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# **The Zocalo**



**Written By**  
**Shannon Kalvar**

**Babylon 5 Created by J. Michael Straczynski**



*Here's the rule for bargains: 'Do other men, for they would do you.' That's the true business precept. All others are counterfeits.*

*- Charles Dickens (Martin Chuzzlewit)*



# The Zocalo

Shannon Kalvar

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## Editor

Richard Ford

## Line Developer

Ian Belcher

## Graphic Design Consultant

Brandon Bray

## Internal Special Effects

Philip Renne

## Producer

Alexander Fennell

## Studio Manager

Ian Barstow

## Key Grip

Jody MacGregor

## Extras

Mark Billanie, Daniel Haslam, Mark Howe, Alan Moore, Daniel Scothorne, Mark Sizer, Michael J Young

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J. Michael Straczynski, Fiona Avery, Isabelle Richard, Skye Herzog

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# Introduction

Welcome to *The Zocalo*, the equipment book for the *Babylon 5 Roleplaying Game and Fact Book*. Within, you will find a plethora of gadgets and gizmos, ranging from the ridiculous to the sublime. Most items debut here, although a careful viewer will recognise them, or at least their implied presence, from the show. This book will also lay out the cost for various services, ranging from the fees for maintaining a potted plant in your room to renting a starcruiser or putting on a fireworks display.

In addition, *The Zocalo* examines the technical achievements and gewgaws of over two dozen alien races, from the Abbai to the Vree. Each of these races, for good or ill, takes part in the galactic trade that feeds the economy of a thousand worlds. Of course, all races have things they simply do not trade. This 'secret' technology typically forms the core of a race's military or mercantile might.

Secrets and lies surround another of the Zocalo's stocks in trade: ancient artefacts stolen from long-abandoned worlds. In order to lift the veil, this book presents a complete system for creating unusual or unique artefacts, some of organic technology, others simply built using theories of technology radically different from anything currently in operation. In many cases these items do not represent upgrades to the basic tools of living and war, but rather completely new approaches to what a living being might need. A merchant might sell something to a junkie for a handful of credits capable of changing the course of human history if it fell into the right hands.

There is more to the markets and merchants than just amassing the credits to buy the next upgraded bit of technology. In addition to presenting long lists of kit this book also delves into the world of galactic trade. It starts this exploration in the Zocalo. This marketplace on Babylon 5 presents the complexity of galactic trade in microcosm. The struggles taking place among the brightly coloured stalls as merchants and pirates seek to build a business mirror those engaged in by the great corporations in Red Sector. Legitimate and illicit deals on every scale take place daily.

*The Zocalo* also explores the black markets on Babylon 5. A knowledgeable shopper can find anything from fake identification cards to enough guns to supply an army. Finding the merchandise only begins the process. The shopper must gain the vendor's trust, pay off all the right people and negotiate a labyrinth of conflicting racial and local gangs. Simple purchases, things like a personal weapon or a bit of Dust, take almost no time at

all. More expensive deals may require a dozen tricky negotiations, each one fraught with peril.

## Why the Zocalo?

This book focuses primarily on the Zocalo itself, the mall inside of Babylon 5 that serves as a market and meeting place for some of the greatest commercial forces of the galaxy. The Zocalo is the spiritual cousin of Wall Street or the ancient bazaar in Cairo; a place where commercial forces make themselves manifest in the everyday world.

This might not be the most exciting thing for the average adventurer, but Babylon 5 is not the average game. In Babylon 5 ideals, faith and courage count for more than a steady hand on a PPG. In fact, that PPG itself does not matter that much; it is the decision to use it that changes the world, not the flare of heat from the muzzle.

In such a world, how can a market, how can buying objects, be important? The truth is it does not matter what the characters buy. However, how they go about it, how they decide what they need and what they will do to get it all define who they are as people. For example, Sheridan wants many things for his people, but he refuses to do the wrong thing to get them. That sets off a chain reaction of events in which he must, ultimately, lead the entire galaxy to a moment of spiritual enlightenment.

Choices matter. In the Zocalo we try to give you more choices. More ways to shop, more characters to interact with and more reasons to interact with characters outside of the comfortable little circle we build in adventure groups. Those choices will lead to other choices, which will lead to still others. Perhaps your characters will find one day their decisions have lead them to another of those great choices that change the world. Or not. In the final analysis, who can tell?





# The Zocalo

The Zocalo, a word meaning *great marketplace*, sits squarely in Babylon 5's Red Sector. The term most properly applies to a long, wide, relatively open corridor running approximately 90 meters down the station's length. At one end the Zocalo contains a large bar, at the other end sit a handful of cafés. Between them sit twenty shops, ramps up to a second level and passageways leading to other parts of the station.

Less formally, the Zocalo refers to both the physical location of the market and the bustling trade taking place in and around it. For every item sold in the Zocalo proper a thousand change hands in deals between companies. For every service purchased, someone, somewhere, negotiates a contract providing similar services for a year at a good margin. The people who do business here claim it is like nowhere else in the galaxy: one can get a good deal from a Vree, then turn around and sell the purchased product at a profit to a Llort. The Zocalo represents the dream of the Babylon Project given its inevitable form: free commerce among the galaxy's sentients.

## Zocalo - A Place

When the Babylon Project first began, humans intended for the station to contain great open-air markets where the *sentients* of the galaxy could engage in peaceful trade.

They dreamed of a lush, garden setting with dozens of freestanding stores. Plans called for these structures to have the latest environmental control technology so the owner could make them look and feel like a piece of his homeworld.

As time wore on and failure mounted on disaster, the burden of the Babylon Project began to outweigh the dream. As ideals fell to practicality, the great, racially integrated market fell to the budgetary axe. Each station contained fewer and fewer luxuries for commerce. Station supporters fought hard to keep the idea of a central market alive, but in doing so had to sacrifice nearly everything that made it unique. In the last of the Babylon stations, Babylon 5, the market nearly vanished in the final design. A clever accountant, though, came up with a way to slip it past the other bean counters by making it look as though the market cost less to build than other parts of the station. Thus, the current Zocalo came into being.

The lack of amenities means the Zocalo looks like the other large open spaces within the station. It is a rough box approximately 90 meters long, 10 meters tall and 12 meters wide. The station's textured floor panels gleam slightly under the artificial lights. Metal support pillars bolt the ceiling and floor together.

Structurally, the architects divided this large box into two levels connected by ramps. Two bridges span the width



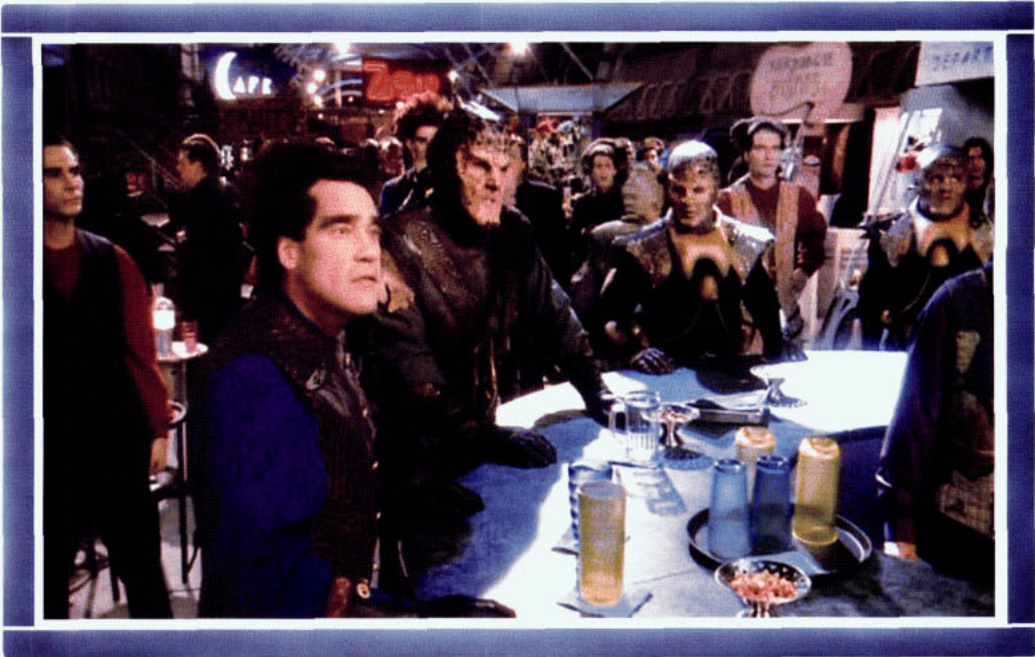


of the space, creating a contiguous space on the second level. The bottom floor terminates in two 'courtyards' somewhat wider than the connecting avenue. No such extensions exist on the second level. Instead, it ends abruptly in sheer walls with passages leading to the more formal business sections of the station.

In a concession to the space's purpose the architects built into the section over 100 shop stalls. Each stall contains a data port, secured storage and modest environmental controls capable of creating small variations in temperature, scent and lighting. Twenty of these stalls sit on the Zocalo's first floor. They open directly onto the main avenue. The other 80 stalls ring the Zocalo proper: 26 on the second floor have fixed windows looking out into the avenue while the rest line the corridors surrounding the main area.

The two courtyards on the first level lack the large, secured storage of the other stalls. However, each contains fixtures allowing for the establishment of at least three bars or food service operations. The restaurants/café's in the courtyards generally pool their resources to rent one of the stalls on the lower level as well so that they have access to a dedicated kitchen service.

Any contained space the size of the Zocalo, especially one catering to a wide variety of species, must concern itself with air circulation. This is partially an aesthetic concern; the scent of one race does not necessarily please the other. However, the bean counters would never have allowed such a frivolous measure in the budget-strapped Babylon 5. Instead, the official documents cite a pressing need to avoid the build up of potentially toxic gasses. They base this claim on little-known research by a disgraced doctor indicating that the exhalations of some species contain compounds toxic to others. This charade resulted in a complex air-exchange system capable of mostly keeping up with the needs of the Zocalo during its peak hours.



When demand for retail space within the Zocalo proper exceeded its meagre capacity Captain Sinclair created a permit system allowing vendors to rent time at stalls and kiosks added to the structure after initial construction. The 'legitimate' store merchants wanted this permit system to contain punitive fees in order to keep the riffraff off their thresholds. Captain Sinclair, after much silent consideration, decided on a much more liberal approach. The permit cost for setting up a street stall in any of the public areas, not just the Zocalo, barely covers the costs incurred by the station due to maintenance and wear on the area. This allows trade to flourish in the most unlikely places as well as allowing enterprising sentients trapped Downbelow to set up shops where they might get a slightly higher class of customer.

Security and maintenance both play key roles in managing the potentially explosive mixture of customers and traders crammed between the stalls and stores. Security provides law enforcement as well as arbitrating in basic disputes. Maintenance struggles with the station's air, electrical, water and waste systems to ensure the area remains clean and inhabitable regardless of what the inhabitants try to do. This effort, sometimes jokingly called 'The Great War' by the overworked maintenance staff, consumes countless hours they could spend on any of a hundred other projects they will never manage to complete.





## Zocalo - A Time

Like the other great markets of the galaxy the Zocalo never truly closes. Instead, it changes character as the hours pass. In the morning it caters to the sleep-befuddled business crowd. As the day enters full swing the stores open up to tourists and locals. At lunchtime the business horde descends once again, this time devouring delicacies from a dozen worlds before returning to their cubicles. After the lunch rush dies down the station locals slip in for some shopping before the nighttime rush starts. This last flood continues until the small hours, shifting in composition from casual shoppers to more dedicated entertainment seekers as the night progresses. Finally, around 4am EST the Zocalo 'closes' for a few hours. This brief respite marks the time when various retailers and vendors have the Zocalo to themselves. Then the cycle starts over again as sleep-befuddled workers trickle in looking for their favourite breakfast delicacy.

## The Morning Rush

The morning rush starts around 6am EST. The morning vendors started work around 4am, either setting up their stalls or preparing hot meals. Stall vendors usually prepare their meals in their own rooms and simply sell their wares in the Zocalo. Shopkeepers and the cafés in the courtyards can prepare fresh breakfasts to order. As hordes of people press through the Zocalo looking for a specific breakfast delicacy, the scent of a dozen different hot breakfasts intended for a host of species assaults them. Once they negotiate the gauntlet, most leave with a piping hot meal grasped firmly in one hand and a cup of synthetic coffee in the other.

When Babylon 5 first came online, vendors followed the time-honoured practice of spreading the scent of their particular food offerings through the local area using fans. Unfortunately the random mixture of scents from all over the known galaxy produced a noxious concoction capable of knocking down a Pak'mara. After the inevitable fights sprang up Security stepped in. The Chief, exasperated by having to spend his days listening to arguing shopkeepers, arranged for them to either work it out peacefully among themselves or find some other stations'

Security Chief to plague. His threats settled the vendors down. After some experimentation they have worked out a melange of complementary scents that seems to entice almost every race. This blended scent seems to carry far beyond the Zocalo proper, dragging bleary-eyed humans and aliens from every sector of the station.

Some more paranoid residents claim the vendors are engaged in covert psychological research for Earth Gov as they devour something unnameable that is usually eaten by an enemy species.

The morning rush ends around 8am when the vast majority of both commercial and military employees settle in to work for the day.

## Tourist Season

Once the morning rush comes to an end, breakfast vendors, who generally only have a permit for between 5am and 8.30am, scramble to get out of the way of the waiting trinket vendors. Shopkeepers clean up after the rush, while maintenance staff sweep the area looking for anything left behind or damaged by the coffee-chugging horde. Around 9am the tourists start to cycle in looking for unique items.

Although they refer to this period as the 'tourist season', the concept of tourist is rather broadly defined. From 9am to 11.30am is the time that most of the off-station traders, sightseers and businesspeople walk the Zocalo looking to buy and sell the products of the galaxy. The storekeepers and vendors try to cater to this crowd, despite its rather diverse make-up.



Traders come in all shapes, sizes and available credit limits. The vast majority represent small private concerns involving one or more partners who may or may not be of the same race. These intrepid individuals move goods, search for artefacts and travel the galaxy in search of good markets. Most maintain their business with a handful of steady contracts while searching for the next big score. They come to the Zocalo looking for bargains, contacts with others in the same business and potential contracts with the larger commercial concerns.

Business people from those larger concerns loiter at the restaurants, stalls and cafés hoping to spot a good deal or working away at various contracts. There, surrounded by their peers and people looking for work, they can engage in the kind of freewheeling mercantilism that drives the office-bound folks back home crazy. So long as these handshake-signed deals lead to better profits the corporate drones keep their mouths shut. But when someone makes a mistake the central office smugly points out the dangers of dealing with 'riffraff'.

Most tourists demonstrate wilful ignorance of this background activity as they wander from shop to stall looking for something unique to take home. They pointedly ignore the seedy merchants sitting at tables with immaculately dressed businesspeople while they haggle over the price of a pair of cheap Centauri glasses. Most sightseers drop by the Zocalo for a few hours before going somewhere else. A few inveterate shoppers make it their home away from home on the station.

By 11am many of the vendors who retreated immediately after the morning rush return with a new, hot load of prepared lunches for the coming lunch rush.

## The Lunch Rush

Around 11.30am EST the various businesses and functions within the station release their workers for lunch. Many of these cubicle-bound workers rush down to the Zocalo where they try to cram into the limited seating. Those who cannot find a place to sit down for a meal find dozens of vendors who will happily

sell them a meal to go. In this press of humanity the criminals from Downbelow take their first marks for the day. Meanwhile Security tries to keep whatever tensions exist between various races from exploding.

The lunch rush signals the entrance of a new group onto the playing field: the diplomatic aides. These hard-working assistants slave away for their governments day in and day out. Most will never rise to the status of diplomat, although they will move on to become civil servants at home. Businesspeople and traders alike court them, both for the lucrative contracts that sometimes come from their offices and because they often know quite a bit about the goings on in the upper echelons. Contact with a friendly aide gives an able merchant weeks or even months advanced warning about changes in government policy or the eruption of hostilities.

For their part, the diplomatic aides accept this courting with varying degrees of aplomb. Some avoid it entirely, obeying strict rules about bribery and interaction. Others see it as part of their rightful due for being stuck in a backwater assignment like Babylon 5. A few take advantage of the opportunity, turning a tidy profit for themselves while leaking information, leading to traders supporting their home world's interests.

As appetites wane and work beckons, the lunch rush slows to a trickle. Food vendors pack up their stalls to prepare for the final food rush of the day while shopkeepers set out their special deals.







## Local Time

So-called 'local time' generally starts around 1pm and continues until 6pm EST. The Zocalo becomes as quiet as it is ever likely to get. Vendors and storekeepers settle down to the quiet buzz of transactions. A handful of tourists walk the deck looking for deals. Traders, businesspeople and diplomatic aides have quiet conversations over glasses filled with something relatively non-intoxicating.

This is the time when the station's permanent population tries to drop by to acquire the niceties of life. Military personnel buy a few odds and ends to make something other than cafeteria food. The civilian population buys basic produce and hard-to-find items. Both parts of the population look for kinds of things that people seem to buy in large quantities: permanent decorations or consumables like candles, which make the sterile box of a room more like a home.

At this time many of the merchants also engage in a brisk consignment business. Many people, especially traders, come to Babylon 5 and stay for a few weeks or months while they settle their contracts. They do not have the funds to rent one of the furnished rooms provided by the hotels or Station Resources. Instead, they rent a barren room and pick up whatever they might need from the Zocalo. When they leave they sell these items back to the shopkeepers, who then sell or rent them to the next person coming through. Station Resources once tried to limit such activity (in order to increase station profits) but Security refused to honour their requests. Theoretically, it is still against station policy to consign furniture and similar objects but no one pays such rules much mind.

Around 5.30pm EST the food vendors set up shop one last time as the storekeepers get ready for the day's main event: the dinner rush.

## The Dinner Rush

Around 6pm EST a swell of sentients rivalling the lunch rush passes through the Zocalo's narrow hall. Music begins to throb from the various restaurants while the vendors hawk their wares. A discerning shopper can catch a meal at a Drazi restaurant, have a Narn dessert and sip Centauri beverages at a bar without moving more than a few

metres in any direction. Criers at the various access points call out to the diners as well, trying to get them to sample the delights of dozens of station nightspots.

Unlike the relatively shopper-free lunch rush, the dinner rush takes place at a much more leisurely pace. People come to the Zocalo for a meal, then spend the next hour walking the shops. Vendors and shopkeepers set out their most expensive items for this sated crowd. The criminals make good money as well, picking pockets and plucking marks from among the less wary travellers.

The background buzz of business continues through the dinner rush, although many of the serious traders leave the area to get a bite to eat. Those that remain are mostly small-time operators who need a catch, any catch, to make ends meet. Actual work is scarce though. Most of the contracts left at the end of the day are not the kinds of thing anyone else would take.

## After the Rush: Festival Night

As the dinner rush slowly tapers off the Zocalo remains full of life. People looking for a good time or just a decent shopping experience continue to roam the avenue for hours. The business of the Zocalo shifts fully over into retail and entertainment, with musicians working the avenue and most of the restaurants converting into small bars.

A few months after the station went operational several of the shopkeepers realised that the Zocalo could easily compete with the larger bars if they organised. Taking the



initiative, they put together 'festivals' highlighting different cultures. Each Earth week the Zocalo puts on two or more of these festivals, providing themed entertainment for anyone happening by. Although it took a bit of outlay on their part, the shopkeepers were paid back a dozen times in the first month of the effort due to the constant through traffic.

The festivals also provide cover for a bustling criminal trade. Drunken tourists make excellent marks. Security personnel, overwhelmed by the revellers, cannot deal with every little incident. So long as no one is murdered or hurt too badly odds are good that a criminal can get away with whatever he wants to do. Of course, trying to take one of the undercover Security officers the Chief seeds the crowd with can result in heavy fines and brig time.

Eventually even the most determined party goers have to retire in time to get a few hours sleep before going back to work in the morning. By 4am all of the vendors and shopkeepers close their doors. Maintenance moves in to clean up the mess.

## Shop Time

The quiet hours between 4am and 6am seem like the least important to those who use the Zocalo's services. After all, nothing exciting happens. However, for the people who make the Zocalo their life this 'shop time' gives them their one chance each day to catch up. This is the time when they give gifts to the maintenance crews, chat among themselves and get ready for the next busy day.

Some of the gangs running protection rackets take this time to visit their 'clients'. These visits usually coincide with scheduled payments.

By 5.30am the Zocalo begins to ready itself for another breakfast rush.

## Zocalo - Shops, Stalls and Fixtures

A simple map or photo cannot capture the essence of the Zocalo. To truly understand what makes this otherwise unassuming gallery unique in the known galaxy one must stand among the shops, listen to the calls of the vendors and drink in the scent of mingled sentients and cuisine. This constantly changing cacophony of life anchors itself around a few dozen stable elements. These elements provide a stable environment in which the chaos can expand and grow.

Foremost among these elements stand the shops built into the station's superstructure. The 20 shops on the first level see more traffic in a day than many other locations see in a week. The shopkeepers who hold the leases to them enjoy a high status among the other shopkeepers as well as good profits. They, along with the owners of the courtyard cafés and bars, generally speak for the entire association in matters requiring collective bargaining.

The next most important elements are the vendors who have, by dint of hard work and personality, managed to carve out a permanent niche for their little stalls. Most of them sell either food or trinkets that they buy from the wandering traders who infest the Zocalo early in the morning. One particularly enterprising gentleman, Roger Goldberg, represents a small group of lurker craftsmen from Downbelow. On the few occasions when he has not been able to meet his permit fees the other stall vendors pitch in to maintain his space.

Finally, there are a number of sentients who carved out space for themselves at the various cafés and other open areas. These fixtures range from professional gamblers to private investigators. One, Brother Theo, doubles as a systems analyst for hire and a spiritual advisor for

## Creating Stores

The Stores list on page 10 covers 20 of over 100 possible spaces available in the Zocalo. The remaining spaces may be filled with whatever the Games Master wishes, keeping in mind the following:

- 1) The racial distribution of the Zocalo stores will generally be 50% human, 15% Vree, 20% Brakiri, with the remaining 15% randomly distributed between the other races (there are no Vorlon stores).
- 2) Each shop needs a name designed to attract attention (usually with one or more meanings in English), a location and a shtick. The shtick may be a specific technique (like the Perfect Fit's tendency to mix fabrics and designs) or a give away (Night Moves may give away a carved crystal chess piece).
- 3) Most stores other than the ones listed above have a 50% chance of disappearing every quarter (three months). Stores impose high overhead on the owner. Maintaining a retail business, unless it is directly in character's hands, is as much a matter of luck as skill.



## Stores

The following stores are relatively permanent parts of the Zocalo:

Shop Name	Proprietor	Location	Shtick
Book Universe	Mr. Terrance Oliver (Male Human Worker 3)	Stores 13, 14 (double store)	Sells books of all sorts, including Narn religious texts.
Earth Boutique	Mr. Adrian Botticheli (Male Human Worker 7)	Store 9	Imported Earth perishables.
Earth History Exhibition	Ms. Ai Xue (Female Human Worker 3)	Store 18	Museum-authorised reproductions of great Earth art treasures.
Eclipse Café	V'ill (Vree Agent 3)	Store 12	Non-toxic combinations of various racial foods.
Finagle's Place	Mr. Gregory Finagle (Human Worker 4)	Store 7	NAF, EU and RC furniture and foods. Small food/drink bar where Mr. Finagle serves free samples.
Galactic Boutique	Ms. Saphak (Female Brakiri Worker 5)	Store 8	Sells trinkets and furniture from around the galaxy, specialises in furniture consignment.
Glory Shop	Mr. Renir (Brakiri Agent 5)	Store 6	Properly displayed religious paraphernalia from a hundred worlds.
Liquid Bliss	Japhen Kodigo (Male Centauri Diplomat 3)	Store 29	Liquors from around the galaxy. Famous for 'drink your meal' nights enjoyed by Centauri.
Night Moves	Noliar Crystalshaper of the Clan Hi'udi (Female Minbari Worker 7)	Store 4	A store selling handcrafted board and war games, each made by a Minbari craftsman of great skill. Offers chess tables for players. A game winner receives a free crystal game piece.
Perfect Fit	Mr. Killon (Male Abbai Worker 3)	Store 11	Tailoring for humanoids of any species. Specialises in the use of exotic fabrics.
Rogues' Gallery	Z'kil'ma (Vree Agent 6)	Store 19	Crime novels, vids and trinkets from all known worlds.
The Babylon 5 Emporium	Mr. Railus Marcus Grossi (Male Human Worker 4)	Store 1	Sells station-related merchandise. Later reopened selling magazines and snacks.
The Dugout	Mr. Alex DiMaggio (Male Human Worker 4)	Courtyard 4	Baseball and Earth memorabilia, beer, hot dogs and popcorn.
The Green Tiger	Mr. Ahn Jin-su (Male Human Worker 4)	Store 28	Pan-Asian cuisine and décor, with all items for sale.
The Pawn Shop	C'kiln (Vree Agent 4)	Store 3, 79 (satellite location)	Buys and sells whatever, so long as it is not illegal.
The Zocalo	Ms. Celia Kimane (Female Human Worker 6)	Courtyard 1, 2, 3	African foods and a wide variety of liquors.



## Stalls

The following stalls operate year round in the Zocalo:

Stall Name	Proprietor	Hours of Operation	Shtick
A Word in Time	Dorallar (Female Drazi Lurker 3)	9am to 10pm	On-station courier and message service for personal messages and packages.
Flowers 4 Less	Mr. Cadmus Fletcher (Male Human Worker 4)	6am to 12pm	Sells flowers from all over the galaxy.
Helping Hand	Mr. Roger Goldberg (Male Human Lurker 6)	10am to 10pm	Downbelow handicrafts from many races.
Nothing Lost	C'mil (Vree Agent 4)	10am to 6pm	Small personal items for nearly every race (including the Pak'ma'ra).
Red Eye Bakery	K'tan (Male Narn Worker 5)	6am to 8pm	Narn breakfast, lunch and dinner pastries.
Mima's Flowers	Mama Mima (Female Human Worker 5)	8am to 8pm	Flowers and rare botanicals of all sorts.
Slip and Sip	Aldo Vitalini (Male Centauri Worker 2)	4am to 8am	Brews the best hot jhalla for four jumps in any direction. Free jhalla to repeat customers.
The Sands of Time	Fililnailik (Gaim Agent 4)	9am to 12pm	Custom Gaim sand sculptures and mandalas.
True You Painting	Ms. Despo Iakovou (Female Human Worker 6)	9am to 10pm	Custom portraits while you wait, along with a stock of paintings and chalks.
Walker's Inc.	Mr. Alan Morikage (Male Human Agent 3)	9am to 12pm	Shopping Service – will take any order and fill it from Zocalo merchants.
Worry Warts	Ms. Elizabeth (Beth) Kessel (Female Human Lurker 4)	10 am to 6pm	Decorated knots of wood carved to resemble caricatures of various species.

anyone with the desire to talk. Some of these permanent inhabitants pay the fees to rent space on the avenue even though they do not use it. This gives them documented rights to engage in business within the Zocalo in the event that someone raises a complaint.

## Stalls

Unlike stores, stalls move around within the Zocalo proper based on how long they can renew their permits. A stall may be an elaborate affair with secured storage and display areas or a simple blanket upon which the vendor spreads his wares. More importantly, a successful stall can easily

## Creating Stalls

The list above covers a handful of the possible spaces available in the Zocalo. The remaining spaces may be filled with whatever the Games Master wishes, keeping in mind the following:

- 1) The racial distribution of the Zocalo will generally be 40% human, 15% Vree, 20% Brakiri, with the remaining 25% randomly distributed between the other races (there are no Vorlon stalls).
- 2) Each stall needs a name designed to attract attention (usually with one or more meanings in English), a time of operation and a shtick. The shtick may be a specific technique (like The Sands of Time's custom-made Gaim sand sculptures) or a give away (Slip and Sip may give away a free cup of jhalla to repeat customers).
- 3) Most stores other than the ones listed above have a 20% chance of disappearing every quarter (three months). Stalls have limited overhead, but do not develop the same level of customer loyalty as other ventures.





outlast even a modestly successful store. Their lower overhead allows them to get by on far less income.

### Fixtures

Becoming a fixture in the Zocalo takes more than just showing up in the morning. Many traders and businesspeople spend months doing business without ever being recognised as 'part of the Zocalo'. Being flamboyant or outgoing helps a bit, but does not qualify either. The true measure of a fixture, the coin that opens the door to this elite club, is reputation. The more a person does an excellent job, attracting more and more clients into the swirling maelstrom of the Zocalo, the more respect he gains from his fellow inhabitants.

## Outside the Zocalo

There are markets outside the Zocalo. The most notable include the 'alien' market in Red Sector where aliens who

cannot breathe an oxygen atmosphere freely display their wares, the junk markets Downbelow and the small cluster of hawkers who lurk just outside of customs.

The 'alien' market in Red Sector provides the widest array of potential resources to a discerning customer. However, it is also relatively inaccessible to humans and most of the other major races. It deals mostly with illegal or at least somewhat shady technology.

The junk markets in Downbelow create a security headache for the Chief.

Tourists of all races go there in the hope of finding a 'good deal' on some 'exotic merchandise'. Most of what they find there comes either from the humble efforts of local craftsmen working with limited materials or the black market. These tourists, who usually do not know enough to protect themselves, usually fall prey to the local criminals.

After considerable lobbying, the merchants of Babylon 5 convinced Captain Sinclair to allow a handful of stores to open near the customs area. These shops sell cheap merchandise as well as overpriced, overcooked meals. Representatives from the various hotels and fine eating establishments lurk in this area as well, looking for confused-looking people to assist.

### Fixtures

Name	Represents	Hours of Operation	Offers
Brother Theo (Male Human Worker 10)	The Order	9am to 12pm	Academic and information services at low prices.
N'tok (Male Narn Agent 6)	N'tok Investigations	10am to 6pm	Private investigations.
Ms. Catherine Almasi (Female Human Agent 7)	Almasi Inc.	9am to 4pm	Chartered flights out to a maximum of 3 jumps, no questions asked.
Mr. William Hurst (Male Human Soldier 7)	Explorers Inc.	10am to 6pm	Chartered 'adventure' flights to exotic locations.
Donel	Brakiri Syndicate	6am to 8pm	Shipping contracts to move Brakiri goods.



# Shopping

When most sentients think of Babylon 5's Zocalo they imagine the market's public face: the stalls, the food and the stores with their wares from all over the galaxy. Many dream about what it might be like to explore the well-lit avenue searching for unknowable bargains. Others dream of opening a store in that fabled place, carving out a niche for themselves while making it rich off of the credits of a million visitors.

Just shopping in the Zocalo can be an adventure for the unwary. Opening up a stall, or even snatching one of the coveted first floor shop spaces, presents a myriad of chances for both peril and profit. The rules outlined in this chapter help to flesh out these opportunities by allowing Games Masters and players to quickly generate results or go through a long, peril-filled process depending on the dramatic necessity of their current game.

## Finding Something to Buy

Games Masters may assume that characters can find anything they want in the Zocalo by spending 1d4 hours shopping around. This method allows the game to continue flowing without bogging down in the intricate details of finding items. In this case the Games Master should ignore the item availability information contained in the item entries. Characters will always pay the item's listed retail price, minus any discounts they receive from Games Master fiat.

Alternately, Games Masters may wish to make shopping more of an adventure. After all, billions of people in the 21<sup>st</sup> Century use shopping as a form of inexpensive relaxation. The Games Master may use either of the following two systems to make a game of the shopping experience.

## Base Elements

Both of the systems presented below use the following terms:

- ③ **Availability** measures how difficult it is to find an item or service. The more constrained an item's availability, the more likely it becomes that the character will not be able to find it on a specific trip. Availability also affects the seller's threshold.
- ③ **Favour** measures how good a deal the character gets. If he wishes to buy an item or service, a high favour indicates a discount below retail cost. If he wishes to sell an item or service, a high favour indicates a premium above his average retail cost.
- ③ **Threshold** measures how much tolerance the target character displays towards this particular negotiation. Each time the character attempts to increase his favour in the bargain he lowers the target's threshold. If the threshold hits zero before the character concludes the deal the target character leaves without selling/buying the item or service.

Negotiation occurs when one character wishes to purchase goods or services from another. The base price for these goods and services comes from the retail price listed in this and other books. As the characters take actions to move the favour of the deal in their direction, their bargaining threshold collapses in random increments. Eventually one or the other party will have to agree to the deal. If they do not the negotiation ends in a stalemate.





## Availability

An item's availability falls into one of five possible categories: wide, common, uncommon, rare and restricted. Widely available items appear almost everywhere. Restricted items may be illegal or constrained for a variety of reasons. More detailed information about availability may be found below.

Wide availability means the item appears in almost every possible market. If a character wants to find it he can probably find a vendor within one mile of his residence. Even if the supply of the item were somehow constrained there is so much of it in the environment that it could take years for anyone to notice.

*Examples:* Meal materials, untrained labourers.

Common availability items can be found in most areas. They may be seasonally less available, but the character can find the item with a bit of searching. The item, usually in several varieties, appears in regular retail stores within the character's immediate area.

*Examples:* Shoes, clothing, personal items, restaurants.

Uncommon availability items require the character do a bit of shopping. The character may be looking for a common item with very specific parameters (e.g. a purple crushed velvet coat rather than a velvet coat) or the item itself may simply be less common. Uncommon items are generally available at speciality stores.

*Example:* Specialised professional tools.

