Merchanters And Stationers

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Flying
Mice
Games

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Introduction

Merchanters And Stationers is a supplement for StarCluster 3 - or StarCluster 3 Light - Roleplaying Game. Mechanters And Stationers is free to download, as is StarCluster 3 Light. StarCluster 3 Standard Edtition or Developer's Edition can also be used, but neither is necessary. StarCluster Light contains everything needed that is not in Merchanters And Stationers.

This game supplement is designed as an homage to C. J. Cherryh's brilliant Union/Alliance/Compact Space series of novels and stories. It contains no IP from that series, but is designed to produce play in a similar manner to the series. There are tools to create aliens similar to those in the series, and settings like those in the series, but they are not those from the series.

Character Generation

Use the chatacter generation rules in the StarCluster/Light game, with the following exceptions:

Attributes

M&S characters have no PSI at all. PSI is always zero, and cannot be changed.

Colleges

There is no PSI College in M&S. Military Academy is only available in the All-Human Setup.

Professions

Barred For All-Alien Setup

The following Professions cannot be used in the All-Aliens Setup:

Navy, Army, Marines, Psiman, Magician, Robot Repair, Robot Designer, Shield Tech

Barred for All-Human Setup

The following Professions cannot be used in the All-Humans Setup:

Psiman, Magician, Robot Repair, Robot Designer, Shield Tech

Equipment

All cultures in M&S are at Tech Level 8, so all weapons and other equipment are limitied to that available at Tech Level 8.

Use only the space suits and armor in the M&S book.

Tech Notes

There is no anti-gravity available in M&S. Artificiial gravity is limited to spin gravity and thrust.

There are no beam weapons available in M&S, to better emulate the source.

Space Ships

There are no plasma shields in M&S for space ships. use only the ships in the M&S book for this game.

Space Suits and Armor

Spacesuits are built from a base type, with various capabilities added on to customize the suit for the specific task.

Personal Metrics

For additional cost - the next higher Lifestyle - suits can be built to the specific person. Personal metrics - retina scan, fingerprints, skin sample, hair sample - are built into the suit, so it will not function without the person it was built for. Overriding the Personal Metrics of a suit is not impossible, but is incredibly difficult.

Base Spacesuits

The following is a sample of how the Base Spacesuits are described:

Base Suit Type

Description of what the suit was designed for

Base Protection Level

What the Armor is composed of, its to-hit value.

Damage Reduction

What amount of damage is removed after a hit

Optics Attachment

Level of Optic Sensor connector provided. Higher values subsume lower values - i.e. an Optic 2 connector can power an Optic 2, or Optic 1 device.

Other Sensor Attachment

Is a connector for other sensors provided?

STR Boost

Amount STR based Quality rolls are boosted by powered armor.

AGY Limit

Amount AGY is limited to while wearing Armor

Seal Rating

ABC = Atomic, Biological, Chemical; V = Vacuum (includes ABC); U = Underwater (includes Vacuum) ABC filters ambient air. V & U have built in air supply.

PowerPak

PowerPak Rating of the suit.

Power Taps

Number of simultaneous connections to the PowerPak

A-Grav Rating

0 = None; J = Limited A-Grav-assisted jumps up to 25 meters; F = A-Grav Flight; G = Glides (A-grav boot plates to skate over smooth surfaces.)

Interface

W = Wrist-pad controlled; V = Voice controlled; S = Shroud (direct mental pickup) controlled.

Comm

Communications Channels provided.

Program Slots

Number of programs able to be loaded into the suit.

Lifestyle

Lifestyle needed to afford the suit.

TL

Tech Level where it is originally available

Scout Suit   Light, highly mobile armored suit with excellent communications.

Base Protection Level	Ceramic
Damage Reduction	-10
Optics Attachment	Optic 3
Other Sensor Attachment	Yes
STR Boost	+0
AGY Limit	13
Seal Rating	V = Vacuum (includes ABC)
PowerPak	PowerPak 8
Power Taps	2
A-Grav Rating	0 = None
Interface	V = Voice controlled
Comm	4 Communications Channels provided.
Program Slots	3
Lifestyle	Wealthy
TL	8

Balloon Suit   Heavy, clunky old-fashioned suit

Base Protection Level	Ballistic.
Damage Reduction	-0
Optics Attachment	No
Other Sensor Attachment	No
STR Boost	0
AGY Limit	6
Seal Rating	Vacuum (includes ABC)
PowerPak	Battery 7
Power Taps	1
A-Grav Rating	N/A
Interface	W = Wrist-pad controlled
Comm	2 Communications Channels provided.
Program Slots	3.
Lifestyle	LMC
TL	7

Powered Armor	
Standard Powered Armor for personnel	**Powered Armor**
Ceramic, Powered.	*Base Protection Level*
-10	*Damage Reduction*
Optic 1	*Optics Attachment*
No	*Other Sensor Attachment*
+0	*STR Boost*
9	*AGY Limit*
V=Vacuum (includes ABC)	*Seal Rating*
PowerPak 8.	*PowerPak*
2	*Power Taps*
0 = None	*A-Grav Rating*
W = Wrist-pad controlled	*Interface*
2 Communications Channels provided	*Comm*
3	*Program Slots*
UMC	*Lifestyle*
8	*TL*

Vacuum Gear	
General space use.	**Vacuum Gear**
Ballistic, unpowered	*Base Protection Level*
-0	*Damage Reduction*
Optic 1	*Optics Attachment*
No	*Other Sensor Attachment*
+0	*STR Boost*
9	*AGY Limit*
V = Vacuum (includes ABC)	*Seal Rating*
PowerPak 8	*PowerPak*
1	*Power Taps*
0 = None	*A-Grav Rating*
W = Wrist-pad controlled	*Interface*
3 Communications Channels provided.	*Comm*
2.	*Program Slots*
MC	*Lifestyle*
8	*TL*

Heavy Powered Armor   Heavy Ceramic powered space hardsuit

Base Protection Level   Ceramic powered

Damage Reduction   -20

Optics Attachment   Optics 2

Other Sensor Attachment   Yes

STR Boost   +10

AGY Limit   9

Seal Rating   U = Underwater (includes Vacuum)

PowerPak   8

Power Taps   3

A-Grav Rating   0 = None

Interface   W = Wrist-pad controlled

Comm   2 Communications Channels provided

Program Slots   3

Lifestyle   Wealthy

TL   8
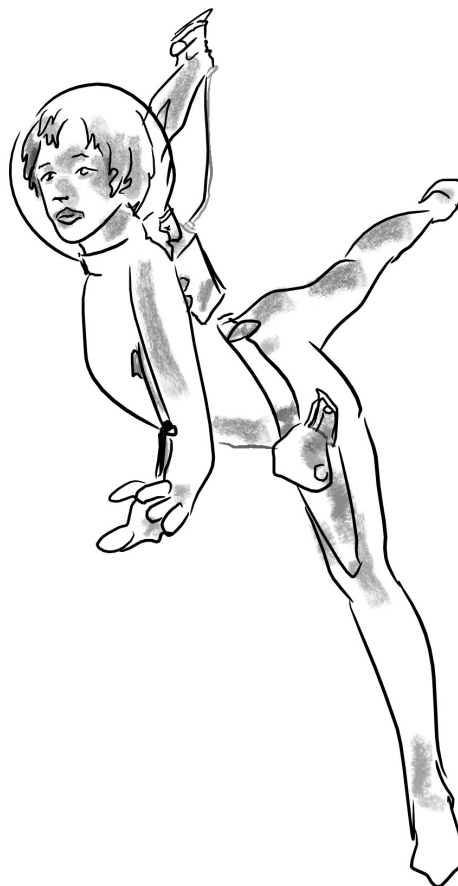
Following are optic options available for armored suits.

Optics

Light Amplification 20X, Optic 1 - **Edge: Night**

Optic-LA

InfraRed, Optic 1 - **Edge: Night**

Optic-IR

Telescopic 20X, Optic 1 - **Edge: Distance Vision**

Optic-TS

Light Amplification 20X plus InfraRed, Optic 2 - **Edges: Night 2**

Optic-LAIR

InfraRed plus Telescopic 20X, Optic 2 - **Edges: Night and Distance Vision**

Optic-IRTS

Light Amplification 20X plus Telescopic 20X, Optic 2 - **Edges: Night and Distance Vision**

Optic-LATS

Other Sensors

Hearing Amplification, 10X - **Edge: Far Hearing**

OS-HA

High Frequency Hearing - **Edge: High Hearing**

OS-HF

Low Frequency Hearing - **Edge: Low Hearing**

OS-LF

All comm channels are one-time pad encoded/decoded

Communications Channels

Main Operational Channel for this Operation

Main Channel

Secondary Operational Channel for this Operation

Secondary Channel

Secondary Command Channel

Boss Level

Top Command Channel

Big Boss Level

Side Channel to initiate private conversations with individual

Side Channel One-to-One

Surface to Orbit or Orbit to Orbit Communications

Ground-to-Orbit

These programs work with other abilities to enhance quality.

Programs

Gives precise current position coordinates with map overlays

Positioning

Auto-maps any structure by walking through it

Mapping

As Positioning, but applicable to any given suit. Requires Suit ID of target suit to be applied to name. Allows display of groups of people.

Command Positioning

All Aliens Setup

This setting setup is designed to emulate the Compact Space books. All characters, player or non-player, are aliens of roughly comparable technological ability, who live in an area of space where all species are signatories to a Compact, a trade treaty, which connects all in a shared trade area. All species can trade at the Central Station, but access to the various species specific spaces is negotiated separately.

There are no military forces, but many species maintain quasi-military "hunter ships" to protect their trade - and whatever else their governments want. Hunter ships often masquerade as merchanters, as no-one can tell what a ship is by its appearance at the docks.

Each species can settle areas in it's space only, though there may be disputed areas which can change hands. Habitable worlds are rare, though every species has at least its home world. but some lucky species may have habitable worlds in their area beyond the homeworld.

All Humans Setup

This setting setup is designed to emulate the Union/Alliance novels and stories. All player characters are human, though there may be non-player character aliens of more primitive technology if the group wishes.

The setting is set after a long, bitter, nasty war; in which Earth lost control of it's colonies. There are two independent extra-solar human governments besides the solar system's government. At the group's discretion, there can also be the remnants of the Earth Fleet, now reduced to piracy after Earth has washed its hands of them. They may be based at some place off-map, or at an abandoned station. There are treaties in place between all three governments, but there is no real trust as yet.

All governments have armed services as well as militia, subsidized armed merchanters working for the governments. Spying is rife in the border areas, and piracy flourishes out on the fringes.

Earth may be looking to expand again, on the opposite side of the former colonies, but there may be aliens out that way - perhaps the All-Aliens setup. In the Cherryh series, Compact Space is located to the opposite side of Sol System from Alliance and Union.
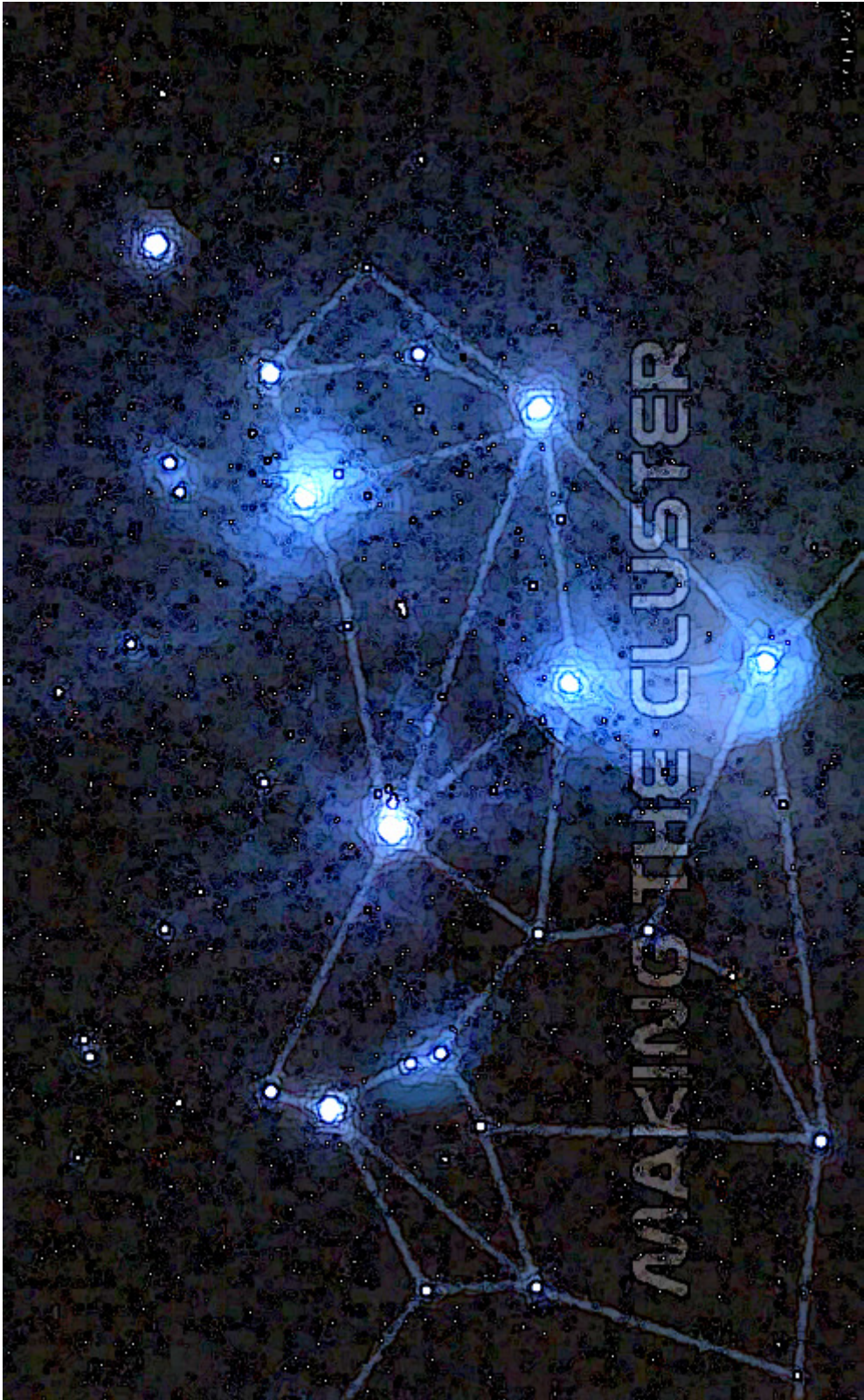
Making the Cluster

Roll 2d4 for number of species (or choose 2-8) 1d4 of which are Methane Breathers.

