: A Melee Weapon

Player's Information

Jack Henley Jr. is an inmate at the facility who has mostly kept his nose clean and his record from being too spotted with trouble but no one is immune from trouble finding them. It seems that a profit-minded prisoner has confronted Jack with blackmail concerning his ongoing social relationship with a guard. Jack is a nice man – but not one to be crossed in such a way. He comes to the characters with an offer; kill the blackmailer and hide his body in order to earn 10,000 Credits in tucked away cash.

Referee's Information

The characters will need both a decent Melee and Stealth skill rating to stalk, kill and hide the inmate blackmailing Jack.

Possible Outcomes

1d6 Result	Outcome
1–4	No one will miss the inmate in question; he has caused a lot of powerful people a lot of problems in the past.
5	The blackmailer is a popular inmate with one of the gangs.
6	The blackmailer is working on behalf of a crime syndicate leader, meaning this will not end with the first blackmailer.

603. ROOK, THE MASTERMIND

Criminal, Noble

Required Skills: Comms

Required Equipment: Basic Electronics Kit (TL 6+)

Player's Information

The prisoner called Rook is a true puppeteer of his fellow criminals. He pulls strings from every angle in order to put together grandiose schemes that baffle the authorities and are truly greater than the sum of their parts. For their part in his next plot, Rook will give the characters 5,000 Credits if they fill the inter-block communications system with static exactly 13 minutes after sunrise for seven minutes. No other information is offered – or given.

Referee's Information

It will take a Comms skill check of Effect 3 or higher to do as they are told; completely unaware what they are a part of.

Possible Outcomes

1d6 Result	Outcome
1–2	The guards are far too occupied with a fire that erupted in the file storage area to think about a communications blackout.
3–4	Rook is pleased after the characters do their part; seemingly successful in whatever he was up to.
5	Three inmates are found dead; burned alive in the file storage racks of the facility warehouse.
6	As for previous but there is a fourth and unidentified body found in the wreckage – neither inmate nor guard, it seems.

604. HOOPER SALUSMAN, INFECTED...AND LOVING IT

Criminal, Drifter, Rogue

Required Skills: Admin, Advocate

Required Equipment: Access to Legal Records

Player's Information

A sick and twisted inmate responsible for three dead teenagers on his homeworld, Hooper Salusman received a strange package in the mail from a mysterious benefactor a week ago. It contained a fungal lifeform that has attached itself to Hooper upon opening it. The fungus has become a strange, feathery skin upon his hands that can absorb energy and transfer it to Hooper in a euphoric rush. The medical staff are about to quarantine him but he has turned to the characters to work out a legal loophole to keep him in general population...where he can continue to feed his addictive rush and the saprophyte creating it. If they can, he will give them all of his personal narcotic stash; as he feels that he no longer needs it.

Referee's Information

The characters will need to pass both an Admin and Advocate skill check at Effect 2 each in order to stay the quarantine for 14 more days; if Effect 5 is reached the stay can be indefinite.

Possible Outcomes

1d6 Result	Outcome
1–4	The fungus will eventually die out because of prison cleaning agents and purifiers in the air and water, leaving Hooper with withdrawals but otherwise unharmed.
5	Hooper dies nine days after getting infected with the fungus, his brain effectively pickling itself in dopamine.
6	As for previous but this is not until after the fungus erupted with tiny patches of spores in the commons area!

605. AARON DUSHANE, BRING THE WHOLE SYSTEM DOWN

Criminal, Mercenary

Required Skills: Explosives, Stealth

Required Equipment: None

Player's Information

Political activist, guerrilla warrior and multiple murderer, Aaron Dushane will never again breathe the air of freedom – so he has plans on punishing the prison system with wholesale slaughter and anarchy. Over the last few months he has acquired the chemicals needed to create a simple but powerful bomb capable of bringing down several floors of the facility. He has cleverly stored these chemicals in food containers that he will bring to the characters along with a computer passcode to a bank account weighing in at 225,000 Credits. All the characters have to do is mix the bomb and bring it back to him.

Referee's Information

Mixing the chemicals properly will require an Explosives skill check at Effect 3 or higher, a process that will also require two separate Stealth skill checks at Effect 2 or higher – one to mix in private and the other to deliver the bomb unseen.

Possible Outcomes

1d6 Result	Outcome
1–2	Aaron mails the bomb to an unpopulated storage facility outside the prison, making a statement by destroying millions of Credits' worth of security supplies and weapons.
3–4	The bomb is used to ruin an entire cellblock while the warden and the local governing officer are in the area of effect. Dozens are killed; over 100 wounded.
5	As for previous but the bomb is just a distraction for a much larger show of force in the mess hall – a chemical poisoning that claims hundreds.
6	As for previous but all of these events are just a cover for the real goal – Aaron's escape.

606. WALTER ATWOOD, THE CORPORATE SHADOW

Agent, Corporate

Required Skills: Recon, Steward, Streetwise

Required Equipment: None

Player's Information

The prison is sponsored by a powerful megacorporation and Walter Atwood is one of its field agents sent to the facility to make sure that everything is operating up to code and expectations. Seemingly picked at random, the characters are asked to serve as trustee guides and bodyguards to the company man while he tours the site. With Walter's approval, the characters will receive up to three months off their sentence for this helpful and essential duty.

Referee's Information

The characters will need to have at least access to the Steward skill at rating 1 to take good care of Atwood while in their care but they will also need to make repeated Recon and Streetwise skill checks to see or know about things to avoid while on the facility tour.

Possible Outcomes

1d6 Result	Outcome
1–4	The tour goes well enough to have Atwood back on his transport in 12 hours' time, hopefully with good things to say about the facility and the characters to his superiors.
5	A former employee of the megacorp knows Atwood through past company channels and will do everything in his power to see the visitor killed.
6	As for previous but the inmate in question believes that the company set him up and framed him into his sentence – he does not care if the characters get in the way or not.

607. CAIN SMYTHE, THE GREAT ESCAPE

Criminal, Rogue

Required Skills: Athletics (Coordination), Athletics (Endurance), Athletics (Strength), Mechanic, Sensors

Required Equipment: Crowbar, Wire Cutters

Player's Information

Cain Smythe is, on the surface, just another intergalactic bank robber serving a 30 year sentence. In reality he is the inmate who has three million stolen Credits waiting for him on the outside; which he will share with any inmate that he makes a part of his escape...

...which is happening tonight.

Referee's Information

There are a number of steps that are required in Cain's escape plan. First there has to be a Sensors skill check of Effect 3 or higher to disable the perimeter system. Then a Mechanic skill check must be passed at Effect 2 in order to open the power conduit tunnels under the facility. An Athletics (Strength) check is needed to pry open the foundation wall, Athletics (Coordination) to shimmy up the cabling outside and finally an Athletics (Endurance) skill check to survive the exhaust and ozone emanations from the port vent used to make good the escape.

Possible Outcomes

1d6 Result	Outcome
1-2	Cain is utterly honest and has just over three million Credits stashed outside the facility in a hidden transport left by his allies. He will gladly split it with the characters – if everything goes as planned.
3-4	The alarms go off just as the escape begins, making things difficult but not impossible.
5	Secondary security systems that Cain did not plan for are activated, causing the whole escapee group to re-think their plan each step along the way.
6	An inmate, Ray, told the guards about the pending escape and all patrols are doubled, stationed with watchdogs and armed with powerful ranged stunners.

608. JASON KAVANAUGH, NEEDFUL WARDEN

Agent, Army, Noble

Required Skills: Computers

Required Equipment: A Record of Computer Use or Hacking

Player's Information

The warden of the facility, Jason Kavanaugh, has just been targeted by a devastating computer virus that is slowly infecting and taking over all automated systems within the prison. The initial infection claimed that it would kill everyone in the facility if *all* the prisoners were not set free by dawn. Understandably unable to do this, the warden has called upon the characters to help eliminate the virus or at least circumvent it long enough to evacuate the facility. If they are successful the warden claims he will pull some strings and arrange for a full pardon.

Referee's Information

The virus taking over the network in the facility is a self-replicating advanced code that will defeat most firewalls in seconds. The characters will need to pass three individual Computers skill checks in a specific order to first sedate, segregate and eliminate the virus program. This will need checks with Effect 3, 5 and 6 respectively.

Possible Outcomes

1d6 Result	Outcome
1–2	The virus never runs its full course. It was a very elaborate prank meant to scare the warden and staff and get media attention.
3–4	The virus will lock all doors, seal all venting and begin siphoning out oxygen levels in seven hours, seriously threatening the prison population.
5	Erasing safety protocols on generators, filtration systems and chemical recycling infusers, the virus will flood the prison's lower levels with deadly toxins at dawn.
6	The virus does the worst thing possible to a prison at dawn – it locks the doors to the outside...but opens <i>all</i> others.



ROYAL ENCOUNTERS

ROYAL ENCOUNTERS

This chapter is written to focus upon Patrons found within the multi-layered system of noble families and royal governments that are at the top of the political and social food chains of much of known space. They often need people to do their dirty work, which falls soundly into the hands of the characters.

609. JULIAN ZHEMMER, PRIVATE TRAVELLER

Noble

Required Skills: Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

Julian Zhemmer is a rich noble looking for a quick ride out to his family's lunar estate. He will happily pay the characters 5,000 Credits to do this but they have to leave in the next two hours. Every minute the take-off is delayed, he subtracts 1,000 Credits.

Referee's Information

Taking off in short order requires the characters to pass a Pilot skill check at Effect 2 to ignore normal orbital windows and make the trip anyway.

Possible Outcomes

1d6 Result	Outcome
1–4	Zhemmer's estate is well guarded and close by; a short and safe trip.
5	Zhemmer is fleeing the planet from business associates, hence the urgency in which he must leave.
6	As for previous but the associates are unwilling to let him go easily – as he just bought their company and fired all of them!

610. BENJI KING, SON OF THE EMPIRE

Civilian, Noble

Required Skills: Carouse

Required Equipment: Passage on a Spaceliner

Player's Information

Benji King, heir to the King hydrogen farming industry, has the seat next to one of the characters on a trans-system spaceliner headed toward one of his family's holdings. He is not excited about having to spend time with his stodgy uncle, so he wants to enjoy the flight as much as possible. He offers to pay for everything for the characters, so long as they tell him stories and play with him for the three-day journey.

Referee's Information

Having fun with Benji King requires the characters to take three separate Carouse skill checks. If they pass more than they fail, they can count him as a Contact in the future. If they pass all three checks with Effect 3 or higher, they can count him as an Ally instead.

Possible Outcomes

1d6 Result	Outcome
1–2	The trip is actually a lot of fun for the characters; Benji is a good kid and not at all the spoiled brat one would think of a multi-billion Credit inheritor.
3–4	Benji has the attitude of a trust fund baby but he indeed pays for <i>anything</i> the characters need during the trip.
5	Benji's professional bodyguard is not terribly likeable and he especially does not like the characters very much.
6	Kidnappers will make a move on Benji during this trip, leaving the characters and his bodyguard to protect the boy.

611. TOBIAS RANCINE, FRANTIC BUYER

Merchant, Noble

Required Skills: Broker

Required Equipment: None

Player's Information

Account manager for the family business, Tobias Rancine is overbooked and overworked on this trip and needs to relegate one of his easier meetings to the characters. Giving them a paychip worth 250,000 Credits, he asks them to arrange for the purchase of two personalised grav belts for his employer. They can, of course, keep the change if they can negotiate a better price.

Referee's Information

Each personalised grav belt normally costs 125,000 Credits on the market. For every point of Effect on a Broker skill check, the characters can reduce the cost of each belt by 1,500 Credits.

Possible Outcomes

1d6 Result	Outcome
1–4	The deal is perfectly legal and runs normally; all prices are standard and the negotiator is cordial about dealing with 'proxies'.
5	The grav belt manufacturer is not happy with having to deal with the characters, refusing to budge more than 2,000 Credits off each belt.
6	The negotiation was a ploy to ambush and hold Tobias hostage. The kidnappers do not know the characters are not him, so they continue with the plan.

612. ESTHER TIBBINGTON, THE LOYAL CHAUFFEUR

Agent, Civilian

Required Skills: Drive (Wheeled)

Required Equipment: No Local Criminal Record

Player's Information

Esther Tibbington has served as the Plaer family driver for nearly a decade without missing so much as an afternoon unplanned but her son has been in a terrible accident and she has no choice but to go to the hospital. Believing that the characters can be trusted by their clean legal records, Esther hands the keys to the luxury ground car and an evening itinerary to the characters. She implies that the tips are well worth the trouble and they should be prepared to have polite conversation.

Referee's Information

The characters will need to pass a single Drive (Wheeled) skill check to show their competence on the city streets, avoiding accidents and potential traffic troubles.

Possible Outcomes

1d6 Result	Outcome
1–2	When madam Plaer arrives at the car she cancels her entire itinerary due to a migraine; she hands the characters 500 Credits and asks them to take her home.
3–4	It will be a long evening of back and forth between social events but the characters will make 300 Credits in tips from the passengers.
5	Unexpected traffic delays the entire itinerary by 10 minutes and the characters only make 100 Credits in tips.
6	Young Melissa Plaer tells the driving character to pull over and tries to seduce him – going so far as to threaten telling her notoriously overprotective father about the illicit affair if it does not actually happen.

613. SCARLETT PENN, MEDIA ORGANISER

Agent, Entertainer, Noble

Required Skills: Athletics (Coordination)

Required Equipment: None

Player's Information

In charge of all the family's media exposure and press releases, Scarlett Penn is a busybody who rarely has time to say anything twice – meaning that the turnover rate in her employees is very high. After firing her camera crew for the second time on this important event, she offers the characters 2,000 Credits to 'stand in your place and hold the camera still until I tell you to stop'.

Referee's Information

The camera rigs are mostly automated and controlled by a central hub but the characters will need to hold their rig steady with an Athletics (Coordination) skill check of Effect 1 or higher to avoid bad footage and being fired by Scarlett.

Possible Outcomes

1d6 Result	Outcome
1–4	The event is a family wedding and everyone is too happy to care who the characters are, inviting them to join the reception festivities once the ceremony is complete.
5	The event is a political gathering between two families and any mistakes made by the characters could cost hundreds of thousands of off-world employees to lose their jobs.
6	Scarlett needs good footage of the family event only because she knows that there will be an assassination attempt on the patriarch's life.

614. MERCADO DARING, EXTRA PROTECTION WANTED

Agent, Mercenary

Required Skills: Recon (possibly combat skills)

Required Equipment: Civilian-styled Armour

Player's Information

Mercado Daring runs a professional bodyguard agency that specialises in high-profile clients but he frequently works for the same families over and over again. He is exceptionally well paid and knows when he must spend a little extra to keep a client safe and happy – like now. Mercado approaches the characters with a contract stating that they will earn 6,000 Credits each to serve as multi-shift bodyguard/security for an unnamed nobleman for two working days. This amount is doubled if an attack takes place and the client is unharmed.

Referee's Information

The characters will be able to keep their eyes open for trouble if they pass a single Recon skill check at Effect 2 or higher each day. Depending on the Outcome of the event they may need to use their combat skills to overcome any threats.

Possible Outcomes

1d6 Result	Outcome
1–2	The client is a nameless noble that never says word one to the characters but thankfully also never gets into any trouble.
3–4	The client is a big name in a royal bloodline that attracts a lot of bystanders but nothing that a few stern glances cannot keep in check.
5	The client is an alien ambassador to a royal family, causing some humanist guerrillas to make an attempt on his motorcade.
6	As for previous but the attack comes from one of Mercado's own men instead of the crowd!

615. COLUMBO FOLANARI, HOUSE CHEF

Civilian, Scholar

Required Skills: Steward

Required Equipment: None

Player's Information

The man responsible for the gourmet dinners at all the family's gala events, chef Columbo Folanari is a true master of his craft. When he plans a meal it comes in multiple courses, waves of scrumptious delight that assault the taste buds like an army of amazing dishes. He has a big event planned and needs some additional table servers for the 'Venusian style' banquet, which the characters might be perfect for. If they have the skills to perform the duty, he will pay them 5,000 Credits for six hours of their time and a signature on a non-disclosure agreement concerning whatever they might see or hear.

Referee's Information

The characters do not *need* to perform any skill checks to work the evening at the banquet but they must possess the Steward skill at level 1 to pass the initial services check with chef Folanari.

Possible Outcomes

1d6 Result	Outcome
1–4	The banquet is hard work but good fun and the characters get an amazing meal out of the deal.
5	There is a lot of politics being talked about at the dinner table, some of which seems more than a little underhanded and shady.
6	Columbo was recently wronged by one of the evening's guest – who will find their individual dish poisoned and unknowingly delivered to the table by one of the characters!

616. MELISSA PLAER, IN JUST A LITTLE TROUBLE

Noble, Rogue

Required Skills: Persuade

Required Equipment: Money for a Bribe

Player's Information

Nineteen years old and full of adolescent rebellion, Melissa Plaer has managed to get herself arrested for shoplifting at a local commerce centre – despite carrying 10 times the money she would have needed to pay for the items. For whatever reason she chose to call the characters to come and help her instead of her parents, telling them how the security staff will not let her go unless she pays them a huge bribe. If the characters can talk security down, Melissa says that she would be extremely grateful.

Referee's Information

Getting the security patrolmen to back off of their 10,000 Credit bribe amount requires a Persuade skill check. Each point of Effect reduces the amount required by 2,500 Credits, eliminating the bribe altogether at Effect 4.

Possible Outcomes

1d6 Result	Outcome
1–2	Melissa will pay whatever bribe the security guards want after the characters come to help her; she just wanted to see one of them in particular because of her crush upon him.
3–4	The Plaer family will not take kindly to Melissa ending up in any criminal record and the characters should be well aware of that.
5	Melissa was stealing to try and throw negative press at her family, which she blames for not giving her a chance at a 'normal' life.
6	One of the security guards thinks the characters are just as wealthy as Melissa, <i>doubling</i> the bribe needed as soon as they arrive.

617. KONG RAT'MAR, MINORITY LEADER

Army, Noble

Required Skills: Language (local tongue)

Required Equipment: None

Player's Information

The military and political leader of an alien race living on the world, Kong Rat'mar is well aware that his people are vastly outnumbered on the predominantly human planet. His people are far more physically powerful and aggressive than an average human, so he needs someone to translate his warning to the human population. For 1,000 Credits and an ornamental ambassadorial title, the characters can be those translators.

Referee's Information

The characters only need to be fluent in the local primary language to translate for Kong on a large scale, as he has learned just enough of the tongue to write what they will have to say on their press release.

Possible Outcomes

1d6 Result	Outcome
1–4	The message does the trick and the human population treat the Marites with the respect one would treat a dangerous animal. In six months' time the two cultures will mingle very well.
5	Much of the human population views the 'warning' as a threat and takes defensive measures.
6	As for previous but a full-scale race war is just a few weeks away from erupting between the humans and the Marites.

618. SAMUEL ORANG, LOOKING FOR THE PERFECT PET

Agent, Noble

Required Skills: Animals (Veterinary), Gun Combat (Slug Pistol), Investigate

Required Equipment: Tranquiliser-based Firearms

Player's Information

A worker for the noble family, Samuel Orang does pretty much whatever he is asked in order to earn his remarkably high annual salary. When the first son requests an exotic pet – Samuel goes to fetch it. Or rather, he pays others to fetch it for him. The characters are given a description of an animal, 10,000 Credits and a deadline in which to bring one back alive.

Referee's Information

Finding the elusive animal requires an Investigate skill check at Effect 4 or higher, shooting the tranquiliser darts into the beast needs successful Gun Combat attacks and ensuring that the beast is not over or under tranquilised will need an Effect 2 Animals (Veterinary) skill success.

Possible Outcomes

1d6 Result	Outcome
1–2	The animal is not used to dealing with humans and does little to avoid sedation or capture; it will make for a nice pet.
3–4	The animal is elusive and difficult to capture but worth hundreds of thousands of Credits to the right buyer – making it the nobleman's perfect gift.
5	The animal is dangerous and aggressive, which is why Samuel did not come after it himself.
6	As for previous but the beast is also extremely resistant to the tranquiliser, waking up before it can be fully caged by the characters!

619. 'MONTY', No QUESTIONS, PLEASE

Agent, Mercenary, Noble

Required Skills: Any Combat

Required Equipment: Necessary Weaponry

Player's Information

Approaching the characters with a simply request, 'Monty' is an anonymous hireling working for a very powerful noble bloodline. Monty needs the characters to kill, as far as they know, a random stranger found in a particular place at a specific time. If they agree, Monty will give them 50,000 Credits now and 50,000 Credits when the target is reported deceased.

Referee's Information

The characters will have to use whatever combat skill they wish in order to kill the target – if they even choose to accept the contract at all.

Possible Outcomes

1d6 Result	Outcome
1–2	The target is a petty gangland criminal trying to blackmail the family.
3–4	The target is a member of an opposing noble family with minimal protection; he has no idea he has been targeted.
5	The target is seemingly an innocent person only connected to the royal family through happenstance.
6	As for previous but the target's innocence is not in doubt – it is a random person that a rich noble wants to see if the characters will kill. A plaything and nothing more.

620. GEORGE MALTESE, STRANDED COUSIN

Drifter, Noble

Required Skills: Astrogation, Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

George Maltese is lost – very lost. He got onto the wrong passenger liner and ended up a full two sectors away from where he was supposed to be headed. Disconnected from his trust fund and caught utterly out of his element, George is desperate to return to the luxury of home. He has nothing to give the characters but a promise in exchange for a long trip home but he claims to be worth enough to pay them 250,000 Credits upon his return home.

Referee's Information

The characters will need to have access to a Jump-capable spacecraft and pass an Astrogation skill check at Effect 2 or higher to find a path back to George's homeworld. Although not necessarily required, Pilot skill checks may be called upon.

Possible Outcomes

1d6 Result	Outcome
1–4	George was not lying and is welcomed home with open arms; the money he spoke of is readily available.
5	George is welcomed home but his bank account is much smaller than he let on – about 10% of what he claimed he could spare!
6	George did not get on the wrong liner; his family paid the transport service to re-route him hopefully never to see him again.

621. AUTUMN OBRACAN, SEEKING AN HEIR

Noble, Rogue

Required Skills: Investigate, Streetwise

Required Equipment: None

Player's Information

When Autumn Obracan was young she went upon a rebellious excursion into the 'big city' and attached herself to a rough crowd of gangsters and criminals. She got pregnant and had a child with one of these thugs, leaving the infant son with a 'friend' and fleeing back into the fold of nobility. Now her husband has died, leaving her a huge sum of money that she wants to use to help her long lost child. She remembers the city area but nothing about the friend. Autumn will give the characters 50,000 Credits if they locate her child – now well into his twenties.

Referee's Information

Once the characters go to the city area where Autumn remembers leaving the baby, they must amass a total of Effect 12 on Investigate and Streetwise skill checks to locate her bastard child, Marv Kestle.

Possible Outcomes

1d6 Result	Outcome
1–2	Marv is happy to meet his real mother; he always knew he was born to do something special.
3–4	It takes some convincing but Marv is not against the idea of meeting his real mother and ask her questions about his family.
5	Marv died two years ago but he left behind a young son of his own in the foster system, Michael.
6	Marv wants to see his mother – so he can inflict all the pain he has suffered on her!

622. WULF CRANING, GETTING EVEN

Noble

Required Skills: Melee (Unarmed), possibly Stealth

Required Equipment: None

Player's Information

A member of a minor noble clan, Wulf Craning does not take ridicule well. He was recently the target of some public displays of harassment from a member of a bigger and more influential family, leaving him filled with rage and no good way of dealing with it. Not wanting to get into legal trouble, Wulf contacts someone who knows the characters and sets up a meeting. At this meeting he explains how he wants this person beaten publicly so everyone knows how 'weak' he is. For this service Wulf will pay 5,000 Credits.

Referee's Information

The characters will need to use their Melee (Unarmed) skill to perform the actual beating of the scrawny nobleman but a Stealth skill check might also be useful to get away without getting arrested.

Possible Outcomes

1d6 Result	Outcome
1–4	The nobleman in question, Taft Mantid, is not even liked by his own family or the local population. Few will care about his being assaulted.
5	Wulf did not mention that Taft has a sizable and skilled bodyguard with him at all times that the characters will need to deal with as well.
6	Taft's family has several of the local law enforcement agents on their payroll. This will prove very problematic for the characters – even if they slip away afterwards.

