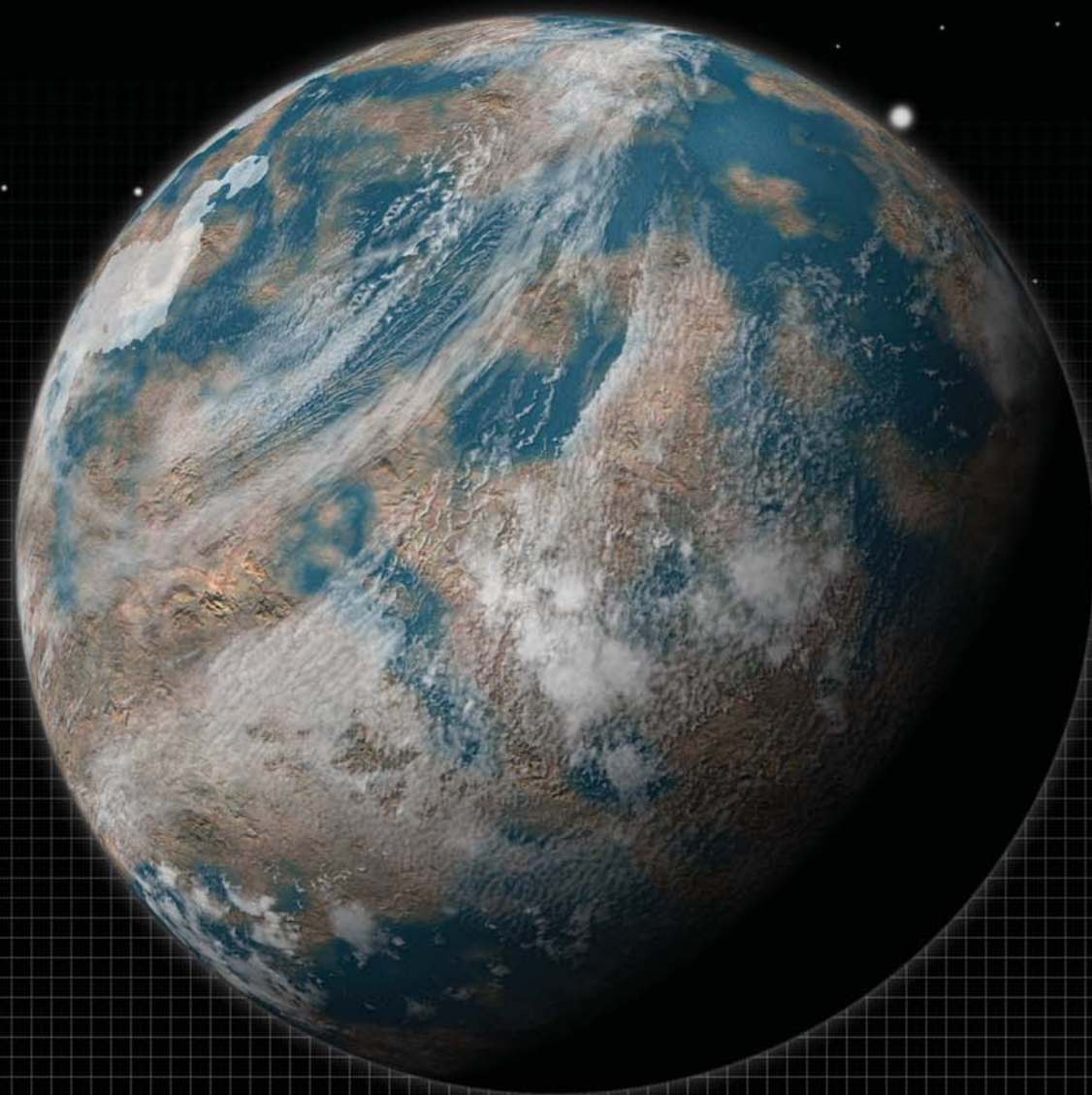


LONG RUNNER



TRAVELLER

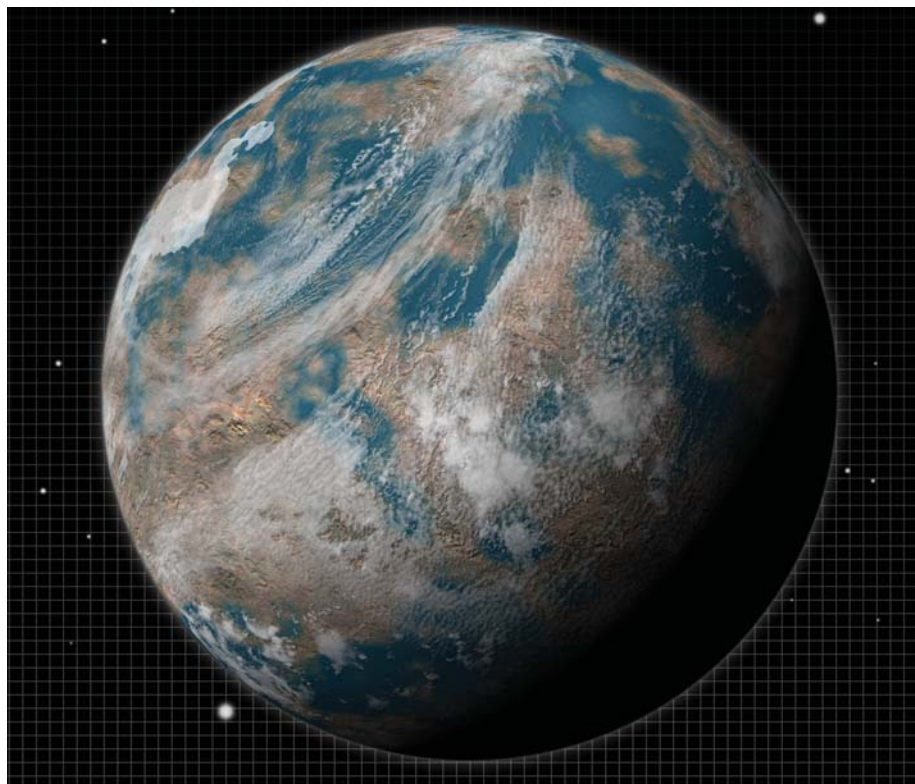
Compatible Product



Gorgon
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LONG RUNNER



Credits

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Long Runner System Details:

Star: M Type V/K Type D

UPP: C697651-7

Trade Classification: Ag, Ga, Ni

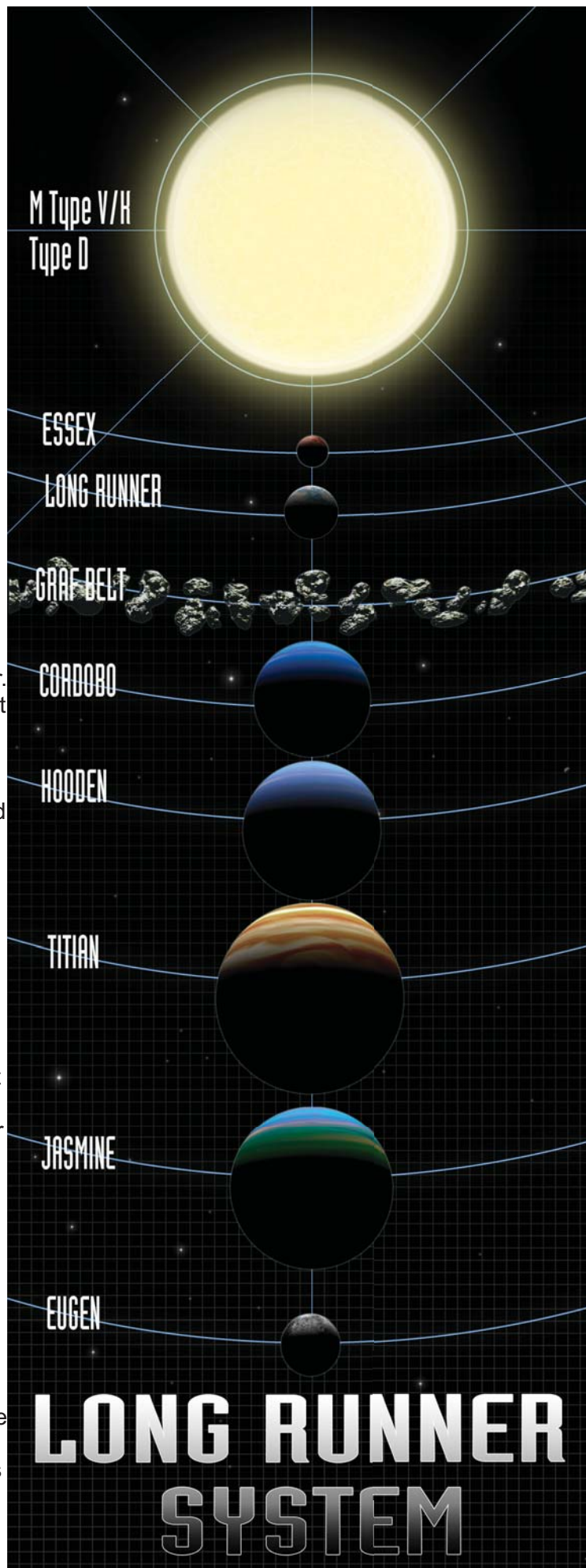
Planets: 7

Gas Giants: 4 **Asteroid Belts:** 1

Astrography: The Masjister Sub-sector's second binary star system, Long-runner's orbits are just as eclectic as Brissome's. Only one planet sits in the goldilocks zone while four gas giants spin around each other in a constant and ever changing dance and an asteroid belt sits between the inhabited planet and the systems giants. There is evidence that two of the giants have come very near to colliding before now, only avoiding an impact through pure luck and the gravitational effects of the other bodies in the system. Refuelling from the planets giants is a complicated affair, and there are several services which provide routes and plots for outbound merchants, for only a small fee.

Officially there is no pirate activity in Long-Runner. But with a system that can only barely build rocket driven ships true inter-planetary interdiction is almost impossible, which has led to two major developments. The first is, of course, pirate activity in the outer reaches and especially around the gas giants. They mostly target merchants running for a cheap refuelling before jumping out, but will occasionally hit other targets and have even come closer in towards the main planet before now. The second development is in the companies that provide routes for the merchants. Several of these companies will offer escort services, small one to two hundred vessels with enough weaponry to ward off most threats. Of course, they don't come cheap, and the merchant had best stick to the planned route because they aren't going to waste reaction mass diverting after them.

Geography: Long-Runner's gravity is somewhat lower than expected for its size, at only 0.55G (Average) leading to it have rather rare geographical features for a world of its size. Scientific surveys have found evidence that the planets core and crust is less dense than usual, although there has been no proven theory as to such an odd example of planetary formation would have occurred. Spires of rock spear into the air, thin rivers winding between them which link the planets huge oceans. The oceans themselves are relatively shallow despite their massive surface area, with the deepest depth being only two to three kilometres below sea level.



Long Runner

Ecology: The plains of Long-runner are home to a vicious apex predator, the stalker lion. Small 'families' of the beasts roam the planet, hunting down everything from small grazers to people not quite smart enough to stick around the rest of the group. The oldest stalker lions are massive and can weigh in at up to 750 kilograms, but beasts of that size are getting less common as they make for prime targets for hunters.

The rest of the planets ecology is relatively simple. Great grassy plains are dotted with tall spindly trees and shrub bushes which feed the planets herbivorous creatures. Near the planets cities and starport these creatures have become fat and slow, a semi-domesticated life making them easy prey, were there any predators nearby. Further out the animals have to be fast to survive, leading to a more lean and muscular herbivore which is still hunted for what is supposedly a 'finer' meat.