Rare availability items only appear in speciality stores or in very limited quantities on public auction services. They may have limited distribution, be offered to a small market or have some other constraint placed upon them. Acquiring rare items requires a fair amount of the character's effort and time. Assuming the character can find the item he may not be able to afford it: rare items are often quite expensive.

*Examples:* Molecular grease, exceptional quality hotel rooms.

Restricted availability items fall into two groups. The first group is restricted for racial reasons. The race that creates the item does not want it to fall into potentially hostile hands. Characters who are of the race may treat these items as rare items when out of their home space, or as uncommon items within their home space. The second group is restricted because it does something considered

illegal or immoral in the immediate area. Attempting to acquire the item is a violation of legal statutes. Possession of the item, as well as its use, often carries additional criminal penalties. Attempting to acquire restricted items can lead to hostile, even dangerous attention from security forces.

The rules for shopping listed below can handle simple searches for restricted items. For more information about buying and smuggling restricted items please refer to the 'Shady Dealings' chapter (pg. 28).

*Examples:* Anything Minbari, military weapons, drugs.

Availability in this book is based on the item, good or service's availability in Earth Space generally and on Babylon 5 specifically. The Games Master may choose to vary availability to reflect the galaxy's changing state.

## Favour

The concept of favour measures how good the deal is for the character. Favour is measured on the following chart:

Character Attitude	Favour Value	% of base price charged
Hostile	<1	200%
Unfriendly	>1	120%
Indifferent	>5	100%
Friendly	>10	90%
Helpful	>15	80%
Ally	>20	70%

When randomly rolling to determine the vendor's favour assume that hostile vendors have a -2 penalty to the roll. When simply selecting a favour value assume the favour is equal to the minimum possible value for that attitude level, or -2 in the case of a hostile vendor.

Generally, a vendor who has a positive attitude towards the buyer will give the character a discount. A vendor who dislikes the character will charge him more, or even refuse to sell to him. It is possible, if difficult, to negotiate a favourable deal from a hostile target.

## Threshold

A vendor's threshold indicates his willingness to negotiate with others regarding price or other considerations. A vendor's threshold for any specific deal depends on his attitude toward the buyer and the availability of the item in question.



Vendor Attitude towards Character	Threshold Value
Hostile	-2
Unfriendly	-1
Indifferent	0
Friendly	+1
Helpful	+2
Ally	+3

Availability	Threshold Value
Wide	2d4
Common	1d6
Uncommon	1d4
Rare	1
Restricted	1d4

For example, a friendly vendor selling a common item has a total threshold of 1d6+1. A hostile vendor selling a rare item has a starting threshold of -1.

If the vendor's threshold ever goes to zero or below he will immediately cease negotiations with the character. In the above example of a hostile vendor selling a rare item, the vendor will not even begin negotiations: his starting threshold is below zero.

## Single Obstacle Shopping

In 'single obstacle shopping' the Games Master assumes the character engages in a wide range of shopping activities, all mechanically covered by a single Gather Information check. When this skill check exceeds the sought after thing's DC (set by its availability), the Games Master initiates a negotiation over the price.

This method of shopping proceeds through the following steps: Locate the Item, Set the Scene and Negotiation.

### Locate the Item

In order to locate the item the characters must make a Gather Information check, with a DC determined by the item's availability

If the character fails to find an item on the first skill check he may try again the next day. Characters who fail more than once when trying to find a restricted item come to the attention of Security.

Availability	DC
Wide	Automatic
Common	10
Uncommon	15
Rare	20
Restricted	20

When the character comes to Security's attention a security guard pulls him aside to discuss his attempt to secure a restricted item. If purchasing the item violates a criminal statute the guard will arrest the character and press charges. If it simply violates protocol (e.g. purchasing Minbari equipment), the guard will warn the character off his pursuit. Failing a third time will earn a reprimand and a suggestion that the character leave the area.

### Set the Scene

Once the character finds a vendor who sells the item the Games Master establishes the scene. He needs to determine:

- 1) *Who is the vendor?* He may choose from the list of Zocalo vendors presented below or create one for his own use.
- 2) *Where does the vendor do business?* The vendor's location tells the character a great deal about his personality. A consultant working out of an expensive office has different needs and goals than a retail shop owner working out of a barely maintained storefront.
- 3) *How willing is the vendor to part with the item?* Items with high availability (wide, common and uncommon) are generally easy to get. Retail vendors know they can get more of them. Service providers will have enough time to take most jobs, simply because there are enough of them in the market. Rare and restricted items/services are more difficult to acquire.
- 4) *How much does the vendor favour the character?* Roll 1d6 to determine how much the vendor favours the character. If the character has interacted with this vendor in the past he may have a previously established vendor attitude.
- 5) *What is the vendor's threshold?* The Games Master must determine the vendor's negotiation threshold.

When one or more characters are engaged in a negotiation with a vendor set the favour equal to the vendor's most positive relationship with a character in the group and his threshold based on his least positive relationship. For example, if a vendor selling a common item was friendly with one character in a group and hostile with another his favour would be 11 and his threshold 1d6-2.



## Negotiation

Once the Games Master sets the scene, the negotiation begins. Each round of negotiation each active character may declare a single action. When all characters have declared their actions, the characters make their skill checks and the Games Master resolves the results.

A 'round' of negotiations can take hours, days or even weeks depending on the circumstances. It is possible for rounds in the same negotiation to take different lengths of time. For example, during the opening phases of a very large sale each round could take weeks as both parties research and request further information. Things begin to heat up when the principles enter the fray; the rounds may now take days rather than weeks. When final negotiations begin, rounds could shift to almost real time, taking just a

few minutes each as everyone scrambles for just a little bit more advantage.

The Games Master resolves the actions in a negotiation round in Charisma modifier order. If two opposed actions take place at the same point in the order the Games Master may ask for a d20 roll to break the tie, with the higher roll resolving first.

**Assess:** You use your knowledge of market values to determine the current favour level of the deal. Make a Sense Motive check (DC 15) to determine the vendor's current favour level.

**Browbeat:** You launch into a verbal tirade designed to intimidate the vendor into giving you what you desire. Make an Intimidate check with a DC equal to 10 plus the

## Negotiation

Characters may take any one of the following actions:

Action	Skill check (DC)	Effect
Assess	Sense Motive (DC 15)	Assess target's current favour level.
Browbeat	Intimidate vs. Will save	Increase favour by Cha mod, decrease threshold by same amount.
Buy	None	Buy the item at the current price.
Calm	Opposed Bluff vs. Sense Motive	Increase vendor's threshold by your Charisma modifier. On failure decrease threshold by 1d4.
Confuse	Opposed Bluff vs. Sense Motive	Increase favour and decrease threshold by one on success. On failure decrease threshold by 1d4.
Divert	Perform (oratory) (DC 10)	Give allied character a +2 bonus to his skill check this round.
Facilitate	Opposed Sense Motive with each target	Increase vendor's threshold by your Charisma modifier.
Guide	Opposed Diplomacy vs. Sense Motive	Increase either favour or threshold by 1d4; decrease other value by the same amount.
Inform	Computer Use, Gather Information; or Lurker knowledge	Answer one question.
Interrupt	Opposed Intimidate vs. Concentration	If you win target loses negotiation action this round, if you fail you give him a +2 bonus to his skill check.
Loom	Intimidate (DC 10)	Inflict a -2 penalty or give a +2 bonus to one other negotiation action.
Mislead	Appraise or Technical (DC 15)	Increase favour by Intelligence modifier, reduce threshold by 1d4.
Read	Opposed Sense Motive vs. Bluff	If you succeed, learn vendor's current threshold.
Stare Down	Opposed Concentration vs. Concentration	If you succeed, increase the favour by your Wisdom modifier. On either success or failure reduce the vendor's threshold by 1d4.
Stonewall	Concentration	Set DC of Bluff, Diplomacy, Intimidation and Sense Motive checks targeting you this round.





target's Will saving throw modifier. If you succeed, increase the favour of the deal by your Charisma modifier. If you fail the favour remains the same. In either case decrease the vendor's threshold by the same amount.

**Buy:** You buy the item at the current favour level and associated price. This ends the negotiation.

**Calm:** You attempt to relieve the tensions of the negotiation by calming everyone, including yourself, down. Make an opposed Bluff vs. Sense Motive check with the vendor. If you succeed, you increase the vendor's threshold by your Charisma modifier. If you fail, decrease the vendor's threshold by 1d4.

**Confuse:** You begin to use complex wordplay to distract the target from the important issues in the negotiation. You must make an opposed Bluff vs. Sense Motive check with the vendor. If you succeed, increase the favour by 1d4 and reduce the vendor's threshold by one. If you fail, decrease the vendor's threshold by 1d4.

**Divert:** You use verbal trickery and a charismatic presence to divert attention away from the weak points of your companion's arguments. You may make a Perform (oratory) check (DC 10) to provide one member of your group a +2 bonus to his negotiation action skill check this turn.

### Non-commercial negotiations and negotiations with multiple parties

The system outlined above is geared to allowing characters to negotiate with characters the Games Master controls for goods or services. However, it can be easily modified to handle other forms of negotiation as well.

For non-financial negotiations allow the characters to manipulate the other side's attitude through the use of favour. Use the values given in the favour chart as a numeric measure of the associated attitude. When the characters break the target's threshold, reduce his favour by 2d6.

In some particularly complex price negotiations two or more parties may work on the same vendor. In this case the vendor's threshold is a shared resource; once the threshold reaches 0 the vendor ends negotiations and sells to the person to whom he has the best attitude.





**Facilitate:** You use your presence and ability to read others to try to defuse tensions. When there are more than two parties involved with a negotiation you may make a Sense Motive check opposed by all party's Diplomacy or Bluff (whichever is higher). If you have the highest check result you increase the vendor's threshold (or all thresholds in the negotiation) by your Charisma modifier.

**Guide:** You use logical arguments, reasonable suggestions and a bit of namedropping to guide the deal in your favour. Make an opposed Diplomacy vs. Sense Motive check with the vendor. If you succeed, increase either the vendor's favour by 1d4 or his threshold by 1d4. Lower the other value by the same amount.

**Inform:** You use your personal computer (or your information sources) to get a useful piece of information. Pose a single question then make a Computer Use, Gather Information or Lurker knowledge check as appropriate with a DC assigned by the Games Master. If you succeed, you gain the answer to your question.

**Interrupt:** You time your comments so as to break your target's train of thought. Make a contested Intimidate vs. Concentration check with the target. If you succeed, your target loses his negotiation action this round. If you fail then the target gains a +2 circumstance bonus to the skill check required by his action.

**Loom:** You use your intimidating presence to lend weight to or oppose another character's words. Make an Intimidate check (DC 10). If you succeed, you may either add a +2 bonus or inflict a -2 penalty on another character's negotiation action skill check this round. In either case reduce the vendor's threshold by one.

**Mislead:** You use your technical and marketing knowledge in an attempt to make the item seem less valuable than it really is. Make a Technical check (DC 15) or an Appraise check (DC 15). If you succeed, you increase the favour by your Intelligence modifier and decrease the threshold by 1d4.

**Read:** You attempt to get a feel for how much patience the vendor has left. Make an opposed Sense Motive vs. Bluff check. If you succeed, you learn the vendor's current threshold. Failure does not carry any negative repercussions.

**Stare Down:** You lock gazes with the vendor, attempting to break his spirit. Make an opposed Concentration vs. Concentration check with the vendor. If you succeed, increase the favour of the deal by your Wisdom modifier. On success or failure, decrease the vendor's threshold by 1d4.



**Stonewall:** You clear your face and body of all detectable expression. Make a Concentration check. The check result becomes the DC of any Bluff, Diplomacy, Intimidate or Sense Motive check targeting you.

At the Games Master's option the vendor or his assistants may take any of the above actions during the round. When the vendor takes an action it does not affect his threshold, but if he succeeds, he removes the listed amount of favour from the deal, rather than adding it.

## Multiple Obstacle Shopping

In multiple obstacle shopping, characters engage their skills in a shopping experience. As they navigate through the twisted maze of commercial establishments making up the Zocalo and its surrounding markets, they can encounter everything from xenophobic shopkeepers to slumming Centauri nobles out to make a buck.

In multiple obstacle shopping the various stops and trips the character makes during the single-obstacle system's Gather Information check are broken out to provide narrative details. Once the character finds the item in question he may use the rules for negotiation outlined above to seal the deal.

### Number of Stops

The shopping process is broken down into a number of stops. Each stop requires a single skill check to successfully complete. If the character fails the skill check he may attempt the action a second time. If the character succeeds or fails a second time he must use a different skill to reach the next stop. See the Shopping Actions section below for more detail on how this system works.

The item's availability determines the number of stops the character must make to find it. Consult the following chart:

Availability	# of required stops
Wide	1d4-2
Common	1d4-1
Uncommon	1d4
Rare	1d4+2
Restricted	1d4+1 (minimum one Contact Dealer or Fish for Dealer action)

Each time the character makes a shopping stop it presents the opportunity for a role-playing scene or a set of opposed skill checks. The Games Master may also rule (based on the criteria presented below) that the character must negotiate with the characters presented in the stop in order to move forward.

When the character reduces the number of stops remaining to zero the vendor can sell him the item in question. Whether he will or not depends entirely on the characters involved and how their negotiation turns out.

### Shopping Actions

In order to get to a shopping stop the character must take one of the following actions. Each action takes a different amount of time.

**Contact Dealer:** You use your knowledge of the underworld to find a dealer who either has the item you need or who knows who can get it for you. If this dealer is someone you already know, use the character's existing

## Shopping Actions

Action	Skill check (DC)	Duration	Result
Contact Dealer	Lurker knowledge (DC 15)	2d6 hours	Speak to a black-market dealer who might know someone who knows someone.
Fish for Dealer	Gather Information (DC 25)	1d4 days	Find a black-market dealer who might be willing to deal.
Search Auctions	Computer Use (DC 15)	1d4 hours	Find a related item on an auction or computer storefront.
Use Contact	None	1d4 hours	Use a contact to find the item for you.
Wander Zocalo	Gather Information (DC 15)	2 hours	Find a knowledgeable store or stall owner in the Zocalo.
Wander Station	Gather Information (DC 20)	1d4 days	Find an obscure speciality store that might lead you to another store.



attitude. If you wish to have the Games Master randomly create the character, he is indifferent towards you. The dealer will sell to you (if he is the last stop) or help you if his attitude moves to friendly.

If you fail this action once there are no serious repercussions. If you fail it twice there is a 50% chance you come to the attention of either Security or one of the gangs that run Babylon 5's underworld. Roll twice. It is possible to come to both Security's and a gang's attention at the same time.

**Fish for Dealer:** You start asking questions about black-market and illegal dealings, trying to find a dealer who might be able to help you. If you succeed at the Gather Information check you eventually find out where to meet the dealer. If you know the dealer already (as when Sheridan met with Franklin in his role as the Telepath Railroad coordinator) you may use the character's existing attitude towards you. If you do not know the dealer his initial reaction is unfriendly. He will sell the item to you to pass the stop or sell to you if he becomes friendly.

If you fail this action once you have a 50% chance of coming to the attention of security or a gang (roll separately for each). If you fail it twice you come to the attention of both Security and a gang.

**Search Auctions:** You use your computer to search public and private sales for records of the item you wish to purchase. If you succeed, you either find the item on-line or find pointers about where to go next in your search. If this is your final stop you can buy the item or service for its listed retail price. Negotiation is not possible when using this action.

If you fail you suffer no negative repercussions. If you are searching for a restricted item you must make a separate Computer Use check (DC 25). Failure on this skill check brings your actions to the attention of Security, who will

either begin to monitor your activities or speak to you about your effort to acquire restricted items.

**Use Contact:** If you have a contact you may use him to find the item for you. He acts on your behalf, using his skills. If the contact is a shop owner contacting him counts as a shopping stop.

Using a contact has no chance of failure. If the contact comes to the attention of a hostile force he will send them on to the character as a 'co-conspirator'. Note that conspiracy to commit a crime is as bad in the eyes of the law as committing the crime itself.

**Wander Zocalo:** On Babylon 5 characters can choose to wander the Zocalo, stopping by one of the nearly one hundred shops that deal galactic goods. If the shopper succeeds on his Gather Information check he find an indifferent vendor who can either sell him the item or give him further information.

If the character fails on his Gather Information check he cannot take this action again until he succeeds at another action. Characters can only take this action when at hubs of galactic trade. If the character fails his Gather Information check while searching for a restricted item there is a 50% chance he will come to the notice of Security and a 10% chance a gang will notice his interest.

**Wander Station:** Although the Zocalo contains the best and most well-connected stores, there are other, smaller stores and markets scattered throughout the station. These locations are a bit harder to search through than a highly centralised area like the Zocalo but can provide a wealth of shopping opportunities. If the shopper succeeds on his Gather Information check he finds an indifferent vendor who can either sell him the item or give him further information.

If the character fails his Gather Information check while searching for a restricted item he has a 20% chance of coming to the attention of Security and a 50% chance of coming to the attention of one of the station's many gangs.

### Assisting Characters

Any number of characters may participate in a shopping action by making 'aid another' skill checks with the appropriate skill. Every +10 points of bonus given to the primary character increases the number of stops a successful skill check converts into by +1.

For example, if a character gains a +12 bonus from his friend's actions and he succeeds at his skill check he moves two steps closer to his final purchasing destination.

## The Shops of the Zocalo

In the last chapter we presented a number of shops, stalls and fixtures that work and live in the Zocalo. The chart that follows provides systemic rather than setting information about these characters: their initial attitudes, general thresholds and potential goods as defined in the Goods & Services chapter.



Proprietor	Shop Name	Attitude (Threshold)	Sells
Mama Mima (Female Human Worker 5)	Mima's Flowers	Friendly (5)	Adequate to exceptional botanicals.
Aldo Vitalini (Male Centauri Worker 2)	Slip and Sip	Indifferent (1)	Adequate snacks.
Brother Theo (Male Human Worker 10)	The Order	Friendly (3)	Service broker for expert data and scientific analysis.
C'kiln (Vree Agent 4)	The Pawn Shop	Unfriendly (5)	Consignment shop, contains poor quality wide and common availability luxury goods and some professional equipment.
C'mil (Vree Agent 4)	Nothing Lost	Unfriendly (4)	Sells adequate quality trinkets.
Donel (Male Brakiri Agent 4)	Brakiri Syndicate	Friendly (6)	Hires people to engage in commercial shipping services.
Dorallar (Female Drazi Lurker 3)	A Word in Time	Friendly (5)	Professional courier.
Fililnailik (Gaim Agent 4)	The Sands of Time	Indifferent (1)	Exceptional quality Gaim trinkets.
Japhen Kodigo (Male Centauri Diplomat 3)	Liquid Bliss	Indifferent (4)	Poor to exceptional quality liquors.
K'tan (Male Narn Worker 5)	Red Eye Bakery	Friendly (4)	Adequate Narn snacks.
Mr. Adrian Botticheli (Male Human Worker 7)	Earth Boutique	Indifferent (3)	Imported botanicals and meal materials (adequate and excellent quality).
Mr. Ahn Jin-su (Male Human Worker 4)	The Green Tiger	Friendly (5)	Human-made meal materials, prepared meals and furniture of excellent and exceptional quality.
Mr. Alan Morikage (Male Human Agent 3)	Walker's Inc.	Friendly (1)	Labourer service for general purchasing, investigator if searches required.
Mr. Alex DiMaggio (Male Human Worker 4)	The Dugout	Indifferent (1)	Adequate Earth trinkets (baseball-related), poor quality snacks.
Mr. Cadmus Fletcher (Male Human Worker 4)	Flowers 4 Less	Indifferent (3)	Poor to excellent quality botanicals.
Mr. Gregory Finagle (Human Worker 4)	Finagle's Place	Friendly (3)	Adequate furniture, meal materials and snacks. Occasionally stocks excellent items in all three categories.
Mr. Killon (Male Abbai Worker 3)	Perfect Fit	Friendly (3)	Excellent or exceptional clothing.
Mr. Railus Marcus Grossi (Male Human Worker 4)	The Babylon 5 Emporium	Indifferent (3)	Babylon 5 memorabilia.
Mr. Renir (Brakiri Agent 5)	Glory Shop	Friendly (2)	Excellent quality religious trinkets.
Mr. Roger Goldberg (Male Human Lurker 6)	Helping Hand	Friendly (4)	Poor to adequate quality trinkets.
Mr. Terrance Oliver (Male Human Worker 3)	Book Universe	Indifferent (3)	Adequate to exceptional trinkets, books and small items only.



Proprietor	Shop Name	Attitude (Threshold)	Sells
Mr. William Hurst (Male Human Soldier 7)	Explorers Inc.	Friendly (3)	Excellent vacation services.
Ms. Ai Xue (Female Human Worker 3)	Earth History Exhibition	Indifferent (1)	Exceptional artistic trinkets of up to medium size.
Ms. Catherine Almasi (Female Human Agent 7)	Almasi Inc.	Friendly (5)	Travel (space), charges for round trips.
Ms. Celia Kimane (Female Human Worker 6)	The Zocalo	Friendly (4)	Adequate and excellent prepared meals and liquors.
Ms. Despo Iakovou (Female Human Worker 6)	True You Painting	Indifferent (3)	Excellent custom paintings (trinkets).
Ms. Elizabeth (Beth) Kessel (Female Human Lurker 4)	Worry Warts	Friendly (2)	Poor to adequate quality trinkets.
Ms. Saphak (Female Brakiri Worker 5)	Galactic Boutique	Indifferent (3)	Poor to excellent furniture rental. Adequate to excellent furniture sales.
Noliar Crystalshaper of the Clan Hi'udi (Female Minbari Worker 7)	Night Moves	Indifferent (1)	Minbari crystal.
N'tok (Male Narn Agent 6)	N'tok Investigations	Friendly (3)	Professional investigation service.
V'ill (Vree Agent 3)	Eclipse Café	Indifferent (5)	Adequate snacks and prepared meals.
Z'kil'ma (Vree Agent 6)	Rogues' Gallery	Indifferent (2)	Adequate to exquisite trinkets (crime-related).

## Associations and Trade Unions

A handful of associations and trade unions attempted to establish dominance over commercial trade on Babylon 5 early in its operation. The chaotic nature of the Zocalo,

its political importance and Captain Sinclair's astute manoeuvring prevented them from achieving a chokehold on business. Nevertheless, the following organisations can and do demand respect.

### Associations and Trade Unions

Organisation	Representative	Dues	Area of Influence
The Dockers' Guild	Ms. Neeoma Connolly	50 cr. per year	Dockworkers and therefore all goods passed through the station.
The Intergalactic Brotherhood of Workers	Mr. Robert Marlow	100 cr. per year	All licensed trades, construction workers and maintenance workers.
The Order	Brother Theo	Life service	Expert analysis, both data and scientific research services.
The Spacer's Guild	Ms. Elizabeth Martin	100 cr. per year	Shipping contracts and ship treatment.
Zocalo Association	Mr. Adrian Botticheli	None	Zocalo shops and stalls.



The Docker's Guild, represented by Ms. Neeoma Connolly (Female Human Diplomat 1/Worker 2), represents the interests of all dockworkers on every station and port in the Earth Alliance. They dislike calling for general work stoppages, as they understand the devastating effect such action can have on entire worlds. However, they will do so if conditions become so dangerous they exceed the guild's established casualty thresholds. Characters might interact with the Dockers' Guild any time they wish to ship materials into or out of the station.

The Intergalactic Brotherhood of Workers grew out of the International Brotherhood of Electrical Workers. They maintain professional standards in a wide variety of blue-collar trades, monitor the treatment of their workers and provide a 'fair sharing' system by which each worker gets a chance at the limited pool of jobs. Mr. Robert Marlow (Male Human Agent 5) is a hard-nosed negotiator who uses his bargaining power like a bludgeon. He is known for organising 'brown-outs' where specific areas do not receive scheduled services due to a thousand errors in paperwork. These 'brown-outs' never quite cause enough damage to be illegal, but are highly annoying to those in power. Characters may come into contact with the IBW when they hire construction services or do damage to the station's superstructure.

When Brother Theo (Male Human Worker 10) came to Babylon 5 he had no intention of becoming a local

powerbroker. Unfortunately, this friendly man controls one of the most precious commodities on the station: a large and dedicated group of analysts who quickly built a reputation for extreme skill. Worse, his Order's vows allow them to undercut the prices of more aggressive, commercially-minded services. Brother Theo is a shrewd negotiator and a man of deep faith; for him, this means he will listen to nearly anyone and help whom he chooses. Characters might come into contact with Brother Theo any time they wish to hire data or scientific analysts; word on the street will lead them to him fairly quickly.

The Spacer's Guild is less organised than the other four power blocs. It is a loose association of space pilots from many races. The 'guild' representative tries to keep track of general problems affecting the membership, but has little bargaining power. Membership in the guild does insure first access to some contracts, so most pilots choose to join. If they do not there are no serious repercussions.

The so-called 'Zocalo Association' functions more like a rumour mill than a true power bloc. The owners of the twenty stalls on the Zocalo's first level often gather to talk about events affecting trade in the Zocalo. They sometimes ask Mr. Adrian Botticheli to speak with the Captain directly about things of particularly pressing concern. Though they have no true power, the merchants are smooth talkers who can wield a great deal of influence if they choose to do so.





# Shady Dealings

When characters wish to purchase restricted items or services they have two choices: go somewhere else or deal with dealers and smugglers.

Many items are restricted only in regards to their availability in a particular area. For example, Babylon 5 strictly restricts the possession of weapons. However, on most Earth Alliance worlds characters can pick up a slug thrower or PPG at a corner store. Unfortunately, leaving the area just delays the problem of bringing the restricted item back to where the character needs it. More importantly, it takes a great deal of time. The character must book passage to the appropriate location, find a vendor there and then make his way back to wherever he initially worked.

In order to get access to items more quickly characters need to make contact with the black market. The character can use the rules presented in the last chapter (pg. 15) to find restricted items. Once he does so, he can negotiate with the vendor he finds using that system. If he encounters security or a gang during his efforts this chapter describes those interactions.

Additionally, once a character begins dealing with the black market it becomes very hard to stop. The more restricted items he buys the stronger the criminal side's hold on him becomes. This may come in the form of addiction, blackmail or simple bribery.

Some characters, seeing the incredible profits to be made on the black market, may be willing to engage in the

dangerous smuggling business. Such activity does not earn the favour of either Security Chief Garibaldi or the enigmatic Commander Ivanova. Fortunately, other than a few broken bones and some time spent in the brig, few of the punishments carry any lasting legal penalty. What the characters' underworld creditors do to them when they lose a shipment of, say, military-grade PPGs to Security is another matter entirely.

## The Gangs of Babylon 5

Babylon 5, like most other civilised colonies, has a number of powerful gangs who control most of the illegal action. Security tolerates their presence despite occasional haranguing from reform-minded Senators. Unlike the politicians, the Chief realises that illegal activity is going to go on. He wants to keep it under control and the people in charge of it under his thumb. So long as things stay below a dull roar he allows business to go on as normal. As soon as bodies start appearing, or innocent people get harmed, he hauls the leaders in for a little reminder of why they stand up and call him 'Chief' when he walks into the room.

At any given time on Babylon 5 there are between five and eight gangs working Downbelow and the Zocalo. These gangs like to posture about how they control 'all of the action'. However, in reality they all answer to a single over-boss who negotiates between the groups. This over-boss wields considerable influence but little direct power.

Smugglers play an important part in the gang's power struggles. They provide the restricted items the gangs deal in. A gang that reaches an exclusive agreement with a smuggler secures a considerable amount of credits for their own use. Those that get cut completely off from the smugglers have to fall back on extortion and petty crime to pay the bills. These activities, which affect honest citizens and potentially the combat readiness of the station, bring the gang fairly quickly into conflict with Mr. Garibaldi. Such conflicts rarely last long and never turn out well for the gang.

## History of the Over-bosses

In 2257 Na'grath, an insectoid Lurker from a little-known species, moved into Babylon 5. Through a series of strong-arm tactics and negotiations with smuggler groups he quickly established control over the gangs. If they wanted to do anything more lucrative than pick pockets they had to make a deal with one of his smugglers. By 2258 Na'grath's control over the underworld was nearly complete.

### Optional Favour Chart

The favour chart below may be substituted for the favour chart on pg. 14. The vastly inflated prices shown below represent the considerable mark-up characters must pay for items on the black market.

Character Attitude	Favour Value	% of base price charged
Hostile	<1	500%
Unfriendly	>1	450%
Indifferent	>5	350%
Friendly	>10	300%
Helpful	>15	250%
Ally	>20	200%



Unfortunately, all good things must end. At the end of 2258 Na'grath flees the station after Mr. Garibaldi is shot from behind. He had nothing to do with the assault, but recognised that Commander Sinclair would pin the blame on him anyway. His run-ins with the Chief made him far too easy a target.

During the next year the smugglers negotiated lucrative deals with several gangs. With no clear leader, violence began to steadily increase. Shopkeepers and pedestrians came under increasing assault. As things deteriorated the Chief applied pressure to various gang leaders to come to an armistice. When they did not, he asked Commander Ivanova to have a word with the smugglers.

As various leaders rose and fell during this time a new player on the scene, Ashi, started to steadily increase his power. He made good deals with each of the smugglers, placing the black markets firmly under his thumb. With this commercial power in hand he followed Na'grath's lead, breaking gang leaders who would not deal with him and supporting those who did. By the end of 2260 he managed to stabilise the situation to everyone's profit.

This dynamic changed again in 2261, when Commander Ivanova took erstwhile control of the smugglers. With the flow of restricted goods suddenly cut off old resentments flared bright. Ashi moved quickly to secure his position, but had few tools other than the smugglers at his disposal. While the war for Earth raged through space, a meaner, dirtier war burned on the Station itself. Under Mr. Allen's watchful eye the gangs resumed their jockeying for position.

By the end of 2262 the station's underworld still had not settled down. The return of true smuggling to Babylon 5 simply increased the conflicts. With the gangs on guard for another 'boss push' and willing to fight to keep their exclusive contracts, things continue to spiral out of control. Whether the tide of violence will eventually force Mr. Allen to take drastic action remains unknown.

## Human Gangs

Most of the gangs onboard Babylon 5 are led by and made up from the human population. This has more to do with demographics than racial inclinations. Since humans make up the majority of Babylon 5's population they are proportionally represented among its criminals.

Most 'gangs' form, operate and vanish in less than a month. They build up around a single charismatic leader (Lurker 5) who oversteps his bounds with Security. Once the Chief finishes with the leader the rest of the gang has already broken up, drifting away into the general population. They will reappear later as members of another gang.

These temporary gangs engage in the majority of the extortion and petty crime conducted in the Zocalo. They will often extract 'insurance' money from storeowners on the order of 100 credits a week. The storeowners generally just pay it, realising that the cameras everywhere in the Zocalo are recording the perpetrator's identity along with the time and date.

There are a handful of fairly stable gangs who engage in specific business ventures. These gangs include: Bookers, Mooks, the Star Eaters and The Syndicate.

### Bookers

**Leader:** Eva Riis (Female Human Lurker 6)

**Membership:** 25 human thugs

**Deals:** Drugs and Weapons





The Bookers stared when Ms. Riis (a former accountant) found herself out of work and out of ways to find work. Rather than submit herself to a mundane life she gathered together a few friends and set out to make a name for herself. Her business skills allowed her to establish a number of dummy corporations through which to funnel money. Her lover's strong right arm broke enough heads to gather her a small army of loyal lurkers. These individuals welcomed the opportunity to deal in something other than scraps. Now they sell most of the adequate or better quality drugs on the station.

Ms. Riis avoids talking to clients unless she has no other choice. She long since spaced her lover, leaving many of her gang wondering when she will take on another companion. So far, she has not. A cynical observer (i.e. the Chief) might conclude she was using the promise of sex to manipulate the dangerous men under her command.

### Mooks

**Leader:** Noor Thio (Male Human Lurker 6)

**Membership:** 20 human thugs

**Deals:** Restricted entertainment and forgery

The Mooks enjoy acting like a rough and tumble gang of thugs. In reality, they rarely come into armed conflict with anyone. Their particular rackets are banned entertainment recordings and the forgery of official documents. If faced with an armed and determined threat most Mooks will just fold. Most of them run small stores as a front for their more lucrative businesses.

### Star Eaters

**Leader:** Mr. Kiarash Mirzal (Male Human Lurker 7)

**Membership:** 30 human thugs

**Deals:** Drugs

Where the Bookers mostly sell high quality drugs, the Star Eaters fill the seemingly insatiable need for lower quality, lower priced highs. Star Eaters sell their wares on just about every level of Brown Sector. In 2259 they made a brief foray into the Babylon 5 education system, but retreated when the

Minbari religious caste workers delivering lunches started leaving their couriers beaten almost to death in back corridors. Oddly, Chief Garibaldi never responded to their complaints or looked into the matter.

### The Syndicate

**Leader:** Mr. Frank Zoppo (Male Human Lurker 5)

**Membership:** 20 human thugs

**Deals:** Restricted financial services and sexual services

The Syndicate is a group of like-minded businessmen looking for investment opportunities. They have considerable cash at their disposal and can provide loans or build 'portfolios' of illegal activities for their clients. They operate out of a bar in Downbelow, where they spend most of their time playing cards and waiting to hear back from their various agents.

### Alien Gangs

There are two alien gangs of note on Babylon 5 during the period from 2258 to 2262. These gangs are both branches of organised crime syndicates on their racial homeworlds. Neither gang listens much to the over-boss, although they respected Na'grath more than Ashi.