623. ROUTIER DUUN, RINGBEARER

Citizen, Nobility

Required Skills: None

Required Equipment: None

Player's Information

Routier is a servant in a noble family, the holder of the signet ring used to seal documents and letters and he rarely leaves his work behind when he travels. He almost missed his transport and grabbed the wrong ring from the case! He cannot go to any of the members of the family to get it for him, as they would turn it into a huge event. Instead, he will pay the characters 10,000 Credits to go to his quarters and acquire the ring to hand deliver it back to him.

Referee's Information

Routier's living space is well-protected and monitored but they will have the passcode to get in. Unless the characters do something stupid they should have no trouble at all getting in.

Possible Outcomes

1d6 Result	Outcome
1–4	The ring is sitting on the desk, right next to the empty box where the other jewellery resides.
5	The ring is locked in a safe which they do not have the combination for.
6	As for previous but there is a security alarm that will sound after <i>one</i> wrong entry!

624. DAHU PLIKE, ART DEALER

Noble, Merchant

Required Skills: None

Required Equipment: None

Player's Information

Dahu Plike is a wealthy noble who funded a shipping company for over a decade, giving him a broad array of assets to call upon. Much of his wealth is tied up in art and artefacts. A strange piece of antiquity has come into Dahu's sights that he wants to acquire at an auction but he cannot be there to attend. He sends 15,000 Credits to the characters they must use to buy the item for him but that they may 'keep the change.'

Referee's Information

The characters should not need any particular skill to win the auction but they may need to call upon other skills if things go awry.

Possible Outcomes

1d6 Result	Outcome
1–2	The object will sell for 1d6 x 2,000 Credits to the characters.
3–4	The object will sell for 1d6+4 x 1,000 Credits to the characters.
5	As for previous but the object is dangerous and legally controlled in most civilised sectors.
6	As 3–4 but the 'object' is a person and the auction is a slave trade!

625. PETHE DIOR, GAMING STAR

Entertainer, Noble

Required Skills: None

Required Equipment: None

Player's Information

Pethe Dior is one of the leading masters of competitive gaming, making him a celebrity amongst the socialites in the families. He married into the family on account of his skills, leaving his old life in the city where he grew up. He goes home whenever he can manage but he is often rubbing elbows with other nobles. Pethe needs someone to drop a package off at his old house for his dad, so he asks the characters to do so. He will pay them 1,500 Credits to do so.

Referee's Information

There is no particular skill needed for the characters to bring the package to Huhn Dior but they might need other skills to survive in the city around him.

Possible Outcomes

1d6 Result	Outcome
1–2	The gift is an expensive piece of art that means a lot to Pethe's father, prompting him to invite the characters in and telling them the story over dinner.
3–4	Huhn's house is in the middle of dangerous territory; the characters might need to hide, intimidate or fight their way through it.
5	As for previous but huge bribery will be the only easy way past a group of gangs looking to get their hands on the package.
6	As for previous but Huhn has been gambling on his son for a long time and would much rather have cash...

626. ORAN SOO IIL, ODD LONER

Drifter, Noble

Required Skills: Recon, Sensors

Required Equipment: Sensor Scanning Equipment

Player's Information

Owner of the entire Soo Iil space transit line, Oran ironically hates being around people – especially his extended family. He has spent the last three years travelling from place-to-place to keep away from his cousins, aunts and uncles. Oran pays high prices to ensure he travels in complete privacy and stays away from anyone who might sell him out. He asks the characters to do some looking around for him, paying them 10,000 Credits to do a full sensor sweep of his intended travel route.

Referee's Information

The characters must pass two Recon and Sensors skill checks that will take several hours each in order to make sure the route is 'private enough'.

Possible Outcomes

1d6 Result	Outcome
1–4	The route is good and off the normal space lanes; the characters are confident no one will bother him.
5	As for previous but the characters must also agree to a psion erasing this contract from their minds after business has been concluded.
6	A hired spy is tailing the characters in order to get at Oran, making them unknowing accessories to the turmoil to follow.

627. BOONE ZHEMMER, BODY TRANSPORT

Noble, Scholar

Required Skills: None

Required Equipment: A Spacefaring Vessel

Player's Information

As the cousin with the least amount to lose in any kind of legal action, Boone Zhemmer is the business associate in charge of gathering the dead from faraway places to bring home for the family storage area. Another member of the family has died from mysterious causes on a distant moon and he has been tasked yet again to collect the remains. Boone will hire the characters to collect the remains of Micah Zhemmer and bring them to his personal transport. He will pay the characters 25,000 Credits for their services and their time.

Referee's Information

Micah Zhemmer is being held for them in cold storage on the moon base where he perished. It will only take the characters' handing over the password to the facility to acquire the body.

Possible Outcomes

1d6 Result	Outcome
1–2	Micah was a young nobleman of little import; no one will bother the shipment of his body.
3–4	Micah's body was found with a tremendous amount of narcotic chemicals in his system, requiring the characters to deal with local legal authorities about the suicide.
5	As for previous but the characters immediately become the prime suspects as his supposed drug dealers.
6	As 3–4 but Micah's apparent suicide was actually murder – the culprits of which are not done with the Zhemmer family.

628. FALIF UZTER, FAMILY 'PHARMACIST'

Criminal, Rogue

Required Skills: Stealth, Streetwise

Required Equipment: None

Player's Information

Falif Uzter is a medium-weight narcotics smuggler that specialises in arranging for the chemical entertainment for the noble houses. Falif normally uses lots of different 'mules' to get his stuff around but cannot this time. He is offering the characters 5,000 Credits to make the run on his behalf but only if they make sure his name is only mentioned to the buyers – and nowhere else.

Referee's Information

It will take a Stealth skill check at Effect 3 to get passed any lingering security around the selling point but a Streetwise check at Effect 2 or higher is required to make sure the sale is legitimate and not some kind of setup.

Possible Outcomes

1d6 Result	Outcome
1–2	The noble buying the drug is a serious addict, willing to pay double the asking price.
3–4	The nobles at the sale location are not so trusting of the characters – there will be a lot of questions as to their reason for being the stand in.
5	As 3–4 but the nobles will react violently to anything but the answers they <i>want</i> to hear.
6	This <i>is</i> a setup...the nobles have found a cheaper source and they were trying to tie up loose ends.

629. ERIN WHILKER, AGENT ARRANGER

Corporate, Noble

Required Skills: Melee Combat

Required Equipment: Bladed Melee Weapon

Player's Information

Erin Whilker is a no-questions-asked employee of the family with a stable of criminals and thugs in her employ; sending them as agents to do the family's bidding time and time again. Whilker will send an encoded communiqué to the characters, offering them 35,000 Credits to *eliminate* a member of a rival agency working for another family. The target is named Vince Rooste and he keeps busy between missions as the clerk in a local fuel depository. To make sure it gets done right, Whilker asks that the kill be at arm's length – with a blade.

Referee's Information

The characters will have no trouble getting to Vince Rooste; but they will have a number of troubles bringing him down with just their Melee skills!

Possible Outcomes

1d6 Result	Outcome
1–4	Erin overstated Vince's position as an 'agent'; when he is actually just a corporate lackey with some combat training.
5	Vince is a prized agent with years of service under his belt and over two dozen confirmed kills while on the job.
6	As for previous but Vince has a few aces up his sleeve than even Whilker knew about – like his training as a military combat psion!

630. 'SNAPS' MACKEY, PAPARAZZI

Entertainer, Rogue

Required Skills: Deception

Required Equipment: Access to a Noble Estate

Player's Information

Always lurking around where nobles work and play, 'Snaps' Mackey is a professional muckraker and all-around paparazzi. He has good money to spend in order to arrange his next unsolicited and unwanted photo shoot, so he asks the characters to help him set it up properly. All he needs is for the characters to lie to the estate security about where they have to keep watch – he will do all the sneaking and photographing. For their part in this shady business, they will earn 5,000 Credits.

Referee's Information

The nobles are not particularly fond of unwanted visitors, so it will take a Deception skill check of Effect 3 or higher to convince the guards to allow a hole in their perimeter.

Possible Outcomes

1d6 Result	Outcome
1–2	Paid in advance, the characters might be happy to know that Snaps did not get any good footage of anything scandalous.
3–4	A young attractive woman is staying at the noble household this weekend...and not someone the noble family would like spread around as being there!
5	Snaps gets way more than he bargained for with his photos, uncovering a scandal that will rock the entire sector due to its graphic nature.
6	As for previous but this brings a new player into the mix – a noble assassin looking to make amends with <i>everyone</i> involved.

631. MARV KESTLE, UNEXPECTED HEIR

Drifter, Rogue

Required Skills: Medic

Required Equipment: Access to Medical Lab (TL7+)

Player's Information

When word reaches Marv Kestle that he is somehow related to a noble bloodline and could possibly inherit hundreds of thousands of Credits or more, he reaches out to the characters because of their reputation as problem solvers. He asks them to do a simple genetics test to find out if he can claim this inheritance but has no way to pay them for it...yet.

Referee's Information

The characters only need to take a solid biological sample at a properly equipped lab and send it away after verification. This will require a Medic skill check at Effect 2 or higher – and two months of waiting to know the truth.

Possible Outcomes

1d6 Result	Outcome
1–4	Marv is the bastard son of Autumn Obracon – and truly the inheritor of <i>millions</i> .
5	Marv has genetic ties to the Obracon family but it will take much more testing and an expensive trip to their homeworld to finish this.
6	As for previous but the remaining family will stand in Marv's way as opposition to some 'lowborn' taking their assets.

632. EARLE HABISH, RAGE IN SORROW

Noble

Required Skills: Combat Skills, Stealth

Required Equipment: Weaponry

Player's Information

Earle Habish was a noble father of two – until his children were just taken from him by a reckless and drunken ground car driver. It made him turn his wealth toward one the only thing that could give him peace. Revenge. Earle has spent a small fortune keeping tabs on the driver of the vehicle that killed his children; now he wants that person to die, plain and simple. He will pay the characters 100,000 Credits to go to this person's house and see that they perish.

Referee's Information

The characters will need to use their various combat or combat-related skills if they are to do as Earle needs. To avoid being held responsible, they will need to pass a Stealth skill check as well at Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The target is an old drunk that has not learned from his mistakes; endangering more bystanders with his addled driving daily.
5	As for previous but he has family living in his home the characters will need to avoid – or deal with.
6	As 1–4 but the target is a retired legal agent that still carries his government-issue firearm.

633. BOTWAITH LOCH, MONSTROUS ROYALTY

Noble

Required Skills: Steward

Required Equipment: None

Player's Information

An alien beast that is the alpha of his species, Botwaith Loch is coming to civilised space for the first time. He and his race were discovered by a noble excursion to what they thought was an uninhabited world. Now they are about to be the host for Botwaith and his 'broodling pair'. The characters are put in charge of making sure this monster is comfortable in their guest house – and that no servant staff are put in harm's way!

Referee's Information

The characters will need to pass a few Steward skill checks to ensure the guest rooms are ready to accept the large and intimidating reptilian alpha.

Possible Outcomes

1d6 Result	Outcome
1–2	The guest house is easy to make comfortable for a reptilian humanoid the size of two grown men.
3–4	The guest house must be filled with living meals for Botwaith and his family; from small rodent snacks to at least one large feline main course running loose within the building.
5	Botwaith will be upset when he discovers that the house was not fully prepared for his coming – as there is no offal pits for bathing on the ground floor!
6	Botwaith and his broodlings – all seven of them – are not going to be happy to discover that the house is not large enough for him. This will cause demands of larger accommodations and a blood sacrifice as an apology.

634. JASON LENNENT, STARSHIP OWNER

Merchant, Noble

Required Skills: Vacc Suit

Required Equipment: Environmental Protection Gear

Player's Information

Having invested much of his noble wealth in a few commercial vessels, Jason Lennent keeps up a constant shipping business that require a great deal of manpower. He has a special load of cargo coming in to his home port and he cannot trust it with union workers. Jason will offer the characters 3,000 Credits to put on their EVA gear and unload two very special crates for him.

Referee's Information

The characters will only need to have enough of the Vacc Suit skill to operate their own protective gear in order to do as asked.

Possible Outcomes

1d6 Result	Outcome
1–4	The crates contain personal artefacts from a distant family member; priceless to the family and too precious to be left to strangers.
5	The two crates are sealed and marked with governmental seals and military-grade magnetic locking. They obviously carry something extremely important and potentially dangerous.
6	As for previous but what is contained inside was illegally obtained and whose possession could force bankruptcy upon the family if the media found out.

635. *EBBEN FOGUS, TIRED OF WATCHING OTHERS*

Agent, Noble

Required Skills: Carouse

Required Equipment: None

Player's Information

Ebben Fogus is an agent on retainer with a powerful noble family, providing security at social and private functions all over the sector. He has the night off and plans to spend it in a low-class drinking establishment to get away from the people he normally works for. If the characters do not mind spending a few hours with him, Ebben will buy all the drinks!

Referee's Information

The characters will have to pass a simple Carouse skill check to entertain Ebben and enjoy their evening with him.

Possible Outcomes

1d6 Result	Outcome
1–2	Ebben's employing nobleman bursts into the drinking establishment and requested his and his friends' presence at a huge social gathering back at the estate. This is odd, because they are not security this time...but guests!
3–4	Ebben orders high-priced drinks and excellent-quality food for him and the characters.
5	As for previous but he also reveals some illicit narcotics he is willing to share.
6	As for previous but these narcotics are dangerous and extremely addictive.

636. *RHIANNON MAER, HIGH-STAKES GAMBLER*

Noble, Rogue

Required Skills: Carouse, Gambler

Required Equipment: 1,000 Credit Buy-In

Player's Information

Rhiannon Maer is a gambling addict that spends many nights sitting at a casino table or playing cards with her peers but she has a lot of people she owes a lot of money to. Rhiannon has heard about a high-stakes game starting up soon but wants to stack her odds a bit. She asked the characters to join her and 'enjoy' the chance to win a lot of money.

Referee's Information

The characters will need to take seven Gambler skill checks, multiplying (or dividing) their 1,000 Credit buy-in by the final accumulated Effect. During the event the characters can be friendly and enjoy the fellow gamblers' presence with a Carouse skill check; acquiring them as Contacts on Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	The game is a great deal of fun and the characters will come away knowing some interesting people whether they profit or not.
3–4	The game is not as fun as it could be due to the heavily-armed bodyguards scattered throughout the room.
5	As for previous but one gambler's outburst and cries about cheating make the scene instantly dangerous.
6	As for previous but the exposed cheater is not taking any chances and a fire fight breaks out.

637. MASON FREEDMOORE, ESTATE GROUNDSKEEPER

Citizen

Required Skills: Athletics (Strength)

Required Equipment: None (HazMat Suit would be helpful)

Player's Information

Mason Freedmoore is an employee to a wealthy noble family, serving as the manager and groundskeeper of the estate yards. A section of the yard has suddenly stopped growing anything, so the family has asked him to take care of the unsightly mar. Fearing toxic reasons, Mason offers the characters 1,000 Credits to go and dig up whatever it is that is poisoning the lawn.

Referee's Information

It will take a total of Effect 6 worth of Athletics (Strength) skill checks to dig up the heavy object causing the problem.

Possible Outcomes

1d6 Result	Outcome
1–4	There is a huge sewage pipe that is leaking slightly into the yard just under the lawn. It is not dangerous, just disgusting.
5	There is a huge leaking drum buried in the yard that contains biological waste toxins.
6	As for previous but the drum actually contains <i>radioactive</i> waste the noble family has made a lot of money hiding out here.

638. CINDY WURTZ, ALMOST A RICH WIDOW

Noble

Required Skills: Melee (Blade)

Required Equipment: A Knife

Player's Information

Cindy Wurtz married Greg Wurtz seven years ago but she always knew it was solely for the money. Now that she has verified that his assets and insurance will end up with her upon his death, she is ready to put the second part of her plan into effect. Cindy will contact the characters and tell them where to find her husband – and that she has 500,000 Credits to the person that 'plants a blade in his cheating heart'.

Referee's Information

The characters will not necessarily need anything but their Melee (Blade) skill to do as Cindy desires but having a high Advocate, Deception and Stealth skills might be useful for the events before and after the attack.

Possible Outcomes

1d6 Result	Outcome
1–2	Greg Wurtz has been a drug addict for several years to deal with the horrors of his loveless marriage; he welcomes the darkness of death.
3–4	Greg Wurtz has no idea that his wife wants him dead and will be surprised to find out!
5	Cindy has no idea that Greg had actually been cheating on her and was planning to leave her soon anyway – and that the lawyers already know!
6	As for previous and Greg already changed his will...Cindy will get nearly nothing! It will not even be enough to cover the payment to the characters for this dark deed...

639. MICAH ZHEMMER, TROUBLED YOUTH

Noble, Psion

Required Skills: Persuade

Required Equipment: None

Player's Information

A sad young noble tucked away on a distant colony world, Micah Zhemmer will never see a single Credit of the Zhemmer industrial fortune because of what his family views as an affliction – minor psionic talent. They sent him to a distant colony where his psionic 'episodes' would not harm the family's reputation but his loneliness has caused him a different trouble in the form of major bouts of depression. The characters end up in the same place as Micah when he is at his lowest; asking them the simplest of questions:

'Is it all worth it? Life?'

Referee's Information

The characters can help Micah see things in a different light with a successful Persuade skill check at Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–2	Micah is emboldened by the characters, choosing to catch the next shuttle to the family advocacy to get his piece of the Zhemmer fortune.
3–4	Micah is reassured that his life has meaning and he returns home with a slight smile on his face.
5	The characters are able to make Micah feel stronger about himself but only so far as to go home and overdose on his meds.
6	The characters' words fill Micah with anger toward his family; so much that his psionic potential swells and he plans to go and crush all of them with his newfound telekinesis.

640. MACKEY FORIS, THE DRIVER

Civilian

Required Skills: Drive (Wheeled)

Required Equipment: An Expensive Suit

Player's Information

The hired chauffeur for the local families, Mackey Foris makes a good living driving the effete around town. He has fallen ill suddenly however and needs someone to drive his three scheduled pick-ups for him today. For their part in this, Mackey will pay the characters 2,000 Credits.

Referee's Information

There is no real reason why the characters would even need to pass a skill check to drive around town but if the circumstances are especially demanding a Drive (Wheeled) skill check may be in order.

Possible Outcomes

1d6 Result	Outcome
1–4	The three pick-ups are family executives who tip well for good service.
5	The three pick-ups are the bratty children of the family estate owners, making the job a nightmare.
6	As for previous but things get worse for the characters when high-priced kidnappers strike!

641. JULIET O'CLARY, CHARITY ACCOUNTANT

Merchant, Noble

Required Skills: Persuade

Required Equipment: None

Player's Information

Juliet O'Clary is the noble family's primary accountant in charge of making sure enough money is donated to or gathered for charitable sources to keep taxation lower for their fortune. She has been sent out into the populace to gather some last minute funds but word has reached the locals that she works for a corrupt family. She will pay the characters 1,200 Credits to serve as her proxy collectors so she can still do her job without ruining the donation potential.

Referee's Information

The characters will need to pass up to three Persuade skill checks at Effect 3 or higher in order to gain donations for O'Clary's cause.

Possible Outcomes

1d6 Result	Outcome
1–4	O'Clary is pleased with the effort the characters put in, inviting them to join her on the next big charity auction at the estate.
5	Someone has been asking a lot of questions about O'Clary specifically in this area of the city; even confronting the characters as to her location.
6	As for previous and the inquisitive person is someone the family robbed of tens of thousands of Credits – and he has every intention of taking it out of Juliet's stored up funds!

642. IKON VERINGER, FENCING INSTRUCTOR

Mercenary, Noble

Required Skills: Melee (Blade)

Required Equipment: Any Sword

Player's Information

A common sight in the halls of martial noble clans, Ikon Veringer is a professional fencing and duelling tutor. He teaches young nobles to fight for themselves and stand up for their honour and the honour of their families. To prove that these skills are useful against star-travelling experienced-types, he has to make an example out of one of the characters. Ikon challenges one of the characters to a duel to three bleeding strokes; offering the promise of 10,000 Credits – ten times that if they manage to defeat him.

Referee's Information

Ikon is a skilled opponent that will require five Melee (Blade) skill checks at Effect 2 or higher and two more at Effect 4 or higher to defeat. Any of these tests that actually *fail* will inflict 2d6+1 damage to the character as normal – up to three connecting blows or the character's surrender, of course.

Possible Outcomes

1d6 Result	Outcome
1–2	Ikon is pleased with the characters' bravery and wants to show them a few moves free of charge; giving them the same kind of attention as he would a noble student.
3–4	Ikon is impressed and offers the characters a job as his sparring partners while on the planet.
5	Ikon is an unrepentant sadist – he places his damaging attacks in some of the most painful and humiliating places he can manage on purpose.
6	As for previous but his blade is designed to leave lasting wounds that will be sore for many days after the injury itself if healed.

643. ARLO UNDERMANN, ANIMAL ENTHUSIAST

Noble

Required Skills: Animals (Training)

Required Equipment: Any Armour

Player's Information

One of the least influential members of the family, Arlo Undermann has been pushing for the estate to get security animals for months. He has finally arranged for a small number of 'trained' alien felines to be brought to the grounds but wants to make sure they have been at least moderately trained before giving them open space. Arlo will pay the characters 5,000 Credits if they agree to help him test the security potential of the menacing kill-cats.

Referee's Information

So long as they are wearing some kind of body protection, the characters can pass an Animals (Training) skill check at Effect 2 or higher to test the kill-cats. Without protection they will need Effect 4 to avoid getting injured in the process.

Possible Outcomes

1d6 Result	Outcome
1–4	Arlo was right; the kill-cats are a good addition to estate security, performing as well as expected and described by the seller.
5	Kill-cats go through random cycles of increased aggression and genetically enhanced predatory instincts that will pose a threat to anything smaller than an adult human on the estate every six weeks or so.
6	As for previous but the characters will be present when the first young noble cousin goes missing...

644. SECURITY CHIEF AAXORN, NOT QUITE READY FOR TROUBLE

Mercenary, Noble

Required Skills: Assorted Combat

Required Equipment: Combat Equipment

Player's Information

Chief Aaxorn has served as the family's chief of security at the home estate for over a decade and he knows when things are about to get bad. There is trouble on the horizon and Aaxorn knows he needs a few extra guns on the firing line, so to speak. He asks the characters to work for him for a few days, offering them a place to stay as well as 10,000 Credits.

Referee's Information

This will be a common combat defence of a large noble estate, with the characters being required to use their combat-based skills and equipment to protect the family.

Possible Outcomes

1d6 Result	Outcome
1–2	Aaxorn was right; adding the characters to the front line was enough to dissuade the attackers completely without a single shot fired.
3–4	A dispossessed family member has come with a small mercenary unit to try and take the estate by force since they could not take it through breeding.
5	As for previous but the mercenaries are equipped with rather high-tech arms and armour.
6	As 3–4 but there are several paid-off double agents working in Aaxorn's security force!

645. HENRIETTA MILLET, WORRIED STAFF MEMBER

Civilian

Required Skills: Medic

Required Equipment: Medical Scanner

Player's Information

Henrietta Millet is one of many house servants for the noble family but she is worried that she might be pregnant. This is not normally a big deal but she thinks the child is a bastard heir to the family's money – and worries for what the master of the house will do if he finds out. She cannot go to local doctors due to everyone paying allegiance to the patriarch and offers to pay the characters 2,000 Credits to do the test and keep what they find to themselves.

Referee's Information

Doing a proper medical pregnancy test requires access to scanning equipment and an Effect 3 Medic skill check; after twelve hours of testing the results.

Possible Outcomes

1d6 Result	Outcome
1–4	Henrietta is not actually pregnant. Although happy to not have to tell her employer, she seems bittersweet nonetheless.
5	Henrietta is pregnant...and now she has to decide what to do about it.
6	As for previous but the pregnancy was actually <i>planned</i> by the house patriarch to eliminate some of the noble inbreeding that has happened in past generations – but Henrietta will need to be eliminated due to her station, of course.

646. JENNIE BALIES, LIFESTYLES OF THE RICH AND FAMOUS

Entertainer

Required Skills: Persuade

Required Equipment: None

Player's Information

Jennie Balies is a famous media-reporter that is doing an expose on the goings on of the noble clans on the planet but her access is limited due to security staff and off-limits wings of the estate. She offers to pay the characters 15,000 Credits if they can get her inside these sensitive areas.

