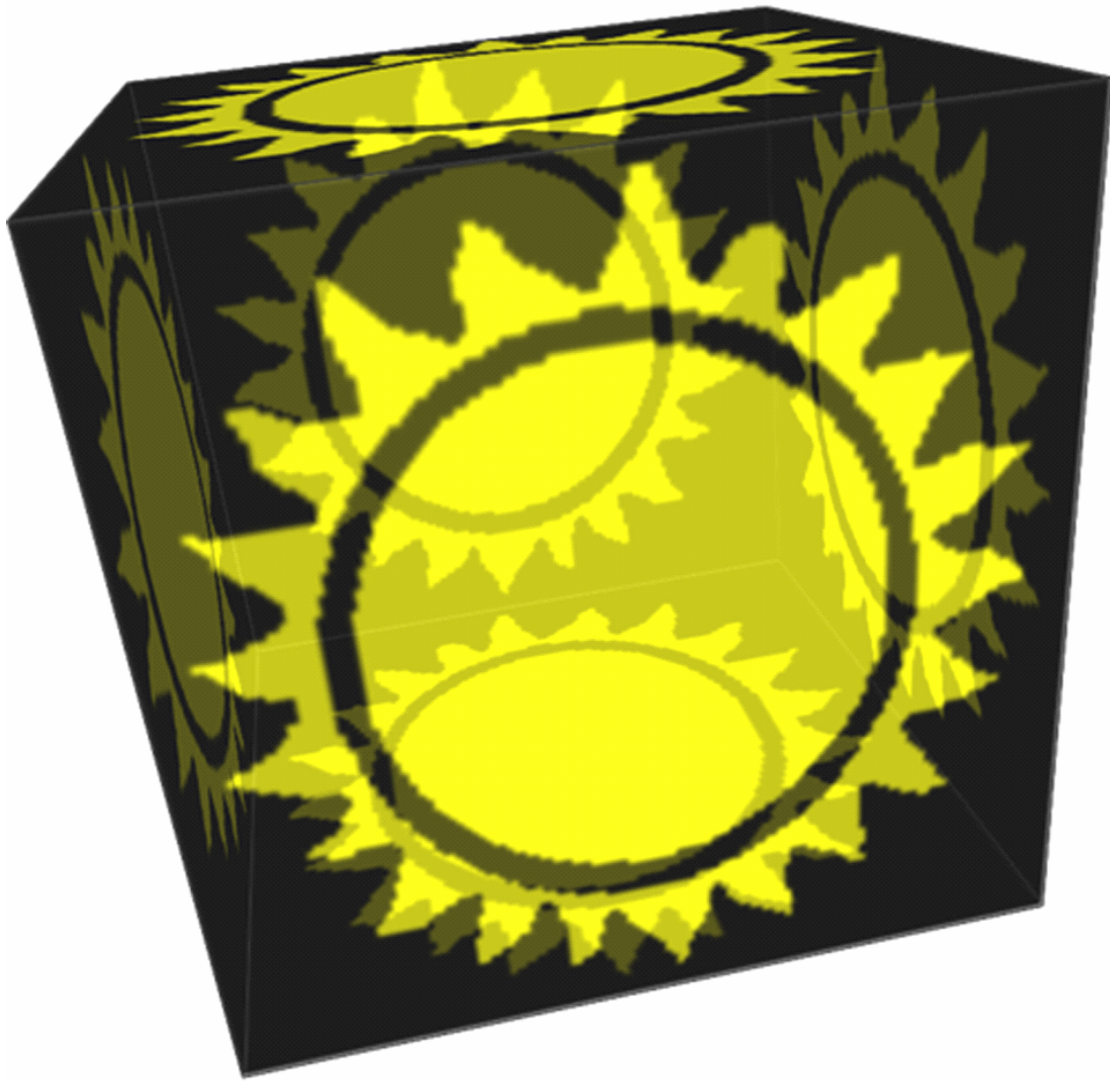


# ***Stellar Reaches***

*A Fanzine for Traveller T20 and Classic Traveller*



*Issue #1, Winter 2005*

*An FLTGames Gaming Group Production*

# *Stellar Reaches*

*A Fanzine for Traveller T20 and Classic Traveller*

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# A LETTER FROM THE EDITOR

Greeting, Fellow Sophonts!

Welcome to **Stellar Reaches**, a free PDF-based fanzine dedicated to Classic Traveller and Traveller T20. During the 1980's and '90's, fans of Traveller supported their game through such fanzines such as **High Passage**, **Far Traveller** and **Security Leak**, among others. However, in recent years, such fan-based support has been primarily relegated to websites. **Stellar Reaches**, a free fanzine for Classic Traveller and Traveller T20, attempts to provide the same level of support that fanzines of the past generated for Traveller, in an electronic format.

In each issue, readers will find details for one quadrant of the featured sector (the first four issues focus on the Empty Quarter sector), as well as an adventure based in that region of space, to help introduce players to the region. Supporting articles, such as starship and vehicles designs, background information or new game mechanics, typically lend support to the adventure or setting depicted in the issue.

It is our goal to release a new issue of **Stellar Reaches** quarterly, with 20 to 40 pages of content in each issue, depending on submissions. While **Stellar Reaches** primarily supports Classic Traveller and Traveller T20, articles from other systems will definitely be considered. While the primary focus of content is expected to be on the Gateway Era and Classic Traveller time frames at first (with the intention to support TNE 1248 as well, once that core book is released), other eras may also come into focus as other authors submit articles, and new products become available on the market.

Submissions are simple. Each draft document should be anything between one and eight pages in length (assuming approximately 800 words to the page). If possible, articles should be submitted in RTF, TXT or Word format, as those are the easiest to convert. Please be mindful of your grammar and spelling, if you can.

We are also in dire need of artwork, ranging from scanned drawings to rendered graphics of starships, vehicles and robots. All contributions will be considered!

This is a non-profit operation, ran totally based on our love for the game. The only payment we receive is the recognition of Traveller fans for our work. We sincerely hope you enjoy our efforts, but if you do not, we ask that you bear in mind that it didn't cost you anything, either. :)

Thank you for joining us on our maiden voyage, and we hope you enjoy the ride!

Preparing for Jump,  
Jason "Flynn" Kemp  
Editor, Stellar Reaches fanzine

# RACES OF CHARTED SPACE

## THE BWAPS, A MINOR RACE OF THE IMPERIUM FOR T20

By Jason "Flynn" Kemp

**Background:** Intelligent minor race native to Marhaban (Lentuli / Empty Quarter 0426 A4698AB-B 701 Im G4 V\* M0 V [M2 V M6 V]). Known as Bwaps or Wabs (from their name for themselves, Bawapakerwa-a-a-awapawab), they are also known as Newts due to their appearance.

Prior to obtaining civilization, proto-Bwaps lived in densely wooded, mangrove-like swamps. They burrowed under and among the root systems of large trees, forming dens for the communal protection of their young. Their culture and ritual interactions began at this time. A shift in weather patterns caused the marshy areas to shrink, forcing them into increased competition with other animals in the region. The discovery of tools and then agriculture permitted the Bwaps to gain a tremendous advantage over their competition, and put them on the road to civilization.

The Bwaps did not discover fire until late, due to their environment, which hindered development of metalworking and similar pursuits. When discovered by the Vilani, the Bwaps had reached TL 7 and stabilized. The introduction of advanced technologies such as jump drive had no major effect on their culture, and the Bwaps have prospered greatly in the intervening centuries.

Bwaps can be found throughout the Imperium, more commonly in the region trailing and coreward of Capital (Core / Core 2118). Fewer than 12 Imperial worlds are fully controlled by Bwaps; most of these are classed as religious dictatorships. Bwap merchants and administrators can be found throughout known space, but are less common outside the Imperium.

**Personality:** Society is dominated by the Bwap world-view, which holds that each individual has a place in the wapawab or tree - a view stemming from their habitat, but including phratry, bloodlines, country, and place of duty. The literal tree is intricately tied into the planetary ecology, providing shelter and oxygen, converting water and minerals into food, etc. The figurative tree is much harder to define, but is roughly equivalent to a clan or tribal group. Both sorts of trees are part of a planet, which is part of a solar system, which is part of a cluster, which is part of a galaxy, which is part of the cosmos. Everything the Bwaps do reflects this complex, wheels-within-wheels outlook. Each individual takes great pride in being one small, functional and unique cog in a vast, ever-changing universe of interlinked patterns. Their ritual of greeting, for instance, seems like meaningless formality and windy chitchat to non-Bwaps, but communicates "I am in this place, and doing my part. Where are you and what are you doing?"

From the human point of view, Bwaps are obsessed with minutiae, patterns, and the order of things. Driven by this internal desire to see everything in its proper place, they make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists, and historians. However, their obsession with ritual and proper conduct can make them difficult to deal with. Those who violate the rituals will be lectured to, at length, on propriety. Dealing with Bwaps takes time, but trying to speed things up only takes more time.

Criminal behavior is extremely rare, and is considered the worst form of mental disorder among Bwaps, since it disrupts the proper order of things. Their world-view means that their definition of crime is often at variance with Imperial norms, but fortunately most Bwaps courts consider exile to be sufficient punishment, especially in the case of aliens such as humans.

**Status:** Minor Race

**Homeworld:** Marhaban (Empty Quarter 0426 A4698AB-C)

**Languages:** Bwaps speak both Galanglic and Bwap.

**Physical Description:** Bwaps average 1.4 m in height and mass between 30 and 50 kg. They are upright, bipedal, homoeothermic and bisexual, with an internal skeleton and a closed circulatory system. Their hemoglobin is copper-based, a deep blue in color, making their skin a faint greenish-blue in areas without pigmentation.

Body markings vary tremendously from clan ("tree") to clan, each one having a distinctive pattern. The pattern is determined by genetic factors and the color is determined by careful manipulation of the mother's diet during the formation of the egg. Greens, browns, yellows and blues are most common, usually in patterns of darker colors over a lighter basic color.

Bwaps are uncomfortable in less than 98% humidity, as their skin must be kept moist. With special clothing, they can exist indefinitely in humidities as low as 25%, provided they have adequate water. This normally consists of a loosely fitting kaftan-like garment and a hood covering the head (giving rise to another nickname, "towel-heads"). The cloth of these garments is permeated with a network of fine tubes, through which water flows and keeps the cloth moist. In occupations where they must handle paper or other items which would suffer from moisture, Bwaps wear thin water-proof gloves. In humidities of less than 25%, they must use sealed environment suits. All clothing is colored with a stylized representation of their body, since recognition of body pattern is an important part of their greeting ritual.

Bwaps are oviparous, each female incubating a single, non-amniotic egg in a special pouch on her lower abdomen. After hatching, the young remain in this pouch for several weeks, occasionally coming out to be fed, until they are strong enough to survive outside. The young reach maturity after 14 years.

**Adventurers:** Bwaps encountered away from their homeworlds are often in service to the Imperium or other interstellar entities as merchants and administrators. Such Bwaps serve as ideal Merchant and Professional characters.

### RACIAL TRAITS

- -4 Strength, -4 Constitution.
- Bwap base speed is 9 meters.
- Bwaps are Medium-sized.
- Bwaps gain a +2 racial bonus to their P/Admin skill checks. In addition, Bwaps cannot take skill ranks in the Bribery or Forgery skills.
- **Different hand structure:** Bwaps receive a -2 penalty to all skill checks and attack rolls when using equipment and weapons not designed for Bwap hands. Bwap equipment imposes the same -2 penalty when used by non-Bwap.
- **Psionic-challenged:** All Bwaps are generally psionically inactive, and thus receive a -4 penalty when generating their psionic strength scores as a part of psionic testing.
- Bwaps require a high level of humidity, either in their environment or through the use of special environment suits. Otherwise, they start suffering from dehydration, as defined in the THB.
- **Racial feat:** Bwap Ritualism.