For each species roll 2d4 for number of star systems with Worlds/Major Stations (or choose 2-8). Nominate one of these systems as a Home system, which will contain one Habitable world with a polutation of Billions.

For each species roll 2d4 for number of star systems with Minor Stations (or choose 2-8)

Make a central system that functions as a meeting place, but which counts as a Major Station one species.

Lay out the star systems with Worlds and/or Major Stations in a vaguely wedge-shaped area, with the point of the wedge towards the central star.

Place Star systems with Minor Stations between star systems with Worlds/Major Stations

Place Point Masses as needed

Make every Major and Minor station accessible with a standard jump route from somewhere else.

Place Low Mass/X2 jump routes where they would be Interesting

Place Low Mass + X2 jump routes across moderately large gaps

There are 2 Sides, the smaller of which will be between Earth and the other side. For each Side roll 2d4 for number of star systems with Worlds/Major Stations (or choose 2-8). Choose one System as containing one habitable world, witih a variable population.

For each Side roll 2d4 for number of star systems with Minor Stations (or choose 2-8)

Make a jump route that goes off the map to the Solar system.

Lay out the star systems with Worlds and/or Major Stations in a vaguely blocky pattern

Place Star systems with Minor Stations between star systems with Worlds/Major Stations

Place Point Masses as needed

Make every Major and Minor station accessible with a standard jump route from somewhere else.

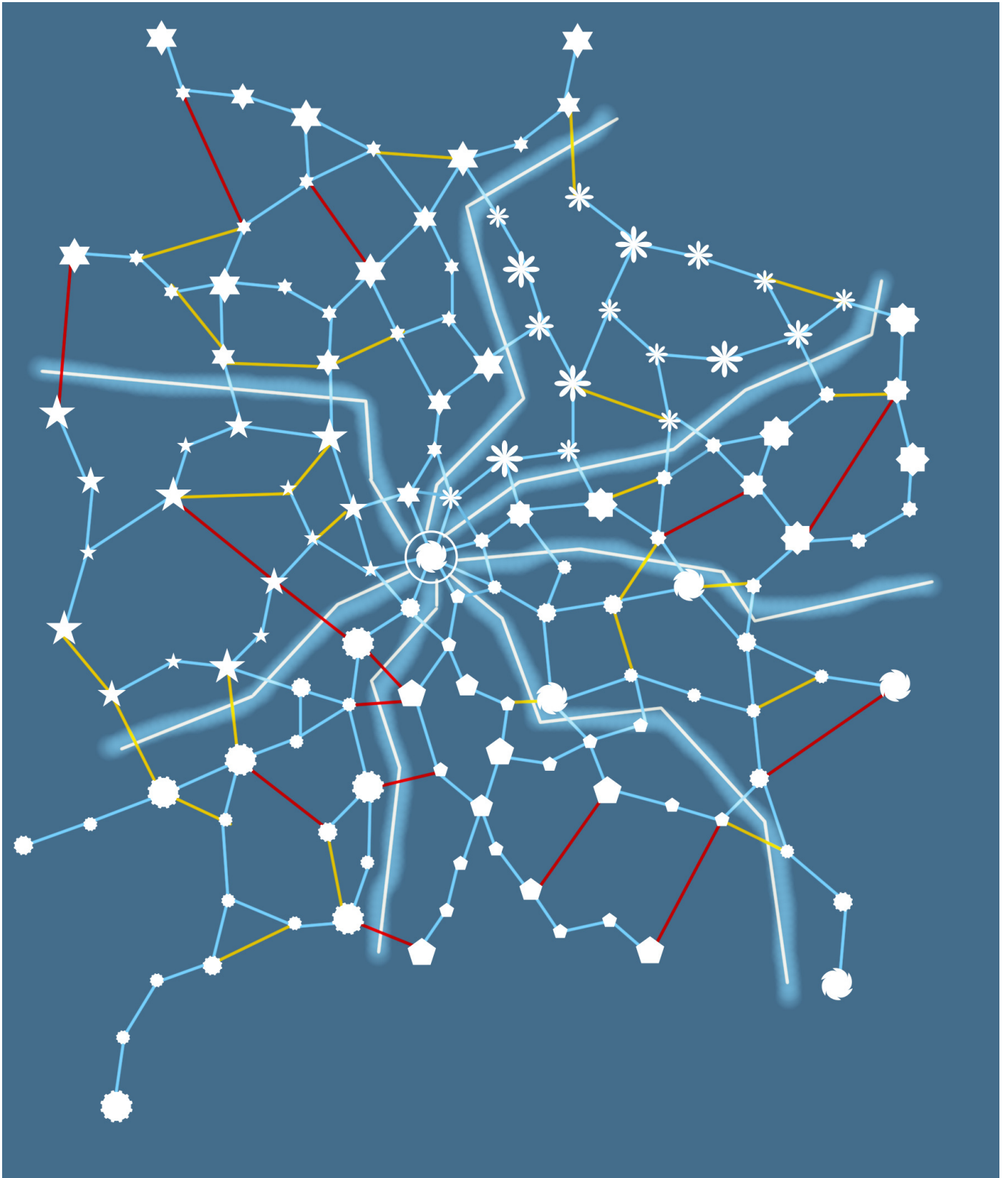Place Low Mass/X2 jump routes where they would be Interesting

Place Low Mass + X2 jump routes across moderately large gaps

For an "All-Aliens" type setup:
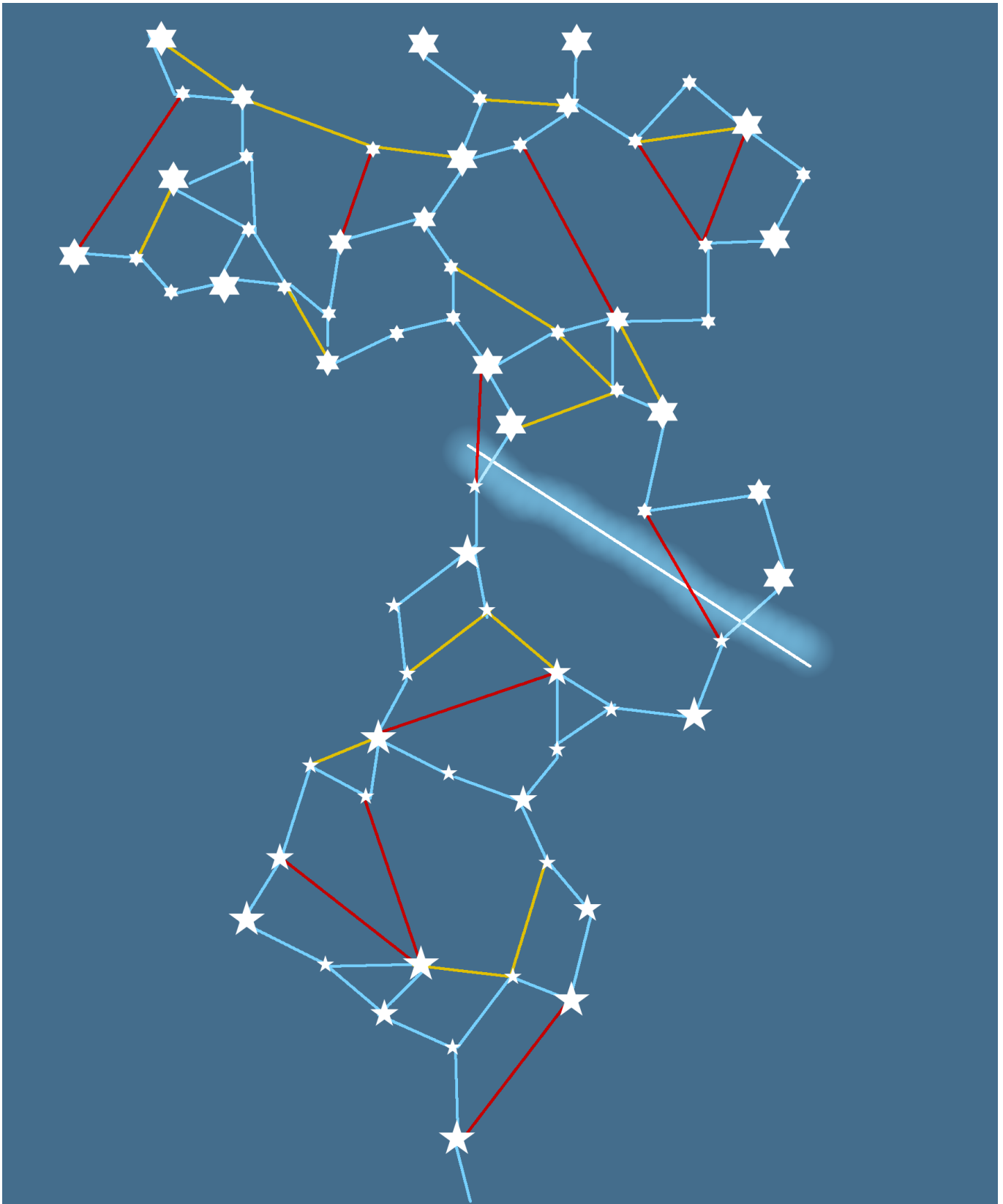
For an All-Human type setup:

"Aliens" type layout

"Humans" type layout

World Generation Table

This table concerns the individual worlds. After all worlds in a system are done, place them on orbits 1 (innermost) to 10 (outermost). Biggest world in an orbit is a planet. Others are moons, habitats, etc.

 # Worlds in System

Roll or choose to see how many worlds are in the system. This includes planets, moons, asteroid belts, habitats, and anything else.

World Description

Roll or choose for each world

Station Type

Roll or choose for each station

Station Prosperity

Roll or choose for each Station

System's Political Status

Roll or choose for each star system - for Alliance/Union layout only

Population Generation Table

Roll or choose from the appropriate column for each habitable world or station

Station Generation Table

Roll or choose from each column for each Station or habitable world

Economic Staple

Roll or choose for each station or habitable world

Government

Roll or choose for each station or habitable world

Fashion

Roll or choose for each station or habitable world

Taboos

Roll or choose for each station or habitable world

What if a Roll Just Doesn't Fit?

There are two ways to deal with a roll that just doesn't fit. You can ignore the roll and reroll or pick something you think fits better, or you can figure out just how that result would work, as an edge case, which means getting creative. You choose!

Creating an Orbitmap

Place the worlds on the blank Orbitmap provided in order from furthest inward (Orbit 1) to furthest out (Orbit 10). A Standard Orbit is an approximate location, roughly corresponding to the worlds of the Solar system, including the asteroid belt as a world. Not all Standard Orbits will be populated, and more than one world can be located in a Standard Orbit, as a satellite of another worlds, or as separate orbits within the broad range of a standard orbit.

Using the Transit Calculator
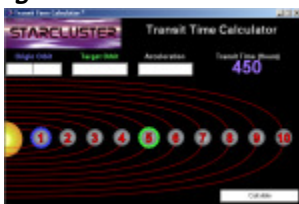
These Standard Orbits are used with the StarCluster Transit Calculator (http://www.flyingmice.com/TransitCalc.zip) to find flight times with constant acceleration between Standard Orbits. Type in the beginning and ending Standard Orbit, then the Gs of thrust used, then click the Calculate button. The program returns a time in hours that incorporates a random component to account for the actual positions of the source and destination worlds in their orbits. Fractional Gs work just fine. The Orbital Calculator does not work for boost, coast, brake type travel, as is typical at TL 7. The Orbital Calculator can be downloaded from our site, at:

http://www.flyingmice.com/Starcluster_Transit_Calc.zip

World Generation Table

4d6 Roll	# Worlds in System	World Description	Station Type*	Station Prosperity	System's Political** Status
4	**7**	**Habitable w/ lt terraforming**	**Mothballed**	**Desperate**	**Neutral**
5	**6**	**Asteroid Belt**	**Damaged**	**Desperate**	**Neutral**
6	**5**	**Tiny worldlet**	**Damaged**	**Hardscrabble**	**Wobbly**
7	**4**	**Asteroid Belt**	**Enor/Mod.**	**Hardscrabble**	**Wobbly**
8	**3**	**Gas giant**	**Enor/Mod.**	**Hardscrabble**	**Wobbly**
9	**2**	**Hot, wet, poison atmosphere**	**Lge./Small**	**Poor**	**Leaning**
10	**2**	**Luna-like, airless and dry.**	**Lge./Small**	**Poor**	**Leaning**
11	**1**	**Burning, quasi-molten cinder**	**Lge./Small**	**Poor**	**Leaning**
12	**1**	**Gas giant**	**Lge./Small**	**Poor**	**Committed**
13	**0**	**Very high gravity**	**Lge./Small**	**Moderate**	**Committed**
14	**0**	**Small iceball**	**Enor/Mod.**	**Moderate**	**Committed**
15	**1**	**Asteroid Belt**	**Enor/Mod.**	**Moderate**	**Committed**
16	**1**	**Airless, rocky, and dry**	**Lge./Small**	**Wealthy**	**Committed**
17	**2**	**Gas giant**	**Lge./Small**	**Wealthy**	**Leaning**
18	**2**	**Cold, dry, methane atmo,**	**Lge./Small**	**Wealthy**	**Leaning**
19	**3**	**Icy water world**	**Lge./Small**	**Wealthy**	**Leaning**
20	**4**	**Dwarf Planet**	**Enor/Mod.**	**Rich**	**Wobbly**
21	**5**	**Hot, dense, methane atmo.**	**Enor/Mod.**	**Rich**	**Wobbly**
22	**6**	**Large asteroid**	**Damaged**	**Rich**	**Wobbly**
23	**7**	**Asteroid Belt**	**Damaged**	**Very Rich**	**Neutral**
24	**8**	**Earth-like**	**Mothballed**	**Very Rich**	**Neutral**