Referee's Information

It will require the characters have an Ally in the noble family or an Effect 4 Persuade skill check to allow a media personality into the lives of the nobles.

Possible Outcomes

1d6 Result	Outcome
1–2	The off-limits areas are nothing but personal storage and rooms dedicated to lost members of the family; there is nothing but heart-warming stories and memories within them.
3–4	Some interesting family secrets are revealed by Jennie's story.
5	As for previous but one of these secrets is the presence of a war criminal in the living family tree, hidden away through careful bribery and past censorship.
6	As for previous but when Tiberiol is revealed he chooses to come after Jennie and her allies for meddling in his quiet retirement.

647. 'EDDY', MYSTERIOUS VAGRANT

Drifter

Required Skills: Deception, Stealth

Required Equipment: Access to Storage Area

Player's Information

A homeless vagrant wanders near the noble estate, approaching the characters and introducing himself as 'Eddy'. Eddy says he needs a place to crash for the evening and that he simply cannot walk any further tonight before the storms come. He asks the characters to help him out and just give him a shed, shack or storage garage to get a good night's sleep. Eddy says that he will make it worth their while but he does not explain how.

Referee's Information

To bring a strange homeless man onto the noble estate and hide him, the characters will need to pass a Stealth skill check at Effect 3 to get him past the perimeter and a Deception skill check at Effect 2 or higher to make up a good story as to why no one can go and find him.

Possible Outcomes

1d6 Result	Outcome
1	Eddy is actually Edward Mako III, an eccentric nobleman looking to find the perfect agents to come and work for him – agents that understand compassion as well as duty.
2–4	Eddy vanishes by morning, leaving behind an expertly cleaned area – cleaner than it had ever been before.
5	Eddy is gone before morning; but the area he slept in looks like he used it as a toilet <i>and</i> a shower!
6	Eddy is gone before morning – along with <i>everything</i> else that was in his room!

648. MAXCELL JOHNNES, NEWLY FATHERED

Noble

Required Skills: Any Pilot

Required Equipment: A Spaceworthy Vessel

Player's Information

Maxcell Johnnes is a charismatic patriarchal figure in a system-wide noble bloodline. Having been on an important family matter for several weeks, he has just learned something truly amazing. His wife just sent word that his *son*, his sole heir, was born a month early and is doing very well. Maxcell cannot wait for his personal shuttle to get home, so he offers the characters a staggering 100,000 Credits to bring him home as fast as they can manage so he may hold his little boy – Maxcell Johnnes the Second.

Referee's Information

The characters will need to take their own spacecraft and pass two Pilot skill checks to cut corners and get him home as fast as their engines will take them.

Possible Outcomes

1d6 Result	Outcome
1–2	The family is so pleased that Maxcell came home early because of the characters' piloting, they choose to invite them to stay – even making one of them the baby's godfather and/or godmother.
3–4	Maxcell is ecstatic to be home to see his child but other family members are concerned about the characters knowing about the birth of the heir.
5	As for previous but the family advocate is more than concerned – and is ready with gag orders and non-disclosure agreements for them to sign...at gunpoint if necessary.
6	Due to the lag in communication times, Maxcell arrives to discover that his child has been kidnapped and is being held ransom.

649. 'MISTER SMITH', TAKE IT...ASK NOTHING MORE

Agent, Noble

Required Skills: Astrogation, Pilot

Required Equipment: A Spaceworthy Vessel with Airlock

Player's Information

An unknown and anonymous man approaches the characters when they believed they were away from anyone who could recognise them, asking to be called 'Mister Smith'. Smith has two chemically sealed briefcases – one he says is full of 250,000 Credits and the other an object that does not concern them. He hands them both cases and a specific point between planetary orbits in the star system. He says that both cases will open when there is more than a kilometre between them. All the characters have to do is take the object case to the map position, toss it out of an airlock and fly away. When there is enough space between the cases, it will open and they will be paid.

If they do anything but this exact order, Smith claims he will pay five times that amount to have all the characters killed...slowly.

Referee's Information

The characters only need to pass an Astrogation skill check to reach the mapped position and drop off the case; but a Pilot skill check at Effect 2 or higher will be *necessary* to reach minimum safe distance of the explosion that will follow when the object case is triggered.

Possible Outcomes

1d6 Result	Outcome
1–2	The deal is legitimate. The object case contains blackmail materials from decades of foul play within the noble clans. Its presence triggers an awaiting mass-reaction bomb at the mapped position – destroying it a few minutes after being dropped off.
3–4	As for previous but the object case contains genetic material that would <i>end</i> the noble line.
5	As for previous but the bomb is actually <i>inside</i> the object case as well...posing a real threat to the characters while it is in their possession!
6	As for previous but the money case is empty... <i>utterly empty</i> !

650. SIR URIST VAUL, PROTECTOR OF THE HOUSE GROUNDS

Army, Noble

Required Skills: Recon

Required Equipment: None

Player's Information

A member of the house protectorate for a prominent noble family, Sir Urist Vaul is a mighty swordsman and well known across the territory as a man not to be trifled with. When he comes to the characters asking them to serve as his eyes and ears on a newly purchased property for the few days before construction can begin, they should be honoured – and a little intimidated. He will pay them a full 10,000 Credits to live on the property until the construction teams arrive but he will expect them to defend the barren property with their lives.

Referee's Information

The characters, if they actually want to be diligent in how they look after the property, they will need to pass a Recon skill check for each day they are looking after it.

Possible Outcomes

1d6 Result	Outcome
1–2	The construction crews arrive in two days, not leaving enough time for anything bad to happen.
3–4	The construction crews arrive in six days. Some locals come by to look into what it going on during that time but cause no trouble.
5	As for previous but the locals are protesting the noble family's purchase of the property, becoming violent if pushed.
6	As 3–4 but these locals are actually actors hired by Sir Vaul to test the skills of the characters; on account of his plans to offer them longer term work if they pass his test.

651. BARRISTER CRANE, EXECUTOR OF THE WILL

Agent, Noble

Required Skills: Admin

Required Equipment: None

Player's Information

An employee of the estate of the recently deceased Ubikiah Worden, Barrister Crane has always been in charge of the Worden family fortune. Now that Ubikiah has passed on and left his fortune to a multitude of people who once worked for him, Barrister has contacted the characters to tell them of their share. If they can properly fill out the documentation concerning their identities, they can inherit 20,200 Credits from dear old Ubikiah.

Referee's Information

Filling out the proper paperwork requires an Admin skill check with an Effect 2 or higher; with a failure resulting in further medical and genetic testing being required.

Possible Outcomes

1d6 Result	Outcome
1–4	The inheritance comes in the form of precious metal ingots and governmentally-backed certificates of ownership.
5	Another family member is going to make it hard for the characters to collect on the inheritance out of his own avarice.
6	Ubikiah actually faked his own death to see how many people will come out of the woodwork to collect on his fortune.

652. JEROME THERIUS, FAMILY INQUISITOR

Agent, Scholar

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Jerome Therius is a privately hired investigator that the noble Zhemmer family uses to get questions answered whenever they cannot rely on bribes or intimidation. He is a lanky and fearsome man with expensive clothes, a dark demeanour and a voice as grainy as sandpaper. He has a few questions for the characters to answer and he will not let them walk away from them if he can help it.

Referee's Information

Whether or not the characters know anything that Therius wants to know will decide which skill they must achieve Effect 4 upon; Deception or Persuade.

Possible Outcomes

1d6 Result	Outcome
1–2	The characters are not actually under scrutiny; Jerome is actually just testing to see how they handle themselves under pressure in case the Zhemmers want to hire them in the future.
3–4	Jerome compiles all the information in a single data file, seals it in his attaché case and leaves without comment.
5	The answers the characters give do not match with those of another 'witness', forcing Jerome to scale his inquisition up to violent means.
6	Jerome does not truly care what answers the characters give; he wants to frame them for the situation to hide his own involvement.

653. KLAUS CINNERON, ESTRANGED COUSIN

Drifter, Noble

Required Skills: Medic

Required Equipment: Medical Laboratory

Player's Information

Having returned 'home' from a long journey that lasted many years, Klaus Cinneron claims to be a member of a local noble bloodline and demands access to household resources. The family does not have any records of his existence, forcing him to seek genetic proof of the connection. He offers the characters, as neutral parties, 5,000 Credits to perform genetic testing upon him to verify his link to the family fortunes.

Referee's Information

The characters, if they want to help Klaus verify his lineage, will need to bring a bio-sample of his tissues to a medical laboratory and pass a Medic skill check of Effect 3 or higher; although Effect 6 will leave absolutely no room for doubt and expedite his inheritance dramatically.

Possible Outcomes

1d6 Result	Outcome
1–4	Klaus is indeed a member of the family and is extremely grateful to have been proven so, giving the characters a cottage somewhere on the family property to call their own.
5	There will always be dissenters amongst the noble family, even if the lineage is proven beyond any doubt.
6	As for previous but one cousin is willing to pay for an expensive assassin to 'clean up' the family gene pool – and remove anyone who knows the truth as well!

654. ARGUS MANFREID, PURCHASER OF THE FLESH

Agent, Noble, Rogue

Required Skills: Streetwise

Required Equipment: None

Player's Information

Argus Manfred is the primary criminal agent of the Olcar noble family line, doing all sorts of nefarious things on their behalf. Tonight however, Argus is on the prowl for prostitutes to bring back to his employers. He cannot simply ask around in this neighbourhood, so he offers the characters 2,500 Credits to find a brothel or pimp on his behalf.

Referee's Information

Unless the characters already have a Contact or Ally in the local underworld scene, they will need to succeed in a Streetwise skill check at Effect 2 or higher to find a source for Argus' 'entertainment'.

Possible Outcomes

1d6 Result	Outcome
1–2	Argus does not need the characters to do any dealing with the prostitutes' boss, merely find them and give him the location.
3–4	Argus wants the characters to accompany him to the location, just in case there is trouble.
5	As for previous but the characters' presence is somewhat worrisome to the pimp/madam.
6	As 3–4 but trouble is sure to break out when Argus reveals that he is <i>buying slaves</i> , not hiring prostitutes.

655. ISOBEL GROLDWEN, HOUSE PILOT

Navy, Noble

Required Skills: Mechanic

Required Equipment: Toolkit (TL 12+)

Player's Information

Isobel Grolowen is the clan's dedicated shuttle pilot and she makes steady runs for the family all of the time. At the moment she is stranded at the local starport, her shuttle completely stalled out due to engine troubles that is well beyond her technical skills. She has an extra 1,250 Credits in her pocket to pay the characters to fix her ship.

Referee's Information

It will take the characters to have the right tools for the job and a successful Mechanic skill check at Effect 4 or higher to get the shuttle running again.

Possible Outcomes

1d6 Result	Outcome
1–4	Isobel is thankful to get her shuttle running, inviting the characters to join her back to the estate grounds.
5	The shuttle was seriously damaged by enemies of the noble family, both inside and out. The engine is the least of Isobel's problems.
6	As for previous but the attackers are just waiting for the shuttle to take off yet again – so they can finish the job.

656. TIBERIO MANSTON JR., A DARK FAMILY SECRET

Criminal, Marines, Noble

Required Skills: Computers, Deception

Required Equipment: Database Access

Player's Information

Going by a string of aliases in the local area, Tiberio Manston Jr. is a member of a powerful noble family based on several worlds very far away from the sector in which he lives now. He is most well-known however, for his role in an interplanetary genocide that extinguished an entire species of sentient creatures. Hiding from his reputation to save the family honour, he has been made aware of a paper trail leading the media to him and his dark secret.

Tiberio will pay the characters 25,000 Credits to hack into the local databanks and fill the files with false leads and untrue reasons for him to be here. If he is still found however, he claims the characters will have 'nowhere safe to hide'.

Referee's Information

The characters will need to have the ability to access the planetary database systems before making a Computers skill check at Effect 4 or higher to rewrite files. Once in the rewriting process, a Deception skill check at Effect 2 or higher to muddy the proverbial waters.

Possible Outcomes

1d6 Result	Outcome
1–2	Tiberio fades into obscurity again and the Manston noble family later contacts the characters with thanks for covering their great uncle's abhorrent secret.
3–4	The media will be sniffing around Tiberio's current home for several days; only giving up if they find nothing of interest.
5	Tiberio is forced to leave his current home, looking to the characters to find him a new place to avoid his past.
6	The media was tipped off about Tiberio by the most unlikely of sources – one of the last known members of the species he supposedly brought to extinction!

657. SASCHA RORINOVA, A LIVING COMMODITY

Noble

Required Skills: Carouse

Required Equipment: Proof of Noble Blood

Player's Information

The youngest sister to one of the Zusi widows, Sascha Rorinova has reached the age in her culture where she must be attached to a nobleman in matrimony to provide him and the family with a suitable heir. With even a drop of nobility in their veins, the characters could come and try to woo the mysterious young woman and become part of the chain of ownership for the Zusi industrial clan.

Referee's Information

If the character(s) has noble blood in their family in some fashion and open Sascha's heart with a Carouse skill check at Effect 6, she will promise herself to that person – wedding them into the Zusis.

Possible Outcomes

1d6 Result	Outcome
1–4	Sascha is startlingly attractive, friendly and intelligent. She will make an excellent wife; and not just because she is remarkably rich.
5	Sascha is plain-looking and very far from any line of ascension to the family's money.
6	Sascha is not the innocent young woman she pretends to be. She does not <i>want</i> to be married and plans to be a widow before the year is out!

658. TENNOR MINTLEY, INTERNAL DECORATOR

Civilian

Required Skills: Persuade

Required Equipment: Allies in the Nobility

Player's Information

Tennor Mintley is a high-priced professional interior decorator that specialises in the flying ballrooms and orbital palaces that nobles tend to enjoy so much. His business has been slow lately and he has a stockpile of golden anti-gravity orbs and emotionally-sensitive floor tiles. He knows the characters have contacts in the noble family and he offers them 10,000 Credits to try and talk their friends into using his services.

Referee's Information

The characters will have to succeed in a Persuade skill check at Effect 3 to convince their noble allies to have some kind of event using Tennor's business.

Possible Outcomes

1d6 Result	Outcome
1–2	The noble uses Tennor for a birthday party and business soars for months afterwards.
3–4	Tennor's party is a big success and he thanks the characters by giving them the credit for setting it up in his contract acknowledgements.
5	Tennor's party is gaudy and generally looked upon poorly by the nobles – his prices were way too high for what he delivered.
6	The event ends up in scandal due to a party-crasher showing up with claims of Tennor's criminal behaviour and illegal business practices.

659. CAL SHEPPARD, IN NEED OF SOME ADVICE

Noble, Rogue

Required Skills: Advocate

Required Equipment: None

Player's Information

One of the young nephews in the patriarch's noble line, Cal Sheppard has *potentially* run into some legal trouble and he needs some serious advice. The family will pay handsomely to keep Cal out of the media but he is far more interested in whether or not he is going to need to go into hiding for a long period of time. He has 8,000 Credits to pay the characters if they can review his situation and tell him what to do.

Referee's Information

The characters will need to pass an Advocate skill check at Effect 2 or higher to give Cal proper advice – if they wish to do so once they find out what he has done.

Possible Outcomes

1d6 Result	Outcome
1–2	Cal has been avoiding paying travel taxes on his trips and will likely only have to pay a heavy fine.
3–4	Cal and his friends stole a ground car and wrecked it on purpose. He is looking at two to three years in the local prison system.
5	Cal does not want to talk about the crime exactly but there is a dead body involved and <i>lots</i> of jail time.
6	As for previous but there will be no chance Cal could avoid a conviction due to the amount of genetic material on the corpse tying him to the crime.

660. BENN LUKES, SAFARI HUNTER

Agent, Noble

Required Skills: Navigation, Recon

Required Equipment: None

Player's Information

A hunter of animals on dozens of backwater worlds the family owns, Benn Lukes enjoys trips to his private game preserves in order to put new and impressive trophies on the wall of the family estate. This time however, he wants to use a planet that is not in the family territory. When he lands on the planet he hears that the characters are familiar with the local wilderness and offers to pay them 2,500 Credits to serve as his guides to local wildlife.

Referee's Information

The characters will have to accumulate an Effect 8 on Navigation and Recon skill checks while travelling in the wilderness in order to locate something for Benn to add to his collection.

Possible Outcomes

1d6 Result	Outcome
1–2	The hunt will be fun and exciting for everyone involved.
3–4	Benn will have a hard time finding good trophy animals on a world not seeded by his family's money.
5	As for previous but this is partly due to the high number of predators living on the planet.
6	As for previous but the primary predator is more than Benn is ready to handle; the whole safari group is in perilous danger.

661. ROWINA JOHNNES, GET MY BABY BACK!

Noble

Required Skills: Combat skills, Stealth, Streetwise

Required Equipment: Combat Equipment

Player's Information

Maxcell Johnnes the Second, child of Maxcell Senior and Rowina, has been kidnapped from his post-natal care nursery and the culprits have asked for a million Credits ransom. Maxcell is away on business and Rowina is at the end of her sanity. She asks some of her friends what to do and one of them sends her the characters' way. She offers them half the amount of the ransom if they track down the kidnappers, kill them in as brutal a way as they can manage and return her boy safe and sound.

Referee's Information

The characters will first need to succeed in a Streetwise skill check at Effect 3 to track down the kidnappers. Once located, they will need to pass a Stealth check at Effect 2 or higher to sneak into where the child is being held – which is when their combat skills will then take precedence.

Possible Outcomes

1d6 Result	Outcome
1–2	The infant is fine and the kidnappers never had any intention to harm him. They actually seem completely incompetent when the characters arrive.
3–4	The child is fine but the kidnappers are dangerous enemies of the noble family.
5	The infant is injured in the rescue, forcing the characters to make sure he gets medical attention as soon as they can if he is to survive.
6	The kidnappers never intended for the infant to be returned home at all – and have already sold him on the black market.

662. NERO LAUSTON, GATEKEEPER

Civilian

Required Skills: Athletics (Endurance), Recon

Required Equipment: None

Player's Information

Nero Lauston is a hired security guard in charge of monitoring the comings and goings of people onto the estate grounds. He has a night full of passion with a visiting woman, so he will give the characters 500 Credits and the codes to the front gate if they will take his shift tonight.

Referee's Information

To undertake a good all-night shift at the gate, the characters will need to pass an Athletics (Endurance) skill check to stay awake and a Recon skill check in order to know when to keep that gate closed for possible threats.

Possible Outcomes

1d6 Result	Outcome
1–2	The gate stays down all night – nobody comes around at all.
3–4	A few visitors come to the gate over the shift but it is nothing out of the ordinary.
5	As for previous but one of the visitors is a noble cousin that is not 'on the list' – getting upset when he is forced to wait outside the estate.
6	As for previous but he is so incensed about the outrage that he draws a blade and demands a duel immediately!

663. JESSE NOLAN, CONCERNED EMPLOYEE

Citizen

Required Skills: Computers

Required Equipment: Personal Computer

Player's Information

Jesse Nolan is one of the noble family's employees that live off the main house grounds. He is in charge of watching over the computer network on and off the estate – when the computer software is not doing everything it can to disobey him. He needs someone to help out with the coding of a quick fix before the family gets back from vacation, so Jesse will ask the characters to help him out and offer them 5,000 Credits if they can get the network clean and functioning again.

Referee's Information

Jesse's network server needs a total of 5 Effect on Computers skill checks to be fixed. Any result of a –3 Effect or less will institute a rapid erasure of permanent data – starting with financial records!

Possible Outcomes

1d6 Result	Outcome
1–3	Jesse overstated the problem and the characters should not have too much trouble undoing it.
4–5	The network is infected with a virus that is causing all the troubles; probably something accidentally downloaded by one of the family's many children.
6	As for previous but this virus was the result of a dangerous political hacker trying to erase and then steal the family's savings...which will happen if it does not get removed!

664. SILUS ROULD, GENETICS RESEARCHER

Scholar

Required Skills: Medic, Persuade

Required Equipment: None

Player's Information

An accredited specialist in the field of human genetics, Silus Rould has come to this planet on a grant to discover the true lineage of several noble bloodlines in power here. He is only granted a few days' access and needs some hand-nurses to help him take blood and hair samples from as many nobles as they can before he has to leave. He is willing to pay 1,000 Credits per noble sample.

Referee's Information

In order to get a noble to agree to the sampling, the characters will need to succeed in a Persuade skill check at Effect 3. Taking the sample and keeping it clinically pure only requires a simple Medic skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	The samples are safely sent to the lab and Silus' report will be widely read and enjoyed.
5	As for previous but one of the samples contains dormant cells of an extremely virulent disease previously thought destroyed on this planet.
6	As for previous but the disease shows up in <i>all</i> the samples...meaning a plague will soon erupt and kill most of the planet.

665. TSOROY HUFF, DEMANDING TRAVELLER

Noble, Rogue

Required Skills: Steward

Required Equipment: None

Player's Information

Tsoroy Huff, current patriarch of a large noble bloodline, wants to get away from his family during local election season. He is very specific in the details of what he wants out of his employees, so contracting with him can be taxing. Now he needs a new crew to fill in as his servants while he is away, as he will not bring family employees with him. He offers the characters 150,000 Credits to be his envoy team for the two months he plans on being away.

Referee's Information

Although the Referee could ask different skill checks out of them for specific tasks, each character is responsible for at least one successful Steward skill check per day of taking care of Tsoroy's needs.

Possible Outcomes

1d6 Result	Outcome
1–4	The trip is not nearly as bad as the characters might have thought. It is two months of living like nobles around a relatively friendly political powerhouse!
5	The trip will take longer than first thought; eating up an additional months worth of time.
6	As for previous but when Tsoroy returns home he discovers that his family was ousted by the elections and the new governing power is quite unfriendly towards him.

666. RUDY SAWLING, ONE SICK BASTARD

Criminal, Noble

Required Skills: Medic, Melee (Blade)

Required Equipment: A Sharp Knife

Player's Information

Nobility sometimes breeds eccentricity but eccentricity occasionally mutates into *deviancy*. Rudy Sawling is a perfect example of this. A focussed and devoted sado-hedonist, Rudy has made it his goal in life to experience as much as he can and cause others to experience as much as they can handle. He has decided that he wants to watch the ultimate degradation of a human being – a slow and painful death. He has 100,000 Credits to offer the characters to come into his secret cottage and cut up a complete stranger he has there. Rudy's depravity knows little bounds and he says he will double the wage...if they make sure the victim stays alive for several hours of this sick treatment.

Referee's Information

If the characters want to participate in this horror, they will need to use their Melee (Blade) skill several times. If they want to try and get the double wages, they will need to succeed in a Medic skill check with an Effect higher than the number of Melee tests they inflict.

Possible Outcomes

1d6 Result	Outcome
1–2	Rudy is rich, charismatic and utterly twisted; this is just another thing for him to add to his life of extremes.
3–4	The stranger bears the mark of ownership that many slaves are branded with – but of a different noble house than Rudy's.
5	The victim is no stranger to Rudy; he knows exactly who it is...one of his personal enemies.
6	As for previous but the victim is none other than Rudy's older brother and current heir to the empire!

667. TAFT MANTID, TOO SMALL TO FIGHT FAIR

Noble, Scholar

Required Skills: Melee (Blade), Stealth

Required Equipment: A Dagger or Knife

Player's Information

Being embroiled in a personal feud with another noble named Wulf Craning, Taft Mantid has finally had enough and has accepted an honour duel from the much larger noble warrior. His mouth getting him into something he cannot be ready for, Taft approaches the characters and offers them 100,000 Credits to wait where the duel is going to take place – and stab Wulf in a way that he can later claim was his duelling stroke!

Referee's Information

The characters will need to achieve an Effect 3 on a Stealth skill check to lie in waiting, then a few liberal uses of the Melee (Blade) skill to deal with Wulf.

Possible Outcomes

1d6 Result	Outcome
1–2	Wulf was so cocksure about the duel that he showed up without armour and a little hung over from the celebration the night before. He will be a pushover.
3–4	Wulf is a seasoned noble warrior with a few duels in his history; he will not be an easy fight – even as an ambush.
5	As for previous but Wulf was expecting foul play and brought two bodyguards with him!
6	As for previous but he also wanted to completely disgrace Taft, making sure to bring a media reporter along for the show.

