

BULLDOGS!
SCI-FI THAT KICKS ASS

Pleasure Planet

**Adventure
Scenario**

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How to Run an Adventure in Bulldogs!

There's something of a trick to running an adventure scenario using the FATE system. This is a brief introduction for GMs like you who are going to present an adventure to your players.

Unlike a lot of game systems, FATE allows players to take a very flexible and often unpredictable approach to problem solving. For example, a party confronted with a reluctant witness is going to handle the obstacle very differently if it is led by an incorrigible con artist than if the party is led by a veteran pit fighter.

Because of this, the scenarios that we're releasing for **Bulldogs!** present not a step-by-step plot, but instead a series of challenges called **Problems** that you, as the GM, use to confront the players with opposition.

Each Problem includes a situation and possibly some characters that create an obstacle for the player characters. Guidelines on how to handle some of the more predictable methods that players

use to bypass the Problem are described, such as Difficulty numbers for skill checks, stunts and skills that the non-player characters have, etc.

The key to running FATE is flexibility. You need to be ready to roll with what the players try to do. Players may throw you for a loop by taking a completely unexpected action, or bypassing the Problem altogether. That's OK! If the players take you by surprise and do something nobody anticipated, just set a Difficulty for them and let it roll. If the players bypass a Problem completely, move it to a point later in the session, or just toss it out completely.

Despite all this, you've got a powerful tool in your arsenal to get the players to engage with a Problem. Grab an aspect on one of the characters confronted by the Problem and compel it! Players are going to be happy to dig into the complications if they get a fate point for it. If your players are familiar with FATE, they might even do this to themselves when you put a Problem in their way.

What's in This Adventure

Each adventure scenario for **Bulldogs!** includes a basic setup, usually a delivery assigned by TransGalaxy.

Following the basic setup is a series of Problems. These are presented in the most likely order the characters will encounter them, but like we said before, don't feel like you have to give them to your players in order. Mix them up, move them around, whatever makes sense for your group and for the consequences of the actions they take to solve earlier Problems.

Next, you'll find the non-player characters from the adventure mostly filled out. These non-player characters are missing some of the skills at the bottom of their list. Feel free to fill in a skill they are missing if you need it in play.

You'll also see that there are four sets of these characters. Each set is for a different starting power level. The page numbers are repeated so you can find the right character based on the reference earlier in the adventure, but discard or ignore the non-player characters for the power levels that don't match your players' characters.

Lastly, we have a page of player handouts with aspects described in the adventure set apart and easy to print out and cut up. It's a lot easier just to slap a card or bit of paper with the aspect printed out than to have to write down all these aspects yourself. Use the handouts if it makes your life easier, we find them extremely useful when we run these adventures at conventions.



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Pleasure Planet

You're hired to help a retired Templar Supernova find a myth of epic proportions, The Pleasure Planet. He thinks that he has the key that'll unlock the way, but if you had a credit for every time someone said that you'd be rich. He's paid the fee, so it's up to you to do his dirty work for the next little while.

Background

Despite what the more puritanical sects in the Universe might say, there's nothing better than vacation time at a Pleasure Station. They are idyllic parts of space where a body can go to be treated as if they're galactic royalty. The temperature is always perfect, there's always something to do, and all your whims, both legal and illicit, are catered to for the right price. Pleasure Stations do everything they can to make you feel that they are doing you a favor by separating you from your credits. Considering their success, it seems to be a great favor indeed.

Some people are never satisfied with any old regular Pleasure Station. They don't want to be forced to be surrounded by those they feel are their social inferiors. They want exclusivity, they want privilege, they just want more. More than what the most depraved Pleasure Station can provide.

They want **The Pleasure Planet**.

Shrouded in mystery, urban legend, and half whispered conversation, The Pleasure Planet is the most exclusive place in the Galaxy. If tales about The Pleasure Planet were credits, everyone would be rich. People have spent their entire lives searching for it, and have returned as laughingstocks or not returned at all. If you mention this mythical place in conversation, everyone has a theory about it but no one really knows where it is. Those that might know won't tell because part of what makes The Pleasure Planet so desirable is its exclusivity.

But The Pleasure Planet's just a myth, besides even if it was real no one on a Class D skiff would be able to get close to that kind of place.

Set Up: Call Me Ishmael

The crew get the call to the Job Tower and meet Thomas, their friendly neighborhood TransGalaxy dispatch officer, who has a great big smile on his face. It's the kind of smile you give when you've been listening to someone talk on and on about a subject, and you think they're so full of Mukta dung that you just can't wait to share the joke.

Behind him stands a tall Templar, back straight with his head gazing out towards the starscape behind you. Next to this Templar is a Dolom that seems to be holding all the luggage, standing a deferential distance away. Thomas asks the crew if

they've packed their swim gear, because apparently this cargo run is more of a luxury cruise. They've got someone who's hired a Class D ship to help him find The Pleasure Planet. Thomas rolls his eyes at the Templar and introduces him as **Supernova Shibak** (page 9) who still does not pay any attention to the crew.

In fact, the only time he actually moves from his spot is when all his belongings have been put on the ship. Then, he storms past the crew and boards the ship with his lackey in tow. Thomas tells the crew that their mission is basically fly him where he wants to go, and do what he wants. Apparently he's paid TransGalaxy enough that he's in the driver's seat.

This is going to be a long flight.

Problem: I Am a Supernova, Sirrah!

The Templar is used to getting deferential treatment. That means he's going to very quickly start making demands of the ship and the crew that go above and beyond what someone who's hired a Class D ship to take them places can reasonably expect. Anything and everything you can think of. The cabin doesn't have the right temperature, the food is substandard and he wants more of than his allotted ration. He needs to have the better cabin, which is any cabin but the one he has. The ship won't be in the right state, and he wants it cleaned now, soldier. These orders will either come from him, or from his down trodden assistant **Balus** (page 9).

Before the crew left, Thomas informed the captain in no uncertain terms that TransGalaxy expects the crew to do as the Supernova instructs. If the captain is an NPC, she will end up a reluctant ally of the Supernova, delivering what punishments she thinks are appropriate if the crew don't comply with the Supernova's demands. If the captain is a player, Thomas gives the same message. The Supernova regularly complains to TransGalaxy if he feels he's not getting the proper treatment, and TransGalaxy is going to pass this back along to the captain,

COMMANDEERING COMMANDING PRESENCE

Invoke: turning the tables on someone you don't like on the ship, "Supernova! D'kel is slacking off."

Compel: getting caught by the Supernova's whims, "You, there. Crewman, this floor needs some more polish. On it now!"



along with threats, docked pay, formal reprimands and writeups, and ultimately the threat of criminal charges. The captain had better see to it that the Supernova is happy.

It could be worse, they could end up like Balus and having to deal with the Supernova every minute of the day.

The first stop on the Supernova's journey is the planet **Nocturis**. Getting to Nocturis from GCP takes about a month, it's very close to the outer edge of the Frontier. The time frame won't do anything to help the Supernova's mood. He snaps and gets irritated at the slightest provocation. There are a couple of ways the crew can try to deal with his mood swings. Avoiding him only works for so long; it isn't that big a ship. Placating him probably works the longest, but then the crew's busy doing a pile of tasks that they don't want to do.

The Supernova doesn't want the ship to stop for supplies, but instead make the month-long trip straight through. This has the regular consequences for the ship if the crew does what the Supernova wants. The longer any stopover takes, the closer the Supernova comes to exploding. This can be a big conflict or smoothed over, depending on how quickly the crew kowtows to the Supernova's demands.

Set-Up: Nocturis

Nocturis is a planet that's circles slowly around both its sun and its axis. This means that the days and nights can last for weeks at a time, and the port transforms itself depending on the situation. During the day it looks like any other business place, there are

A SUCKER BORN EVERY MINUTE

Invoke: there is always a game on hand, "You look like you're interested in a good game of Shallock. Right this way!"

Compel: most of the games are a scam, "Oh, you lost! Too bad, maybe if you went double or nothing you could get it back."

NIGHT LASTS A WHILE

Invoke: the dim light hides a getaway, "Quick! Down this shadowy alley."

Compel: everyone's on a slower schedule, "Oh, they're closed for the night."

DAY LASTS A WHILE

Invoke: it's always bright, so people can't hide from you, "There she is! Get her!"

Compel: the constant daylight makes it difficult to sleep, "I haven't had a wink in days."

lots of people moving about doing what they can to finish their jobs. When night falls, the place lights up and the population transforms. Everything is more laid back at night. Everyone seems to have time to stop for a moment or two before they get to where they're going. There's music played on every street corner by a busker holding out a hat. Vendors are selling roasted wharuck, and the smell is divine.

Problem: Money to Burn

The Supernova wants to purchase a particular strange puzzle piece from a Dolom here on Nocturis. Despite this, the Supernova refuses to leave the ship. He claims there are some unsavory elements here that would be after him if he stepped foot on the planet. That means you've got a pile of credits in a place littered with opportunities. There's going to be lots of places where that money can get lost, intentionally or unintentionally.

1. **Ajay's Gaming Palace** is just the sort of grimy, shady-looking place an inveterate gambler could turn the Supernova's money into a big bonus for the crew (or lose it entirely). Consider compelling anyone with a gambling aspect, or a greed aspect and the **Gambling** skill.
2. Keep your eye on your wallet. Nocturis is full of pickpockets! The Supernova's credit chip could get lifted by a local. Treat the pickpocket like a Good (+3) physical minion, with an emphasis on **Sleight of Hand** and **Athletics** rather than fighting. If the pickpocket can grab the credit chip, then it's a parkour-style race through the city streets.
3. Nocturis is big, it's easy to go down the wrong street, say one run by a local gang who demands a toll from the group. The toll's a Fair (+2) resources roll, but the gang's a group of Fair (+2) minions twice as big as the crew.
4. When they finally reach the Dolom, a saggy older woman named **Fariar Uloç** (page 10), she senses that they really want this piece and drives a hard bargain. The Supernova gave them a credit chip equivalent to Great (+4) wealth for one roll. Uloç tries to see what she can extort out of them beyond that.

Problem: Silver's Sailors

There are a group of pirates in this area called **Silver's Sailors** (page 10). They've heard of the puzzle piece the Supernova is looking for and while they don't know exactly what's going on, all they know is that they want a cut of it or else there's going to be trouble. They're going to pop up from time to time through this trip; this first meeting is more to feel out what the team is doing and how much of a cut Silver wants. Silver and her crew confront the crew near the docks on their way back from the Dolom vendor. Silver has a big gang with her this time, three minions for each Bulldog, plus Silver herself.

Silver really just wants to ask who they're working for and what they're bringing back to the ship. If they answer, she'll hint she's after a bribe but leave it at that for now. If things go badly, she will back down from a full-on fight, but no matter what the crew

gets the aspect SILVER'S GOT A BOUNTY ON YOU which might make things harder for the team to get any co-operation later on in the mission.