*Use leftmost for Major Stations, rightmost for Minor Stations. Ramaged and Mothballed rollagain for former type. Enor.=Enormous, Mod.=Moderate

**Only use for All-Human type layout

Station and Habitable World Population Generation Table

4d6 Roll	Small Station Population	Moderate Station Population	Large Station Population	Enormous Station Population	Habitable World Population
4	Tens	Hundreds	Thousands	10 Thousands	10 Millions
5	Tens	Hundreds	Thousands	10 Thousands	10 Millions
6	Tens	Hundreds	Thousands	10 Thousands	10 Millions
7	Tens	Hundreds	Thousands	10 Thousands	10 Millions
8	Tens	Hundreds	Thousands	10 Thousands	10 Millions
9	Tens	Hundreds	Thousands	10 Thousands	10 Millions
10	Tems	Hundreds	Thousands	10 Thousands	10 Millions
11	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
12	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
13	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
14	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
15	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
16	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
17	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
18	Hundreds	Thousands	10 Thousands	100 Thousands	100 Millions
19	Thousands	10 Thousands	100 Thousands	Millions	Billions
20	Thousands	10 Thousands	100 Thousandz	Millions	Billions
21	Thousands	10 Thousands	100 Thousands	Millions	Billions
22	Thousands	10 Thousands	100 Thousands	Millions	Billions
23	Thousands	10 Thousands	100 Thousands	Millions	Billions
24	Thousands	10 Thousands	100 Thousands	Millions	Billions

1d20 Roll	Economic Staple	Government	Fashion	Taboos
1	**Synth Oils**	**Corrupt**	**Bright Colors**	**Alcohol**
2	**Tourism**	**Corrupt**	**Vibrant Patterns**	**Tattoos**
3	**Armaments**	**Corrupt**	**Ostentation**	**Piercings**
4	**Medical**	**Military**	**Subtlety**	**Left-Handers**
5	**Sensors**	**Military**	**Kilts**	**Recreational Drug Use**
6	**Cloth/Art**	**Oligarchic**	**Ornateness**	**Open Nudity**
7	**Ship Building**	**Oligarchic**	**Natural Look**	**Pets**
8	**Robotics**	**Oligarchic**	**Simplicity**	**Premarital Sex**
9	**Fish Farming**	**Oligarchic**	**Austerity**	**Pornography**
10	**Metals/Machinery**	**Democratic**	**Embroidery**	**Gambling**
11	**Vegetables**	**Democratic**	**Skintights**	**Paid Sex**
12	**Computers/Sftwar**	**Democratic**	**Elaborate Shoes**	**Eating Utensils**
13	**Pharmaceuticals**	**Democratic**	**Open Nudity**	**Marriage**
14	**Plastics**	**Repressive**	**Revealing Clothes**	**Revealing Clothes**
15	**Liquors/Desserts**	**Repressive**	**Complete Cover**	**Non-Religious Music**
16	**Ceramics/Glass**	**Repressive**	**Veils**	**Dancing**
17	**Entertainment**	**Repressive**	**Robes**	**Bastardy**
18	**Meats**	**Meritocratic**	**Masks**	**Eating Meat**
19	**Coffee/Tea**	**Meritocratic**	**Courtesans**	**Masks**
20	**Rare Gasses**	**Meritocratic**	**Body Modification**	**Body Modification**

Roll once for Small Stations, Twice for Medium, three times for Large, four times for Enormous Stations, and five times for inhabited worlds

Economic Staples

If two options are given, choose either.

Jump Point Descriptions   Roll 1d10 to describe a jump point

Roll	Description
1	A brown dwarf, with moons.
2	Several chunks of matter, orbiting a common center of gravity
3	A disk of asteroids and thick dust, swirling around a central point
4	A neutron star
5	A rogue gas giant planet
6	A mini black hole
7	A rogue dwarf planet
8	A globe of dust and rocks, spinning around a rogue gas giant
9	A rogue rocky planet
10	A tiny white dwarf star

Setting up Relations in an Alien Game

In the source books, there is a history there that comes through the present - This species does not trust that species, that other species can do things others cannot with spacecraft, or yet another species has several disputed stations with some other species entirely. These things color the setting deeply, and to do justice to the concepts, we need to create that same coloring, but varying for the differences between the inspiration and the game.

To do this, once the new setting is mapped out, one uses the background cards. These are a set of 27 cards with a single sentence on each. The say things like "Piracy Flourishes in This Space" or "This Species is Barred from That Space", or "This Species Runs the Central Station." Some of them are in gray letters on a white background and are meant for Oxygen breathing species. The rest are in white letters on a cray background and meant for Methane breathers.

The cards are shuffled, and four are dealt out to each species territory. The players and GM go around the table four times, laying out a card and determining what species is meant, and everything is recorded, so instead of saying "This Species is Barred from That Space", they would say "The Kantuan are Barred from Stoshi Space!"

There are three cards that probably should always be in the number dealt out - "Controls Central Station", "Runs All Methane Breather Sides", and "Can Communicate With These Aliens" - but actually, it really doesn't matter all that much. Things can be worked around. In any case, this gives a setting with odd places, prohibitions, and quirks.

Cards:

Designated Species has control of the Central Station	*Controls Central Station*
Designated Species is afraid of other Designated Species	*Afraid of These Aliens*
Designated Species is friends with other Designated Species	*Friends of These Aliens*
Designated Species has a bad history with other Designated Species	*Bad Feelings With These Aliens*
Designated Species has only one sex in space - other sexes remain planetbound	*Only One Sex In Space*
Designated Species has only one sex that deals with other species	*Only One Sex Deals With Aliens*
Designated Species is barred from space controled by other Designated Species	*These Aliens Barred From This Space*
Space controlled by Designated Species is infested with pirates	*Active Piracy This Space*
On the other side of Designated Species's space from the Central Station is another unknown species applying pressure	*Strange Aliens Behind This Space*
Designated Species has sole control of a resource other Designated Species covets	*Valuable Export To These Aliens*
Designated Species must buy their ships from other species	*Does Not Make Own Spaceships*
Ships of Designated Species cannot be followed through Jump as they can change vector suring the Jump	*Ships Can Change Vector In Jump*
Ships of Designated Species can make any distance Jump with a full load of cargo.	*Ships Can Make Any Jump With Cargo*
Designated Species is very suspicious of other Designated Species	*Very Suspicious of These Aliens*
Designated Species runs all Station Methane Breather sections except in other Methane breather's space.	*Runs All Methane Station Sides*
Designated Species has a secret pact with other Designated Species	*Secret Dealings With These Aliens*
Designated Species can haltingly communicate with other Designated Methane Breather Species	*Can Communicate With These Aliens*
Designated Species has legit mining claims in other Designated Species territory	*Mining Claims With These Aliens*
Designated Species and other Designated Species dispute control over two star systems and associated mass points	*Two Stars Disputed With These Aliens*

Alien Setup Cards

Controls Central Station	These Aliens Barred From This Space	Very Suspicious of These Aliens
Afraid of These Aliens	Active Piracy This Space	Very Suspicious of These Aliens
Afraid of These Aliens	Strange Aliens Behind This Space	Runs All Methane Station Sides
Friends of These Aliens	Valuable Export to These Aliens	Secret Dealings With These Aliens
Friends of These Aliens	Valuable Export to These Aliens	Can Communicate With These Aliens
Bad Feelings With These Aliens	Valuable Export to These Aliens	Mining Claims With These Aliens
Only One Sex In Space	Does Not Make Own Spaceships	Mining Claims With These Aliens
Only One Sex Deals With Aliens	Ships Can Change Vector In Jump	Mining Claims With These Aliens
Only One Sex Deals With Aliens	Ships Can Make Any Jump With Cargo	Two Stars Disputed With These Aliens

The group decide yo play an All-Aliens setup, so 2d8 are rolled with a result of 6 different species. a 1d4 is rolled with a result of 1 Methane Breather.

The group creates five oxygen breather and on methane-breather species, The Vool'k (Methane breather), Mashtusad, Rassa, Malamo, Trissein, and Tamberlin. They vote and decide to be Tamberlin.

The Vool'k end up with 7 major systems and 7 minor systems, home system of Vool'oo.

The next species clockwise is the Tamberlin with 4 major systems and 3 minor systems, home system of Tambor.

The next species clockwise is the Mashtusad with 6 major systems and 3 minor systems, home system of Mashtusa.

The next species clockwise is the Rassa with 3 major systems and 2 minor systems, home system of Ghanga.

The next species clockwise is the Trissein, with 4 major systems and 5 minor systems, home system of Tilekia.

The next species clockwise is the Malamo with 2 major systems and 3 minor systems, home system of Mala.

These are laid out, with Central Station in the center, and all species having a route in to Central Station. Jump points and jump routes are added in.

The Alien setup cards are shuffled and dealt out, and each player in turn lays a card on the map at the appropriate place, and defines the variables. The end result is:

Friends with Malamo

Bar Tamberlin from Vool'k Space

Valuable Export to Malamo

Strange Aliens Behind Vool'k Space

Secret Dealings with Tamberlin

Runs all Methane Breather Station Sides

Active Piracy in Tamberlin Space

Afraid of Rassa

Suspicious of Vool'k

Barred From Vool'k Space

Control Central Station

Can Communicate With Vool'k

Bad Feeling About Mashtusad

Can Change Vector in Mid Jump

Setting up an Example Play Area

Using the Alien Setup Cards

Vool'k

Tamberlin

	Ships can Make Any Jump With Cargo
Mashtusad	Very Suspicious of Tamberlin
	Rassa Have Valuable Mining Claims in Mashtusad Space
Rassa	Friends With the Trissein
	Valuable Mining Claims With Mashtusad
	Only 1 Sex Goes Into Space
	Only One Sex deals with aliens
Trissein	Friends With the Rassa
	Afraid of Tamberlin
	Valuable Export to Rassa
	Dispute 2 Stars with Malamo
Malamo	Don't Make Own Spaceships
	Dispute 2 Stars with Trissein
	Valuable Export to Tamberlins

This is then rationalized by the players as:

Vool'k The Vool'k are friendly with the Malamo, who are non-threatening, and sell them their spaceships. They are suspicious of the current, new regime in power over the Tamberlin, barring them from Vool'k space, and prefer the old regime, with whom they still deal in secret. They are worried about a new species which has appeared behind them, on the other side of Vool'k Space from Central Station.

Tamberlin The Tamberlin have recently had a change of regime, with the old regime (Player Characters) holding only Central Station. The piracy is privateers of the old regime preying upon vital supplies for the new regime. The new regime is suspicious of the Vool'k, and of the Mashtusad, the old regime's allies, and secretly destroys a Mashtusad Station. Rassa have always been unwelcome in Tamberlin Space, because they are big, nasty carnivores, and the new regime stays with this practice.

Mashtusad The Mashtusad suspect the new Tamberlin regime of complicity in their station bombing, and weakened are powerless to resist the aggressive Rassa from pushing serious mining claims with what may be fake evidence in their space.

Rassa Only the Rassa males go to space and deal with aliens, and they are aggressive and overbearing. Females are kept out of this area. Rassa sre aggressively pressing valuable mining claims with the weakened Mashtusad. They work closely with their friends the Trissein.

Trissein The Trissein export arms to the Rassa, who are close allies. They fear the abilities of the Tamberlin, who are so much better than anyone else with their amazing ships. While the Tamberlin were involved in their civil war, the Trissein took over two star systems from the help-

less Malamo, whom the Trissein dispise.

The malamo are peasceful aesthetes, incapable of waging anything like war, delicate and technologically behind. Their great export is art and beautiful crafts, and fashion, much of which is absorbed in Tamberlin Space. they are deathly afraid of the Trissein, and their old friendship with the Vool'k is undermined by the change of regime in Tamberlin Space. They have always relied on the intercession of Tamberlin to communicate to the Vool'k.

Malamo

Aliens

Aliens are only used in the Aliens type setting, where everyone is an alien, and if humans are used, they are only newly discovered NPCs who have great trouble communicating.

Oxygen Breathers

PCs can be from any type of oxygen breathing alien species. Oxy breathers are all bipedal and roughly humaniform

Starting Attributes

All Alien Attributes start at 7, except Luck, which is set at 2 - PSI not being used in this setting.

Diet Package

Select one Diet package, add all Attribute bonuses, Skill ranks, Edges, and/or Negative Edges in the package to the species description.

Body Type package

Select one Body Type package, add all Attribute bonuses, Skill ranks, Edges, and/or Negative Edges in the package to the species description.

Jump Reaction

Select any Jump Reaction, and add it to the species description.

Social Package

Select one Social package, add all Attribute bonuses, Skill ranks, Edges, and/or Negative Edges in the package to the species description.

Body Covering Package

Select one Body Covering package, add all Attribute bonuses, Skill ranks, Edges, and/or Negative Edges in the package to the species description.

Quirks

Select any 2 Quirks, and add them to the species description.

Extras

Select any 2 Extras, and add them to the species description.

Senses

Allocate 7 points to the senses as you wish. Each point increases this sense by 1. Senses are Vision, Hearing, Smell, Touch Taste, and Electric.

Species Traits:

Assign 7 points between alt least three traits.

Own Name:

Make up a name the species calls itself.