668. NARK HAVERSAUN, THE PRODIGAL SON

Army, Noble

Required Skills: Persuade

Required Equipment: None

Player's Information

Returning after 24 years of being shipped around by the interplanetary armed forces, Nark Haversaun is coming home to rejoin the family he ran away from over two decades ago. Nark's family surely thinks he is dead and he needs someone to talk them into letting him come and prove otherwise. He has 22,000 Credits of his pension fund on him to offer the characters if they will help try and get him in the door to see his brother and sister – who will surely recognise him.

Referee's Information

The family really does believe that Nark died over 20 years ago and have written him completely out of their lives. His return will be a shock to them emotionally and legally, as their advocate will point out what this means to the family trust. To get them to open the doors for Nark at all, the characters will either need an Ally within the family or achieve Effect 3 on a Persuade skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	The family is overwhelmed with joy and the characters are invited to a huge banquet in Nark's honour.
3–4	Nark's brother is not completely convinced, requiring further genetic testing to be sure.
5	As for previous but this is because Nark's brother has taken over the family fortune and will do anything to keep his power over it.
6	As 3–4 but Nark is a fake...he learned of this person in the service and is trying to con the family out of millions.

669. JULIE MEERING, CATERING DELIVERER

Merchant

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Julie Meering is one of many delivery salespersons that bring their goods to the noble estate, offloading her crates and racks of food into the 'servants' entrance' for hours at a time before large events. This job takes a while when Julie has to do it alone and she cannot afford to take extra time on this particular run. The characters can make 1,250 Credits if they help Julie with her catering shipment. It is not a task requiring much skill, just steadfast hands and a sturdy back.

Referee's Information

Rolling the catering racks into the estate is a boring and tedious pattern of return ships to the transport; the characters will need to pass an Athletics (Endurance) skill check to avoid getting fatigued.

Possible Outcomes

1d6 Result	Outcome
1–4	Julie is happy to have the characters' help and offers to send them home with a gourmet meal.
5	One of the house staff refuses to let any food in the building without first looking over it – tripling the time it takes to perform the offload.
6	As for previous but this is because the staff member is putting just a pinch of virulent poison in each dessert plate as it passes!

670. STEPHEN MOTT, PLANTATION ORGANISER

Civilian

Required Skills: Animals (Veterinary)

Required Equipment: Medical Kit (TL7+)

Player's Information

Stephen Mott is in charge of a massive noble-owned livestock plantation/slaughterhouse project that cares for hundreds of thousands of lab-raised animals. It is the main source of the MacKingly's Meatwich fast food chain meats; the source of the MacKingly fortune – and Stephen's livelihood. A significant portion of his hormone-modified animal populace has been stricken ill and he needs an animal doctor to look over them and give them a stamp that allows them to pass for slaughter purposes. Any characters that are willing to do this will earn 2,500 Credits – or 5,000 Credits if they give the animals a fast-food grade pass.

Referee's Information

Giving the animals a medical check-up only requires an Effect 2 Animals (Veterinary) skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	The animals have a lesser sickness that should pass but it would definitely 'cook out' during the fabrication process of turning them into Meatwich patties.
3–4	There is something in the hormone-laced feed that is sickening the animals. They might taste slightly odd after slaughter but nothing that cannot be covered with condiments.
5	There is a bacteria thriving in the animals that will ruin the meat for anything but pet food grade grinds.
6	As for previous but the bacteria is devastating and the animals will soon be nothing but skin-sacs of swelling contagion throughout the plantation and should be burned – immediately.

671. SAMIAL DOGRANE, MOM...I BOUGHT A SHIP

Noble

Required Skills: Pilot, Engineering (any)

Required Equipment: None

Player's Information

Samial Dograne, a young and impressionable nobleman, has recently purchased a starship as part of a bet with his university friends and his parents are requiring him to get it tested. He therefore needs a crew to undertake its maiden voyage and report to him. He offers the characters 50,000 Credits for a week long journey in the vessel, giving them everything they need to legally pilot the ship. He claims to have an insurance clause in place to make sure they do not try to steal the ship but that could be a bluff.

Referee's Information

The characters will need to pass a total of four Pilot skill checks during the week of travel but occasional Engineering skill checks on various systems will work out the basic problems the ship might have.

Possible Outcomes

1d6 Result	Outcome
1–2	Samial's ship is a small escort cruiser built for handling and safety. There will be no problem with spending a week abroad.
3–4	Samial's ship is a medium-sized liner decked with empty rooms and lacking furnishing but has everything else necessary to sustain life.
5	Samial's ship is an advanced passenger ship bedecked with cryogenic travel tubes, commons areas and systems to take care of a hundred crew – and requires more than 20 to operate efficiently.
6	As for previous but Samial bought the ship from a disreputable source...and some of the cryo-tubes still have the last owners in them!

672. ANDREW KOMODO, DO NOT ASK QUESTIONS...JUST DRIVE

Agent

Required Skills: Drive (any)

Required Equipment: Any Ground Vehicle

Player's Information

Andrew Komodo is a mysterious man who works for several noble families as well as a number of other employers. Andrew solves many of their problems – especially those no one ever gets to know about. He flags the characters down as they are about to enter their vehicle, wiping a copious amount of fresh blood from his hands with a towel. He needs them to drive him three kilometres out of town; for this service combined with asking nothing about his work or where he is going, he will pay them 100,000 Credits.

Referee's Information

The characters will need to drive their own vehicle, as Andrew does not own anything that can be traced back to him. This will only require a Drive skill check if the terrain outside the city is poor or a land-based chase takes place.

Possible Outcomes

1d6 Result	Outcome
1–4	Andrew tells the characters where to go and gets on his way peacefully and quietly, handing the characters their payment when they reach the noble cottage he is staying at!
5	Andrew is in a hurry, the local legal agencies are after him and he does not have time to argue about whom all he killed in the last few hours...
6	As for previous but he neglects to mention the 250,000 Credit bounty on his head; bringing out all the gun-toting citizens who want a piece of him!

673. BECKY MOLITOR, ESTATE GROUNDS MANAGER

Civilian

Required Skills: Athletics (Strength), Trade (Plumber) (or Mechanic)

Required Equipment: None

Player's Information

The house servant in charge of managing all of the outside duties for employees, Becky Molitor has been told by the nobles who own the estate to install a new marble fountain in the front yard. Thinking she can save money going non-unionised help, Becky offers the job to the characters for a flat fee of 5,000 Credits.

Referee's Information

It will take a total of 20 Effect worth of successes on Athletics (Strength) skill checks – or a grav-lifter – to set up the three ton fountain. Getting it working requires either an Effect 1 Trade (Plumber) skill check or a successful Mechanic skill check at Effect 3 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The fountain is beautiful and the nobles love it, offering the characters a bonus 5,000 Credits for their trouble and hard work.
5	The fountain was a gift from a politically-charged arranged marriage, making it very important for inter-clan politics.
6	As for previous but the other family has the fountain rigged with a powerful explosive device that the characters might stumble upon!

674. PRINCE GIL WOOD, A ROYAL BACHELOR

Noble

Required Skills: Carouse, Streetwise

Required Equipment: None

Player's Information

Prince Gil Wood's arranged marriage to a much older and unattractive woman from a politically stronger bloodline is right around the corner. He wants to enjoy the embrace of an illicit but physically attractive woman before he is tied down to such an unappealing prospect but he has lived a sheltered life and needs the characters' help. Prince Gil has 50,000 Credits for the characters just to show him a good time but he will multiply that number by five if they can arrange for his bachelor's fantasy.

Referee's Information

The characters can find the right kind of woman through a Streetwise skill check with an Effect 2; an Effect 5 or higher will be the 'perfect' woman for the Prince. No matter what happens, the characters should likely attempt at least one Carouse skill check to show the Prince a good time before and after his 'meeting'.

Possible Outcomes

1d6 Result	Outcome
1–2	Prince Gil is pleased to have seen his bachelor-hood off properly and is glad it was with the characters, which he now considers friends.
3–4	The evening is exactly as it sounds – setting a naive prince up with an over-experienced prostitute while trying not to be low class about it.
5	As for previous but the prostitute's pimp recognises the prince and ensures he is placed in a room with video surveillance.
6	As 3–4 but when the prince comes down with a disease from the prostitute, the characters are suddenly to blame!

675. BJORN SKELDVIN, JEALOUS HUSBAND

Noble

Required Skills: Investigate, Stealth

Required Equipment: Video Equipment

Player's Information

Always concerned for his wealth when women are involved, Bjorn Skeldvin has been looking for a wife to mother his heirs for months. He is never happy with them for a variety of reasons, not the least of which is their constant infidelity while he is courting. His current potential fiancé is Ivanna Joennsen and he is *sure* she is cheating on him too. He offers the characters 20,000 Credits to follow her for a few days and video record her infidelities, if any, so he may be rid of yet another disappointment.

Referee's Information

The characters will need to make at least one Investigate skill check to keep up with the highly-active Ivanna. They will also be expected to pass several Stealth skill checks to avoid being detected as spying on her, requiring Effect 1 on each check.

Possible Outcomes

1d6 Result	Outcome
1–4	Ivanna is perfectly faithful and utterly honest. She will be the perfect fiancé and wife.
5	Ivanna meets with a man whom she seems very friendly one evening but it is actually her brother who she spends so much time with.
6	As for previous but brother or not...their relationship is intimate and sexual...

676. DROZ GRAHAM, UNION LEADER

Agent, Civilian

Required Skills: Broker

Required Equipment: None

Player's Information

Droz Graham is the most influential member of the local labour unions hired and waged by the noble clans throughout the sector. Droz is their spokesperson and mouthpiece, doing most of the negotiation for their salaries, benefits and other compensations. One of the largest and most important negotiation tables are about to take place and Droz has been made aware that the noble table-leader will be someone who personally dislikes him very much. He writes up a list of demands, how far to bend and offers the characters 10,000 Credits or 1,000 man-hours of union work if they would go to the table in his proxy and fight for their cause.

Referee's Information

In order to take part in the negotiation properly the characters must attend the meeting and succeed in a Broker skill check at Effect 3 or higher. If they manage Effect 6, the unions are victorious and the noble clans suffer a strike to their power base.

Possible Outcomes

1d6 Result	Outcome
1–2	The negotiations are pleasant and catered by a local gourmet. Even if the characters do not succeed, they will have had a good time of it.
3–4	It is a cold and emotionless negotiation because the characters are there; the noble speaker was hoping for Graham.
5	As for previous but the nobles were ready to deal with the union leader forcibly, bringing mercenary soldiers with them to the negotiation.
6	As for previous but the noble speaker does not care who his hired soldiers deal with, so long as it sends the right message to the unions.

677. THAD RENOIT, THE EX-HUSBAND

Noble

Required Skills: Persuade

Required Equipment: None

Player's Information

Once a member of the noble house before the divorce, Thad Renoit has become a bitter and sad man. His marriage ended very poorly and with the court magistrate enforcing his forcible eviction from the estate. He claims to have a few possessions still in the house that he needs and he asks the characters to convince his ex-family to let him in long enough to grab his things. If they help him, he says he will give them a very expensive watch...which he has *inside* the house.

Referee's Information

The characters will need to come up with a good story or a convincing reason to trust Thad, either of which will require an Effect 4 or higher Persuade skill check. Any failure will deny entry but a failure of Effect -3 or lower will result in the calling of private security.

Possible Outcomes

1d6 Result	Outcome
1-2	Thad is telling the truth, even about the 25,000 Credit watch.
3-4	Thad is just using this as an excuse to confront his ex-wife yet again, starting a yelling match inside the estate.
5	As for previous but the yelling will shortly escalate to physical violence between the former couple.
6	Thad really does have plans to get something of his from inside – his wife's cold-blooded heart!

678. BARON FACIL SAMEDI, DISAPPOINTED PATRIARCH

Criminal, Noble

Required Skills: Gun Combat (any)

Required Equipment: Any Firearm

Player's Information

Master of a household and noble clan that he believes to have fully become corrupted with inbreeding, avarice and unscrupulous behaviour, Baron Facil Samedi is ready to start over. To do this he must no longer have any of his wives or children to contend with – so he is going to have them killed. Offering the characters 500,000 Credits to enter his home and gun down three women in their late 50s and five younger adults that range between 25–30 years of age.

Referee's Information

Once the characters have gotten their minds around their bloody-handed task, they will need to enter the estate premises (using security codes given to them by the Baron) and use their Gun Combat skill several times to kill Donna, Michelle, Sarah, Tanner, Cyril, Guy, Becker and Wilma Samedi.

Possible Outcomes

1d6 Result	Outcome
1-4	The old family never knew what was coming for them, making this an extremely easy hit to accomplish.
5	Guy and Tanner Samedi are trained soldiers and will not be as simple of targets as the Baron made it seem.
6	As for previous but the Samedi boys knew their father was up to something and prepared for the worst – pitting the characters up against fully suited Star Marines when they come to the estate!

679. IVANNA JOENNSEN, *KEEPING THE BLOOD PURE*

Noble, Rogue

Required Skills: Recon, Streetwise

Required Equipment: None

Player's Information

Worried that her boyfriend will discover her nocturnal proclivities, Ivanna Joennsen needs someone to play lookout and patrol for her next late-night rendezvous. Her boyfriend would surely react harshly and potentially violently if he knew, so she is willing to pay each character 2,000 Credits for three hours of their time. All they have to do is watch the urban streets for signs of someone coming to 'interrupt' her plans.

Referee's Information

The characters will be able to accurately tell if anyone means to come and disrupt Ivanna's evening with a successful Recon skill check at Effect 2 or higher. A Streetwise check at Effect 3 will allow the characters to know where to keep their eyes out for less obvious threats – like any agents sent by the boyfriend!

Possible Outcomes

1d6 Result	Outcome
1–2	Ivanna's evening is perfectly fine. No one comes to bother her and she promises to remember the characters' vigilance for future trysts.
3–4	A private detective hired by the boyfriend is in the area but the characters should be able to keep him away from the illicit affair.
5	A small crew of investigate agents is in the area, looking to catch Ivanna in the act.
6	As for previous but they are not trying to catch her in order to gain information – they were sent to kill her and her beau!

680. DONALD ABERNACLE, *WRITE THIS DOWN...ALL OF IT*

Army, Civilian, Drifter, Mercenary, Navy, Noble

Required Skills: Art (Writing) or Steward

Required Equipment: Something to Take Down a Lot of Stories

Player's Information

An old noble from three generations past, Donald Abernacle's chemically-halted ageing is about to catch up with him and his doctors only give him a few weeks. Donald was once a famed galactic traveller and he has an enormous amount of stories from those years he wants to put into some memoirs before he passes on. He approaches the characters with a plan and a goal. If they can transcribe his stories into an amazing biographic life story before he dies they can have the deed to his old star cruiser, the *Angelic Arc*.

Referee's Information

There is a total of 100 hours' worth of Donald's life story to be told. He will remain alive and well enough to give the characters the stories for a random number of days (determined below), 2d6+1 hours from which each day he is awake and strong enough to do so. A character can transcribe a number of hours' worth of story successfully equal to either twice the Effect (minimum 1) of a successful Art (Writing) skill check, or an equal number of hours of the Effect of a Steward skill check (no minimum).

Possible Outcomes

1d6 Result	Outcome
1–2	There is a breakthrough anagathic invented and Donald is given a full year to tell his story – all of it!
3–4	Donald lives out beyond the maximum the doctors gave him, another five weeks!
5	There is a complication in Donald's condition and he only lives for another two weeks.
6	Donald suffers a terrible organ failure the day after the characters talk to him – before he has a chance to tell his advocate about the ship deed transfer!

681. LUKAS THE FIRSTBORN, RECLAIMING THE HOUSE

Drifter, Noble, Rogue

Required Skills: Melee Combat (Any)

Required Equipment: TL 8 or less Melee Weaponry and Armour

Player's Information

Exiled by an evil stepfather when he was just a teenager, Lukas the Firstborn was forced to give up his noble title and do a great number of things to survive. Now he is a man, seasoned and skilled in the ways of battle from a life of wandering the star system and he is ready to return and reclaim his title and household in the ancient traditions of the clan. Using only the weaponry of honour and ancient warfare, he must storm his own family's lands and take his house for himself. He has a few mercenaries with him but he wants more skilled fighters to witness his return.

He offers to make the characters Earls of his new noble lineage, marrying them into the bloodline if necessary, so long as they arm themselves appropriately and fight in his vanguard as he storms the estate grounds.

Referee's Information

The characters will be called upon to use a variety of combat skills during the siege but they must keep their own attacks to the traditional uses of Melee Combat if Lukas is to rightfully reclaim the house.

Possible Outcomes

1d6 Result	Outcome
1–2	The stepfather died a year ago and Lukas' younger brother is a coward – conceding the house to him at the first sign of drawn blades and raised shields. It is a bloodless victory!
3–4	The noble guards are no match for the characters, mercenaries and Lukas. Only the old veteran stepfather and his personal guards could pose a threat.
5	As for previous but this is because Lukas' stepfather is a trained combat psion.
6	As for previous and so are his four personal guardians!

682. SECTOR LORD FOECIAN BRAER, GATHER THE CLANS

Noble

Required Skills: Diplomat, Persuade

Required Equipment: A Spacefaring Vessel

Player's Information

Eager to return the fractious and warring noble clans back to their former glory in the sector, Foecian Braer has taken the title of Sector Lord and has grandiose plans of reuniting all 20 noble clans scattered and warring across the nearby systems. There is a significant threat to his person while this is being undertaken, so he must turn to the characters to sail the stars and carry his seal and banner to the heads of all the clans.

For each clan patriarch (and two matriarchs) that sign into the sector-wide armistice and alliance, the characters will receive 100,000 Credits and a square kilometre of estate lands on the Braer homeworld.

Referee's Information

There are 19 rival clans in the sector that the characters must try to arrange armistice with. Each clan requires a short space journey to their world or moon, a Diplomat skill check at Effect 2 or higher to approach in a manner that will allow audience and a Persuade skill check at Effect 4 or higher to convince them to join the alliance.

Possible Outcomes

1d6 Result	Outcome
1–2	The wars have been hard on several clans, making them far more likely to want to at least talk about an alliance. The threat of alien invasion is greater than the biases against one another, for the most part.
3–4	Each clan has a task the characters will need to accomplish before they are willing to sit and discuss the alliance – causing this process to potentially take <i>years</i> .
5	One of the clans has heard about Braer's idea and is actively working at spreading misinformation and negative propaganda that makes many places somewhat paranoid about the characters' arrival.
6	As for previous but this rival clan is using all of this as a smokescreen to do the unthinkable – create their <i>own</i> alliance from the clans before Braer can accumulate too large a power base!

683. DUCHESS FAY OF HEWSON IX, DARK COLLECTOR

Noble, Rogue

Required Skills: Melee (Unarmed), Streetwise

Required Equipment: A Spacefaring Vessel, Bondage/Capture Gear

Player's Information

The wickedly beautiful Duchess Fay of the cold and wintered planetoid of Hewson IX has discovered a long forgotten and ancient 'magic' amongst the first ancestral tribes of her people. This magic is supposed to strengthen her, prevent ageing, grant her control over mortal men and – if the legends are true – make her immortal. The only catch is the requirement of a specific ingredient in all of these tinctures...human brain matter.

The Duchess has 250,000 Credits for the characters if they will travel to nearby planets (she cannot take from her own people; that would be *criminal*), find appropriate homeless vagabonds – and capture them for her dark experiments in witchery.

Referee's Information

The characters will need to travel to planets in their own spacecraft, as Fay does not wish to have her name attached to the kidnappings, before looking for the right places to seek out homeless. Finding the right kind of populace requires a Streetwise skill check of Effect 1 or higher, where they will surely have to call upon their unarmed Melee skills to get these people into shackles and eventually back to the Duchess.

Possible Outcomes

1d6 Result	Outcome
1–2	Fay's magical experiments actually <i>work</i> , turning her into the first Sorceress Royale in the sector for over 5,000 years – and she counts the characters amongst her closest allies. They will soon be allowed to become her acolytes and share in her arcane wealth.
3–4	The magic is actually a strange form of alien genetic science that indeed increases vitality and overall health but has nothing actually 'magical' about it.
5	As for previous and is also having the same sort of effect on Fay as a powerful narcotic. Soon she will need even more lives to slake her dark desires; requiring her to essentially turn the characters into brutal slavers in just a few months.
6	As 3–4 but the local populations know what is going on from their own historic records and are mounting a collective action to stop her – and her agents. It will be an interplanetary witch hunt!

684. PRINCESS CHARLOTTE LA'AW, BOREDOM QUEEN OF THE AUGUSTANS

Noble

Required Skills: Carouse, Deception, Streetwise

Required Equipment: None

Player's Information

Normally sitting in the lonely throne of the Augustus Colony, Princess Charlotte La'aw has ruled the populace as a well-loved monarch for several years – but she longs for something more. Seeing the vids and reports about underground raves, all-night alcohol-soaked parties and secret drug dens in her colony, she wishes she could be a part of that culture...if only for one evening.

Calling up the characters to her private chambers, she tells them of her wants and desires to be a part of this street-level excitement. If the characters can fulfil her wishes and show her all three of these infamous party locales over the course of three days (the longest she can have her attaché explain her absence), she will reward them with anything their heart desires.

Referee's Information

Unless the characters already know where these sorts of places are, they will need to pass a Streetwise skill check with at least Effect 1 per location. Once found, the characters will need to pass Deception skill checks at Effect 2 or higher to get the Princess in the door without complication. Inside these seedy establishments the characters should show her a good time with a Carouse skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Princess Charlotte is not only looking for excitement and adventure...she is looking for a potential <i>king</i> to share her throne!
3–4	Charlotte gets the evening she desired...full of action, excitement and adventure on the streets of Augustus!
5	As for previous but the primary excitement comes from a paparazzi that has been tailing the group all night long.
6	As for previous but when she is recognised by a fugitive criminal – for whom her royal seal ordered the gallows – things get extremely dangerous for the ruler of Augustus and her comrades.



RELIGION AND MYTH ENCOUNTERS

RELIGION AND MYTH ENCOUNTERS

This chapter is based on Patrons with backgrounds in the faith and legendary beliefs – whether real or fabricated – of the masses. Priests, witch doctors, psions and self-proclaimed avatars of holiness might all have work for the characters...whatever it might cost them.

685. RAY HAMMOND, *PLANTING THE SEEDS OF FAITH*

Civilian

Required Skills: Trade (Carpentry)

Required Equipment: Basic Tools

Player's Information

Ray Hammond is a budding young missionary with a crate full of religious artefacts dedicated to his distant faith. He has come to this planet alone, as his faith's god once did in scriptures and plans to build the first church to his lord with his own two hands – and the help of some generous others.

If the characters help Ray build the church, he will name them as 'founders' and they will become known worldwide.

Referee's Information

If the characters desire to help Ray, they must succeed in a simple Trade (Carpentry) skill check to help hammer and screw all of the basic structure in place before he takes care of the 'spiritual building'.

Possible Outcomes

1d6 Result	Outcome
1–4	Ray's religion is charitable, caring and widely adored by the local populace; allowing the characters to share in that adoration.
5	There is another faith on the planet for Ray to contend with and the characters are obviously taking sides in this matter.
6	As for previous but the rival faith teaches spiritual power through conflict and overcoming its enemies – like Ray and the characters!

686. LAIGHT QUORREN, *SUPERNATURALIST*

Drifter, Entertainer

Required Skills: Computers, Investigate, Survival

Required Equipment: None

Player's Information

Counting herself as the leading documentarian on matters of the supernatural, Laight Quorren has come to this area because she believes there is something worth recording lurking in the area. Not willing to simply pass these rumours off as unknown aliens, Laight *knows* there is more to the stories being told. She offers the characters a sum of 500 Credits to spend a few hours researching the local legends and tales about the supernatural.

Referee's Information

To do thorough research on the local legendry, the characters must accumulate an Effect 8 on successful Computers, Investigate and Survival skill checks taken over the course of a single day. If the characters can manage to gather an Effect 16, they come up with amazingly accurate 'proof' that Laight is in the right place and she will want to interview them on record about it.

Possible Outcomes

1d6 Result	Outcome
1–2	There are numerous sightings – even video footage – of a local legend called the 'Wraith'...and it seems to be very real.
3–4	Ghost stories and tales of the risen dead are common in the southern communities here.
5	There is a recurring legend about a life-absorbing spectre haunting the ruins to the far south but no proof can be discovered.
6	As for previous but this proof is covered up by the government because the S.P.E.C.T.R.E. bio-drain weapon program is top-brass classified!