- **Ordered mentality:** Bwaps cannot lie (though they may omit the truth if protocol requires it), and must make a Will save (DC 20) in order to do any of the following: violate the law (unless doing so restores the balance of the universe); obey orders that are disruptive; and tolerate disorder and disorganization without succumbing to the urge to order and organize their surroundings. Bwaps also react poorly to people who do not follow their rituals (treat all initial reactions as being one level worse).
- **Bwap Height:** As Human, minus 30 cm from the base height, for both sexes.
- **Bwap Weight:** As per Human, minus 10 kg from the base weight, for both sexes.
- **Bwap Age:** Use the standard human row of the Aging By Race table on pg 114 of the Traveller's Handbook.

## FEATS

The following are special feats related to the Bwaps.

### **Bwap Ritualism (Racial)**

The character possesses a deep knowledge and understanding of Bwap rituals and proper conduct, and can usually avoid receiving a negative reaction when interacting with Bwaps.

**Benefits:** Characters with this feat are generally able to avoid the automatic worsening of a Bwap's initial reaction, due to the lack of courtesy and order that non-Bwap generally possess.

This assumes, of course, that the character intends to act in accordance with Bwap culture and rituals. If the character intentionally acts to violate the Bwap rituals, the Bwap's initial reaction to the character is worsened one level, as normal.

**Special:** All Bwap receive this feat as a free racial feat.

**Normal:** Bwaps react poorly to people who do not follow their rituals. Characters without this feat should expect that Bwaps will treat all initial reactions with them as being one level worse.

### **Bwap Tolerance (Special)**

The Bwap character has had sufficient exposure to non-Bwap customs that his reactions to violations of propriety are less intense.

**Benefits:** Characters with this feat tend to get along better with non-Bwaps, and do not automatically feel a worsened initial reaction when dealing with non-Bwaps.

In addition, the Bwap character only needs to succeed at a Will save (DC 10) to avoid the compulsions of their racial trait Ordered Mentality.

**Normal:** Bwaps react poorly to people who do not follow their rituals, and Bwap characters should treat all initial reactions with non-Bwaps (that do not possess the Bwap Ritualism feat) as being one level worse.

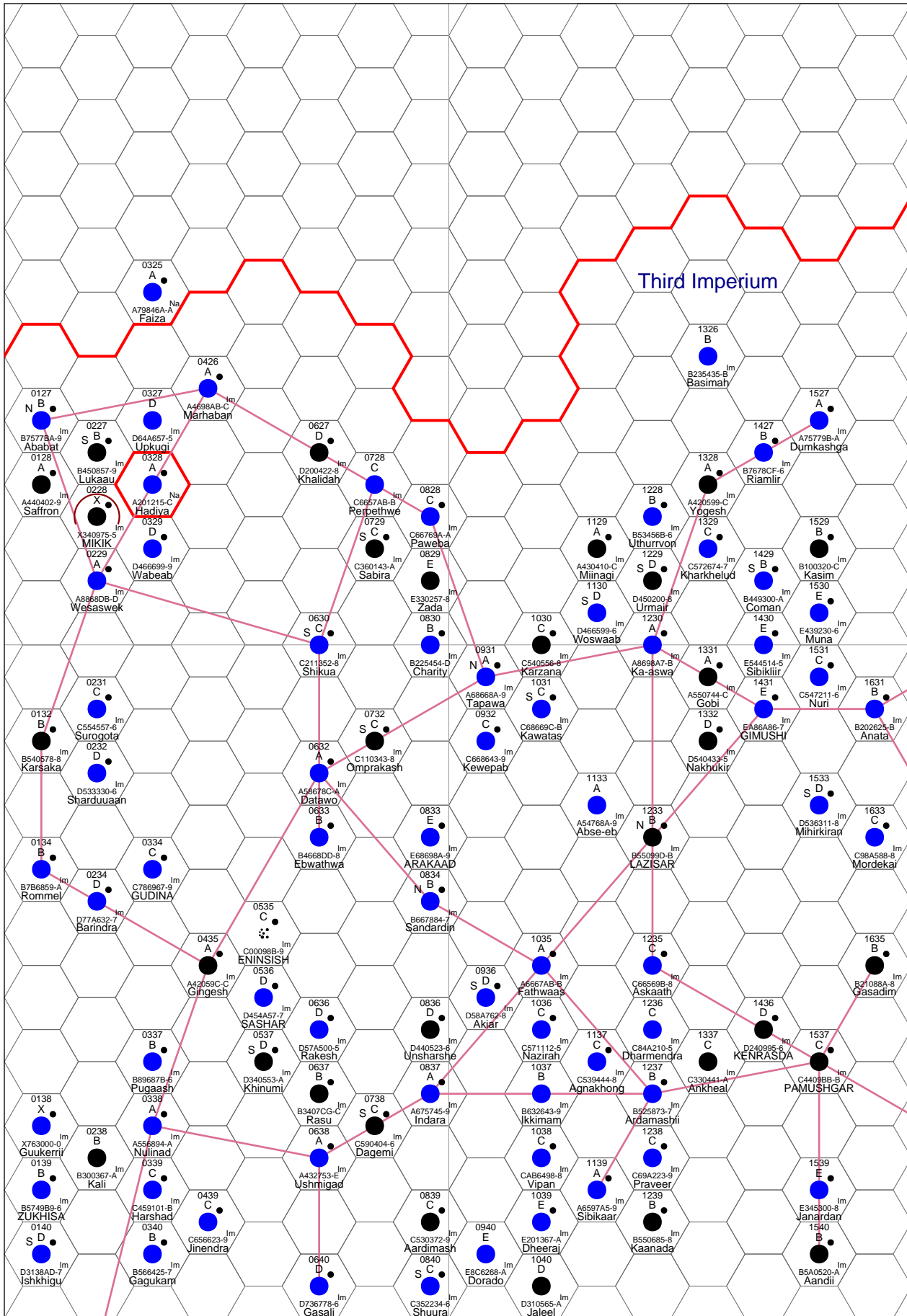
**Note:** This feat still does not allow a Bwap to take skill ranks in forbidden skills.

## CLOSING NOTES & CREDITS

Information on the T20 conversion of the Bwap minor race for character creation is based on canon set forth in the original Bwap article from **Journal of the Traveller's Aide Society #11** and the Bwap racial write-up found in **GURPS Alien Races IV**. The author fully acknowledges these sources of inspiration and information, and intends no infringement or challenge of the copyright of any and all entities involved in the creation of those original sources.

# Empty Quarter Sector

# Gamma Quadrant



## GAMMA QUADRANT OF THE EMPTY QUARTER SECTOR

By Jason "Flynn" Kemp

### INTRODUCTION

Welcome to the Empty Quarter sector! Located just coreward of Ley sector, the Empty Quarter sector straddles the Lesser Rift, which forms a vast area of space impassable within the sector save for two Jump-5 routes. Divided roughly in two, the rimward half of the sector marks the coreward-trailing corner of the Third Imperium, while the coreward region is claimed by two human-Vargr interstellar polities, the Julian Protectorate and the Hegemony of Lorean. This sector also contains the homeworld of one of the most prolific and widespread Minor Races of the Third Imperium, the Bwaps.

This article is the first of four that present the details of this interesting sector for enterprising Referees looking for a new and vibrant campaign setting. As QuikLink, Inc., has released the **Gateway To Destiny Campaign Sourcebook**, which details the Ley, Gateway, Glimmerdrift Reaches and Crucis Margin sectors of the Gateway Domain immediately coreward of Empty Quarter sector, the author has decided to follow the example set forth with the **Gateway To Destiny** sourcebook. This should allow campaigns currently set within Ley sector to explore the Empty Quarter sector as a part of the campaign. To maintain compatibility, the world data provided below is current as of Imperial Year 993, in what has become known as the Gateway Era or Milieu 1000. The Solomani Rim War is in full swing many sectors to rimward, but its influence can still be felt.

### OVERVIEW OF THE GAMMA QUADRANT OF THE EMPTY QUARTER

Other than the fact that the Gamma Quadrant of the Empty Quarter sector borders the Lesser Rift to coreward, this quadrant is surrounded by Imperial worlds. In general, humaniti is still the predominant race in the region, although the percentage of the bureaucratic Bwaps is only slightly lower overall, and they even outnumber humans in certain regions, such as the Lentuli Cluster. The Vargr come in at a distant third, although their numbers are still significant. Within Nulinad subsector, travelers might also encounter Surogotans, although only a relative handful travels more than a few parsecs from their homeworld.

With the Third Imperium engaged in a war far to rimward, many of the Imperial fleets have been pulled away to fight in those battles, leaving relatively minimal forces to protect Imperial territory in the Empty Quarter sector. Vargr corsairs from across the Lesser Rift have taken notice, and recent years have seen an increase in pirate activity as Vargr raiders raid from the adjacent Delta Quadrant to trailing, having crossed the Lesser Rift via two fairly close Jump-5 routes, the Corsabren-Cairne Run or Saeghvung-Turley-Exile Run. Most of the resulting raiding activity occurs in Yogesh and Gimushi subsectors, but raids into the rest of the Gamma Quadrant are not unheard of.

The Tap-a-wewakas-atapas (Guardians of Order) provide an increased measure of security among worlds with a significant Bwap population, despite their predominate role as inspectors for the Atapas-atta-wapawab (Great Council of Crèches). The trade-off for this is an increase in the much Bwap-beloved bureaucracy, though many traders feel this is a small sacrifice to make in exchange for increased security.

### Mains & Clusters

The largest cluster completely within the quadrant, the Sashar-Pamushkar Cluster, covers most of the rimward half of Nilunad and Gimushi subsectors. Humaniti is actually only a respectable minority in the Bwap-controlled Lentuli Cluster, which contains the Bwap homeworld of Marhaban. The longest main in the Empty Quarter sector extends over three subsectors from Khalidah/Lentuli to Kiskiishga/Udusis. The Zuhkisa-Econdora main bridges the border between Empty Quarter and Ley sectors, and links the Gateway Domain to this sector.

### WORLD DATA BY SUBSECTOR

Details of the basic world data for the worlds of the Gamma Quadrant of Empty Quarter sector are provided below, arranged in individual subsectors for familiarity and ease of reference.

A brief note regarding specific notation used in the stellar data section may be in order. In the case of multiple stars being listed, an **asterisk** in the stellar data indicates which star serves as the primary for the world in question. **Parentheses** indicate stars that are in very close orbit about one another. **Brackets** indicate stars that are located in a far and distant orbit from the world's primary, and so do not exert much, if any, influence on the world at all, but are still located within the same parsec. This information is provided to assist those that wish to flesh a particular system out further using products such as **Book 6: Scouts**, DGP's **Grand Survey** or **World Builder's Handbook**, the **World Tamer's Guide** for TNE, or **GURPS Traveller: First In**. If the Referee feels that such detail isn't desirable, by all means, ignore the notations.

### I) LENTULI SUBSECTOR

The Lentuli subsector is home to 17 systems, including Marhaban, the homeworld of the Bwap minor race. The highest population in the subsector is Mikik, a highly xenophobic world with five billion inhabitants. Wesaswek and Charity possess TL13 technology, the highest in the subsector.