### Cdr'kll

**Leader:** C'lk'n (Vree Telepath 7)

**Membership:** 15 Vree operatives (Vree Agent 3)

**Deals:** Piracy and smuggling contracts

This fairly unusual gang consists of a small group of Vree government operatives working to undermine Brakiri





influence by enlisting organised illegal help from other races. C'lkn brutally scans every operative (Vree or otherwise) he employs in order to ensure loyalty. He also pays quite well – up to 100% of the retail value of any cargo stolen from a Brakiri merchant. The Vree government will deny any involvement with this 'aberrant individual'.

### Yellows

**Leader:** Denso (Male Drazi Lurker 6)

**Membership:** 25 Drazi (Drazi Lurker 2)

**Deals:** Gambling and security services



The Drazi Denso called his gang 'Yellow', after the sash colour they wear at their secret meetings. Traditionally Yellow is a 'secret society' dedicated to overthrowing both Green and Purple, trying to fix the fights between the two. During non-conflict years the members engage in gambling, light enforcement work and raiding. The Yellow gang carries on this tradition of civic service, helping relieve people of their money and offering to protect people from the 'undesirables' who might otherwise cause them harm.

## Falling under the Influence

There is something insidious about criminal activity, whether it be selling drugs or buying an illegal pornographic film from a vendor. Each time the character steps into the world of violence and crime the harder he finds it to step out. Eventually he may find himself engaged in illegal activities simply to feed whatever habit he develops.

Characters can fall under the influence in two ways: addiction and blackmail.

### Addiction

Drugs, sex, money: just about anything can be addictive to the right personality. Any time a character risks himself by seeking out restricted items the Games Master may rule he must make a Will check (DC 10) to resist becoming addicted. If he does become addicted he needs to feed his habit at least once a day or begin to suffer from side effects.

A character who fails to feed his addiction during the day must make a Will save (DC 12). If he fails he suffers a –1 penalty to all skill checks until eight hours pass or he gets his fix. If he goes for a full eight hours he may make a second Will save (DC 13). If he fails this second save then his penalty increases to –2. This process continues until the skill penalty reaches –8, increasing the DC of Will save by +1 for each eight-hour period. The character can break the cycle at any point by making a Will save (which resets the penalty to zero and restarts the cycle) or by going all the way to –8 and then remaining there for a 24 hour period. After this time the character's addiction begins to wane at the rate of –1 per 24 hours.

### Blackmail

Technically, each time the character purchases a restricted item he breaks the law. The fees for various security breaches can be found in the Station Services section (pg. 106).

Criminals know that most decent, hard-working people do not want to have their record marred by criminal proceedings. Therefore, they keep track of their customers. Each purchase builds up a bit more potential threat, a bit more leverage the criminal can apply to the character.

In reality the vendor will probably not turn the character in. After all, he faces considerably more risk than those who purchase his goods. However, he does not need to carry through in order to threaten or cajole the character.

To reflect this, keep track of the number of times the character purchases restricted items from the same vendor. When this number exceeds the character's Will save bonus





zero out the amount and give the vendor a +1 circumstance bonus to his Diplomacy and Bluff skill checks targeting the character.

## Smuggling and Security

For every good on the restricted list there is a smuggler willing to move heaven and earth to get it onto the station. Mr Garibaldi and Commander Ivanova spend a huge amount of their time hunting down smugglers. These individuals range from the extremely stupid to cunning operators who can slip a bomb onto the station without raising any flags. The latter have a considerably more lucrative career than the former.

### Types of Smuggling

There are three general types of smuggling: indirect, personal and professional.

Indirect smuggling occurs when a character leaves his restricted cargo outside the station. Since colonies as a general rule do not physically check external cargos, the smuggler can simply list a phoney manifest with C&C and be done with it. Both the Centauri and the Narn take advantage of this aspect of Babylon 5 security to move weapons and sometimes even troops. This is the type of smuggling that irks Commander Ivanova the most; she knows it is going on but she also knows there is little she can practically do about it.

Personal smuggling occurs when some smiling person tries to get restricted items past the every vigilant Customs officers. They may do this out of ignorance, out of a desire to keep hold of a personal item or for personal profit. Slipping items past a Customs officer takes more skill than most people would give them credit for.

Professionals generally do not carry their goods on them. Instead, they carry a small, easily smuggled sample and

leave the rest on their ships or for later shipment. They usually pay off dockworkers or security guards to ease their items through customs.

### The Steps of Smuggling

Babylon 5 Customs uses a highly-sensitive scanner to sweep through baggage, personal belongings and each entrant's body and clothing. This scanner can detect:

- ⑤ **Chemicals:** The scanner can detect signature chemicals on quantities as low as parts per million.
- ⑤ **Energy Sources:** The scanner can detect and identify most common energy sources. Earth Alliance scanners have difficulty distinguishing power sources of either Centauri or Minbari make: they cannot easily tell the difference between a flashlight and a fusion rifle power cell from either race.
- ⑤ **Shapes:** The expert system built into the scanner can recognise the silhouette of most known weapons. It can also compile data from the chemical and energy sensors to heuristically identify weapons not on the data file.

Additionally, there is a 10% chance that any particular bag or person will be hand searched. During 2260 this chance increases to 20%.

Characters engaged in indirect smuggling can pass through customs without any problems. All of their restricted items remain onboard the ship.



Characters engaged in personal smuggling must discover a way to fool the sensors or get their gear past customs without being scanned. These methods include:

- ⑤ **Seal the item in an iso-cube:** Small quantities of materials may be sealed in an iso-cube. Once within the cube the item cannot be scanned. It will still appear on a random physical search of the baggage. Iso-cubes are ideal for smuggling in small items.
- ⑤ **Hide the item inside the body:** For reasons of personal privacy EA scanners do not penetrate beyond the skin of any sentient creature. If the character completely seals the object in his body it will not show up on scanners. Note that characters who ingest the item (or place it in another orifice) will still trigger the chemical scanners as faint traces of the object will remain. The best way to do this is to have the item sealed in an iso-cube and then surgically installed in the character's body, a procedure requiring at least a day of recovery time and 5,000 credits.
- ⑤ **Use a non-standard item:** Minbari denn'boks and most Centauri diplomatic weapons (e.g. the diplomat's and noble's broaches) do not register as weapons on the scanner. Their advanced power sources confuse Earth Alliance scanners too much to get a clear reading. An observant security guard (Spot check DC 20) will notice a slight flux in the readings but will have to make a Technical (electronics) check (DC 25) to recognise it as a power source.

- ⑤ **Give the item to a First One:** Clearly the scanners used by the Earth Alliance cannot tell anything about creatures like the Shadows or the Vorlons. Of course, handing your drug stash to ambassador Kosh is probably not the most effective method for getting it past security. However, Mr. Morden can walk through customs carrying anything short of a fusion bomb without making a scene. His 'friends' keep the item out of sight.

- ⑤ **Smuggle information rather than goods:** A data-crystal is a data-crystal as far as the security scanners are concerned. Characters who smuggle in information or restricted data (e.g. restricted entertainment programs containing depictions of illegal activities) have a much easier time than those who smuggle Dust or PPG rifles.

Characters who wish to bring in more than an ounce of a given substance or who want no record of their entrance and exit need to:

**Bribe a security guard:** Finding a security guard to bribe requires a Gather Information check (DC 25). Success indicates the character finds a guard who needs a bit of extra cash, equal to 10% of the street value of the items being moved. Failure brings the character up on charges of violating station security and interfering with the defence of the station.







**Bribe a dockworker:** Dockworkers are much easier to bribe than security guards, but also less able to help. The most a dockworker can do is set a specified package aside rather than pass it through the security scanner. A dockworker caught taking bribes will be immediately removed from the guild. The person who bribed him will face charges of compromising station readiness.

Finding a dockworker to bribe requires a Gather Information check (DC 25). The dockworker will require 5% of the street value of the cargo. The dockworker must then make a Profession (dockworker) check (DC 20) to avoid detection.

**Cut out of line:** When using a false security ID the character needs to get out of the customs line without being detected. This requires a Hide check opposed by the Spot skill of the guards watching the line.

Once successfully out of line the character must make a Move Silently check (DC 20) to move through the cargo area without being detected. If he succeeds then he must make a Technical (electronics) check (DC 25) to deactivate the sensors on one of the many security doors lining the area. If he succeeds he may make a Technical (mechanical) check (DC 15) to jemmy the door open. If he fails then he may still make the second skill check but tampering with the door causes an alarm to sound. If he fails by 10 or more the alarm automatically goes off.

If a character cuts out of line, Security will be alerted to the discrepancy between the ship's passenger manifest and its debarkation data within 24 hours. Security will

begin a low-intensity search for the character. He will most likely remain at large until he exits the station. It is possible to avoid this by using disposable forged identities (see below for more details).

**Hack the C&C computer:** A fairly popular option is to confuse the C&C computer by alternately hacking it and entering complex errors in the inventory tracking data. If successful this creates a one-minute window in which another character can pass a package through customs without it being tracked or properly scanned.

Each attempt requires a Computer Use check (DC 25) and 2d4 hours of preparation. The Games Master makes this skill check in secret. When the attack begins, the character who performed the Computer Use check unleashes his tools. The other character has one minute to walk through the Cargo area, making a Hide check (DC 25) to avoid detection.

**Use false IDs:** Some characters find it easier to have someone create several false IDs, at least one of which has security permissions. They use this ID to get through otherwise secured doors. Buying a false security ID requires at least one day of work by an expert identity forger: minimum cost is 750 credits retail. Given the highly restricted nature of this activity, the forger may charge as much as 3,750 credits for a single identity. This identity can only be used once; after the illegal access Security will immediately shut it down.

Note that people using false security IDs will often use three separate identities: one to leave the station, one to come back and one to breach security. This confuses the electronic trail, as the smuggler's name never appears on a manifest having travelled to or from the station. All three identities are sacrificed, for a total cost of at least 2,250 credits.

A character using false IDs will still need to cut out of line to get access to the station.



# Goods & Services

Whether one finds it in the public stores or on the black market, through a business deal or an extortion racket, the dazzling array of technological innovations dreamed up by billions of sentient minds never fails to astound. Whatever the need, whatever the situation, someone, somewhere has dreamed up a gadget to help.

In the previous chapters we explored how to determine the availability of goods and services. In this chapter we outline what the characters might buy. Although the primary focus of this section is the multi-species Zocalo, it also contains some information about technology limited to particular races or restricted by law to particular boundaries.

This chapter contains information about:

- ⑤ **Ancient Artefacts** – items salvaged from worlds long-abandoned by their original inhabitants. This may also include artefacts created by the various First Ones.
- ⑤ **Racial Templates** – items of technology unique to the Earth Alliance.
- ⑤ **Commercial Services** – the cost of hiring specific, packaged services.
- ⑤ **Computers** – building a custom computer capable of meeting the character's personal needs.
- ⑤ **Professional Services** – the cost of hiring skilled contractors to perform various tasks.
- ⑤ **Professional Equipment** – items designed to assist characters in the pursuit of their every-day activities.

- ⑤ **Luxury Goods and Services** – items intended to provide comfort and enjoyment.
- ⑤ **Station Services** – the cost of station-specific services (ranging from rooms to cleaning and education).
- ⑤ **Weapons and Armour** – the tools of war, always useful in a galaxy where raiders lurk behind every corner and covert organisations try to manipulate events from behind the scenes.

Each section is further subdivided into information about specific weapons, kit and trinkets the character might purchase.

## Ancient Artefacts

The ruins covering countless planets give mute testimony to the long history of intelligence in the galaxy. Literally thousands of sentient races have raised their hands against the march of time, marking worlds with their work before fading back into dust. After they pass, their work remains as a riddle to those who will come after.

Despite appearances, most 'ancient artefacts' do not fall into the category of super weapons millions of years ahead of current technology. Many races do not make it past the 'wheel and fire' stage of technological evolution. For those who do, the path of technological innovation remains fraught with peril. Species encounter many opportunities to destroy themselves long before they leave their own homeworlds, let alone reach out to the stars.

Even if the item does possess abilities beyond the technology of the current races, nothing guarantees anyone can use it. Most artefacts suffer from serious damage sustained in their millennia of rest. Many no longer contain sufficient power to perform whatever they were designed for. Some are little more than slag components held together by materials too tough to properly decay.

Even assuming the object works, it may not be possible to understand exactly what it does. Although all life speaks with one voice, the needs of each race remain radically different. For example, a medical sensor designed to detect a particular genetic abnormality in a long-dead race no longer possesses any





practical purpose. It is a highly interesting scientific curiosity, but not something the average lurker or maniacal, would-be dictator cares about.

When building ancient artefacts a Games Master may choose one of two options: assigning artefact qualities to create an artefact with properties he knows or permitting the artefact to be a cipher to both him and the players. The latter option allows the Games Master to deal with the players from a position of obscurity, honestly saying he does not know what the item is for.

All ancient artefacts are severely restricted, if they are available at all.

## Artefact Qualities

When building an ancient artefact using qualities the Games Master selects a template from the following list. He assigns the item a technology type and a number of attributes effecting how it operates. These elements combine to dictate the skill checks required to decipher the item's function, to use the item and to maintain it assuming it is not self-maintaining.

All ancient artefacts have hardness 10 and 20 hit points per inch unless otherwise noted.

## Artefact Templates

Select one of the following templates to determine the item's basic function:

**Armour:** The item provides protection from a specific type of damage. This protection comes in the form of DR. Armour template artefacts cover the body, project a force field or cover the skin with an unusual substance.

**Gear:** The item provides a bonus (base +10 equipment) to one of the user's skills. The item does not extend the range of the skill despite allowing it to function at nearly legendary levels.

**Kit:** The item performs a 'miracle' of technological origin when triggered by an appropriate skill check. The trigger skill determines the artefact's effect (e.g. artefacts with a Telepathy trigger create telepathic effect). Each kit item generally possesses one ability, modified by any attribute the artefact possesses.

**Weapon:** The item deals damage. Of all weapon artefacts, 90% are ranged weapons. The remaining 10% work as melee weapons. All ranged weapons start off doing 1d6 damage with a range increment of 50 feet. All melee weapons start with a base of 1d8 damage.

## Artefact Technology

Once the Games Master selects a template he moves on to choose a base technology from the following list. Each technology type provides the artefact with specific advantages and disadvantages.

**Chemical technology** relies on unknown and exotic interactions between substances, sometimes assisted by unusual energy fields. Chemical items may have any number of attributes but consume themselves as they work. A discovered chemical item has 1d4 uses remaining in it before it ceases to function.

**Crystal technology** is relatively hard and contains a self-renewing energy source. These items may be used once before requiring a 1d4 round recharge period before being used again. They generally have one attribute, plus one for every size category the item is over Fine.

**Electronic technology** relies on electrical conductivity and known physics principles to produce effects. These effects may be beyond the skill of any current race to create, but the item itself will follow known principles. Electronic items usually only have a single attribute. They require an outside energy source, as any internal storage they may possess long since drained away. The outside 'charger' may be part of the item's overall weight. The item stores enough energy for 1d6 uses when fully charged.

## Working out the Technology

In order to make an object function the user must either make a Use Ancient Device check (DC 20) or work out its function using his normal scientific skills. The skill required is based on the technology type. Each successful check allows the character to deduce the function of one of the item's attributes.

Technology	Skill Required	Check DC
Chemical	Knowledge (chemistry)	35
Crystal	Knowledge (materials science)	30
Electronic	Technical (electronics)	25
Life	Knowledge (telepathy)	30
Mechanical	Technical (mechanics)	25
Nanotech	Technical (nanotechnology)	30
Organic	Technical (organics)	35
Time	Knowledge (temporal physics)	40



**Life technology** draws from and manipulates the force of life itself. These technologies are one step away from true organic technology. They may have up to five attributes. Using the item drains one hit point per round from the character. Most life-based items have some safety feature designed to prevent them from taking the user below zero hit points.

**Mechanical technology** relies on gears and Newtonian forces (not to mention exotic materials) to produce unusual effects. Mechanical items generally have one attribute. They require an additional, outside power source to activate. Once activated, they retain enough energy to function 1d6 times before requiring a recharge.

**Nanotechnology** relies on the application of millions of machines less than one micro across. These machines work together to create the effect. The item itself is either a 'home', storing the machines or a 'producer', creating the machines on demand.

**Organic technology** represents the pinnacle of technological development. Organic items are self-repairing, self-aware and require no external power source. Some kinds of organic technology adapt over time, allowing the user to control its attributes after a fashion (5% chance of adaptive ability).

**Time technology** creates effects by controlling and manipulating time fields. These unusual devices draw power directly from their user. Each time they are activated the user effectively ages one full standard year.

## Artefact Attributes

Artefacts can do 'magical' things: convert a man into an organically powered killing machine, transfer life from one person to another or project a holographic image deep into space. These abilities stem from technological innovations unknown to the races currently running the galaxy.

### Generic Attributes

Any artefact may possess one of the following attributes:

- ⑤ -2 pounds to item's weight.



- ⑤ +2 to item's hardness.
- ⑤ +10 to item's hit points.

### Armour Attributes

The base armour artefact provides DR 5 and weighs 15 pounds. Each attribute affects the following:

- ⑤ +1 DR.
- ⑤ +4 DR against a particular hazard or energy type.
- ⑤ +1 to all saves.
- ⑤ Concealable – the item creates the armour rather than providing armour itself.
- ⑤ Stackable – the armour provided stacks with other forms of armour.

### Gear Attributes

The base piece of 'gear' provides a +10 equipment bonus to one skill and weighs ten pounds. Each attribute the item has gives it an additional bonus as follows:

- ⑤ +3 equipment bonus to the core skill.
- ⑤ +2 equipment bonus to a second, related skill.
- ⑤ -2 pound weight.

### Kit Attributes

Kit presents the greatest design challenge for a Games Master. It can, in theory, do anything: change time, heal the dying, project an interactive holographic image anywhere in the sector or give darkvision to the user. A basic kit item performs one function (see the table opposite for suggestions) modified by the following attributes:

- ⑤ +2 to skill check to trigger the item.
- ⑤ Increase variable effect by one die.
- ⑤ Increase non-variable effect by +2.
- ⑤ Add an additional function.



## Example Kit Functions by Skill

Common Skills	DC	Effect
Appraise	30	Instantly determine the composition and structure of one item of Colossal IV or less size.
Computer Use	25	Reduce the time required by your next Computer Use check to 1d4 rounds.
Concentration	20	Allow the character to imprint or replay a memory no more than one minute in length.
Disguise	20	Transforms the character into exactly what he describes, complete with sufficient DNA and other changes to make him appear as that creature to a surface medical scan.
Forgery	25	Create an exact, but non-functional, duplicate of any Fine or smaller item.
Hide	20	Character becomes invisible to video sensors.
Jump	10	If the character meets the minimum threshold (DC 10) double his Jump distance.
Medical	20	Identifies all current conditions (e.g. diseases, poisons or stunned) the target suffers from.
	25	Cures one condition the character suffers from.
	30	Cures 1d6 hit points. Can only be used on a target once per day.
Move Silently	25	Character cannot be detected by audio sensors.
Profession (farmer)	20	Item creates organic goo that feeds 1d4 people for one day.
Sense Motive	20	Item clearly reveals the target's emotional and physical state.
Technical (mechanics)	30	Item adapts itself to perform the function of one mechanical item within a 30-foot radius of Large or less size.
Telepathy	15	Item performs an Accidental Scan on anyone touching it as a P12. It displays the result on a data display panel.
	20	Item allows the character to use Far Telepathy on his next skill check.
	25	Item allows the character to ignore the subdual damage dealt by using his next telepathic power.
	30	Item generates a jamming wave like the Jamming Telepathic Power that covers a one-mile radius with P12 level static. One use activates the field for one minute.

### Weapon Attributes

Weapon artefacts are always a hit with the players. Loud, flashy and capable of punching through armoured plating, they make characters feel like a force to be reckoned with. All ranged weapons start off doing 1d6 damage with a range increment of 50 feet. All melee weapons start with a base of 1d8 damage. Further attributes modify the weapon as follows:

- ⑤ Ranged Weapon Only: +20 feet range increment.
- ⑤ Ranged Weapon Only: +5 feet radius to effect.
- ⑤ Melee Weapon Only: +5 feet reach.
- ⑤ +1 damage (three +1 attributes add +1d6 damage to a ranged or +1d8 damage to a melee weapon).
- ⑤ +1 to attack rolls.
- ⑤ Penetrate DR – the attack penetrates DR from anything other than organic technology.
- ⑤ Massive Damage – a successful attack deals damage to an attribute or character statistic rather than to the hit point pool.

- ⑤ Variable – the item can control its damage output, selecting any amount of damage up to the maximum rolled.

- ⑤ Touch Attack – the item makes a touch attack rather than a regular attack.

### Sample Artefacts

The following sample artefacts show what can be done with this system.

#### Aging Sword (Time-based Melee Weapon: +1d8 damage, Massive Damage (age))

This device looks like a bell guard without a blade, forged from a black, almost indestructible resin. When activated it creates a stable time field that moves whatever it touches backwards and forwards in time. This action ages the user by one year and ages the target by 2d8 years.





### Healing Machine (Life-based Kit, +4 Medical)

This tabletop device consists of a central unit with segmented columns of readouts and two 'cuffs'. One cuff connects the patient to the device. The other connects the user. By making a Medical check (DC 15) the user can transfer any one condition from the patient to himself. The machine, designed for easy use, gives the user a +4 equipment bonus to this skill check.

## Unknown Artefacts

Games Masters may wish to explore a different option when using the system outlined above. Rather than building an item himself, he may allow the players to build the item through a process of 'discovery'. In this case, neither the Games Master nor the players know exactly what the item does when they begin. As the characters experiment with the item they develop a clearer understanding of the item's functions.

### Basic Play

The order of play when discovering an artefact flows as follows:

1. The Games Master establishes the artefact's starting elements.
2. The characters decide who will work on the artefact.
3. Each character selects one action to perform on the item.
4. The Games Master resolves the results.
5. If there is additional time or remaining unknown abilities the characters may repeat steps two to four until they feel satisfied.

Generally, the more effectively the characters explore the item, the more likely it becomes that it does something useful to them in their current situation.

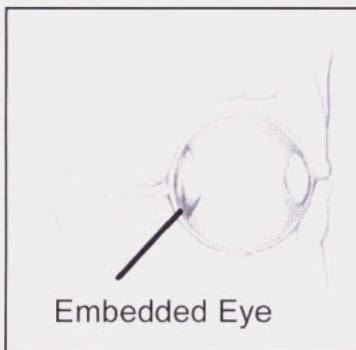
### Starting Elements

When designing the object the Games Master selects the following information:

1. The artefact's technology type.
2. Its physical description.

### Embedded Eye (Crystal-based Kit, three functions)

This solid crystal ocular implant can interface with any carbon-based life form's neural bundle. When implanted the item allows the user to see bioenergy auras. This gives the character a +4 Spot bonus to detect living creatures. He can also assess a creature's condition by taking a full round action and making a Medical check (DC 20). Finally, he may assess a creature's emotional state by measuring the fluctuations in its bioenergy field by making a Sense Motive check (DC 20).



### Hand of Stars (Electronic Armour, Concealable)

This roughly human-sized prosthetic has three primary digits and two opposable thumbs. It grafts itself in place of a removed manipulation appendage (e.g. a hand) in one round. Once grafted, the user can activate its defensive function with a thought as a free action. The hand surrounds its user with a shimmering field of energy providing DR 5 that does not stack with other armour.

The hand itself weighs five pounds. It also has a recharger weighing ten pounds. The batteries in the hand store enough energy to absorb 60 points of damage before requiring recharge. The recharger restores charge at the rate of ten hit points per hour.



Action	Effect
Analyse Readings	The character assists his companions by spending time sorting the data gathered about the item. He makes a Concentration check (DC 10). If he succeeds he may add +2 to one other character's skill check to determine or explore the artefact's attributes.
Bargain for Information	The character assists his fellow researchers by trying to gather information about the item from outside sources. He makes a Diplomacy check (DC 10) and spends 100 credits for every five points of the check result. For every five points of his check he gains a +1 circumstance bonus he may transfer to one of the other characters performing determine or explore artefact actions.
Determine Attribute	The character spends time working with the artefact to determine whether the object has additional, unknown attributes. He makes a Technical or Knowledge check appropriate to the artefact's technology type (see the Working out the Technology box on page 34 for more details). If the check succeeds then the character either discovers there is an additional attribute or determines decisively that he knows the correct total (depending on whether or not the group has already discovered all of the attributes or not).
Determine Template	The character spends time working with the artefact to determine its base template. He makes a Technical or Knowledge check appropriate to the artefact's technology type (see the Working out the Technology box above for more details). If the check succeeds the Games Master randomly determines the template by rolling 1d4. If the check succeeds by five or more the character may decide what template the item uses.
Determine Value	The character spends time researching the market value of similar items. This research allows the character to guide his friends in their investigations and bargains. He must make an Appraise check (DC 10). If he succeeds he may grant one other character a +2 bonus to their Diplomacy or Gather Information check.
Examine	The character examines scans of the object as well as using his senses to discover minute clues pointing to its functions. He makes a Search check (DC 10). If he succeeds he may give a +2 bonus to one other character's Knowledge or Technical check.
Explore Attribute	The character spends this round investigating a determined but still unknown attribute of the item. He makes a Knowledge or Technical check appropriate to the item's technology type (see the Working out the Technology box above for more details). If the character succeeds he discovers the attribute's function. If his skill check exceeds the DC by ten or more points then he may select the attribute's function from the appropriate list.
Explore Template	The character spends this round investigating the object's template abilities. This is most important for kit items, which may have a wide range of abilities. He makes a Knowledge or Technical check appropriate to the item's technology type (see the Working out the Technology box above for more details). If the character succeeds, he discovers one piece of information about the template's function. For example, if exploring a kit with three functions (two Medical and one Sense Motive) a success would reveal one of the three functions. If the character exceeds the check DC by ten or more points he may select the function rather than allowing the Games Master to determine it (subject to Games Master approval).
Gather Data	The character spends this round building information about the item. He makes a Knowledge or Technical skill check appropriate to the item's technology type (DC 10). For each five points of his successful skill check he gains +1 bonus he may apply to a similar check in the next round of investigation. He may give this bonus to another character if he so desires.
Research Tech	The character spends time researching known information and speculation about the artefact's base technology type. He makes a Computer Use check (DC 10). On a successful skill check he may give a +1 bonus per five points of his check result to one other character's Knowledge or Technical check.
Search for Rumours	The character spends time gathering rumours about the race responsible for creating the artefact. He may make a Gather Information skill check (DC 10). If he succeeds, he may give a +2 bonus to one other character's Knowledge or Technical skill check. If his skill check beats a DC of 20, he may negate the consequences of one failed action this round.



## Consequences of Failure

Actions	Effect
Analyse Readings, Determine Value, Examine	No negative effect. The character's failure does not significantly impact the discovery process one way or the other.
Bargain for Information	The character's interest comes to the attention of one of the major governments (Centauri, Earth, Minbar, Narn or Vorlon). This notice is immediately considered Hostile unless the character has a positive previous relationship with the government. The government immediately begins investigating the character, his compatriots and their recent actions.
Determine Attribute, Determine Template, Explore Attribute, Explore Template	The character's direct investigation results in damage to the artefact, the character or both. If the character's skill check fails by less than five he does no harm. If he fails by less than ten then the item loses one attribute permanently. If he fails by less than 15 he takes 1d4 damage to a random attribute from an accident with the item, but it does not lose an attribute. If he fails by more than 15 the item loses one attribute and he takes 1d4 damage to a random attribute as well. If an item has no attributes and it takes additional damage it is destroyed.
Gather Data, Research Tech	The character gathers misleading information. All determine and explore rolls that round are automatically considered five points lower than they really are when determining failure outcomes.
Search for Rumours	The character's activities come to the attention of a local underworld power. This group (usually a gang or organised crime syndicate) tracks the character and his compatriots. They will act to steal the artefact in 2d4 days.

He also randomly rolls to determine its maximum number of attributes:

- ⑤ Roll 1d4 for chemical, electronic and mechanical artefacts.
- ⑤ Roll 1d6 for crystal and nanotech artefacts.
- ⑤ Roll 1d6+1 for time artefacts.
- ⑤ Roll 2d4+1 for organic artefacts.

This information guides the characters through the discovery process.

### Filling in the Details

Once the characters find the base artefact, they may begin to explore its properties. This exploration process takes place in 'rounds'; each round takes seven days. Each character may declare one action from the list on page 36.

### Consequences of Failure

The descriptions above do not discuss the obvious problem of failing when carrying out an action. Characters obviously hope to succeed. However, manipulating ancient technology, whether it follows known principles or

not, presents the researcher with a host of challenges. The effects of failing each action are listed above.

## Racial Templates

The emergence of the Earth Alliance as the dominant trading power of the galaxy took the other races completely by surprise. The humans broke onto the relatively staid marketplace like a storm. They traded their best technological efforts for whatever the other races offered. In a decade Earth goods pushed Centauri and Vree merchants out of contracts they had held since their grandfathers negotiated them.

By 2258 human technology provides the standard other races measure goods by. Therefore, unless otherwise noted all items listed in this book (as well as the other Babylon 5 books) are of human manufacture.

An Earth item may be transformed into an equivalent item from another race by applying the templates provided below. Even more advanced equipment might be available to characters involved with their race's military or cutting edge technological companies.



## Abbai Template

The Abbai, an amphibious race of great age, have steadily developed a wide array of technological innovations. The relatively peaceful development of their culture allowed them to focus their efforts on infrastructure and beautification rather than the arts of warfare.

Abbai items typically have a glossy sheen and bulbous appearance. As amphibians, the Abbai work hard to insure all of their items are both waterproof and able to maintain neutral buoyancy when underwater.

Any item may be made 'Abbai' by changing its attributes as follows:

- ⑤ The item is automatically waterproof.
- ⑤ The item weighs half its actual weight for the purpose of determining Swim penalties.
- ⑤ Weapons designed by the Abbai suffer a -1 penalty to attack and damage rolls.

## Brakiri Template

The Brakiri, also known as the leeches of space, demonstrate all of the philosophical integrity of a horde of packrats. They buy items from every race, copy them, then sell shoddy imitations at bargain prices. If there is a limit to what they will sell no one has found it yet.

Brakiri items look much like the base item, just shoddily made. Their tools feel 'loose' in the hand; their weapons are well known for malfunctioning at the worst possible moment. However, they make up in availability what they lose in functionality.

Any item may be made 'Brakiri' by changing its attributes as follows:

- ⑤ Decrease the item's hit points by 10%.
- ⑤ Apply a -1 equipment penalty to any skill check required while using this item.
- ⑤ Increase the item's availability by one level.
- ⑤ Decrease the item's cost by 10%.

## Centaury Template

The Centaur boast about their accomplishments so much it would be easy to dismiss them as braggarts. Everyone has heard, a thousand times at least, how great and powerful the Centauri Republic is, how wise its scientists are and how their superior technology will lead to a glowing future for all the worlds.

The hard truth is that the Centauri are centuries ahead of any League world (except the Vree), Earth and Narn. The Minbari exceed the Centauri technologically, but their tools are not easily acquired beyond their own borders.

Centauri items follow a very baroque design style inherited from the early days of their Empire. Everything they make, from shoes to spacecrafts, is covered with elaborate decorations, patterns and inlays. They favour sweeping lines, intricate etchings and embedded gemstones regardless of the item's function.

Any item may be made 'Centauri' by changing its attributes as follows:

- ⑤ Increase the weight by 10%. Although Centauri generally have access to lighter, stronger materials than other races they consume any weight savings with decorations.
- ⑤ Increase the item's hit points by 20%. Centauri items possess the solid, methodical construction only advanced manufacturing methods can achieve.
- ⑤ Increase the item's cost by 20% to reflect the higher value of Centauri goods.







- ⑤ If the item gives a variable numeric effect that effect gains a +1 equipment bonus.
- ⑤ If the item has an onboard power source (e.g. charges or uses) double the number from the base object.

## Human Template

The trading giants of the League would admit, under threat of torture, that human equipment has become the de facto standard for most races. Buyers compare value based on human measures asking questions like: is the item cheaper, tougher, heavier, more expensive or more functional than the human equivalent? While the Vree gnash whatever it is they use for teeth, shoppers happily snap up technically inferior but affordable human goods.

Unless otherwise noted, human goods presents the baseline of technical achievement for equipment. Other racial attributes are applied, like templates, to the base objects.

## Drazi Template

The Drazi, arguably the most aggressive race in the League, face a massive difficulty. Their hidebound culture barely acknowledges their own developments, let alone those they encounter in the hands of other races. This hinders their ability to adapt, making it entirely possible that the now mighty Drazi will fall to the same fate as the proud Centauri.

Drazi designs have not changed for years, sometimes decades. They are often brightly coloured and built to endure great hardship. Most are also easily repaired; the Drazi expect their equipment to suffer quite a bit over the years.

Any item may be made 'Drazi' by changing its attributes as follows:

- ⑤ Increase its weight by 10%.
- ⑤ Increase the hardness of Drazi items by one.
- ⑤ Technical skill checks made to repair Drazi items receive a +2 equipment bonus.
- ⑤ Drazi melee weapons gain a +1 equipment bonus to damage, but suffer a -1 penalty to attack rolls in the hands of someone who does not have a racial bonus to Strength.
- ⑤ Decrease the availability of the item by one. Drazi are not the most effective traders and their goods simply do not have wide circulation.

## Gaim Template

The Gaim are an enigma wrapped in a conundrum for most of the intelligent races. Methane-breathing, genetically engineered insects; figuring out exactly what they do and do not know will probably take the rest of the galaxy years. They are centuries ahead of even the Centauri in genetic engineering and nanotechnology, but rarely demonstrate these capabilities in public.