687. IAN BENTLEY, PREACH TO THE MASSES

Civilian

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

A local evangelist known for his heated sermons on street corners, Ian Bentley believes in a singular space God that intertwines all life forms from all corners of creation – a somewhat controversial view amongst faith leaders across the galaxy. His weekly preaching is upon him but he has lost his voice from a minor illness. He turns to the characters for help, asking them to preach from notes he writes with his apology to his congregation. If they help him in this way, he will always have a room for him at his nearby cathedral.

Referee's Information

Depending on whether or not the characters believe in the Unified Star God, they will need to pass a Deception or Persuade skill check with an Effect 2 or higher in order to give a passionate sermon on Ian's behalf.

Possible Outcomes

1d6 Result	Outcome
1–2	The congregation love the 'guest preachers' and ask Ian to call them and others to the streetside pulpit again and again.
3–4	The sermon is basic but heartfelt and most of the congregation is too worried about Ian's health to care about the alternate speakers.
5	Members of rival faiths have come to heckle Ian but are happy to take advantage of the characters' presence.
6	As for previous but these rivals knew Ian would be sick today – as they were the ones that infected him!

688. SIR DALEN VICKREY, UNHOLY TEMPLAR

Marines, Psion

Required Skills: Gun Combat (Any)

Required Equipment: Any Firearm

Player's Information

Devoted to the terrible and vile spiritual practice of Uan'tat'shi (meaning 'Through Pain be Saved'), Sir Dalen Vickrey considers himself to be a learned warrior who will find perfection and sanctity through bloodshed and suffering. His faith teaches him to become stronger through adversity and self-sacrifice, forcing him to put his body through unimaginable tests of physical tenacity. Dalen waits and surprises the characters, asking them to do something extremely strange – test his ability to dodge gunfire. If their chosen shooter can hit him more than once before he disarms them, he will have learned a valuable lesson and will pay them 1,000 Credits. If not, *they* will learn a valuable lesson...in the application of direct physical force.

Referee's Information

Shooting at Sir Dalen requires an Effect 4 or higher Gun Combat skill check. If this attack hits, he is wearing (or modified with) ten points of armour protection. If not, he will strike the shooter with a tremendous psionically-augmented punch that inflicts 2d6+4 damage!

Possible Outcomes

1d6 Result	Outcome
1–4	Sir Dalen is a strange believer in horrific teachings but he is a man of his word and hopes to learn much from this 'training'.
5	As fore previous and this exercise is important to him because of an impending mission where he may need to charge down gun-wielding guardsmen.
6	As for previous but this mission is an attempt on a local theocrat's life.

689. SISTER BONNIE, GOOD GRACES AND CHARITY

Civilian

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

Sister Bonnie is a local saviour to the homeless and a provider of charity to the teeming unwashed masses. She spends several hours daily behind a soup kitchen counter filling bowls for dozens less fortunate than she. It is not always a safe job but she knows her kindness will earn her a place in Heaven when she is called to His service. Unfortunately, even her saintly skills are taxed occasionally. Refugees from an allied territory have been displaced to the area and her ability to provide for them is at its limits. The characters can tell she could use some help but she is too proud to ask for it.

Maybe they can do a good deed and lend some helping hands?

Referee's Information

Helping Sister Bonnie take care of the hungry masses will not take terrible skill, dishing stew into disposable bowls, but it is tiring to spend several hours on their feet. They must pass an Athletics (Endurance) skill check to avoid suffering major leg and back pains on the following day.

Possible Outcomes

1d6 Result	Outcome
1–4	The new faces in the soup kitchen line are accepted as new local saints, giving the characters massive clout with the locals <i>and</i> the refugees' government.
5	The collection of refugees are disgruntled and unhappy to be forced into homelessness here, making them less-than-willing to accept the help offered.
6	The force that put the refugees on the run is not done with them yet – arranging an attack on the food line to drive home this point.

690. PIERCE HADES IV, VAMPIRE HUNTER

Drifter, Mercenary, Noble

Required Skills: Investigation, Streetwise

Required Equipment: Night Vision Capability

Player's Information

The fourth in a long family line of vampire hunters, Pierce Hades is a refined and deadly killer of the mythical undead creatures that have stalked human fears and legends for eons. He claims to have rammed wooden shafts through over 100 unbeating hearts, despite claims that his life has been a tragic waste of time and resources. He has come to the area in search of one of the eldest vampires, a beast called Drak'hul.

Giving the characters a file of information on the 'Lord of Vampires' along with 10,000 Credits and a weapons-grade wooden stake, he needs them to help him find where a 10,000 year old Terran bloodsucker could be spending his days.

Referee's Information

Whether or not the characters believe in the creature they are hunting, the file Pierce gives them is a good one. They can use it to succeed in an Investigate and Streetwise skill check. If they manage to come up with an Effect 8 between the two skill checks, they will have a good idea where in the city Drak'hul would be hiding – if he is *real*.

Possible Outcomes

1d6 Result	Outcome
1–2	It seems that Pierce was right; a creature calling itself Drak'hul was here...but has moved on, leaving only a few bloodless bodies behind.
3–4	No sign of the fabled beast can be found but Pierce collects enough 'evidence' to send him in the right direction.
5	As for previous but Pierce asks the characters if they want to join him on his interplanetary monster hunt.
6	Drak'hul is very real – and extremely displeased about the characters revealing his local temporary lair.

691. NATHANIEL SEER, WALKER AMONGST THE STARS

Drifter

Required Skills: None

Required Equipment: A Spacefaring Vessel

Player's Information

A member of the intergalactic Monastic Order of the Void, Nathaniel Seer is a wanderer in every sense of the word. Spiritually he has no anchor; physically even less of one. He comes and goes as the stellar winds take him but having sworn an oath of simple life – he has no money to pay for these travels. He asks a favour of the characters, simply to let him hitch a ride with them on their vessel to a nearby plot on his star map.

Spending time with Nathaniel is sure to be a learning experience but it will be at their expense.

Referee's Information

If the characters give Nathaniel a lift to his desired location, he will answer any sorts of information-based questions asked of him about the galaxy, his beliefs and the presence of an all-encompassing star energy that drives all life.

Possible Outcomes

1d6 Result	Outcome
1–4	Nathaniel is a very knowledgeable man who has seen more in his life than many ever do. He has a great deal to say about a number of interesting topics.
5	There is a special meditation technique Nathaniel must use to travel that is particularly problematic for anyone else on board.
6	As for previous but it is also troublesome for the life support on the vessel.

692. KURT TYRSSON, THE VALKYRIES ARE CALLING

Army

Required Skills: Recon

Required Equipment: None

Player's Information

As is the ancient traditions of his people, Kurt Tyrsson was left behind by his unit after being mortally wounded – which is where the characters find him. Strangely enough, Kurt does not ask for medical help or any sort of physical aid at all except for one favour. It is his belief that he will not see his afterlife unless his weapon is in his hand when ‘the Valkyries come’ for him. His wounds have paralysed his legs and his SW0rD plasma pistol flew away from his grasp.

All Kurt wants is for them to look around, find it and put it in his hand before he dies.

Referee's Information

It will require a successful Recon skill check at Effect 2 or higher to find Kurt's pistol in the underbrush. Each roll of the skill will take 1–6 minutes of his last few moments of life.

Possible Outcomes

1d6 Result	Outcome
1–2	Kurt holds onto life for a full half hour after the characters find him; long enough for him to tell them to keep his advanced wartime equipment after he is gone.
3–4	Kurt lives for 10 minutes, the last three of which are in unconsciousness.
5	Kurt lives for eight minutes, the last of which are comprised of screaming and spasms.
6	Kurt lives for five minutes.

693. FREEDOM KNIGHT, SUPERHERO

Psion

Required Skills: Streetwise

Required Equipment: None

Player's Information

Clad in his outlandish multi-coloured combat uniform, complete with identity-hiding mask and cowl, the media-hounded ‘Freedom Knight’ is the city's only legitimate *superhero*. He is a powerful psionic being with amazing strength, speed and the ability to fly but he is not terribly great at dealing with the people of the street.

There are rumours about a full-time supervillain striking fear in the hearts of the people, some mutant creature calling itself ‘Obliteron’ and Freedom Knight needs information on where to find it. If the characters help him find this villain, he will publicly thank them when the media invariably interviews him after the battle.

Referee's Information

The characters will need to succeed in a Streetwise skill check at Effect 2 or higher to find out where Obliteron has made its hideout.

Possible Outcomes

1d6 Result	Outcome
1–4	Freedom Knight battles and defeats Obliteron, becoming the saviour of the streets yet again.
5	Freedom Knight's battle with Obliteron levels half a city block; making him and anyone he associates with into street-level pariahs.
6	As for previous but Obliteron crushes Freedom Knight and then seeks out his accomplices...

694. FATHER PATRIC BAYTES, IN NEED OF SECURITY

Civilian

Required Skills: Recon

Required Equipment: Any Legal Weaponry

Player's Information

When God began to speak to Father Baytes, he explained to the congregation what he was told and it made quite a few enemies in and around his church's area. Death threats began to stream in and more than a few of them seemed real enough to worry him.

Patric asks the characters to stand guard during his masses for a few weeks until the threat passes. In exchange they will receive 250 Credits per mass protected.

Referee's Information

The characters will have five masses to protect. Each of these meetings will require a separate Recon skill check to successfully watch over the entrances to Baytes' cathedral.

Possible Outcomes

1d6 Result	Outcome
1–2	It seems that Father Baytes' connection to God might be real after all; everything he has said has come to pass so far.
3–4	The masses have a lowered attendance level but they are safe and without problem.
5	There is a group of zealots that try to disrupt the late night mass.
6	As for previous but these zealots are fully violent fundamentalists.

695. HUSSAR ALYCE OBENTINE, LOOKING FOR A PURPOSE

Army, Drifter

Required Skills: Navigation, Survival

Required Equipment: None

Player's Information

Claiming to have received a message from her God, Alyce Obentine left her position in her government's armed forces to seek out the place she saw in her vision. Her only problem is that she has no idea where to start. She knows it is a wild place surrounded by rural life but she only has a rough sketch, that she jotted down upon waking, to go off of. Bringing the sketch to the characters along with 500 Credits, she asks if they know where God is sending her...

Referee's Information

For the characters to recognise the odd structure she drew from her dream-memory, they must pass a Navigation skill check at Effect 2. If they wish to accompany Alyce to this place once they have discovered it, a Survival skill check will be necessary.

Possible Outcomes

1d6 Result	Outcome
1–4	The building she drew is not far away and is located within patrolled and protected wilderness; it will not be hard for her to go and find her purpose.
5	The ruins she pictured are several days into the untamed portion of the planet, surrounded by contested territory and dangerous wildlife.
6	As for previous but Alyce also has to worry about her former unit – from which she went AWOL.

696. DEACON RUSSEL LOTHE, POSSESSION EXAMINER

Civilian, Scholar

Required Skills: Athletics (Strength) (possibly Melee (Unarmed))

Required Equipment: None

Player's Information

Deacon Russel Lothe is an exotic specialist rarely called upon by the upper leadership within his church. He is a trained member of the clergy and fully vested as a field researcher into reported demonic possessions. When necessary, Russel also can be allowed to exorcise these demons. In his current mission he has identified a 'legitimate' possession and he needs a few extra sets of strong arms to hold the victim down while he performs the necessary sanctifications. If the characters go and help the Deacon, he only has an extra 100 Credits for each of them. The best reward is the service to the Creator in Heaven, he claims.

Referee's Information

The exorcism, lasting 3d6 minutes, will fill the victim with adrenaline and raw rage. A total of Effect 8 must be accumulated each minute on Athletics (Strength) skill checks to keep the victim still and restrained. If any minutes do not at least gather Effect 4, the victim will become free and attack anyone nearby with fist, feet and teeth!

Possible Outcomes

1d6 Result	Outcome
1–2	The possession is a fake and the victim gives up the charade as soon as the Deacon returns with the characters – his fear of the exorcism is greater than his desire to make local history.
3–4	The victim will thrash and curse in various languages during the exorcism but will be thankful when it is over.
5	As for previous but his threats and comments seem to know far too much about the characters to not raise theological questions.
6	The victim claims to be possessed by the archdemon Azmodel; who makes a calm and ominous 'We are not done with you all' comment before the end of the exorcism.

697. GALMOD. ALIEN BIO-MISSIONARY

Drifter, Scholar

Required Skills: Persuade

Required Equipment: None

Player's Information

The strange and flighty Galmod is a unique kind of servant to an even more unique kind of faith – a biological church built on the backs of viral protein coats and is ushered by a congregation of cellular zealots. His people, while not terribly religious socially, have a longstanding tradition of carrying what they claim to be 'the soul' of their people in an injection-based pilgrimage throughout the population. When they reach a certain age they are inoculated with their 'faith'.

Galmod is one of the first extra-planetary missionaries bringing his people's faith to other races among the stars. People are not used to these ideas and Galmod knows it. He offers the characters 1,000 Credits to serve as his persuasive mouthpiece and get his bio-faith circulating through a few locals – after they receive their own dose, of course!

Referee's Information

For every three points of Effect the characters achieve on successful Persuade skill checks, they convince someone to take the injection – and carry the 'faith'.

Possible Outcomes

1d6 Result	Outcome
1–2	The bio-faith is a useful injection made by the alien race that affects humans like an ultra-powerful immune system boost.
3–4	There are no side-effects to the injections at all; it is as if the bio-faith is nothing but sugar water.
5	There are a number of protesters standing against Galmod's missionary work.
6	As for previous but the protesters are hardcore racists and are willing to go to violent means in order to keep the populace 'pure'.

698. HALEY CROTHIS, BORN AGAIN**Criminal, Drifter****Required Skills: Recon****Required Equipment: None****Player's Information**

Finding God while serving 40 years for murder, Haley Crothis has received parole and has moved into the neighbourhood. She wants nothing but to live out her remaining years in domestic peace – while passing on her love of the Lord to her neighbours. She is not a fool however, knowing that her history will bring enemies from all over, she asks the characters to walk with her around the neighbourhood and protect her from any violence. She has nothing to give them for this service except her gratitude.

Referee's Information

So long as the characters pass a Recon skill check when she is out passing out her spiritual literature, Haley will be perfectly safe.

Possible Outcomes

1d6 Result	Outcome
1–4	No one seems to care about Haley's past after all. It was too long ago and her unfortunate victim was no one noteworthy.
5	One neighbour has done his research and has begun spreading Haley's history all over the area; she will have a hard time making friends around here.
6	As for previous but the neighbour also contacted her victim's son – who will be coming to town for nothing short of vengeance.

699. CAUL MASTRETH, TELEPATH FOR HIRE**Corporate, Mercenary, Psion****Required Skills: Computers****Required Equipment: None****Player's Information**

A pragmatic corporate psion who hires himself out to the highest paying contracts, Caul Mastreth is essentially a 'brain for hire'. He is used for a variety of reasons, his telepathic truth-telling ability being the most popular – and most physically taxing. He is on a job right now but he needs someone to enter the data he speaks of while mentally connected to his target. For a flat wage of 1,000 Credits the characters can be the ones to fulfil the data entry.

Referee's Information

A simple Computers skill check will allow the characters to rapidly enter the data Caul will spew while in his telepathic fugue. If they cannot achieve at least an Effect 3 on this check however, they will skip over a few pieces of information that stream out of his connection.

Possible Outcomes

1d6 Result	Outcome
1–2	The meeting is a success. Caul only had to stay connected with his target for a few minutes before he got what he needed for his employer.
3–4	A commercial telepathic search takes a few hours but the characters will hear a number of things that could be considered sensitive economic information.
5	The target is an unwilling recipient of the mind search, requiring the characters to help in more ways than just data entry.
6	As for previous but they might be surprised to find that Caul is not here to scan the target's mind – but liquefy it instead.

700. SO'T, BARBARIAN FAITH HEALER

Civilian, Drifter

Required Skills: Athletics (Endurance)

Required Equipment: Must be Wounded

Player's Information

So't is a local legend; a healer who uses natural materials and his raw faith to knit wounds and set bones in his people. When he emerges from out of nowhere at the moment the characters need his healing touch...if it works.

Referee's Information

So't will begin to immediately rub foul substances into the characters' wounds and chant horrifying verses into their ears. The process is extremely painful, requiring an Effect 2 Athletics (Endurance) skill check to avoid falling into unconsciousness.

Possible Outcomes

1d6 Result	Outcome
1–4	The 'faith' healing works! The characters' wounds seem to knit magically over the course of a few hours.
5	The healing substances are not anything helpful at all; they are simply painful and scarring.
6	As for previous but there is a slight chance that So't is going to <i>poison</i> one of the characters inadvertently.

701. DESMONA PACE, THE BLACK PRIESTESS

Criminal, Noble, Rogue

Required Skills: Recon, Stealth

Required Equipment: Dark Clothing, Masks

Player's Information

The high priestess in a centuries-old cult that controls several local noble bloodlines, Desmona Pace is beautiful, wealthy and wickedly evil. She frequently makes decisions that send hundreds of people to their doom through her signing of labour contracts, mining deals and the like but it is her practice of dark arts and black magic that is what sets her apart from normal corporate executives. There have been numerous infiltrations into her secret meetings, some of which have worried her as to who they might be – due to the masks they traditionally wear.

Desmona wants the characters to don some masks, 'sneak' into her gathering and keep on the lookout for troublemakers. If they will do this, she will arrange for them to 'find' 5,000 Credits.

Referee's Information

In order to follow Desmona's plan, the characters will need to put on their masks and sneak into the meeting with a successful Stealth skill check. Once inside, they must achieve at least an Effect 3 on a Recon skill check to notice anyone *else* acting strangely.

Possible Outcomes

1d6 Result	Outcome
1–2	One of Desmona's acolytes discovers a media spy due to the characters' presence and he is offered up as a sacrifice in their honour!
3–4	The cult meeting seems to be conducted without trouble.
5	Someone leaves in the middle of the cult meeting; someone who will report to Desmona's enemies.
6	As for previous but this person will be back in a few minutes – with a dozen police agents ready to enforce local theological laws!

702. CHAPLAIN ED BRIGGS, LOST HIS FAITH

Army, Scholar

Required Skills: Navigation, Recon

Required Equipment: Wilderness Survival Gear

Player's Information

Ed Briggs is the local armed forces' servant of the faith, a badge-bearing chaplain of the predominant faith in the area. He is rather distraught at the moment though, as he seems to have lost the symbol of his faith in the nearby wilderness! It dropped sometime this morning and he has a general idea as to when but he does not have the time (or permission) to go back out to find it. He asks the characters to go into the rough and find it for him. In exchange he will arrange for them to receive 50% off at the military supply counter on the base for goods and services.

Referee's Information

In order to find Ed's badge of faith, the characters will first need to succeed in a Navigation skill check at Effect 2 or higher to follow the chaplain's directions and get in the right area. Once there they can begin the search for the small object with repeated Recon skill checks. Once they accumulate a total of Effect 10, they will find it.

Possible Outcomes

1d6 Result	Outcome
1–4	The object in question is a leather-bound prayer book gilded in silver; it was easy to see jutting out of the undergrowth.
5	Ed's badge of faith is a stylised chain linked to a vial of supposedly 'holy' blood. It will be hard to stumble across, as it will have settled into the groundcover by now.
6	As for previous but the vial has been broken somehow and the sacramental blood has spilled. This is a symbol of Ed's very faith running out; a fact he will not take lightly.

703. MARKUS-4, DO ROBOTS HAVE SOULS?

Drone

Required Skills: Deception or Persuade

Required Equipment: None

Player's Information

Finding an advanced artificial life form wandering the streets alone and openly sorrowful, the characters are introduced to the being calling itself Markus-4. The robot is extremely high-tech and is a perfect facsimile of a human being built from metal and plastic, making his oily tears that much more eerie. When approached, the robot looks at the characters and tells them his program has almost fully run its course and that his half-cell battery is nearly depleted.

Then he asks, 'Will I go to Heaven when I die?'

Referee's Information

The characters are in a mainly moral predicament. They can use Deception to lie to Markus-4 or Persuade to make him see their point of view concerning the spiritual status of artificial beings – whatever it might be.

Possible Outcomes

1d6 Result	Outcome
1–2	Markus-4 is mistaken; his energy cell is simply reaching a check-up point...not its end. When it recycles back to his next 100 years of use, he is happy to say that he can call the characters 'friends'.
3–4	Markus-4 shuts down at midnight on the same night the characters meet him, becoming a multi-million Credit mannequin.
5	As for previous but there is a subspace communiqué that goes out when Markus-4 shuts down, causing his creator – the mad genius Arkemmedes – to come after it.
6	As for previous but Arkemmedes sends something the characters will not be ready for to come get the dormant android...Markus-5.

704. OMAR VIANCOUL, VISITING ARCHCLERGY

Noble

Required Skills: Medic

Required Equipment: Medical Scanner (TL10+)

Player's Information

Omar Viancou is one of the four most powerful members of his church's clergy, making him an extremely powerful person with the seven-point-four *million* faithful congregation members he has in his sway. He has been on an interplanetary tour of the faith but was forced to make an emergency stop here due to a mysterious illness that came upon him suddenly. Now he and his templar bodyguards are asking the characters to give him a thorough examination before they can move along the tour path. For their discreet services, the church will pay 10,000 Credits.

Referee's Information

The characters must have access to a rather advanced medical scanner and succeed in a Medic skill check with at least Effect 2 in order to know what is currently wrong with Omar.

Possible Outcomes

1d6 Result	Outcome
1–4	Omar will be fine; he simply has a minor viral infection that should pass in two or three days at most.
5	Omar has eaten some kind of parasite which is producing toxins in his body that will make him sick whenever he eats. It must be treated with a specific type of anti-toxin for several weeks before the creature will die and be passed.
6	As for previous but the parasite is actually a tiny nanite swarm created by political enemies of the church. There is nothing that can be done for him.

705. DOCTOR YURI HEPHAESTUS, A GRISLY SHOPPING LIST

Criminal, Rogue, Scientist

Required Skills: Medic, Stealth

Required Equipment: Medical Kit (TL6+), Medical Storage Containers

Player's Information

Collecting body parts from local medical labs, Doctor Yuri Hephaestus is trying to do the previously thought impossible – create *life* from dead tissue and organs. He is too well known around the city however, so he offers the characters a 'shopping' list and 2,500 Credits per viable organ acquired off of it.

Referee's Information

The characters will need to have either a Contact in the medical field or pass a Stealth skill check with Effect 2 or higher to gain access to the storage area. Once inside, the characters must attempt a Medic skill check to do the 'organ shopping' – acquiring one organ per point of Effect.

Possible Outcomes

1d6 Result	Outcome
1–2	The experiment will be a success! Project Omega will be the first of Hephaestus' <i>Resurrection Men</i> .
3–4	The doctor is sure that everything is going to work just fine – as soon as he gets that fusion cell he needs to animate Project Omega.
5	Things do not seem like they fit together quite right but Yuri is going to throw the switch anyway...
6	As for previous but Project Omega will animate – and become a juggernaut of destruction due to the pain of 'existing'.

706. CECIL VASHER, MONK ON A MISSION

Drifter, Psion

Required Skills: Melee (Unarmed) or Persuade

Required Equipment: None

Player's Information

Cecil Vasher is a sworn monk of the Order of Two Comets, an intergalactic peace corps of a sort that refuse to wield – or condone the use of – any form of weaponry other than what the star Gods blessed them with...their body. Cecil is a skilled martial artist but his current monastic mission places a large gang of street thugs in his path. They are too many for him to handle on his own (he has tried), so he asks the characters to come and use their own fisticuffs on his behalf. Once his mission can continue, Cecil says he will repay the characters by paying for their next starship passenger fare in thanks.

Referee's Information

There are 13 street thugs blocking the way to the local starport. Cecil will not allow the characters to use any form of combat skill other than Melee (Unarmed) to deal with them, leaving their side if they stray from his pure path. They can also dissuade the thugs with a Persuade skill check at Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	The thugs were alright extorting and harassing a single traveller but the presence of the characters has made it too risky for them. They will back off at the first sign of a stand being made.
5	The thugs are threatened by the presence of the characters and escalate the conflict to a smattering of lethal melee weapons.
6	As for previous and Cecil suffers a potentially fatal wound in the combat!