Familiar Name:

Make up a non-insulting name that others call this species

Prejudicial Name:

Make up an insulting name that others call this species

These packages each give the species 2 Quirks, an Attribute Bonus, 2 ranks in a skill, an Edge, and a Negative Edge; all based on the species' basic diet.

Diet Packages

Quirk: Pack Mentality, Territorial

Endurance Huinter Package

Attribute Bonus: END+2

Skill: Overdo+2

Edge: Running

Negative Edge: The Unknown

Quirk: Lazy, Solitary

Ambush Predator Package

Attribute Bonus: STR+2

Skill: Dash+2

Edge: Ambush

Negative Edge: Social

Quirk: Nervous, Violent

Night Predator

Attribute Bonus: COOR+2

Skill: Sneak+2

Edge: Shadows

Negative Edge: Negotiations

Quirk: Eat Anything, Disgusting Habits

Scavenger

Attribute Bonus: INT+2

Skill: Survival+2

Edge: Searching

Negative Edge: Alien Social

Quirk: Paranoid, Herd Instinct

Herd Herbivore

Attribute Bonus: AGY+2

Skill: Organize+2

Edge: Team

Negative Edge: Independence

Quirk: Curious, Pack Mentality

Aboreal Omnivore

Attribute Bonus: CHAR+2

Skill: Endear+2

Edge: 3 Dimensional

Negative Edge: Ambush

Body Type Packages

These packages each give the species two Attribute bonuses and 2 ranks of a skill, based on the species' body type.

Slender and Supple

Attribute Bonus: CHAR+2, AGY+1

Skill: Engrace+2

Stocky and Muscular

Attribute Bonus: AGY+2, STR+1

Skill: Gymnastics+2

Tall and Rangy

Attribute Bonus: END+2, COOR+1

Skill: Overdo+2

Whipcord Thin

Attribute Bonus: COOR+2, INT+1

Skill: Sleight+2

Massive and Powerful

Attribute Bonus: STR+2, END+1

Skill: Intimidate+2

Small and Delicate

Attribute Bonus: INT+2, CHAR+1

Skill: Alert+2

Jump Reaction

Different species react to Jump travel differently. Choose one of these four typical reactions:

Paralyzed

Species is paralyzed while in jump, but are semi conscious and dreaming. They can quickly snap awake when the ship drops out of hyperspace.

Drugged

Species must be drugged to go through jump, as the strange flow of space and time can drive them insane. They must set systems on automatic while they struggle to get awake.

Slowed

Species is greatly slowed in Jump, but otherwise is fully conscious and unaffected. Dropping out of hyperspace renders them instantly aware and active.

Normal

Species travels through jump as if it were normal.

These packages each give the species two Attribute bonuses, 2 ranks of a skill, an Edge, and a Negative Edge, all based on the species' social focus.

Social Packages

Attribute Bonus: COOR+2, AGY+1

Skill: Linguistics+2

Edge: Negotiations

Negative Edge: Violence

Mediator Package

Attribute Bonus: STR+, INT+1

Skill: Tactics+2

Edge: Combat

Negative Edge: Social

Militant Package

Attribute Bonus: AGY+2, END+1

Skill: Evaluate+2

Edge: The Unknown

Negative Edge: Trap

Explorer Package

Attribute Bonus: INT+2, COOR+1

Skill: Entice+2

Edge: Trickery

Negative Edge: Negotiations

Trickster Package

Attribute Bonus: CHAR+2, STR+1

Skill: Leadership+2

Edge: Control

Negative Edge: Chaos

Personage Package

Attribute Bonus: END+2, CHAR+1

Skill: Meditation+2

Edge: Religion

Negative Edge: Science

Mystical Package

Covering Packages

These packages each give the species an Edge, and a Negative Edge, all based on the species' body covering.

Thick Skin

Edge: Defense

Negative Edge: Dry

Soft Skin

Edge: Flexing

Negative Edge: Cold

Mane

Edge: Defense

Negative Edge: Wilderness

Shaggy/Wooly

Edge: Cold

Negative Edge: Hot

Scaled/Short Fur

Edge: Hot

Negative Edge: Cold

Plush Fur

Edge: Social

Negative Edge: Hot

Long Hair

Edge: Seduction

Negative Edge: Wilderness

Bony Plates/Chitin

Edge: Defense

Negative Edge: Flexing

Downy Feathers

Edge: Cold

Negative Edge: Wet

Plumed

Edge: Seduction

Negative Edge: Stealth

Vividly Patterned Fur or Feathers

Edge: Seduction

Negative Edge: Stealth

Color Changing Skin

Edge: Stealth

Negative Edge: Negotiation

Oily Feathers

Edge: Water

Negative Edge: Underground

Leathery Plates

Edge: Defense

Negative Edge: Hot

Pebbly Scales

Edge: Dry

Negative Edge: Cold

Quirks are remnants of the original animal on the behavior of the species. Each one presents a serious facet of their thought process

Quirks

Species views violence as a perfectly acceptable means of settling a dispute. Violence so wide spread that it is the leading cause of death.

Violent

A individual needs a place to call its own. Cannot function well when they do not have their own space. Will defend it against all comers.

Territorial

The individual feels more comfortable as part of a social group.

Pack mentality

Individuals do not feel safe without a strong group to protect them.

Herd mentality

There is always something out to get them. It is very hard for them to trust anyone.

Paranoid

If surprised by anything they tend to fly into a panic.

Nervous

The concept of ownership does not make sense to them.

No Property

This particularly gruesome quirk indicates that cannibalistic practices are ever prone to develop in this culture.

Cannibalistic

Individuals are easily distracted from their tasks by shiny or valuable objects.

Easily Distracted

Some behavior that this species does fairly regularly disgusts most other species.

Disgusting Habits

Individuals must touch who ever they interact with.

No Personal Space

Individuals are highly motivated by play behavior.

Playful

This species prefers to most of the day

Lazy

Individuals are intensely curious, sometimes to their own harm.

Curious

On proper sensory stimulation, individuals must make an Overdo check or they will attack and devour wounded creatures.

Feeding Frenzy

Individuals of this species are trusting of others in the extreme.

Trusting

Individuals enjoy pushing the safety envelope.

Thrill Seeking

This species prefers vastly hunting live game to eating prepared or manufactured food.

Hunter

Individuals come together only for breeding, otherwise remaining separate.

Solitary

This species is driven to acquire goods of various sorts.

Acquisitive

Individuals of this species bestow loyalty to other individuals or groups.

Loyal

Individuals of this species are tightly bound in a close knit group of relatives

Family Group

Extras   Extras are the small things not covered elsewhere - sexuality, built-in weapons, body oddities, etcetera.

Savage Bite   Sharp teeth and strong jaws give this species a bite that does +10 damage, rather than the default +0

Weak Bite   Small teeth and weak jaws give this species a bite that does -10 damage, rather than the default +0

3 Sexes   This species has three different sexes

Sex Change With Age   This species chages sex as the individual ages

Fragile Sexes   This species chages sex. and personality, when stressed

Sexual Xmorphism   This species has differences between sexes strong enough that each sex has different Body Type or Diet

Lays Eggs   This species lays eggs rather than giving birth to live young

Sex Once   This species has sex once, then dies

Juveniles Asexual   Juveniles of this species do not express a sex until maturity

Elders Asexual   Elders of this species lose all interest and capability for sex

Hermaphroditic   This species is two sexes simultaneously

Live Prey   This species must eat their prey while still alive.

Natural Weapons   This species has sharp claws or spurs or other natural weapon that do +10 damage

Nictating Membranes   This species has a clear, inner eyelid

Foot-Hands   This species has hands that can function as somewhat clumsy hands

Prehensile Tail   This species has a tail that can grasp and hold

Retractable Claws   This species has retractable (cat-like) claws that do +10 damage

Night Vision   This species can see better in dim light than bright light.

Predator Vision   This species sees movement very well.

Echolocation   This species can locate their way by using sound wave reflection.

Vibration Sense   This species can sense movement by vibrations in the ground.

Heat Vision   This species can see heat differences.

Color-blind   This species cannot distinguish color.

Digger   This species can dig through earth quickly.

Gliding Membranes   This species can make short glides.

Jumper   This species travels by jumps.

Amphibious   This species is at home in water as on land.

Species Traits

You may choose various Traits to further define any given Alien. Traits can be picked from the example list or crafted by the GM to fit the culture. These Traits are the default Species Traits for anyone from this species, though these Traits can vary in individuals.

How many traits for a culture?

Each culture has seven trait points. These are divided up into at least 3 traits, with a maximum of 4 points in any one trait.

Example: Lithe 3, Silky 2, Whipcord 2.

How to use traits

Physical Traits are mostly used as descriptors, but they could be used mechanically, if you see a way to do so. Traits give a bonus to any other action when used, so long as the Trait could believably be of value in that situation.The GM is the sole arbiter of whether a trait is applicable to the situation. Each trait point used adds a bonus to the skill check. Traits are a resource which are used up in play, and are refreshed at the beginning of every game session.

Example Traits

Squat, Ungainly, Rawboned, Lithe, Slender, Dumpy, Muscular, Elegant, Robust, Delicate, Tall, Short, Thick, Stumpy, Willowy, Loud, Raucous, Quiet, Silent, Gliding, Fluid, Awkward, Lumpy, Grotesque, Misshapen, Regal, Gossamer, Slippery, Slimy, Smelly, Odoriferous, Stinking, Perfumed, Flowery, Colorful, Tawny, Glistening, Tatterdemalion, Ragged, Hairy, Sleek, Silky, Rough-hewn, Whipcord, Skinny, Cadaverous, Bloated, Woolly

Using traits in the different Task Resolution systems

StarPerc

Traits are worth a 10% Bonus per unit - i.e. a Trait of 2 is worth either two 10% bonuses or a single 20% bonus - for example: Jamaal uses his Goad+2 skill on the guard, adding in one point from his trait of Foul-Mouthed to provoke the guard into action. He has a new Target Number of 60 rather than his standard 50.

StarKarma

Traits are worth +1 per unit - i.e. a Trait of 2 adds either a separate point to two different actions or one two point bonus to a single action. For example: Jamaal uses his Goad+2 skill on the guard, adding in one point from his trait of Foul-Mouthed to provoke the guard into action.

StarNova and StarRisk

Traits are worth +1 to the roll per unit - i.e. a Trait of 2 is worth either two +1 bonuses or a single +2 bonus - for example: Jamaal uses his Goad+2 skill on the guard, adding in one point from his trait of Foul-Mouthed to provoke the guard into action. He now adds 3 to his roll rather than his usual 2.

Naming Your Aliens

Aliens usually have at least three names - their Own Name - what they call themselves, i.e. Skundip or Tholdarun or Huluskae; their Familiar Name - what those of different species call them without prejudice - i.e. Hot Dogs, Stripers, Trumpeters; and their Prejudicial Name - what others who dislike them call them, i.e. Stink-monkeys, Blood Weasels, Goobers.

Species and Culture

Aliens have Species Traits, as above, but also have Cultural Traits, which depend on their culture as determined in the Making the Cluster section. Their Species Traits are generally physically descriptive, while their Cultural Traits are more psychologically descriptive.

The Bailey-Wolfe Psychological Index

This index is used to measure a species on seven axes. The further from human the species' rating is, the more difficult it would be to communicate with. Each axis is rated from -9 to +9.

Neotropism:

This is the tendency of the species to accept new and unusual ideas, tropes, and people. It is rated from -9 (tradition-bound and xenophobic) to +9 ("Oooh! Shiny!")

Sociability:

This is the tendency of the species to form and maintain bonds with its own kind. It is rated from -9 (surly and individualist) to +9 (sheep like)

Instinct:

This is the tendency of the species to rely on instinct as opposed to learning. It is rated from -9 (pure learning) to +9 (pure instinct)

Logic:

This is the tendency of the species to use logic as a tool. It is rated from -9 (extremely intuitive) to +9 (extremely analytical)

Foresight:

This is the tendency of the species to plan ahead. It is rated from -9 (very short term) to +9 (very long term)

Pattern Recognition:

This is the tendency of the species to act based on seeing a known pattern as opposed to thinking everything through. It is rated from -9 (must follow chain of thought) to +9 (acts instantly on perceiving any pattern)

Individuals

Individuals vary. Personality Traits modify the species-wide tendency by the amount given to the trait - if a species has a Sociability rating of -3, and an individual of the species has the trait Helpful 3, the individual has a Sociability score of 0, which may be less than the Sociability score of a particularly surly member of a very sociable species.

Human Rating

Humans are rated as follows on the Index:

Neotropism 4, Sociability 7, Instinct -4, Logic 0, Foresight -6. Pattern Recognition 6

Finishing the Individual Character

To create an individual from the species Attributes, use the methods in the character generation section - See "Creating a Character from the Species Stats" on page 14

Example Alien

Here is a step by step example of creating an alien.

STR 7, COOR 7, AGY 7, END 7, INT 7, CHAR 7, LUCK 2

Starting Attributes

Select Scavenger Package - this gives you two Quirks Eat Anything, Disgusting Habits, an Attribute Bonus of INT+2, one skill at two ranks - Survival+2, an Edge **of** Searching, and a Negative Edge of Alien Social

Diet Package

STR 7, COOR 7, AGY 7, END 7, INT 9, CHAR 7, LUCK 2

Select Tall and Rangy Package - this gives you Attribute Bonuses of END+2, COOR+1, and one skill of two ranks - Overdo+2

Body Type package

STR 7, COOR 8, AGY 7, END 9, INT 9, CHAR 7, LUCK 2

Select Paralyzed Jump reaction.

Jump Reaction

Select Mediator package - this gives you Attribute Bonuses of COOR+2 and AGY+1, on skill of two ranks - Linguistics+2, an Edge of Negotiations, and a Negative Edge of Violence.

Social Package

STR 7, COOR 10, AGY 8, END 9, INT 9, CHAR 7, LUCK 2

Select Soft Skin Package - this gives you an Edge of Flexing, and a Negative Edge of Cold.