SILVER'S GOT A BOUNTY ON YOU

Invoke: intimidate for effect, "That's right, she's put that out because she's scared to do her own dirty work against the likes of us. What do you think you're going to do?"

Compel: people shooting at you because they want the money, "Damn it, another group of would-be bounty hunters?"

Setup: Jerular

Jerular is a jungle planet located a good middle distance away from a lot of the planets. That's why the crew might stop here, because otherwise they'd be asking the Supernova to cover the cost of the maintenance on the ship and he generally isn't in much of a giving mood. The planet is close enough to the sun that most of the surface area is covered in lush, thick, humid, jungle-like growth. The trees are enormous, and the canopies on some of them are so thick that they support their own lakes.

YOU HAVE WHAT FOR INVENTORY?

Invoke: finding obscure and hard to find parts, "Hey, remember how no one has that Transverter? Well, look what I just found!"

Compel: nothing common for your ship, "What do you mean you don't have armor plates? Everyone has armor plates!"

THERE'S JUNGLE EVERYWHERE

Invoke: you need to escape, or hide somewhere, "These trees are a great place to hide."

Compel: it's thick, gets in your way, and comes out of nowhere, "We've got to escape these Jerulian leopards, but the trees keep slowing us down!"

LIONS, AND TIGERS, AND BEARS

Invoke: there are a lot of good hunting nearby, "I know I good way we can replenish our stores..."

Compel: there are a lot of good animal hunters nearby, "Run! It's a Jerulian leopard!"

Problem: You Want Us To Go Where?

The Supernova has a list of planets that it needs the ship to visit. Clearly there is something on those planets that he needs to get where ever it is he wants to go. The problem is that some of them are a little far apart. Remember that TransGalaxy will only pay for Good (+3) maintenance. Anything that takes longer than a few weeks is going to require Great (+4) Maintenance and might have to get paid out of pocket. If the crew feels that the Supernova should pay for some of the repairs, they had better have buttered him up sufficiently beforehand otherwise he might point out that paying for repairs isn't in his contract with TransGalaxy. The other way they might convince him to pay is pointing out the fact that if the ship isn't in top shape it will take longer to get to where he wants to go. Either way, if they can get the Supernova to pay for repairs he can help boost the repair payments to Great (+4). He's not going to do it that often though; he feels that he's spent enough money on hiring this ship.

This chart has all the distances from all the planets, and a couple that are nearby but not places that the Super Nova wants to go. The planets in **Bold** are the planets that need visiting. The crew should plan their route accordingly.

	Nocturis	Jerular	Terra-Tau	Iriscent	ComPost Tau	Minium
Nocturis	Instant	A few weeks	A few weeks	A few months	A few months	A few months
Jerular	A few weeks	Instant	A month	A month	A week	A month
Terra-Tau	A few weeks	A month	Instant	A month	A month	A few months
Iriscent	A few months	A month	A month	Instant	A week	A month
ComPost Tau	A few months	A week	A month	A week	Instant	A week
Minium	A few months	A month	A few months	A month	A week	Instant

It's also mostly unexplored and vastly underfunded. There was a Pangalactic that tried to colonize it but the little colony mysteriously vanished into the jungle. After that the world was written off and lightly maintained with a tiny port barely big enough to fit a small cruiser. The port has two docking berths and a little ramshackle hallway that might have passed for an open air mall if there were any stores to be found. Instead, all that's there are the two station managers, a Ryjyllian named **Rrowr** (page 11) and her robot **XT-800** (page 11). There are spare parts, though the inventory is hopelessly out of date, but Rrowr and XT-800 are very happy to see the crew, it's the first outside contact they've had in almost a year. With the limited crew Rrowr and XT-800 haven't been able to keep the jungle at bay, so there are parts of the station that have been destroyed and overrun by trees.

Problem: Self-Funded

One of the reasons why Rrowr and XT-800 are happy to see you is that they don't get to interact with a lot of people who aren't them. Another reason is that while they help supply ships with substandard parts and supplies they also tend to try to take for themselves from the ships that land there. While Rrowr distracts the players, XT-800 will be on the ship trying to take what it can that won't be noticed. Their weapons tracking system might go missing (-2 to Artillery Rolls), or their engine might be missing that performance enhancer that helps with turns (-1 Piloting Rolls). XT-800 might even grab one of the artifacts that the Supernova has been collecting.

If a crew member is on the ship, they can roll against XT-800's **Stealth** skill to spot the robot taking things. If they catch XT-800 in the act, it will pretend it doesn't understand why they're upset and that it's only helping to repair their ship. XT-800 won't fight its way out if confronted, but it will defend itself if cornered.

Setup: Terra-Tau

This planet has a rather diverse ecosystem. It's got a wide variety of climates, as well as many places for a ship to dock because of the large number of political factions. The place where the Supernova wants to go is located on one of the smaller continents, somewhere near the equator of this planet. It's an arid place, and there are a lot of various research digs happening here, which also means a fair bit of security to protect whatever they find from claim jumpers and rival corporations looking to get at whatever they're doing out there. That or people like you, who are going to be taking what the Supernova wants for his mission, another puzzle piece. Apparently it's been mistaken for a historical artifact and is at one of the camps.

You step off the ship and the heat is pretty intense. You know that the temperatures are going to fluctuate wildly between incredibly hot and near freezing.

HOT, DAMN HOT TO OH SO COLD

Invoke: your enemies are caught unprepared, "Ha, they didn't expect us to do this at night. They're going to be frozen."

Compel: you weren't prepared for the shift, "Did you forget that you're cold blooded?"

BUSY DIG SITE

Invoke: there are a lot of people doing things, you're just another person. "Oh, I'm with Professor Gill's team."

Compel: you're going to get asked to do things, "You there, deliver this to the west dig site immediately or else I'll have you removed from the site!"

NOWHERE TO HIDE

Invoke: it's easy to find what you're looking for, "There it is, you can find that tent anywhere."

Compel: you're just as easy to spot, "There they are! Get them!"

Problem: Academic Jealousy

There are several academic groups on Terra-tau who are ostensibly working together on this archeological dig, but in reality are all competing for the rights to whatever is found. That means they're going to be on the lookout for people that they can use against each other. There are two research fellows in particular to look out for: **Professor Gill** (page 12), from the TransUniversal Institute, and **Professor Natosh** (page 12) from the Imperial University. They are more than willing to use anyone to get the leg up on their rival, and be very careful if the crew name drops one of them. As soon as they believe that the crew's working for the other side they become a threat to eliminate. Each research team has a group of armed guards that the Professors can use as muscle if needed.

If the crew can get in with one of them this gives them a good excuse to go poking around dig sites, however. It's the easiest way in without running into constant security confrontations. The problem is the Professor (doesn't matter which, really) wants them to sneak into the opposing camp and sabotage some equipment before trusting the Bulldogs. This will require some Stealth, Burglary, and Engineering rolls, opposed by the security minions, and possibly a tussle with the opposing Professor's security detail if they get caught. This should be a relatively easy conflict, no more than one security guard per crew member.

Problem: Silent Alarm

If they manage to get close enough to the artifact, there's a whole level of security that is there to protect what the Professor believes is a great find. The weird little puzzle piece thing that the Supernova wants is on a pedestal in the middle of one of the display tents, but the pedestal itself has a pretty sophisticated silent alarm. As soon as anything moves on the pedestal, it goes off alerting everyone in the camp that someone is touching the artifact. To find the alarm, the crew can make a Superb (+5) Alertness roll or a Great (+4) Burglary roll.

To remove the alarm, someone has to make a Great (+4) Burglary roll to disable it. If they don't make the roll the alarm sounds and the crew gain the aspect EVERYONE'S LOOKING FOR YOU! There's going to be a lot of confusion, but there are about 10 security minions plus one for each crew member who are looking for the crew. Better start running now, and hope for the best.

EVERYONE'S LOOKING FOR YOU!

Invoke: the camp is in total confusion, "I think I saw the thieves over there!"

Compel: people are searching for whoever stole the artifact, "You! Stop right there!"

CONSIDERING THE ROCKY TERRAIN

Invoke: the rocks are great for pinning down a target, "Slug can't get away, there rocks are just too sharp."

Compel: the rocky terrain makes it hard to get a clear shot, "Can't get a clear shot, the damn cliffs keep getting in the way!"

INHOSPITABLE CLIMATE

Invoke: if you need to use it to corrode something, "Hey, we needed to get at the inside of that thing! Take it out here, this air will eat it up in no time."

Compel: you're constantly having visibility problems, "This sludge keeps clogging up my mask!"

SLIPPERY SLIME

Invoke: trying to reach something, it does have a chance to slide towards you, "Thank goodness the sludge made it slide towards me."

Compel: everything can slide, including you, "I'd totally reach for it, if I wasn't busy falling every second step."

Setup: Iriscent

Iriscent is a planet with a rather toxic stew for an atmosphere. It's thick, and leaves a film on anything it comes into contact with, including your ship and your breather masks which you constantly have to wipe in order to really see anything. The other side effect is that the sludge smells horrible if you get any on you, and there is really is no way to make sure that you're all clean before you get back on your ship. Underneath the sludge, the surface of the planet is covered in a dull red rock which doesn't seem all that important, but below the surface is a trove of ores that are worth the effort to mine this planet.

Of course the biggest headache for all the mining domes isn't the atmosphere, it's the slugs that live on the planet. They eat the sludge that the atmosphere creates when it touches anything, and some of them have grown large enough that they manage to eat larger things like people and equipment.

Problem: Slugs, Slugs Everywhere

The crew are sent to get the puzzle piece, and are given the exact location of where to find it. When they get there, it's in the middle of slug feeding time, which means that they see one of the slugs eat the puzzle piece and then get mixed up in a crowd of other identical slugs. Now the crew are going to have to try to find which slug has the piece by fighting various groups of slugs and then reaching in and seeing if that slug has the piece. There are three groups of slugs that might have the puzzle piece. If the crew can come up with some compelling reason why they can differentiate the groups, then let them have it. If they just start blowing things away, let them dig around in Slug Slime for it and give them some really interesting descriptions of what they find inside the recently deceased slug carcass. The slugs aren't particularly dangerous, treat them as Average (+1) minions, but they don't generally attack in groups. The problem is blowing all of the slugs up and digging around it the guts gets SLUG ALL OVER YOU.

SLUG ALL OVER YOU

Invoke: you're slipperier than a greased Terulian slime beast, "Whoops! Thought you had me, huh?"

Compel: the rich, earthy smell of slug guts attracts larger, more dangerous slugs, "Where the hell did that monster come from?"

Problem: Silver's Revenge

Silver's been following the crew since Nocturis, wondering what they might have found. When the players leave Iriscient it will be a good opportunity to spring Silver's battleship on them. She's called the *Revenge* (page 13) and she has about six small fighters that she deploys from her fighter bays. The crew can attempt to talk to Silver, but she knows that no one visits Iriscient unless they're miners, or looking for something in particular. Silver thinks there's treasure on the ship, and she won't buy fanciful tales of the Pleasure Planet. There are options, the crew can pay her off in cargo or credits, or they can try to fight. For Silver, this is just a reconnaissance mission so she's not willing to risk a lot of damage. The fighters will fly off before they sustain too much damage, and the *Revenge* really isn't going to get involved in this fight. Once half the fighter ships are damaged, they'll retreat for now.