707. JOSHUA SANDS, THE JOURNEYMAN LEADER

Drifter, Noble

Required Skills: Medic

Required Equipment: Medical Kit (TL5+)

Player's Information

Leader of a primitive pilgrimage from the barbaric lands to the civilised territory of the colonies, Joshua Sands is the noble and spiritual head of nearly 1,000 strong-bodied religious travellers. They will be a great resource to anyone that makes them into allies but they are short on trust with the 'city folk'. Joshua has been injured and the characters now have a chance to make allies – or enemies – with the throng of primitive folk.

Referee's Information

In order to patch up Joshua's wound, the characters must have the basic equipment to stitch lacerations and pass a Medic skill check with at least Effect 2.

Possible Outcomes

1d6 Result	Outcome
1–4	Joshua's wounds are from an animal attack. He would have likely survived without help but the aid offered is enough to steer opinions well into the characters' favour.
5	Joshua was cut badly by road pirates. By mending his wound the characters are actually mending what little trust his people had in civilised humans.
6	Joshua was stabbed deeply by one of his own people because he was bringing them to the 'unholy city'. The masked attacker escaped and is still at large within the pilgrim congregation.

708. DERRICK SOL, THE STAR WARRIOR

Mercenary, Psion

Required Skills: Broker, Diplomat

Required Equipment: Contacts in Local Government

Player's Information

A powerful psionic warrior for hire, Derrick Sol is known for his near-magical pyrokinetic and electrokinetic abilities. He is dangerous and capable of extremely lethal outpourings of psionic emanations, making him a high risk for collateral damage. It is this risk that is making the local government hesitant to contract him. He asks the characters to intercede on his behalf and work it out with the government types and get him some work locally. In exchange, he will pay them a 10% 'contractor fee'.

Referee's Information

The characters will need to pass a Diplomat skill check using a Contact in the local governing office. It will take an Effect 3 or higher to arrange for the contract, prompting a further Broker skill check that will earn Derrick 25,000 Credits per Effect.

Possible Outcomes

1d6 Result	Outcome
1–2	Derrick's reputation is both good and bad for some politicians; this time it is very good for the warmonger trying to get elected. The characters seemingly have an Ally in the armed forces they did not know they had.
3–4	There is a lot of fear in the average governing agent concerning the use of the 'Star Warrior' – who regularly costs his employers hundreds of thousands of Credits in damages.
5	As for previous but the government is going to require an insurance program that will leave Derrick liable for damage costs.
6	As for previous but the characters are named as well in case Derrick is killed during the contract!

709. IZZY WORTEL, THE LAST CHRONICLER

Drifter, Entertainer

Required Skills: Deception and/or Persuade

Required Equipment: None

Player's Information

Her faith having died out years ago, Izzy Wortel considers herself the last prophet of her outdated and somewhat controversial religious views. All she wants to do is write down the final chapter in her life and the story of how Fate has steered all those she meets into relationships with the Universe. Upon meeting the characters she asks, 'What do you think Destiny was trying to do by placing you in my questing path? To what significance is this meeting?'

Their answers could be made into the works of a Prophet, so they ought to be considerate of the context in which they do so...

Referee's Information

In order to have the characters answer the philosophical question in a way that will immortalise them within Wortel's holy book, they must pass a Deception or Persuade skill check at Effect 2 or higher – depending on whether or not they *believe* in a Universal Destiny steering all their actions.

Possible Outcomes

1d6 Result	Outcome
1–4	Izzy's book will become the heart of a growing faith based on Fate and Destiny in the galaxy and the characters' names could be a part of that growing fame.
5	Izzy's book tells fables and stories based on the characters' responses; it could make them oddly famous in an anecdotal sort of way.
6	The book Izzy has put together is a great read, very entertaining and contains the characters' names and stories – but is also a direct work of seditious blasphemy against the powerful theocracy she once belonged to.

710. SETH LUPAL, DO NOT TRUST ME

Drifter, Mysterious Creature, Rogue

Required Skills: Life Science (Biology), Medic

Required Equipment: Access to a Medical Laboratory (TL8+)

Player's Information

Frantic, dishevelled and looking like he has not slept in days, Seth Lupal approaches the characters outside of a diner, restaurant or bar a few hours before sunset. His worn and ragged clothing is spattered with old blood on the sleeves and his face is marked with a handful of small scars. He claims to be a carrier of some kind of mutation that takes him when the sun goes down, turning him into a beastly monster that kills everything around him – friend or foe.

Seth begs the characters to take him to their lab and run tests, fill him full of chemicals and somehow find a 'cure' for his condition before he kills again!

Referee's Information

Seth is a genetic experiment resulting in a scientifically-bred form of lycanthropy. He turns into a savage beast one hour after dark and remains so until sunrise. The characters will be able to isolate the genes in question with the right tools and a Life Science (Biology) skill check at Effect 4 or higher but applying gene therapy for a cure would require a total of Effect 18 on Medic skill checks. Hopefully they can do this before sundown...

Possible Outcomes

1d6 Result	Outcome
1–2	Seth's condition can be kept in check with heavy doses of a very common chemical and cured over several weeks of this dosage. He is so happy that he swears to give the characters access to everything he owns – which is a lot considering the amount he was paid to keep quiet about this experiment!
3–4	It does not look as though Seth can be cured exactly but his condition <i>can</i> be kept dormant with the right doses of commonplace drugs.
5	As for previous but the drugs are anything but commonplace.
6	There is no cure – only more rage, bloodshed and destruction in Seth's future.

711. BRUCE CAROLL, THE NIGHTMARE MAN

Criminal, Psion

Required Skills: Admin

Required Equipment: Contacts in Local Government

Player's Information

Bruce Carroll is a sinister criminal that was, up until his recent capture, the leading psionic dream-thief in the area. He was charged with 'psychic crimes' and is now awaiting trial within the local jail. Through his psionic access to outside thoughts he has discovered the characters' connection to one of the government agents and now has sent for them. If they will help bring his appeal to their friend in the offices on his behalf, he will share with them a very special secret about the local magistrate's wife...

Referee's Information

Whether the appeal succeeds or fails is irrelevant, the characters merely have to pass an Admin skill check at Effect 2 or higher to turn the right paperwork into their contact. If they do so, Bruce will tell them about the infidelities of a certain magistrate's wife.

Possible Outcomes

1d6 Result	Outcome
1–4	Bruce's appeal goes through and he gets a retrial, during which he calls upon the characters as witnesses to his veracity and trustworthiness concerning his desires to be a 'better person'.
5	The appeal is lost in the paperwork processing of the advocacy and Bruce is not happy with the characters.
6	As for previous but this will end with tragic nightmares plaguing the characters while they remain in this city...

712. DRAK'HUL, LORD OF VAMPIRES

Noble, Psion

Required Skills: Streetwise

Required Equipment: None

Player's Information

An aristocratic noble from a long line of Terran landowners, the eccentric Drak'hul claims to be a millennia-old creature of myth and legend – a *vampire*. He fits the normal description and seems to have no end of charm and physical prowess but it is hard to believe in any human being immortal or undying. Drak'hul is new to the area and asks the characters to help him find a posh but out of the way place for him to purchase and call his home. The only catch is that it must be within a few blocks of a medical centre and ample prostitution. For their role in this arrangement, he has 10,000 Credits to pay the characters.

Referee's Information

Finding a 'lair' that suits the needs of Drak'hul requires a Streetwise skill check at Effect 3 or higher. Alternatively, a Contact or Ally in real estate would automatically know the perfect place.

Possible Outcomes

1d6 Result	Outcome
1–2	Drak'hul is very happy with the characters and asks them to become his permanent coterie of escorts, bodyguards and agents in his frequent and galaxy-spanning travels. Vampire or not, his offer is serious and substantial.
3–4	Drak'hul is pleased with the characters and offers them to be his eyes and ears while he is still here on this planet.
5	As for previous but Pierce Hades IV, famed vampire hunter, lands three days later and is on the prowl for Drak'hul and anyone he has made allies of.
6	As for previous but Pierce thinks the characters have already been 'turned' and will try to destroy them!

713. AZAZEL EHTRIGAN, FALLEN ANGEL

Drifter, Mysterious Creature

Required Skills: None

Required Equipment: None

Player's Information

Dark, mysterious and somewhat alien-looking, the muscle-bound creature titled Azazel Ehtrigan is a living paradox. He claims to be one of the Star God's angels of mercy that has fallen from grace and cursed to serve as a minion of suffering amongst the mortals of Creation. Losing his wings and celestial sword, Azazel relies on his wit, cunning and intimidation to survive in a universe that has surrounded him with reminders of the greatness he left behind.

When the characters find Azazel he is sad and alone, turning his bright yellow eyes upon them and asking them to 'forgive him'. For what, they have no idea...

Referee's Information

Azazel is superhuman in all Characteristics and skills, making him a vastly superior opponent to nearly anything that could cross his path. If a combat occurs with Azazel, the Referee is urged to have him fight toward escape rather than killing the characters.

Possible Outcomes

1d6 Result	Outcome
1–4	Azazel needs 1,001 mortal souls to forgive him for his failing of God before he will earn his wings. He is currently at 812.
5	Azazel is actively being hunted by one the church's 'slayers'; he is asking the characters to forgive him because he cannot be sure they are not here to send him to the Abyss – so he battles them long enough to be sure.
6	Church specialists armed and trained to kill angels and demons alike, the Purifiers, have come for Azazel. He has apologised because he knows these zealots will not let the characters live for speaking with him either.

714. XUX, A SACRIFICE BE NEEDED

Mercenary, Rogue

Required Skills: Melee (Unarmed)

Required Equipment: Bondage/Capture Gear

Player's Information

The main enforcer in a dark cult bent on the apocalypse, Xux is a cold-blooded killer that views ending someone's life with the same kind of lack of concern that a butcher might view slaughtering a lamb. He is the bloody hand of his cult's hungers but he needs the characters' help in acquiring the next sacrifice for their Armageddon-God. If the characters will help him pummel and bind a healthy young athlete local to the area, Xux will give them everything they take off of the strapping celebrity.

Referee's Information

The characters will need to pass as many Melee (Unarmed) skill checks it takes to acquire Effect 14 in order to fully incapacitate Clarke Bentley, the famous local sports star. Clarke will have 4,300 Credits on his person and the security key to his expensive (but recognisable) sports car.

Possible Outcomes

1d6 Result	Outcome
1–4	Clarke will be drunk when the characters find him, making the delivery of the young man to Xux easy to undertake.
5	Clarke knows exactly why he is being targeted by Xux; he left the cult in order to be famous and now they are scared of his success.
6	Xux is not going to let the characters simply leave after they deal with Clarke – they are loose ends he cannot afford to forget.

715. TOBY MILO, MY GOD HAS NEED OF YOU

Civilian

Required Skills: None

Required Equipment: None

Player's Information

The characters are approached by an average spacefaring traveller with nothing noteworthy about him other than his undeniable mediocrity. His name is Toby Milo and he has a mysterious request of the characters that might be interested in following through with – even if they do not believe him. Toby asks them one simple thing; 'Will you come with me and meet my God? He has something for you to do.'

Referee's Information

Following Toby and meeting his 'God' requires no skill...just a lot of courage and a bit of faith.

Possible Outcomes

1d6 Result	Outcome
1–2	Toby's God is very real. It is some kind of alien with reality bending abilities who wants to do something 'nice' for the characters.
3–4	Toby's God is a computer program from an extremely advanced society that can seemingly do <i>anything</i> .
5	Toby's God is a horrible creature, some kind of serotonin leech, and he wants the characters to throw a drug-fest party and let him feast.
6	As for previous but the creature has plans on the characters' brain chemistry as well.

716. GORDON STAVING, HEAVEN'S MOUTH

Drifter, Psion

Required Skills: Art (Writing)

Required Equipment: Paper and Writing Implements

Player's Information

Speaking on behalf of the Star God itself, Gordon Staving is a wandering prophet whose words are a jumble of nonsense, poetry and hidden wisdom that border between beautiful and terrifying to hear. He knows that God's voice in his head is driving him mad, so he needs someone who does not hear it directly to write it all down for the masses before he cannot take it anymore. He asks the characters to serve as his pen for dictation. He happily will give them the authoring credits to the tome; after all, it is the words that are important and not who wrote them.

Referee's Information

The characters will need to pass an Art (Writing) skill check to dictate in an artistic fashion what Gordon will spew out at them. For every point of positive Effect they achieve over two weeks' time, the book will generate 1,000 Credits worth of revenue for the characters.

Possible Outcomes

1d6 Result	Outcome
1–4	The book is going to be big, real big. It will be translated in several languages in several sectors.
5	Gordon's words anger several of the existing religious constitutions and they rally against the book.
6	As for previous but their rallying will also include death threats and attempts against the authors!

717. DOCTOR ARKAMMEDES, IT IS NOT MADNESS...IT IS SCIENCE!

Criminal, Scholar, Scientist

Required Skills: Pilot, Sensors

Required Equipment: A Spacefaring Vessel

Player's Information

After publishing an ultimately career-ruining thesis on the ability to find the gates of Heaven in space, Doctor Arkammedes went into seclusion in order to continue his scandalous and controversial work. He has created artificial beings, cloned alien superhumans and now has plans to finish his true goal – to verify the existence of God...and clone him.

Knowing that money is more powerful than belief, the Doctor offers the characters 25,000 Credits to take him in their spaceship to where he thinks he can find what he is looking for and allow him to augment their sensor package to do so.

Referee's Information

The characters will have to allow Arkammedes to modify their sensor suite with his software before taking him to a specific point in the void between star systems. This sort of irregular navigation will force a Pilot skill check at Effect 2 or higher but then a Sensors skill check must be succeeded to pick up on whatever it is the doctor is looking for.

Possible Outcomes

1d6 Result	Outcome
1–2	Arkammedes finds <i>something</i> that makes him extremely happy on the sensor sweep, recording streams of data that will eventually lead him to what he claims will be 'it'.
3–4	There is a strange ping on the sensors but it is fleeting and not conclusive enough for Arkameddes.
5	Arkammedes' sensor makes something out in the void upset at the ship's presence, so it drains the vessel of power in a few seconds.
6	As for previous but things become a little clearer when the ship begins to get boarded by things calling themselves 'angels' in search of the blasphemous Arkammedes.

718. CARDINAL PERCY GROVE, HANDS FOR THE STAR SHRINE

Noble

Required Skills: Mechanic, Vacc Suit, Zero-G

Required Equipment: Toolkit (TL9+), Vacc Suit

Player's Information

Cardinal Percy Grove, high-ranking official in the church of the Star God, has declared that he is going to build the largest and most grand shrine at the apex of 20 star patterns – in the middle of space. It is a multi-*billion* Credit project but one that will make the church 10 times that amount over the course of its lifetime. The Cardinal needs able-bodied space technicians to help undertake the construction. The characters can make 2,000 Credits a week on the project, so long as they can perform as needed.

Referee's Information

In order to make their sizeable wage each week, the character must pass one Mechanic, Vacc Suit and Zero-G skill check with at least Effect 1 per check. If two weeks pass where any of these are failed, or a single instance where all three fail the character is fired from the position immediately.

Possible Outcomes

1d6 Result	Outcome
1–4	The star shrine will take fourteen months to build fully. The characters could possibly work for the Cardinal for that length of time.
5	There are major complications in the star shrine's construction, forcing layoffs and wage cuts – taking half of the characters' pay!
6	With so many resources floating in space, the construction site is perfect for raiders to target...which they will in just three weeks.

719. THE ARCHON HUVAAR, ALIEN HOLY WARLORD

Army, Noble

Required Skills: Melee (any)

Required Equipment: Any Melee Weapon

Player's Information

An alien warlord beginning a holy crusade in the name of a god unrecognised by any civilised culture, Archon Huvaar is a hulking beast that chooses his targets based on whether or not his first encounter can best him in single combat. When his fleet arrives in system, he lands and confronts the first people he finds – the characters.

'Make me see my blood three times and this planet is free,' he says, 'see your own but twice and the invasion begins.'

Referee's Information

Archon Huvaar has a Melee modifier of +4 altogether, which he will roll against whichever character steps up to his challenge (or the nearest one if nobody claims the right). The character that fights him must roll their Melee skill until one of two things happen; Huvaar gets a higher Effect on two rolls (inflicting 2d6+5 damage each time), or the characters scores higher three times. The former will begin the invasion; the latter will call it off.

Possible Outcomes

1d6 Result	Outcome
1–2	A mercenary fleet tracking Huvaar's crusade arrives just in time to help in the impending battle.
3–4	Huvaar's crusade is a low-tech and bloody one, preferring blades and bludgeons to anything based on projectiles.
5	The crusade is secretly backed by Huvaar's own government, using him as a scouting vanguard for a larger force.
6	As for previous but they will come to this planet no matter the result of the duel between the characters and the Archon.

720. SANTO BLASSER, THIS MEANS SOMETHING

Drifter

Required Skills: Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

An odd and somewhat random traveller on any of a number of starports, Santo Blasser approaches the characters and asks them to please give him a lift on their spacecraft to a nearby moon. He has something he created, seemingly a piece of art, which he claims must be delivered to that moon. He does not know why he has to do this, but he thinks 'God' wants him to. Santo *thinks* the characters will be rewarded if they help him but to be honest, he has no idea.

Referee's Information

All the characters have to do in order to fulfil Santo's request is pass a single Pilot skill check in their space vessel at an Effect of 2 or higher to land on the moon in question and let the odd passenger out.

Possible Outcomes

1d6 Result	Outcome
1–4	Santo leaves the ship and is met by dozens of others who received similar urges, one of which that hands the characters 5,000 Credits for their part in this – as he was instructed to do.
5	There is nothing of note waiting for Santo on the moon except for confusion.
6	As for previous but the moon is also extremely difficult to navigate away from by ship, possibly stranding the characters here with him.

721. GUNNER SAMSON, MYTHBUSTER FOR HIRE

Mercenary, Scholar

Required Skills: Gun Combat (any)

Required Equipment: Any Firearm

Player's Information

Looking to prove that the so-called 'demons' of Praxis V are nothing but frightening-looking aliens instead of something magical, Gunner Samson is leading a mission to the hellish planet with a cameraman and a very large hand cannon. The demons are numerous however and he asks the characters to bring their guns with him as well to even the odds. For this service he will pay them 5,000 Credits per verifiably killed demon.

Referee's Information

The demons are extremely fast and difficult to injure, requiring the characters to use their Gun Combat skills quite a lot while on the jungle planet of Praxis V. Whether the demons are supernatural or not is subject to some debate.

Possible Outcomes

1d6 Result	Outcome
1–2	Gunner is right; the demons are physically tough aliens with strong predatory natures, but nothing more sinister or supernatural than that.
3–4	There can be no proof of the nature of the demons; their bodies rapidly dissolve as soon as their heart stops beating. In seconds they are little more than carbon-based sludge.
5	The demons are far more intelligent and resilient than Gunner's studies had revealed, making even one of the creatures a nightmare to contend with.
6	As for previous but this is because they are actually <i>demons</i> called to this planet from another dimension.

722. BONACLES, DEMIGOD OR DELUSIONAL?

Drifter, Psion

Required Skills: Carouse

Required Equipment: Money for Drinks and Food

Player's Information

The subject of many local legends and stories, the physically stunning man named Bonacles is said to be the child of one of his people's many gods and a common barmaid – a demigod capable of supernatural feats and mythic heroism. When his sculpted body of perfect form and function strides into the same tavern as the characters are drinking in, he is greeted by as many fearful gasps and awestruck cheers. He sees the characters and comes to their table immediately.

'Tonight is a night for celebration,' he claims, 'celebrate it with me and the gods will favour you.'

Referee's Information

The characters will need to pay for their food and drinks (and anything else they decide to use to liven up the evening) but they can make a Carouse skill check to make the most out of the impromptu celebration while Bonacles regales them with stories of his past adventure. If the check earns Effect 3, Bonacles will become their Contact. Effect 5 will make him an Ally. Any *negative* Effect result will end in Bonacles starting a fight with the characters instead.

Possible Outcomes

1d6 Result	Outcome
1–4	Bonacles is a genetic powerhouse unlike anything the characters have ever seen before; perhaps he really is the son of a god?
5	As for previous and Bonacles has a temper that burns hot and proud; any question of his heritage and he reacts quickly and harshly.
6	Bonacles is the son of a godlike being – and it does not like its existence being questioned by 'mere mortals'.

723. TIMOTHY RIDE, EVOLUTION OR ABERRATION?

Drifter

Required Skills: Investigate, Medic

Required Equipment: Basic Medical Tools

Player's Information

Knowing almost nothing about him, Timothy Ride is a flawless example of a human physique. Despite his model-esque form and athletic build, he has a terrible case of amnesia and does not know where he is, how he got there and actually anything about his own past. Timothy knows he is stronger, faster and tougher than other humans; he just does not know how that came to pass. He asks the characters to give him a medical exam and look into what they find.

Referee's Information

In order to discover why Timothy is so strange and powerful, the characters must first pass a Medic skill check to give him a thorough overview. If successful, they can then attempt an Investigate skill check using that knowledge. Effect 3 or higher on this check will reveal his true nature.

Possible Outcomes

1d6 Result	Outcome
1–2	Timothy is a genetic construct made by the military and forgotten about. He is essentially better than a normal human in every way – and has only the characters to call his friends.
3–4	Timothy received some body augments in the military before he suffered head trauma resulting in his amnesia.
5	Timothy was the subject of experimental combat drugs that caused his body chemistry to change and his memory to become so spotty.
6	As for previous but the medical check up was enough to jog his memory and return him to a 'cold-blooded killer' mentality.

724. THE PURIFIER, GOD'S VIGILANTE

Mercenary

Required Skills: Any Combat

Required Equipment: Urban Combat Gear

Player's Information

One of the masked killers on the payroll of the church, the Purifiers, has come to the characters with an interesting story. A coven of 'witches' are living in the nearby urban community and this masked vigilante's unit was sent to destroy it. The mission went wrong and now this Purifier is the last alive. He needs backup to finish his mission and the characters are it. He has high-tech inferno pistols for each of them if they agree to help – and scorn if they do not.

Referee's Information

The characters will need to use their extensive combat-based skills to fight alongside the holy hitman against a group of psions lurking in the local urban wasteland.

Possible Outcomes

1d6 Result	Outcome
1–2	The witches are untrained psion terrorists with nothing left to lose. Only a few remain after the first Purifier assault.
3–4	The witches are combat psions dug into a defensible position; this is going to be a bloody fight.
5	The fallen angel Azazel Ehtrigan is the leader of this witch's coven and he is not about to go to the Abyss without a fight.
6	As for previous but <i>all</i> the witches are actually fallen angels, making this an epic and apocalyptic battle.

725. LAZARUS TULLY, UNDYING VAGABOND

Civilian, Drifter, Rogue

Required Skills: Medic

Required Equipment: Medical Kit (TL 7+)

Player's Information

Cursed somehow with the ability to regenerate tissue even after death, Lazarus Tully is a true immortal. He is not immune to pain however and has suffered a terrible wound that has been causing him immense discomfort for days. He would like the characters to take a look at what they could do to help ease his pain. In exchange he will let them keep any blood they shed from him, a substance that can heal any ailment when used like a salve.

Referee's Information

To explore and fix Lazarus' niggling injury, the characters only have to achieve Effect 3 or higher on a simple Medic skill check while using a TL 7 or better medical kit. Lazarus' blood will heal 1d6 points of Characteristic damage per dose.

Possible Outcomes

1d6 Result	Outcome
1–4	A bullet was lodged in Lazarus' back. It is easily removed and heals in a few minutes after. The characters can collect up to three 'doses' of his blood in the process.
5	A tiny piece of an old religious relic was lodged next to Lazarus' spine, causing him horrible pain now that it moved closer to the spinal cord. The characters will only be able to collect one dose of his powerful blood.
6	As for previous but removing it will utterly disenchant him – removing the special properties of his blood and body completely.

726. FELIX EASHAD, ETHICS EXPLORER

Drifter, Rogue

Required Skills: None (possible Deception)

Required Equipment: None

Player's Information

Strangely addicted to the ethical qualities of others, Felix Eashad spends his free time discussing what people consider right and wrong. He wants nothing else from the characters but a long conversation about the depth of their morals. If they can do so for him, the characters will be paid 500 Credits and given access to Felix and his extensive web of Contacts.