Name	Basic Data	Base	Remarks	TZ	PBG	All	Stellar Data
Ababat	0127 B7577BA-9	N	Ag		334	Im	K0 V
Saffron	0128 A440402-9		De Lo Ni Po		803	Im	G2 V
Lukaau	0227 B450857-9	S	De Po		303	Im	K0 V
MIKIK	0228 X340975-5		De Hi In Po	R	523	Im	M6 V
Wesaswek	0229 A8868DB-D				225	Im	F5 V
Faiza	0325 A79846A-A		Lo Ni		723	Na	G2 V
Upkugi	0327 D64A657-5		Ni Wa		100	Im	M6 III M1 V*
Hadiya	0328 A201215-C		Ic Lo Ni Va		423	Na	K3 V M7 V*
Wabeab	0329 D466699-9		Ag Ni Ri		924	Im	G1 V* [M0 V]
Marhaban	0426 A4698AB-C		Hw		701	Im	G4 V* M0 V

Name	Basic Data	Base	Remarks	TZ	PBG	All	Stellar Data
Khalidah	0627 D200422-8		De Lo Ni Va		325	Im	F2 V
Shikua	0630 C211352-8	S	Ic Lo Ni		124	Im	K4 II
Perpethwe	0728 C6657AB-B		Ag		710	Im	G1 V G5 V*
Sabira	0729 C360143-A	S	De Lo Ni		123	Im	F4 V
Paweba	0828 C66769A-A		Ag Ni Ri		122	Im	M1 V
Zada	0829 E330257-8		De Lo Ni Po		200	Im	M0 V
Charity	0830 B225454-D		Lo Ni		213	Im	G9 V

[M2 V M6 V]

## J) YOGESH SUBSECTOR

Fifteen systems fall within the boundaries of the Yogesh subsector. The highest population in the subsector concentrates on Ka-aswa (with nine hundred million inhabitants) and Riamlir (following closely behind with six hundred million inhabitants). Miinagi, Yogesh and Kasim support TL12 technology, the highest in the subsector.

Name	Basic Data	Base	Remarks	TZ	PBG	All	Stellar Data
Karzana	1030 C540556-8		De Ni Po		414	Im	K5 III K5 V*
Miinagi	1129 A430410-C		De Lo Ni Po		323	Im	M0 V* M8 V
Woswaab	1130 D466599-6	S	Ag Ni		200	Im	G8 V
Uthurrvon	1228 B53456B-6		Ni		603	Im	G1 V
Urmair	1229 D450200-8	S	De Lo Ni Po		134	Im	M0 V M4 V*
Ka-aswa	1230 A8698A7-B				913	Im	K1 V
Basimah	1326 B235435-B		Lo Ni		600	Im	M3 V* M3 V
Yogesh	1328 A420599-C		De Ni Po		314	Im	G4 IV
Kharkhelud	1329 C572674-7		Ni		314	Im	G7 V* M0 V
Riamlir	1427 B7678CF-6				612	Im	K3 V* M3 V
Coman	1429 B449300-A	S	Lo Ni		822	Im	G6 V* M7 V
Sibikliir	1430 E544514-5		Ag Ni		123	Im	F4 V
Dumkashga	1527 A75779B-A		Ag		533	Im	K7 V
Kasim	1529 B100320-C		De Lo Ni Va		324	Im	K7 V
Muna	1530 E439230-6		Lo Ni		624	Im	M7 V

## M) NULINAD SUBSECTOR

A fairly dense subsector, Nulinad subsector is home to 33 systems. With ten billion inhabitants, Sashar is the most populated world in the subsector. TL14 technology, the highest in the subsector and the highest level of Imperial technology in the Empty Quarter sector, can be found at Ushmigad. Surogota is the homeworld of a pseudo-arachnid minor race.

Name	Basic Data	Base	Remarks	TZ	PBG	All	Stellar Data
Karsaka	0132 B540578-8		De Ni Po		502	Im	F9 V
Rommel	0134 B7B6859-A		Fl		802	Im	M9 V
Guukerrii	0138 X763000-0		Ba		001	Im	F1 V
ZUKHISA	0139 B5749B9-6		Hi In		612	Im	F9 V G5 V*
Ishkhigu	0140 D3138AD-7	S	Ic Na		324	Im	F1 V
Surogota	0231 C554557-6		Ag Ni Hw		123	Im	G9 V
Sharduaan	0232 D533330-6		Lo Ni		623	Im	K8 V
Barindra	0234 D77A632-7		Ni Wa		323	Im	K3 V* [M6 III]
Kali	0238 B300367-A		De Lo Ni Va		920	Im	K7 V
GUDINA	0334 C786967-9		Hi		324	Im	G6 V* [M4 V]
Pugaash	0337 B89687B-6				523	Im	G7 V* [M4 V]
Nulinad	0338 A556894-A				923	Im	M0 V* [K6 V]
Harshad	0339 C459101-B		Lo Ni		722	Im	G4 V
Gagukam	0340 B566425-7		Lo Ni		522	Im	F7 V* M6 V
Gingesh	0435 A42059C-C		De Ni Po		913	Im	M3 II* G8 V
Jinendra	0439 C656623-9		Ag Ni		622	Im	G0 V
ENINSISH	0535 C00098B-9		As Hi In Na		312	Im	G5 V
SASHAR	0536 D454A57-7		Hi		111	Im	M0 III G2 V*
Khinumi	0537 D340553-A	S	De Ni Po		724	Im	A9 V G7 V*
Datawo	0632 A58678C-A		Ag Ri		324	Im	G5 V
Ebwathwa	0633 B4668DD-8				425	Im	G5 V
Rakesh	0636 D57A500-5		Ni Wa		923	Im	K9 V* M1 V
Rasu	0637 B3407CG-C		De Po	A	713	Im	K8 V
Ushmigad	0638 A432753-E		Na Po		711	Im	K9 V
Gasali	0640 D736778-6				512	Im	M1 V* M7 V
Omprakash	0732 C110343-8	S	De Lo Ni		424	Im	M1 V M9 V*
Dagemi	0738 C590404-6	S	De Lo Ni		323	Im	K8 V* [F9 V]
ARAKAAD	0833 E68698A-9		Hi		524	Im	M5 V
Sandardin	0834 B667884-7	N	Ri		913	Im	F6 V
Unsharshe	0836 D440523-6		De Ni Po		624	Im	K2 V K3 V*
Indara	0837 A675745-9		Ag		611	Im	M5 II M8 V*
Aardimash	0839 C530372-9		De Lo Ni Po		224	Im	M9 V



## N) GIMUSHI SUBSECTOR

Another dense region of space, the Gimushi subsector is home to 34 systems. The world of Gimushi, for which the subsector is named, possesses the highest level of population in subsector with fifty billion inhabitants. The desert world of Gobi supports TL12 technology, the highest in the subsector.

Name	Basic Data	Base	Remarks	TZ	PBG	All	Stellar Data
Tapawa	0931 A68668A-9	N	Ag Ni Ri		523	Im	M1 V
Kewepab	0932 C668643-9		Ag Ni Ri		624	Im	G5 V
Akiar	0936 D58A762-8	S	Ri Wa		734	Im	K9 V* M7 V
Dorado	0940 E8C6268-A		Fl Lo Ni		100	Im	M9 V
Kawatas	1031 C68669C-B	S	Ag Ni Ri		424	Im	F6 V* G8 V
Fathwaas	1035 A6667AB-B		Ag		123	Im	K1 V
Nazirah	1036 C571112-5		Lo Ni		623	Im	K3 V* M7 V
Ikkimam	1037 B632643-9		Na Ni Po		800	Im	F8 V
Vipan	1038 CAB6498-8		Fl Lo Ni		311	Im	M8 V
Dheeraj	1039 E201367-A		Ic Lo Ni Va		703	Im	M7 V
Jaleel	1040 D310565-A		De Ni		100	Im	K7 III
Abse-eb	1133 A54768A-9		Ag Ni		400	Im	A4 IV K4 V*
Agnakhong	1137 C539444-8		Lo Ni		725	Im	M9 II* M5 V
Sibikaar	1139 A6597A5-9				123	Im	G6 V* G7 V
LAZISAR	1233 B55099D-B	N	De Hi Po		303	Im	F6 V* G8 V
Askaath	1235 C66569B-8		Ag Ni Ri		722	Im	M1 V M6 V*
Dharmendra	1236 C84A210-5		Lo Ni Wa		110	Im	K4 V* M9 V
Ardamashii	1237 B525873-7				822	Im	G9 V
Praveer	1238 C69A223-9		Lo Ni Wa		823	Im	G9 V* [M5 V]
Kaanada	1239 B550685-8		De Ni Po		524	Im	G6 V
Gobi	1331 A550744-C		De Po		235	Im	G7 V* M6 V
Nakhukir	1332 D540433-5		De Lo Ni Po		834	Im	K1 V
Ankheal	1337 C330441-A		De Lo Ni Po		620	Im	M1 V* M8 V
GIMUSHI	1431 EA86A86-7		Hi		534	Im	M9 V
KENRASDA	1436 D240995-6		De Hi In Po		724	Im	M2 V
Nuri	1531 C547211-6		Lo Ni		933	Im	G6 V* M6 V
Mihirkiran	1533 D536311-8	S	Lo Ni		113	Im	M2 V
PAMUSHGAR	1537 C4409BB-B		De Hi In Po		734	Im	G0 V
Janardan	1539 E345300-8		Lo Ni		523	Im	G7 V* M3 V
Aandii	1540 B5A0520-A		De Ni		412	Im	M2 V
Anata	1631 B202625-B		Ic Na Ni Va		223	Im	(M0 III G3 V)
Mordekai	1633 C98A588-8		Ni Wa		622	Im	G5 V M2 V*
Gasadim	1635 B21088A-8		De Na		124	Im	G4 V* M3 V

## EMPTY QUARTER LIBRARY DATA

Most of the following information can be commonly accessed by travelers in the Gamma Quadrant of the Empty Quarter sector. This data may be considered accurate as of Imperial Year 993.

**Ardamashii (Empty Quarter 1237 B525873-7):** A world with seven masters, the major nations that vie for control over Ardamashii have been waging war off and on for decades. While tensions remain high on the planet's surface, one thing that the nations have negotiated successfully has been the establishment of an independent starport facility to serve as an interface with interstellar traders. The control of this facility has been placed under the joint auspices of the Imperial Starport Authority and the Imperial Diplomatic Corps, as Ardamashii's nations could not arrive at any other equitable solution. Thus far, the wartime activities have remained on the planet's surface, allowing safe passage to interstellar traders through the orbital facilities of the world's starport. Many of the national powers typically engage offworld mercenaries for special missions, providing a recurring market for mercenary companies within the Gamma Quadrant. The Traveller's Aid Society cannot attest to the safety of non-military personnel descending to the planet's surface, although avoiding battle fronts should keep most travelers out of danger.

**Atapas-atta-wapawab (Grand Council of Crèches):** The governing body within Bwap culture that presides over the formation and continued existence of Bwap crèches, most Imperial authorities view the Atapas-atta-wapawab more as an administrative department within Bwap culture than an actual political entity, and so have not acted against its influence. Media typically use the term to refer to Bwap-dominated worlds within twenty parsecs of Marhaban. Students of Bwap culture recognize that the Grand Council presides over all Bwap crèches, not just those fairly close to the Bwap homeworld.

**Bwaps:** A short derivative name used by Imperials to describe the minor race known as the Bawapakerwa-a-a-awapawab. Bwaps are a minor race originating on Marhaban (Empty Quarter 0426 A4698AB-C). Discovered by the Vilani during the First Imperium, the Bwaps' culture proved to be eminently compatible with that of Vland, and the minor race became heavily involved in bureaucratic and mercantile settings. As a result, Bwaps were spread throughout the region of Vilani dominance. Today, Bwaps remain common in all areas formerly part of the First Imperium, and are encountered throughout the Third Imperium, though primarily in the coreward and trailing quarter of the Imperium.