Gaim items typically have hard, chitinous surfaces coloured like a beetle's shell. Their fabrics seem to be some form of synthetic spider silk, woven and arranged using tools so fine they cannot be seen by the naked eye. Gaim item availability is slowly increasing, although they may deliberately maintain the rarity in order to keep prices up.

Any item may be made 'Gaim' by changing its attributes as follows:

- ⑤ Decrease its weight by 10%.
- ⑤ Increase the hardness of their cloth from 0 to 1.
- ⑤ Add a +1 equipment bonus to one variable effect produced by the item.
- ⑤ Increase the cost by 30%.

## Markab Template

The Markab, a secluded and very religious race focused on their own racial purity, are not the most sophisticated race in the League. Stylistically they favour muted earth tones



and simple lines, but their equipment is no different (or even a little inferior) to that used by the Earth Alliance.

After the death of the Markab in 2259 items from the Markab homeworld flood the black market. They are, in effect, a cheaper version of their human equivalent in forbidden goods.

Any item may be made 'Markab' by changing its attributes as follows:

- ⑤ Increase the item's availability on the black market by one.

### Minbari Template

The Minbari could stride the galaxy like gods, using their technological superiority to overwhelm the younger races. Indeed, sometimes in a fit of wounded pride they do use their power to put down those who oppose them. For the most part though they stay their hand, allowing the rest of the galaxy to catch up with them unhindered.

Minbari technology displays a simple elegance similar to that of the Art Deco movement in Earth history. Clean lines, strong contrasts and a fondness for primary colours masks the sophistication of their works.

Any item may be made 'Minbari' by adding the following attributes:

- ⑤ Decrease the weight of the item by 10% if it is under 50 pounds. Reduce the weight by 25% if the object weights more than 50 pounds.
- ⑤ Increase the hardness of the item by two due to its superior crystal and metallurgical components. The item adds one hit point per pound, calculated before the weight reduction listed above.
- ⑤ The item adds a +1 equipment bonus to any skill checks it might affect.
- ⑤ Increase the item's base value by 200%. These items always have 'restricted' availability, regardless of the base item. The Minbari do not allow other races to study their technology lightly.

### Narn Template

The Narn would like to have others think of them as one of the great powers of the galaxy. They certainly spend enough governmental time and effort projecting force into other race's space. They also engage in this effort on a subtler level, shoving cheaply made Narn goods out into the galactic market. They sell high volumes at low prices with the intention of supplanting the humans as the de facto standard against which all goods are judged. Unfortunately, their effort seems doomed to failure from the start: even at their best, the Narn's ravished war economy cannot out-produce the freewheeling Earth Alliance combination of free enterprise and governmentally-controlled trade tariffs.

Narn technology, not highly developed at the time of the Centauri invasion, has progressed unevenly since that time. They have categorically rejected their oppressor's style, instead relying on 'utilitarian' designs intended to make up in mass what they lack in material science. The results provide minimal advantage with a great loss of functionality.

However, Narn goods are remarkably cheap. When a sentient cannot find something better he can always count on laying hands on a piece of Narn junk capable of doing the job. Not well, nor lightly, but it will work.

Any item may be made 'Narn' by adjusting it in the following fashion:

- ⑤ Increase the weight of the item by 20%. Narns make up for their limited understanding of advanced materials science by piling on bulk.





- ⑤ If the item uses an energy cell reduce its maximum effective charge (number of hours of use, number of uses, etc.) by one.
- ⑤ If the item comes from one of the higher tech races (Centauri, Minbari, Vree) impose a -1 equipment skill penalty to any skill check required to operate the device. Narns are highly adaptive, but they have a lot of ground to make up.

## Pak'ma'ra Template

The Pak'ma'ra, as a race, have never developed a strong industrial base or technological research system. Instead, they trade portions of their vast supply of quantum 40 for whatever they need.

Pak'ma'ra items are not available on the open market. A Pak'ma'ra character might acquire one of their crude implements, but is unlikely to use it where anyone will see it.

## Vree Template

The 'Greys' have worked hard for the last few centuries to build a sophisticated commercial and services network. The rise and fall of the Centauri Empire interfered with their development only briefly. Even the aggressive Centauri knew they would need someone to trade with in the long run, whether they wished to admit it to their citizens or not. The Vree's interactions with other races spurred their already sophisticated technology to ever further heights. Only the introduction of humans and their superior commercial methods forced these once mighty technocrats to reevaluate their rigid business methodology.

Vree equipment displays the same interchangeability and modularity they try to build into their ships and relationships. All of their guns, regardless of how powerful they may be, look like sleek pistols or slightly sized-up scatter-guns. All of their spacecraft look like saucers. All of their medical scanners look like shining black panes, whether they are the size of a playing card or the length of a human body.



The Vree long ago mastered the difficult science of creating self-contained energy fields. They can 'encapsulate' objects in standing fields of energy, which break down slowly over time. These fields can be used for everything from deflecting some kinds of energy attacks to carefully containing fusion reactions.

Any item may be made 'Vree' by adjusting it in the following fashion:

- ⑤ Increase the cost by 50%. The Vree sell their superior technology dearly.
- ⑤ If the item has an onboard power supply increase the uses by 50%. Vree energy technology is almost on par with that of the Centauri and far beyond what other races can manage at this time.
- ⑤ Vree parts are completely interchangeable. Any character may make an appropriate Technical check (DC 10) to take two non-functional Vree items of the same type and cobble together a fully functional item.
- ⑤ Vree equipment is terribly hard to identify once it leaves Vree hands because it all looks and works alike. Vree weapons cannot be traced back to a purchaser or manufacturer, making them highly valuable to criminals in many societies. Decrease the availability of Vree weapons by one category on the black market to simulate this demand.



## Commercial Services

Commercial services provide the structure around which the galaxy makes a buck. Providing these services requires quite a bit of initial investment but can make a person excessively rich over time. Or not; well over 90% of all businesses fail within the first decade, taking the investors and the original owner with them.

Characters involved with the events taking place between 2258 and 2262 might well want to purchase access to one or more of these services during the course of their activities. The need for communication, manufacturing or the transport of goods continues despite the constant ebb and flux of war.

### Quality of Services

Variations in service infrastructure, available technology and business practice severely affect the quality of commercial services. This reality comes to roost in the *Babylon 5 Roleplaying Game* through the following quality system.

All services come in four potential service levels: poor, adequate, excellent and exceptional. The four levels of quality provide progressively higher levels of service. This translates into bonuses to the skills used to provide the service, higher DCs to interrupt service provisioning and a higher level of difficulty securing the service.

Poor services possess a very limited service infrastructure. Their equipment just barely meets whatever standards govern licensing. They have limited ability to provide customer service and less interest in doing so. On the positive side, they provide the service cheaply. They are also likely to keep poor business records, confusing the paper trail if the purchaser needs to avoid persecution for one infraction or another.

Adequate services provide no such protection. They have sufficient infrastructure to provide both reasonable levels of service and customer support. Most keep exceptionally good records that they freely share with government authorities. Unlike their more prosperous kin, the outfits providing adequate services simply cannot afford the legal costs of holding off government attention.

Excellent services invest heavily in their service infrastructure. They offset their high initial and continuing costs by billing their customers considerably more than the other services. In exchange, their customers get access to services that provide a high degree of consistency. In the event of legal investigation the corporations providing excellent services generally protect their clients as

much as possible. They cannot stand up to a planetary government indefinitely, but will generally ignore lesser civil authorities.

Exceptional service providers can hold out against even planetary governments almost indefinitely. Of course, the service provider would never allow things to get to that point: that is, after all, why they buy elections. The services these companies provide are uniformly of the highest quality and responsiveness to their customers.

Games Masters may use the following table when designing their own commercial services to represent the effects of quality:

Quality Level	Availability Modifier	Cost Modifier
Poor	-1 Level	x0.75
Adequate	Normal	x1
Excellent	Normal	x2
Exceptional	+1 Level	x4

This table provides a different cost modifier by quality level than the one located in the Luxury Goods and Services section below. This is intentional: commercial services do not display the same price volatility as luxury goods.

### Available Services

The following selection provides a broad cross-section of the types of services available to characters in the 23<sup>rd</sup> Century.

The remainder of this section provides information about the services outlined above. Where the price chart provides an equation for determining the cost of a service the entry provides a table and explanation for common solutions.

### Construction

Construction services cover everything from making authorised (or unauthorised) modifications to a rented station room to building freestanding structures on a planet's surface. These services include the employment of labourers, specialists with specific needed skills and the purchase of whatever raw materials are necessary.

Most construction contracts follow the 'fixed price' model. The service provider estimates the number of days and materials required to do the work. He then presents this price to the buyer.



Commercial Service	Availability	Cost per Unit
<i>Construction</i>		
Poor	Wide	750 cr. per day
Adequate	Common	1,000 cr. per day
Excellent	Common	2,000 cr. per day
Exceptional	Uncommon	4,000 cr. per day
<i>Docking</i>		
Poor	Wide	375 cr. for Small + 750 cr. per size category up to Colossal + 1,450 cr. per size category over Colossal
Adequate	Common	500 cr. for Small + 1,000 cr. per size category up to Colossal + 2,000 cr. per size category over Colossal
Excellent	Common	1,000 cr. for Small + 2,000 cr. per size up to Colossal + 4000 cr. per size category over Colossal
Exceptional	Uncommon	2,000 cr. for Small + 4,000 cr. per size category up to Colossal + 8,000 cr. per size category over Colossal
<i>Financial</i>		
Poor	Wide	By service
Adequate	Common	By service
Excellent	Common	By service
Exceptional	Uncommon	By service
<i>Manufacture</i>		
Poor	Wide	20% base cost per unit
Adequate	Common	40% base cost per unit
Excellent	Common	50% base cost per unit
Exceptional	Uncommon	60% base cost per unit
<i>Shipping</i>		
Poor	Wide	18 cr. lb., 94 cr. per lb express
Adequate	Common	24 cr. lb., 125 cr. per lb. express
Excellent	Common	48 cr. lb., 250 cr. per lb. express
Exceptional	Uncommon	95 cr. lb., 500 cr. per lb express
<i>Service Broker</i>		
Poor	Common	7.5% total fee
Adequate	Uncommon	10% total fee
Excellent	Uncommon	30% total fee
Exceptional	Rare	50% total fee
<i>Spaceyard</i>		
Poor	Common	3,750 cr. per size category per day
Adequate	Uncommon	5,000 cr. per size category per day
Excellent	Uncommon	10,000 cr. per size category per day
Exceptional	Rare	20,000 cr. per size category per day



Commercial Service	Availability	Cost per Unit
<i>Travel (Planetary)</i>		
Poor	Wide	750 cr. per person one way
Adequate	Common	1,000 cr. per person one way
Excellent	Common	2,000 cr. per person one way
Exceptional	Uncommon	4,000 cr. per person one way
<i>Travel (Space)</i>		
Poor	Common	560 cr. per person per jump on major routes, 937 cr. per person per jump minor, 1,350 cr. per person per jump dangerous
Adequate	Uncommon	750 cr. person per jump on major routes, 1250 cr. per person per jump minor, 1,800 cr. per person per jump dangerous
Excellent	Uncommon	1,500 cr. per person per jump on major routes, 2,500 cr. per person per jump minor, 3,600 cr. per person per jump dangerous
Exceptional	Rare	3,000 cr. per person per jump on major routes, 5,000 cr. per person per jump on minor routes, dangerous routes unavailable

A few service providers still work on a 'time and materials' basis. In these contracts the buyer pays for all materials as they are purchased and the hourly rate of the employees working on the contract. This latter form of billing comes in and out of popularity: it can substantially reduce the price of a contract but can also lead to spiralling costs equal to ten times the original estimated amount.

Payment on a fixed cost construction contract involves a 25% up front payment, 25% payment at a half way mark and 50% payment at completion of the contract. Time and materials' billing occurs monthly, with a final bill due within 30 days of work completion.

The cost for these services is as follows:

Poor	750 cr. per day
Adequate	1,000 cr. per day
Excellent	2,000 cr. per day
Exceptional	4,000 cr. per day

**Poor** construction services use unskilled labourers and substandard materials. They ignore the codes associated with proper construction practices. Whenever a structure they worked on comes into question (e.g. is hit by a PPG blast, subjected to severe weather conditions or inspected by the government) it automatically fails. On the positive side, poor construction is extremely cheap and can be used

to perform radical alterations in a short period of time. If it becomes relevant, assume that the workers have Profession (construction) +2 and Technical (electronics) +2 for the purpose of skill checks.

Buildings constructed by poor construction services may look good for the first few months. They quickly deteriorate over time, incurring double the normal maintenance costs.

**Adequate** construction services use moderately-skilled workers and standard materials. They obey construction codes so long as they do not unduly interfere with business. Structures they build resist damage and wear normally. Characters can purchase adequate construction services and expect work to start within a few days of the contract signing. If it becomes relevant, assume the workers have Profession (construction) +4 and Technical (electronics) +4 for the purpose of skill checks.

Buildings constructed by an adequate construction service pay due deference to materials limitations. They may not be the most elegant structures, but they are extremely sturdy. They have normal maintenance costs.

**Excellent** construction services engage professional artisans of high skill. They also contract out for high quality materials, sometimes doubling or even tripling the expected cost of a given installation. Structures built by excellent construction services have 10% more hit points than the average structure of their type and resell for half



again the normal value. If it becomes relevant, assume workers have a +8 bonus to both Profession (construction) and Technical (electronics) for relevant skill checks.

Buildings constructed by excellent construction services display a fine sense of aesthetics. They incorporate the latest modern materials along with the vetted wisdom accumulated through centuries of architectural tradition. Such buildings are fairly easy to maintain; assume one-half the normal maintenance costs.

**Exceptional** construction services hire only the most skilled workers and professionals to man their projects. They buy the highest quality materials, checking over each piece for individual flaws. Structures built by exceptional construction services have 20% more hit points than an average structure. These structures also gain a +2 equipment bonus to any saving throw they have to make. If it becomes relevant assume the workers have a +12 bonus to both Profession (construction) and Technical (electronics) checks.

**Estimating Time:** As a rule-of-thumb a construction service alters roughly 100 square feet of an existing structure per day. They can construct 50 square feet per day. They can maintain 20,000 square feet of area a day. Construction service providers generally sell their services in increments of one day.

**When to use:** Characters might hire construction services to alter their own quarters, build a house on a planet, or repair damage done to the same by the nefarious forces of the galaxy. Of course, the Games Master can also use this service cost to assess restitution penalties against the

characters for property damage in addition to tacking on as much as 400% as a penalty fee.

## Docking

Even the largest spacecraft cannot contain entire worlds. Instead, they act as ferries through the infinite reaches of space, connecting living worlds to one another. They require places to load and unload cargo, refuel or simply sit while idle between missions. Docks provide these services for a fee.

Many governments, in an effort to direct more interstellar traffic their way, provide their diplomats with expansive privileges to open docks to ships 'free of charge'. These privileges form a vital commodity of trade in the diplomatic world. Ambassadors exchange temporary docking rights for everything from an invitation to a meeting to cessation of undeclared conflicts.

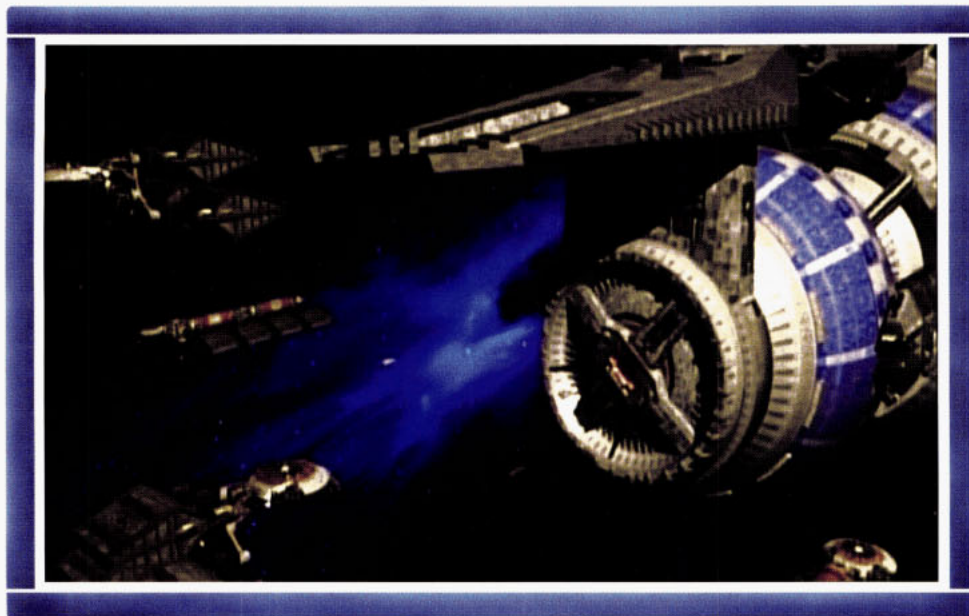
A ship must pay one day's fees in order to enter the dock. Most docks issue a bill every 30 days thereafter. If the ship leaves before the next billing cycle, it must pay any accumulated fees or the dock will not release the craft. A character with sufficient time and Computer Use skill might, at the Games Master's option, be able to hack into the dock control system to release a ship without paying. The DC for such an action would range between 25 and 35 depending on the installation.

In order to determine the docking fee per day for ships of most standard sizes refer to the chart below. For more information about the services available by quality type reference the descriptions following the chart. This chart does not cover vessels like the Drahk mothership or Vorlon Planet Killers.

## Docking

Ship Size	Poor	Adequate	Excellent	Exceptional
Small	375 cr.	500 cr.	1,000 cr.	2,000 cr.
Medium	1,125 cr.	1,500 cr.	3,000 cr.	6,000 cr.
Large	1,875 cr.	2,500 cr.	5,000 cr.	10,000 cr.
Huge	2,625 cr.	3,500 cr.	7,000 cr.	14,000 cr.
Gargantuan	3,375 cr.	4,500 cr.	9,000 cr.	18,000 cr.
Colossal	4,125 cr.	5,500 cr.	11,000 cr.	22,000 cr.
Colossal II	5,625 cr.	7,500 cr.	15,000 cr.	30,000 cr.
Colossal III	7,125 cr.	9,500 cr.	19,000 cr.	38,000 cr.
Colossal IV	8,625 cr.	11,500 cr.	23,000 cr.	46,000 cr.
Colossal V	10,125 cr.	13,500 cr.	27,000 cr.	54,000 cr.
Colossal VI	11,625 cr.	15,500 cr.	31,000 cr.	62,000 cr.





and re-supply a ship of any size in under a day, although they will sometimes take two or three for 'general maintenance'. If a ship has sustained 10% or less damage to any system, or is within 90% of its maximum hit points the dock will repair the damage as part of its normal services.

If the character needs one of the dock personnel to make a skill check assume the dockworker has a +12 bonus to the check from a combination of personal skill and equipment.

Ships carrying more than one weapon, or a military grade weapon of any sort, can expect to double their normal docking fees.

**Poor** docking services provide few amenities. The docks generally display poor repair, with mechanical and electrical failure staved off by the actions of a brave few. What supplies they see are of poor quality and in bad condition. Double the cargo space required for a month's supplies for the vessel in order to account for spoilage and outright equipment failure. These docks do not offer any additional services as part of their docking fees.

If the character needs one of the dock personnel to make a skill check assume the dockworker has a +4 bonus to the check from a combination of personal skill and shoddy equipment.

**Adequate** docking services provide solid docking bays, good cargo handling and a relatively robust support infrastructure. These facilities have adequate stores of good, serviceable supplies. The dock may also offer either interior or space-side storage in the event the buyer does not immediately appear.

If the character needs one of the dock personnel to make a skill check assume the dockworker has a +8 bonus to the check from a combination of personal skill and equipment.

**Excellent** docking services serve some of the finest ships in the galaxy. They have clean, high quality facilities for everything up to minor ship repairs. They can service

**Exceptional** docking services provide the highest possible level of service. Not only are the facilities clean, they use the latest technology. Furthermore, the facility staff display a friendly, cheerful attitude that puts most veteran spacehands on edge. The dock will repair any damage equal to 20% or less of the ship's hit points free of charge.

If the character needs one of the dock personnel to make a skill check assume the dockworker has a +14 bonus to the check from a combination of personal skill and superior equipment.

**When to use:** Characters generally pay docking fees only when they own their own ships or if they rent a ship for personal use. Some smugglers pay them as well, as 'part of the cost of business'. Generally, these fees are built into the shipping contracts described below.

## Financial

Fundamentally, financial services exist to take money and cause it to make more money without the character's active involvement. This highly exciting task, dramatised in many an entertainment stellar-cast, amounts to playing with abstract numbers all day while avoiding the inconvenient restrictions raised by governments to slow down the numbers' multiplication.

Commercial financial services provide the benefits of this game to the masses. They store and transfer credits, buy stocks in aggregate for their customers, allow for speculation in various commodity futures and generate income by loaning money.



Characters may purchase one of four services from a financial service. These services are:

- ⑤ **Build Portfolio:** The character gives the financial service control over some number of funds in order to create a passive income stream. A character with the Independently Wealthy feat starts the game with this relationship. The portfolio generates income based on the quality of the institution. Characters may liquidate their portfolio for up to 60% of its total value. The rest goes to pay fees and taxes.
- ⑤ **Hold Credits:** Credits may make the galaxy go round but just keeping them in a stack does little good. Characters may withdraw credits from their holdings either as credits or in the form of any recognised currency (e.g. Centauri Ducats).
- ⑤ **Loan:** The character may buy a loan from the financial service. Purchasing a loan involves paying fees to everyone involved with the paperwork as well as considerable interest on the amount borrowed. Failure to meet the terms of a loan can result in losing all of the items purchased with the borrowed money, as well as other assets equal in value to the total interest payments expected. Loans have a specific term during which the customer must repay them, typically from one to 30 years. Some particularly massive loans require up to 100 years to repay.
- ⑤ **Transfer Credits:** Characters may sometimes find it necessary to transfer credits (or other currency) from one person to another. These so-called 'wire transfers' generally involve small amounts of money sent through low cost service providers. However, businesses use the same infrastructure to transfer billions of credits from one organisation to another.

Wherever there is enough money, organised crime takes an interest. In the case of financial services this interest takes the form of black market financial services (i.e. loan sharks) who will happily lend someone with little or no borrowing power or a desire to avoid the legal paper trail any amount of money. Failure to pay these individuals back for their generosity, or failure to do so in the time frame specified, generally results in fatal 'accidents'.

Financial services charge fees are based on both their quality and the type of transaction desired.

**Poor** quality financial service providers set up shops in the worst parts of the galaxy, where the hopeless go to live out the last of their days in grinding misery. They provide short-term loans, simple savings and other exciting services at rates intended to attract business and make money. The wealth they reap from the helpless allows their corporate masters to live a life their customers can only dream of.

There is a 10% chance per transaction that a poor service provider will make a 'mistake' in his or her own favour. The provider will only fix these 'clerical errors' if forced to do so through legal action.

These service providers use the following rules to determine the effects of their services:

- ⑤ **Build Portfolio:** The portfolio generates income equal to 5% of its total value. The financial service provider takes 1% of this income as service fees. Characters may take advantage of this service with any amount of credits. If an error occurs, all of the portfolio's earnings go to the service provider.

## Financial Services

Quality Level	Build Portfolio	Hold Credits	Loan	Transfer Credits
Poor	1% of income per year, no minimum portfolio	10 cr. per year	10% up front, 8% interest	10 cr. per 1,000 cr. transferred
Adequate	2% of income per year, 10,000 cr. minimum portfolio	100 cr. per year	12% up front, 7% interest	20 cr. per 1,000 cr. transferred
Excellent	3% of income per year, 100,000 cr. minimum portfolio	500 cr. per year	14% up front, 6% interest	40 cr. per 1,000 cr. transferred
Exceptional	4% of income per year, 1,000,000 cr. minimum portfolio	1,000 cr. per year	16% up front, 5% interest	100 cr. per 100,000 cr. transferred
Restricted/Black Market	8% of income per year, no minimum portfolio	0 cr. per year, 5% of total amount withdrawn	0% up front, 20% interest	50 cr. per 1,000 cr. transferred



- ⑤ **Hold Credits:** The service provider holds and dispenses the character's credits for ten credits a year. If an error occurs the institution fails to provide the funds when requested to do so.
- ⑤ **Loan:** The service provider will loan up to 1,000,000 credits assuming the character can provide 10% of the total amount as a down payment. The loan will have an interest rate between 7% and 11%, with an average of 8% per year. If an error occurs the provider loses track of one year's worth of principle and interest payments.
- ⑤ **Transfer Credits:** The service provider can transfer credits at the cost of ten credits per 1,000 credits transferred to any other institution in the galaxy. If an error occurs the entire transferred amount 'vanishes' due to a 'computer error'.

**Adequate** quality financial service providers exist primarily to assist the working class. They provide reliable, no-frills services. Some deliberately market themselves as excellent or exceptional service providers in order to enhance

### Paying Loans

Unless the Games Master wants to calculate an amortisation schedule, use the following method to calculate payments:

1. Divide the total remaining amount borrowed by the number of years remaining in the loan. This is the minimum yearly payment due. The character may choose to pay more than this amount, thereby reducing his interest burden in the next year.
2. Multiply the total amount remaining by the percentage of interest. This is the total amount of yearly interest due.
3. At the beginning of each year subtract the total yearly minimum payment and any excess payments from the total amount borrowed. Recalculate values one and two, using the new total remaining amount borrowed.

The total annual minimum payment and interest may be paid monthly, quarterly, bi-annually or annually.

Alternately, if the payment is so high the character will never be able to pay it, the Games Master may simply have the financial service give the character 'jobs' to complete. This method works especially well with excellent, exceptional and restricted service providers. These organisations have many 'special needs' a group willing to work on the edge of the law could help them with.

their image. They typically open offices in average neighbourhoods where the population has a modest amount of income and savings.

There is a 5% chance per transaction that an adequate financial service provider will make a mistake on a transaction. If a mistake occurs there is a 50% chance that the provider's internal audit will catch it at the end of the year. If the character notices the mistake and points it out, the company will rectify the matter.

These service providers use the following rules to determine the effects of their services:

- ⑤ **Build Portfolio:** A portfolio held at an adequate provider will contain a broad range of investments earning on average a 7% return per year. These providers take 2% of the total earnings generated by the portfolio in service fees. They require a minimum of 10,000 credits investments in the portfolio. If a mistake occurs, it results in a loss of 1d6% from the total earnings.
- ⑤ **Hold Credits:** The provider charges 100 credits to hold and dispense on demand any amount of credits for the character. These accounts carry insurance for the first 100,000 credits. In the event of a problem with the service provider the insurance provider will restore up to 100,000 credits to the character. Any excess will, unfortunately, be lost. If a mistake occurs it causes a loss of 5% of the character's total held credits.
- ⑤ **Loan:** The service provider will loan up to 10,000,000 credits assuming the character can provide 12% of the total loan amount up front. The loan will carry an interest rate between 10% and 6%, with an average rate of 7%. If an error occurs the provider loses track of 1d6 payments.
- ⑤ **Transfer Credits:** The service provider will transfer credits anywhere in the known galaxy for a fee of 20 credits per 1,000 transferred. If an error occurs the funds are delayed 1d4 days due to improperly filed paperwork.

**Excellent** quality financial service providers cater to the needs of the steadily shrinking middle and upper-middle classes. They provide a full range of services, financial advice and counselling for those who need it. These service providers generally open well-appointed offices in nice neighbourhoods. Roughly half of their clients are businesses rather than individuals.

There is a 1% chance per transaction that an excellent quality financial service provider will make a mistake. There is a 75% chance the provider's monthly internal





audit will catch the error. If the customer points out the error they will immediately rectify it.

These service providers use the following rules to determine the effects of their services:

- ⑤ **Build Portfolio:** A portfolio held with an excellent provider will contain a broad range of investments, including so called 'conscience' investments designed to provide a return while supporting specific causes. The portfolio must have at least 100,000 credits for the service provider to accept it. It earns 9% return per year. The service provider takes 3% of the total income as his fee. A mistake results in the provider taking 4% fees rather than 3%.
- ⑤ **Hold Credits:** The provider charges 500 credits to hold and dispense any number of credits. This account is insured for up to 1,000,000 credits. If something happens to the account or to the service provider the character can retrieve up to 1,000,000 credits. Any credits in excess of that amount vanish. A mistake causes 1% of the account's total worth to vanish.
- ⑤ **Loan:** The provider can lend up to 100,000,000 credits assuming the character can pay 16% of the total borrowed amount upfront. These loans typically carry an interest rate between 9% and 4%, with an average of 6%. If an error occurs the provider loses track of one payment.
- ⑤ **Transfer Credits:** The service provider can transfer any amount of credits anywhere in the known galaxy. The transfer is insured for its complete amount. This service costs 40 credits per 1,000 credits transferred. If an error occurs the money is delayed by one day due to incorrectly filed paperwork.

**Exceptional** quality financial service providers generally work behind the scenes, loaning money to governments and handling the finances of nations. They also cater to the highest income and highest status people in their own societies. Their offices are generally unmarked but extremely well made. Their theory is that if you are rich enough to find them then you deserve the very best treatment.

There is no chance an exceptional financial services agency will make a mistake with a client account. They perform constant internal

audits to insure their sources of cash do not pull their resources and move to a different provider.

These service providers use the following rules to determine the effects of their services:

- ⑤ **Build Portfolio:** A portfolio held at an exceptional service provider has a minimum value of 1,000,000 credits. It earns 11% average rate of return. The provider takes 4% of the total return as his fees. Generally, the investments in the portfolio involve highly complex tax shelters, speculative investments and government-confounding legal manoeuvres designed to protect the investor's wealth.
- ⑤ **Hold Credits:** The provider charges 1,000 credits per year to hold and dispense credits. This account is insured for the entire amount stored, although in theory no errors can occur.
- ⑤ **Loan:** The provider can loan any amount assuming the character can pay 16% of the total amount up front. They charge between 9% and 3% interest, with an average interest of 5%.
- ⑤ **Transfer Credits:** The provider handles the transfer of credits and securities for governments, mega-corporations and individuals. They charge 100 credits per 100,000 credits transferred, taking care of all paperwork and any dummy corporations needed to insure smooth transfer. They transfer a minimum of 100,000 credits at a time.

**Restricted/Black Market** financial service providers work in a world of their own. They provide the same services as their legitimate counterparts, but with a great deal less



paperwork. Portfolios stored with them do not generate taxable income. Credits they hold do not appear on any asset statements. Loans they give out require no collateral or fees, but come at ruinous interest rates. Credits they transfer for their customers never appear on any manifests, database records or financial transaction sheets.

In return for this protection from scrutiny the client accepts a great deal of risk. Black market financial services have a way of disappearing overnight; taking whatever resources they held with them. Failing to repay a loan to one of these groups does not result in bankruptcy but in beatings, intimidation and eventually death.

There is a 5% chance per transaction the provider makes an error. In this case, errors involve exposing illegal dealings to the authorities and their security forces.

These service providers use the following rules to determine the effects of their services:

- ⑤ **Build Portfolio:** A 'portfolio' with a black market service provider involves 'investments' into a wide array of criminal dealings. These portfolios have no minimum investment and generate an 8% annual rate of return. Income from this service does not appear on any government records. If an error occurs the portfolio vanishes and the character will be charged with conspiracy to commit a wide array of crimes.
- ⑤ **Hold Credits:** The service provider will hold any amount of credits free of charge. These assets do not appear on any government records. If the character wants to access his credits he must pay 5% of the total withdrawn amount to the service provider as an 'access fee'. If an error occurs the money is lost and the character cannot regain any of the amount.
- ⑤ **Loan:** The service provider will loan up to 1,000,000 credits with no credits down and a minimum interest rate of 20% per year. If an error occurs the service provider marks the character as an example to other deadbeats.
- ⑤ **Transfer Credits:** The service provider will transfer any number of credits for a fee of 50 credits per 1,000 credits transferred. No records of this transfer will exist in any government files.

**When to use:** Financial services providers exist to take the character's money or to provide them with loans for particular expensive equipment. Characters who are Independently Wealthy will have an existing relationship with an excellent service provider and a portfolio worth 250,000 credits. A character who needs money quickly, or who needs to move money without it appearing on

legitimate documents, will quickly find himself immersed in the world of black market finances.

## Manufacture

Characters generally search for the products of manufacturing rather the ability to manufacture. However, the amount of money passing through peoples' accounts as they secure the right to manufacture this or that gewgaw makes manufacturing big business. The better the terms secured, the more money everyone makes and therefore the more companies will pay for help finding the services.

Manufacturing services involve contracts to produce anywhere from a hundred to several hundred million completed units. The buyer pays for the units with the intention of either using them or selling them to a third party.

In order to have a part manufactured the character must have access to the design specs and detailed information about how to industrially manufacture the design. Research scientists in the character's employ could create this information, an employer could provide it, or it might be available as common intellectual property.

The minimum order from a manufacturing facility is 100 units. Governments buying particularly large ticket items (e.g. Omega Destroyers) can negotiate their way around this limitation.

The cost per unit of manufacturing an item can be found below:

Poor	20% base cost per unit
Adequate	40% base cost per unit
Excellent	50% base cost per unit
Exceptional	60% base cost per unit

Once a character negotiates a manufacturing contract it takes 1d4 months to prepare the assembly line and produce the order. The order takes 1d4 weeks to complete once the line begins operation.

When contracting manufacturing services the following quality modifiers apply:

**Poor** quality manufacturing uses the cheapest possible infrastructure, the lowest quality materials and as few skilled workers as possible. They can produce items cheap and quick, but not with any kind of quality. Items created



by these facilities give the user a -1 equipment penalty to any skill checks, attack rolls, damage rolls or saving throws made when using the object. Armour created in these facilities has a -1 penalty to its DR.