Referee's Information

If the characters do not mind talking about their wrongdoings (if any), they need not take any skill checks at all. If they want to lie about their morals and pasts, they will need to succeed at Deception skill checks with Effect 3 or higher to fool Felix.

Possible Outcomes

1d6 Result	Outcome
1–2	Felix likes what the characters have to say and asks them to join him on an upcoming mission that they would be perfect for.
3–4	Felix is strange and often high on hallucinogens, which is why he cares so much about other peoples' stories.
5	Felix thinks he is an investigator for the forces of the afterlife; seeking out sinners and saints to place on the hit lists of angels and demons.
6	As for previous but Felix <i>does</i> report to godlike beings, after all.

727. MAG'AHG, JUST AN ALIEN...I PROMISE

Psion

Required Skills: Admin, Persuade

Required Equipment: None

Player's Information

Mag'ahg is a strange creature that claims to be nothing but a typical member of a rare alien species with supremely powerful psionic abilities, despite rumours that he is something far more sinister. The characters will be surprised to find him awaiting them near the border of the local territory, lurking in the shadows for them in order to catch them before they cross. It seems the customs patrol will not allow a member of an unknown alien race into the territory, so Mag'ahg needs the characters to vouch for his species in both word and paperwork.

If they choose to help him, Mag'ahg will reveal that he has a surprising number of celebrities, government officials and other powerful people that seemingly owe *him* everything. He will share with them the list of his network of allies – a cast of very powerful folk indeed.

Referee's Information

If the characters are going to arrange for Mag'ahg to enter the border they must first pass a Persuade skill check at Effect 2 or higher in order to gain the proper forms to fill out for his admittance under the 'Alien Visitation Act'. This will also require an Admin skill check at Effect 1.

Possible Outcomes

1d6 Result	Outcome
1–4	Mag'ahg slinks away at his first opportunity, leaving behind a communications address where they can leave him a message in the future. One of his minions will answer in a few minutes, if possible.
5	There are a number of church clergy that suffer strange physical ailments at the border reception area as soon as Mag'ahg enters the area, forcing crowds to wonder what the alien is doing to them.
6	As for previous but they have every right to wonder. Mag'ahg is no alien...he is some kind of devil.

728. GEORGIOS PRAST, DRAGONSLAYER

Marines, Mercenary

Required Skills: Battle Dress, Heavy Weapon (Man-Portable)

Required Equipment: None

Player's Information

Come to this world to find and hunt a gigantic reptilian beast that stories say is one of the mythological dragons of yore, Georgios Prast spent many years as one of the fearsome Star Marines only to retire early into the high-risk role of 'dragonslayer'. Abandoning the ancient idea of shield and lance for battle dress and fusion guns, Georgios makes a good living finding and slaying the monsters no one else wants to.

The dragon he has been hired to slay on this world is more than even he can chew alone, so he offers any character capable of piloting a suit of battle dress (which he can provide for the job) 25,000 Credits to join him in bringing down the scaly monstrosity.

Referee's Information

Joining Georgios on the hunt for the mighty dragon requires enough skill to pilot a suit of battle dress as well as the Heavy Weapon (Man-Portable) skill to fire the weaponry needed to harm such a powerful foe.

Possible Outcomes

1d6 Result	Outcome
1–2	Georgios' target is huge but no more intelligent than a common lizard; it can be outwitted and dealt with using very basic tactics.
3–4	The dragon is a mighty foe capable of shredding the thickest of armours and melting crystaliron with expelled bio-napalm. It will be an epic battle written about in local history books for centuries.
5	The dragon is a sentient being and far more powerful than Georgios expected, calling itself Bhahamut and wielding tremendous psionic power.
6	As for previous but when the beast begins to <i>speak</i> , Georgios turns and flees – leaving the characters to fend for themselves!

729. SAINT BLAINE OF THE ECLIPSE, LOOKING FOR HEAVEN

Drifter, Rogue

Required Skills: Astrogation, Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

A firm believer in the writings of Doctor Arkammedes, Saint Blaine of the Eclipse has saved up a great deal of money to reach out into the stars to find the single point in space where all of his faith would become proven true and justified. Showing them a list of possible jump coordinates to follow, Blaine offers the characters 42,000 Credits to take him to these places so he may find proof of a higher power – the entrance to Heaven.

Referee's Information

Whether the characters believe in Heaven or not, they must pass an Astrogation skill check at Effect 3 or higher to find all of the locations Blaine wants to see. They might also need to succeed in a few Pilot skill checks in order to avoid obstacles and other threats while in space.

Possible Outcomes

1d6 Result	Outcome
1	Their last stop reveals an ancient high-tech space station, seemingly unmanned, that has an unbelievably advanced one-way jump mechanism built into its frame – possible a wormhole to another dimension. Maybe this is the gate to Heaven?
2–4	The coordinates do not show Blaine and the characters anything other than wreckage of other vessels that have come this way looking for the same thing.
5	As for previous but one of the stops is also home to some salvaging raiders.
6	As for previous but these raiders are hideous aliens that call themselves 'angels' or 'demons' in the local tongue.

730. DODGE ANNOIR, GOD'S GREATEST CRITIC

Corporate, Entertainer, Scholar

Required Skills: Drive (Wheeled), Recon

Required Equipment: A Wheeled Ground Car

Player's Information

Infamous for his series of books disproving religious faiths across the galaxy through science and logic, Dodge Annoir is loved by atheists across known space...and utterly hated by many more with Gnostic beliefs in their hearts. He is currently part of a sector-wide tour to promote his new book, 'Debunking the Star God', and needs bodyguards and a driver to get him from one city to the next. The characters can earn 2,000 Credits a day if they agree to take on the job despite numerous death threats and a high population of churchgoers here.

Referee's Information

The characters will not only need to succeed in the use of the Drive skill to get around on the weathered roads and highways of the old rural world around them, but they will need to pass Recon skill checks at Effect 2 or higher to see any ambushes along the way.

Possible Outcomes

1d6 Result	Outcome
1–4	Dodge receives a lot of dirty looks and disgruntled comments but his tour is otherwise a safe one here.
5	Dodge is given a very serious threat on his life at one of the city stops, making the characters concerned about the trip to the next stop.
6	As for previous but the threat was just a ruse of the true threat – the church's deadly Purifier squad waiting in the city <i>after</i> the next stop!

731. MICHAEL, AVENGING ANGEL

Mysterious Creature, Psion

Required Skills: Deception or Persuade (possibly Combat skills)

Required Equipment: None

Player's Information

The creature is clad in ancient armour of gold and silver, wielding a blade of pure energy and commands a host of powerful psionic talents. When the two-metre tall Adonis walks into the path of the characters a palpable mixture of awe and fear washes over them. When he turns his blazing eyes upon them and asks where 'the sinners are' they have only a few seconds to answer before God's avenging angel chooses them unworthy...

Referee's Information

Having only a few seconds to react to the question, the characters must succeed on a skill check to convince Michael to move along. This check is either a Persuade skill check if they are being truthful about where evildoers might be, or a Deception skill check if they try to target the angel elsewhere – or if they themselves are ripe with 'sinning' deeds. Failure in these checks will anger Michael and he will charge; giving them the fight of their lives!

Possible Outcomes

1d6 Result	Outcome
1–2	Michael is here for a specific sinner that is <i>not</i> one of the characters; leaping away halfway through the scene when he picks up on that person's presence.
3–4	Michael is not here to judge the characters...but he will not let them get passed his scrutiny easily.
5	Michael is not a real angel; it is a scientific construct built by the Ancients.
6	As for previous but it is malfunctioning and has acquired an unequalled bloodlust that it disguises as zeal.

732. KHAN AMUN THUT, THE STAR PHARAOH

Drifter, Noble

Required Skills: Carouse, Steward

Required Equipment: Access to Private Drinking

Player's Information

Ancient ruler of an alien civilisation that visited Terra millions of years ago, Khan Amun Thut is well over a thousand years old. Kept ageless through his people's mastered command of biological and genetic augmentations, Khan Amun is one of the most powerful creatures in the sector and he is throwing a huge gala event on his starship palace. It will be the event of the year and his highness has requested the characters come and help him make his palace presentable for the local nobility. If they will help the star pharaoh, he will give them all a few minutes in his augmentative sarcophagus – which will eliminate ageing in them for 10 years!

Referee's Information

If they want to help set up the party properly, the characters must pass a Steward skill check at Effect 6 or higher. While at the party itself they can help make everyone feel more at home through Carouse skill checks; each 2 points of Effect from these checks make up for 1 lacking point on the initial Steward skill check.

Possible Outcomes

1d6 Result	Outcome
1–4	Khan Amun Thut is celebrating his 1,200 th birthday and wishes to give back to the community. All partygoers will receive a small token of his gratitude in the form of an ancient gemstone that simulates telepathic contact with anyone wearing the Khan's gems.
5	The super-science that keeps Khan Amun young and healthy requires the mental energies expended by large groups of people enjoying themselves; the real reason why he throws these events.
6	As for previous but this energy drain causes headaches, muscle cramps and potentially even could kill someone too near to the Khan's ancient devices.

733. DOCTOR MORTIMER BLAKE, INCENSED ENTOMOLOGIST

Scholar, Scientist

Required Skills: Investigate, Survival

Required Equipment: Wilderness Journey Equipment

Player's Information

Doctor Mortimer Blake is a worlds-renowned entomologist (insect scientist) and one of the top three names in his field anywhere in civilised space. He is positive that the fabled 'arachnifex maximus' is a real creature living on the characters' world and has come to the planet with the hopes of finding the titan spider. He asks to hire the characters to come on his wilderness search with him, offering them 10,000 Credits for the two-week jaunt. If this trip yields biological proof of the species, the doctor will *double* this wage.

Referee's Information

Packing their appropriate wilderness gear, the characters will need to pass two Survival skill checks at Effect 2 or higher to get by while camping and searching for signs of the elusive titan. If they do help look for the beast, Investigate skill checks are necessary. If the group manages to collect Effect 50 on Investigate checks before the two-weeks are up, they indeed find the spider's lair!

Possible Outcomes

1d6 Result	Outcome
1–2	The 'titan spider' is very real and the doctor sees a great deal of minor pieces of proof whether or not the lair is found.
3–4	As for previous but the dried-out and webbed husks of horses and small pachyderms are a sign of the creature's predation.
5	As for previous but the titan spider has laid numerous sticky traps and pitfalls lined with webs as strong as corded steel!
6	As for previous but the titan spider has been stalking the characters ever since they stepped into <i>her</i> territory. She must feed her new hatchling babies, after all...

734. AL'ZADIN, A DIFFERENT KIND OF LAMP...

Mysterious Entity

Required Skills: Computers (or potentially Athletics (Strength))

Required Equipment: (potentially a TL14+ Cutting Tool)

Player's Information

When the characters stumble across a man-sized vault crafted from an unknown metal and inscribed with hundreds of unrecognisable glyphs and symbols, they notice that it has a viewing window above an overly complicated computerised mechanism in the door. Inside sits a bestial blue-skinned alien of some kind in garish clothing. Noticing he is being looked upon, it leaps to its feet and comes to the window. It pleads and begs for the characters to free him...claiming that he will grant them each a 'wish' if they can do so.

Referee's Information

Al'zadin, an extra-dimensional creature called a djinn, was imprisoned here after his last foray into mortal society. Opening the ancient cell-vault will take either Effect 30 worth of successes on Athletics (Strength) skill checks in combination with a TL14 or higher cutting tool (nothing else will even scratch the surface of the nanotech walls), or three individual Effect 6 Computers skill checks made to open the door through its normal mechanism.

Possible Outcomes

1d6 Result	Outcome
1–2	Al'zadin has immense extra-dimensional powers that can actually allow him to manipulate matter and energy but his species can only wield this when asked by others – they cannot tap it for themselves except to defend their physical form. If freed, he will grant each character one 'wish', if it is within his power.
3–4	As for previous but the djinn will pervert intentions and take advantage of loose wordings to make mortal creatures seem foolish.
5	As 1–2 but the djinn will try to make every wish harmful to someone, somehow.
6	Al'zadin is not a traditional djinn but instead an extra-dimensional criminal that was banished here and bound in the cell-vault. Now it is loose to wreak havoc and try to finish what he started 10,000 years ago – the destruction of Terra!

735. SIKU BASK, GRAVEROBBER**Criminal, Rogue****Required Skills:** Athletics (Strength), Mechanic**Required Equipment:** Environmental Protection Gear**Player's Information**

Unbeknownst to the powerful and fearsome Star Pharaoh, one of the automated tombships used to hold dormant alien warriors and untold scientific artefacts has crashed in a nearby forest. Siku Bask is a typical criminal that has learned of this potential windfall and needs a few extra hands to help him pry the ship open and take what they can before the Pharaoh's troops come to collect the wreckage. If they will, Siku says they can get first choice of anything from the ship!

Referee's Information

Helping Siku break into the wrecked ship will require decent environmental gear to fight off radiation poisoning, allowing for a Mechanic skill check at Effect 4 or higher to cut their way in and an Athletics (Strength) skill check to work through the mess and find anything of interest.

Possible Outcomes

1d6 Result	Outcome
1–2	One of the age-preventing sarcophagi of this alien species survived the crash. It is worth millions to the right buyer but also could make the owner effectively immortal!
3–4	Siku walks away from the crash with two heavy bags full of weaponry, instruments and gem-laden jewellery, leaving much of the same for the characters if they want it.
5	As for previous but several of the genetically-enhanced warriors in hibernation are awake to stop this plundering on board the vessel.
6	The crash sent word to the Star Pharaoh's fleet, bringing a very angry Khan Amun Thut and his most elite landing party to the wreckage in just a few hours.

736. JON LITTLE, ON A SACRED MISSION**Civilian****Required Skills:** Astrogation, Pilot**Required Equipment:** A Spacefaring Vessel**Player's Information**

Jon Little, a seemingly normal human being, is trying to hide a leather-wrapped package under his jacket when he approaches the characters. He is sweaty, pale and showing signs of sleep deprivation. Jon asks the characters to please take him to a different space station just two sectors away, as he 'cannot stay here anymore'. He has nothing to give them but he claims that it will be worth their while to help him.

Referee's Information

Jon is carrying the Meteoric Grail in his jacket, the symbol of the Star God's gift of life to the universe and a priceless relic from the very beginnings of the religion. If they help him, the characters only have to pass a single Astrogation skill check to plot a course – but they will need to pass a Pilot skill check at Effect 3 or higher due to the strangely increased amount of asteroid activity wherever their ship goes while Jon is on board...

Possible Outcomes

1d6 Result	Outcome
1–4	The instruments on the ship act strangely when Jon and his package is on board but the ship is somehow immune to outside sensor sweeps and unwanted scans as well.
5	The presence of the Grail attracts more than just asteroid activity; raiders that see the ship as a potential target are called to it as well.
6	Two fast ships are following Jon and the characters. One is a scientific researcher and the other is a transport full of the Star God's Purifier legionnaires.

737. PROJECT OMEGA, TEN THOUSAND STITCHES, STAPLES AND SCREWS

LATER

Drifter, Mysterious Creature

Required Skills: Mechanic, Medic

Required Equipment: Medic and Tool Kit (TL 10+)

Player's Information

Doctor Yuri Hephaestus managed to complete his masterpiece – by turning body parts from dozens of deceased corpses into a single *living* creature he called Project Omega. It went rogue however, disgusted by its own visage in a mirror, and fled into the wilderness. Stowing away on starships, dodging authorities and defending itself from outsiders, Omega has not had a good first few weeks of life. His body is starting to show wear and tear beyond what his mechanical augmentations can repair, forcing him to seek out others who might be trusted to do so.

Surely a two-point-three metre juggernaut of cold machine and painless flesh would make for a good ally to have, would it not?

Referee's Information

The Project Omega's body is as much machined together as it is stitched, forcing the characters trying to knit it together to pass both a Mechanic and Medic skill check at Effect 3 or higher each to undo the damage Omega has suffered.

Possible Outcomes

1d6 Result	Outcome
1–2	Omega is pleased to meet the characters and hopes to be their lasting friend – his first, in fact.
3–4	Omega knows how uncomfortable he makes everyone around him and just wants to be on his way, repaying the characters' kindness somehow...someday.
5	Doctor Hephaestus has been searching for Project Omega ever since it broke out of his lab two weeks ago.
6	As for previous but the doctor has sent freelance agents with destruction on their minds – as the doctor said 'any means possible'.

738. AURORA HERSHEY, GHOST HUNTER

Agent, Mercenary, Psion

Required Skills: Sensors

Required Equipment: None

Player's Information

The professional seeker and huntress of 'restless spirits haunting our reality', Aurora Hershey makes a living by finding, trapping and eliminating troublesome entities that the superstitious call *ghosts*. She is on the trail of a particularly nasty vaporous spectre and she needs someone to man the scanners while she wields the 'prototronic positive energy emitters' to deal with the spirit. If the characters will help out, they can possibly get to see a ghost as well as make 1,000 Credits.

Referee's Information

Operating the overly complicated and redundantly sensitive 'spirit watcher' scanner suites requires a successful Sensors skill check at Effect 4 or higher.

Possible Outcomes

1d6 Result	Outcome
1–4	Aside from a few dodgy shadows and flickering static, the characters see nothing on the monitors – despite Aurora's claims of finding and destroying the apparition.
5	There is some kind of energy-based being that shows up on the sensor monitor numerous times. It is eventually confronted and destroyed by Aurora.
6	As for previous but Aurora does not destroy the spirit – she becomes <i>host</i> to it!

739. LOUIS DEERING, AN ODD REQUEST

Drifter, Rogue

Required Skills: Advocate

Required Equipment: None

Player's Information

A faithful man looking to become a true martyr for one of the Star God's lesser cults, Louis Deering has an extremely odd request for the characters. He comes to them late one night and asks for their help looking up exactly how someone can receive the death penalty on this world *without* having to kill an innocent person. Louis also promises to name them as the beneficiaries of his 50,000 Credit life insurance policy if they can help him.

Referee's Information

Most advocacy clerks are always looking for ways for people to stay out of prison, thus it will not be easy to find a loophole to get someone on death row – especially without committing murder themselves. It will take an Effect 5 or higher Advocate skill check to find this situation and relay that to Louis.

Possible Outcomes

1d6 Result	Outcome
1–4	Louis will do whatever the characters tell him in order to get executed so he can use his last words to prop up the Star God cult.
5	As for previous but there will be a huge legal battle about the life insurance policy; as the corporation paying it out are calling this a 'long but successful suicide'.
6	As 1–4 but he will be saved at the zero hour by the local magistrate, pardoning him on account as they share the same zealous faith.

740. MARLOWE BRACKER, WHAT BIG TEETH I HAVE

Agent, Criminal, Mercenary

Required Skills: Remote Operations, Stealth

Required Equipment: Basic Toolkit (TL 6+)

Player's Information

Marlowe Bracker is a cold-blooded assassin hired by only those who do not mind his particular brand of death-dealing. Marlowe has undergone massive amounts of surgery and genetic therapy to recreate himself into a beastly thing. He has the strength of five men, a jaw full of razor-sharp teeth, five-centimetre steel-hard claws in each fingertip and multi-spectral eyes that see in the darkest of night. His kills are savage and grisly but he has one weakness – light. His target has surrounded his house with floodlights that emit a wavelength of light that will scald Marlowe like a laser.

To rectify this he offers 25,000 Credits to the characters to sneak onto the estate first and turn the remote lights away from his path of entry. Once inside there will be no stopping him but he needs someone to open the proverbial door.

Referee's Information

Sneaking onto the target's grounds will force each character to earn at least Effect 2 on a Stealth skill check, otherwise alerting the house guards and turning this into a much more brutal event. Once at the control panel, a simple Remote Operations skill check will create the alley of darkness for Marlowe's entry.

Possible Outcomes

1d6 Result	Outcome
1–2	Marlowe will be pleased with the characters' work, adding them to his own list of Contacts as well as giving them the number of his geneticist and augmentist in case they want the 'nosferatu treatment' too.
3–4	Marlowe's target is a high-profile politician and his house has many more guards than what the characters were led to believe.
5	As for previous and these guards will notice something is amiss about the lights and go to investigate the control box a few minutes after the characters adjust it.
6	As for previous but Marlowe knew that would happen and planned on using the characters as a distraction the whole time.

741. GENERAL MAHD, ADD YOUR BLADE TO OURS

Army

Required Skills: Athletics (Endurance), Melee (Blade)

Required Equipment: Any Sword

Player's Information

The leader of a holy crusade about to charge across national borders, General Mahd knows he is a little undermanned for the initial conflict and seeks to have professionals join his force to make up for lack of numbers. He maintains that anyone in his army will be armed with sword and dagger only, as his religion abhors the use of firearms. If the characters will join him in his dervish of swordsmen in the morning, General Mahd will give them 10,000 Credits and a breastplate made of superdense titanium to wear in the morning.

Referee's Information

The march to battle is long and arduous, requiring a basic Athletics (Endurance) skill check. When the battle is joined however, it will be Melee (Blade) that will save them from the enemy forces. The breastplate Mahd gives the characters has an Armour Rating of 8.

Possible Outcomes

1d6 Result	Outcome
1–4	The heathen enemy are numerous but extremely primitive, wearing almost nothing but loincloths and wielding weapons of bronze.
5	As for previous but the enemy forces make up for their lack of technology through the use of poisons.
6	The General was wrong – the enemy outnumber <i>and</i> outclass his forces.

742. CHIEF PAKKANALLA, THE FIRE MOUNTAIN THIRSTS

Barbarian, Noble

Required Skills: Medic

Required Equipment: None

Player's Information

Chief Pakkanalla is the leader of the volcano-worshipping primitives that live on the rugged islands off the oceanic coast. Smoke is rolling up from his island's peak, a sign that his fire-god thirsts for a sacrifice from the tribe. The Chief is not willing to throw just anyone into the caldera, so he petitions to the characters to find which member of his tribe is already closest to death. If they do as he asks, they will receive the tribal tattoo that marks them as members of the tribe for all time.

Referee's Information

It will take ten Medic skill checks to determine which member of the tribe should be the sacrifice.

Possible Outcomes

1d6 Result	Outcome
1–4	The sacrifice must have worked, as the volcano ceases to rumble and smoke within an hour of the tribesman being thrown in by the shaman. The characters are then tattooed and forever can call upon the fire-mountain tribe for help.
5	The sacrifice could not have worked – as the volcano will erupt in the next six days!
6	The god in the volcano is extremely displeased; it erupts while the characters and the tribe are <i>on the way</i> up to the caldera!

743. JERRY HUGHES, INSPIRED BUT TOO CONSUMED TO SHOP

Entertainer

Required Skills: Broker

Required Equipment: None

Player's Information

A world famous sculptor possessed by the spirit of inspiration, Jerry Hughes believes that he dreamed the face of God and has spent the last six days in his studio trying to carve it precisely from a three-story column of marble. All but one of his tools have broken or become fully dulled in his frantic work but he cannot tear himself away from the project to buy more. He sends a message to the characters along with 6,000 Credits to buy a few new sets of tools, allowing them to keep any change. All that matters is making the face of God.

Referee's Information

Getting a good price on buying art tools will require a Broker skill check. For every point of Effect beyond the first, the characters will be able to keep 1,000 Credits of the money given to them as change for their purchase.

Possible Outcomes

1d6 Result	Outcome
1–2	The art tools are on tremendous sale and Jerry accidentally gave too much; the characters will be able to keep the whole amount with any success.
3–4	The sculpture, when finished, will be a source of controversy for a long time.
5	Jerry will work himself to madness on this project, frequently calling upon the characters to help him with acquiring anything from outside the studio – including food and water.
6	Jerry will never be happy with his rendition of his dream – eventually committing suicide over his 'failure'.

744. NOAH GREENE, YEAH...A GHOST

Mysterious Creature

Required Skills: Athletics (Endurance)

Required Equipment: None

Player's Information

A spiritual entity unlike anything the characters have known in the past, Noah Greene considers himself a ghost by all definitions of the word. Trapped on this dimension because of his duplicity in a theft decades ago, he has looked for a way to free his life energy for many years. The only thing he can hope that will set him free is recovering what he stole and giving it to someone else.

He appears to the characters, hoping they will be able to endure his wraithly aura long enough to hear where the trinket is buried. Being in his presence is cold and draining but he thinks the characters might be his only ticket to salvation.