Bwaps are biologically classified as bipedal, amphibious, homeothermic, endoskeletal, bisexual, oviparous, and pseudo-marsupial. Their circulatory system is closed and they breathe an oxygen atmosphere compatible with human norms. Their hemoglobin is copper-based and deep blue in color, resulting in faint greenish-blue skin where pigmentation is absent. Body markings vary from wapawab ("tree" or clan) to

wapawab, being genetically determined, while the color is defined by manipulation of the mother's diet during formation of the egg.

The Bwap world view derives from their primeval environment, and holds that each individual organism has its place in the wapawab or tree - a term now referring elastically to the family, blood lines, country, place of duty, and even the whole universe. Although this is not a religion, the Bwaps' adherence to their view is often described as religious or fanatical. As a direct result, Bwap enterprises are among the most ecologically sound in the Third Imperium.

In dealing with Bwaps, humans and other races are usually struck by the race's apparent obsession with what they view as the proper order of things. While this results in efficient bureaucracies where Bwaps are employed in that capacity, many more impetuous races, including humans, can find dealings to be extremely long-winded and often tedious.

**Domain of Antares:** One of six Imperial Domains, the Domain of Antares consists of Lishun, Antares, Mendan, and Amdukan sectors. Empty Quarter sector is located directly to trailing of the Domain of Antares.

**Domain of Gateway:** One of six Imperial Domains, the Domain of Gateway contains Ley, Gateway, Glimmerdrift Reaches and Crucis Margin sectors. Empty Quarter sector is located directly to coreward of the Domain of Gateway.

**Gudina (Empty Quarter 0334 C786967-9):** Given the predilection of Imperial bureaucracy for generating countless forms and files, there comes a time when the accumulated by-products of bureaucracy begin to take up far too much space, and must be shipped somewhere. Gudina is an example of a world dedicated to the warehousing and maintenance of these "artifacts." An Imperial resource world, Gudina receives regular shipments of bureaucratic data from the Imperial holdings within the Empty Quarter and adjacent subsectors, and houses them indefinitely. A practice started during the end of the First Imperium, the vaults at Gudina contain regional documentation over three millennia old. Dedicated Imperial civil servants receive, collate and warehouse every piece of information that arrives at Gudina. Many Bwaps consider Gudina an excellent place to retire, for this very reason.

The World Library of Gudina allows Imperial citizens access to the public information that has been gathered and released by the Imperial Bureaucracy. Many prestigious academies through the Gamma Quadrant of Empty Quarter sector support campuses on Gudina, to take advantage of the incredibly diverse resources available.

**Hadiya (Empty Quarter 0328 A201215-C):** Hadiya was originally settled by Solomani colonists of Arabic descent during the latter part of the Rule of Man. The colony died off, however, over the course of the Long Night. In 968, a subsector-based naval architecture firm established Hadiya Interstellar, Ltd., a small state-of-the-art shipyard dedicated to the construction of personal, one-of-a-kind transports, aiming mostly for the small but profitable noble yacht market. Although the shipyard is still small, Hadiya Interstellar, Ltd. hopes to leverage their mother firm's reputation to launch them into the shipyard market within Lentuli subsector.

Hadiya has not at this time requested recognition as an Imperial world. As a result, the Bwap administration has classified the world as non-aligned, with all the tariffs and bureaucracy that such a designation entails.

**Hegemony of Lorean:** An affiliate state of the Julian Protectorate, the Hegemony of Lorean controls a significant number of member worlds in the "four corners" region of Empty Quarter, Amdukan, Arzul and Star's End sectors. Despite the number of worlds under their rule, the Hegemony of Lorean has limited influence with the Julian Protectorate due to its limited ability to trade with other major trading or diplomatic entities. Within the Hegemony, however, the polity focuses most of its own political priorities on local development.

Although the Hegemony of Lorean attempts to pursue relations with the K'kree outposts to trailing, the K'kree in general have expressed disinterest in the matter. Nonetheless, the Hegemony continues to promote such relations, in the hopes that regular trade between the K'kree and the various affiliate states of the Julian Protectorate would increase both the importance and the influence of the Hegemony in interstellar affairs.

**Julian Protectorate:** A response to Imperial aggressions during the Julian War (175 to 191), this interstellar polity neighbors the Imperium. In its loosest definition, the Julian Protectorate is a trade confederation and defense alliance of worlds within the "four corners" region of Mendan, Amdukan, Empty Quarter and Antares sectors.

All member worlds (and in some cases individual member nations on balkanized worlds) conduct their own diplomacy and maintain their own armed forces, giving little power to the central authority of the Julian Protectorate on Asimikigir (Amdukan 0223 A684A87-E). The Protectorate, however, does give structure to the community of states. It mediates disputes, provides a set of interstellar laws, and promotes communication and cooperation. It also has a standing armed service, the Star Legion, used for patrols and in crisis situations.

While Vargr and humans populate the Julian sectors in almost equal proportion, the distribution is not homogeneous. Individual world populations vary widely in their human/Vargr ratios. As a rule, though, Vargr are less common closer to Gashikan sector. Other races also exist in the protectorate, but humans and Vargr clearly predominate. Most others tend to remain on their respective homeworlds. Two additional races also play an interstellar role: a large, somewhat aggressive saurian race called the Hhkar and, to a lesser degree, the Bwaps.

The primary languages of the Julian Protectorate are Galanglic (a dialect of that spoken in the Third Imperium) and Irlitok (a language spoken by most Vargr within the Domain of Antares.)

**Julian War (175 to 191):** A war initiated by the Imperium, under Emperor Martin I, to annex the sectors of Meshan, Mendan, and Amdukan. After nine years of negotiation and diplomatic maneuvering with the many confederations of the area (each a member of a larger confederation), Martin mobilized the Imperial Navy against these states. In the first three years of the war, Imperial fleets pushed deep into Mendan sector, capturing the capital world of Lasla and several important industrial worlds. In 178, however, a minor bureaucrat in the government of the capital of a confederation in Amdukan sector had risen to power there and gathered around himself an alliance of neighboring confederations. This bureaucrat then proposed a defensive confederation encompassing all three sectors under attack.

This state, the Julian Protectorate (named for its founder), fought sporadic battles, doing its best to push back the Imperial fleets. Then, in 185, concentrated Protectorate fleets crossed the Lesser Rift in an end run against Antares, and with deep raids against the Imperial Depots in Antares and Ley sectors. With two local depots destroyed, the Imperium withdrew its fleets to protect its internal communication lines.

The Protectorate fleets then concentrated on the Antares cluster, a lightly defended group of worlds, which fell easily to their advances. Using these worlds as a base, the forces of the Protectorate carried the war into the Imperium. In 190 the Imperium lost several battles in attempting to retake the Antares cluster, and Martin I became convinced that the Protectorate could not be pressed into the Imperium, and gave up the fight. However, the war did not end there, as the Protectorate insisted on keeping a hand in the Antares cluster. The peace treaty included

the establishment of the League of Antares as a compromise, ending the war in 191 on the Protectorate's terms.

**Ka-aswa (Empty Quarter 1230 A8698A7-B):** Possessing a number of bwap crèches significantly involved in the Yogesh subsector, Ka-aswa is much less restrictive than many Bwap-dominated worlds. The Imperial Governor of Ka-aswa, Sir Leonard Makhishkusa, is well received by both the human and Bwap populations of Ka-aswa. The Administrative Academy of Ka-aswa is a highly appraised institution of higher learning in the fields of diplomacy and Imperial bureaucracy, known throughout the sector and beyond for the quality of their graduates.

**League of Antares:** An autonomous region within the Imperium. The worlds were originally pressed into the Imperium in 89 during the Antarean Pacification Campaign. The worlds were occupied by the Julian Protectorate during the Julian War. When regained for the Imperium at the end of the war, the peace terms included a mandate that the League of Antares be given limited autonomy for control of trade, commerce, and internal affairs. The autonomy of the League served as a model for the later establishment of the Solomani Autonomous Region.

**Mikik (Empty Quarter 0228 X340975-5):** Originally settled by persecuted religious fanatics during the late Rule of Man, the world of Mikik became extremely xenophobic after an unfortunate incident involving raids by offworlders during the Long Night. Lacking both the means and the drive to maintain contact with other worlds, Mikik's level of technology has slowly degraded to TL5. Divided by their xenophobia and general intolerance of others, there is little wonder that Mikik is ruled by numerous national governments, their hatred for one another surpassed only by their hatred and fear of offworlders.

**Pamushgar (Empty Quarter 1537 C4409BB-B):** Originally a mining colony during the early Rule of Man, Pamushgar thrived during the Long Night and entered the Third Imperium with a very high population and a heavy industrial infrastructure intact. Formerly governed by an impersonal Tri-Bureaux system inspired by ancient Vilani practices, Pamushgar suffered Civil War a few decades ago, which overturned the centuries-old bureaucracy. The rebellion's leader, Baron Emil Kantuun, took charge of the local government initially to support an interim government until the specifics could be finalized and elections held. That was forty years ago, and Baron Kantuun still rules his world's government as a military leader. Offworld news source occasionally receive reports of guerilla fighting in outlying provinces, but the Pamushgar "interim" government categorically denies any unrest among the world's sizable population.

**Rasu (Empty Quarter 0637 B3407CG-C):** Rasu demonstrates what can be accomplished by the extremes of human fanaticism and ideology. Conceived as a Utopia colony, Rasu is indeed free of crime, depravity and immorality, a state that is maintained by due diligence by the local population. The Grand Assembly, the governing body of Rasu, pays a bounty to those that turn in their neighbors or even outsiders for violations to the Assembled Orders, and the native population is raised with the belief that the preservation of Rasu's way of life is of paramount importance. The fact that the Assembled Order is a body of laws and regulations riddled with minutiae, that the local law enforcement are highly responsive to such reports, and that many violations are punishable by heavy fines, imprisonment, death or exile earns this small world an Amber Zone rating according to the Traveller's Aide Society. Despite the beauty of the world, the Traveller's Aide Society does not recommend outsiders leaving Rasu's quite extensive starport facilities.

**Satha-a-atta-wapawab:** Loosely translated as Elder of the Crèche, the Satha-a-atta-wapawab serve their crèche combining aspects of mentors, seekers, diplomats and priests. One of their primary duties is to teach young Bwaps about the Wepawab philosophy, which governs a Bwap's very existence. Additionally, Satha-a-atta-wapawab provide mediation and guidance for crèches, and explore nearby worlds gathering information and experience that will aid their people and the pursuit of the Wapawab.

**Star Legion:** The interstellar navy of the Julian Protectorate, the Star Legion is an interstellar service performing patrols and military actions in crisis situations in support of the Protectorate's member worlds. The Star Legion often works in conjunction with a member state's own military forces.

**Surogotans:** The name used by Imperials to describe the minor race known as the Xu'rokotani. Surogotans are a minor race originating on Surogota (Empty Quarter 0231 C554557-6.) Discovered by the Vilani during the First Imperium, the insectile Surogotans became primitive supporters of Vilani culture and trade due to their limited technological advancement.

Surogotans are biologically classified as octapedal, homeothermic, endoskeletal, asexual and pseudo-arachnid. In general, Surogotans appear quite spider-like, with eight multi-jointed legs that support the bulbous carapace that forms the Surogotan's body. Highly dexterous mandibles allow the Surogotans the ability to perform fine manipulations, thus granting some measure of control over their environment. The Surogotans possess a closed circulatory system and breathe a standard oxygen-nitrogen mix compatible with ranges comfortable to humaniti. Although Surogotans possess internal skeletal support, chitinous plates serve to protect Surogotans from the dangerous wildlife of their native homeworld.