Poor quality facilities produce one defective item for every ten units. These defective items have a 50% chance of failing each time they come into use.

**Adequate** quality manufacturing uses relatively modern manufacturing methods suited to the item in question. They use affordable materials, sacrificing a bit of price consideration for quality. Items produced by adequate manufacturing facilities provide no bonuses or penalties.

Adequate quality facilities produce one defective item for every thousand units. These defective items inflict a -1 equipment penalty to any skill check, attack roll or damage roll using the item. They also have a 10% chance to fail each time they come into use.

**Excellent** quality manufacturing uses state of the art manufacturing methods, high quality materials and skilled workers to monitor the operations. This combination allows them to produce high quality items relatively quickly. The items they produce gain +1 hardness to represent the superior manufacturing techniques involved with their construction.

Excellent quality facilities produce one defective item for every 10,000 units. These defective items have a 10% chance of failing each time they come into use.

**Exceptional** quality manufacturing facilities use technology on the bleeding edge of what their civilisation produces. They process their own raw materials, as no one else can meet their exacting specification. Skilled workers and scientists oversee the process, insuring that nothing goes wrong anywhere along the path. These facilities take 1d4 years to meet an order, not 1d4 months. In return, they produce items of superior quality. All items created by these facilities may have one of the following bonuses: +1 hardness, +20% hit points, +1 equipment bonus to one skill check, attack roll or damage roll. This bonus is selected when the character places the order and exists in every unit in the lot.

Exceptional quality facilities produce one defective item for every 100,000 units. These defective items work as normal items but do not receive the manufacturing bonus described above.

**When to use:** Characters may use manufacturing services when working for organised crime, various resistance

movements or for themselves. Generally, manufacturing is the best way to lay hands on extremely large numbers of items. The costs associated with mass manufacturing mean it will be considerably beyond the abilities of most characters to pay for.

## Shipping

Many characters own and need nothing beyond what they carry on their bodies. A decent hand weapon, a fistful of credits and a bad attitude are all they need to challenge the galaxy. However, even Mr. Garibaldi occasionally needs to ship in a bit of fresh olive oil and some decent mozzarella. Sometimes characters will also need to ship items to specific destinations rather than travelling there themselves.

The cost for shipping an item is based on the quality of the shipping service, the total weight and the number of jumps between the origin and destination. Consult the chart below to determine the base cost per pound:

Poor	18 cr. per lb., 94 cr. per lb. express
Adequate	24 cr. per lb., 125 cr. per lb. express
Excellent	48 cr. per lb., 250 cr. per lb. express
Exceptional	95 cr. per lb., 500 cr. per lb. express

These rules cover the cost of shipping something to another space system. Treat intra-system shipments (on a single planet or between planets in a system) as a single jump transport.

**Poor** quality shipping services hire questionable carriers and cut a lot of corners to keep costs down. They will carry any item, no questions asked, but require the shipper to sign a contract clearing them of any legal responsibility for the package. They do not offer any insurance for contents or proper delivery. These shipping services take one week per jump to transfer a regular package and three days per jump to transfer an express package.

**Adequate** quality shipping services hire reputable carriers for long duration contracts. They will carry legal items to any legitimate destination. For an additional five credits per pound per jump they will insure a package during shipping but not to delivery. Adequate shipping providers cannot act as a legal certification of delivery. These shipping services take one week per jump to transfer a regular package and two days per jump to transfer an express package.





**Excellent** quality shipping services support private transport fleets. Since they use their own ships they can ship any legitimate item to any destination they can get landing clearance for. For an additional ten credits per pound per jump they will insure a package during shipping as well as verify the identity of the recipient. Excellent shipping providers cannot act as legal certification of delivery. These shipping services take four days per jump to transfer a regular package and two days per jump to transfer an express package.

**Exceptional** quality shipping services use a private transport fleet in addition to scheduled couriers and occasionally less legitimate carriers. They will carry nearly anything, although they will not handle the most illegal and dangerous of cargos. They require all shippers to sign a waiver stating the carrier is not legally responsible for the package contents. For an additional ten credits per pound per jump they will insure a package during shipping and certify delivery. Exceptional shipping providers can provide legal certification of delivery. These shipping services take four days per jump to transfer regular packages and one day per jump to transfer express packages.

**When to use:** Characters may interact with shipping services any time they wish to send or receive a package. Others may employ them to intercept packages, or to insert packages into the system in such a way as to avoid a paper trail.

**Over time:** Until 2260 shipping flows fairly freely to and from Babylon 5. After Captain Sheridan breaks away from the Earth Alliance, all cargo to and from Earth must go through at least one additional jump. When Clark

initiates the embargo against Babylon 5, Earth traffic dries up almost completely.

## Service Broker

The volume of services offered and needed in the 23<sup>rd</sup> Century makes it difficult for a single freelancer, no matter how skilled, to make ends meet. They simply cannot find work fast enough to meet the constant demands for credits imposed upon them by an uncaring society.

Service brokers aggregate both contracts and professional service providers. They take

a portion of the profits for themselves, passing the rest on in the form of wages and benefits. Brokers use their power to take on jobs far beyond what a single consultant could manage. With hundreds, sometimes thousands, of talented professional service providers on call the broker can handle contracts from mega corporations, governments or even (eventually) the Interstellar Alliance itself.

Working for a service broker allows the character to avoid making a skill check every week. However, the service broker takes a percentage of the character's total profits every week as 'service and administrative fees.' The following table lists these fees:

Poor	Common	7.5% total fee
Adequate	Uncommon	10% total fee
Excellent	Uncommon	30% total fee
Exceptional	Rare	50% total fee

Buying a service from a broker allows the character to access highly skilled professionals without going through the hassle of hiring them himself. The buyer pays 10% more per hour per quality level (e.g. 10% for poor, 20% for adequate, 30% for excellent and 40% for exceptional) than the base cost for the service. See the Professional Services entry below for more details.

**Poor** quality service brokers have a small stable of relatively unskilled individuals. A character paying one of these



brokers for their services may take five on his Profession check every week. A character hiring a service from these brokers gets someone with a total skill bonus of +8. The broker will only keep one kind of professional on staff, limiting the services he may provide.

**Adequate** quality service brokers have a modest stable of skilled workers at their disposal. A character working with one of these brokers may take ten on his Profession check every week. If the character hires the broker for services he receives a consultant with a total skill bonus of +11. The broker keeps his group stocked with related skills (e.g. computer programming and computer repair) so the client can 'one-stop shop' for a general kind of need.

**Excellent** quality service brokers have a large stable of skilled workers from a variety of related disciplines. A character working with one of these brokers may take 15 on his Profession check every week. If the character hires the broker for services he receives a consultant with a total skill bonus of +13. Excellent brokers maintain relationships with a wide array of consultants, allowing them to offer almost any service to their customers.

**Exceptional** quality service brokers maintain a huge stable of highly skilled, sought-after workers from nearly every discipline. A character working for one of these brokers may take 20 on his Profession skill check every week. If the character hires the broker for services he receives a consultant with a total skill bonus of +15. Exceptional brokers rarely work with non-mega corp customers.

**When to use:** Characters may approach a service broker to sell their services. If they have difficulty finding a particular service on the open market they may wish to pay

the additional cost to have a broker provide them with the skills they need.

## Spaceyard

When a ship suffers damage during a combat the owner must pay for ship repairs in addition to any fines resulting from the crew's actions. If the ship has taken modest damage then a well-equipped dock can perform the repairs (see the Docking entry on page 41). More serious damage, like that sustained in a large firefight, requires more complete facilities.

The chart below shows the cost per day by ship size required to access a spaceyard. The price includes all material and worker related costs.

**Poor** quality spaceyards contain a bare minimum of working equipment. The workers struggle to make ends meet while repairing ships with parts rejected by other, more prosperous, spaceyards. They keep relatively poor records and try to avoid the attention of government regulators. A poor spaceyard can repair up to 5% of the ship's maximum hit points, restore one system by one damage level or perform regular maintenance during each day of service. If the ship requires a skill check to repair a specific system the spaceyard provides a worker with a +8 bonus to make the check.

**Adequate** quality spaceyards contain working but not state of the art equipment. The workers are well-paid and reasonably competent at their jobs. The spaceyard's administration maintains all required records in an attempt to avoid government entanglements. An adequate spaceyard can repair 5% of the ship's maximum hit points, restore all of the ship's systems by one damage level or

## Spaceyard Costs

Ship Size	Poor	Adequate	Excellent	Exceptional
Small	3,750 cr.	5,000 cr.	10,000 cr.	20,000 cr.
Medium	7,500 cr.	10,000 cr.	20,000 cr.	40,000 cr.
Large	11,250 cr.	15,000 cr.	30,000 cr.	60,000 cr.
Huge	15,000 cr.	20,000 cr.	40,000 cr.	80,000 cr.
Gargantuan	18,750 cr.	25,000 cr.	50,000 cr.	100,000 cr.
Colossal	22,500 cr.	30,000 cr.	60,000 cr.	120,000 cr.
Colossal II	26,250 cr.	35,000 cr.	70,000 cr.	140,000 cr.
Colossal III	30,000 cr.	40,000 cr.	80,000 cr.	160,000 cr.
Colossal IV	33,750 cr.	45,000 cr.	90,000 cr.	180,000 cr.
Colossal V	37,500 cr.	50,000 cr.	100,000 cr.	200,000 cr.
Colossal VI	41,250 cr.	55,000 cr.	110,000 cr.	220,000 cr.



perform regular maintenance during each day of service. If the ship requires a skill check to repair a specific system the spaceyard provides a worker with a +10 bonus to make the check.

**Excellent** quality spaceyards have well maintained, high quality equipment. They hire skilled workers and technicians and include regular retraining as part of their operating expenses. These spaceyards keep extremely detailed records of all transactions but will try to maintain their client's privacy in the face of casual legal inquiries. An excellent spaceyard can repair 5% of the ship's maximum hit points, restore all of the ship's systems by one damage level and perform regular maintenance during each day of service. If the ship requires a skill check to repair a specific system the spaceyard provides a worker with a +12 bonus to make the check.

**Exceptional** quality spaceyards contain the most expensive, sophisticated equipment available anywhere in the known galaxy. Their workers are selected from among the best of the best and receive regular training to help them remain current with the latest technological trends. These shipyards keep detailed records of every transaction, but will defend their client's privacy using any means necessary. An exceptional spaceyard can repair 7% of a ship's maximum hit points, restore all of its systems by two damage levels and perform regular maintenance during each day of service. If the ship requires a skill check to repair a specific system the spaceyard provides a worker with a +15 bonus to make the check.

**When to use:** Characters will use a spaceyard whenever a ship they are responsible for suffers damage. Military and government ships use spaceyards dedicated to their service; commercial ships will have to pay for spaceyard time if they sustain enough damage to require assistance. Particularly imaginative players might want to play workers in a spaceyard, dealing with the colourful characters who come through on a regular basis.

## Travel (Planetary)

Unless the characters wish to walk everywhere they will, eventually, hire a transportation service. These services range from ground transports to hypersonic jetliners. The faster the transport the more expensive it becomes.

On a planet characters can get to any major destination fairly easily. If the characters wish to travel to an out-of-the-way location the Games Master may wish to make the service less available.

The following chart lists the base cost for planetary travel by quality level:

Poor	750 cr. per person one way
Adequate	1,000 cr. per person one way
Excellent	2,000 cr. per person one way
Exceptional	4,000 cr. per person one way

This cost is further modified by the transportation speed, as described in the table below.

*Example: An exceptional ground transport covers 50 miles per hour and costs 3000 credits for a one-way trip.*

The quality of the transport affects both the amenities offered and the effective skill of the driver.

**Poor** quality planetary transport provides bare-bones accommodation. The conditions inside the transport vehicle are cramped, uncomfortable and potentially dangerous. The driver or pilot has a total bonus of +8 to any required Drive or Pilot checks. Passengers travelling in these conditions must make a Fortitude save (DC 15) after eight hours or take one point of subdual damage. Each hour after the passengers must make another Fortitude save (DC 15 + 1 for each hour after the eight) or take two points of nonlethal damage.

## Transportation Speed

Type of Transport	Speed	Cost Modifier
Train (fixed destinations)	120 miles per hour	x0.5
Extremely short range ground transport (less than 20 miles)	One hour	x1
Ground Transport (any destination)	50 miles per hour	x0.75
Air passenger carrier (fixed destinations)	500 miles per hour	x1
Charter air passenger carrier (any destination)	500 miles per hour	x1.5
Hypersonic transport (fixed destinations)	5,000 miles per hour	x2



**Adequate** quality planetary transport provides the passengers with relatively safe accommodation. The conditions inside the transport vehicle do not inspire any particular discomfort. The driver or pilot has a total bonus of +10 to any required Drive or Pilot checks. Passengers cannot sleep in these conditions. If they spend more than 24 hours in the transport they begin to accrue fatigue following the normal rules.



**Excellent** quality planetary transport provides comfortable travelling accommodation. The service provides meals, places where the passengers can sleep and sanitary facilities. The driver or pilot has a total bonus of +12 to any required Drive or Pilot checks. Passengers can operate normally during time spent aboard the transport.

**Exceptional** quality planetary transport provides luxurious travel accommodation. The passengers eat fine meals, have access to expensive entertainment and may purchase a selection of luxury goods and services based on the carrier's capacity. The driver or pilot has a total bonus of +14 to any required Drive or Pilot skill checks. Passengers can operate normally assuming they escape the temptations to purchase luxury services.

**When to use:** Characters use planetary travel services whenever they buy a train ticket, charter a flight or hire a limousine for a night on the town.

## Travel (Space)

Many characters will never own their own spacecraft. The hundreds of millions of credits needed to purchase a worn out old Asimov-class transport is simply out of reach. The debt payments alone would wipe out everything but a major business. Fortunately for those who cannot afford their own spacecraft travel services exist to carry people from one end of the known galaxy to the other.

Characters purchase tickets on spacecraft, paying all of the costs up front. Typically, the spacecraft will leave in seven days. If the character wishes to leave immediately, he must pay three times the listed price.

Use the table below to determine travel price and estimated travel time based on the jump routes traversed and the quality of the travel service.

A single transport company will typically offer two service qualities: a 'bargain' rate and their 'valued customer' service.

## Space Travel

Jump Type	Poor	Adequate	Excellent	Exceptional
Major Route (average time en route)	560 cr. (3 to 5 days)	750 cr. (12 hours to 3 days)	1,500 cr. (12 hours to 3 days)	3,000 cr. (12 hours to 3 days)
Minor Route (average time en route)	937 cr. (7 to 10 days)	1250 cr. (3 to 7 days)	2,500 cr. (2 to 6 days)	5,000 cr. (12 hours to 5 days)
Dangerous Route (average time en route)	1,350 cr. (12 to 18 days)	1,800 cr. (5 to 10 days)	3,600 cr. (4 to 9 days)	Unavailable



**Poor** quality space travel services amount to travel in a cargo hold. The carrier does not provide the passengers any supplies. Passengers sleep on raw metal floors or, at best, in body-sized tubes with a door covering one end. Sanitary facilities are shared with all of the passengers. There is a 10% chance the ship is also carrying illegal luxury goods (usually drugs) and will be boarded by the authorities at some point during its trip. These services rarely keep good records about their craft or passengers, making them popular with people attempting to avoid government detection.

**Adequate** quality space travel services generally provide the passengers with a shared communal area and a well-appointed body-sized tube to sleep in. This sleeping tube has a relatively soft floor, a computer screen built into the ceiling and speakers to play music. It also contains sufficient power to run a laptop or other computer. The service also provides sustaining, if unappetising, meals and a small exercise area. There is a 5% chance that one of the passengers carries illegal luxury goods (usually drugs). If the authorities catch this individual at customs everyone onboard the craft will have to submit to a search and background check.

**Excellent** quality space travel services provide each passenger with a small, private, securable cabin measuring no more than 50 square feet. This cabin contains well-made furnishings, a comfortable bed and various entertainment and luxury amenities. The passengers may also order from a menu of luxury services, some of which may be illegal at either the flight's point of origin or its destination. The crew serves sustaining meals free of

charge, or the passengers may pay for more luxurious meals if they wish to spend the credits.

**Exceptional** quality space travel services provide each passenger with a suite of rooms no less than 200 square feet in size. This suite contains all of the amenities the extremely rich have come to expect, as well as a selection of widely available luxuries provided at no additional charge. The passenger may, of course, purchase additional luxuries for a nominal fee.

**When to use:** Characters will purchase space travel services every time they want to travel from one system to another, or when they wish to travel between installations within a specific system. Treat intra-system travel as a single jump on a major jump route.

## Computers

In the 20<sup>th</sup> Century prophets and wise men claimed computers would revolutionise the world. Computers would enable every living person on Earth to share information, create wealth and live a life of opulence. Like most such utopian predictions these claims proved false. The rich used computers to strip wealth from the lower classes while the poor continued to try to better their lives any way they could. Eventually people realised, despite their promise, that computers were in fact just tools.

Despite their failure to create a paradise, computers remain highly useful tools. They can sort and manipulate massive amounts of data, giving sentients time to do more useful things. Computers also remain one of the most flexible tools dreamed up by the sentient mind. With a few twists

and turns a computer can be configured to do anything from sorting through sports scores to running a five-mile long cylinder of spinning metal.

The following rules allow characters to build custom computers. The character can select the size, capacity and functions of his computer and switch them out as necessary to meet his personal needs.

Note that there are a number of database programs listed in the Professional Equipment section (pg. 63). The rules presented here take





precedence over those entries if the Games Master allows players to customise their computers. If the Games Master does not wish to use the details presented below he can use the software entries to allow for some computer customisation.

## Design Process

In order to put together a computer the character goes through the following process:

1. **Purchase a base unit.** This unit contains the system's memory, processor and storage. Larger units can contain more modifications and software.
2. **Purchase peripherals.** A character can own any number of peripherals, but there are practical limits to how many he can use from a single station at a time.
3. **Purchase software.** A system can store a specific number of programs. A character can store additional programs on data-crystals. Programs stored on data-crystals are not immediately available for use but may be loaded onto the system at need.
4. **Modify the computer.** Once the character owns all of the computer equipment and software he needs he must set it up. If he needs to switch out software or peripherals he must make Computer Use checks to do so in a timely fashion.

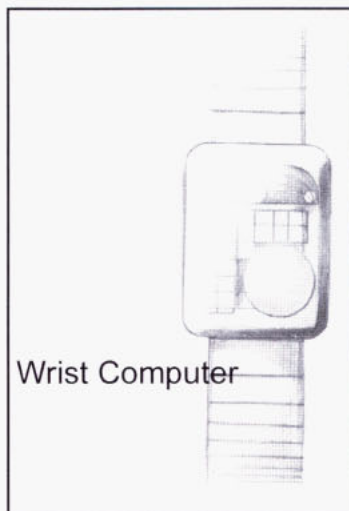
Purchasing a fully functional computer can cost thousands of credits. Alternately, the character may acquire a bare-bones unit up front and develop the system's capacity over time.

## Base Units

Despite the literally thousands of computer manufactures in the galaxy, computer base units come from one of the following five categories: wrist, palmtop, laptop, desktop or frame. Each of these systems has different advantages and costs:

Type	Cost	Weight	Peripherals	Software Storage
Wrist	1,000 cr.	—	1	1
Palmtop	1,500 cr.	1 lb.	3	2
Tablet	2,000 cr.	3 lb.	3	3
Desktop	2,500 cr.	15 lb.	4	4
Frame	5,000 cr.		4	5

All base units have processors powerful enough to dwarf 20th Century supercomputers. For all practical purposes they can process data instantly. They also use a low-frequency, high-bandwidth wireless connection to communicate with



Wrist Computer

external devices or local communications networks. All base units use voice recognition as their primary interface.

A *wrist* base unit consists of a device about the size of a 20<sup>th</sup> Century digital watch. It contains a voice recognition system allowing the user to issue it vocal commands. A wrist computer comes with a wireless data-

crystal reader as a standard peripheral. Wrist computer manufactured by the Centauri and the Minbari come with holographic displays capable of projecting a three-dimensional image above the system's surface.

A wrist computer can control one peripheral at a time and execute one piece of software.

A *palmtop* base unit consists of a device roughly three inches wide by five inches long and less than one inch deep with a full colour screen built into the device. These units (and all larger units as well) have a data-crystal reader built into them. All palmtops can use either handwriting recognition or voice recognition software as their interface.

A palmtop can manage up to three peripherals at a time and run up to two active programs.

A *tablet* base unit looks like a slightly thickened folio. The inside of the folio contains a high-resolution touch reactive screen. The 'thickness' is the computer. These units use either voice or handwriting recognition as their interface.

A tablet can manage up to three peripherals and three active programs.

A *desktop* base unit is a fairly large device, measuring up to 2 cubic feet and weighing upwards of 15 pounds. These devices come with a separate monitor and a keyboard for standard interface. Characters who have a desktop will often use a *tablet* or a *wrist computer* as a satellite unit.

A desktop can manage up to four peripherals and run up to four programs at a time.

A *frame* is an extremely large computer. Frames start at 5,000 credits and increase by 500 credits for



every peripheral or piece of software they can manage simultaneously. Extremely large frames, like those onboard spacecraft or Babylon 5, can cost millions of credits.

## Peripherals

The following peripherals appear on computers around the galaxy:

**Communications Interface:** A communications interface allows the system user to perform voice, video and textual communications over the available communications network through the system.

**Communications Tap:** By default all systems can access the local public network. However, this access is extremely well marked. The local network records the system's owner information, serial number and other traceable information. If the character wishes to intrude into the public network more anonymously he must use a tap. This tap looks like a small black box approximately six inches on a side. When activated it allows the user to make a Technical (electronics) check (DC 20). If he succeeds then it will require a Computer Use check (DC 20) to trace his connection. If he fails then the tap establishes an easily traceable connection (DC 10).

**External Storage:** This peripheral allows a base unit to store up to three additional programs. This increase does not affect the number of programs a base unit can run simultaneously.

**Productivity Printer:** This printer comes with a ready supply of film and paper printing materials. It also has a 'recycle' option, allowing the printer to clean most film (but not paper) printouts.

**Scanner:** This wand allows the character to scan documents, images or any relatively flat objects. It comes with a language recognition and translation program

capable of dealing with most known languages. Translating unknown languages requires an expert system.

**Sensor Link:** This button-sized wireless transmitter/receiver can tune itself to many frequencies. This allows it to interface with the sensors ranging from clandestine bugs to complex scientific instruments. Characters use this peripheral to run listening devices or to gather data from instruments.

**Slave System:** A slave system contains its own processor and memory units. Each slave system increases the number of active programs a base unit can run by one.

**Specialised Printer:** A specialised printer is designed to produce one specific kind of document. When producing this document the printer gives the user a +4 equipment bonus to his Forgery check. If the documents this printer produces are restricted (e.g. Earth Force only or in a sensitive diplomatic format) then the printer's availability changes from uncommon to restricted as well.

## Software

The following pieces of software appear on computers around the galaxy. The character may also purchase any of the database or other programs listed in the Professional Equipment section. A system can store up to three times as many programs as it can actively run.

**AI Interface:** Every twenty years or so a bright group of programmers writes another set of artificially intelligent interfaces. For a few months these programs become popular again before everyone remembers why they fell out of vogue in the first place. Having a computer that responds to voice commands is disconcerting enough; having it talk back to you in a relatively human voice can drive even the strongest person to drink.

## Peripherals

Peripheral	Cost	Availability	Weight
Communications Interface	100 cr.	Wide	1 lb.
Communications Tap	500 cr.	Restricted	2 lb.
External Storage	1,000 cr.	Wide	1 lb.
Productivity Printer	300 cr.	Wide	4 lb.
Scanner	100 cr.	Wide	2 lb.
Sensor Link	400 cr.	Uncommon	1 lb.
Slave System	1,000 cr.	Uncommon	1 lb.
Specialised Printer	1,000 cr.	Uncommon (Restricted)	6 lb.



## Software

Software	Cost	Availability
AI Interface	450 cr.	Rare
Adaptive Interface	475 cr.	Wide
Expert System	1,000 cr. per +1 (max +6)	Uncommon
Encryption Program	500 cr.	Uncommon
Knowledge Database	250 cr. per +1	Wide
Personal Agent	1,000 cr.	Wide
Peripheral Manager	1,000 cr.	Wide
Security Program	200 cr.	Common
Site Subscription	100 cr. per year	Common
Zombie	500 cr.	Wide
Zombie Master	1,500 cr.	Restricted

Each AI interface has its own unique personality designed to interact with the user in an 'engaging' fashion. Despite the annoyance, the interfaces do have a practical purpose: activating a program becomes a free action and the character gains a +2 bonus to his Computer Use check to activate a peripheral in one round.

**Adaptive Interface:** When purchased, each computer can only react to a single spoken language. For 90% of computers on Babylon 5 this language is English. If the character wishes to interact with his system in several languages, or to allow those who do not speak the base language to use the system, he must purchase an adaptive interface. This interface contains the required linguistic information to respond to commands in any known language, including Interlac.

**Expert System:** True, creative artificial intelligence remains elusive. However, the best minds in the galaxy have designed a number of programs capable of performing simple tasks with only minimal sentient supervision. These programs, called expert systems, run in the background and try to perform skill checks for the computer user. For each +1 the program possesses it costs 1,000 credits.

Expert systems are particularly useful when linked to various kinds of sensor arrays or for scanning vast amounts of scientific data. The expert system can perform any check requiring its skill the user is called upon to perform while using the computer. It can also operate while the user is asleep or otherwise occupied, alerting him when it discovers something of importance.

Expert systems may provide assistance (by making an assist other skill check) to any skill check the character chooses to make.

Common skills for expert systems include: Computer Use (to perform searches), Concentration (to analyse data), Medical (to monitor medical devices) and Technical (any) (to monitor engineering or scientific equipment).

**Knowledge Database:** Advertisers claim the compiled knowledge of almost every race in the galaxy makes the rounds on publicly available data-crystals. Each database covers information about a single Knowledge topic. Most do not contain comprehensive information. Instead, they allow the user to connect to other, on-line systems to search for answers for a fee. Once activated, the system will continue its search until it encounters a fee-based service (typically ten to 20 credits per query) then ask for permission to proceed. When searching for the answer to any specific question roll 1d6-1. The result is the number of fee-based services the database will have to access to find the information.

**Personal Agent:** A personal agent manages the user's news and information streams. The agent sorts through and prioritises news, information reports and any updates to information sites the character subscribes to. This gives the character a +2 equipment bonus to his Gather Information checks.

**Peripheral Manager:** This program extends the base unit's ability to manage peripherals. Each peripheral manager program active on the system increases its maximum number of peripherals by +1.



**Security Program:** All computers are assumed to have basic user management and password protection. A security program goes one step further, encrypting files and providing multiple layers of protection. When the user sets up a security program he makes a Computer Use check. The check result becomes the Computer Use check DC for any unauthorised user to gain entrance. Each time the unauthorised user attempts to take an action with the protected system he must make a skill check or the system locks him out.

**Site Subscription;** Although not strictly speaking a program, site subscriptions deserve a special mention. The galaxy in the 23<sup>rd</sup> Century is filled with specialised information and news sites providing detailed information about everything from Drazi baseball scores to the current state of the Earth Force fleet. Each site provides detailed information about a single, very specific topic to its subscribers. While subscribed to a site the user can, by spending 1d8 minutes and making a Computer Use check (DC 15), find current information about that topic.

**Zombie:** A zombie program allows a zombie master program to take control of the system it runs on. Zombies may be used offensively to hostilely take over a system or legitimately to allow weaker systems access to a more powerful system. Zombie programs can often support up to 100 active zombie master users.

**Zombie Master:** A zombie master program allows the character to take control of a zombie program. Zombies and zombie master programs come in matched pairs. Taking control of the paired zombie does not require any skill checks. Taking control of a foreign zombie with a zombie master requires a Computer Use check (DC 15).

## Modifying the Computer

Computers are not limited to their initial configuration. In fact, any halfway competent user can completely reconfigure a computer in a few minutes. This flexibility makes them highly useful tools.

In terms of configuration a computer user may take any one of the following actions:

**Activate Program:** As a standard action the user may call up a stored program. If the system has less than its maximum number of active programs, activating a program requires a Computer Use check (DC 5). Activating the program involves more than just calling the executable; the user has to walk through the basic steps to make the system active as well. If the system already has its maximum number of programs active the user must end a program first.

**End Program:** As a free action the user may order the system to end an active program.

**Install Program:** This action takes ten minutes. The character makes a Computer Use check (DC 5) in order to correctly install the software. Once installed the character may activate the program.

**Install a Peripheral:** Installing a peripheral requires one minute. The character may install a peripheral in one round by making a Computer Use check (DC 15).

**Remove a Peripheral:** If the user wishes to remove a peripheral it takes a standard action that does not require a skill check.

**Remove Program:** As a free action the user may order the system to remove any installed programs.

## Professional Services

Characters in the galaxy of Babylon 5 will both buy and engage in the offering of commercial services. These services, ranging from piloting a spacecraft to cleaning the floor of a diplomat's rooms, allow individuals and corporations to access skills they might not ordinarily possess.

Commercial services tie directly to the skills and professions presented in the *Babylon 5 Roleplaying Game and Fact Book*.

### Author's Note

The base prices for these services were derived using the following equation:  $((10 + \text{Skill Rank} + \text{Average Attribute bonus} + \text{Skill Focus Feat}) \times 100) / 40 \times \text{Availability Modifier}$ .

Where availability modifier equals:

Availability	Modifier
Wide	x0.5
Common	x0.75
Uncommon	x1
Rare	x1.25
Restricted	x1.5

Once a worker reaches 6<sup>th</sup> level (skill rank 9) the availability increases by one step. All workers are assumed to have Skill Focus in the appropriate skill.



Characters may hire services as they would purchase any other item or contract on the open market.

The cost of a service depends on the relative rarity of the skill and their effective skill level. Modestly difficult, commonly available skills cost very little to hire. Highly unusual skills cost quite a lot, especially at the high levels of craft such specialists display.

The following section provides basic information about the services including: name, availability and the cost for contracting to individuals of varying skill levels. The cost given does not include the cost for materials.

When offering up a service on Babylon 5 most providers must post a bond. The amount of this bond typically equals the service provider's yearly gross earnings. If the service provider fails to provide services as contracted the bond is forfeit, in addition to any fees the ombudsman imposes for breaking the contract. For more information about bonds, please refer to the Shopping chapter.

**Accounting:** An accountant goes through profit and loss statements, expenses and assorted other issues to work out exactly what taxes and fees a business should pay. The accountant must spend one day working on the books per 100,000 credits the business earns per quarter. If he does so, the accountant may make a Knowledge (business) check for the business to 'set' the books. The business may use the accountant's Knowledge (business) check as a default result when attempting to secure licensing or determine how much it must pay for fees and taxes.

*Skill:* Knowledge (business) +8; *Cost per hour:* 47.5 cr.; *Cost per day:* 380 cr.; *Cost per 100,000 gross per year:* 1520 cr.

**Appraisal:** In a galaxy filled with exotic goods a forthright appraiser rates alongside a skilled doctor or an honest drive mechanic. Appraisal requires one minute, although a good appraiser charges for one hour of service and prepares an 'appraisal report' detailing the current market value, any defects the item might possess and its probable origin.

*Skill:* Appraise +8; *Cost per hour:* 33.75 cr.; *Cost per use:* 33.75 cr.



**Apprentice Crystalshaper:** Apprentice Minbari crystalshapers will sometimes spend time working for hire, honing their skills before attempting to qualify as full craftsmen. During this time they travel from colony to colony, making a wide variety of serviceable items for anyone who requests them. They typically only serve Minbari but may make crystal items for other races if requested to by someone of high social status.

*Skill:* Technical (crystal) +8; *Cost per hour:* 78.75 cr.; *Cost per week:* 3150 cr.

**Apprentice Dockworker:** Apprentice dockworkers have only the bare minimum training required not to hurt others. They work and play hard, struggling to make ends meet while not being crushed under the huge weights they haul around. Most also have some minor training in electronics and mechanics, so they can spot problems before they arise.

Businessmen involved with shipping will often hire a handful of dockworkers in addition to those the station provides. These individuals may make any Profession (dockworker) checks required to properly move or secure goods.

*Skill:* Profession (dockworker) +8; *Cost per hour:* 22.5 cr.