Body Covering Package

Select Pack Mentality and No Personal Space.

Quirks

Select Savage Bite, Sexual Xmorphism - since there are two sexes, this would be Dimorphism. The last choice means you have to modify either the Body Type or Diet Packages for the other sex. Choose to have Tall and Rangy apply only to females, and select Slender and Supple for males. This gives you Attribute Bonuses of CHAR+2 and AGY+1, and one skill of two ranks - Engrace+2

Extras

STR 7, COOR 7, AGY 8, END 7, INT 7, CHAR 9, LUCK 2

Male Attributes After Body Type

STR 7, COOR 9, AGY 9, END 7, INT 7, CHAR 9, LUCK 2

Male Attributes After Social

Male Skills also need adjusting.

Roll 2d6 for 8 points to allocate, and allocate the points for Smell 3, Vision 3, Hearing 2.

Senses

Assign 7 points between at least three traits for .Fluid 2, Willowy 2, and Quiet 3

Species Traits:

Make up Mashtusad

Own Name:

Make up Mashies

Familiar Name:

Make up Jackals

Prejudicial Name:

Final Example Species:

Names

Own Name:	Mashtusad
Familiar Name:	Mashies
Prejudicial Name:	Jackals

Packages

Diet Package:	Scavenger
Body Type Package Male:	Slender and Supple
Body Type Package Female:	Tall and Rangy
Social Package:	Mediator
Body Covering Package:	Soft Skin

Attributes

Attributes - Male:	STR 7, COOR 9, AGY 8, END 7, CHAR 9, INT 9, LUCK 2
Attributes - Female:	STR 7, COOR 10, AGY 8, END 9, CHAR 7, INT 9, LUCK 2

Miscellaneous

Jump Reaction:	Paralyzed
Extras:	Savage Bite, Sexual Dimorphism
Quirks:	Eat Anything, Disgusting Habits, Pack Mentality, No Personal Space
Edges:	Searching, Negotiations, Flexing
Negative Edges:	Alien Social, Violence, Cold

Skills

Skills - Male:	Survival+2, Engrace+2, Linguistics+2
Skills - Female:	Survival+2, Overdo+2, Linguistics+2
Traits	Fluid 2, Willowy 2, Quiet 3
Senses	Smell 3, Vision 3, Hearing 2

Bailey-Wolfe Index	Neotropism: 0
	Sociability: +6
	Instinct: -1
	Logic: +2
	Foresight: +2
	Pattern Recognition: +3

StarCluster Role Playing Game

Methane breathers are not suitable for Player Characters, and should always be played as barely comprehensible entities by the GM. They are so alien that even necessary information has great difficulty being conveyed, and conversation is impossible. Choose one physical and one mental package for each alien.

These packages are defined by the physical body of the alien.

Long serpentine body

Moves in twists and turns

Very large size

Many small legs with graspers

Low, segmented body

Scurrys about

Covered with inpenetrable long hair/feathers so that shape is hidden

Several long skinny legs

Darting, restless movement

Long, stilt-like legs with small body between

Glowing, phosphoescent skin

Seemingly random movement

Rounded, floating body

Long tentacles drooping and coiling beneath

Distributed sensory organs, moves in any direction

Two long folded, many-jointed legs

Huge mouth with glowing teeth

Leaps and hops about

Methane Breathers

Physical Packages

Serpentine Package

Centipede Package

Unknown Package

Stilt Package

Bubble Package

Jumper Package

Mental Packages   These packages are defined by the brain of the alien.

Companion Package   Companion of another alien, never seen apart

Not known whether they are pets, allies, or symbionts

Only communicates with companion

Uncommunicative Package   Normally communicates in scents, and cannot talk over radio

Can see and hear but cannot speak

Uses a very crude sign language with other aliens.

Multi-Brained Package   Several brains, and speaks in matricies

Matrix can be read across, up/down/ and diagonally

Stress causes birth

Color Changing Package   Skin changes colors, uses this to communicate

Colors change rapidly, with flickers, pulses, and shading

Many colors cannot be distinguished by other aliens

Bizarre Package   Communicates by wailing song

Tentative hold on common concepts like trade

Only numbers are firmly translatable

Swarm Thought Package   Distributed mind, each entity in swarm communicates a single concept repeatedly

Hearers must put together concepts properly

Separate swarms can meld

Creating your Company

The Company is an optional game structure. If you feel that the company would not be a positive addition to your game, don't use it. Similarly, if the GM would prefer to create the company for the players, that is also an option, but in doing so, the GM lacks the direct feedback given by the group as to what the players are interested in doing.

Your group's company is the structure of the organization the PCs belong to. In creating their company, your group determines exactly where funding goes and what services the company can provide. The structure of the group also tells the GM in practical terms what they are and are not interested in doing. A group which spends next to nothing on espionage is not interested in spying.

What is the Company?

Financial Determination

Roll d20 or Group choice	Available Capital
N/A	1
N/A	4
01	16
02	24
03-04	32
05-07	48
08-09	64
10-11	128
12-13	256
14-15	320
16	448
17	512
18	768
19	1024
20	4096
N/A	16384
N/A	65536
N/A	262144

Roll or choose from the table above. GMs - try not to oversupply or undersupply your player's Company. It's usually more fun in the long run to build the association up from a smaller beginning, but they need to be effective. The association may also have to pay that investment back!

Apportioning the Capital

You can allocate points as you like - you do not need to allocate in groups of powers of two.

Determining the Type of Company

You have to decide what kind of Company you want. Roll or choose from the table below.

Roll d20 or Group choice	Type of Company
1	Family Trading Company
2	Trading Combine
3	Bounty Hunters
4	Horticultural Society
5	Smuggling Company
6	Paramilitary Company
7	Personage/Politician's Henchmen
8	Medical Company
9	Espionage
10	Detective Agency/Police/Customs
11	Diplomatic Mission
12	Xenobiology Research
13	Genetic Design Lab
14	Cult/Religious
15	News Agency
16	Station Security
17	Courier Service
18	Trader Militia
19	Academic Research Company
20	Resource Extraction Company

Player characters are members of a family trading goods, between worlds or on worlds.

Family Trading Company

Player characters are employees of a company trading goods, between worlds or on worlds.

Trading Combine

Player characters make a living by bringing in criminals for rewards.

Bounty Hunters

Player characters are members of a group raising plants, on station or aboard a ship, for both tourism and valuable food or plant product.

Horticultural Society

Player characters are members of a company which attempts to avoid planetary customs and tariffs.

Smuggling Company

Player characters are members of a quasi-military or military-trained unit of civilians.

Paramilitary Company

Player characters are the trusted "executive arm" of a powerful politician or political party.

Personage/Politician's Henchmen

Player characters are all members of a medical team.

Medical Company

Player characters are spies working for one side or another in the Cluster.

Espionage

Player characters are members of a police or customs unit, or working for a private detective agency.

Detective Agency/Customs/Police

Player characters are working in a diplomatic capacity.

Diplomatic

Player characters are working for a company that is trying to monetize non-earth life.

Xenobiology Research

Player characters are working for a company that develops earth-life modifications for profit.

Genetic Design Lab

Player characters are working directly for a church, religion, or cult.

Cult/Religious

Player characters are reporters, cameramen, and investigators for a news agency.

News Agency

Player characters are bembers of a security company on a station.

Station Security

Player characters are bonded couriers working for a delivery service.

Courier Service

Player characters are members of a trading combine or family which has armed itself for protectin and government hire.

Trader/Militia

Player characters are members of a scholarly society researching various things of interest.

Academic Research Company

Player characters are members of a company which mines, drills, hunts, fishes, and otherwise exploits resources.

Resource Extraction Company

Deciding the Composition of of Company

You have to decide the way the Company is going to be organized. a A choice is recommended, but you may either roll or choose from the table below.

Roll d10 or Group choice	Composition of Company
1	**Cooperative**
2	**Extended Family**
3	**Criminally Funded Company**
4	**Publicly Held Corporation**
5	**Mega Conglomerate**
6	**State-Financed Company**
7	**Non-Profit Corporation**
8	**Highly Leveraged Corporation**
9	**Individually Financed**
10	**Venture Capital Partnership**

Cooperative

The company is funded by the PCs themselves, each of whom owns shares.

Extended Family

The company is an extended family - maybe a line marriage.

Criminally Funded Company

The company is funded at least in part by criminally obtained funds - and may be functionally criminal as well.

Publicly Held Corporation

The stock in the company is traded publicly

Mega Conglomerate

The company is a tiny facet of an enormous collection of companies/

State-Financed Company

The company is owned or heavily subsidized by a state.

Non-Profit Corporation

The company is chartered as not for profit.

Highly Leveraged Corporation

The company is controlled by stake holders in another company several ownerships away.

Individually Financed

The company is entirely owned by an individual.

Venture Capital Partnership

The company is mostly owned by wealthy investors looking for big profits or a big payoff going public.

Home Base

You now need to allot some of your funding to secure a home base, where you recruit, train, and equip, and from which you go out to pursue your adventures. You can go without a Home Base, but that may make things difficult in the future, particularly in safely storing valuable resources. Any ships would have to be registered somewhere.

Some possible Home Bases and their costs are listed in the table below. Remember that these are standards or classic cases. You are free to modify these as needed, guided by the other examples and your common sense. All Home Bases include automation appropriate to the Base.

Base	Description	New/Good Quality Cost	Old/Poor Quality Cost
Asteroid	A base inside of an asteroid spun up to a fair fractional G, self-sufficient for 25, with Small Craft Dock.	256	128
Warehouse	A warehouse in an on-world city, with delivery vehicle.	8	4
Small Station	A private Space Station, in solar orbit, self sufficient for 50, with Small Ship Dock.	4096	2048
Derelict/Hulk	A partially destroyed and derelict ship in solar orbit, Self-sufficient for 10.	4	2
Corporate HQ	A large building with office space for 150, outside an on-world city/	64	32
Secret Base	A hidden base in a place appropriate to the world, self sufficient for 20.	32	16
Share	A share on a space station, with quarters and offices for 30.	32	16
World	A small world - moon or dwarf planet - with a base self sufficient for 500, a landing area and pressurized hangers for three Small Ships.	16384	8192
Laboratory	A laboratory on-world, in or near a city, with lab space and offices for 30.	32	16
Mfg Plant	A factory, on or off-world, with robotic machinery, industrial nanovats, and work areas for 20	64	32

Base	Description	New/Good Quality Cost	Old/Poor Quality Cost
Studio	Creative and recording studio and equipment for Trivox games and entertainment.	64	32
Ship	300 Ton Small Merchanter 300 Ton Small Hunter Ship 1500 Ton Medium Merchanter 1500 Ton Large Hunter Ship 10000 Ton Armed Merchanter	132 217 290 1350 3600	66 109 145 675 1800
Wilderness Estate	Estate in the wild, far from civilization, self sufficient for 80, with landing area and hanger for one Small Ship.	256	128
City-State/ Habitat	An independent City-State under the control of the company, with hundreds of thousands of inhabitants, located either on-world or in orbit.	65536	32768
Platform	Oceanic Platform, self sufficient for 500, with labs, offices, and mfg equipment, and a shuttle landing platform	1024	512
Rural Retreat	A rustic camp in the country, isolated from easy access, with facilities for 30.	16	8
Hollowed Mountain/ Asteroid	A mountain or asteroid hollowed out inside and spun up, self sufficient for 2500, with 3 docks for Medium and Small Ships, and Small Craft	4096	2048
Skyscraper	A tall building with thousands of workers, located in a large city.	2048	1024
Remote Complex	A large, remote group of labs, dwellings, farms, and a shuttleport, with a fusion power plant.	4096	2048
Heavily Modified Asteroid	An asteroid whose interior was once heavily mined, leaving much empty space, with a habitation ring, 5 medium docks and hundreds of inhabitants	4096	2048
Undersea Habitat	A bubble city with thousands of inhabitants, self-sufficient from aquaculture.	16384	8192

Base	Description	New/Good Quality Cost	Old/Poor Quality Cost
Island Base	**A base self sufficient for 500, built on and under a remote island.**	**1024**	**512**
Suburban Office Complex	**A building complex with office space for hundreds of workers.**	**256**	**128**
Spaceport Terminal	**A terminal building at a major spaceport, with shops, restaurants, and bars for thousands of people.**	**1024**	**512**
Shuttleport	**A small shuttleport, usually in a remote area, with hangers for 5 Small Ships.**	**512**	**256**
Bolt Hole	**A hidden emergency base in an asteroid or moon, self sufficient for 5.**	**2**	**1**
Cathedral/ Temple	**A large building for religious devotion, able to accommodate hundreds.**	**4096**	**2048**
College/ University	**A large building complex with classrooms, lecture halls, dorms, cafeterias, and laboratories for 2500, with fusion power plant. Half the people if self-sufficient**	**16384**	**8192**

Funding Areas of interest

Funding any one area of interest will necessarily reduce the funding available to the others. Your Characters should argue their case, each one attempting to maximize his own interests, but realizing the benefit of the others. When the Characters come to agreement, apportion their allotments as agreed. The possible areas are:

Areas of Interest

Guards and Security
Other Personnel
Espionage
Starships
Real Estate
Medical
Vehicles
Research Library
Training
Heavy Equipment
Laboratories
Logistics and Maintenance

Logistics and Maintenance each need one eighth the amount allotted to all the other Areas, and should get 1/4 the total allotment.

Guards and Security

Prices given are for a platoon (40 men) of guards, plus officers.

Guards	Type	Price
Rent-a-Cop	Elite	16
Rent-a-Cop	Standard	4
Rent-a-Cop	Poor	1
Security	Elite	32
Security	Standard	8
Security	Poor	2
Mercenaries	Elite	64
Mercenaries	Standard	16
Mercenaries	Poor	4

Starships

Prices given are for a single ship.

Purchase one of the example ships.