Despite their limited technological advancements, the Surogotans are very competent in the field of medicine and biotechnology, and often implement native wildlife bred or manipulated to duplicate the functions of Imperial technology. With proper training, Surogotans make very competent doctors and surgeons, although their approach to medicine is often more holistic than intrusive. A certain level of technological complexity and functionality has greatly inhibited Surogotan advancements in the field of biotechnology, causing the Surogotans to use a mixture of Imperial and native technologies to maintain a steady TL6. Several Imperial scientists are engaged in a research project to see how far Surogotan practices might evolve with technologically advanced biomedical training and support, but the rewards and cultural impact are unlikely to be seen for decades, if not centuries.

**Tap-a-wewaka-atapas:** Translated into Galanglic as the Guardians of Order, the Tap-a-wewaka-atapas preserve and enforce the Bwappish philosophy of Wapawab. When the Atapas-atta-wapawab requires information or enforcement of a decision, it is the Tap-a-wewaka-atapas that takes the Council's direction and transforms it into a reality. While the Tap-a-wewaka-atapas are not officially sanctioned or recognized by the Third Imperium, nonetheless they command a significant amount of respect and influence among Bwap crèches.

**Wapawab:** Often translated as "the Tree of Life", Wapawab is the philosophy that dominates Bwappish culture. The central core of the Wapawab philosophy is that every individual serves a specific duty and fulfills a specific role within their pawab (literally, tree, but now used to refer to one's immediate social organization.) From the race's history, this belief system encompasses a strong sense of ecological preservation, based on the interaction of the Bwaps with the environment of their homeworld. Socially, the interwoven relationships between individuals emphasizes

a strong sense of order and propriety. Each individual Bwap prizes their individual and unique roles as components of a vast, interlocking pattern of relationships with one another and the world about them.

**Yogesh (Empty Quarter 1328 A420599-C):** The factories of numerous subsector-wide robotics firms located on the desert world of Yogesh supply many of the general purpose robots shipped within Empty Quarter's Gamma Quadrant. With a booming computer and robotics industry, Yogesh hosts the respected Sinkiaan Robotics Conference every five years. Sponsored by the Sinkiaan Institute, this hundred-day conference showcases local achievements in robotic engineering, in a manner similar to the Shudusham Robotics Conference held on Shudusham (2214 Core.)

The next Sinkiaan Robotics Conference is scheduled to begin on 120-993. The next Shudusham Robotics Conference runs the entire duration of Imperial Year 994.

## CLOSING NOTES & CREDITS

The Gateway Era world data above was regressed from data developed by the author for the Empty Quarter sector during the Classic Traveller Era, circa 1105. The original Classic Era data complies completely with GDW's **Atlas of the Imperium**. (Fans of DGP's alien supplement, **Vilani & Vargr: The Coreward Races**, will notice that some of the world positions differ from the dot map found within that book. There were some differences in system locations between **Atlas of the Imperium** and **Vilani & Vargr: The Coreward Races**. Where differences existed, the author chose to follow the **Atlas of the Imperium** as his first source of canonicity.

Although the Gateway Era world data given above does not exactly match that of the **Atlas of the Imperium** in terms of population and starports, this is simply due to the regression applied to the Classic Era data to account for the passage of over a century between the Gateway Era and the Classic Era. The original world data does match that source.

All world names, save those found within the **Atlas of the Imperium** or referred to in prior Traveller canon, were generated from Vilani, Vargr and Bwap language tables, or were picked from Arabic, Hindi and Native American names, with a few exceptions based on world isolation. The author assumed that this region of space was settled during the late First Imperium by the Vilani. A second wave of colonists followed during the Rule of Man, primarily comprised of the Middle East and India cultural regions, with a solid minority from descendants of several Native American tribal nations. The history of the Vilani-Vargr integrated nature of the Julian Protectorate and spinward regions of the Hegemony of Lorean allowed for a mixture of both Vilani and Vargr names in the coreward half of the sector.

Inspiration for the information on the two non-Imperial polities of the Empty Quarter sector came from an article in **Challenge #49** on the Julian Protectorate. Information on the Bwap minor race is based on canon set forth in the original Bwap article from **Journal of the Traveller's Aide Society #11** and the Bwap racial write-up found in **GURPS Alien Races IV**. The author fully acknowledges these sources of inspiration and information, and intends no infringement or challenge of the copyright of any and all entities involved in the creation of those original sources.

# FEATURE ADVENTURE

## SPECIAL DELIVERY TO GUDINA

By Jason "Flynn" Kemp

### INTRODUCTION

*Special Delivery to Gudina* is a "One Act Adventure" in the EPIC style, an adventure writing format originally proposed by Traveller's creator, Marc W. Miller. The EPIC adventure style presents adventures in a loosely related series of Acts and Scenes, creating a more freeform approach to scenario presentation. Within this loose framework, the Referee can present Scenes in whatever manner is appropriate to the unfolding story, merely needed to cover any indicated Key Scenes before moving on to the next Act. For more information on the EPIC format, consult the following article which can be found online: <http://www.traveller5.com/EPIC.html>

*Special Delivery to Gudina* is written as rules-light as possible, so that Referees can more easily utilize the adventure with their favorite version of the Traveller rules. However, when the need for rules arises, the author has elected to support both the CT and T20 rule sets. Therefore, when game mechanics are required, notes are provided for both systems.

This adventure is set with the Gamma Quadrant of the Empty Quarter sector. Readers interested in learning more about this region of space are encouraged to read the accompanying article elsewhere in this issue of **Stellar Reaches**. Although the adventure is set in this locale, Referees should have very little problem in adjusting this adventure to fit their own campaign setting, replacing world details and adding encounters appropriate to their campaign setting as necessary.

### BACKGROUND

Wassaskawe has served in the Communications Branch of the Imperial Interstellar Scout Service. During his career, the Bwap Scout has traveled over the rimward half of the Empty Quarter sector and the Imperial worlds of the coreward half of Ley sector. Ever thoughtful of his crèche mates back on Gudina (Empty Quarter 0334 C786967-9), the well-traveled Wassaskawe seeks out unusual gifts and such to send home. In particular, he enjoys finding small culturally distinctive items for his mentor, the Satha-atta-wapawab (or crèche elder) Sebabpawa. Sebabpawa has recently retired from his academic position as Professor of Xenorcheology at the Gudina Imperial University, dedicating more time to his position as an Elder in service to the crèche.

A few months ago, Wassaskawe found a curio dealer on Hebrin (Empty Quarter 1930 B550A88-9) with an intriguing little trinket. Wassaskawe was unable to identify its origin, and felt that his mentor Sebabpawa would enjoy the challenge of trying to determine the item's cultural origins. After a little bit of a bidding war with another interested party, Wassaskawe procured the item and has brought it back with him, intending to deliver it to Sebabpawa when he took his leave on Gudina. Unfortunately, with the Solomani Rim War raging several sectors to rimward, Wassaskawe has received a change in his orders: his leave has been cancelled, and he's being ordered back to Ley sector to replace Xboat pilots that have been sent to the battle lines. Instead of delivering the item personally, the Bwap Scout has sought out a ship traveling to Gudina, with the intent to hire a crewmember of that vessel to deliver the item for him. This is where the PCs enter the story.

Unbeknownst to either Wassaskawe or the PCs, the trinket actually comes from ruins discovered accidentally somewhere to coreward. A Vargr scientist, Dr. Denzo Karrkarzrouk, suspects the true origins of trinket, but was unable to outbid the enthusiastic and rather bureaucratic Bwap back at the curio shop on Hebrin. For the

last few months, Dr. Karrkarzrouk has been following Wassaskawe, waiting for an opportunity to retrieve the relic. The Vargr scientist has learned enough about Wassaskawe to know that the Bwap was originally headed towards Gudina, to turn the item over to Sebabpawa, a professional rival of Dr. Karrkarzrouk's in the field of Xenorcheology. Driven by the desire to discover the site of the ruins that produced the artifact and announce that discovery to the academic world, the Vargr scientist will do whatever he can to retrieve the item by whatever means are necessary. When Wassaskawe gives the item to one of the PCs to deliver to Sebabpawa, the PCs become Dr. Karrkarzrouk's next target.

### ACT ONE, SCENE ONE: FINDING WORK ON NULINAD

This adventure begins on Nulinad (Empty Quarter 0338 A556894-A), one of the more active worlds in the Nulinad subsector of the Empty Quarter sector. It also assumes that the characters either have a ship of their own, or have some means of traveling via a Jump-2 ship to other worlds (such as Medium or High Passages or a job aboard another vessel.) Campaigns operating under other conditions may require some modification to the adventure as it is presented. However, a creative Referee should be able to minimize the impact the lack of Jump-2 transport will have on the actual adventure flow, given the open nature of the EPIC format.

As the characters engage in their normal routine at Nulinad's Highport, the Referee should provide at least one of the characters with an opportunity to hear a young Bwap's request. This may take any number of forms, depending on the nature of the players and their characters. Wassaskawe may directly approach the party in the same manner as a patron. Alternately, the PCs may hear his impassioned plea as he speaks to another group and is rejected, providing them with the opportunity to step in and accept the Bwap Scout's request. If one of the characters served previously in the Imperial Interstellar Scout Service, perhaps Wassaskawe is an old friend from the service days.

However the Referee chooses to introduce Wassaskawe, they can tell that he's anxious and rather animated in his discussions. After somewhat lengthy introductions (as is the nature with Bwap introductions), the young Scout quickly jumps to business: he needs someone who is heading to Gudina to deliver a personal package to his former mentor, the Satha-atta-wapawab Sebabpawa. He will assure the party that his package is perfectly legal, and will provide extensive documentation as to the legality of its contents. The young Bwap offers Cr200 for the service, and can be talked up to Cr500 by an appropriately skilled trader.

If the characters mention that they do not have business in that direction, he will offer instead news of a lucrative business opportunity heading to Gudina that is in need of transport (or even protection, if the PCs do not have their own vessel) in exchange for delivering the package. If the PCs decide to accept his offer, Wassaskawe will tell them of a cargo of sensitive records and materials that a local corporation needs to have transported from Nulinad to Gudina for safe keeping, and introduce the characters to the corporation. Wassaskawe's tip is legitimate: the corporate office is looking for someone to ship a three ton cargo of information materials clandestinely to Gudina, and will pay double standard rates to insure confidentiality. (This cargo does not enter further into this adventure's plot as written, but if a party feels somewhat paranoid, they may imagine connections that do not exist. Referees are encouraged to add such elements to the flow of

the session if they feel it would benefit their campaign.)

If the PCs agree to deliver the package, Wassasskawe will give them a small package roughly 10 cm wide, 5 cm tall and 30 cm long (or approximately four inches wide, two inches tall and twelve inches long), as well as papers identifying the contents as an indigenous cultural decorative piece from Hebrin.

Attentive characters might catch a glimpse of a Vargr some distance showing interest in the transaction (**T20**: Spot skill check, DC 20, to notice; **CT**: Roll 8+ on 2D6, DM +1 if Int 10+, to notice). If the party does decide to confront the Vargr, Dr. Denzo Karrkarzrouk, he will avoid contact if possible and deny any interest or involvement if he can't elegantly get out of the situation.

Over the course of the rest of the adventure, the Referee is encouraged to describe each planetary stop along the way, using the information provided below under Related Library Data to help make the journey as immersive and enjoyable as possible.

### **ACT ONE, SCENE TWO: STARTOWN BRAWL**

The characters are likely to take the following course from Nulinad to Gudina, assuming that they have a Jump-2 vessel: starting at Nulinad, the PCs will jump first to Pugaash, then Gingesh, then Gudina. Alternately, the party may wish to travel from Nulinad to Khinumi, then to either Eninshish or Gingesh, and then on to Gudina. Each of the above routes takes only three jumps, and each mainworld is described in the Related Library Data section below.