**Apprentice Electrician:** Apprentice electricians have completed the tests required to prove their competency. They are licensed to make minor electrical repairs or modifications to the station's superstructure of their own accord with minimal supervision. They may not make changes beyond installing additional outlets or fixing a



## Commercial Services Cost

Name	Key Skills	Total Bonus (Skill Rank, Class)	Availability	Cost per hour
Accounting	Knowledge (business)	+8 (4, Worker)	Uncommon	47.5
Appraisal	Appraise	+8 (4, Worker)	Common	33.75
Apprentice Crystalshaper	Technical (crystal)	+8 (4, Worker)	Restricted	78.75
Apprentice Dockworker	Profession (dockworker)	+8 (4, Worker)	Wide	22.5
Apprentice Electrician	Technical (electronics)	+5 (4, Worker)	Common	28.125
Arbitration	Knowledge (law)	+14 (9, Worker)	Rare	87.5
Archaeological Translator	Knowledge (alien life) and 4 Speak Language skills	+12 (7, Scientist)	Rare	71.875
Bodyguard	Intimidate and Spot	+11 (7, Soldier)	Common	39.375
Cleaner	None	None	Wide	4.375
Commercial Telepath (scan)	Telepathy	+15 (10, Telepath P5)	Restricted	93.75
Commercial Telepath (truth reading)	Telepathy	+10 (5, Telepath P5)	Rare	62.5
Computer Programmer	Computer Use	+9 (5, Worker)	Common	35.625
Computer Repair	Technical (electronics)	+8 (4, Worker)	Common	33.75
Courier	Hide	+5 (4, Lurker)	Wide	18.75
Crystalshaper	Technical (crystal)	+13 (9, Worker)	Restricted	112.5
Data Analysis	Search or Concentration and appropriate Knowledge	+8 (4, Worker)	Uncommon	45
Data Entry	Computer Use	+2 (2, Any)	Wide	15
Diplomatic Translator	Speak Language, Diplomacy	+10 (7, Any)	Uncommon	50
Driver	Drive	+9 (5, Soldier)	Common	35.625
Enforcers	Intimidate	+8 (5, Lurker)	Restricted	67.5
Engineer	Technical (engineering)	+10 (6, Worker)	Uncommon	50
Entertainment	Perform or Sleight of Hand	+8 (4, Worker)	Wide	22.5
Exclusive Entertainment	Perform or Sleight of Hand	+14 (9, Worker)	Common	52.5
Expert Appraisal	Appraise	+14 (9, Worker)	Uncommon	70
Expert Data Analysis	Search or Concentration and appropriate Knowledge	+14 (9, Worker)	Rare	87.5
Expert Pilot	Pilot	+14 (9, Worker)	Uncommon	70
Expert Scientific Analysis	Knowledge or Medical	+17 (9, Scientist)	Rare	84.375
Facilitation	Sense Motive	+15 (+9, Diplomat)	Rare	78.125
Forge Documents	Forgery	+11 (7, Lurker)	Restricted	78.75
Forge Identity	Computer Use and Forgery	+15 (10, Lurker)	Restricted	93.75
Investigation	Gather Information	+10 (6, Any)	Rare	62.5
Journeyman Dockworker	Profession (dockworker)	+11 (7, Worker)	Common	41.25
Journeyman Electrician	Technical (electronics)	+10 (6, Worker)	Uncommon	50
Labourer	None	None	Wide	4.375
Master Dockworker	Profession (dockworker)	+14 (9, Worker)	Uncommon	70
Master Electrician	Technical (electronics)	+13 (9, Worker)	Rare	84.375
Negotiator	Diplomacy	+10 (5, Diplomat)	Uncommon	50



Name	Key Skills	Total Bonus (Skill Rank, Class)	Availability	Cost per hour
Pilot	Pilot	+9 (5, Worker)	Common	35.625
Private Doctor	Medical	+11 (5, Scientist)	Uncommon	52.5
Private Security	Spot	+6 (4, Soldier)	Wide	20
Private Tutor	Knowledge (any three)	+14 (12, Worker)	Common	58.125
Researcher	Computer Use	+7 (4, Worker)	Wide	21.25
Scientific Analysis	Knowledge or Medical	+9 (4, Scientist)	Uncommon	47.5
Secretarial	Concentration	+4 (4, Worker)	Wide	17.5
Ship Engineer	Technical (electronic or mechanical)	+10 (6, Worker)	Common	37.5
Space Hand	Technical (space travel)	+8 (4, Worker)	Wide	22.5
Teacher	Knowledge (any three)	+8 (4, Worker)	Wide	22.5
Translator	Speak Language (any four)	+0 (0, Any)	Common	26.25
Tour Guide	Knowledge (station)	+4 (4, Worker)	Wide	17.5

broken power feed without authorisation from a master electrician.

*Skill:* Technical (electronics) +8; *Cost per hour:* 28.125 cr.

**Arbitration:** Individuals or corporations involved in a contract dispute may decide to enter arbitration rather than go to the courts or the station ombudsman. All parties must agree to abide by the arbitrator's decision and the arbitrator may recommend any remedy he wishes. Arbitrators generally have a great deal of experience both in business and law. They make decisions based on the wording of the contract, the intent of the contract and demonstrations made by the involved parties to live up to both.

Arbitration typically requires between one and three days. Particularly complex issues make take up to a week to resolve. The party found in default on the contract must pay the arbitrator fees in addition to whatever remedy or restitution the arbitrator requires.

*Skill:* Knowledge (law) +14; *Cost per hour:* 87.5 cr.; *Cost per day:* 700 cr.

**Archaeological Translator:** Xenoarchaeology requires considerable time, training and resources. Most people scavenging deserted planets have none of the above. Instead, they rely on a complex network of professional services to help them investigate objects. An archaeological translator is one such professional. Specifically, archaeological translators use their extensive knowledge of

unusual dialects and forgotten languages to piece together the meaning of inscriptions and equations found on dead worlds. Each day they work on a particular inscription (equal in size to a thirty-character message in English) they may make a Knowledge (alien life) check (DC 25). If they succeed, they translate the message. If they fail, they may try again the next day.

*Skills:* Knowledge (alien life) +10 and any four Speak Language; *Cost per hour:* 71.875 cr.; *Cost per day:* 575 cr.

**Bodyguard:** A good bodyguard knows how to fight, how to avoid a fight and how to spot a fight before it happens. Most bodyguards have achieved the rank of 4<sup>th</sup> level soldiers. They will fight when paid to do so but generally try to avoid such entanglements. Professional bodyguards must register with station security and are legally liable if anything happens to their charges while under their watch.

*Skills:* Intimidate and Spot +11; *Cost per hour:* 39.375 cr.; *Cost per day:* 315 cr.

**Cleaner:** Diplomats, station leaders and the people who just work hard every day all share one thing in common: quarters that become disordered when lived in. A cleaner is a bonded agent, responsible for tidying up after the great, powerful or merely harried. They hire on by the hour, but most prefer to take a contract involving one cleaning day a week over a several month period.

*Skill:* None; *Cost per hour:* 4.375 cr.; *Cost for four cleanings a month:* 20 cr.



**Commercial Telepath (scan):** Hiring a bonded commercial telepath (human or otherwise) to engage in a scan requires considerable resources. The telepaths available for this service are generally 7<sup>th</sup> level telepaths of P5 or higher. They typically charge for a minimum of three hours and bill additional hours over that at a normal rate. If the experience they must scan is particularly traumatic they will charge an additional 10% 'trauma' fee.

*Skill:* Telepathy +15 (P5); *Cost per hour:* 93.75 cr.; *Minimum charge:* 282 cr.

**Commercial Telepath (truth reading):** Hiring a commercial telepath to engage in surface scans while two or more businesspeople negotiate has become a standard business practice across much of the galaxy. Bonded telepaths of any race work for about the same cost, although Minbari telepaths could demand higher prices if they wished to do so. Commercial telepaths charge for a minimum of two hours work, even if they only spend five minutes with both clients.

*Skill:* Telepathy +10 (P5); *Cost per hour:* 62.5 cr.; *Minimum charge:* 126 cr.

**Computer Programmer:** Sometimes, the only way to get a program exactly suiting the client's needs is to have it custom written by a professional. Fortunately for the client, computer programmers come at a credit a dozen down in the Zocalo. For double the usual rate most computer programmers will also take on hacking or security breaking jobs as well. Hunger does a lot to wear away at the moral fibre of sentients who pride themselves on being smarter than everyone else.

A simple custom program (e.g. a script) to perform a single information or computer-related task requires one day to code, test and debug. A more complex program involving many interrelated functions may require years of work from a team of dedicated programmers.

*Skill:* Computer Use +9; *Cost per hour:* 35.625 cr.; *Cost per day:* 285 cr.

**Computer Repair:** Computers in the 23<sup>rd</sup> Century, whether of human or alien origin, remain finicky and somewhat unreliable things. Repairing a computer from run-of-the-mill failures caused by poor maintenance or cosmic rays requires a Technical (electronics) check (DC 10) and one hour of work.

*Skill:* Technical (electronics) +8; *Cost per hour:* 33.75 cr.

**Courier:** A professional courier hand delivers messages, data-crystals or packages from the sender to the recipient. They take responsibility for whatever they carry and work hard to avoid the attention of anyone who would interfere with the delivery. A courier's employer is expected to pay reasonable travel expenses in addition to the courier's hourly fee. Most couriers work in a relatively isolated geographic area (e.g. a city or a space station) but some work on an interstellar basis.

*Cost per hour:* 18.75 cr.; *Cost per day:* 150 cr.

**Crystalshaper:** A skilled Minbari crystalshaper can create buildings, weapons or personal trinkets of crystal. He also knows the secrets of Minbari crystalline energy sources, although he is unlikely to allow one into the hands of a non-Minbari. A crystalshaper at this level will only accept orders for goods from a high-ranking Minbari.

*Cost per hour:* 112.5 cr.; *Cost per day:* 900 cr.; *Cost per week:* 4,500 cr.

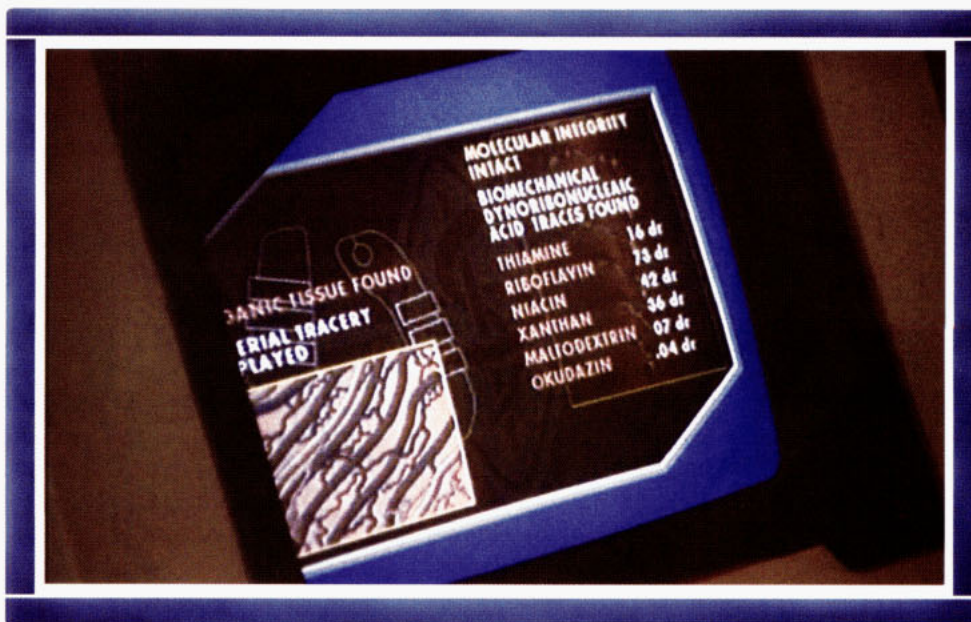
**Data Analysis:** A data analyst sifts through the infinite amounts of data available on any given subject, trying to discover the reality behind the patterns. Good data





analysis involves both research and inference from the discovered trends. It orders information from most important to least important based on the client's priorities, points out details missed by casual viewers and points out the interactions between this data and outside influences.

Characters may hire data analysts when they need to sift large amounts of data for a specific person, pattern or piece of information they know must be there but cannot seem to find.



Data analysis takes at least a day. Depending on the DC assigned by the Games Master, it may take ten or even 20 days (if the analyst must take 10 or take 20).

**Skills:** Search, Concentration and appropriate Knowledge +8; *Cost per hour:* 45 cr.; *Cost per day:* 360 cr.

**Data Entry:** Any reasonably active commercial area generates vast amounts of information about every transaction. Automation and scanning technology, not to mention radio ID tags, have gone a long way towards reducing the mountain of paperwork. Fortunately for the unskilled, for every innovation government regulations require four more pieces of entered data. Data entry covers these requirements, giving characters a +2 bonus to their Knowledge (business) skill checks when audited.

Characters must hire at least one day of data entry for every 100,000 credits their business processes in order to get the bonuses.

**Skill:** Computer Use +2; *Cost per hour:* 15 cr.; *Cost per day:* 120 cr.

**Driver:** Readily available public transport, as well as widely available private vehicles, makes hiring a driver a luxury rather than a day-to-day affair. A driver may be hired for a single evening, for a short trip or on an extended contract. In any case the driver often receives security training as part of his preparations for going into business.

**Skill:** Drive +9; *Cost per hour:* 35.62 cr.; *Cost per night (four hour trip):* 142.5 cr.

**Diplomatic Translator:** A diplomatic translator works with his employers to create documents and speeches in a specific native language. They pay careful attention to idiom, inflection and connotation to insure the message comes across successfully. The diplomatic translator may also accompany characters when they need to speak with high-level officials who do not speak one of the intergalactic languages.

**Skills:** Speak Language (target culture) and Diplomacy +10; *Cost per hour:* 50 cr.; *Cost per day:* 400 cr.

**Enforcers:** These criminals make a living by intimidating people into doing what their bosses wish. Generally they try to avoid actual physical contact with the target. Standing around being intimidating is not illegal; inflicting real harm might result in charges of at least battery and potentially attempted murder.

Criminals are not well known for taking care of one another. An enforcer expects to pay for his own legal fees and any fines levied against him out of his own pocket.

**Skill:** Intimidate +8; *Cost per hour:* 67.5 cr.; *Cost per day:* 540 cr.

**Engineer:** An engineer possesses extensive training in the construction and repair of complex technologies. He also knows how to apply existing technology to previously unsolved problems. Characters may hire an engineer to repair their equipment or solve a particularly thorny technical puzzle.



**Skill:** Technical (engineering) +10; *Cost per hour:* 50 cr.; *Cost per day:* 400 cr.

**Entertainment:** This broad category of services covers everything from street buskers to professional exotic dancers. Characters can usually find general entertainment fairly easily. Finding a specific kind of entertainment (e.g. exotic dancers for a party for Londo Mollari) requires a Gather Information check (DC 15).

**Skill:** Perform or Sleight of Hand +8; *Cost per hour:* 22.5 cr.; *Cost per engagement (four hours) per performer:* 90 cr.

**Exclusive Entertainment:** The above entertainment category assumes the character hires a relatively unknown act for a short period of time. Hiring a 'known' or named act with some level of popularity is considerably more difficult but hardly impossible. After all, entertainers make money by performing. It is in their best interests to be accessible.

**Skill:** Perform or Sleight of Hand +14; *Cost per hour:* 52.5 cr.; *Cost per engagement (four hours) per performer:* 210 cr.

**Expert Appraisal:** An expert appraisal involves all of the elements of the less expensive appraisal service. Expert appraisal also involves detailed historical research on the object in question, information about similar objects found and sold in the last decade and detailed scientific analysis of the materials composing the object. An expert appraisal generally takes one to four days (roll 1d4 if the Games Master has no opinion).

**Skill:** Appraisal +14; *Cost per hour:* 70 cr.; *Cost per day:* 560 cr.

**Expert Data Analysis:** Expert data analysis can spot patterns and trends that would elude even the most sophisticated data mining and pattern matching software. Highly skilled data analysis can produce patterns from ambient noise and detect the truth hidden in a storm of irrelevant data.

**Skills:** Search, Concentration and appropriate Knowledge +14; *Cost per hour:* 87.5 cr.; *Cost per day:* 700 cr.

**Expert Pilot:** Highly skilled pilots, especially those with deep space experience, can usually find work easily enough. Most of this work is relatively dull: hauling cargo, flying transports and similar work involving nothing more complex than handing off the controls to various Command and Control groups during the trip. However, these talented individuals truly earn their pay when the dangers of the galaxy rear their ugly heads. A skilled pilot can be the difference between almost losing a cargo to raiders and never hearing from the ship again.

Contrary to the romantic imagination of tri-vid producers, most pilots do not own their own spacecraft. They primarily lease or rent ships or fly ships owned by larger commercial concerns.

**Skill:** Pilot +14; *Cost per hour:* 70 cr.; *Cost per day:* 560 cr.

**Expert Scientific Analysis:** The vast array of forgotten technology littering the countless worlds of the galaxy has created a booming business in artefact analysis. Characters truly serious about discovering the functions of an artefact may have to hire one of the big names in the field, an expert to do the work for them. This scientist posts a bond with the local authorities to prove he will not steal the items or information submitted to him for analysis.

**Skill:** Knowledge (appropriate) or Medical +17; *Cost per hour:* 84.375 cr.; *Cost per day:* 699 cr.

**Facilitation:** Sometimes negotiations break down due to misunderstandings, mutual hostility or just simple unwillingness on one party or the other to make concessions. A facilitator works to overcome these problems, using his own persuasive power and sensitivity to work through the problems between the negotiating parties. Many groups, proud of their own





ability to resolve conflicts, do not call in a facilitator until things have degenerated almost to the point of no return.

*Skill:* Sense Motive +15; *Cost per hour:* 78.125 cr.; *Cost per day:* 625 cr.

**Forge Documents:** For every legitimate transaction entered in the books, most people assume that an illegitimate transaction of equal size has occurred. All of this illegal activity requires carefully forged documents ranging from identicards to entire falsified corporations. The skills required to pull these documents together are available if you know where to look, but everyone involved runs the risk of falling afoul of the law.

It takes about one hour to forge an identicard or create simple authorisation forms. Creating more complex documents can take days, months or even years depending on how complex an undertaking the characters wish to conceal.

*Skill:* Forgery +11; *Cost per hour:* 78.75 cr.; *Cost per day:* 630 cr.

**Forge Identity:** Creating an identification card involves making a handful of computer records capable of withstanding a casual investigation. Forging an identity requires far more than that: the new identity must have a carefully fabricated history, credit lines, bank entries and a host of little details capable of withstanding close scrutiny.

It takes at least one day to forge an identity.

*Skills:* Computer Use and Forgery +15; *Cost per hour:* 93.75 cr.; *Cost per day:* 750 cr.

**Investigation:** Hiring an investigator to find items, people or information remains a viable business option in the 23<sup>rd</sup> Century. Investigators spend their time developing contacts in addition to honing their ability to sort through the vast data streams generated by everyday transactions. Investigators typically charge an hourly or daily fee in addition to passing on any travel or materials costs to the client.



*Skills:* Gather Information +10; *Cost per hour:* 62.5 cr.; *Cost per day:* 500 cr.

**Journeyman Dockworker:** A journeyman dockworker has proven he can handle himself, his cargo and a small group of other dockworkers. He can fill in for a foreman if necessary. Additionally, he receives training in the complex regulations surrounding docking procedures and the control of the docking queue.

*Skill:* Profession (dockworker) +11; *Cost per hour:* 41.25 cr.; *Cost per day:* 330 cr.

**Journeyman Electrician:** A journeyman electrician proves his ability to work independently by passing an increasingly complex set of tests. He cannot legally certify work, but he can work on his own without direct supervision.

*Skill:* Technical (electronics) +10; *Cost per hour:* 50 cr.; *Cost per day:* 400 cr.

**Labourer:** A labourer possesses no marketable skills other than his strong back and willing hands. Labourers stand ready to help with any task requiring muscle and sweat. Most are hard working men and women who simply cannot find better work.

*Skill:* None; *Cost per hour:* 4.375 cr.; *Cost per day:* 35 cr.

**Master Dockworker:** A master dockworker long ago demonstrated competence at basic tasks. He then moved on to acting as a foreman and professional advocate for his fellow workers. Master dockworkers are also certified in





zero-g operations, allowing them to work outside of the station.

*Skill:* Profession (dockworker) +14; *Cost per hour:* 70 cr.; *Cost per day:* 560 cr.

**Master Electrician:** A master electrician achieves his position by passing a set of extremely difficult technical tests. He must also log at least 20,000 hours of electrical work as both a foreman and a direct line worker. Once he passes both of these requirements he may certify electrical work as well as act as a supervisor for one or more 'gangs' of electricians.

Master electricians generally may take their pick of work, but only find work at their level approximately 20% of the time. The rest of the time they get journeyman's wages.

*Skill:* Technical (electronics) +13; *Cost per hour:* 84.375 cr.; *Cost per day:* 675 cr.

**Negotiator:** A professional negotiator studies the art of the deal in order to better serve his clients. He tries to secure the best deal legally possible using any means necessary. He posts a bond which he forfeits if a client can prove he had a conflict of interest or did not fairly represent them during the negotiation process.

Simple negotiations may take as little as one hour. Complex negotiations involving multiple parties and/or governments may take several days or months.

*Skills:* Diplomacy +10; *Cost per hour:* 50 cr.; *Cost per day:* 400 cr.

**Pilot:** Pilots, both atmospheric and space, can make a decent living by hiring on to fly cargo vessels, transports, private aircraft and couriers. They do not generally own the craft they fly, although a handful do.

*Skills:* Pilot +9; *Cost per hour:* 35.625 cr.; *Cost per day:* 285 cr.

**Private Doctor:** A private doctor works in a public practice, legally sealed to prevent others from interfering with the doctor-patient relationship. He will treat anyone who can pay, assuming he can

legally practice medicine on them. Private doctors do not generally have facilities for long term-care, but can provide short-term medical treatments or administer drugs.

*Skill:* Medical +11; *Cost per hour:* 52.5 cr.

**Private Security:** Private security forces abound anywhere there are people willing to take money to fight. Bonded security agents can provide crowd control and organisation at public or private events. Most are reasonable combatants (Soldier 2) but try to avoid any action that will cause them to lose their bond.

*Skill:* Spot +6; *Cost per hour:* 20 cr.; *Cost per day:* 160 cr.

**Private Tutor:** A private tutor works one-on-one with his student on whatever subjects he knows. Each session lasts for one hour. Most tutors see their students at least twice a week.

*Skills:* Any three Knowledge +14; *Cost per hour:* 58.125 cr.

**Researcher:** Researchers specialise in retrieving complete information from public records. They build reports that may be later used for data analysis, giving the analyst a +2 bonus to his skill checks to detect patterns or ferret out information. Preparing a typical research report requires one day of work.

*Skill:* Computer Use +7; *Cost per hour:* 21.25 cr.; *Cost per day:* 170 cr.



**Scientific Analysis:** Basic scientific analysis requires access to a lab and knowledge of science. It covers technological and compound identification, basic genetic scans and forensic analysis of previously gathered evidence. This analysis requires at least eight hours of dedicated work.

*Skill:* Appropriate Knowledge or Medical; *Cost per hour:* 47.5 cr.; *Cost per day:* 380 cr.

**Secretarial:** A secretary answers messages, sorts files, does basic office management and provides a certain level of decoration. An 'office flower' is primarily decorative, while a 'professional assistant' provides more business related services.

*Skill:* Concentration +4; *Cost per hour:* 17.5 cr.; *Cost per day:* 140 cr.

**Ship Engineer:** Spacecraft (other than those made of organic technology) do not repair themselves. They require highly skilled technicians to work them over, repairing and refinishing parts until the systems work once more.

Repairs can take days or weeks, depending on how badly damaged the ship was when it limped into dock.

*Skill:* Technical (electronic or mechanical) +8; *Cost per hour:* 37.5 cr.; *Cost per day:* 300 cr.

**Space Hand:** Able-bodied spacemen can usually find work on any ship. They live a hard life, crewing ships the authorities should have pulled out of service decades ago but still somehow manage to limp along. These atrocious and dangerous living conditions do nothing to deter the romantics who want to join the 'spacing life', although it does thin their ranks over time.

*Skill:* Technical (space travel) +8; *Cost per hour:* 22.5 cr.; *Cost per day:* 180 cr.

**Translator:** Professional translators work with documents or on the spot communications. They translate information from one language to another. Most try to convey the meaning behind the words as well as the literal translations, but when pressed for time they will likely allow such nuances to slip through the cracks. Translating a piece requires one hour per five pages of written text.

*Skills:* Speak any four languages; *Cost per hour:* 26.5 cr.; *Cost per day:* 212 cr.

**Teacher:** A teacher instructs a class of between ten and thirty pupils in a given skill. He may or may not actually practice the skill professionally on his off-time. Running a

class requires three hours of preparation for every session. Each session requires between one and eight hours, depending on the subjects covered and the purpose of the class.

*Skill:* Knowledge (any three) +8; *Cost per hour:* 22.5 cr.; *Cost per day:* 180 cr.

**Tour Guide:** Any knowledgeable lurker or out-of-work teenager might take a job as a tour guide, leading gawking tourists through the station for a fee. Most tours last approximately an hour and hit the major station highlights.

*Skill:* Knowledge (station) +4; *Cost per hour:* 17.5 cr.

## Professional Equipment

Sentient life develops its radical approach to the evolutionary conundrum by changing the physical environment with tools rather than changing themselves to adapt to the environment. At first, these tools come in the form of sharpened sticks and carefully shaped stones. By the human year 2258, most space-faring civilisations have designed considerably more sophisticated tools, but their basic purpose has not changed. Tools still allow a sentient to augment his ability to change the world, whether that world is the harsh environment of space or the complex web of diplomatic intrigue surrounding most major governments.

The databases and other computer enhancements included here do not supersede those contained in the 'Custom Computers' section. They are included here for characters who do not wish to go to the trouble of meticulously building their own personal computer and its associated abilities.

**Acoustic Scanner:** These uncommon items resemble the metronome of old. They typically stand no more than six inches tall, take the shape of a long, thin pyramid and have a black outer surface. An acoustic scanner can act as a digital metronome by emitting a series of clicks at regular intervals. It also possesses sophisticated analysis equipment capable of scanning an area and selecting the most acoustically advantageous area for a performance. Using this second function requires a Technical (electronics) check (DC 15). If the user succeeds, he gains a +2 circumstance bonus to any Perform check with an auditory component.



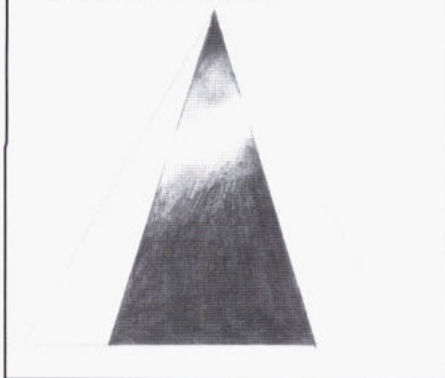
Item	Cost	Availability	Weight
Acoustic Scanner	100 cr.	Uncommon	4 lb.
Adhesive Gloves	300 cr.	Uncommon	2 lb.
Advanced Filtration Gills	1,000 cr.	Rare	10 lb.
Alien Makeup Kit	50 cr.	Common	4 lb.
Alien Mask	50 cr.	Common	5 lb.
Assist Suits	4,000 cr.	Rare	200 lb.
Balance Rod	200 cr.	Rare	5 lb.
Binding Manacles	100 cr.	Restricted	1.5 lb.
Black Night Camouflage	2,000 cr.	Restricted	15 lb.
Bound Assist Suits	8,000 cr.	Rare	200 lb.
Bounder	50 cr.	Uncommon	5 lb.
Calm	10 cr. per dose	Restricted	—
Centauri Holo-projector	200 cr.	Restricted	1 lb.
Custom Interface	400 cr.	Wide	—
Detail Amplifier	150 cr.	Common	1 lb.
Detail Analyser	400 cr.	Common	1 lb.
Detail Scanner	800 cr.	Common	2 lb.
Digital Camera	400 cr.	Common	1 lb.
Diplomatic Document	1,000 cr.	Uncommon	1 lb.
Diplomatic Favour	2,000 cr.	Rare	—
Diplomatic Protocol Database	150 cr.	Uncommon	—
Diplomatic Protocols	100 cr.	Common	5 lb.
Directional Microphone Ring	150 cr.	Uncommon	2 lb.
Document Database	100 cr.	Restricted	—
Double Bindings	90 cr.	Restricted	1.5 lb.
Drazi Breaker	20 cr.	Restricted	4 lb.
Escape Kit	110 cr.	Uncommon	3 lb.
Eye Catcher	400 cr.	Uncommon	4 lb.
Eye Sliding Screen	200 cr.	Restricted	15 lb.
Flash Filter	50 cr.	Common	—
Flight Manuals	100 cr.	Common	5 lb.
Flippers	10 cr.	Wide	7 lb.
Floats	10 cr.	Wide	2 lb.
Focus Magnifiers	200 cr.	Common	—
Forged Document Printer	400 cr.	Restricted	50 lb.
Grease Kit	25 cr. per use	Common	1 lb.
Gyrostabiliser	800 cr.	Common	12 lb.
Honey Pot	300 cr.	Common	—
Hostile Atmosphere Gear	300 cr.	Common	50 lb.
Identicard Printer	800 cr.	Restricted	30 lb.
Incense	15 cr. per use	Wide	—
Items Database	150 cr.	Common	—
Jeweller's Loop	50 cr.	Common	—



Item	Cost	Availability	Weight
Jump Assist Pack	120 cr.	Rare	5 lb.
Magnetised Boots	150 cr.	Uncommon	25 lb.
Medical Database	150 cr.	Common	—
Minbari Bells	400 cr.	Restricted	—
Minbari Crystal Lens	1,000 cr.	Restricted	—
Minbari Incense	45 cr.	Restricted	—
Minbari Robes	800 cr.	Rare	4 lb.
Mnemonic Cards	50 cr.	Common	—
Molecular Grease	450 cr.	Rare	2 lb.
Multipurpose Medical Kit	380 cr.	Uncommon	10 lb.
Musical Database	150 cr.	Common	—
Night-vision Contacts	200 cr.	Common	—
Nondescript Clothes	10 cr.	Common	2 lb.
Orientation Implant	2,000 cr.	Rare	—
Pattern Detector	180 cr.	Uncommon	2 lb.
Personal Jets	200 cr.	Rare	15 lb.
Personal Secretary	150 cr.	Wide	—
Pilot's Gloves	1,200 cr.	Rare	5 lb.
Predictor (Minbari)	4,000 cr.	Restricted	1 lb.
Probability Lens	800 cr.	Uncommon	2 lb.
Program Toolkit	500 cr.	Common	—
Programmable Holo-projector	500 cr.	Restricted	1 lb.
Racial Medical Database	150 cr.	Rare	—
Reaction Kit	200 cr.	Uncommon	10 lb.
Reaction Scanner	320 cr.	Rare	5 lb.
Rebreather	40 cr.	Uncommon	5 lb.
Replica Kit	200 cr.	Rare	15 lb.
Ship Recognition System	1,000 cr.	Uncommon	5 lb.
Short-range Listening Device	190 cr.	Uncommon	5 lb.
Slap Tab	50 cr.	Common	—
Soft-soled Shoes	50 cr.	Common	2 lb.
Sound Damper	210 cr.	Restricted	1 lb.
Specialised Database	130 cr.	Uncommon	—
Spring Boots	210 cr.	Restricted	5 lb.
Spring Suit	1,200 cr.	Rare	5 lb.
Stabilising Mounts	500 cr.	Common	20 lb.
Steering Grip	15 cr.	Wide	1 lb.
Subsonic Aura Generator	150 cr.	Rare	1 lb.
Survival Database	110 cr.	Common	—
Translator	500 cr.	Rare	2 lb.
Tuner	85 cr.	Uncommon	1 lb.
Twisting Suit	110 cr.	Uncommon	5 lb.
Water Chimes	80 cr.	Uncommon	15 lb.
White Noise Generator	50 cr.	Restricted	1 lb.



## Acoustic Scanner



**Adhesive Gloves:** This uncommon Brakiri item looks like an ordinary pair of black leather gloves with a thick cuff around the base. Inspection with a microscope reveals micro-channels crossing the glove's palm. These micro-channels fill with a slightly tacky adhesive contained in the cuff when the wearer presses a concealed button. This adhesive gives the climber a +2 equipment bonus to his Climb checks. Each pair of adhesive gloves contains enough adhesive to climb 1,000 feet before requiring a recharge. The same Brakiri merchants who sell the gloves also sell the cuffs, typically for no more than 20 credits.

**Advanced Filtration Gills:** Artificial gill implants are both uncomfortable and somewhat dangerous for the bearer. However, the same technology behind such implants makes these rare, somewhat bulky and complicated exterior long-term filtration systems possible. This device consists of a 'beetle' mask attached to a wide chest plate containing the gill filtration system. The chest plate usually has an adjustable elastic strap long enough to reach around the chest of most known sentients. Each set of gills can deal with one type of environment (e.g. methane, hydrogen or underwater).

**Alien Makeup Kit:** A common 'alien makeup kit' contains a wide array of coloured powders, glues and prosthetics designed to allow one race to look like another. Each kit contains prosthetics designed for use by a specific race; thus one could buy a Brakiri Alien Makeup Kit or a Human Alien Makeup Kit. When used by its intended race the kit provides a +1 equipment bonus to Disguise checks intended to make the character look like a different species.

**Alien Mask:** A common alien mask is a highly detailed prosthetic latex mask sculpted and painted to resemble the 'natural' features of a specific alien race. Each mask gives the wearer a +2 equipment bonus to his Disguise check when he attempts to disguise himself as a member of the

mask's race. For example, a Brakiri mask gives the wearer a +2 equipment bonus to Disguise checks to appear to be a Brakiri.

**Assist Suits:** These extremely bulky red and white suits contain the latest in human-designed exoskeleton and forced-feedback technology. All assist suits come in linked pairs. A linked pair remains in contact within 500 feet using high-speed data streams to feed information from one suit to another. These suits do not provide any protection in combat. However, if one person wearing the suit fails a Balance check the person may immediately try to make a Balance check at a -4 penalty. If the second person succeeds then the first does not suffer the results of failure. A pair of assist suits runs for four hours on internal power before requiring a recharge.

**Balance Rod:** This rare Vree metal staff contains complex micro-circuitry, a complex set of nano-gyroscopes and kinaesthetic feedback mechanisms. Although the staff may be used as a quarterstaff, its primary function is to assist the wielder in situations of less than perfect balance. When the user uses the rod for support he gains a +4 equipment bonus to his Balance checks.