Set-up: ComPost Tau

ComPost Tau is a communication station that sits kind of in the middle of most of the planets in the area. It floats in orbit around an inhabitable planet, and it's not a particularly big station. It has a docking ring, a small esplanade with a couple of shops, a watering hole or two, and some restaurants. Nothing fancy, but then its job is to deal with communication between the planets, as well as being a place for ships to refuel and continue to where they really want to be. In fact, they've had to deal with overcrowding and tight spaces for a while. There are plans to increase the size of the station, but there hasn't been any work done on that at all. This makes it a great place to get the latest gossip on anything in the sector. The best spot to hear anything is the Dead Drouth cafe which is run by a Ken Reeg named **Smarth** (page 14). She knows everything about anyone in the area. It's one of the few things that keeps her place safe from any unsavory elements.

Problem: Message from Back Home

There's a message for the Supernova here from his bank which says that the money he's spent to hire the crew is almost out. If he doesn't pay more the crew will get new orders that they're going to have to follow. He's going to try to keep this message a secret, and if possible get his lackey to sabotage the communications on the ship so that the captain doesn't get any new orders.

When they are on the station, the Supernova is going to act suspiciously and if the crew wants to follow him they might find out about the message. In order to notice him doing something suspicious, they're going to have to get at least Good (+3) result on an **Awareness** roll. Of course if the Supernova catches them there

THESE WALLS HAVE EARS

Invoke: if you're looking for information, "Everything comes through here, you know something you aren't sharing."

Compel: people will know things you don't want made public, "How about you do me this favor or I let your shipmates know about that murder rap you've got hanging over you?"

EVERYTHING HAS A PRICE

Invoke: people will sell you whatever, as long as the price is right, "You know, I'll take it at that price. I hope you're happy."

Compel: people will be hounding you for what they want, "What do you mean it's not for sale? Everything is for sale!"

A LITTLE TOO COZY

Invoke: your enemies don't always have the maneuvering room, "Damn hallways are getting in the way!"

Compel: you can't move as quickly as you'd like, "Get out of the way people! I'm trying to run away here!"

will be hell to pay, it will take a lot to make him give anything away in regards to what his communication was about. He'll use his **Deceit** skill to the fullest effect.

If the players do manage to find out what the message is about, they might bring it up to the captain (if the captain is an NPC). However, until the orders change the captain will let the Supernova do what he wants regardless. Even if they confront the Supernova with the fact that they're aware of his financial troubles he will just deny it, and make life on the ship horrible for whoever tried to blackmail him. He's aware that as long as the orders don't change, he's got an ally in the captain (or with TransGalaxy dispatch if the captain's a player). If the players push him despite this the Supernova will get very angry with Balus, treating him horribly in front of the crew.

Problem: Everyone's a Spy

When the players land and get some leave, there's going to be someone who lets Silver know that you're on the station. Since it's not far from anything it shouldn't take too long before the pirates show up ready for a fight. The security has been paid off, if there are any questions as to why they didn't show up. The best place for this to happen, for maximum confusion, is in the middle of the esplanade. There's going to be a lot of furniture for them to hide behind, as well as various stores to fight around, and through, the merchandise. Of course, it will only make sense for the crew to try to fight their way out because, along with Silver, there's going to be three pirates or bounty hunters for each crew member who

are going to be at this fight. Silver's goal is to capture one or two of the crew and try to trade them for the mysterious puzzle pieces. If the resistance is too fierce, or it looks like Silver herself might go down, she'll retreat, leaving minions to cover her escape.

Setup: Minium

Minium is a manufacturing planet. It used to be a mining planet with little manufacturing, they would ship their resources elsewhere to get processed. Then when resources started to get scarce, the processing plants were quickly converted to manufacturing plants to take advantage of the extensive shipping lanes that were created during the mining era. The planet itself is pock-marked with large pit mines, some large enough to be seen from space. This is a result of destroying a mountain to get at whatever resources lie within or beneath it. There are two large cities, one where all the managers live and the other is next to the port.

With all the ships that come in and out of Minium, the security is pretty tight and while it doesn't stop all the illegal goods from going through the planet, they do slow the black market trade down a bit. All the guards (page 14) have short tempers, big guns, and no sense of humor.

YOUR MANIFEST PLEASE!

Invoke: you can use the guards' attention to detail to distract them, "I've filled out the forms in triplicate, but I need your signature on Form 5, 3 and 8B."

Compel: the guard's attention to detail can delay you, "You need to go back and get us Form A536. There's a discrepancy with your manifest."

ROUGH AND TUMBLE PLACE

Invoke: the guards have to go deal with a fight breaking out, "Damn it! Just go, I've got to deal with these thugs!"

Compel: the fights can spill out and get lots of people involved, "I just wanted to get to the market!"

SILVER'S STRONGHOLD

Invoke: Silver is based here, so you can go a long way by using her name, "Silver's going to get you if you get in my way."

Compel: of course, anyone who knows that there is a bounty on you is going to try to claim it, "No, Silver's going to give me that reward."

Problem: Tell Me a Story

The problem on Minium is that when the crew finally find the piece they're going to find a group of a dozen Hacragorkan miners who are down on their luck and working at one of the factories until they can get their own ship to start their own "adventuring." This dream is getting further and further away and as they're getting stuck further and further in their rut, getting comfortable in their lives with steady pay. However, they did find the puzzle piece in a mine a while back, but what they want in exchange are some good battle stories, something that might fire up the old blood. This requires a Good (+3) Rapport roll. The crew may even be able to convince the Hacragorkans to help them, and while they're rusty they would still act like Fair (+2) minions. They don't have any armor or guns, but can tool up with some knives, clubs, and steel pipes. These Hacragorkans are really just looking for stories now, they've accepted that they aren't going to be bring glory to their names through combat.

Setup: All the Pieces Together

Once the Supernova gets all four pieces, he'll demand that the crew meet him on the bridge. He'll march with three out of the four pieces put together, and then he'll finish the puzzle which creates a sphere in his hand. After a pregnant pause, it will float and then display a map all over the walls of the bridge with a large flashing destination.

Imperiously, he'll command the pilot to head for that spot on the map. What's interesting is that the sphere acts more like a compass than a regular map. When the pilot turns the ship, the map will rotate as well until they're pointed in the direction of the flashing dot. It will keep getting bigger and bigger until the dot covers the bridge. This journey will take only a few days. The Supernova deduced the proper coordinates to begin from the artifact before he assembled it. when the dot has covered the entire bridge, the comm system picks up a message being transmitted from somewhere on the ship to something out there in space.

In a couple of moments, a large shape out in space starts to bend the light around it. Eventually a planet appears and a signal is sent back to the ship.

Problem: Should've Expected Pirates

This is when Silver and her pirates attack. Thankfully the planet itself has defenses and it will use them to attack the pirates, but they aren't picky and if the Bulldogs get too close they will be fired upon too. Add the aspect PLANETARY DEFENSE SYSTEMS to the scene, for the crew or the pirates to use if they can. The planet can't do it alone, so the crew are going to have to do their part to clear out the pirates. Silver called in a favor so there are two

battleships with five Silver's Stingers each. This isn't a fight to the death. Silver will fight longer than her ally, but if either battleship takes a consequence it will run away from the fight.

PLANETARY DEFENSE SYSTEMS

Invoke: lure enemies into oncoming fire, "He flew right into the plasma beam!"

Compel: you've got to spend time dodging fire yourself, "Look out! A missile has locked on!"

Epilogue

Once the fight's over, a shuttle flies up from the planet. The robots that run it won't talk to the crew, but will talk to the Supernova. They mention that the proper payments have been received and they're ready to welcome him to the Pleasure Planet. The Supernova takes a stately walk over to the shuttle, leaving his servant and his belongings behind.

It seems as if the mission's over, but that's when the shuttle explodes halfway to the planet. After a moment's pause, sensors detect that the planet's weapon systems are powering up, and they're launching ships. Someone might notice that Balus isn't on the bridge anymore. What happened was that Balus went back to his cabin and detonated the explosive he put on the Supernova's person when he dressed him that morning. Balus knew there was a chance he wasn't going to go with the Supernova, and he made sure that there would be retribution if he was going to be left behind. This isn't going to have any negative repercussions, TransGalaxy's already been paid.

Even if they don't figure that out right away, they're going to have to make an escape from the Pleasure Planet's ships. They've finished their mission so there is definitely no margin in fighting the Pleasure Planet's defense fleet. The ship is far enough away that jumping to hyperspace and running is easily unopposed.



Fresh Meat

Supernova Shibak

Shibak is a strong willed, straight backed Templar who rose to power in a no nonsense military. Growing up on his farm world, one of the few memories he holds dear is his mother telling him stories about The Pleasure Planet. Now that he's retired, the last thing he wants is to sit around and be an image for the next generation. He longs to find the one place he's secretly wanted to find, the place of his childhood stories. Of course, he can't commandeer any Templar vessel for this, they wouldn't understand.

Stress: □□□ □

Armor/Shields: Armor 1, Shields 3

Fate: 2

Skills

Intimidation Great (+4), Leadership Good (+3), Guns Good (+3), Investigation Fair (+2), Weapons Fair (+2), Deceit Fair (+2), Rapport Average (+1), Resolve Average (+1), Survival Average (+1), Might Average (+1)

Aspects

SUPERIOR SPECIES; PERFECTION IS THE ONLY WAY; UNYIELDING LIKE THE TSARAN TREE; I AM THE SUPERNOVA; NO ONE CAN KNOW OF MY UPBRINGING; CRUSHING WALNUTS FARMHAND

Stunts & Species Abilities

Chain of Command (pg. 116), Subtle Menace (pg. 115), Unapproachable (pg. 115), Grease the Wheels (pg. 110)

Gear

Ballistic Armored Uniform (Armor 1, HARD TO DETECT), Battle Shield (Shields 3), Knife (Damage 1, 2 vs. shields, -1 vs. armor), Disruptor Pistol (Damage 4, 6 vs. unarmored organics)

Balus

This is the first place you're going to hear the name of Supernova Shibak's Dolom assistant, because he's learned over the years to keep to the shadows and keep to himself. He'll be friendly with the crew, trying to cover for the Supernova's unyielding gruffness but only because that's his job. Secretly he hates the Supernova and all Templari for enslaving his family and for all the years of servitude under Shibak and his family and is biding his time to either get his reward, or get his revenge.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 0

Skills

Alertness Good (+3), Stealth Good (+3), Deceit Good (+3), Endurance Fair (+2), Rapport Fair (+2), Empathy Fair (+2), Contacting Average (+1), Athletics Average (+1), Might Average (+1), Survival Average (+1), Systems Average (+1)

Aspects

THREE POWERFUL ARMS; TECHNICALLY INCLINED; ENSLAVED SINCE BIRTH; WELL LEARNED SILENCE; MISANTHROPIC DESIRES; SERVANTS TALK TO SERVANTS

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23)

Gear

The Clothes on His Back

Fresh Meat

Fariar-Uloç

An older, faded Dolom with pallid, chalky skin drooping with saggy age wrinkles. She's not a pleasant lady, and a sharp negotiator. She is not above outright rudeness to get her way, but she's not particularly physically brave and can be intimidated with a threat of force.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 0

Skills

Trading Good (+3), Rapport Fair (+2), Empathy Fair (+2), Deceit Fair (+2), Intimidation Average (+1), Alertness Average (+1), Investigation Average (+1), Resolve Average (+1)

Aspects

WON'T GO DOWN EASY; SLOW TO ANGER; DRIVES A HARD BARGAIN; CUT TO THE CHASE

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23)

Gear

Handheld Tablet

Silver

Never a more gung-ho, head strong, and impulsive Arsubaran pirate to roam the vast reaches of space. Silver has a crew because she's friendly, outgoing, and more than willing to cut you if the mood strikes her. She doesn't plan for much, and her ability to adapt on the fly has garnered her a reputation as being mercurial, but when she's got something in her sights it takes a lot to make her let go.