At some point shortly after the characters accept Wassasskawe's package, most likely on the world directly after the first jump en route to Gudina, Dr. Denzo Karrkarzrouk will make his first move to retrieve the item from the characters. Being ill-suited to matters of physical intimidation, he will hire a local gang of young ruffians to rough up the party and retrieve the package.

The specific location of this encounter is left to the devices of the Referee. Perhaps the party is jumped outside a seedy bar in the bad side of town. Maybe the gang lies in wait for the crew to return to their ship, and jumps them at their ship's dock in the starport, just outside the airlock. They might even try to break into the characters' vessel. If successful, this encounter could occur within the corridors of the vessel itself.

In any event, the thugs outnumber the party members, giving them a little bit of a tactical lead. The leader, Nick the Blade, will first try to intimidate the characters and demand the package be turned over to them, but will quickly move into combat should such "diplomatic" methods fail. (Knowing players, these are indeed most likely to fail.) Nick's gang will retreat from combat under the following conditions: if anyone dies on either side, if there are fewer of them still conscious at some point than there are of the characters, or if Nick is knocked out. If the party surrenders, the gang will stop fighting so long as they get the package and can leave. Any efforts to stall things once the party has surrendered will only antagonize Nick the Blade, and is likely to escalate matters to another level of violence.

While the rules of engagement favor Nick's gang, most characters are either skilled enough or clever enough to survive this encounter without being captured and forced to give up the package. If they do, however, end up losing the package, the Referee is encouraged to offer opportunities for the party to recover the package through some minor effort, so that the players don't lose interest in completing the adventure.

If the characters capture some thugs, most put up a brave front but are quick to speak on what little they know under any minor duress. Most of the gang knows that Nick is doing the job for some offworlder and is making some good "cred" on the deal, but they don't know much about Nick's contact beyond that.

Nick the Blade is another matter. If he's captured, he's a tough nut to crack. Any conversations with him should be quite confrontational, if possible. He'll sell out Dr. Karrkarzrouk for sufficient money, though, if he can secure freedom for himself and any other captured members of his gang in the deal.

**Referee:** The purpose of this encounter is two-fold. First, this scene lets the characters know that someone is interested in the

package. Second, it provides a scene with some action for those characters that feel the need for such. Feel free to be descriptive with the environment of the battle scene, as the thugs use local terrain features such as crates or doorways for cover if guns start firing, or as they jump down to land behind the party members to cut off their retreat. Making use of such "color" helps the scene stand out for the players involved, and potentially adds a cinematic element to action sequences such as this one.

### **ACT ONE, SCENE THREE: A COUNTER OFFER**

Given that his initial plans to take the artifact failed, Dr. Denzo Karrkarzrouk decides that perhaps greed might win where brawn did not. As before, since there are different routes to get to Gudina, this scene is not set in a particular location. Ideally, this scene should occur at the world prior to Gudina (which is likely to be either Eninshish or Gingesh), but if the players are particularly paranoid and avoid presenting an opportunity for Dr. Karrkarzrouk with an chance to establish contact, this scene could occur at the starport on Gudina proper.

Through some means, the characters receive a formal invitation to dine with a Master Floviak to discuss "an important business opportunity." Background checks reveal nothing about Master Floviak (which makes sense since Dr. Karrkarzrouk made up the name.) If the characters get paranoid and go through elaborate schemes to cover whoever contacts this mysterious benefactor, the Referee should feel free to build up the tension in this scene.

Master Floviak has requested the crew to join him for a meal in the Emperor's Lounge at the local Traveller's Aide Society hostel. The Emperor's Lounge is a four-star restaurant open to members of the Traveller's Aide Society, and was founded by donations from several of the Noble Houses of the local subsector, as were a number of similar institutions on other worlds. Many nobles and corporate figures frequent the restaurant, as do those who can pay the bribe necessary to be added to the waiting list. (Dr. Karrkarzrouk paid dearly for the reservation.)

When the party arrives for dinner, Master Floviak appears to be a rather well-to-do human (a two-bit actor hired by Dr. Karrkarzrouk to fill the role) not immediately interested in getting to the matter at hand. Only after he obviously relishes a fine meal does Master Floviak turn his attention to the matter at hand. The mysterious entrepreneur has recently come into the knowledge that the party is transporting a package to Gudina, a package whose contents are of great personal value. If pressed, Master Floviak will reveal that there are secret data files hidden inside the package detailing an impending product release, stolen from his corporation's research and development division. (The human merchant steadfastly declines all efforts to reveal the identity of his corporation, saying only that news of these events could prove disastrous for public relations, who are counting on the element of surprise to heighten sales.) While there's no true industrial secrets detailed in the files, Master Floviak feels that news of the new product would have a negative impact on sales. He is willing to pay well for the return of the package, offering Cr1000 at first, but can be talked up to Cr5000 (which what he carries on his person), as well as extravagant claims as to preferential treatment at corporate facilities, etc. He refuses to go into further detail, of course, until he sees the package.

The actor will do everything he can to string the characters along and attempt to gain the package from them. However, he will not resort to violence, and if he is overly intimidated, he will fall back on the standard ruse of "very well, you'll be hearing from my lawyers" as he tries to walk away. If Master Floviak is captured, arrested, tortured or similarly confined or mistreated, he is quick to spill the beans about the Vargr scientist that hired him. Sadly, any efforts to locate Dr. Denzo Karrkarzrouk will reveal that he's already went into hiding, after witnessing the deal going sour from a secluded vantage point earlier.

If the characters decide to sell the package based on whatever deal they make with Master Floviak, they can enjoy their monetary earnings, but will find that the rest of the human's offerings are merely convoluted lies. What the players decide to do with that information lies beyond the scope of this particular adventure, but Referees are encouraged to creatively pursue the characters' efforts to address this issue, creating their own adventures from the results of those actions. (While Dr. Karrkarzrouk appears in later adventures of this series, there's no reason why his role cannot be replaced by another interested party, should the characters deal with the poor scientist and remove him from the future of the ongoing storyline.)

## ACT ONE, SCENE FOUR: FIREFIGHT ON DELIVERY

The player-characters should have little problem locating Sebabpawa, Wassasskawé's mentor, once they arrive on Gudina. Indeed, contacting Sebabpawa is rather refreshing, as this particular Bwap appears to have more tolerance for non-Bwaps than most of his kin, and seems comfortable with less flowery speech. Upon hearing about the gift, Sebabpawa will make arrangements to meet the group at a sushi bar located on the main campus of the University of Gudina.

Making their way to the eating establishment is an easy task for the party, and they find Sebabpawa as much of a delight in person as he was over the public comms. After an appropriate amount of small talk, Sebabpawa will direct the conversation towards Wassasskawé's gift. Opening the package, Sebabpawa will draw out a serpentine band of silver, apparently some form of bracelet or armband. After looking it over for a moment, he will put the band on, whereupon it will coil around the elder's arm as it initiates interactions with Sebabpawa's nervous system.

As Sebabpawa calls out in surprise at the constricting band, several human thugs will step into the area and open fire in the air, demanding the party release the device to them. At any sign of resistance, the bullets start flying. Even if the party does not react, Sebabpawa will do something utterly un-Bwapish, and go into a berserk rage against the thugs, initiating a scene of mayhem and disarray. Standing up, the Bwap will charge the nearest attacker, swinging wildly with the nearest improvised weapon he can locate.

Unlike the first assault, these thugs are much more persistent, and less likely to give up. Hired by Dr. Karrkarzrouk to obtain the trinket at all costs, they are likely to be better armed and armored than the simple thugs Denzo hired for intimidation earlier.

Attentive characters might notice a particularly interested and perhaps familiar Vargr watching over the unfolding events from some distance away. (T20: Spot skill check, DC 20, to notice; CT: Roll 8+ on 2D6, DM +1 if Int 10+, to notice). If so, Dr. Karrkarzrouk will do everything he can to avoid capture or being killed. As he is not actually involved in the fight, there should be a significant chance that he will get off Scot-free. Hopefully by now, the party will come to recognize Dr. Denzo Karrkarzrouk as an enemy for upcoming adventures. If they have not yet identified him, Sebabpawa will easily do so, after the conflict is over and he has recovered from his exhaustion. Additionally, he will be somewhat concerned regarding his behavior during the incident, and decides that wearing the device is far too dangerous at this time.

## CONCLUSION

Sebabpawa will be very appreciative of the party's involvement in delivering the device to him, and will that the adventurers join him for a celebratory meal of sushi as he seeks further details on events surrounding the alien device. At that point, he will ask if the party would be interested in helping him find the origins of this unusual trinket. Sebabpawa is willing to charter their vessel (or hire them as crew for a lab ship, if they don't have a vessel of their own), thus opening the way for the next adventure in this series. The Bwap scientist's destination: Hebrin (Empty Quarter 1930 B550A88-9)! (Future adventures of Sebabpawa's quest for the

origins of this artifact will be covered in future issues of the **Stellar Reaches** fanzine.)

## JUST WHAT IS THAT MYSTERIOUS ARTIFACT, ANYWAY?

As mentioned in Act One, Scene Four above, Wassasskawé's trinket is actually a still-functional artifact from the ruins of a technologically advanced civilization located in the Alpha Quadrant of the Empty Quarter sector. The Sarelthen never discovered jump drive capabilities, but advanced in a number of other areas even beyond current Imperial standards. More information about this mysterious race will be provided in future adventures of this series.

At the height of their civilization, the Sarelthen achieved TL17 in many areas of technology, including medical technology. The Silver Band is a security device based on those advances. By interfacing directly with the wearer's nervous system, the device controls the subject's "fight or flight" response, producing improved physical abilities and defenses during emergencies. For a Sarelthen, the device grants two benefits: First, stimulation of nervous tissues and support musculature grant the wearer a +2 enhancement bonus to both Strength and Constitution during moments of stress and tension, such as combat or other emergencies. (CT: Wearer gains +1 Str and +1 End.) Second, the device also produces a static gravitics field that minimizes impact damage, providing a +2 enhancement bonus to natural armor for both AC and AR. (CT: The wearer acts as if they were wearing jack armor.) Additional features, such as security access and local communications, are also integrated into these security bands.

Unfortunately, this device is designed for Sarelthen, not for other lifeforms. Each time a non-Sarelthen lifeform wears the band, the character must make a Fortitude save (DC 15) to avoid rejecting the device and suffering a negative reaction. (CT: Roll 8+ on 2D6, DM +1 if End 15+, to avoid rejection.) If the new user's body rejects the device, the character suffers 1d6 of temporary Constitution damage and the device releases itself and falls to the floor. (CT: The device inflicts 1D6 damage on the character.) If the character does not reject the device, the technology does not interact well with alien biology. Under conditions of high stress or tension, the device attempts to manipulate the wearer's nervous system, accidentally driving them into a berserk rage. While under the influence of the device's berserk rage, the wearer temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. (CT: The wearer gains +3 Str and +3 End for the duration of the combat, but suffers a -3 to Dex.) The wearer also receives the gravitic field bonus to armor, but the rage effectively cancels the AC benefits. (CT: The wearer still gains the jack armor benefit listed above.) The increase in Constitution increases the wearer's Lifeblood by four points, and their Stamina by 2 points per level, but these points go away at the end of the rage when the Constitution score drops back to normal. While raging, the wearer cannot use skills or abilities that require patience and concentration, nor can they remove the band. Raging characters can use any feat they might have except for Expertise and Skill Focus or other feat-based skill bonuses (if the bonus is tied to a skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The wearer may not prematurely end the rage voluntarily, but they do lose the rage effects if they fall unconscious. At the end of the rage, the character is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. (CT: A fatigued character suffers -3 Str and -3 End, and can't run, for the duration.) The wearer can only fly into a rage once per encounter.