Stalker Lion

STR: 17, DEX: 12, END: 13

Quirk: Poisonous skin, six limbed

INT: 1, INS: 9, PAK: 5

Terrain: Plains

Movement: Walker

Type: Herbivore, Carnivore, Hunter

Size: 10 (800kg)

Weapons: Claws and Teeth (4d6)

Armour: 4

Number encountered: 1d6 (avg: 3)



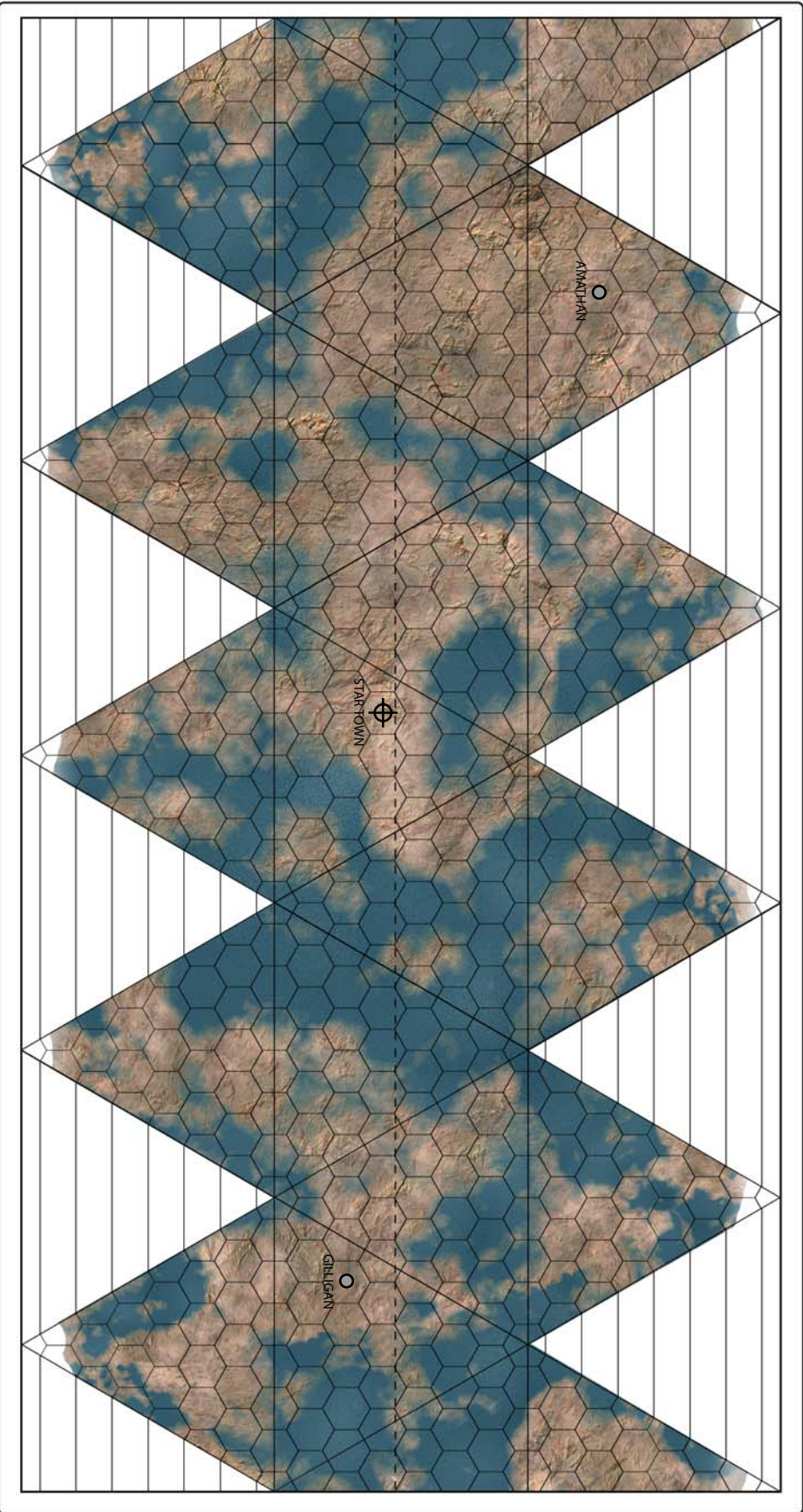
Survey Office Form 23A Planetary Survey World Chart