Stress: □□□ □

Armor/Shields: Armor 3

Fate: 3

Skills

Leadership Great (+4), Intimidation Great (+4), Guns Good (+3), Weapons Good (+3), Artillery Fair (+2), Alertness Fair (+2), Gambling Average (+1), Resolve Average (+1)

Aspects

THE STARS CALL; NATURAL ADAPTABILITY; DIRT'S BEEN WEALTHIER; PLANS ARE FOR THE UNIMAGINATIVE; I WANT IT AND I WANT IT NOW; LOOSE PIRATE ASSOCIATION LOCAL 118352

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Infuriate (pg. 115), Minions (pg. 116)

Gear

Heavy Cutlass (Damage 2, 3 vs. shields, 0 vs. armor), Blast Pistol (Damage 2, Range 2), Battle Armor (Ray-Coating)

Silver's Sailors

Fair (+2) Physical minions with Armor: 1, armed with knives (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

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Fresh Meat

Rrawr

Ryjyllians are creatures of clan and family. They have a close bond with those they consider important to them, so it's understandable that Rrawr has gone a little bit crazy as the post operator for Jerular. There isn't anyone but her and the ship and shipments are few and far between so she tends to be a little overexcited when someone comes by for a pit stop. She tends to chatter, as if she knows she only has a little bit of time before she's alone with her robot.

Stress: □□□ □□

Armor/Shields: Armor 2

Fate: 1

Skills

Engineering Great (+4), Burglary Good (+3), Deceit Good (+3), Rapport Fair (+2), Resolve Fair (+2), Fists Fair (+2), Endurance Average (+1), Stealth Average (+1), Sleight of Hand Average (+1), Trading Average (+1)

Aspects

CATLIKE REFLEXES; GREGARIOUS TO A FAULT; TIGHT-KNIT CLAN MEMBERS; COMPLETELY AND UTTERLY DISARMING; DESPERATE FOR ATTENTION; BATTERY ASSISTED FRIENDSHIPS

Stunts & Species Abilities

Acute Hearing (pg. 30), Claws and Fangs (pg. 30), Low Light Vision (pg. 30), Mister Fix-It (pg. 113)

Gear

Blast Pistol (Damage 2, Range 2), Synthetic Mesh (Armor 2, HARD TO DETECT)

XT-800

This medical robot is the only other person on Jerular, and since robots are considered property it's listed as gear. However, since its only companion Rrawr spends a lot of time talking to it, XT-800 has gained a good sense of what people are like. It tries really hard to understand why people are doing things, and it's incredibly devoted to Rrawr because she is XT-800's only friend and she doesn't treat it like a piece of furniture.

Stress: □□□ □□

Armor/Shields: Shields 1

Fate: 3

Skills

Medicine Great (+4), Burglary Good (+3), Stealth Good (+3), Systems Fair (+2), Trading Fair (+2), Guns Fair (+2), Endurance Average (+1), Academics Average (+1), Rapport Average (+1), Fists Average (+1)

Aspects

NEWLY AWAKENED; NEVER EAT, NEVER SLEEP, NEVER STOP; FUNCTION OVER FORM; PREPARED FOR ANYTHING; I'M FALLING APART; RRAWR IS MY BEST FRIEND

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Hover (pg. 29), Extra Sense (Heat) (pg. 29)

Gear

Toolkit, Defense Screen (Shields 1)

Fresh Meat

Professor Gill

Professor Gill, from the TransUniversal Institute, is an elderly and seemingly absent-minded Arsubaran of later years. His distracted nature actually hides a keen mind, and when his attention gets focused on a task, it becomes suddenly clear that he is no fool. He's determined to make his name here at the digs on Terra-Tau, and will move ruthlessly to eliminate any threat to that desire.

Stress: □□□ □

Armor/Shields: None

Fate: 0

Skills

Academics Great (+4), Rapport Good (+3), Contacting Good (+3), Investigation Fair (+2), Alertness Fair (+2), Resolve Fair (+2), Empathy Average (+1), Survival Average (+1), Leadership Average (+1), Systems Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; "EH, WHAT WAS I DOING AGAIN?"; I WILL MAKE MY NAME; KEEN INSIGHTS; THAT'S AN INTERESTING QUESTION...

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Extensive Educaiton: Archaeology (pg. 108)

Gear

Excavating Tools

TransUniversal Institute Security Team

Average (+1) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Professor Natosh

Professor Natosh from the Imperial University is a lean and dignified looking Arsubaran. She's younger than her counterpart Professor Gill, but no less intent on academic fame. She's ready to pull dirty tricks to discredit her rivals, and if she can use the Bulldogs crew to do so she will happily employ them. She is quite gifted as an academic, but the competition here is intense and she desires to succeed at all costs.

Stress: □□□ □□

Armor/Shields: None

Fate: 0

Skills

Academics Great (+4), Resolve Good (+3), Intimidation Good (+3), Investigation Fair (+2), Deceit Fair (+2), Contacting Fair (+2), Empathy Average (+1), Leadership Average (+1), Alertness Average (+1), Systems Average (+1)

Aspects

THE STARS CALL; WE'RE EVERYWHERE; YOU'RE WORKING FOR GILL, AREN'T YOU?; AMBITIOUS TO A FAULT; NOT ABOVE DIRTY TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Capable Researcher (pg. 108)

Gear

Reference Books, Papers, Maps, and Schematics

Imperial University Security Team

Average (+1) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Fresh Meat

Silver's *Revenge*

The *Revenge* is a very sleek looking ship. It's Silver's pride and joy, and while it can take a beating it's the one thing she's not really willing to risk for a lot. It's a fairly fast battlecruiser, with good armor, but what really makes it shine are the many fighters that the ship can deploy. While it can't necessarily do that well on it's own with it's limited armaments, Silver's Stingers more than make up for that lack.

Stress: □□□ □□□ □□

Base Cost: Fantastic (+6)

Maneuverability: Poor (-1)

Speed: Good (+3)

Shields: 3

Aspects

WHO NEEDS GUNS; STRITANIUM ARMOR IS THE BEST; HERE COMES THE CAVALRY

Weapons

Light Laser Turrets (Damage 3, 1 vs. Shields, Accuracy 1, Range 3)

Crew

Pilot Fair (+2), Engineer Fair (+2), Systems Tech Fair (+2), Gunner Fair (+2)

Silver's Stingers

The Stingers aren't fast, they don't need to be when the can just hitch a ride on the *Revenge*. However, they do pack a pretty good punch and can really do some damage if left unchecked.

Stress: □□□ □

Base Cost: Superb (+5)

Maneuverability: Good (+3)

Speed: Mediocre (0)

Shields: 0

Aspects

SWARMS OF THEM; LITTLE SHIP, BIG GUN; HOW DID IT GET BEHIND ME?

Weapons

Long Stinger (Damage 4, 2 vs shields, Accuracy 1, Range 1)

Crew

Pilot Average (+1), Engineer Mediocre (0), Systems Tech Mediocre (0), Gunner Average (+1)

Fresh Meat

Smarth

The owner of the Dead Drouth cafe is a cool customer, a laconic Ken Reeg dripping with world-weary self-assurance. She has literally seen it all before. Smarth may be tough to impress, but she is a business woman and is always willing to trade. She doesn't take kindly to threats and her bouncers will toss troublemakers. If that isn't sufficient deterrent, she will spread the word about people who give her trouble. On the other hand, if you make friends, she can do a lot to help you.

Stress: □□□ □

Armor/Shields: None

Fate: 1

Skills

Contacting Great (+4), Rapport Great (+4), Empathy Good (+3), Trading Good (+3), Resolve Fair (+2), Deceit Fair (+2), Investigation Average (+1), Alertness Average (+1)

Aspects

COMMERCE NEVER SLEEPS; "LET'S MAKE A DEAL."; SEEN IT ALL; HARD TO IMPRESS; NETWORK OF INFORMATION

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Ear to the Ground (pg. 110)

Gear

Nothing of Consequence

Smarth's Bouncers

Fair (+2) Physical minions, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and stunners (Damage 2, Range 2, Non-Lethal, Persistent Effect STUNNED).

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Minium Guards

Average (+1) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast rifles (Damage 2, Accuracy 1, Range 3).

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Trouble

Supernova Shibak

Shibak is a strong willed, straight backed Templar who rose to power in a no nonsense military. Growing up on his farm world, one of the few memories he holds dear is his mother telling him stories about The Pleasure Planet. Now that he's retired, the last thing he wants is to sit around and be an image for the next generation. He longs to find the one place he's secretly wanted to find, the place of his childhood stories. Of course, he can't commandeer any Templar vessel for this, they wouldn't understand.