## RELATED LIBRARY DATA

Referees and players alike may find the following library data to be useful in the implementation of this adventure.

**Eninshish (Empty Quarter 0535 C00098B-9):** Eninshish is the only asteroid belt that serves as a mainworld within the confines of the Gamma Quadrant of the Empty Quarter sector. Although other belts are mined, none hold mainworld status, nor do they attract quite the population that Eninshish has garnered over the years. Due to the incredibly rich nature of the principal Eninshish belt, the system is a heavy industrial region for the Nulinad subsector.

The Eninshish system also hosts an annual interplanetary racing event known as the Kalin-Vaento Classic, which receives a significant amount of attention within the deep space sports subculture of this region of space.

**Gingesh (Empty Quarter 0435 A42059C-C):** Although too dry to serve as the home for Bwap crèches, nonetheless they would find themselves at home in the relatively restrictive nature of Gingesh's overly-bureaucratic government. Originally settled as a colony world during the First Imperium, the various departments of the original colonial corporation survive to today in the form of independent agencies that provide civil service to the general population of Gingesh. The Board President, appointed by joint committee after a quite exhaustive and grueling interview process, speaks publicly for the Board of Directors, but the true political power lies in the hands of the Agency Managers that lead each agency.

**Gudina (Empty Quarter 0334 C786967-9):** Given the predilection of Imperial bureaucracy for generating countless forms and files, there comes a time when the accumulated by-products of bureaucracy begin to take up far too much space, and must be shipped somewhere. Gudina is an example of a world dedicated to the warehousing and maintenance of these "artifacts." An Imperial resource world, Gudina receives regular shipments of bureaucratic data from the Imperial holdings within the Empty Quarter and adjacent subsectors, and houses them indefinitely. A practice started during the end of the First Imperium, the vaults at Gudina contain regional documentation over three millennia old. Dedicated Imperial civil servants receive, collate and warehouse every piece of information that arrives at Gudina. Many Bwaps consider Gudina an excellent place to retire, for this very reason.

The World Library of Gudina allows Imperial citizens access to the public information that has been gathered and released by the Imperial Bureaucracy. Many prestigious academies through the Gamma Quadrant of Empty Quarter sector support campuses on Gudina, to take advantage of the incredibly diverse resources available.

**Kalin-Vaento Classic:** The Kalin-Vaento Classic is an interplanetary sporting event hosted each year in the Eninshish system without fail since 671. The course of the race changes from year to year, but each course focuses on speed, endurance, defensive capacity and agility for a variety of ship size ranges, ranging from smallcraft to 1000-dton light cruisers. Shipyards within the Nulinad subsector and adjacent subsectors participate in this event to demonstrate their new product lines. Due to the media focus that the Kalin-Vaento Classic winning entries receive, many budding independent naval architects and small shipbuilding firms attempt to enter their unique designs in an effort to win recognition in the fields of spacecraft design and construction.

**Khinumi (Empty Quarter 0537 D340553-A):** Settled by Vilani colonists late in the First Imperium, Khinumi's culture changes significantly with a second wave of settlers during the Solomani expansion of the Rule of Man. Sadly, the world never fully recovered from the collapse of the Long Night. Khinumi has only recently advanced to the level of technology once possessed before the Rule of Man collapsed, and credits much of its success to its technocratic form of government, as well as investments made by the Imperial Interstellar Scout Service during the Grand Survey three hundred years ago.

**Nulinad (Empty Quarter 0338 A556894-A):** One of the more populated worlds of the subsector that bears its name, Nulinad has always held an important place in the subsector's economy. Formerly home to the provincial offices of the Vilani bureau-turned-megacorporation Makhidarun in this region of space, Nulinad still retains a significant industrial infrastructure. Many corporations at and above the subsector level have regional offices on the planet's surface.

**Pugaash (Empty Quarter 0337 B89687B-6):** Despite Pugaash's level of population, its inability to support and sustain competitive technology has limited its ability to exert interstellar influence, unlike its neighboring system, Nulinad. Originally settled as a religious retreat during the early days of the Rule of Man, divergent belief systems split the original theocracy into several world powers, three of which have survived until today struggling to become the governing body of the world's population.

## SUPPORTING CAST

In order to assist in running the adventure, the following stats for the various NPCs encountered in this story are provided. Referees may feel free to change them as needed, in order to tailor the adventure to fit their characters and campaigns.

### Wassasskawe

Born in the Asa-wakawa-wapawab Crèche on Gudina, Wassasskawe's path in service to the wapawab has led him into the Imperial Interstellar Scout Service, probably under the influence of his mentor, the Satha-a-atta-wapawab Sebabpawa. Dedicated to the IISS, Wassasskawe has served two terms within the Communications Branch, serving aboard both X-boats and scout/couriers along Imperial communication routes in Empty Quarter and the coreward half of Ley sector. While he enjoys learning about new cultures and other races, he has a hard time relating personally with non-Bwaps because of their generally poor understanding of Bwap rituals and the wapawab. He continues to make the effort, however, despite his frustrations, because of the rich insights such encounters provide into other cultures.

### T20: Wassasskawe

(Scout 3) TL14 Medium bwap  
 Stamina 11, Lifeblood 7; Init +0; Speed 6 m (4 squares);  
 Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)  
 Str 6, Dex 11, Con 7, Int 10, Wis 11, Cha 10, Edu 12, Soc 10  
 SV Fort -1; Ref +2; Will +2;

### ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Laser pistol	+2	2d10	36	24	20	1	50
Fist	+3	1d4-2	—	—	20	—	—

Skills: Pilot +6, T/Engineering +7, T/Communications +7, P/Survey +3, Gunnery +3, Survival +3, Gather Info +3.

Feats: Vessel (grav, starships, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling, Bwap Ritualism.

Equipment: vac suit-14, laser pistol, communicator, hand computer-14.

CT: Wassasskawe 474787 Scout Terms 2 Age 26  
 Pilot -1, Engineering-1, Communications-1, Grav Vehicle-0, Vacc Suit-0, Laser Pistol-0, Brawling-0

### Sebabpawa

For the last two decades, Sebabpawa has been a Professor of Xenarcheology at the Gudina Imperial University. Over the last five years, he has also been honored with the role of Satha-a-atta-wapawab, or Elder of the Crèche. The twin responsibilities of academic and elder finally took their toll, and Sebabpawa retired from the University to pursue his responsibilities to the crèche. More accomplished than most of his kind at dealing with other races, Sebabpawa sees Wassasskawe's gift as an opportunity to



pursue both of his life's interests once again, and do so in harmony with the wapawab.

**T20: Sebabpawa**

(Academic 7) TL9 Medium Bwap  
Stamina 7, Lifeblood 6; Init +0; Speed 9m (6 squares);  
Armor Class: 10, Armor Rating: 0  
Str 6, Dex 10, Con 6, Int 12, Wis 11, Cha 12, Edu 15, Soc 15  
SV Fort +0; Ref +4; Will +4;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+1	1d3-2	—	—	20	—	—

Skills: Decipher Script +11, Driving +10, Gather Information +11, K/Xenoarcheology +13, Leader +11, P/Administration +12, Speak Languages +4 (Galangic, Bwap, Irlitok, Sopas, Vilani, Old High Vilani, Standard Luriani), T/Computer +12, T/Medical +8, Use Alien Devices +10.

Feats: Bwap Ritualism, Bwap Tolerance, Research (K/Xenoarcheology), Skill Focus (K/Xenoarcheology), Advanced Research (K/Xenoarcheology), Connections (Academic), Mental Discipline, Pseudo-Eidetic Memory, Vehicle (Wheeled), Xeno-Empathy.

Equipment: communicator, hand computer-12, numerous books on xenoarcheology, silver band artifact.

**CT: Sebabpawa 4748AA Bwap age 38 5 terms**

Admin-2, Computer-2, Leader-1, Medical-1, Wheeled Vehicle-0, Xenoarcheology-2

**Dr. Denzo Karrkarzrouk**

For over fifteen years, Dr. Denzo Karrkarzrouk has struggled to rise within his chosen field, but Vargr and academic success do not usually go hand in hand. He has performed reasonably well, enough to earn the recognition of the dean of Xeno-archeology at the Hebrin Academy, where he taught classes to undergraduates until a few months ago. For some time, Denzo has longed for the discovery that will make him a success, a leader of the pack in the academic world. The chance encounter with the young Wassasskawe at the curio shop in Hebrin's Startown provided Dr. Karrkarzrouk with what might be a golden opportunity to finally achieve that success. For a Vargr seeking prestige among his chosen group, a previously unknown archeological site could propel him forward as a leader of the pack.

**T20: Dr. Denzo Karrkarzrouk**

(Academic 6) TL9 Medium Vargr  
Stamina 12, Lifeblood 10; Init +2; Speed 12m (8 squares);  
Armor Class: 12 (+2 dex), Armor Rating: 0  
Str 8, Dex 14, Con 10, Int 15, Wis 8, Cha 10, Edu 14, Soc 10  
SV Fort +2; Ref +5; Will +2;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Fist	+3	1d3-1	—	—	20	—	—

Skills: Bluff +9, Decipher Script +11, Driving +7, Gather Information +9, Intimidation +9, K/xeno-archeology +11, P/administration +8, Piloting +6, Speak Languages +1 (Galangic, Irlitok, Sopas, Vilani, Old High Vilani), T/astrogation +5, T/computer +11, T/electronics +6, T/mechanical +6, Use Alien Devices +8.

Feats: Research (K/xenoarcheology), Skill Focus (K/xenoarcheology), Vehicle (Wheeled, Starship), Armor (Vac Suit), Advanced Research (K/xenoarcheology), Connections (Corsairs), Mental Discipline, Xeno-empathy.

Equipment: communicator, hand computer-12, numerous books on xenoarcheology.

**CT: Dr. Denzo Karrkarzrouk 597A97 Vargr age 34 4 terms**

Admin-1, Computer-2, Electronics-0, Mechanical-0, Navigation-0, Pilot-0, Wheeled Vehicle-1, Xenoarcheology-2

**Thugs**

Referees can use the following statistics for the thugs that Dr. Karrkarzrouk hires to do his dirty work in Act Two of this adventure.

**T20: Young Thug**

(Rogue 3) TL10 Medium Human  
Stamina 15, Lifeblood 12; Init +1; Speed 9m (6 squares);  
Armor Class: 13 (+1 dex, +2 jack), Armor Rating: 2 (+2 jack)  
Str 11, Dex 12, Con 11, Int 10, Wis 10, Cha 10, Edu 9, Soc 8  
SV Fort +1; Ref +4; Will +1;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Autopistol	+3	1d10	45	30	20	1	15
Dagger	+3	1d4	3	2	19	—	—
Fist	+4	1d4+1	—	—	20	—	—

Skills: Bluff +6, Driving or Piloting +7, Gather Information +3, Hide +5, Intimidate +6, Move Silently +5, Spot +3.

Feats: Armor (Light, Medium), Weapon (Swordsman, Marksman), Toughness, Brawling, Carousing, Fence Stolen Goods, Vehicle (Wheeled or Grav).

Equipment: jack armor, dagger or autopistol.

**CT: Young Thug 787765 Human age 22 1 terms**

Brawling-1, Wheeled or Grav Vehicle-1, (Weapons as needed)-0

Referees can use the following statistics for the thugs that Dr. Karrkarzrouk hires for the confrontation in Act Four of this adventure.