Survey Date 08-01-2306

World UPP:

-

Scale: 1 Hex = 547 Miles
(875 Km)



 Low Plains

 High Plains

 Sea

 Polar Region

 Large City

 Starport

Population: Long-Runner's population is small, mostly centralised in a pair of walled cities both of which are connected to the star-port by short railway systems. Everything is controlled by a series of Baron's who have access to technology several levels above that of the rest of the planet. It is not unusual to see their personal grav-cars flitting between lines of archaic ground cars in the planets cities. The Baron's also regularly employ passing ships crews and passengers to hunt the most dangerous beasts which roam the planet.

The Baronies are hereditary, passed on from the current Baron (or baroness) to his eldest child. However, if the baron does not have a direct descendant, then the title passes to the person decided upon by a council formed by the planets other barons. There are seven houses currently, three in each city and a seventh who has control over the worlds starport. The three city barons vie for control of the cities, while each owns various property and lands scattered throughout and around each. The starport's Baron has the closest relationship with most traffic passing through the system, and has a tendency to be the more open-minded of the planets nobility.

Andrea De Manchega, 12th Baroness of Startown:

The planets current seventh Baron, De Manchega holds the starport in her wealthy grasp. The town (for it is a thriving community all of its own) has grown rich during her twenty-four year reign thanks to trade contracts negotiated by her and her representatives. She has a head for figures and a knowledge of the outside sector gained from a youth spent travelling.

The Barony of starport is jealously looked upon by its closest neighbours thanks to its outside connections that the rest of the planet lacks. A long running feud keeps Startown and its closest neighbour at each others throats though it rarely comes to open warfare. The Baroness has also formed alliances with two other baronies, protecting her and her domains position as one of the most powerful on the planet, not militarily but economically.

Because of the limited area that the Baroness currently has control over, she often hires a variety of outsiders to extend her reach into the realms of the planets other barons. Many of these outsiders function as spies and saboteurs, and are seen as expendable by the baroness. A very few show themselves to be more useful than the average traveller, and are either kept on for more work, or sent on their way with much healthier bank accounts.

Andrea De Manchega, 12th Baroness of Startown Age: 54



Str 7 (0) Dex 9 (+1) End 7 (0) Int 9 (+1) Edu 12 (+2) Soc 14 (+2)

Skills: Admin 1, Advocate 1, Art 0, Broker 0, Carouse 3, Comms 0, Computer 0, Deception 2, Diplomat 3, Gambler 0, Investigate 1, Language 0, Leadership 2, Melee (blade) 1, Persuade 2, Social science 0

Equipment: Custom made high quality fencing sabre, engraved with house penant (2d6+4), Personal TL 9 imported star yacht (71% cost, 400 ton, no jump, very luxurious).

Terms:

Nobility/Dilettante (Qualified, Service skills, survived, advanced),

Nobility/Dilettante (Survived, Death of a rich relative, advanced),

Nobility/Dilettante (Survived, Alliance with a powerful noble, advanced)

Nobility/Administrator (Took over the Barony, Survived, Conspiracy of nobles, advanced to rank 3)

Nobility/Administrator (Survived, Reign is wise and noble, advanced to rank 4)

Nobility/Administrator (Survived, Alliance with a power noble, advanced to rank 5)

Nobility/Administrator (Survived, Wide range of experiences, advanced to rank 5)




Nobility/Administrator (Survived, Gift from a wealthy relative, advanced to rank 6)

Nobility/Administrator (Survived, Wide range of experiences)

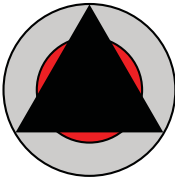

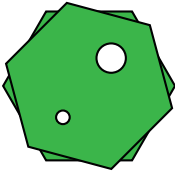
Relationships: 1 rival, 2 allies, 1 enemy

Finances: Cash 400,000 Cr, Pension 18,000Cr per annum, Other income from position


Amathan

		
Breedia	Crux	Nielsen

Gilligan

		
Tunne	Kester	Hinara

Star Town



Star Town

The Seven Houses of Long Runner

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