Stress: □□□ □□

Armor/Shields: Armor 1, Shields 3

Fate: 3

Skills

Intimidation Great (+4), Leadership Good (+3), Guns Good (+3), Investigation Fair (+2), Weapons Fair (+2), Deceit Fair (+2), Resolve Fair (+2), Rapport Average (+1), Survival Average (+1), Might Average (+1), Systems Average (+1), Endurance Average (+1), Athletics Average (+1), Alertness Average (+1)

Aspects

SUPERIOR SPECIES; PERFECTION IS THE ONLY WAY; UNYIELDING LIKE THE TSARAN TREE; I AM THE SUPERNOVA; NO ONE CAN KNOW OF MY UPBRINGING; CRUSHING WALNUTS FARMHAND

Stunts & Species Abilities

Chain of Command (pg. 116), Subtle Menace (pg. 115), Unapproachable (pg. 115), Grease the Wheels (pg. 110)

Gear

Ballistic Armored Uniform (Armor 1, HARD TO DETECT), Battle Shield (Shields 3), Knife (Damage 1, 2 vs. shields, -1 vs. armor), Disruptor Pistol (Damage 4, 6 vs. unarmored organics)

Balus

This is the first place you're going to hear the name of Supernova Shibak's Dolom assistant, because he's learned over the years to keep to the shadows and keep to himself. He'll be friendly with the crew, trying to cover for the Supernova's unyielding gruffness but only because that's his job. Secretly he hates the Supernova and all Templari for enslaving his family and for all the years of servitude under Shibak and his family and is biding his time to either get his reward, or get his revenge.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 1

Skills

Alertness Good (+3), Stealth Good (+3), Deceit Good (+3), Rapport Good (+2), Endurance Fair (+2), Empathy Fair (+2), Contacting Fair (+2), Survival Fair (+2), Athletics Average (+1), Might Average (+1), Weapons Average (+1), Systems Average (+1), Investigation Average (+1)

Aspects

THREE POWERFUL ARMS; TECHNICALLY INCLINED; ENSLAVED SINCE BIRTH; WELL LEARNED SILENCE; MISANTHROPIC DESIRES; SERVANTS TALK TO SERVANTS

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23)

Gear

The Clothes on His Back

Trouble

Fariar-Uloç

An older, faded Dolom with pallid, chalky skin drooping with saggy age wrinkles. She's not a pleasant lady, and a sharp negotiator. She is not above outright rudeness to get her way, but she's not particularly physically brave and can be intimidated with a threat of force.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 1

Skills

Trading Good (+3), Rapport Good (+3), Empathy Fair (+2), Deceit Fair (+2), Intimidation Fair (+2), Alertness Average (+1), Investigation Average (+1), Resolve Average (+1), Contacting Average (+1)

Aspects

WON'T GO DOWN EASY; SLOW TO ANGER; DRIVES A HARD BARGAIN; CUT TO THE CHASE

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Smell Fear (pg. 122)

Gear

Handheld Tablet

Silver

Never a more gung-ho, head strong, and impulsive Arsubaran pirate to roam the vast reaches of space. Silver has a crew because she's friendly, outgoing, and more than willing to cut you if the mood strikes her. She doesn't plan for much, and her ability to adapt on the fly has garnered her a reputation as being mercurial, but when she's got something in her sights it takes a lot to make her let go.

Stress: □□□ □□

Armor/Shields: Armor 3

Fate: 3

Skills

Leadership Great (+4), Intimidation Great (+4), Guns Good (+3), Weapons Good (+3), Artillery Fair (+2), Alertness Fair (+2), Resolve Fair (+2), Gambling Average (+1), Endurance Average (+1), Deceit Average (+1), Burglary Average (+1), Stealth Average (+1)

Aspects

THE STARS CALL; NATURAL ADAPTABILITY; DIRT'S BEEN WEALTHIER; PLANS ARE FOR THE UNIMAGINATIVE; I WANT IT AND I WANT IT NOW; LOOSE PIRATE ASSOCIATION LOCAL 118352

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Infuriate (pg. 115), Minions (pg. 116), Anything Goes (pg. 122)

Gear

Heavy Cutlass (Damage 2, 3 vs. shields, 0 vs. armor), Blast Pistol (Damage 2, Range 2), Battle Armor (Ray-Coating)

Silver's Sailors

Fair (+2) Physical minions with Armor: 1, armed with knives (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

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Trouble

Rrawr

Ryjyllians are creatures of clan and family. They have a close bond with those they consider important to them, so it's understandable that Rrawr has gone a little bit crazy as the post operator for Jerular. There isn't anyone but her and the ship and shipments are few and far between so she tends to be a little overexcited when someone comes by for a pit stop. She tends to chatter, as if she knows she only has a little bit of time before she's alone with her robot.

Stress: □□□ □□

Armor/Shields: Armor 2

Fate: 2

Skills

Engineering Great (+4), Burglary Good (+3), Deceit Good (+3), Rapport Fair (+2), Resolve Fair (+2), Fists Fair (+2), Stealth Fair (+2), Sleight of Hand Fair (+2), Endurance Average (+1), Alertness Average (+1), Trading Average (+1), Medicine Average (+1), Might Average (+1), Systems Average (+1), Weapons Average (+1)

Aspects

CATLIKE REFLEXES; GREGARIOUS TO A FAULT; TIGHT-KNIT CLAN MEMBERS; COMPLETELY AND UTTERLY DISARMING; DESPERATE FOR ATTENTION; BATTERY ASSISTED FRIENDSHIPS

Stunts & Species Abilities

Acute Hearing (pg. 30), Claws and Fangs (pg. 30), Low Light Vision (pg. 30), Mister Fix-It (pg. 113)

Gear

Blast Pistol (Damage 2, Range 2), Synthetic Mesh (Armor 2, HARD TO DETECT)

XT-800

This medical robot is the only other person on Jerular, and since robots are considered property it's listed as gear. However, since its only companion Rrawr spends a lot of time talking to it, XT-800 has gained a good sense of what people are like. It tries really hard to understand why people are doing things, and it's incredibly devoted to Rrawr because she is XT-800's only friend and she doesn't treat it like a piece of furniture.

Stress: □□□ □□

Armor/Shields: Shields 1

Fate: 3

Skills

Medicine Great (+4), Burglary Good (+3), Stealth Good (+3), Systems Fair (+2), Trading Fair (+2), Guns Fair (+2), Academics Fair (+2), Endurance Average (+1), Rapport Average (+1), Fists Average (+1), Alertness Average (+1), Resolve Average (+1), Gambling Average (+1), Empathy Average (+1)

Aspects

NEWLY AWAKENED; NEVER EAT, NEVER SLEEP, NEVER STOP; FUNCTION OVER FORM; PREPARED FOR ANYTHING; I'M FALLING APART; RRAWR IS MY BEST FRIEND

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Hover (pg. 29), Extra Sense (Heat) (pg. 29), Not as Bad as it Looks (pg. 117)

Gear

Toolkit, Defense Screen (Shields 1)



Trouble

Professor Gill

Professor Gill, from the TransUniversal Institute, is an elderly and seemingly absent-minded Arsubaran of later years. His distracted nature actually hides a keen mind, and when his attention gets focused on a task, it becomes suddenly clear that he is no fool. He's determined to make his name here at the digs on Terra-Tau, and will move ruthlessly to eliminate any threat to that desire.

Stress: □□□ □
Armor/Shields: None
Fate: 1

Skills

Academics Great (+4), Rapport Good (+3), Contacting Good (+3), Investigation Fair (+2), Alertness Fair (+2), Resolve Fair (+2), Empathy Average (+1), Survival Average (+1), Leadership Average (+1), Systems Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; "EH, WHAT WAS I DOING AGAIN?"; I WILL MAKE MY NAME; KEEN INSIGHTS; THAT'S AN INTERESTING QUESTION...

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Extensive Educaiton: Archaeology (pg. 108)

Gear

Excavating Tools

TransUniversal Institute Security Team

Average (+1) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Professor Natosh

Professor Natosh from the Imperial University is a lean and dignified looking Arsubaran. She's younger than her counterpart Professor Gill, but no less intent on academic fame. She's ready to pull dirty tricks to discredit her rivals, and if she can use the Bulldogs crew to do so she will happily employ them. She is quite gifted as an academic, but the competition here is intense and she desires to succeed at all costs.

Stress: □□□ □□
Armor/Shields: None
Fate: 1

Skills

Academics Great (+4), Resolve Good (+3), Intimidation Good (+3), Investigation Fair (+2), Deceit Fair (+2), Contacting Fair (+2), Empathy Average (+1), Leadership Average (+1), Alertness Average (+1), Systems Average (+1)

Aspects

THE STARS CALL; WE'RE EVERYWHERE; YOU'RE WORKING FOR GILL, AREN'T YOU?; AMBITIOUS TO A FAULT; NOT ABOVE DIRTY TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Capable Researcher (pg. 108)

Gear

Reference Books, Papers, Maps, and Schematics

Imperial University Security Team

Average (+1) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Trouble

Silver's *Revenge*

The *Revenge* is a very sleek looking ship. It's Silver's pride and joy, and while it can take a beating it's the one thing she's not really willing to risk for a lot. It's a fairly fast battlecruiser, with good armor, but what really makes it shine are the many fighters that the ship can deploy. While it can't necessarily do that well on it's own with it's limited armaments, Silver's Stingers more than make up for that lack.

Stress: □□□ □□□ □□

Base Cost: Fantastic (+6)

Maneuverability: Poor (-1)

Speed: Good (+3)

Shields: 5

Aspects

WHO NEEDS GUNS; STRITANIUM ARMOR IS THE BEST; HERE COMES THE CAVALRY

Weapons

Light Laser Turrets (Damage 3, 1 vs. Shields, Accuracy 1, Range 3)

Crew

Pilot Fair (+2), Engineer Fair (+2), Systems Tech Fair (+2), Gunner Fair (+2)

Silver's *Stingers*

The Stingers aren't fast, they don't need to be when they can just hitch a ride on the *Revenge*. However, they do pack a pretty good punch and can really do some damage if left unchecked.

Stress: □□□ □

Base Cost: Superb (+5)

Maneuverability: Good (+3)

Speed: Mediocre (0)

Shields: 1

Aspects

SWARMS OF THEM; LITTLE SHIP, BIG GUN; HOW DID IT GET BEHIND ME?

Weapons

Long Stinger (Damage 4, 2 vs shields, Accuracy 1, Range 1)

Crew

Pilot Average (+1), Engineer Mediocre (0), Systems Tech Mediocre (0), Gunner Average (+1)

Trouble

Smarth

The owner of the Dead Drouth cafe is a cool customer, a laconic Ken Reeg dripping with world-weary self-assurance. She has literally seen it all before. Smarth may be tough to impress, but she is a business woman and is always willing to trade. She doesn't take kindly to threats and her bouncers will toss troublemakers. If that isn't sufficient deterrent, she will spread the word about people who give her trouble. On the other hand, if you make friends, she can do a lot to help you.

Stress: □□□ □

Armor/Shields: None

Fate: 1

Skills

Contacting Great (+4), Rapport Great (+4), Empathy Good (+3), Trading Good (+3), Resolve Fair (+2), Deceit Fair (+2), Investigation Average (+1), Alertness Average (+1)

Aspects

COMMERCE NEVER SLEEPS; "LET'S MAKE A DEAL."; SEEN IT ALL; HARD TO IMPRESS; NETWORK OF INFORMATION

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Ear to the Ground (pg. 110)

Gear

Nothing of Consequence

Smarth's Bouncers

Fair (+2) Physical minions, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and stunners (Damage 2, Range 2, Non-Lethal, Persistent Effect STUNNED).

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Minium Guards

Average (+1) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast rifles (Damage 2, Accuracy 1, Range 3).

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Hard Boiled

Supernova Shibak

Shibak is a strong willed, straight backed Templar who rose to power in a no nonsense military. Growing up on his farm world, one of the few memories he holds dear is his mother telling him stories about The Pleasure Planet. Now that he's retired, the last thing he wants is to sit around and be an image for the next generation. He longs to find the one place he's secretly wanted to find, the place of his childhood stories. Of course, he can't commandeer any Templar vessel for this, they wouldn't understand.