**T20: Experienced Thug**

(Rogue 6) TL10 Medium Human  
Stamina 27, Lifeblood 12; Init +5; Speed 9m (6 squares);  
Armor Class: 15 (+1 dex, +4 flak), Armor Rating: 4 (+4 flak)  
Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10, Edu 9, Soc 8  
SV Fort +2; Ref +6; Will +2;

**ATTACKS:**

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	ROF	Rnds
Autopistol	+5	1d10	45	30	20	1	15
Dagger	+5	1d4	3	2	19	—	—
Fist	+6	1d4+1	—	—	20	—	—

Skills: Bluff +9, Driving or Piloting +10, Gather Information +4, Hide +6, Intimidate +9, Move Silently +7, Spot +5.

Feats: Armor (Light, Medium), Weapon (Swordsman, Marksman), Toughness, Brawling, Carousing, Fence Stolen Goods, Vehicle (Wheeled or Grav), Improved Initiative, Spot Trouble.

Equipment: flak jacket, dagger or autopistol.

**CT: Experienced Thug 797765 Human age 34 4 terms**

Brawling-1, Carousing-1, Wheeled or Grav Vehicle-2, (Primary Weapon)-1, (Secondary Weapons)-0

# STARSHIP DATASHEET

## GUARDIAN-CLASS TL12 100-TON RUNABOUT VESSEL

*Medium Starship*

With the recent advancement of Marhaban (Lentuli/Empty Quarter 0426 A4698AB-C) to TL12, the Grand Council of Crèches commissioned a series of designs for a new Runabout vessel capable of Jump-3, to be used by the Tap-a-wewaka-atapas (Guardians of Order) in the preservation and protection of the Wapawab. Before then, the bwap Guardians of Order used the *Guardian*-class Runabout vessel, a simple Jump-2, Maneuver-3 vessel that has been in production since the early days of the Third Imperium. Classified by Imperial Starport Authority classifications as a Provincial Courier (Type CP), the *Guardian*-class Runabout vessel sees significant use in the Empty Quarter sector and the coreward-trailing quarter of the Third Imperium.

This wedge-shaped vessel is built within a 100-ton hull. It carries a Maneuver drive capable of 3-G acceleration, as well as a Jump-2 drive, and the fuel capacity for one two-parsec jump. The power plant provides enough energy to power both the Jump drive and the Maneuver drive simultaneously, with sufficient excess energy to power the laser battery. The *Guardian*-class is typically armed with one battery of beam lasers. The runabout carries five small cabins, three for the ship's crew and two for passengers. This vessel does not normally carry subcraft, but does come equipped with a wallowing pond for the comfortable transport of aquatic and amphibious creatures. The *Guardian*-Class's 4.9-ton cargo hold is primarily used to carry emergency supplies or similarly sensitive cargo.

The *Guardian*-Class Runabout Vessel requires a crew of three: one pilot/astrogator, one engineer and one gunner. The *Guardian*-Class starship costs MCr85.136 new, and takes 9 months to build.

### TL12 100-TON RUNABOUT VESSEL

<b>Class:</b> Spacecraft, <i>Runabout</i> (Type CP)	<b>EP Output:</b> 9 (0 excess)
<b>Tech Level:</b> 12	<b>Agility:</b> 0 (+0 EP)
<b>Size:</b> Medium (100 tons)	<b>Initiative:</b> +0 (+0 agility)
<b>Streamlining:</b> Streamlined	<b>AC:</b> 10 (+0 agility)
<b>Jump Range:</b> 2	<b>Repulsors:</b> None
<b>Acceleration:</b> 3-G	<b>Nuclear Dampers:</b> None
<b>Fuel:</b> 30 tons	<b>Meson Screens:</b> None
<b>Duration:</b> 4 weeks	<b>Black Globes:</b> None
<b>Crew:</b> 3	<b>AR:</b> 0
<b>Staterooms:</b> 0	<b>SI:</b> 100
<b>Small Cabins:</b> 5	<b>Main Computer:</b> Model/3 (42/12)
<b>Bunks:</b> 0	<b>Sensor Range:</b> Medium (Model/3)
<b>Couches:</b> 0	<b>Comm. Range:</b> Medium (Model/3)
<b>Low Berths:</b> 0	
<b>Cargo Space:</b> 4.9 tons	<b>Cost:</b> MCr85.136 (new)
<b>Atmospheric Speeds:</b>	NoE = 1325kph
Cruising = 3975kph	Maximum = 5300kph

**Battery:** One triple turret; 3 beam lasers; +3 attack bonus (+3 USP); Damage 3d8.

**Other Equipment:** TL12 Fuel Purification Plant, Fuel Scoops, 2-ton Wallowing Pond.

TAS Form 3.1 (Condensed)

# WILDLIFE ENCOUNTERS

## PRAVEER SNAPDRAGONS

By Jason "Flynn" Kemp

Native to the arboreal canopy of the jungles of Praveer (Empty Quarter 1238 C69A223-9), the Praveer Snapdragon strongly resembles a winged snake about half a meter long and two to three centimeters thick. Typical snapdragon hides are a deep orange with brown striations, but coloration can range from deep reds to yellows tinged with green. Since the snapdragons have become a successful export in the exotic pet market, an increasing number of albino snapdragons have started to appear.

The Praveer snapdragon has a tapered, sinuous body, with two bat-like wings approximately a quarter of the way down the body from the head. They, like other creatures native to Praveer, have only one gender, and can only breed by mating with other creatures of their kind. (Chemical markers in the sex cells render it impossible for a Praveer snapdragon to naturally fertilize itself. Some breeders have found modern medical means to bypass this natural genetic "safety feature" when breeding snapdragons off Praveer.) The snapdragon goes into estrus once every 80+2d8 days, and desperately seeks a mate for the next 2d4 days, until their "heat" is over. Snapdragons tend to make hissing and clicking sounds, and enjoy insectoid creatures and simple proteins as part of their diet.

Traders have found that Praveer snapdragons make excellent pets. Over a period of a few weeks, a snapdragon will bond with its owner, and become very affectionate and responsive. Their native intelligence makes the snapdragon highly trainable, and combined with their bonded devotion to their master, they may learn a number of complicated tricks. The Praveer snapdragon becomes very calm, almost sedate, while in jump-space (except during estrus), making them excellent shipboard pets. The snapdragon sells well to spacers, in particular, due to an urban legend (or perhaps an excellent marketing ploy) which holds that the snapdragon reacts poorly to misjumps, but there is no scientific evidence to back up these claims. Despite that, some spacers take a snapdragon as a pet or ship's mascot, using them much as primitive miners might use small animals to detect gas leaks underground, believing that a restless snapdragon indicates a successful jump.

### PRAVEER SNAPDRAGON

<b>Size:</b>	Tiny (3 kg)
<b>Type:</b>	Flying Carnivore/Pouncer
<b>Stamina:</b>	1d10-3 (3)
<b>Lifeblood:</b>	4
<b>Initiative:</b>	+4 (+4 Dex)
<b>To Attack:</b>	If surprise
<b>To Flee:</b>	If surprised
<b>Speed:</b>	3m (2 squares), fly 9m (6 squares; perfect)
<b>AC:</b>	16 (+2 size, +4 Dex)
<b>AR:</b>	0
<b>Attacks:</b>	bite +7 melee
<b>Damage:</b>	bite (1d8-5/20 + poison)
<b>Saves:</b>	Fort +0, Ref +10, Will +1
<b>Abilities:</b>	Str 4, Dex 18, Con 4, Int 4, Edu -, Wis 4, Cha 8, Soc -
<b>Skills:</b>	Hide +15, Listen +0, Move Silently +7, Spot +0, Survival -2
<b>Feats:</b>	Alertness, Flyby Attack, Stealthy
<b>Special Abilities:</b>	Poison (Damage 1 Dex/1d3 Dex; Fort DC 10), Scent
<b>Climate/Terrain:</b>	Warm forest, hills and marsh
<b>Organization:</b>	Individual

## POLARIS MIKHAELSON

By Jason "Flynn" Kemp

**Patron Type:** Scientist

**Necessary Skills:** Appropriate spacefaring skills

**Necessary Equipment:** Free Trader, Far Trader or similar trading vessel

**Locale:** System's starport

### Player's Information:

Either through official channels (should the characters publicly post their capacities seeking cargo or passengers) or through "bumping into" one of the crew members, a graduate student named Polaris Mikhaelson discusses the possibility of transporting himself and a small cargo of live animals (specifically Praveer Snapdragons, as described elsewhere in this ) to the ship's next destination, basically amounting to two tons of pressurized, climate-controlled cargo space required for transport. Polaris can present documentation proving that the creatures are under his care, that they are safely kept for transport, and that he is qualified to tend to the creatures.

Once the characters accept his offer, Polaris will then ask that he be allowed to tend to the snapdragons twice a day, including feeding and general caretaking. He is willing to pay some form of fee or deposit as insurance against any incidents, and is also willing to comply with whatever security measures the crew assign to him, so long as it does not harm or interfere with the snapdragons. If asked about the creatures, he'll respond that he is transporting them to his university, where they will be observed in captivity for purposes of improving breeding technologies.

### Referee's Information:

If the characters check Polaris's background, they will find that he is actually what he says he is, and that the snapdragons are indeed university property. All of the paperwork appears to be legitimate. After the snapdragons are loaded into the cargo hold, Polaris will dote on them constantly, as much as he is allowed by the crew.

1. All is as presented above. The Jump generally proceeds with only a few minor incidents, mostly inconveniences that highlight an otherwise uneventful jump.

2. Polaris's actual graduate thesis is on the effects of Jumpspace on Praveer snapdragons, in an effort to determine the actual manner by which snapdragons determine they are in jumpspace. Aside from his motives, all is as presented above. The Jump generally proceeds with only a few minor incidents, mostly inconveniences that highlight an otherwise uneventful jump.

3. As number two, above, except that several of the snapdragons prematurely go into estrus, becoming very erratic and irritable. Given the urban legends in regards to their behavior during misjumps, this may cause some speculation and concern, particularly among the more superstitious passengers and crew members.

4. As number two, above, except that Polaris's thesis is actually on the effects of Misjumps on Praveer snapdragons. Over the last six months, he's intentionally sought out ships that appeared prone to Misjumps, but to no avail. Getting desperate and running out of grant money, Polaris has hired some unscrupulous ground crew to sabotage the ship in an effort to increase or even guarantee a Misjump. Aside from that, the Jump proceeds with only minor incidents (unless, of course, Polaris's plan to force a Misjump succeeds.)

5. Polaris's background is legitimate, but his purposes are not. Pirates interested in stealing a ship have kidnapped Polaris's travelling companion, his long-term girlfriend Alissa Schromberger, and are using her to force Polaris to sneak several pirates onboard the ship, hidden in secretive compartments amidst the snapdragons' transport containers. On the first night after the ship entered Jumpspace, the pirates intend to leave their hiding places and take the ship while the crew sleeps. If they are successful, the pirates will rendezvous with a corsair vessel in the destination system. The actual encounter with the pirates and the final disposition of the characters, if captured, is left as an exercise for the creative Referee.

6. As number two, above, except that, unknown to Polaris, one of the Praveer snapdragons carries an infectious disease that is debilitating or even deadly to humans. Polaris is the first to contract the disease, and spreads it to others as he interacts with the crew and other passengers before his condition deteriorates. By the time the ship returns to normal space, it might be considered a plague ship by the locals of the destination system and ordered into some form of quarantine until the crew and passengers can be treated. The specific details of the disease are left to the individual Referee, but it is suggested that it have at least a day or two incubation period before it becomes debilitating.

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