Real Estate

Prices given are for a single piece of Real Estate

Choose any non-mobile entry in the Home Base Table

Espionage

Prices given are for espionage assets placed in a single world - i.e Glorianna, or William's Planet, or Domus. Safe Houses are usually in cities.

Espionage Asset	Type	Price
Spy Ring	Elite	16
Spy Ring	Standard	4
Spy Ring	Poor	1
Highly Placed Agent	Elite	256
Highly Placed Agent	Standard	64
Highly Placed Agent	Poor	16
Double Agent	Elite	64
Double Agent	Standard	16
Double Agent	Poor	4
Safe House	Elite	16
Safe House	Standard	4
Safe House	Poor	1
Local Sympathizers	Elite	16
Local Sympathizers	Standard	4
Local Sympathizers	Poor	1
Rescue Team	Elite	64

You may want to allow some espionage assets to be Undeclared. undeclared assets can be declared by the players in-play, subject to the veto of the GM. For instance, a play is captured by a rival and brought to be interrogated. The player can declare that the interrogator is a sympathizer or even a highly placed agent, subject to the approval of the player group and the GM. The GM, for example, could declare that the asset is not of a high enough standing to be the interrogator. This is an optional group decision.

Vehicles

Prices are for a group of six vehicles, and others can be interpolated.

Transport	Type	Price
Airships	Elite	64
Airships	Standard	16
Airships	Poor	4
Air Trucks	Elite	16
Air Trucks	Standard	4
Air Trucks	Poor	1
Cargo Subs	Elite	64
Cargo Subs	Standard	16
Cargo Subs	Poor	4
Ground Cars	Small	4
Maglev Train	Poor/Short	16
Maglev Train	Standard/Medium	64
Maglev Train	Elite/long	256

Medical Assets

Prices given are for a single Specialist

Medical Specialist	Price
Surgeon	64
Doctor	32
Physician's Assistant	16
Nurse	4
Orderly	1
Mobile Hospital	512
Mobile Clinic	128
Mobile Surgical Unit	256
Robot Doctor	32
Robot Surgeon	32

Research Library

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Reference Type	Price
Very Rare Xenobiology Database	256
Rare Xenobiology Database	64
Uncommon Xenobiology Database	16
Common Xenobiology Database	4
Very Rare Medical Database	64
Rare Medical Database	16
Uncommon Medical Database	4
Common Medical Database	1
Very Rare Sociology Database	64
Rare Sociology Database	16
Uncommon Sociology Database	4
Common Sociology Database	1
Manuscript Psionics Database	1024
Very Rare Psionics Database	256
Rare Psionics Database	64
Uncommon Psionics Database	16
Common Psionics Database	4
Manuscript Physics Database	1024
Very Rare Physics Database	256
Rare Physics Database	64
Uncommon Physics Database	16
Common Physics Database	4
Manuscript Astronomical Database	1024
Very Rare Astronomical Database	256
Rare Astronomical Database	64
Uncommon Astronomical Database	16
Common Astronomical Database	4

Reference Type	Price
Very Rare Legal Database	**256**
Rare Legal Database	**64**
Uncommon Legal Database	**16**
Common Legal Database	**4**

Databases

All listed databases are as complete as possible given the subjects covered. A Common database differs in the subjects covered, not in depth of coverage, from a Very Rare database. Manuscript Databases are unpublished field notes of a researcher or research team which cover a single subject in great depth.

Databases are automatically updated on system entry with the latest covered information, and come with a simple non-sapient AI interface.

Xenobiology Database

A Xenobiology Database deals with alien - i.e. non-earth derived - species, both sapient and non-sapient. The database covers use of alien biostuffs as food, medical issues, foodstuffs needed by alien species, suitability for Uplift and applicable Uplift techniques, common morphological differences within the species, and notable brain hard-wiring which may affect relations with Humanoid species.

Medical Database

A Medical Database covers diseases, treatments, drug interactions, medical syndromes, parasitic infections, chromosomal damage and repair, health maintenance issues, aging and age-related deterioration, prosthetics, medical cloning, implantation procedures and complications, and other medical issues.

Sociology Database

A Sociology Database covers cultures, both humanoid and alien. The database covers social mores, religions, familial groupings, clans, tribes, politics, sexual idiosyncrasies, taboos, marriage customs, governments, ethical systems, and other cultural issues.

Psionics Database

A Psionics Database deals with psionics, both humanoid and alien, typical competencies, rare skills, typical potentials, and unskilled use.

Physics Database

A Physics Database covers development of physical applications, theories both accepted and un-accepted, anomalies, unusual examples, unexplained phenomena, standard and non-standard formulae, and other physical data.

Astronomical Database

An Astronomical Database deals with standard and exceptional astrophysical phenomena, stellar positions, characteristics, and relative motion, worlds and physical data thereof, standard orbits, trade flow, system charts, charted debris, Jump routes, Jump related phenomena, and other astronomical information.

Legal Database

A Legal Database covers legal systems, legal theory, criminal databases and histories, legal peculiarities and idiosyncrasies, precedents, legal opinions, and other legal information.

To discover if a particular subject is covered by a database, determine the rarity of the Database and the obscurity of the subject, and roll on the table below. You can repeat this process for every relevant different subject you need information on.

Library Subject Covered table

Database	subject			
	Common	**Uncommon**	**Rare**	**Very Rare**
Very Common	Yes 1-6 No 7-20	Yes 1-4 No 7-20	Yes 1-2 No 3-20	Yes 1 No 2-20
Common	Yes 1-8 No 9-20	Yes 1-6 No 7-20	Yes 1-4 No 5-20	Yes 1-2 No 3-20
Uncommon	Yes 1-4 No 5-20	Yes 1-8 No 7-20	Yes 1-6 No 7-20	Yes 1-4 No 5-20
Rare	Yes 1-2 No 3-20	Yes 1-6 No 7-20	Yes 1-8 No 9-20	Yes 1-6 No 7-20
Very Rare	Yes 1 No 2-20	Yes 1-4 No 5-20	Yes 1-6 No 7-20	Yes 1-8 No 9-20
manuscript	Yes 0 No 1-20	Yes 1-2 No 3-20	Yes 1-6 No 5-20	Yes 1-10 No 10-20

Training

.Prices given are for 4 young trainees learning their craft.

Trainee Type	Price
Medical	256
Police/Customs	64
Security	16
Ship Crew	16
Entertainment	64
Espionage	256
Resource Exploitation	16
Merchant	64
Criminal	32
Political	32
Explorer	64
Religious	32
Investigator	64
Researcher	32

Heavy Equipment

Prices given are for sets of 6 vehicles. Prices for other vehicles can be interpolated.

Item	Price
Mining Extraction	256
Petrochemical Extraction	256
Earthmoving	128
Construction	128
Road Building	64
Lumber/Timber	64
Refining	128
Farming	64
Shipyard	512
Repair/Retrieval	32
Bridging	64
People Moving	64

Laboratories

Prices given are for a moderate lab (30 workers)

Laboratory Type	Price
Forensics Lab	16
Physics Lab	2048
Biotech Lab	64
Chemical Lab	256
Genetics Lab	1024
Medical Lab	256
Materials Lab	1024
Energy Lab	4096

Expanding your Company

Each year, when characters are updated, the company should also be updated with profits. Below is a table with suggested profits for the company, based on the Player Characters' efforts. To find the appropriate Base profit, determine the effort expended by the PCs and those they are responsible for in their ventures - the rows, and cross index it with the fame they have achieved - the columns.

Effort	Fame 1	Fame 2	Fame 3	Fame 4	Fame 5	Fame 6	Fame 7	Fame 8	Fame 9	Fame 10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	33	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100

Now the part of the company under the PCs may be just a small component of a much larger company, so this needs to be multiplied by the scale of the company:

Tiny — Just the PCs and their unit - Scale 1

Small — The PCs and their unit represent up to half the company - Scale 2

Moderate — The PCs and their unit are up to a tenth of the company - Scale 5

Fairly Large — The PCs and their unit are up to 5% of the company - Scale 10

Large — The PCs and their unit are up to 1% of the company - Scale 30

Huge — The PCs and their unit are up to 0.1% of the company - Scale 50

Enormous — The PCs and their unit are less than 0.01% of the company - Scale 100

Company Design Worksheet

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Company Name:

Headquarters location

Home Base

Capital

Source of Funding

Areas of Interest

Guards and Security:

Starships:

Real Estate

Espionage:

Vehicles

Medical Assets

Research Library

Training:

Heavy Equipment:

Laboratories:

Logistics:

Maintenance:

Life

Stress

Stress is the constant companion of the characters in the source literature. Fur and hair falls out in clumps, hands are shaking with supressed anger, food tastes horrible and hits the stomach like lead. Living with stress and dealing with stress are vitally important. Your family and friends are going to be your lifeline.

Things which add stress:

Stress Inducing

Jump	New responsibilities	Negotiation
Being Armed	Combat	Wounds
Anger	Mech/Elec Failures	Betrayal
Overdo check	Using Traits	Lying

Every time a group has a stress-inducing event, roll a d6. That total is added to the stress track. Each player is allowed to name one stress-inducing event as not inducing stress for that character.

Things which relieve stress

Stress Relieving

Cooking Food	Free time w/ friends	Kindness
Routine	Sex/Making Love	Affection/Respect
Shower/Bath/Grooming	Cheerful humor	Reading/Movies
Meditation/Yoga	Playing Games	Working Out
Tinkering/Hobby	Dancing	Alcohol/Drugs

Every time a group has a stress-reieving event, roll a d6. If it is odd, relieve 1 stress. If it is even, relieve 2 stress. Each player is allowed to name one stress-releiving event which does not releive stress for that character.

Note - when a stress-relieving activity becomes an addiction, it is no longer stress-relieving. In fact, the lack of it induces stress.

The Stress Track

Each character's Stress Track is four separate pools, in one of two configurations:

FLIGHT

In the Flight configuration, the first is equal to COOR, the second is equal to STR, the third is equal to AGY, and the last is equal to END. Points are removed from the COOR pool until it is gone, then from STR, then form AGY, and finally from END.

When points start being removed from the STR pool, the player character starts losing hair/fur/feathers, getting sore spots and rashes on their skin/scales, and all COOR-based tasks are at -1 TN

When points start being removed from the AGY pool, the player character starts losing weight, food and drink are distasteful - requiring a non-stress triggering Overdo check to partake, all COOR-based tasks are at -2 TN, and all STR-based tasks are at -1 TN

When points start being removed from the END pool, the player character starts losing control of their mind, are subject to auditory and visual hallucinations, all COOR-based tasks are at -3 TN, all STR-based tasks are at -2 TN, and all AGY-based tasks are at -1 TN

In the Fight configuration, the first is equal to COOR, the second is equal to AGY, the third is equal to STR, and the last is equal to END. Points are removed from the COOR pool until it is gone, then from AGY, then from STR, and finally from END.

FIGHT

When points start being removed from the AGY pool, the player character starts losing hair/fur/feathers, getting sore spots and rashes on their skin/scales, and all COOR-based tasks are at -1 TN

When points start being removed from the STR pool, the player character starts losing weight, food and drink are distasteful - requiring a non-stress triggering Overdo check to partake, all COOR-based tasks are at -2 TN, and all AGY-based tasks are at -1 TN

When points start being removed from the END pool, the player character starts losing control of their mind, are subject to auditory and visual hallucinations, all COOR-based tasks are at -3 TN, all AGY-based tasks are at -2 TN, and all STR-based tasks are at -1 TN

When points are gone from all pools, the player character goes catatonic.

ALL CONFIGURATIONS

Ships' crews are different in each of the two settings.

Ships' Crews

In the all-human settings, the big, important ships are family ships. Everyone aboard is a member of the same family. As the family grows, so does the ship, until the oldest ships are monsters. The women of the crew have their children with men from other ships and stationers, and bring them up on board. Men do the same, and do not worry about possible children. Ubiquitous birth control makes such choices up to the women. Women can. of course, have children with anonymous sperm donors, or not have children at all, if they prefer. There are always plenty of kids to do the skut work and learn their future positions.

All Humans

Some ships are subsidized by the governments as armed merchanters. These ships tend to have quasi-military hired crew, and part of their job is taking out pirates where needed. They also carry cargo on standard routes, acting as normal merchanters. These crew are hired long term, and have a great deal of pride in their work. The subsidies are not huge, but they are enough to offset the loss of cargo to weapons and armor, and to hire quality crew.

The least reputable ships are the bottom feeders, mostly small merchanters working margins. These ships have trouble competing with the big family ships or the subsidized armed merchanters, and tend to hire those they can - the unskilled stationers in love with space, the people dropped for cause from the reputable ships, the lone survivors of once proud merchanter families. Sometimes the ships are perfectly honest merchanters - small families hurt by the war, or refugees from lost stations trying to make a go. Other times they are pirates, or working for pirates, or bad characters of other types. Some times they are people who are cutting a few ethical corners to keep going.

All Human governments have navies - purpose built warships with no appreciable cargo holds, both small corvettes and frigates, and huge carries, carrying all sorts of rider ships.

All Aliens

In the all-aliens setting, ship crews depend greatly on the alien species. Some prefer family owned ships, while others prefer all-hired crew, and some prefer something different. In any case, these ships are much smaller than in the all-human setting. 6000 tons would be a very big ship in this setting.

Roll 1d10 or choose

0-2	Hired Crew
3	Family Crew
4-5	Clan-based Crew - not closely related
6-8	Regional Crew
9	Politically Chosen Crew

Some alien ships are hunter ships - quasi-military, fast, well armed ships which serve as the navies of the various species. These hunter ships are heavily subsidized by what passes for the alien governments. Some have drop-able holds or tanks to disguise their purpose. Others make no pretense at being respectable merchanters, not bothering to trade at all. All have Enhanced Jump Vanes, making longs jumps with ease, and are usually far faster using their mains than any Merchanter.

Jumps, System Entry, and System Exit.