Stress: □□□ □□

Armor/Shields: Armor 1, Shields 3

Fate: 3

Skills

Intimidation Superb (+5), Leadership Superb (+5), Resolve Great (+4), Guns Great (+4), Investigation Good (+3), Deceit Good (+3), Rapport Fair (+2), Survival Fair (+2), Might Average (+1), Alertness Average (+1)

Aspects

SUPERIOR SPECIES; PERFECTION IS THE ONLY WAY; UNYIELDING LIKE THE TSARAN TREE; I AM THE SUPERNOVA; NO ONE CAN KNOW OF MY UPBRINGING; CRUSHING WALNUTS FARMHAND

Stunts & Species Abilities

Chain of Command (pg. 116), Subtle Menace (pg. 115), Unapproachable (pg. 115), Grease the Wheels (pg. 110), Still Standing (pg. 119)

Gear

Ballistic Armored Uniform (Armor 1, HARD TO DETECT), Battle Shield (Shields 3), Knife (Damage 1, 2 vs. shields, -1 vs. armor), Disruptor Pistol (Damage 4, 6 vs. unarmored organics)

Balus

This is the first place you're going to hear the name of Supernova Shibak's Dolom assistant, because he's learned over the years to keep to the shadows and keep to himself. He'll be friendly with the crew, trying to cover for the Supernova's unyielding gruffness but only because that's his job. Secretly he hates the Supernova and all Templari for enslaving his family and for all the years of servitude under Shibak and his family and is biding his time to either get his reward, or get his revenge.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 1

Skills

Alertness Good (+3), Stealth Good (+3), Deceit Good (+3), Rapport Good (+3), Contacting Good (+3), Endurance Fair (+2), Empathy Fair (+2), Survival Fair (+2), Investigations Fair (+2), Might Fair (+2), Athletics Average (+1), Systems Average (+1), Weapons Average (+1), Academics Average (+1), Fists Average (+1)

Aspects

THREE POWERFUL ARMS; TECHNICALLY INCLINED; ENSLAVED SINCE BIRTH; WELL LEARNED SILENCE; MISANTHROPIC DESIRES; SERVANTS TALK TO SERVANTS

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Smooth Over (pg. 119)

Gear

The Clothes on His Back



Hard Boiled

Fariar Ulog

An older, faded Dolom with pallid, chalky skin drooping with saggy age wrinkles. She's not a pleasant lady, and a sharp negotiator. She is not above outright rudeness to get her way, but she's not particularly physically brave and can be intimidated with a threat of force.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 1

Skills

Trading Great (+4), Rapport Good (+3), Empathy Good (+3), Deceit Fair (+2), Intimidation Fair (+2), Alertness Fair (+2), Investigation Average (+1), Resolve Average (+1), Contacting Average (+1), Systems Average (+1)

Aspects

WON'T GO DOWN EASY; SLOW TO ANGER; DRIVES A HARD BARGAIN; CUT TO THE CHASE

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Smell Fear (pg. 122), Cool Customer (pg. 122)

Gear

Handheld Tablet

Silver

Never a more gung-ho, head strong, and impulsive Arsubaran pirate to roam the vast reaches of space. Silver has a crew because she's friendly, outgoing, and more than willing to cut you if the mood strikes her. She doesn't plan for much, and her ability to adapt on the fly has garnered her a reputation as being mercurial, but when she's got something in her sights it takes a lot to make her let go.

Stress: □□□ □□

Armor/Shields: Armor 3

Fate: 4

Skills

Leadership Superb (+5), Intimidation Superb (+5), Guns Great (+4), Weapons Great (+4), Alertness Good (+3), Gambling Good (+3), Artillery Fair (+2), Resolve Fair (+2), Deceit Average (+1), Endurance Average (+1)

Aspects

THE STARS CALL; NATURAL ADAPTABILITY; DIRT'S BEEN WEALTHIER; PLANS ARE FOR THE UNIMAGINATIVE; I WANT IT AND I WANT IT NOW; LOOSE PIRATE ASSOCIATION LOCAL 118352

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Infuriate (pg. 115), Minions (pg. 116), Anything Goes (pg. 122)

Gear

Heavy Cutlass (Damage 2, 3 vs. shields, 0 vs. armor), Blast Pistol (Damage 2, Range 2), Battle Armor (Ray-Coating)

Silver's Sailors

Fair (+2) Physical minions with Armor: 1, armed with knives (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

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Hard Boiled

Rrawr

Ryjyllians are creatures of clan and family. They have a close bond with those they consider important to them, so it's understandable that Rrawr has gone a little bit crazy as the post operator for Jerular. There isn't anyone but her and the ship and shipments are few and far between so she tends to be a little overexcited when someone comes by for a pit stop. She tends to chatter, as if she knows she only has a little bit of time before she's alone with her robot.

Stress: □□□ □□□

Armor/Shields: Armor 2

Fate: 2

Skills

Engineering Great (+4), Burglary Great (+4), Deceit Great (+4), Rapport Good (+3), Resolve Good (+3), Fists Good (+3), Endurance Fair (+2), Stealth Fair (+2), Trading Fair (+2), Sleight of Hand Average (+1), Medicine Average (+1), Systems Average (+1)

Aspects

CATLIKE REFLEXES; GREGARIOUS TO A FAULT; TIGHT-KNIT CLAN MEMBERS; COMPLETELY AND UTTERLY DISARMING; DESPERATE FOR ATTENTION; BATTERY ASSISTED FRIENDSHIPS

Stunts & Species Abilities

Acute Hearing (pg. 30), Claws and Fangs (pg. 30), Low Light Vision (pg. 30), Mister Fix-It (pg. 113), Mental Blueprint (pg. 110)

Gear

Blast Pistol (Damage 2, Range 2), Synthetic Mesh (Armor 2, HARD TO DETECT)

XT-800

This medical robot is the only other person on Jerular, and since robots are considered property it's listed as gear. However, since its only companion Rrawr spends a lot of time talking to it, XT-800 has gained a good sense of what people are like. It tries really hard to understand why people are doing things, and it's incredibly devoted to Rrawr because she is XT-800's only friend and she doesn't treat it like a piece of furniture.

Stress: □□□ □□

Armor/Shields: Shields 1

Fate: 3

Skills

Medicine Great (+4), Burglary Great (+4), Stealth Great (+4), Systems Fair (+3), Trading Fair (+3), Academics Fair (+3), Guns Fair (+2), Endurance Average (+2), Rapport Average (+2), Alertness Average (+1), Resolve Average (+1), Empathy Average (+1)

Aspects

NEWLY AWAKENED; NEVER EAT, NEVER SLEEP, NEVER STOP; FUNCTION OVER FORM; PREPARED FOR ANYTHING; I'M FALLING APART; RRAWR IS MY BEST FRIEND

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Hover (pg. 29), Extra Sense (Heat) (pg. 29), Not as Bad as it Looks (pg. 117), Lock Spoofing Maestro (pg. 110)

Gear

Toolkit, Defense Screen (Shields 1)



Hard Boiled

Professor Gill

Professor Gill, from the TransUniversal Institute, is an elderly and seemingly absent-minded Arsubaran of later years. His distracted nature actually hides a keen mind, and when his attention gets focused on a task, it becomes suddenly clear that he is no fool. He's determined to make his name here at the digs on Terra-Tau, and will move ruthlessly to eliminate any threat to that desire.

Stress: □□□ □□
Armor/Shields: None
Fate: 1

Skills

Academics Great (+4), Rapport Good (+3), Contacting Good (+3), Investigation Fair (+2), Alertness Fair (+2), Resolve Fair (+2), Empathy Fair (+2), Survival Average (+1), Leadership Average (+1), Systems Average (+1), Trading Average (+1), Deceit Average (+1), Athletics Average (+1), Endurance Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; "EH, WHAT WAS I DOING AGAIN?"; I WILL MAKE MY NAME; KEEN INSIGHTS; THAT'S AN INTERESTING QUESTION...

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Extensive Educaiton: Archaeology (pg. 108), Capable Researcher (pg. 108)

Gear

Excavating Tools

TransUniversal Institute Security Team

Fair (+2) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Professor Natosh

Professor Natosh from the Imperial University is a lean and dignified looking Arsubaran. She's younger than her counterpart Professor Gill, but no less intent on academic fame. She's ready to pull dirty tricks to discredit her rivals, and if she can use the Bulldogs crew to do so she will happily employ them. She is quite gifted as an academic, but the competition here is intense and she desires to succeed at all costs.

Stress: □□□ □□
Armor/Shields: None
Fate: 1

Skills

Academics Great (+4), Resolve Good (+3), Intimidation Good (+3), Investigation Fair (+2), Deceit Fair (+2), Contacting Fair (+2), Empathy Fair (+2), Leadership Average (+1), Alertness Average (+1), Systems Average (+1), Trading Average (+1), Survival Average (+1), Rapport Average (+1), Burglary Average (+1)

Aspects

THE STARS CALL; WE'RE EVERYWHERE; YOU'RE WORKING FOR GILL, AREN'T YOU?; AMBITIOUS TO A FAULT; NOT ABOVE DIRTY TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Capable Researcher (pg. 108), Iron Will (pg. 119)

Gear

Reference Books, Papers, Maps, and Schematics

Imperial University Security Team

Fair (+2) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Hard Boiled

Silver's *Revenge*

The *Revenge* is a very sleek looking ship. It's Silver's pride and joy, and while it can take a beating it's the one thing she's not really willing to risk for a lot. It's a fairly fast battlecruiser, with good armor, but what really makes it shine are the many fighters that the ship can deploy. While it can't necessarily do that well on it's own with it's limited armaments, Silver's Stingers more than make up for that lack.

Stress: □□□ □□□ □□□

Base Cost: Fantastic (+6)

Maneuverability: Poor (-1)

Speed: Good (+3)

Shields: 5

Aspects

WHO NEEDS GUNS; STRITANIUM ARMOR IS THE BEST; HERE COMES THE CAVALRY

Weapons

Light Laser Turrets (Damage 3, 1 vs. Shields, Accuracy 1, Range 3)

Crew

Pilot Good (+3), Engineer Good (+3), Systems Tech Good (+3), Gunner Good (+3)

Silver's Stingers

The Stingers aren't fast, they don't need to be when they can just hitch a ride on the *Revenge*. However, they do pack a pretty good punch and can really do some damage if left unchecked.

Stress: □□□ □□

Base Cost: Superb (+5)

Maneuverability: Good (+3)

Speed: Mediocre (0)

Shields: 1

Aspects

SWARMS OF THEM; LITTLE SHIP, BIG GUN; HOW DID IT GET BEHIND ME?