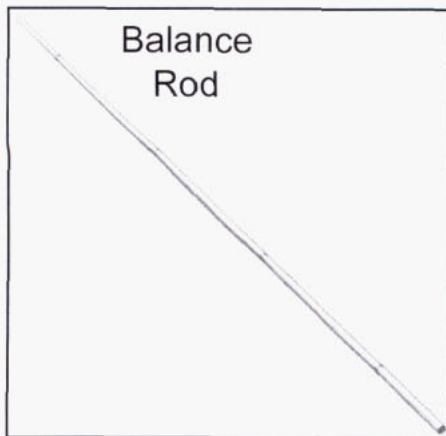
**Binding Manacles:** This restricted pair of manacles rarely appears outside of specific security situations. Although they look like normal handcuffs, they contain an array of pressure sensors designed to detect any attempt to escape. When a character locked in the manacles makes an Escape Artist check the manacles respond by unleashing a shock dealing 1d6 electrical damage. The manacles contain enough energy to release three shocks before requiring one hour connected to a power source to recharge.

**Black Night Camouflage:** This restricted item is an early version of the 'blacklight camouflage' appearing in 2258. Unlike the light-bending full body suit, which grants full



Adhesive Gloves





Balance  
Rod

invisibility, this thick mesh fits over most normal clothing. It connects to a two-pound power pack containing enough energy to run the mesh for one hour. The mesh has very modest light-bending properties, granting the user a +4 equipment bonus to his Hide checks when he remains completely still. While clearly of human design no one knows exactly who currently produces these bits of obviously stolen military technology.

**Bound Assist Suits:** Similar in some ways to the assist suits described above, this more advanced model also feeds basic sensory data from one wearer to the other. If the wearer of one suit fails a Balance, Climb or Tumble check the other wearer may immediately make a similar check at a -2 penalty. If the second check succeeds, the first does not suffer the ill effects of failure.

**Bounder:** These uncommon items, of Llor construction, resemble thick-soled boots. The soles contain highly elastic foam that rebounds 98% of the force pressed into it from above. When worn, bounders prevent the wearer from taking a run action. They also grant the character a +4 equipment bonus to standing jumps in any direction. Bounders also allow the wearer to fall up to ten feet without taking damage if he can make a Tumble check (DC 5) to land on his feet.

**Calm:** These small blue pills contain a powerful sedative capable of affecting most oxygen-breathing races. A single pill induces artificial calm lasting for at least one hour. During that time the affected creature has a -4 penalty to any Sense Motive checks, but applies the same penalty to any attempt to use Sense Motive on him. Calm also removes morale penalties or bonuses until it wears off.

**Centaurs Holo-projector:** This Centauri device uses their most advanced, restricted laser technology to create a freestanding holographic image. Each holo-projector fits into a one-inch cube. This image is slightly grainy and

flickers when objects pass through it. The device can store up to ten minutes of moving images or 100 still images. It can play these images back on command. The device can run off an external power source indefinitely. Its internal energy storage contains enough power for one hour of continuous operation.

**Custom Interface:** The standard computer interface provides the average user with most of the functionality he needs. However, intensive users require quite a bit more out of their systems. A custom interface meets this need. A computer with a custom interface gives the user it is designed for a +2 equipment bonus to Computer Use checks. However, any user other than the one who ordered the custom interface suffers from a -2 equipment penalty when attempting to use the system.

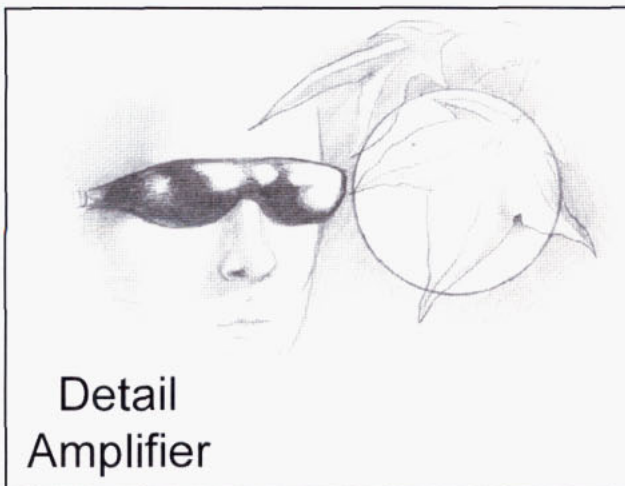
**Detail Amplifier:** This common pair of human-made goggles contains a modestly powerful video processor. This processor reads and sharpens the images passing through the LCD lenses. The effect gives the wearer a +1 equipment bonus to Search and Spot checks. Each pair of goggles runs off batteries capable of powering them for up to four hours. Wearing the goggles for more than 30 minutes requires a Concentration check (DC 15). Failure causes the wearer to develop a splitting headache, dealing a -1 circumstance penalty to all Intelligence-based skills for the next hour.

**Detail Analyser:** A considerably more advanced version of the detail amplifier, a detail analyser contains sophisticated artificial intelligence routines capable of independently interpreting visual data for important clues. It flags important information with a visual tag, usually a red flag or outline. This effect gives the wearer a +2 bonus to Search checks, but does not process fast enough to be useful for a Spot check. Detail analysers run for four hours on their internal cells. Wearing the goggles for more than 20 minutes requires a Concentration check (DC 20).



Binding Manacles





## Detail Amplifier

Failure causes the wearer to develop a splitting headache, dealing a -1 circumstance penalty to all Intelligence-based skills for the next hour.

**Detail Scanner:** This palm-sized video unit consists of a pen-sized camera attached to a grey base unit approximately three inches wide and five inches long. It contains video-processing software similar to the detail analyser described above. If the user succeeds at a Technical (electronics) check (DC 15) he gains a +3 equipment bonus to his Search check to examine a specific five-foot area. Using the device requires one round. The scanner contains enough energy to run for up to four hours before requiring a one-hour recharge period attached to a power source.

**Digital Camera:** This handheld camera has a data-crystal reader/recorder built into it. It uses well-known imaging technology to take giga-pixel images of whatever is in front of its lens. Each data-crystal can store literally thousands of images.

**Diplomatic Document:** Diplomatic documents make the world go round in the 23<sup>rd</sup> Century. With interstellar commerce a growing part of all races' economies, political assistance in smoothing tariffs and customs problems has become part of everyday business. Typically, a user negotiates one of these documents before setting out on his journey. Each document allows the holder to use a particular facility free of charge and sometimes without having

to submit to a customs inspection. The document typically expires within one month and is only good for one day of docking/customs fees. The cost of a diplomatic document is simply a suggestion – the diplomat who prepares it may charge more or less depending on his personal needs.

**Diplomatic Favour:** Diplomats constantly exchange favours: a shipping contract for a concession on a proposed agreement, a contact with an importer for favourable status on a trade route. Purchasing a diplomatic favour allows the character to use one of these exchanges to his advantage. It effectively pays the diplomat to use his contact class feature for the character's advantage.

**Diplomatic Protocol Database:** In order to use this item the character must possess a hand computer or have access to a more powerful base system he can install software on. The diplomatic protocol database contains an exhaustive list of all existing diplomatic agreements, forms of address and known diplomatic relations. The owner may make a Computer Use check (DC 10) to gain a +2 equipment bonus to the researched Diplomacy checks. The database can be updated monthly for a fee of 25 credits.

**Diplomatic Protocols:** This comprehensive guidebook provides the reader with guidance in diplomatic affairs. When the character has time to refer to it he gains a +1 equipment bonus to his Diplomacy checks.

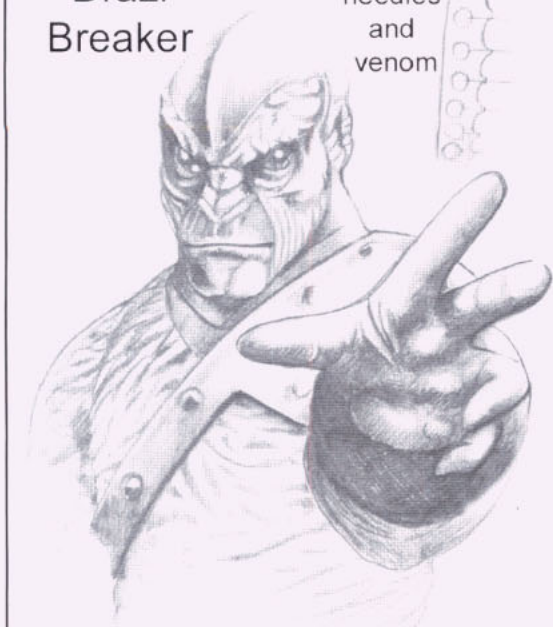
**Directional Microphone Ring:** Although this entry refers specifically to a ring, a directional microphone may be hidden in any common object. The microphone itself has a slightly adjustable collar, allowing the user to focus it on a target between 15 feet and 40 feet away. When focused





## Drazi Breaker

needles  
and  
venom



on a target the microphone gives the user a +10 equipment bonus to Listen or Read Lips checks specifically directed at the target.

**Document Database:** In order to use this item the character must possess a hand computer or have access to a more powerful base system he can install software on. This restricted database contains information about the proper formatting, ink colour, imprint and paper for several hundred thousand documents. These documents range from internal company memos to secret Minbari communications. Using the database requires a Computer Use check (DC 10) to research a specific document. If the user succeeds, he gains a +2 equipment bonus to his Forgery check to create the researched document.

**Double Bindings:** These restricted handcuffs generally only show up in the possession of security forces. Like binding manacles, double bindings contain an array of pressure sensors and a central processing unit. However, in this case the bindings are 'doubly secure'; a character with a pair of double bindings on his wrists must make two consecutive Escape Artist checks (DC 25) to escape.

**Drazi Breaker:** This restricted Drazi-only device closely resembles a normal pair of gloves. However, close inspection reveals the surface is covered with small nodes containing needles. When the wearer presses his hand onto a target the needles pierce his flesh, causing him to leave a bloody handprint. The item does no damage to a

Drazi (or other creature with natural damage reduction). It does, however, grant the wearer a +2 equipment bonus to Intimidation checks. A creature without natural damage reduction takes one hit point of damage every time he uses the breaker.

**Escape Kit:** The art of escape is made considerably easier by the application of these paper-thin razorblades, molecular solvents and topologically complex lock-picks, which provide the user with a +2 equipment bonus to his Escape Artist checks. A character may hide most of these objects in or under various parts of his body, forcing someone to make a Search check (DC 25) to detect and remove enough of the kit to negate the bonus.

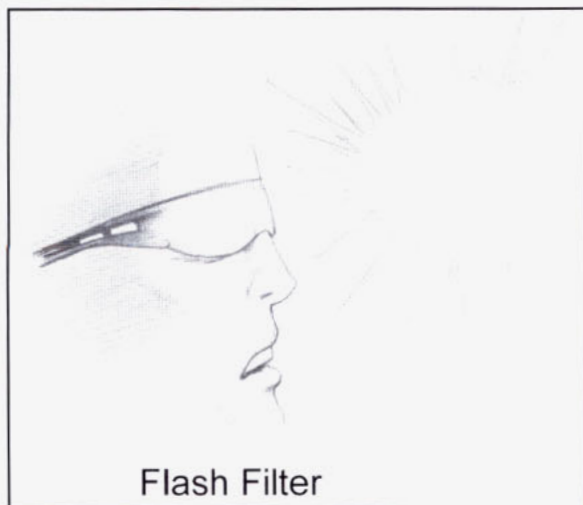
**Eye Sliding Screen:** This restricted item resembles a light grey, old-fashioned mosquito net connected to a small handheld computer. The device is actually a highly sophisticated flexible liquid crystal display wrapped around whisper-thin threads of spider silk. The handset contains a camera that can record a digital image of a 200-foot radius around the user in one minute. Once set up and with an image loaded the screen adjusts itself to blend perfectly into the background. The screen is ten feet by ten feet when fully unfolded and can completely cover up to two creatures of Medium size.

**Flash Filter:** Pairs of these light sensitive, flip-down shades are available from most fine outdoor retailers. When exposed to light bright enough to cause damage to the eye they immediately turn opaque. Someone wearing a flash filter gains a +4 bonus to any Reflex save to resist a

## Escape Kit





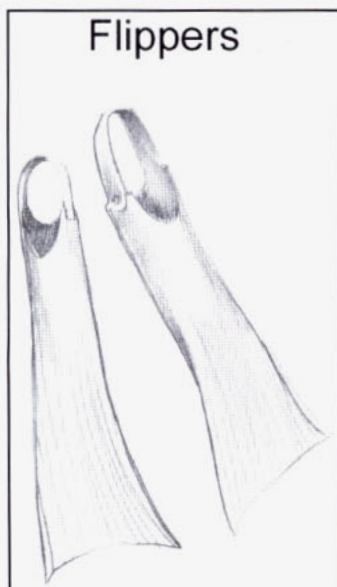


Flash Filter

light-based effect that causes blindness. It also reduces the effects of glare or other light-based penalties to vision by two points.

**Flight Manuals:** A printed manual describing the technical and flight characteristics of a craft may seem old fashioned, but nothing beats a good diagram or checklist in a crunch situation. Each flight manual deals with a single make and model of air, sea or spacecraft. When using the flight manual a character with less than six ranks in Pilot receives a +1 equipment bonus to his Pilot checks.

**Flippers:** A simple pair of plastic flippers that fit on the feet. They reduce land movement by -10 feet, but increase underwater movement by +5 feet. While wearing flippers a character may take the run action while underwater so long as he swims in a straight line.



Flippers

**Floats:** Floats are a widely available item. They come in a wide assortment of colours, from bright yellow to pale blue/green. A float can fit into a container about the size of a deck of playing cards. When activated, it expands to fill a five-foot area, containing enough buoyant gas to float up to 500 pounds safely. The float gives anyone holding onto it a +10 equipment bonus to any Swim checks required to stay above water.

**Focus Magnifiers:** This commonly available item looks like a pair of plastic lens glasses in a sturdy frame. Rather than being of simple plastic, the lenses contain a highly reactive polymer that bends when subjected to a micro-current. Sensors built into the frame detect the distance the user's eyes are focused at and 'bend' the lenses to provide appropriately focused magnification. In effect, this doubles the range increment of the penalty for Spot checks (from ten feet to 20 feet). Wearing a pair of focus magnifiers for more than 30 minutes forces the user to make a Concentration check (DC 15) or develop a splitting headache, dealing a -1 penalty on all Intelligence-based skills. This headache lasts for one hour after the character takes the focus magnifiers off. The item has enough charge to work for eight hours before requiring a one-hour recharge.

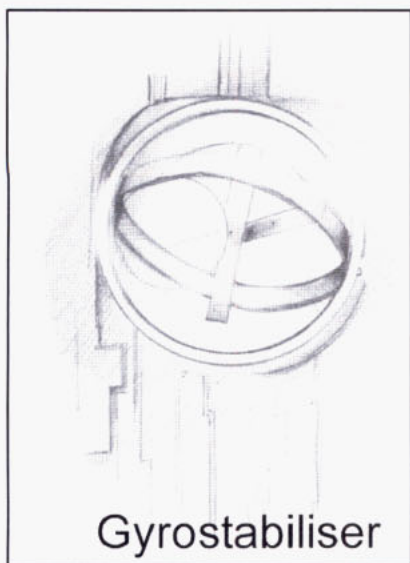


Grease Kit

**Forged Document Printer:** This highly restricted item can attach via wireless connection to any computer capable of accepting a printer. It has the ability to replicate any known paper, script or imprint technique. This makes it invaluable in the production of forged documents. Anyone using a forged document printer gains a +2 bonus to his Forgery check when he attempts to create a document. Possession of a forged document printer is punishable by up to one year in jail.

**Grease Kit:** A commonly available household item, grease kits contain a small amount of thick black paste. This paste dries within eight hours when exposed to the air. While it is wet, its chemical structure allows it to muffle soundwaves. Most people use it to cover up problem sounds while waiting for a repair. Lurkers and others who need to move silently typically cover the soles of their shoes with it, giving themselves a -4 penalty to Balance checks and reducing their base speed by five feet, but also granting





Gyrostabiliser

check to create an identicard. Possession of an identicard printer by unauthorised personnel is punishable by a 10,000 credit fine and up to five years in jail.

**Incense:** Widely available, incense is generally composed of various spices and woods bound together by a light resin. Intelligent creatures burn it for its scent. Almost every intelligent race uses some form of incense to focus their concentration or at least cover up bad odours. If a character lights incense and imbibes it for one round he gains a +1 equipment bonus to a Concentration check taken in the next minute.

**Items Database:** The nearly infinite imagination of literally billions of sentient beings has created a bewildering variety of items one might buy. An item database contains bare-bones information about millions of these items, allowing the user to make a Computer Use check (DC 15) to give himself a +2 bonus to his Appraisal checks while he has access to it. The process of looking an item up in the database requires 1d4 rounds. The character can only use the database while he has access to a handheld computer or a more powerful computer system he can install the software on.

**Jeweller's Loop:** The commonly available jeweller's loop is a simple magnifying lens with a set focus point. When used, the device allows the user to magnify small details and imperfections in the target object. This provides the user with a +1 equipment bonus to both Appraise and Search checks.

them a +2 bonus to any Move Silently checks they might make in the next four hours.

**Gyrostabiliser:** A gyroscope is a spinning device that maintains its angular orientation with respect to inertial coordinates when not subjected to external torque. When one is installed in a vehicle, it allows that vehicle to maintain its direction of movement without tilting or yawing. This gives the driver a +2 equipment bonus to his Drive or Pilot checks.

**Honey Pot:** A honey pot is a commonly available program designed to protect a computer system from deeper intrusion. The program establishes a false 'environment' behind the first layer of protection. When a hacker intrudes on a system he enters the honey pot, where he is presented with false but usually convincing information. Once within a honey pot the intruder may make a second Computer Use check (DC 25) to determine he is within a false environment.

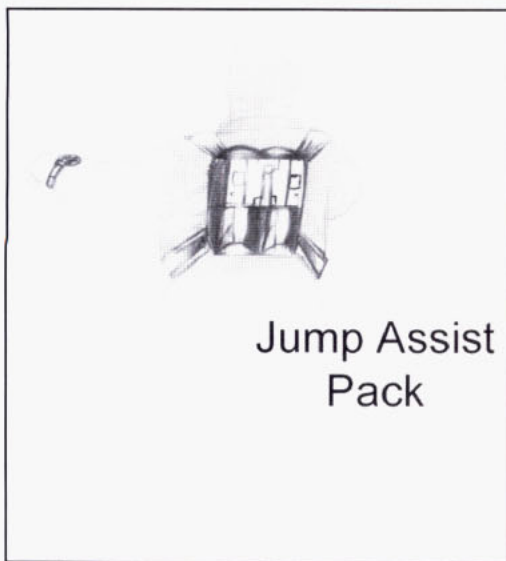
**Hostile Atmosphere Gear:** Hostile atmosphere gear consists of a semi-sealed outer suit, a clear-faced gas mask and sufficient breathable air for at least four hours of exposure. The gear does not provide sufficient protection from vacuum or radiation to be useful as a spacesuit, but it serves well enough on a world with a hostile environment. The suit is somewhat bulky; the wearer receives a -1 penalty to all Dexterity-related skills.

**Identicard Printer:** Identicards are highly sophisticated devices designed to prevent forgery. An identicard printer includes technology which allows the possessor to create a perfect identicard without much effort. The printer gives the user a +4 equipment bonus when he makes a Forgery

## Hostile Atmosphere Gear







Jump Assist Pack

**Jump Assist Pack:** This rare item consists of a forced air jetpack and a controller. The controller tapes to the user's wrist, allowing easy access when moving. The jetpack itself is approximately twelve inches by twelve inches by five inches and comes with straps to attach it to the back of most humanoids. It contains enough charge to function four times before requiring an eight-hour recharge cycle. When activated, the jump assist pack allows the user to ignore the height limitation imposed on Jump checks.

**Magnetised Boots:** Most workers who labour in zero-g environments rent these heavy, magnet-soled boots from their employers for a credit a week. They can also be found on the open market with sufficient time and effort. While wearing a pair of magnetised boots the character can stick to a metal surface with sufficient strength to hold up to 300 pounds. In a low-g environment this allows him to move normally but with a -10 foot penalty to his base speed.

**Medical Database:** A medical database contains basic information about medical techniques, drugs and biological information sufficient to assist a novice medical technician to perform routine activities. In order to use the database the character must have a handheld computer, as he will need immediate access to the information. When using the database a character with less than six ranks of Medical receives a +1 equipment bonus to Medical checks.

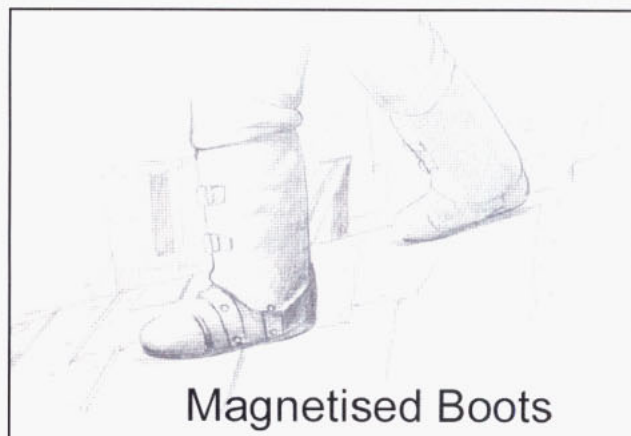
**Minbari Bells:** So-called 'Minbari' bells were originally a device of human origin. This device consists of a two foot wide shallow crystal bowl filled with water and feather-weight crystal bells, which drift with the slightest breeze. When the bells touch the side of the bowl or each other they give off pure, ringing notes. This random assortment of notes generally drives less spiritual races to distraction.

However, when properly tuned by a skilled performer they greatly aid concentration. Tuning the bells requires a Perform check (any type) (DC 15). If successful, any creature within 20 feet who has more than six ranks of Concentration receives a +2 equipment bonus to his Concentration checks.

**Minbari Crystal Lens:** The Minbari occasionally demonstrate more raw practicality than they would like to admit. In this case, the 'Minbari crystal lens' is just an advanced version of the previously mentioned jeweller's loop. The smooth crystal lens incorporates highly advanced imaging sensors in addition to simple magnification. Powered by a nearly invisible power source, the lens identifies and highlights details much like a human-made detail analyser. When using the Minbari crystal lens the user gains a +2 equipment bonus to Appraise and Spot checks.

**Minbari Incense:** Minbari incense is painstakingly crafted from the finest possible components. It is also chemically tailored to enhance meditative moods, to such an extent that some cultures consider it a drug rather than a religious or practical item. If a character is *within ten feet* of burning Minbari incense and spends a round to consider the subtleties of the scent he gains a +2 equipment bonus to a Concentration check made in the next minute.

**Minbari Robes:** The so-called 'Minbari robes' are actually not of Minbari manufacture at all. These heavy robes were made, however, based on patterns and fabrics stolen from the Minbari religious caste who died during the Earth/Minbari War. The Minbari government demanded their manufacture cease, but copies are still available to the careful shopper. These almost floor length, cream-coloured robes have a sound deadening effect; anyone wearing them gains a +1 equipment bonus to Move Silently checks.



Magnetised Boots



**Mnemonic Cards:** For time immemorial, intelligent life has used visual references to help remember specific pieces of information. Each pack of mnemonic cards is keyed to a single Knowledge skill area (e.g. law, sector or alien races). Using the pack requires one full minute. At the end of the minute, the user may make a Concentration check (DC 15) to gain a +2 equipment bonus to the appropriate Knowledge check if he makes that skill check immediately after using the deck.



**Molecular Grease:** The need for frictionless surfaces, especially for the large rotating rings providing 'gravity' onboard most Earth Alliance ships, spawned a host of innovations until this solid, reliable paste came into use in 2215. The paste adheres to most metal surfaces, hardening into a dull black coat within 20 minutes. Two surfaces coated with the substance can pull along one another with almost no friction. The surface itself is slick: characters attempting to walk on it must make a Balance check (DC 25) to remain upright and a surface coated with the grease requires a Climb check (DC 30) to climb up. There is enough grease in a tin to cover eight five-foot squares.

**Multipurpose Medical Kit:** This uncommon item looks like a solidly constructed nylon satchel, usually either green or grey in colour. It contains a wide array of medical supplies, from full spectrum antibiotics to small regeneration packs and powdered plasma for common races. Using a multipurpose Medical Kit gives a character with six or more ranks in Medical a +2 equipment bonus to his Medical checks so long as he does not have access to more complete facilities. A multipurpose medical kit contains enough expendable material for ten uses.

**Musical Database:** This software for hand computers or more powerful devices contains information about literally thousands of styles of music, as well as detailed discussions of aesthetics and performance theory as it relates to most of the known intelligent races. A character may use the database to prepare for a performance by taking one hour to research his audience's preferences in the files. If he makes a Computer Use check (DC 15) he gains a +2 equipment bonus to the researched Perform check.

**Night-vision Contacts:** First developed in the 20<sup>th</sup> Century on Earth, these light amplification devices have continued on their path of further advancement. By the 23<sup>rd</sup> Century they are no larger than a fairly thick pair of contact lenses. Anyone wearing these lenses gains low-light vision but suffers a -1 penalty to attack rolls, Search checks and Spot checks in bright light. When the contacts provide low-light vision the wearer sees the world through a kind of green haze, with bright lights showing up as almost blinding flashes.

**Nondescript Clothes:** This simple set of clothes in muted colours is tailored for a specific world or space station. When the character puts the outfit on he may make a Disguise check (DC 15). If he succeeds he gains a +2 skill bonus to a single Gather Information check made on the world or station the clothes were made for.

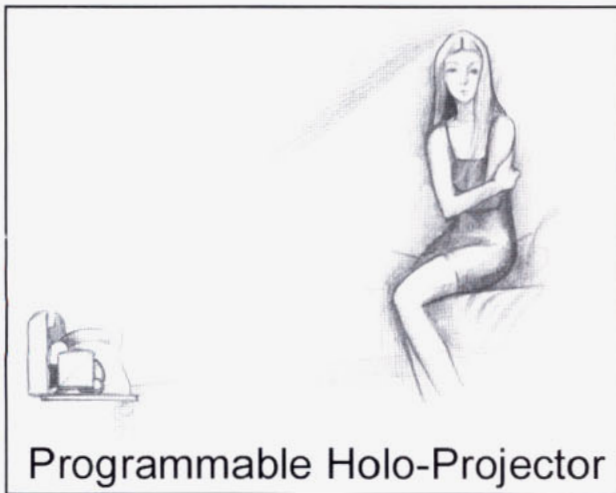
**Orientation Implant:** Human experimentation with cybernetic augmentation generally ends in spectacular failure. However, the effort to replace damaged human inner ears eventually lead to the development of the orientation implant: a device capable of supplementing the balance of even the clumsiest individuals. Doctors can implant this thin, wafer-like device anywhere in the body, but generally choose the neck because of its proximity to the relevant nerves. The implant can replicate the function of the inner ear perfectly, or give +2 to Balance checks for those who still have normal function.

**Pattern Detector:** Human science has not yet overcome the difficulties of creating true artificial intelligence, but it has excelled in the production of expert systems. This uncommon device represents one of the lines this research



took during the early part of the 23<sup>rd</sup> Century. It looks like a small black box approximately three inches wide by five inches long and  $\frac{3}{4}$  of an inch deep. It has a small red LCD on the face. When it detects a particular sound (regardless of that sound's decibel level) the LCD comes on. The programmed sound may be anything: a name, the sound metal makes as it begins to fatigue or the particular sound an individual makes as he walks across a floor.

Pattern detectors give the user a +20 equipment bonus to detect a specific sound when it occurs within a 20 foot radius of the device.



Programmable Holo-Projector

**Personal Jets:** This rare device of Abbai manufacture is mostly of use to amphibians or others who spend the majority of their time underwater. It consists of a web-mesh harness lined with nozzles, which wraps around the user's arms, torso and legs. The harness connects to a small backpack housing a propulsion and control system. While wearing the device the user may use normal movement rules while underwater. The device stores enough power to remain in operation for up to one hour of continuous use before needing to be recharged.

**Personal Secretary:** A common program to install on a hand-computer and certainly an extremely useful one, a personal secretary contains sufficient artificial-intelligence routines to automatically sort messages, assign tasks to to-do lists and record information pertinent to the owner. Using a personal secretary gives the character a +2 equipment bonus to his Profession checks due to the computer's superior organisational skills.

**Pilot's Gloves:** This bulky pair of gloves look much like a set of archaic plate-mail gauntlets made of impact resistant plastic. The gloves communicate via wireless networking

with an expert system patched into the vessel's sensors. This expert system prevents novice pilots from making too many mistakes by providing negative feedback when it senses the craft entering into a dangerous or difficult situation. The gloves provide a character with fewer than eight ranks of Pilot with a +1 equipment bonus to all Pilot checks.

**Predictor (Minbari):** This restricted Minbari device looks like a one-inch diameter crystal orb. The orb contains an unthinkable complex computer array linked to an extremely small time field. When activated the device 'peeks' five seconds into future and matches the facial expressions of one target with a database of known expressions for the species. The crystal then emits faint light colour coded to indicate the target's most likely reaction to the next event. The device cannot function until tuned to a specific target; tuning the predictor requires a Sense Motive check (DC 15).

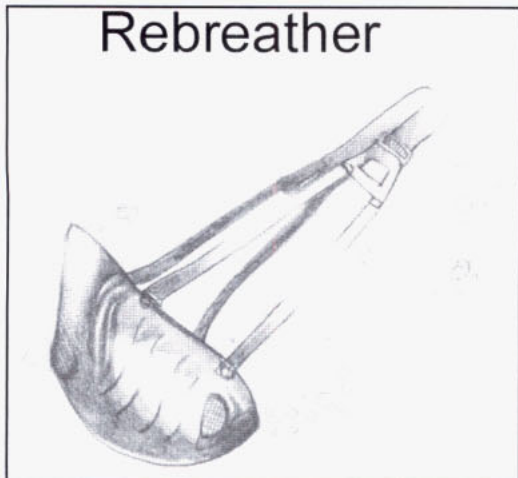
**Probability Lens:** The uncommon device called a 'probability lens' is actually a fairly complex computer array linked to a display projected inside a pair of mirrored sunglasses. The system contains demographic information (including names, common diseases and family structures) for every known race. The user can select items from the menu by looking at them, causing the computer to provide ever more detailed information. When the user selects a target and makes a Computer Use check (DC 15) the lens provides him with sufficient generic information to give him a +2 equipment bonus to his Bluff checks directed at the target.

**Program Toolkit:** A program toolkit contains a wide array of programs designed to hack into other systems. Possession of a program toolkit allows the user to make a Computer Use check (DC 15) to grant himself a +2 equipment bonus to his next Computer Use check.

**Programmable Holo-projector:** This highly restricted, Centauri-made device combines a holo-projector with the latest animation and artificial intelligence algorithms available to Centauri programmers. Each device also contains a data-crystal reader designed to accept a 'personality program' crystal detailing the history, physiology and psychology (as modelled by the programmer) of a single individual. The projector then creates an image based on the data within, which reacts to feedback from the user. Predictably, this technology first became extremely popular in 'holo-brothels', where for a few credits an hour the user may manipulate images of public personalities performing sexual acts.



## Rebreather



**Racial Medical Database:** These rare databases contain detailed, up-to-date information about the biochemistry, physiology, medical requirements and known pathogens for a single race. In a non-emergency situation a character may spend one hour with the database and make a Computer Use check (DC 15) to grant himself a +2 equipment bonus to his next Medical check used to provide long-term care or treat a poison/disease targeting a member of the covered species.

**Reaction Kit:** This wallet-sized kit contains stoppered vials with a wide array of reactive chemicals. Each of these chemicals reacts differently when placed on particular, difficult-to-identify substances. The reaction kit contains enough materials to be used ten times before needing to be replaced. Using one of these kits adds a +2 equipment bonus to the character's Appraise checks.

**Reaction Scanner:** Once called a lie detector, the reaction scanner carefully monitors the target's physical and neurological reactions to specific questions. The sensors sit in a microdot, no more than one millimetre across, that can be placed anywhere on the target's body. Once the user calibrates the base system, which is no larger than a personal hand computer, by making a Technical (electronics) check he gains a +2 equipment bonus to Sense Motive checks targeting the person wearing the sensor dot. The character can place or remove the dot from an unsuspecting target by making a Sleight of Hand check. The dot must be within ten feet of the base unit to transmit useable information.

**Rebreather:** The mask-like rebreathers of the 23<sup>rd</sup> Century cover the user's face and mouth. With an additional source of breathable mixture they can allow a regular user with 30 minutes of underwater time with a maximum safe depth of 100 feet. With a properly mixed supply tank, attached via a relatively thin, tough tube to the mask, the

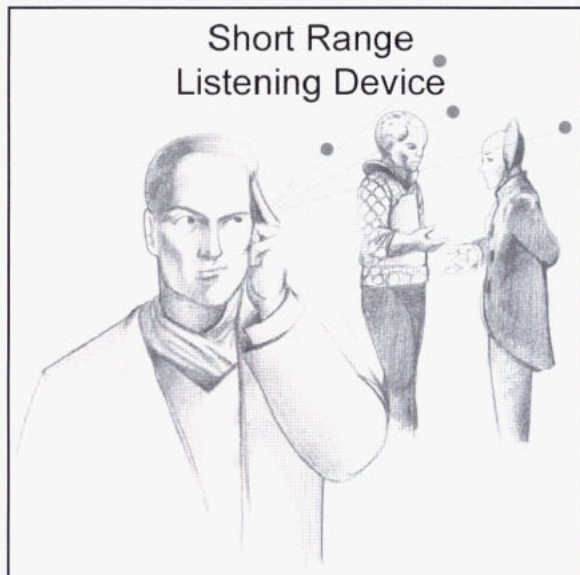
rebreather provides approximately ten hours of dive time at a maximum safe depth of 500 feet.