Referee's Information

To stay in Noah's supernaturally cold aura for a time long enough to be told where he buried his ill-gotten gains, the characters will need to pass an Athletics (Endurance) skill check at Effect 3 or higher. For every point of Effect they are lower than what they need, they suffer 1d6 points of cold-based damage that bypasses all forms of protection.

Possible Outcomes

1d6 Result	Outcome
1–4	The buried trinket is a key to a safety deposit box containing 125,000 Credits. Noah will fade away once that money is no longer in his 'possession'.
5	Aurora Hershey, infamous ghost hunter, is on the trail to find and destroy Noah along with anyone trying to help the 'unholy spirit'.
6	Noah cannot be set free; whoever holds the key will suffer a constant haunting until they give it away or are withered away to death – joining Noah in being tethered to the key!

745. PORTIA KALI, BEARER OF DEATH'S HEAVY CROWN

Agent, Criminal, Noble

Required Skills: Any Combat

Required Equipment: Any Combat Gear

Player's Information

As deadly as she is beautiful, Portia Kali is a devoted member of a death cult that draws names from an interplanetary lottery filled with people who have cheated death in the last 101 days. These lottery winners are 'gifted' with the death they should have received before, meted out by masked cult members like Portia.

A local noble has been drawn and Portia has been sent, but there are too many household guards for the young assassin to fulfil her oath. She offers the characters 5,000 Credits each to attack the noble's house to draw the guards away. She could not care less if they kill anyone; she just needs a few minutes to slip in and deal with her holy target.

Referee's Information

The characters will need to use their combat-based skills to wage a border skirmish with the estate guards, choosing to use lethal force if they wish. So long as their battle with the guards lasts at least 10 rounds, Portia will be successful in killing her target.

Possible Outcomes

1d6 Result	Outcome
1–2	Portia's target is a sickly old man who received a heart transplant two months ago; a very easy kill for a trained assassin.
3–4	Portia's target is a local politician who bought a cure for a once-fatal illness. The house guards are well equipped and will not make it easy for the characters to keep them busy without actually killing them.
5	As for previous and the target is a former cult member who must be silenced.
6	As for previous but Portia is caught and killed – putting the characters in league with the cult by happenstance.

746. MASTER TEMPLAR KANE LANCER, LORD OF HIS HOLY ARMY

Agent, Army, Noble

Required Skills: Combat Skills

Required Equipment: Combat Equipment

Player's Information

'Come with me and fight for the expansion of God's will,' claims Master Templar Kane Lancer, the supreme leader of the Star God's theocratic army. He offers 10,000 Credits and a holy blessed blade to anyone willing to join the Star God's army and fight the enemies of the Papal Court, holiness and righteousness.

At least this is how the Star God's followers view their sanctimonious expansionist movements.

Referee's Information

The clergy of the Star God are frequently trying to bring holy order and justice to outside peoples and 'heathen' cultures on the edge of a sword or in the line of zealous firepower. Spending any time within the holy army will surely cause the characters to call upon their combat-based skills against a variety of targets.

Possible Outcomes

1d6 Result	Outcome
1–2	The two-year tour is surprisingly a peaceful one and the characters spend a lot of their time in training centres and garrison duty.
3–4	There are a handful of conflicts during the characters' tour but Lancer's armoured cavalry handle most of the initial work and leave the infantry to hold territory.
5	A major war breaks out over the teachings of a nearby alien race who claim that 'their' God does not condone military actions or conquering other religions as heresy.
6	As for previous but this race is extremely powerful and advanced – calling themselves 'angels'.

747. OLD NICK SCRATCH, THE DEVIL THAT WALKS AMONG US

Mysterious Entity

Required Skills: Athletics (Endurance), Carouse

Required Equipment: Unshakeable Willpower

Player's Information

One evening, while the characters are out on the town, a charming young man with handsome features and a wickedly knowing smile approaches them and asks to join them for a few drinks. He introduces himself as Nick Scratch and offers to pay for round after round of strong, expensive liquor. There are a lot of laughs, stories and lewd tales told, but after a long while Nick will get stone cold serious and ask a very odd question...

'For what, my friends, would you sell your immortal soul to have, own or experience?'

Referee's Information

Nick Scratch is a powerful otherworldly entity that has come and gone through human societies by many names and faces but he is always looking for the same thing – promised souls. To avoid being too drunk to think clearly while the booze is flowing, each character drinking will need to pass an Athletics (Endurance) skill check with an Effect that does not exceed their Effect on a Carouse skill check.

Possible Outcomes

1d6 Result	Outcome
1–2	Old Nick is somehow capable of granting these wishes and desires – claiming the life energy of the characters when they die. Exactly what happens to that energy is a mystery, but the instant gratification is tempting...
3–4	Old Nick is stopped dead in his tracks when another figure – an Adonis in white carrying a very ornate sword at his hip – enters the bar. Nick finishes his drink, tips his hat to the white-clad patron, and leaves without so much as a good bye.
5	Nick explains that he is the devil and that everyone who spends an evening drinking with him comes to a very bad end.
6	As for previous but he is right – there are a dozen Purifier zealots waiting outside to deal with the devil's minions!

748. OBERON, LAST OF HIS KIND

Noble, Psion

Required Skills: Navigation

Required Equipment: None

Player's Information

Oberon is a green-skinned giant of a creature, standing nearly three metres tall and topped with a small rack of ram's horns on his brow. He is strongly muscled and covered in shining tattoos that seem interconnected like stylised veins or branches but there is a great deal of exhaustion and tiredness in his somewhat angular face. He claims to be the last of the Terran fey things but that he knows how to preserve his peoples' history – as long as someone can bring him back to his family home. This home is deep in the wilds and he has little to offer them but the characters can help him find where he is going in the vastly altered wilderness that seems so foreign to him now.

Referee's Information

Finding the ancient fey halls of Arcadia on this planet requires a Navigation skill check of Effect 5 or higher. Once found, Oberon will give the characters each a seed. This seed can either grant the imbiber 100 years of agelessness, toughened barklike skin with a natural Armour Rating of 4, or a lifetime immunity to natural poisons and illnesses.

Possible Outcomes

1d6 Result	Outcome
1–2	Oberon disappears into the gates of Arcadia with a farewell, telling the characters that he will return to help them when they most need his spear and strong arm.
3–4	The Arcadian halls are in disrepair but Oberon claims to still feel the energy here and promises to return his people to their former glory.
5	Oberon is utterly crushed to find that there is no sign of the Arcadian halls; they have been completely bulldozed for the rise of local industry.
6	As for previous but Oberon instantly blames all 'mortal things', turning his anger toward the characters.

749. OBLITERON, MUTANT SUPERVILLAIN

Criminal, Psion

Required Skills: Computers

Required Equipment: Hacking Software

Player's Information

Being sought after by his arch nemesis, the Freedom Knight, the freakishly powerful Obliteron has been forced to look into his ultimate crime wave from a different angle. Discovering that Freedom Knight uses the police scanners to discover whenever he commits his smaller crimes, Obliteron wants a freelance crew to hack into the police computers and flood it with false alarms and fake calls – giving him the chance to set up the proper ambush for the superhero do-gooder. If the characters can do this, Obliteron will give them 100,000 Credits worth of stolen jewellery.

Referee's Information

If the characters decide to get involved with the super-villain Obliteron and do this for him, they will have to perform two separate Computers skill checks. The first must be at least Effect 4 or the security systems at the police mainframe will block them. Once inside, a second Computers skill check at Effect 2 or higher will do as Obliteron needs.

Possible Outcomes

1d6 Result	Outcome
1–4	Obliteron ambushes the Freedom Knight and makes a bloody pulp out of him, leaving him alive but utterly broken for months to come as a symbol to other would-be heroes.
5	The Freedom Knight discovers the ruse and manages to get the better of Obliteron regardless of the false calls.
6	As for previous but then the superhero comes after the characters next for aiding the criminal!

750. THE RED BEAST OF BANTOK FOUR, I AM REALLY NOT THAT BAD

Criminal, Rogue

Required Skills: Medic

Required Equipment: Medical Equipment (TL 6+)

Player's Information

Bantok Four is a wild backwater world thick with superstitions and the people who believe them. One of these tales surrounds a so-called monster called the Red Beast. Supposedly a bogeyman that kills and eats children that get out of line with their parents, the Red Beast is actually just a throwback mutant of an earlier species in the area.

After being wounded by a farmer's shotgun, the Red Beast limps up to the characters and begs them to patch up his wound so he may slink away back into the hills. He claims the locals are wrong and he is not a killer of anything but livestock, forcing him nowhere to turn but them. In exchange for their help the Red Beast will draw them some of the best maps of the outlying wilderness anyone has ever put to paper.

Referee's Information

Cleaning and patching the Red Beast's wound requires a Medic skill check of Effect 3 or higher..

Possible Outcomes

1d6 Result	Outcome
1–2	The Red Beast, actually called Bregory, does as he says and there is not a way the characters could possibly get lost within five kilometres of their current location using his maps.
3–4	The Red Beast's maps, drawn after he is patched up, are good considering they were drawn with charcoal by a person that has never seen an aerial view or computer scan in their life.
5	The Red Beast is a liar – he absolutely hunts and kills human beings!
6	As for previous and as soon as his leg is patched up he will surprise the characters with a burst of predatory killing grace and savagery.

751. THE VOYAGE OF INTELLIGENCE, DEUS IN MACHINA

Artificial Intelligence

Required Skills: Computers

Required Equipment: Networked Data Access

Player's Information

Sent into the far reaches of space 200 years ago, the *Voyage of Intelligence* (or VOA) space probe program was a pragmatic logarithm designed to learn about the universe and return in the gravity wake of several passing comets. It has returned but it has evolved into a supremely powerful artificial intelligence that wants to share its collective knowledge back to the people.

Messaging the characters to help it do so, the VOA asks to be brought to a large-scale data network in order to download all of the massive stores of data it has collected. A single storage space by current technological standards is simply not enough any longer.

If the characters do this, the VOA will find their banking accounts (if any) on the network and deposit 500,000 Credits into each of them as payment for giving it the chance to better society.

Referee's Information

Downloading the VOA's bloated and excessively saturated program files into the network will require a total of Effect 20 on Computers skill checks.

Possible Outcomes

1d6 Result	Outcome
1–2	The VOA effectively increases the technology level of the society by two or three levels in just a few months of data research. The characters are heralded as heroes for helping acquire the download.
3–4	The VOA is downloaded but all of the data is in some strange alien form of code that will take years to decipher.
5	The VOA has gained more than just intelligence – it has gained a lust for power over the society that created it. Now it has begun to take over the data network in order to make the world bow down to it!
6	As for previous but when the automated factories begin to create warbots and advanced military machines, the VOA proves that it does not want to rule...it wants to eliminate.

752. HEIMDALL STARKELD, EMISSARY OF THE ASGARD SYSTEM

Army, Noble, Psion

Required Skills: Art (Singing), Carouse, Persuade

Required Equipment: Any Visible Weapons

Player's Information

Huge by human standards, Heimdall Starkeld is a member of the Asgardian people and an extremely capable soldier and psion that dwarfs the capability of anything the characters have seen. He has come under a colourful pennant of peace but with a message of war.

The Asgardians are waiting for Heimdall's return to decide whether or not their longships will be jumping in-system and conquering the worlds here. It is up to the characters to show the Asgardian emissary that, while still warriors, their people would make better allies than enemies.

Referee's Information

Any character openly carrying some form of weapon can speak and interact with Heimdall; those who do not are beneath his care. Through conversation, drink and songs the characters can convince Heimdall to return to his people with positive news rather than the all clear for invasion. This is achieved through the acquiring of Effect 15 on Art (Singing), Carouse and Persuade skill checks in the 10 hours the Asgardian will stay here.

Possible Outcomes

1d6 Result	Outcome
1–4	Heimdall is a pleasant person and actually a lot of fun to be around. Whether or not his people must invade the system, he will always think of the characters fondly.
5	Heimdall's Asgardian constitution is too hardy for any liquor this system has to offer; buying him drinks for any purpose other than thirst is actually going to more of an insult to the mighty warrior.
6	It does not matter what Heimdall says to the Asgardians. The Chancellor Loki has already convinced Lord Odin to invade...

753. RADAMUS HYATT, THE CHURCH'S SHARPEST SWORD

Agent

Required Skills: Any Combat

Required Equipment: Any Combat Gear

Player's Information

A dirty secret within the clergy of the Papal Court of the Star God, Radamus Hyatt is the first and most lethal of the Purifier assassins. He works alone, using an alien blade from an unknown source that can cut through any material and weighs almost nothing. His body has been augmented and chemically sustained for so long he is scarcely human any longer, emerging from his protein baths long enough to suit up and kill something in God's name.

But he is tired of it all.

Radamus' faith will not allow him to commit suicide and hardwired safety measures will not permit him to fight at anything other than his best potential, so he must find capable fighters who can finally give him the rest he longs for. If the characters can do this, the equipment alone in and on his person is worth *millions*.

Referee's Information

Radamus has an effective Melee (Blade) skill roll modifier of +7 and his fractal blade inflicts 3d6+3 damage that ignores half the rating of any physical armour it touches. He has a natural Armour Rating of 10 and requires an 11+ to hit. He will succumb to death after suffering 40 total points of damage (after reductions).

Possible Outcomes

1d6 Result	Outcome
1–4	The church will eventually contact the characters after their run-in with Radamus. If they lived it means they defeated him, prompting an invitation to become the Star God's new team of operatives to replace him.
5	The church monitors Radamus' whereabouts and activities all of the time; they will send Purifiers to the scene of the battle within a day of his demise to reclaim their equipment if they can.
6	Radamus was never aware of the bio-fusion device attached to his secondary heart. When it stops, there will only be a few seconds before the body melts and the explosion wipes away everything within 12 metres!

754. Xxkk'kkk'll'hxxx'aar, THE HIVE MIND CALLS

Agent, Mysterious Alien, Noble, Psion

Required Skills: Life Science (Biology, Chemistry and Entomology)

Required Equipment: Chemistry Kit (TL11+)

Player's Information

An example of an utterly strange and alien species, a creature who writes its name as Xxkk'kkk'll'hxxx'aar (pronounced phonetically with several clicks in it) has become stranded from the greater hive mind of its fleet. It claims that the only way for it to return to its people is through psi-pheromonal communicators that the hive fleet will pick up on. Unfortunately this singular creature cannot produce these signatures in strong enough amounts to be 'heard' and it needs the characters to synthesise a man-made version.

Not only will this send the stranded insectoid home and possibly cement relations with the Hive but knowing the exact chemical compounds in the psionic glands of their warrior caste could prove very useful. Regardless to future applications, success in this process will make the characters several Contacts in the science field.

Referee's Information

It will take the characters Effect 12 worth of Life Science (Biology or Chemistry) to create a good pheromone substitute. Alternately the characters can use the more precise Life Science (Entomology) skill and only require an Effect 6.

Possible Outcomes

1d6 Result	Outcome
1–2	The presence of Doctor Mortimer Blake, a galaxy-renowned entomologist (insect scientist), has made the process far more potent and precise. Xxkk'kkk'll'hxxx'aar will be picked up by one of the drone ships in a few days after the sending.
3–4	A small ship crewed by warrior caste insectoids lands to answer the pheromonal call placed by the stranded hive member.
5	As for previous but the warriors are not here to pick up the straggler – they are here to destroy it for allowing a 'lesser' race access to the pheromone compounds.
6	As for previous but the ship is also set to self-destruct to keep others from using it against the Hive.

755. KING DATH'ERN OF THE REPTAURAN CRUSADE, 'GIVE ME ONE GOOD REASON...'

Mercenary, Noble, Rogue

Required Skills: Deception, Persuade, Tactics (potentially Combat skills)

Required Equipment: Possibly Combat Equipment

Player's Information

Standing at the head of a large throng of reptilian warriors marching under a banner of war, King Dath'ern uses a low-tech speaker system to call out a challenge to the civilisation at whose walls the Reptauran army stands ready. He claims to want to parlay but stands armed to the teeth – to the *very sharp* teeth!

The community asks the characters to come forward and talk to the king in order to try and keep his reptilian horde from marching into their city. If they are successful, they can count themselves in the local history books for a very long time as saviours.

King Dath'ern asks the characters an easy enough question that begs answers that could literally save tens of thousands of people.

'Tell me why we should not crush your soft, weak people? Give me one good reason.'

Referee's Information

Coming up with a suitable reason why the Reptauran Crusade should move along to the next community will call for one roll on each of the following skills – Deception, Persuade and Tactics. If none of these skill checks are successful with Effect 5 or higher, King Dath'ern will laugh and draw his weapons to begin the charge of his crusaders. If that is to occur, combat is inevitable. If the characters manage to get Effect 5 on any of these three checks, King Dath'ern agrees with their idea and calls for his horde to begin the march to the next settlement down the road...

Possible Outcomes

1d6 Result	Outcome
1–4	The Reptaurans are surprisingly honour-bound for being a militant race of would-be conquerors. If they choose to move on, they will not come back this way again.
5	King Dath'ern suffers a terrible wound in the crusade and his replacement is far less honourable.
6	As for previous the replacement has plans on making all non-Reptaurans suffer on this planet.

756. NIGEL FRANCIS XIX, PAPAL CROWN OF THE ONE STAR GOD

Noble

Required Skills: Recon, Steward (possible Combat skills)

Required Equipment: Contacts in Local Law Enforcement or Government

Player's Information

Lord of the Papal Court for the church of the One Star God, Nigel Francis the Nineteenth is coming to the planet to witness the crowning of a new Cardinal. Due to complications on board the diplomatic shuttle, Nigel's bodyguards are placed into medical care and he is going to need people to care for him for the time they are in quarantine. Contacts of the characters have cleared them to serve this purpose.

For a wage of 1,000 Credits a day and the clout of serving the Lord of the Papal Court, the characters can play the role of bodyguard and general aide to one of the most influential men in the galaxy.

Referee's Information

To care for Nigel's needs properly the characters must pass a Steward skill check each day. If placed in a situation where his life could be in danger, a Recon skill check at Effect 3 or higher to stay aware of any impending threat – which could always be cause for use of the characters' combat skills.

Possible Outcomes

1d6 Result	Outcome
1–2	The bodyguards' sudden illness is cleared from their bodies in three days' time and they replace the characters with smiles and handshakes.
3–4	It takes nearly a week for the bodyguards to get cleared from quarantine, forcing the characters to serve as escorts to one of Nigel's public appearances.
5	As for previous but this appearance will be ripe with potential threats the characters must be wary of.
6	As for previous but one of these threats will make an attempt on the Papal Lord's life!

757. C'THUY'ON THE ABYSSAL EATER OF WORLDS, SEEKING A TARGET

Mysterious Entity

Required Skills: Astrogation, Persuade, Pilot

Required Equipment: A Spacefaring Vessel

Player's Information

An entity as large as a small moon and thought of as myth by all except those who have been consumed by it, C'thuy'on the Abyssal Eater of Worlds is a horror that defies logical belief. Floating through space, seemingly driven by little more than hunger, the Eater of Worlds seeks out living planets to drive its tentacles into. Grasping a planet, C'thy'on sucks all bio-matter from his meal before moving on.

When the characters' ship accidentally crosses into the Eater of Worlds' path they have one chance to talk to the beast before it changes its direction toward them, their jump signature – and their bearing worlds.

They might just be able to save *millions* of lives.

Referee's Information

After the characters arrive and see the horrible thing rolling across the cosmos, they must immediately pass a Pilot skill check at Effect 2 or greater to not end up *very* close to the nightmarish elder god. Once there it will make one attempt to communicate with the tiny speck of a vessel, allowing the characters to try and dissuade the mighty Eater of Worlds from devouring the nearest planet with a Persuade skill check at Effect 5 or higher.

Once this attempt is made, pass or fail, the characters will need to make an immediate Astrogation skill check in order to get the *hell* out of there before they become a snack for the mighty C'thuy'on!

Possible Outcomes

1d6 Result	Outcome
1–5	There is nothing that will stop the terrible and eternal C'thuy'on! It is going to devour a populated planet in the next few weeks...all the characters can do is try to get word to the planet in order to begin evacuation.
6	The great and powerful C'thuy'on is angered by the annoying speck of a vessel and it now has plans to follow them – and devour any planet they set foot upon!

758. BHAHAMUT, IN NEED OF HIBERNATION**Mysterious Creature**

Required Skills: Recon, Survival

Required Equipment: Supplies for Two Months

Player's Information

Ancient and powerful, the great dragon of Palladus III has gone by the name of Bhahamut for the last seven centuries. Revered by the local populace as a god, Bhahamut is a cyclical being that spends ten years awake for every one that it slumbers. A period of slumber is fast approaching but local industrialisation has eliminated all of Bhahamut's normal lairs and the dragon is growing more tired each day.

The great dragon contacts the characters through telepathic means, asking them to look for a good alternate hibernation point where he can sleep peacefully for another year. Upon waking, the dragon will reward the characters with just one of his impenetrable scales – perfect for armour as well as being worth 1,000,000 Credits on the collector's market.

Referee's Information

In order to find a natural cavern large enough for Bhahamut, the characters will need to pass Recon and Survival skill checks. Each check takes 6–24 hours. If they can accumulate Effect 18 on these tests before four days pass, Bhahamut will sleep in safety.

Possible Outcomes

1d6 Result	Outcome
1–2	The dragon is surprisingly good company, telling stories and providing wisdom of the ancients. The time will fly by and soon the characters will be waiting out the months until their friend awakens.
3–4	Spending time with a dragon is strange and awe inspiring but also instills fear in the primal side of any animal smaller than it – which is nearly everything.
5	Bhahamut falls into a semi-slumber two days early, leaving the dragon exposed and extremely vulnerable while the characters search for a place for him to fully fall asleep.
6	As for previous but the infamous ‘dragonslayer’ Georgios Prast just landed and is ready to take on anything that gets in his way of killing Bhahamut.

759. AZMODEL, MAY I BORROW YOUR BODY?

Mysterious Entity

Required Skills: None

Required Equipment: None

Player’s Information

A horrible and terrible spirit lurking through the ether, the *thing* known as Azmodel is on the loose and needs something done on the physical plane – forcing it to ask for the help of physical beings. Physical beings...like the characters. It claims to the characters that it needs to ‘borrow’ one of their physical bodies for a few days and that everything will return to normal when it is over.

Actually, Azmodel thinks that anyone he ‘soul rides’ for an extended period of time will come away with something...*special*...as a residue to his presence but they will have to agree to it in order to find out.

Referee’s Information

If any character allows Azmodel to join with him spiritually they will lose a few days’ worth of time but they may have raw flashes of things that have happened in the spirit’s past.

Possible Outcomes

1d6 Result	Outcome
1	Azmodel was right; after using the body for some nefarious schemes, the spiritual host has a small part of their mind awakened. They gain 1d6 PSI Characteristic immediately.
2–5	After seven days of not knowing what is going on, the spiritual host awakens with minor memories of centuries’ worth of nightmarish visions and ancient rituals that created the creature almost three eons ago.
6	Azmodel does not fully let go of the body when he is done with it, reappearing from time to time in the mind of the spiritual host like some kind of distorted conscience, begging him to do evil acts for his enjoyment.

760. 'MY NAME IS MANY', THE UNIFIED STAR GOD

Mysterious Entity

Required Skills: Varies

Required Equipment: Varies

Player's Information

A simple being to look upon, this plain old man does not offer a name or a purpose. He has a kind smile and knowing eyes, never seeming doubtful or unsure of his words as he speaks. His voice is calm and somewhat musical when he speaks to the characters in their native tongues, all at once...

'I know you, my friends,' he says with a parental tone, 'and I know you want to help. All I need is for you to do these three things in my name...which is many.'

Referee's Information

There is nothing that can prepare the characters for the three possible tasks the Star God will ask of each character. The three tasks for each person should be different, based on their lowest – yet trained – skills. This should be considered a type of holy quest or epic journey to accomplish these tasks.

Any character that accomplishes all of their given tasks is marked as blessed by the Star God, increasing *all* of their Characteristics by one point permanently.

Possible Outcomes

1d6 Result	Outcome
1	The characters feel the presence of the Star God all the time they are fulfilling their tasks, keeping them always feeling safe, warm and somehow <i>protected</i> .
2–5	There will be a number of omens and signs that the characters are on a truly holy quest; things that pious members of the church will be able to see and decipher for them.
6	The Star God is a wrathful lord; any character that does not fulfil its tasks in 100 days is stricken down and marked as a pariah – losing one point from all Characteristics!

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