Weapons

Long Stinger (Damage 4, 2 vs shields, Accuracy 1, Range 1)

Crew

Pilot Fair (+2), Engineer Mediocre (0), Systems Tech Mediocre (0), Gunner Fair (+2)

Hard Boiled

Smarth

The owner of the Dead Drouth cafe is a cool customer, a laconic Ken Reeg dripping with world-weary self-assurance. She has literally seen it all before. Smarth may be tough to impress, but she is a business woman and is always willing to trade. She doesn't take kindly to threats and her bouncers will toss troublemakers. If that isn't sufficient deterrent, she will spread the word about people who give her trouble. On the other hand, if you make friends, she can do a lot to help you.

Stress: □□□ □
Armor/Shields: None
Fate: 1

Skills

Contacting Great (+4), Rapport Great (+4), Empathy Good (+3), Trading Good (+3), Resolve Fair (+2), Deceit Fair (+2), Investigation Fair (+2), Alertness Average (+1), Systems Average (+1), Academics Average (+1), Burglary Average (+1), Gambling Average (+1)

Aspects

COMMERCE NEVER SLEEPS; "LET'S MAKE A DEAL."; SEEN IT ALL; HARD TO IMPRESS; NETWORK OF INFORMATION

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Ear to the Ground (pg. 110), Well Known: Spacers (pg. 110)

Gear

Nothing of Consequence

Smarth's Bouncers

Good (+3) Physical minions, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and stunners (Damage 2, Range 2, Non-Lethal, Persistent Effect STUNNED).

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Minium Guards

Fair (+2) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast rifles (Damage 2, Accuracy 1, Range 3).

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Serious Badass

Supernova Shibak

Shibak is a strong willed, straight backed Templar who rose to power in a no nonsense military. Growing up on his farm world, one of the few memories he holds dear is his mother telling him stories about The Pleasure Planet. Now that he's retired, the last thing he wants is to sit around and be an image for the next generation. He longs to find the one place he's secretly wanted to find, the place of his childhood stories. Of course, he can't commandeer any Templar vessel for this, they wouldn't understand.

Stress: □□□ □□□

Armor/Shields: Armor 1, Shields 3

Fate: 4

Skills

Intimidation Superb (+5), Leadership Superb (+5), Resolve Great (+4), Guns Great (+4), Investigation Good (+3), Deceit Good (+3), Rapport Fair (+2), Survival Fair (+2), Alertness Fair (+2), Might Average (+1), Endurance Average (+1), Athletics Average (+1), Survival Average (+1), Systems Average (+1)

Aspects

SUPERIOR SPECIES; PERFECTION IS THE ONLY WAY; UNYIELDING LIKE THE TSARAN TREE; I AM THE SUPERNOVA; NO ONE CAN KNOW OF MY UPBRINGING; CRUSHING WALNUTS FARMHAND

Stunts & Species Abilities

Chain of Command (pg. 116), Subtle Menace (pg. 115), Unapproachable (pg. 115), Grease the Wheels (pg. 110), Still Standing (pg. 119), The Honest Lie (pg. 111)

Gear

Ballistic Armored Uniform (Armor 1, HARD TO DETECT), Battle Shield (Shields 3), Knife (Damage 1, 2 vs. shields, -1 vs. armor), Disruptor Pistol (Damage 4, 6 vs. unarmored organics)

Balus

This is the first place you're going to hear the name of Supernova Shibak's Dolom assistant, because he's learned over the years to keep to the shadows and keep to himself. He'll be friendly with the crew, trying to cover for the Supernova's unyielding gruffness but only because that's his job. Secretly he hates the Supernova and all Templari for enslaving his family and for all the years of servitude under Shibak and his family and is biding his time to either get his reward, or get his revenge.

Stress: □□□ □□□

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 1

Skills

Alertness Good (+3), Stealth Good (+3), Deceit Good (+3), Rapport Good (+3), Contacting Good (+3), Endurance Fair (+2), Empathy Fair (+2), Survival Fair (+2), Investigations Fair (+2), Might Fair (+2), Systems Fair (+2), Athletics Average (+1), Weapons Average (+1), Academics Average (+1), Fists Average (+1), Trading Average (+1), Resolve Average (+1), Guns Average (+1), Gambling Average (+1)

Aspects

THREE POWERFUL ARMS; TECHNICALLY INCLINED; ENSLAVED SINCE BIRTH; WELL LEARNED SILENCE; MISANTHROPIC DESIRES; SERVANTS TALK TO SERVANTS

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Smooth Over (pg. 119)

Gear

The Clothes on His Back

Serious Badass

Fariar Uloç

An older, faded Dolom with pallid, chalky skin drooping with saggy age wrinkles. She's not a pleasant lady, and a sharp negotiator. She is not above outright rudeness to get her way, but she's not particularly physically brave and can be intimidated with a threat of force.

Stress: □□□ □

Armor/Shields: Armor 0 (1 vs. hand-to-hand)

Fate: 1

Skills

Trading Great (+4), Rapport Good (+3), Empathy Good (+3), Deceit Fair (+2), Intimidation Fair (+2), Alertness Fair (+2), Investigation Average (+1), Resolve Average (+1), Contacting Average (+1), Systems Average (+1)

Aspects

WON'T GO DOWN EASY; SLOW TO ANGER; DRIVES A HARD BARGAIN; CUT TO THE CHASE

Stunts & Species Abilities

Thick Skinned (pg. 23), Third Arm (pg. 23), Great Strength (pg. 23), Hand-Eye Coordination (pg. 23), Smell Fear (pg. 122), Cool Customer (pg. 122), Ear for Bull (pg. 122)

Gear

Handheld Tablet

Silver

Never a more gung-ho, head strong, and impulsive Arsubaran pirate to roam the vast reaches of space. Silver has a crew because she's friendly, outgoing, and more than willing to cut you if the mood strikes her. She doesn't plan for much, and her ability to adapt on the fly has garnered her a reputation as being mercurial, but when she's got something in her sights it takes a lot to make her let go.

Stress: □□□ □□

Armor/Shields: Armor 3

Fate: 4

Skills

Leadership Superb (+5), Intimidation Superb (+5), Weapons Great (+4), Guns Great (+4), Alertness Good (+3), Gambling Good (+3), Artillery Fair (+2), Deceit Fair (+2), Resolve Fair (+2), Endurance Average (+1), Burglary Average (+1), Stealth Average (+1), Might Average (+1), Fists Average (+1)

Aspects

THE STARS CALL; NATURAL ADAPTABILITY; DIRT'S BEEN WEALTHIER; PLANS ARE FOR THE UNIMAGINATIVE; I WANT IT AND I WANT IT NOW; LOOSE PIRATE ASSOCIATION LOCAL 118352

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Infuriate (pg. 115), Minions (pg. 116), Anything Goes (pg. 122), Danger Sense (pg. 109)

Gear

Heavy Cutlass (Damage 2, 3 vs. shields, 0 vs. armor), Blast Pistol (Damage 2, Range 2), Battle Armor (Ray-Coating)

Silver's Sailors

Fair (+2) Physical minions with Armor: 1, armed with knives (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage 2, Range 2).

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Serious Badass

Rrawr

Ryjllians are creatures of clan and family. They have a close bond with those they consider important to them, so it's understandable that Rrawr has gone a little bit crazy as the post operator for Jerular. There isn't anyone but her and the ship and shipments are few and far between so she tends to be a little overexcited when someone comes by for a pit stop. She tends to chatter, as if she knows she only has a little bit of time before she's alone with her robot.

Stress: □□□ □□□

Armor/Shields: Armor 2

Fate: 3

Skills

Engineering Superb (+5), Burglary Great (+4), Deceit Great (+4), Rapport Good (+3), Resolve Good (+3), Fists Good (+3), Endurance Fair (+2), Stealth Fair (+2), Trading Fair (+2), Sleight of Hand Average (+2), Medicine Average (+1), Systems Average (+1), Athletics Average (+1), Gambling Average (+1), Survival Average (+1)

Aspects

CATLIKE REFLEXES; GREGARIOUS TO A FAULT; TIGHT-KNIT CLAN MEMBERS; COMPLETELY AND UTTERLY DISARMING; DESPERATE FOR ATTENTION; BATTERY ASSISTED FRIENDSHIPS

Stunts & Species Abilities

Acute Hearing (pg. 30), Claws and Fangs (pg. 30), Low Light Vision (pg. 30), Mister Fix-It (pg. 113), Mental Blueprint (pg. 110)

Gear

Blast Pistol (Damage 2, Range 2), Synthetic Mesh (Armor 2, HARD TO DETECT)

XT-800

This medical robot is the only other person on Jerular, and since robots are considered property it's listed as gear. However, since its only companion Rrawr spends a lot of time talking to it, XT-800 has gained a good sense of what people are like. It tries really hard to understand why people are doing things, and it's incredibly devoted to Rrawr because she is XT-800's only friend and she doesn't treat it like a piece of furniture.

Stress: □□□ □□

Armor/Shields: Shields 1

Fate: 4

Skills

Medicine Superb (+5), Burglary Great (+4), Stealth Great (+4), Systems Good (+3), Trading Good (+3), Academics Good (+3), Guns Fair (+2), Endurance Fair (+2), Rapport Fair (+2), Alertness Fair (+2), Resolve Average (+1), Empathy Average (+1), Fists Average (+1), Gambling Average (+1), Athletics Average (+1)

Aspects

NEWLY AWAKENED; NEVER EAT, NEVER SLEEP, NEVER STOP; FUNCTION OVER FORM; PREPARED FOR ANYTHING; I'M FALLING APART; RRAWR IS MY BEST FRIEND

Stunts & Species Abilities

Reprogrammable (pg. 28), Never Sleep (pg. 28), Don't Breathe (pg. 28), Machine Resistance (pg. 28), Immortal (pg. 28), Electro-Magnetic Vulnerability (pg. 28), No Natural Healing (pg. 29), Anti-Robot Prejudice (pg. 29), Hover (pg. 29), Extra Sense (Heat) (pg. 29), Not as Bad as it Looks (pg. 117), Lock Spoofing Maestro (pg. 110)

Gear

Toolkit, Defense Screen (Shields 1)



Serious Badass

Professor Gill

Professor Gill, from the TransUniversal Institute, is an elderly and seemingly absent-minded Arsubaran of later years. His distracted nature actually hides a keen mind, and when his attention gets focused on a task, it becomes suddenly clear that he is no fool. He's determined to make his name here at the digs on Terra-Tau, and will move ruthlessly to eliminate any threat to that desire.

Stress: □□□ □□

Armor/Shields: None

Fate: 1

Skills

Academics Great (+4), Rapport Great (+4), Contacting Good (+3), Investigation Good (+3), Alertness Good (+3), Resolve Fair (+2), Empathy Fair (+2), Survival Fair (+2), Leadership Fair (+2), Systems Average (+1), Trading Average (+1), Deceit Average (+1), Athletics Average (+1), Endurance Average (+1)

Aspects

NATURAL ADAPTABILITY; CENTER OF THE UNIVERSE; "EH, WHAT WAS I DOING AGAIN?"; I WILL MAKE MY NAME; KEEN INSIGHTS; THAT'S AN INTERESTING QUESTION...