Jumps in these settings use a common jump drive that is virtually the reverse of the Jump Drive in StarCluster. In SC3, Jump Drives use a wormhole network to go from star to star, so ships jump into a system at the outer limits - and in the system ecliptic - with a relative speed of zero, so they are effectively defenseless until they can build up some reasonable speed. We designed it this way to really limit offensive movement into a star system, making for a mosaic of independent worlds.

The ships in M&S will be riding the hyperspace interface, dropping into real space at relativistic velocities well out of the ecliptic, which the ships need to bleed off with skips along the hyper-interface to bleed off speed as they come in - usually three dumps to get doen to

normal in-system speed. The depth into the system they arrive at depends on the skill of the navigator. All the initiative in these situations rests with the incoming ships, who can blast into a system just behind their own wavefront, and possibly carrying relativistic debris or even munitions.

Also, there are three types of jump route available - normal routes for freighters, longer jumps for freighters carrying no/light cargo or Enhanced Jump Vanes on a normal mass ship, and very long jumps only the Enhanced Jump Vane ships can make if they strip down to a no/light cargo condition - that is massing no more than 60 percent of its full nominal mass with cargo. This means there are jumps a stripped down merchanter can make which a military or hunter ship cannot.

Jumping out of a system requires a boost on mains to the system zenith or nadir (above or below the plane of the ecliptic, respectively) until it is far enough from the stations/planets to engage the jump drive. This picks up enormous speed, and the ship travels at the interface of hyperspace and normal space until a gravity well drops it out of the interface.

This means that ships need to aim carefully for their destination. overshooting a jump, or missing, will send the ship hurtling out into the unknown, and they never come back.

Since this method of travel gives the initiative to ships coming in - relativistic speed, traveling just behind their own wavefront - it is easy to take out a station if you want to, and not that much more difficult to take out a world. These settings therefore depend on a combination of social censure and mutually assured destruction. It's a chancy gamble, but the only one society has.

Stringing Jumps

It is possible to jump into a system, not brake fully - just enough to change direction - and jump back out to another system. The technique is known as "Stringing Jumps". This is a useful concept - especially in wartime or where one suspects pirates may be lying in wait, or when time is just too short - but it can be costly. Stress rolled for the second jump is doubled, and for any third jump strung on, it is tripled. Still, it may be just the ticket for a given situation.

Reaction to Jump

Various species react to Jump differently. Humans drug themselves out, but other species may have no problem, or maybe drift slowly and hazily through it- at a three to one time ratio - or maybe are paralyzed and dream through it. In any case, time moves differently in Jump. In the outside world a month or so will pass while a ship speeds along the interface between hyperspace and real space, but only a fifth as many days will appear to pass in Jump to those species who are awake and aware through it, and hunger and thirst feel more like one spent a couple of days at most in Jump. All species know to keep nutrient packs of liquids at hand for after jump, as the body is depleted of water and essential minerals by the time the jump ends.

Instruments in jump do not function well. Scan is useless. Viewscreens show only strange crawling colors. Angles seem wrong. Colors bleed. Things seem to jump around in stop motion. Walls

disappear. Voids appear to open randomly. Actions seem out of sequence, effect preceding cause. Conversations appear to go backwards, or jump around haphazardly. Both time and space appear off.

Becoming a Jump Walker

All species can learn to handle staying awake through Jump. For species who are paralyzed, which is a physiological reaction, going through jump while badly wounded can sometimes (on a roll of 1 on a d20) result in that individual becoming able to be awake, though Slow, during jump. As for humans, and other species who must drug themselves through jump, the problem is that of perception. They can't process what is happening and as a result can go mad. A supreme effort of will is required to readjust. A successful Overdo check at a -4 to the TN is required for them to readjust to the strangeness of Jump.

Jumping and Overjumping

Overjumping is when you jump on the same vector after another ship has jumped, and arrive at the destination mass before the other ship arrives. A normal Jump takes 25+1d10 days in real space time, 5-7 days experienced in transit. If a ship is using Enhanced Jump Vanes, or running light (max 60% of nominal mass), it takes 20+1d6 days in real space time, 4.5-5.5 days experiential. If it is using both Enhanced Jump Vanes AND running light, it takes 15+1d6 days in real space-time, or 2-3 days experiential. So overjumping is practical and dangerous, allowing the trailing ship to gain position.

Setting History

For the all Alien setting, using the cards can give a good flavor of history. For the all Human setting, the history is that a very long war has occurred between Earth and it's former colonies. The game is set just after peace has broken out. The remnants of Earth's fleet have turned pirate, preying on Merchanter ships and stations. There are two governments - call them what you will. The outer group is the larger, and is based on mass clone birthing, with sophisticated personaliity creation and maintenance via software. These clones are a separate class of slaves. They can be manumitted for good service, and in any case, their children are free. The inner group is smaller, and based on excusive import and export with Earth, and foodstuffs grown on their own semi-habitable planet.

All the damage caused by the war is being repaired, or stations too damaged have been mothballed. There are also stations on non-viable routes that may have been mothballed. The remnants of Earth's fleet may be using these stations. There are many, many refugees, who came into the remaining stations without ID, some of whom may be agents, and many of whom are probably criminals. Stations that have taken in refugees are crowded and operating on the edge.

Many of the smaller Merchanters also have bad or phony IDs, and may claim to be someone they are not. Trust is a huge issue! Some may be working with the Earth fleet-pirates. Others may be pirates themselves. When you are inside a station, all the ships look the same, and in flight, they are just a radio transponder. That cargo they are carrying may have been looted from innocent ships.

On Station

Stations are like port cities in space. Everything you can do in a port city can be done on a staion. There are manufacturers, shipyards -

most for repair, but some can make ships complete, internal farms, fish tanks, universities, design houses, entertainment studios, bars, restaurants, sleepovers, fuel production and tankage, metal refineries, warehouses, station maintenance, and much more.

Families and single people live in apartments. with larger and more luxurious apartments for those who earn more. Most singles share apartments, although there are cheaper facilities for singles with bunks and communal bathrooms. Taxes and payments for rent, water, and air are taken directly out of the person's pay, but meals and extra are not factored in.

Unemployment

Those without a job rack up debt for at least air. This can mount up high, draining one's bank account, or eventually getting one thrown off the station, if the bank accoount is dry. In the Aliens Only setup, the station will hand the poor wretch off to a ship of their own species, to take back to their homeworld, passage unpaid to the ship. Human stations have different responses, some re-educating the person for a guarantee job, some drafting them for untrained labor, and others spacing the malefactors.

Station Layout

The typical station layout is for the lowest floor to be given over to docks, warehouses, shops, bars, and restaurants, with manufacturing and living areas on higher floors. The highest spin gravity on stations is on the lowest floor, with each level higher being successively lighter in gravity. The hub of the station, in the center, is a microgravity environment, where miner craft hook up, and ore processing is carried out.

Subsidiary Stations

Many populous stations have subsidiary stations given over to special purposes - microgravity manufacturing, military purposes, laboratories, fuel processing, scientific inquiry, and the like. People live there too, of course, and traffic between the main and subsidiary stations is limited. These subsidiary atations are under control of a single company or consortium, or the military, typically.

Politics

Station politics differ from station to station. In the All Human setup, each station is politically independent, and can technically leave or join either greater polity. Generally this is not done, but it can happen. Internal politics are completely different from station to station. In the All Aliens setup, stations are under the controlof the species government, but many have great latitude, and in personage-type governments, the Stationmaster may rise to become the species government. In any case, the Stationmaster is the ultimate authority on the station.

Space Combat

When a ship first jumps into a system, it is going at a high fraction of c. Shots released from the gun at this point will also have a super high velocity, traveling just behind their own wavefront, and an immense energy when they hit. Call this condition 20.

After the first velocity dump, the ship is still going much faster than anything else, but much slower than when it first jumped into the system. Again, projectiles fired will have this same high velocity. Call this Condition 15.

After the second v dump, the ship is still going fast, but speeds are much saner. As always, projectiles have this as their base speed. Call this Condition 10.

After the third and final v dump, the ship is traveling in the normal range of system speeds, and it now will brake with its mains rather than the jump vanes. Again, projectiles will acquire this velocity. Call this condition 5.

When at orbital speed or below - such as hitched to a station - the ship is travelling at its slowest. This is our point of reference, so call this condition 1.

If the target is also moving, it has it's own v conditions. If the target is coming towards you, that is a positive condition, and conditions will combine to increase. If the target is moving away, conditions combine to decrease. For example if your ship fires at a target while at condition 15, and the target is coming towards your ship at condition 5, the relative condition is 15+5, or 20 - the same as when you first jump in without dumping v. If the target is headed away at condition 5, the relative condition is 15-5, or 10 - the speed after the second v dump. If the target is running across the direction of motion, the difference is automatically 1. Using missiles increases the relative condition by +5.

Of course, hitting the target in the first place is the problem! When your ship first breaks into the system it is going almost as fast as its light wave. Repeater bouys around the system will soon give a picture of the conditions of the system as of several light minutes before - everything is light lagged. Information travels slower than the ships involved. Planets, moons, rocks, and stations have fixed orbits, and you know where they will be at any time. Ships can change their vectors, though, and you have to predict their course.

This is called Longscan - it's a predictive art based on known starting points. You know where ship A *was* x minutes ago, but not where it is now, and even less where it will be when your missiles or rounds get there. Over time, vectors can be plotted, and based on that, the longscanner can make preditions on where ship A will be when your ordnance can intercept.

Predictions are tricky, because human agents are involved - Longscan has to integrate not only a ship's capabilities - is it a merchanter capable of at most 1G acceleration, or is it a 3G capable hunter ship? What are the tendancies of the ship captain? Will they brake? Turn? Accelerate? Run for jump? The more information the longscan has, the better the prediction.

All ships have transponders so traffic control can deal with them. The transponder says in effect "I am merchanter Koala Knight, registry X457AM66!" regularly, but then Hunter ships can make their transponders lie - masking - or simply not report at all - a practice called ghosting. Scan can pick these ships up if they are changing vectors, but anything continuing in the same vector is assumed to be a rock, unless it is headed to, or from, the station, but they are not always actually rocks. they could be a ghosting hunter ship gliding inertially.

In any case, Longscan will make an Acquire check to distinguish signals of interest from the chatter, and to target, need to make an Analyze or Evaluate check to determine the best estimate of the target's future course, so as to target an area for a salvo.

For the Acquire check - which can be done by Scan and fed to Longscan, or by Longscan alone - there is a penalty of 1 Large modifier for every increase of 5 in the target's condition above 5 - 1 Large penalty at condition 10, 2 Large at condition 15, and 3 Large at condition 20. A failure means no target tracking this round.

For the Analyze or Evaluate check, each increase of 5 in the shooting ship's velocity condition, the check gains a Small modifier - i.e. +0 at Condition 1, +1 at Condition 5, +2 at Condition 10, +3 at condition 15, and +4 at condition 20. A failure means the target will not be at the coordinates when the ordnance arrives.

When the gun or missile is fired at those coordinates, a gunnery check is made to hit those coordinates in a patterned salvo, with quality of success multiplied by the difference in conditions - i.e. if the difference in condition is +15, the quality of success is multiplied by 15.

If the difference is negative, the salvo will never hit the target. Such shots should not be attempted, and if seen, may be a sign of panic.

Damage is taken on the target ship in the following manner:

Armor Factor 2 reduces Quality of Success by 100

Armor Factor 3 reduces Quality of Success by 500

The remainder is applied to the ship against the target ship's Constitution. Each 10 tons of ship give one point of Constitution.

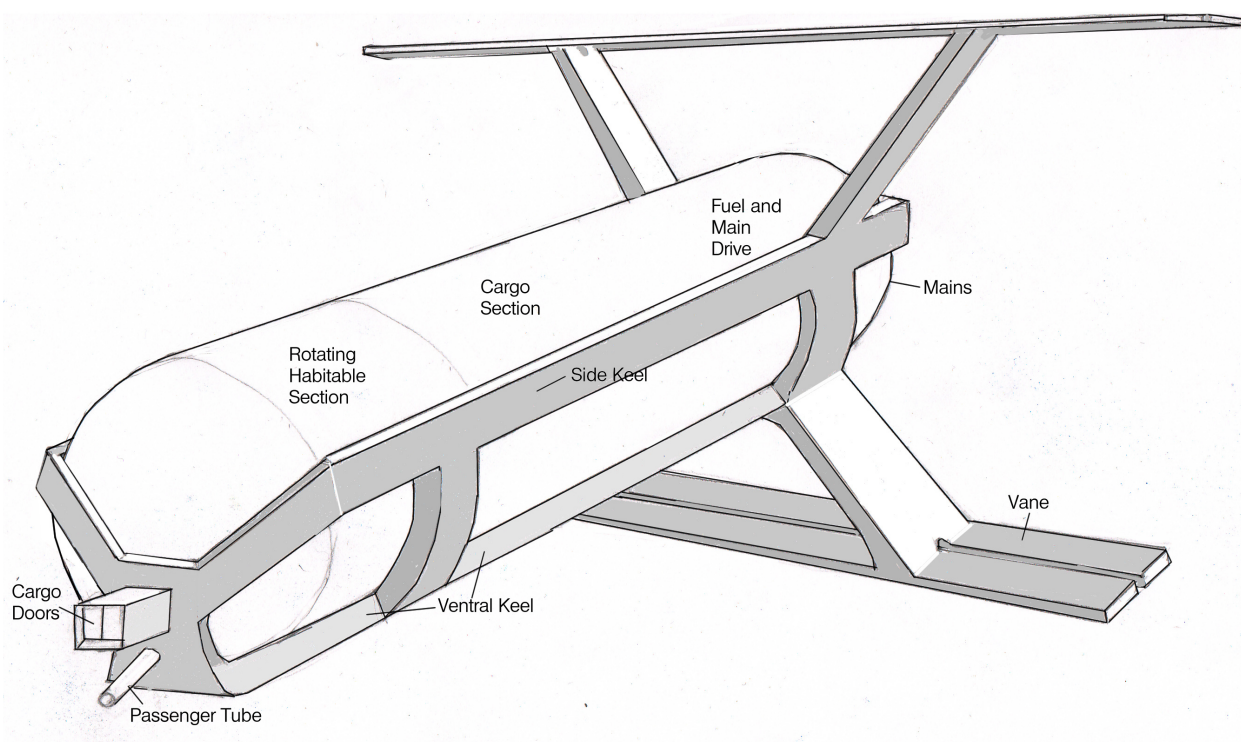Damage Control may be attempted at this point.