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Extensive Educaiton: Archaeology (pg. 108), Capable Researcher (pg. 108), Center of Attention (pg. 118)

Gear

Excavating Tools

TransUniversal Institute Security Team

Fair (+2) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Professor Natosh

Professor Natosh from the Imperial University is a lean and dignified looking Arsubaran. She's younger than her counterpart Professor Gill, but no less intent on academic fame. She's ready to pull dirty tricks to discredit her rivals, and if she can use the Bulldogs crew to do so she will happily employ them. She is quite gifted as an academic, but the competition here is intense and she desires to succeed at all costs.

Stress: □□□ □□□

Armor/Shields: None

Fate: 1

Skills

Academics Great (+4), Resolve Great (+4), Intimidation Good (+3), Investigation Good (+3), Deceit Good (+3), Contacting Fair (+2), Empathy Fair (+2), Leadership Fair (+2), Alertness Fair (+2), Systems Average (+1), Trading Average (+1), Survival Average (+1), Rapport Average (+1), Burglary Average (+1)

Aspects

THE STARS CALL; WE'RE EVERYWHERE; YOU'RE WORKING FOR GILL, AREN'T YOU?; AMBITIOUS TO A FAULT; NOT ABOVE DIRTY TRICKS

Stunts & Species Abilities

There's a Familiar Face (pg. 21), Capable Researcher (pg. 108), Iron Will (pg. 119)

Gear

Reference Books, Papers, Maps, and Schematics

Imperial University Security Team

Fair (+2) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast pistols (Damage: 2, Range: 2).

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Serious Badass

Silver's *Revenge*

The *Revenge* is a very sleek looking ship. It's Silver's pride and joy, and while it can take a beating it's the one thing she's not really willing to risk for a lot. It's a fairly fast battlecruiser, with good armor, but what really makes it shine are the many fighters that the ship can deploy. While it can't necessarily do that well on it's own with it's limited armaments, Silver's Stingers more than make up for that lack.

Stress: □□□ □□□ □□□ □

Base Cost: Fantastic (+6)

Maneuverability: Poor (-1)

Speed: Good (+3)

Shields: 6

Aspects

WHO NEEDS GUNS; STRITANIUM ARMOR IS THE BEST; HERE COMES THE CAVALRY

Weapons

Light Laser Turrets (Damage 3, 1 vs. Shields, Accuracy 1, Range 3)

Crew

Pilot Good (+3), Engineer Good (+3), Systems Tech Good (+3), Gunner Good (+3)

Silver's *Stingers*

The Stingers aren't fast, they don't need to be when they can just hitch a ride on the *Revenge*. However, they do pack a pretty good punch and can really do some damage if left unchecked.

Stress: □□□ □□

Base Cost: Superb (+5)

Maneuverability: Good (+3)

Speed: Mediocre (0)

Shields: 2

Aspects

SWARMS OF THEM; LITTLE SHIP, BIG GUN; HOW DID IT GET BEHIND ME?

Weapons

Long Stinger (Damage 4, 2 vs shields, Accuracy 1, Range 1)

Crew

Pilot Fair (+2), Engineer Mediocre (0), Systems Tech Mediocre (0), Gunner Fair (+2)

Serious Badass

Smarth

The owner of the Dead Drouth cafe is a cool customer, a laconic Ken Reeg dripping with world-weary self-assurance. She has literally seen it all before. Smarth may be tough to impress, but she is a business woman and is always willing to trade. She doesn't take kindly to threats and her bouncers will toss troublemakers. If that isn't sufficient deterrent, she will spread the word about people who give her trouble. On the other hand, if you make friends, she can do a lot to help you.

Stress: □□□ □□

Armor/Shields: None

Fate: 1

Skills

Contacting Great (+4), Rapport Great (+4), Empathy Good (+3), Trading Good (+3), Resolve Good (+3), Deceit Fair (+2), Investigation Fair (+2), Alertness Fair (+2), Systems Fair (+2), Academics Average (+1), Burglary Average (+1), Gambling Average (+1), Sleight of Hand Average (+1), Leadership Average (+1)

Aspects

COMMERCE NEVER SLEEPS; "LET'S MAKE A DEAL."; SEEN IT ALL; HARD TO IMPRESS; NETWORK OF INFORMATION

Stunts & Species Abilities

Never Sleep (pg. 26), Dealmaker (pg. 26), Ear to the Ground (pg. 110), Well Known: Spacers (pg. 110)

Gear

Nothing of Consequence

Smarth's Bouncers

Good (+3) Physical minions, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and stunners (Damage 2, Range 2, Non-Lethal, Persistent Effect STUNNED).

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Minium Guards

Fair (+2) Physical minions with Armor 1, armed with batons (Damage 1, 2 vs. shields, -1 vs. armor) and blast rifles (Damage 2, Accuracy 1, Range 3).

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SUPERNOVA SHIBAK

The Supernova is an exacting taskmaster and will most likely make this voyage lots of fun.

COMMANDEERING COMMANDING PRESENCE

Invoke: turning the tables on someone you don't like on the ship, "Supernova! D'kel is slacking off."

Compel: getting caught by the Supernova's whims, "You, there. Crewman, this floor needs some more polish. On it now!"

NOCTURIS

Long days and long nights make Nocturis an interesting destination.

A SUCKER BORN EVERY MINUTE

Invoke: there is always a game on hand, "You look like you're interested in a good game of Shallock. Right this way!"

Compel: most of the games are a scam, "Oh, you lost! Too bad, maybe if you went double or nothing you could get it back."

NIGHT LASTS A WHILE

Invoke: the dim light hides a getaway, "Quick! Down this shadowy alley."

Compel: everyone's on a slower schedule, "Oh, they're closed for the night."

DAY LASTS A WHILE

Invoke: it's always bright, so people can't hide from you, "There she is! Get her!"

Compel: the constant daylight makes it difficult to sleep, "I haven't had a wink in days."

JERULAR

A jungle planet without much to recommend it.

YOU HAVE WHAT FOR INVENTORY?

Invoke: finding obscure and hard to find parts, "Hey, remember how no one has that Transverter? Well, look what I just found!"

Compel: nothing common for your ship, "What do you mean you don't have armor plates? Everyone has armor plates!"

THERE'S JUNGLE EVERYWHERE

Invoke: you need to escape, or hide somewhere, "These trees are a great place to hide."

Compel: it's thick, gets in your way, and comes out of nowhere, "We've got to escape these Jerulian leopards, but the trees keep slowing us down!"

LIONS, AND TIGERS, AND BEARS

Invoke: there are a lot of good hunting nearby, "I know I good way we can replenish our stores..."

Compel: there are a lot of good animal hunters nearby, "Run! It's a Jerulian leopard!"

TERRA-TAU

Planet of the archaeologists.

HOT, DAMN HOT TO OH SO COLD

Invoke: your enemies are caught unprepared, "Ha, they didn't expect us to do this at night. They're going to be frozen."

Compel: you weren't prepared for the shift, "Did you forget that you're cold blooded?"

BUSY DIG SITE

Invoke: there are a lot of people doing things, you're just another person. "Oh, I'm with Professor Gill's team."

Compel: you're going to get asked to do things, "You there, deliver this to the west dig site immediately or else I'll have you removed from the site!"

NOWHERE TO HIDE

Invoke: it's easy to find what you're looking for, "There it is, you can find that tent anywhere."

Compel: you're just as easy to spot, "There they are! Get them!"

IRISCIENT

A horrible slime-covered rock.

CONSIDERING THE ROCKY TERRAIN

Invoke: the rocks are great for pinning down a target, "Slug can't get away, there rocks are just too sharp."

Compel: the rocky terrain makes it hard to get a clear shot, "Can't get a clear shot, the damn cliffs keep getting in the way!"

INHOSPITABLE CLIMATE

Invoke: if you need to use it to corrode something, "Hey, we needed to get at the inside of that thing! Take it out here, this air will eat it up in no time."

Compel: you're constantly having visibility problems, "This sludge keeps clogging up my mask!"

SLIPPERY SLIME

Invoke: trying to reach something, it does have a chance to slide towards you, "Thank goodness the sludge made it slide towards me."

Compel: everything can slide, including you, "I'd totally reach for it, if I wasn't busy falling every second step."

SILENT ALARM

Looks like you set off the alarm.

EVERYONE'S LOOKING FOR YOU!

Invoke: the camp is in total confusion, "I think I saw the thieves over there!"

Compel: people are searching for whoever stole the artifact, "You! Stop right there!"

SLUG JUICE

Digging through slugs is messy.

SLUG ALL OVER YOU

Invoke: you're slipperier than a greased Terulian slime beast, "Whoops! Thought you had me, huh?"

Compel: the rich, earthy smell of slug guts attracts larger, more dangerous slugs, "Where the hell did that monster come from?"

COMPOST TAU

This little station in the middle of nowhere is a great way point..

THESE WALLS HAVE EARS

Invoke: if you're looking for information, "Everything comes through here, you know something you aren't sharing."

Compel: people will know things you don't want made public, "How about you do me this favor or I let your shipmates know about that murder rap you've got hanging over you?"

EVERYTHING HAS A PRICE

Invoke: people will sell you whatever, as long as the price is right, "You know, I'll take it at that price. I hope you're happy."

Compel: people will be hounding you for what they want, "What do you mean it's not for sale? Everything is for sale!"

A LITTLE TOO COZY

Invoke: your enemies don't always have the maneuvering room, "Damn hallways are getting in the way!"

Compel: you can't move as quickly as you'd like, "Get out of the way people! I'm trying to run away here!"

PLEASURE PLANET

A bit hostile for a vacation destination.

PLANETARY DEFENSE SYSTEMS

Invoke: lure enemies into oncoming fire, "He flew right into the plasma beam!"

Compel: you've got to spend time dodging fire yourself, "Look out! A missile has locked on!"

SILVER'S BOUNTY

Notorious pirates can be bad for business.

SILVER'S GOT A BOUNTY ON YOU

Invoke: intimidate for effect, "That's right, she's put that out because she's scared to do her own dirty work against the likes of us. What do you think you're going to do?"

Compel: people shooting at you because they want the money, "Damn it, another group of would-be bounty hunters?"

MINIUM

They sure are uptight for a backwater mining planet.

YOUR MANIFEST PLEASE!

Invoke: you can use the guards' attention to detail to distract them, "I've filled out the forms in triplicate, but I need your signature on Form 5, 3 and 8B."

Compel: the guard's attention to detail can delay you, "You need to go back and get us Form A536. There's a discrepancy with your manifest."

ROUGH AND TUMBLE PLACE

Invoke: the guards have to go deal with a fight breaking out, "Damn it! Just go, I've got to deal with these thugs!"

Compel: the fights can spill out and get lots of people involved, "I just wanted to get to the market!"

SILVER'S STRONGHOLD

Invoke: Silver is based here, so you can go a long way by using her name, "Silver's going to get you if you get in my way."

Compel: of course, anyone who knows that there is a bounty on you is going to try to claim it, "No, Silver's going to give me that reward."