If 1/4 of the Consitution is damaged, the ship's Jump is damaged and inoperable.

1f 1/2 of the Constitution is damaged, the ship's Mains are damaged and inoperable, and Jump vanes are gone.

If 3/4 of the Constitution is damaged, the ship's frame and Life Support are damaged and inoperable, and Mains and Jump are destroyed.

If all of the constitution is damaged, the ship is destroyed.

SPACESHIPS FOR MERCHANTERS AND STATIONERS

Fuel and
Main
Drive

Cargo
Section

Mains

Rotating
Habitable
Section

Side Keel

Vane

Cargo
Doors

Ventral Keel

Passenger Tube

Introduction

Spaceships of the Merchanters And Stationers universe use spin gravity or thrust gravity, depending on their function.

Riders

Riders are ships designed to be carried on larger ships. They use thrust gravity while in space - their decks are laid out perpendicular to the direction of thrust - but land on their sides. Cabins are designed to rotate on landing, with the entrances engaging different corridors than in flight configuaration.

Landers and Shuttles

Landers and shuttles are designed for short flights in space, and do not need to worry about internal gravity. Consequently, they are laid out parallel to the direction of thrust, like airplanes. Many cargo landers carry inflatable seats in the decking to carry a vaiable number of passengers.

Asteroid Mining Craft

Asteroid mining craft spend all of their time in space, and use thrust gravity if any. Miners spend considerable time in zero-G, and must spend equivalent long periods excercising at higher G on station to repair damage to their bones. Thus most asteroid mining craft have two or three sets of crew who alternate using the craft.

Starships

Starships - Jump capable craft - operate from station to station, never landing for long periods. Thus they use spin gravity while in flight. Each ship has a rotating cylinder which houses all habitable areas, and spins on it's ong axis, giving a moderate gravity outward while inertisl - that is, while coasting between boosts. While boosting, crew remain in their crash couches or beds, moving only during brief inertial periods to change shifts.

Starships are constructed with a ventral keel running the length of the craft, and usually side and dorsal keels as well. All turrets and airlocks are built into these keels for strength. An armored shell is built around the rotating cylinder - all ships are at least Armor factor 1 to deflect dust and debris, and protect from near misses - and over the cargo hold(s). The main engines and Jump Vanes are built near the end of the ship. At the nose are the docking equipment - probe, cargo doors, and personnel tubes and locks into the habitable areas.

When in station, starships lie nose into the rim, dorsal keel out, parallel to the inside of the rim. They lock into the immensely strong side walls of the station rim and support structures, with the personnel tube leading down to the station floor, while the cargo doors mate up above, and the station's docking gantries load the ship.

In dock, the rotating section is locked down, and the ship uses the station's rotation for spin gravity, so most of the ring is sideways to upside down, and mostly unusable. The ship's crew thus must stay on station in hotels called "sleep-overs", and while not helping with the loading, are off duty.

Civilian Craft

2 Ton Mining Pod

A small one person craft with gas thrusters, a waldo arm, a laser cutter, a laser welder, and three anchors. Used for asteroid mining.

Cost: 1

5 Ton Utility Pod

A small one person craft with gas thrusters, two waldo arms, two laser cutter arms, a laser welder, and three anchors. Used for ship building and repair.

Cost 2

30 Ton Cutter

This tiny lander has 1.5 Gs of thrust in space on mains, or in atmosphere on air fans. Its tank holds 4.5 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. A small cabin is available for the 1-2 person crew for long flights, and the ship can hold 9 tons of cargo.

Cost: 11

60 Ton Pinnace

This small lander has 1.5 Gs of thrust in space on mains, or in atmosphere on air fans. Its tank holds 9 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. A small cabin is available for the 1-3 person crew for long flights, and the ship can hold 24 tons of cargo.

Cost: 22

100 Ton Standard Lander

This lander has 1.5 Gs of thrust in space on mains, or in atmosphere on air fans. Its tank holds 15 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. A small cabin is available for the 2-4 person crew for long flights, and the ship can hold 24 tons of cargo.

Cost: 30

150 Ton Large Lander

This lander has 1.5 Gs of thrust in space on mains, or in atmosphere on air fans. Its tank holds 22.5 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. Two cabins and a lounge are available for the 2-8 person crew and passengers for long flights, and the ship can hold 70 tons of cargo. The lander comes with 10 relay satellites for secure communication.

Cost: 60

150 Ton Rockhopper

This mining craft has 0.5 Gs of thrust in space on mains. Its tank holds 15 tons of deuterium fuel, for 400 hours of thrust on mains drive. a tiny cabin and a miniature lounge are available for the 2-5 person crew, and the ship can hold 100 tons of cargo. There is a fixed Gun on the nose for asteroid cutting and blasting, and each ship carries three 2 Ton Mining Pods. The lander comes with a rock tagger with a 100 tag magazine for asteroid property marking.

Cost: 31

300 Ton Small Merchanter

This small ship has 1 G of thrust in space on mains and standard jump vanes. This is the smallest jump-capable ship available. Its tank holds 30 tons of deuterium fuel, for 200 hours of thrust. Five cabins and a fair-sized lounge are available for the 2-6 person crew, as well as passengers for long flights, and the ship can hold 142 tons of cargo.

Cost: 132

300 Ton Shuttle/Lander

This lander has 1.0 Gs of thrust in space on mains, or 1.5Gs in atmosphere on air fans. Its tank holds 45 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. Two cabins and a small lounge are available for the 3-7 person crew as well as passengers for long flights, and the ship can hold 172 tons of cargo. The lander can alternatively come configured with seats for up to 300 passengers.

Cost: 50

1500 Ton Medium Merchanter

This ship has 1 G of thrust in space on mains and standard jump vanes. This is a popular jump-capable ship. Its tank holds 135 tons of deuterium fuel, for 200 hours of thrust. Twelve cabins and a large lounge are available for the 5-15 person crew, as well as passengers for long flights, and the ship can hold 1000 tons of cargo.

Cost: 290

1500 Ton Rock Hauler

This ship has 1 G of thrust in space on mains. This ship is used generally for in system hauling of ore and ice from mining operations. Its tank holds 135 tons of deuterium fuel, for 200 hours of thrust. Twelve cabins and a large lounge are available for the 5-15 person crew, as well as passengers for long flights, and the ship can hold 1150 tons of cargo.

Cost: 140

6000 Ton Long Jump Merchanter

This ship has 1 G of thrust in space on mains and enhanced jump vanes to take long jumps at full cargo load. This craft opens up difficult routes profitably. Its tank holds 540 tons of deuterium fuel, for 200 hours of thrust. The ship bears two missile and two Gun turrets for self defense, and carries four autodocs for crew and passenger safety. There are two 100 ton Standard Landers, with docks along the lower spine of the ship. Twenty cabins and one luxury cabin, with a large lounge, are available for the 20-40 person crew, as well as passengers for long flights, and the ship can hold 3000 tons of cargo.

Cost: 1825

10000 Ton Armed Merchanter

This ship has 1 G of thrust in space on mains and enhanced jump vanes to take long jumps at full cargo load. This craft opens up difficult routes profitably. Its tank holds 900 tons of deuterium fuel, for 200 hours of thrust. The ship bears two missile batteries and two Gun batteries, with six turrets in each battery, for self defense, Factor 2 armor, and carries five autodocs for crew and passenger safety. There are two 100 ton Standard Landers, with docks along the lower spine of the ship. Forty cabins, four luxury cabins, and a large lounge are available for the 25-45 person crew, as well as passengers for long flights, and the ship can hold 4780 tons of cargo.

Cost: 3600

10000 Ton Slow Merchanter

This ship has 0.5 Gs of thrust in space on mains and standard jump vanes. This craft is designed for maximum cargo load on regular routes. Its tank holds 540 tons of deuterium fuel, for 200 hours of thrust. The ship bears a missile turret and a Gun turret for self defense, and carries two autodocs for crew and passenger safety. There is a 100 ton Standard Lander, with a dock along the lower spine of the ship. Forty cabins and a large lounge are available for the 12-30 person crew, as well as passengers for long flights, and the ship can hold 7300 tons of cargo.

Cost: 1165

50000 Ton Great Merchanter

This ship has 1 G of thrust in space on mains and enhanced jump vanes to take long jumps at full cargo load. This craft opens up difficult routes profitably. Its tank holds 4500 tons of deuterium fuel, for 200 hours of thrust. The ship bears five missile batteries and ten Gun batteries, with six turrets in each battery, for self defense, and carries twenty autodocs and triple redundant scan sensors for crew and passenger safety. There are five 100 ton Standard Landers, with docks along the lower spine of the ship. One hundred twenty cabins, twenty-four luxury cabins, and several large lounges are available for the 150 to 400 person crew, as well as passengers for long flights, and the ship can hold 27000 tons of cargo.

Cost: 14200

Military/Hunter Ships

30 Ton Military Cutter

This tiny lander has 1.5 Gs of thrust in space on mains, or in atmosphere on air fans. Its tank holds 4.5 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. A small cabin is available for the 1-2 person crew for long flights, and the ship can hold 12 armored marines or 30 unarmored passengers. This craft is radar-stealthed.

Cost: 11

100 Ton Troop Lander

This lander has 1.5 Gs of thrust in space on mains, or in atmosphere on air fans. Its tank holds 15 tons of deuterium fuel, for 200 hours of thrust on either drive. Its sleek monocoque hull sports lift surfaces for aerial maneuvering, and the craft is armed with a single Gun turret. A small cabin is available for the 2-4 person crew for long flights, and the ship can hold 60 armored marines or 120 unarmored passengers. This craft is radar-stealthed.

Cost: 30

100 Ton Rider

This rider ship has 3 G of thrust in space on mains, or in atmosphere on air fans. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. Its tank holds 25 tons of deuterium fuel, for 200 hours of thrust. The ship bears two in-line missile tubes and four in-line Guns, all fixed mounts, for offense, thick Factor 3 armor, and 2 drone lures for defense. One cabins and a tiny lounge are available for the 4 person crew, for long flights, and the ship can hold 3 tons of cargo.

Cost: 96

150 Ton Rider

This rider ship has 3 G of thrust in space on mains, or 1.5 G in atmosphere on air fans. Its sleek monocoque hull sports lift surfaces for aerial maneuvering. Its tank holds 45 tons of deuterium fuel, for 200 hours of thrust. The ship bears two in-line missile tubes and four in-line Guns, all fixed mounts, and two Gun turrets for offense, thick Factor 2 armor for defense. One cabin and a spacious lounge are available hot-bunked for the 5-8 person crew, for long flights, and the ship can hold 2 tons of cargo.

Cost: 121

300 Ton Corvette/Small Hunter

This ship has 3 G of thrust in space on mains, and enhanced jump vanes. Its tank holds 90 tons of deuterium fuel, for 200 hours of thrust. The ship bears two in-line missile tubes and two in-line Guns, all fixed mounts, and two Gun turrets for offense, while thick Factor 2 armor is used for defense. Two cabins and a tiny lounge are available for the 4 person crew, for long flights, along with an autodoc, and the ship can hold 1 ton of cargo.

Cost: 217

600 Ton Frigate/Hunter

This ship has 3 G of thrust in space on mains, and enhanced jump vanes. Its tank holds 180 tons of deuterium fuel, for 200 hours of thrust. The ship bears four in-line missile tubes and six Gun turrets for offense, while thick Factor 2 armor is used for defense. Six cabins and a large lounge are available for the 12-20 person crew, for long flights, along with four autodocs, and a Drive Trail tracing sensor.

Cost: 460

1500 Ton Destroyer/Large Hunter

This ship has 2 G of thrust in space on mains, and enhanced jump vanes. Its tank holds 270 tons of deuterium fuel, for 200 hours of thrust. The ship bears one battery of six missile turrets and one battery of six Gun turrets for offense, while thick Factor 2 armor is used for defense. Ten cabins and a large lounge are available for the 20-32 person crew, for long flights, along with ten autodocs, and a Drive Trail tracing sensor. A 100 ton Rider is docked on the underside spine of the ship, while a craft repair yard is recessed into the top of the hull. The ship can carry 20 tons of cargo as well.

Cost: 1350

50000 Ton Carrier

This ship has 3 G of thrust in space on mains, and enhanced jump vanes. Its tank holds 13600 tons of deuterium fuel, for 200 hours of thrust. The ship bears ten batteries of six missile turrets and ten batteries of six Gun turrets for offense, while thick Factor 2 armor is used for defense. 240 cabins and 48 luxury cabins, and many large lounges are available for the 200-350 person crew, along with forty autodocs and 2 10-bed sickbays. Nine medium docks are filled with six 150 ton riders and three 300 ton Large Lighters are ranged on the underside spine of the ship, while nine small docks line each side of the hull, with six each 100 Ton Riders, 100 Ton Troop Landers, and six 30 Ton Military Cutters. 1000 relay satellites are also available for secure communication. The ship can carry 6500 tons of marines and their cargo as well.

Cost: 39000

Merchant Ship

Living Area
(Spin Gravity)

Frame

Ship Support Shelf

Station
Port
Lock

Cargo
Door

Personnel
Tube

Station Floor

Station Floor

Station Floor

Station Floor

Gantry/Crane

Loader

Interior Docks

Personnel
Exit

Space Station Rim

Down

Station Spin