**Replica Kit:** These relatively expensive, restricted kits contain extensive prosthetics and carefully mixed makeup packs designed to permit the user to impersonate a single, specific target. These kits also contain voice-altering packs tuned to exactly match the target's recorded voice. When used the kit provides a +8 equipment bonus to Disguise checks intended to mimic the chosen person. A replica kit of a non-public personality (e.g. Shopkeeper Joe rather than President Sheridan) must be specifically commissioned.

**Ship Recognition System:** Most competent pilots can recognise the outline of the primary ships fielded by the major races, as well as quoting their standard armaments and known performance characteristics. A ship recognition system takes this ability one step further, matching the target ship's known information with a wide range of parameters. If the character takes 1d4 rounds and makes a Computer Use check (DC 20) he gains information about a particular ship including its recent flight history, any known or suspected modifications made to it from its original configuration and basic biographical data (when known) about its crew.

**Short-Range Listening Device:** This device, although theoretically prohibited for civilian use, long ago began to circulate through the underground world of hobbyists and the black market. It consists of a large number of disposable microdot microphones and a central processing unit capable of filtering through all of the noise from those microphones looking for catchphrases and specific grammatical patterns. If the character spends 2d4 rounds seeding the microdots in an area, he may make a Technical

## Short Range Listening Device





(electronics) check (DC 20) to properly calibrate the system. Once calibrated the system gives the user a +2 equipment bonus to Gather Information checks taken in the prepared area. The base unit can focus in on a single microphone as well, if the microdot remains within 20 feet. Spotting a microdot requires a Search check (DC 25).

**Slap Tab:** A slap tab looks like any one of a host of medical or industrial patches designed to apply adhesives or medicines. This slap tab, though, has two separate adhesive sides: one with a mild adhesive that sticks to skin and the other with an extremely powerful adhesive that activates when sufficient force is applied. This second adhesive side grips with Str 30 when 'slapped' against a hard, flat surface. It can support up to 300 pounds before it begins to slip. A character can use a slap patch to connect himself to a target by making a touch attack: when attached, he gains a +2 bonus to his grapple checks. Removing the strong side of the patch from a living target deals one point of damage. The 'weak' side of the patch can sustain up to 150 pounds.

**Soft-soled Shoes:** Many races, or at least many races that have feet capable of fitting in them, produce shoes with soft, sound-absorbent soles. While these shoes do not provide significant protection from environmental effects, they do allow even the clumsiest person to move with relative quiet. Someone wearing a pair of soft-soled shoes gains a +1 equipment bonus to his Move Silently checks but suffers from a -1 equipment penalty to Survival checks to resist heat or cold.

**Sound Damper:** This restricted device of human manufacture monitors the ambient sounds around the

user, then generates a precisely engineered cancelling tone. In effect, this creates a zone of 'dead space' immediately around the user, effectively filling his 5-foot square. Properly tuning the device for a particular area requires a Technical (electronics) check (DC 20). If the character succeeds he gains a +2 bonus to his Move Silently checks and DR 1 against sonic attacks. He also suffers from a -2 penalty to Listen checks. The sound damper is a small black box that fits into a nylon pouch with a belt clip. The sound damper's batteries contain enough electricity to run for one hour before requiring replacement.

**Specialised Database:** The galaxy of the 23<sup>rd</sup> Century contains literally thousands of specialised databases, each covering a particular topic at a level of detail only a dedicated hobbyist could love. In effect, the database covers one particular Knowledge skill in loving detail. Each of these databases requires roughly ten minutes to access and requires a Computer Use check (DC 10). If the character succeeds, he gains a +1 equipment bonus to the appropriate Knowledge skill.

**Spring Boots:** These boots have three-inch thick platform soles and strong strapping around the ankles and calves. Unless activated, the boots act like normal, if somewhat bulky, footwear. When activated (typically by pressing a button in the left boot cuff) the boots run current through the highly reactive material in the boot's core. This causes the soles to start to expand in powerful pulses, driving the wearer further and further with every step. The wearer gains +10 feet to his base movement and an additional +20 feet to his total calculated movement when running, but must make a Balance check (DC 15) every round or become prone. The boots store enough energy to run for

ten rounds of continuous use and recharge within one hour.

**Spring Suit:** A spring suit uses the same technology as the spring boots listed above, but does so in a much more controlled fashion. The spring suit looks like a thin foam suit that a user can wear under normal clothing. An array of pressure sensors cover the foam, causing it to expand only when subjected to a relatively heavy impact. This covering provides the wearer with DR 1 against blunt attacks and gives him a +1 bonus to his Tumble





checks. Unfortunately, the foam has excellent insulation properties; it gives the wearer a +1 bonus to Fortitude saves to resist the effects of cold but a -3 penalty to Fortitude saves to resist the effects of heat.

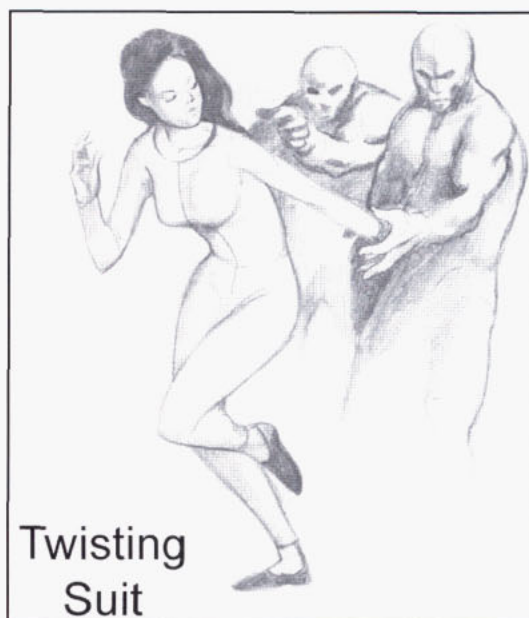
**Stabilising Mounts:** A stabilising mount provides a vehicle with a gyro-stabilised platform from which to fire a personal or vehicle weapon at another vehicle. The gyro-stabiliser allows a character other than the driver to fire a weapon from the vehicle, suffering only one-half the calculated movement penalty to the attack roll. If the stabilising mount does not already have a weapon affixed to it, a character may fit one by making a Technical (mechanics) check (DC 15). Fitting a weapon requires two rounds.

**Steering Grip:** These simple wraps can be found in just about every culture that uses a steering wheel to manoeuvre ground craft. They come in a wide variety of colours and textures, but all of them give the character a surer grip on the wheel. Using a steering grip gives the character a +1 equipment bonus to his Drive checks to perform vehicle manoeuvres.

**Subsonic Aura Generator:** Most sentient species find specific sub-sonic, deep, bass sounds deeply unsettling. When exposed to these frequencies they become highly uncomfortable and jittery. A subsonic aura generator takes advantage of this almost universal fact to enhance the intimidation skills of unscrupulous individuals. This belt-pack sized device projects subsonics, specifically tuned to make people afraid, in a ten foot radius. Within this radius all characters suffer a -1 penalty to their Will save to resist fear effects and fear effects have the numeric value of any penalty they apply increased by one.

**Survival Database:** A survival database is most useful when installed on a hand-computer or other portable device. It contains information about thousands of possible survival situations, ranging from being stuck in a desert on a methane-atmosphere planet to trying to survive direct exposure to hard vacuum for more than thirty seconds. If the user has 1d4 rounds to check the database and make a Computer Use check (DC 15) he gains a +2 equipment bonus to a Survival check to mitigate the effects of the researched circumstance if he makes the Survival check immediately thereafter.

**Translator:** A translator, or translation device, contains a sophisticated expert system capable of translating one language into another, complete with inflection and idioms as appropriate. These devices are generally either handheld or hung from the neck of the wearer. Each translator functions for eight hours using an internal power supply.



It can translate to and from two specific languages (e.g. an English/Gaim translator or an English/Vree translator). Using a translator does not deal any penalties on the character's Charisma-based skills.

**Tuner:** A tuner is a handheld device that generates computer-synthesised notes on command. The system also scans incoming sound waves and matches them against the 'perfect' notes held within its database. Spending ten minutes working with a tuner before giving a performance gives the character a +1 equipment bonus to his next Perform check.

**Twisting Suit:** Much like a spring suit, a twisting suit can be worn under normal clothes. The surface of a twisting suit is permeated with the same substances that make molecular grease so effective. A character wearing a twisting suit gains a +1 equipment bonus to his Escape Artist checks and a +1 bonus to the roll to escape from a grapple.

**Water Chimes:** This human-manufactured device, the progenitor of the Minbari bells, consists of a bowl of water upon which small brass bells float, ringing when they run into one another. When properly situated in a room, a feat requiring a Perform (percussion) check (DC 15), the water chimes provide all characters within auditory range a +1 equipment bonus to their Concentration checks.

**White Noise Generator:** A white noise generator is a small device contained in a grey ballistic nylon pouch. Much like a sound damper it produces a 'wave' of static sound. Unlike the more sophisticated sound damper though, this static does not specifically match with existing sound waves. Instead, it provides a screen making it more difficult for



someone to overhear casual conversation within the field. The DC to hear a conversation within ten feet of an active white noise generator is increased by four.

## Luxury Goods and Services

Once sentient life lifted itself beyond the need to struggle every moment for survival it turned its attention to the creation of luxury. Some races, like the Pak'ma'ra, never really advanced far along this line of thought. Others, like the Centauri, made seeking pleasure a racial drive almost on the same level as the need for food or sleep.

The galactic appetite for luxury goods never seems to fade. When war breaks out sentients buy luxuries as a source of comfort. During good economic times, sentients buy luxuries as a sign of wealth. During bad economic times, entertainment and luxuries help to keep their minds off their failures.

The following list of luxury goods covers a wide variety of items including expensive furniture, clothing, good food, drugs and stimulation devices. Some of these substances are highly restricted, others may be purchased freely for a sufficiently steep price.

### Lifestyle Costs

Players and Games Masters who do not wish to engage in the 'papers and paycheques' style of gaming encouraged by the goods and services in this section may instead choose to pay a monthly lifestyle fee. This fee covers food, clothing, appropriate hobbies and nights out. All other payments follow the rules for equipment in the main rulebook or in this book as appropriate. Lifestyle costs do not include bodyguards or other professional services. The character may assume that security devices suitable for the credits he pays will protect his property.

The lifestyle fee is due at the end of the month. The lifestyle fee covers a single character – a family of four would have to pay four times the fee to insure that each member could enjoy the benefits of their chosen lifestyle.

When the character moves to a new area he may select any lifestyle he chooses. If he chooses not to pay the monthly fee his lifestyle begins to deteriorate at the rate of one level per month. Each month he fails to pay the fee he gains debts equal to the unpaid amount.

The character may voluntarily choose to lower his lifestyle by one level per month. He may lower his lifestyle by two levels per month if he makes a Profession (accountant) or

Knowledge (business) check (DC 15). Alternately, he may enlist a professional accountant's services to assist him with this task (see Professional Services, above).

The table below lists the monthly fee for a lifestyle:

Lifestyle	Cost per Month
Poverty – Underclass	150 cr.
Poor – Working class	300 cr.
Average – Middle class	1,000 cr.
Successful Professional – Upper middle class	3,000 cr.
Wealthy	5,000 cr.
Noble	9,000 cr.
Royal – Imperial	25,000 cr.

In return for this fee the character lives in the following way:

**Poverty:** For 150 credits per month the character rarely tastes anything other than public assistance. He can occasionally afford low-quality synthetics. His luxuries and entertainments mostly come in the form of free programming, broadcast to his broken down vid-unit. He wears the same clothing, or a very limited set of clothes, every day. When the items wear out he replaces them from public charity or in the bazaars where others in the same circumstances sell the clothes off their backs for a final handful of credits.

Common characters at this level include: Babylon 5 lurkers, the homeless, drug addicts, the Pak'ma'ra.

**Poor:** For 300 credits per month the character pays for a slightly less indigent lifestyle than that enjoyed by his poverty-stricken brethren. He can afford to buy his own meals, an occasional bit of new clothing and cheap entertainments at least twice a month. The character also has enough money to support a simple hobby (e.g. drinking or a craft) in addition to his traditional work. If he would like to go out to a 'nice' restaurant or pay for expensive entertainment he will need to save up for at least two months.

Common characters at this level include: Monks, apprentice dockworkers, new station arrivals, most Narn.

**Average:** For 1,000 credits per month the character enjoys a relaxed, materially wealthy lifestyle supported by weekly



entertainment, at least one hobby and regularly purchased meals. The character can afford high-quality synthetics as well as the occasional real meal. He can afford widely available luxuries as part of his daily grind. He can replace his wardrobe completely with cheap items once per year, or replace it every five years with higher-quality goods.

Common characters at this level include: Most Minbari, Centauri and humans.

**Successful Professional:** For 3,000 credits per month the character begins to taste what it might be like to be rich. He can afford to go out to formal restaurants about half of the time, supplementing his intake the other half of the time with a mix of high quality synthetics and real cooked foods. He has access to a replaceable wardrobe of high quality clothes. He can support up to three expensive hobbies (e.g. travel, luxury shopping or extreme sports) while maintaining a busy entertainment schedule. His budget includes can stretch to commonly available items as well as a few luxuries.

Common characters at this level include: The Grey Council, Minbari Caste Leaders, Narn diplomats.

**Wealthy:** For 5,000 credits per month the character experiences a lifestyle more decadent than the dreams of the lower classes. He has access to fine clothing, uncommon luxuries and regular nights out. When he does eat in, his personal servants take care of his needs. He can indulge his desires for planetary travel at a whim, or go interstellar once a month at no additional charge. The character's lifestyle may, in fact, interfere with his professional work: he must make a Fortitude save (DC 15) each month or suffer a -2 penalty to all Profession checks to generate income.

Common characters at this level include: EA Senators, Centauri minor nobles.

**Noble:** For 9,000 credits per month the character buys a decadent lifestyle fit for a Centauri noble. The character consumes common and uncommon luxuries as a matter of course. He orders bespoke clothing for particular situations. Every night he

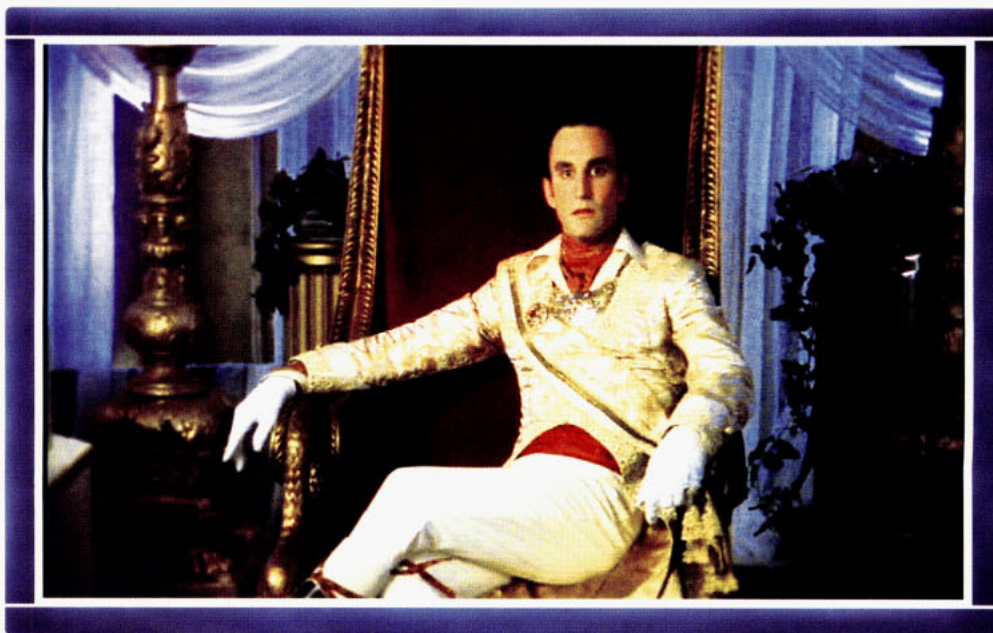
parties as hard as possible, entertaining everyone with his antics (or at least his money). He can afford at least one interstellar trip per month, usually to an exotic destination. The character's lifestyle interferes with his professional responsibilities: he suffers a -4 penalty to Profession checks intended to produce weekly income.

Common characters at this level include: Narn Khari, Centauri nobles and diplomats, President Santiago.

**Royal:** For 25,000 credits per month the character enjoys a lifestyle usually reserved for a race's power elite. He consumes uncommon and rare luxuries, orders commercial services and can hire nearly any professional service he desires. His minions deal with most of the complex issues of day-to-day life, allowing him to focus on either his professional responsibilities or his hobbies as he chooses.

Common characters at this level include: President Clark, the Centauri Emperor.

Characters who live on a planet (either a homeworld or a colony) with sustainable agriculture may exchange synthetics and 'real' food in the lifestyle progression. They have ready access to basic naturally grown foods; eating synthetics therefore becomes a status symbol. This is the opposite of the situation experienced by those who live in deep space, where synthetics are readily available but 'real' food is impossible to find.







## Quality of Equipment and Services

The people of the galaxy do not create all luxuries equal. After all, what is the point of having an expensive gewgaw if it is not more expensive than another sentient's similar gewgaw? Just as importantly money buys the ability to circumvent limitations placed on lesser folk. The wealthiest people can afford to have fresh oranges shipped from Earth to Mars, or explore the depths of their own depravity in the privacy of each others' minds.

In order to simulate this, luxury goods and services come in four qualities: poor, adequate, excellent and exceptional. There are rumours of a fifth category, imperial, but if it exists only the greatest despots could afford things from it. The base four qualities cover almost all services in the game.

**Poor** goods and services occupy the lowest possible rung of the luxury sector. The services may endanger the user. Poor goods display shoddy workmanship and even worse materials. Most fall into the category of 'cheap knock-offs' barely worth the credits they cost.

**Adequate** goods and services provide a decent value for the buyer's credits. Services at this quality level give exactly what they promise and no more. Goods display reasonable manufacturing practices and decent materials. These luxuries form the baseline of goods available to sentients in the 23<sup>rd</sup> Century.

**Excellent** goods and services generally cost more than most sentients can afford on a regular basis. Services at this quality

level include a wide variety of amenities and extra touches designed to make the buyer more comfortable. Excellent goods display high-quality manufacturing techniques. Their creators make them from costly materials, even if a less expensive material would meet the need.

**Exceptional** goods and services focus exclusively on the concept of hedonistic need. Exceptional services focus on the 'experience' as much as the delivery of quality. Goods at this quality level look and feel good whether they add any additional functionality or not.

The rumoured **Imperial** level of luxury provides an unimaginable level of hedonism. Imperial services provide for every possible desire or contingency. Imperial goods seem to come, literally, from another world where good taste and beauty mean something radically different than they do to the rest of the species. While some moral purists blame the Centauri for these excesses, more sober reflection reveals one of the primal truths of the universe: absolute power can corrupt absolutely in the hands of the wrong person, at the wrong place, at the wrong time.

Games Masters may use the following table to assign costs to luxury goods or services based on their quality level:

Quality Level	Availability Modifier	Cost Modifier
Poor	-1 Level	x0.75
Adequate	Normal	x1
Excellent	Normal	x5
Exceptional	+1 Level	x10
Imperial	Always Restricted	x100

## Available Goods

The following section contains information about the availability and cost of various luxury goods. For more detailed information about the listed items, refer to the appropriate entry on the Luxury Goods table opposite.



The costs given represent the 'adequate' quality level. Each entry contains information about the effects of quality level on the item in question.

## Ancient Trinkets

The ancient artefacts described in the section of the same name (pg. 31) provide information about artefacts capable of levelling cities or changing the fate of nations. This entry covers a radically different type of item: the vast hordes of broken or simply useless ancient junk various exploration groups sell to collectors in order to fund their expeditions.

**Poor** quality ancient trinkets cost around 75 credits per item and are more available than trinkets of higher quality. Regardless of what they once did, the items no longer have any useful function. These trinkets display considerable signs of wear: faded colours, scratching and breakage are not uncommon.

**Adequate** quality ancient trinkets cost around 100 credits per item. They are reasonably well-preserved, showing only modest signs of wear. These trinkets range from alien flatware to statuary and items that once might have worked but have long since fused into rubbish.

**Excellent** quality ancient trinkets cost around 500 credits per item. They have only superficial scratches, despite their lengthy stay away from regular maintenance. Collectors search out these items to refurbish them into exceptional quality items. Most of these items have some level of

artistic merit, even if their original function bordered on the mundane.

**Exceptional** quality ancient trinkets cost around 1,000 credits each. They are extremely difficult to find. Most are sold in highly selective markets known only to a chosen few. These items display few, if any, signs of wear regardless of their age.

*Common Ancient Trinkets:* dolls, doorknobs, paintings, plumbing fixtures, statues, toys.

## Babylon 5 Memorabilia

In August of 2259 the Babylon 5 Senate Oversight Committee opened the Babylon 5 Emporium in the Zocalo, displacing at least one local merchant. The store sold a wide range of Babylon 5 collectables including stickers, bronzes and masks designed to mimic the various races commonly seen aboard the station. Unfortunately, many of the items, most notably the Bearbalon teddy bear dressed in a baseball uniform and the 'incomplete' doll of Ambassador Londo Mollari, caused considerable controversy. In order to avoid any further offence to important alien governments Captain Sheridan ordered the store to close.

This act inflamed the desire for 'authentic' Babylon 5 memorabilia. Collectors began to snap up minor items. The limited availability drove prices even higher. When 2262 rolls around anything from the Babylon 5 Emporium will become a highly valuable collector's item.

## Luxury Goods

Item	Cost	Availability	Weight
Ancient Trinkets	100 cr. per item	Rare	1 lb. +
Babylon 5 Memorabilia	10 cr. per item	Restricted	—
Botanicals	See below	Uncommon	1 lb. +
Clothing	50 cr. per outfit	Common	2 lb.
Drugs	10 cr. per hit	Restricted	—
Entertainment Programs	5 cr. per hour	Wide	—
Furniture	200 cr. per item	Common	—
Liquor	10 cr. per bottle	Wide	1 lb.
Live Entertainment	50 cr. per show	Common	—
Minbari Decorative Crystal	100 cr.	Rare	—
Meal Materials	4 cr. per person	Rare	—
Prepared Meals	12 cr. per person	Wide	—
Trinkets	See below	Wide	—





**Imperial** quality Babylon 5 memorabilia somehow made its way into station history. Items in this category include the teddy bear Sheridan spaced (retrieved by a maintenance worker), the doll of himself Londo Mollari tried to throw away and the bronze of Babylon 5 sitting in the Captain's Office. Strictly speaking these items are not for sale, but if they were they would fetch at least 1,000 credits on the open market. After the foundation of the Interstellar Alliance most would go for at least 10,000 credits.

**Poor** quality Babylon 5 memorabilia made up the vast majority of the items available in the shop. Items in this category include rolls of stickers, badly printed glossy books describing the station and various key-chains, cheap costume jewellery shaped like the station and snow-globes featuring plastic models of the station crew. These items cost seven to eight credits each.

**Adequate** quality Babylon 5 memorabilia included a wide range of costume jewellery, biographical books about the station leaders, 'day-in-the-life' books talking about the various sectors and Babylon 5 posters. Collectors can expect to pay ten credits per item for these, or 50 credits if they are in their original packaging.

**Excellent** quality Babylon 5 memorabilia represents the high-end items in the original store. They cover things like teddy bears dressed to look like various station members, articulated action figures of the crew and diplomats, cut crystal statues of the station and similar statues of various alien races or animals. These items cost at least 50 credits.

**Exceptional** quality Babylon 5 memorabilia included a handful of extremely expensive items made for the discerning collector. This selected list included a set of hand-numbered prints of an original painting of Babylon 5, a limited run of bronze statues depicting the crew and station and a beautiful table book with never before seen photos of the station. These items sell for a minimum of 100 credits. One in its original packaging can easily go for well over 1,000 credits.

## Botanicals

On a planet, especially one with a healthy ecosystem, finding a native plant presents few challenges. Anyone can walk out the door and pick up a bit of healthy organic matter. However, finding the right plant, or one from another world, presents considerably more difficulty. Plants with religious, emotional or just aesthetic value generally cost even more.

On Babylon 5 several characters, most notably Londo Mollari and G'kar, find themselves buying exotic plants for special occasions. Other less notable characters might also find themselves engaged in the purchase of plants in order to impress others or just brighten up their own lives a bit.

The prices listed below present the cost of the plant while it is in season. It also assumes the plant is native to the character's current location. If it is not, the character may choose to either buy synthetics (reducing the cost and the quality) or double the price with each jump between the character and the plant's point of origin.

Technology allows sentients in the 23<sup>rd</sup> Century to create synthetic versions of nearly any organic at will. However, the created items do not look or feel quite like those grown naturally. Reduce the quality of a synthetic by one step for the purpose of any effect (positive or negative) the organic might produce.

Properly decorating a room with botanicals requires one bunch per 100 square feet and a Profession (florist) check (DC 10).



**Poor** quality botanicals were badly treated during their growth and shipping. They wilt quickly no matter what the character does to keep them fresh. Poor quality botanicals cost five credits for a bunch or plant and cannot travel more than one jump away from their point of origin before spoiling.

**Adequate** quality botanicals represent the baseline of botanical materials. Most adequate botanicals are still alive when purchased and can produce viable plants if properly taken care of. Adequate quality botanicals, when in bloom and used as a gift or to decorate a room, provide the character with a +1 bonus to his Diplomacy checks if he previously succeeded at a Sense Motive check (DC 20) to determine his target's favourite colours/flowers.

Adequate quality botanicals cost ten credits for a bunch or plant. With proper storage a merchant can carry them up to three jumps from their point of origin.

**Excellent** quality botanicals have exceptional colour, structure or significance. They require careful handling to preserve their value. Excellent quality botanicals, when in bloom and used as a gift or to decorate a room, provide the character with a +2 bonus to his Diplomacy checks if he previously succeeded at a Sense Motive skill check (DC 20) to determine his target's favourite colours/flowers. Excellent quality botanicals often also have cultural or religious significance.

Excellent quality botanicals cost 50 credits for a bunch or a plant. With proper storage a merchant can carry them up to two jumps from their point of origin.

**Exceptional** quality botanicals stand at the pinnacle of the botanical world. Exquisitely beautiful, with a short blooming season and relatively short lifespan, these rare botanicals generally cannot be easily found. Characters searching for these flowers will find them quite difficult to find, although not impossible for seekers with the right connections. Exceptional quality botanicals, when in bloom and used as a gift or to decorate a room, provide the character with a +3 bonus to his Diplomacy checks if he



previously succeeded at a Sense Motive check (DC 20) to determine his target's favourite colours/flowers.

Exceptional quality botanicals cost 100 credits for a bunch or a plant. With proper storage a merchant can carry them up to three jumps from their point of origin.

**Imperial** quality botanicals are extremely rare, perhaps only blooming once a year and only then under very specific circumstances modern science cannot duplicate. These flowers are typically only available to those who have direct connections with the producer. Exceptional quality botanicals, when in bloom and used as a gift or to decorate a room, provide the character with a +5 bonus to his Diplomacy checks if he previously succeeded at a Sense Motive check (DC 20) to determine his target's favourite colours/flowers.

Imperial quality botanicals cost 1,000 credits for a bunch or a plant. With proper storage a merchant can carry them up to one jump from their point of origin.

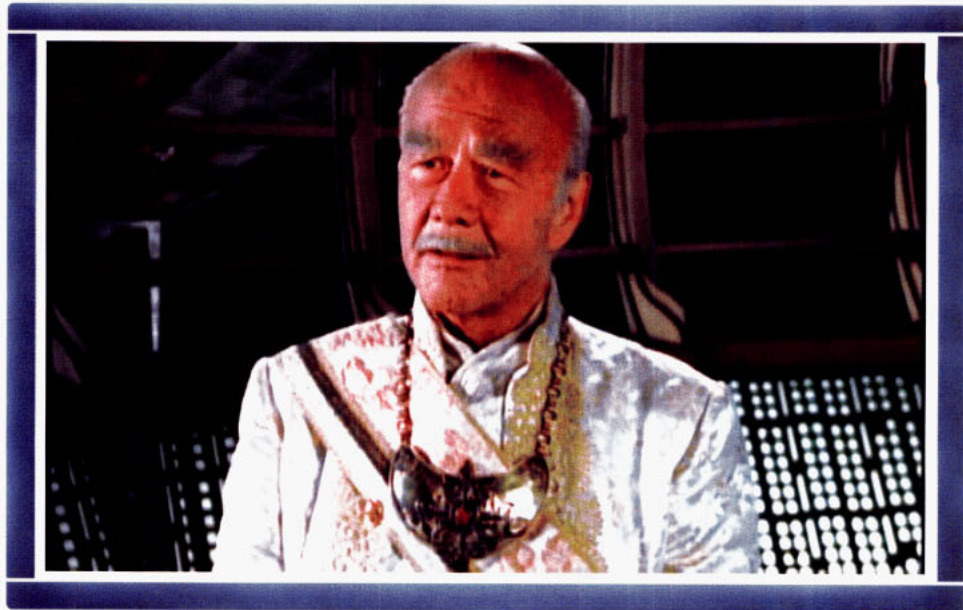
Example botanicals include: G'Kwan'Eth plants, Star Laces, Roses.

## Clothing

Despite the occasional nudist movement most sentient species, as a general rule, wear some form of covering. Being sentient, the moment they start creating something they make it an excuse to demonstrate their social superiority. With this trend came the concept of style as well as the idea of spending more than a year's worth of income on a single suit of clothing.



Each race has its own point of view about clothes, their own styles and their own methods of manufacture. Of the known intelligent races only the Vree, Pak'ma'ra and the Gaim appear indifferent to the subtiles of fashion. Sociologists speculate that their cultures do not support enough choice based social differentiation to allow for the formation of style. The Centauri claim the reason is much simpler: the aforementioned races simply lack the essential genetic mutation responsible for good taste.



All outfits come with sufficient clothing to cover the body as well as various culturally appropriate accessories. For example, a poor outfit for a Narn consists of a brown tunic and trousers of rough cloth with a tie belt and a pair of boots. These items remain fairly constant as the quality increases, eventually adding a coat at the excellent level.

When negotiating with a Vree, Pak'ma'ra or a Gaim the character does not suffer from any penalties or gain any bonuses due to low or high qualities of clothing respectively.

**Poor** clothing covers the body with little style or grace. The rough or cheaply manufactured cloth barely holds together. However, it is widely available and extremely easy on the bank account. This level of clothing comes in a variety of 'stylish' fashions, badly imitated from the fashions worn by the rich and famous. The colours are all slightly off, the cut wrong and the cloths barely fit. None of this bothers those who can just barely afford them.

During negotiation a character wearing Poor clothing suffers a -1 penalty to his Diplomacy checks. Vendors do not like dealing with people who do not have sufficient funds to pay for their wares.

A poor outfit costs 40 credits.

**Adequate** clothing covers the body with a certain amount of style. Although still mass-produced these items are made of good cloth and cut so as to not fall quite so badly on the body. The primary problem with adequate clothing

is that it wears out quickly; after one year of wear treat the outfit as poor quality clothing for the purpose of effects.

During negotiation rounds adequate clothing provides neither a bonus nor a penalty.

An adequate outfit costs 50 credits.

**Excellent** clothing covers the body with fine manufactured fabrics and a fair amount of tailored clothing. The base items making up an excellent outfit may have been manufactured but a professional tailor altered them to fit the wearer's body more naturally. An excellent outfit will usually contain several layers of stylish clothing. One piece, usually the jacket or vest, is of exceptionally rich material. This item acts as the ensemble's 'centrepiece'.

During negotiation rounds excellent clothing provides the character with a +1 bonus to his Diplomacy checks. Drazi and Narn clothing provides a +1 bonus to the character's Intimidate checks instead.

An excellent outfit costs 250 credits.

**Exceptional** clothing is not available off store racks. The character must stand for a fitting, purchase materials and wait for a tailor to fashion the clothes. This is the minimum level of clothing a Centauri noble or professional diplomat can safely wear in public or to functions. Even if the character himself has no sense of style the tailor will work with him to ensure he radiates self-assured confidence. An exceptional outfit can last for decades; true style may become outdated but it never looks bad.



During negotiation excellent clothing provides the character with a +2 bonus to his Diplomacy checks. Drazi and Narn clothing provides +2 bonus to the character's Intimidate checks instead.

An exceptional outfit costs 500 credits.

**Imperial** clothing is hand made for specific events. Each outfit can only be worn once; its rich symbolic meaning holds no power outside of the particular event it was meant for. The most skilled tailors in the galaxy make imperial clothing of the rarest, finest materials.

During negotiation rounds excellent clothing provides the character with a +4 bonus to his Diplomacy skill checks. Drazi and Narn clothing provides a +4 bonus to the character's Intimidate skill checks instead.

An imperial outfit costs at least 5,000 credits.

## Drugs

Hallucinogens, mood-alters and opiates remain as popular in the 23<sup>rd</sup> Century as they were in the 10<sup>th</sup> Century BCE. Several new classes of drug, including the infamous Dust, have also gained considerable popularity. Drug use is not limited to any single social class or race. Of all the sentients in the galaxy, only the Minbari seem somehow immune to their lure. Sociologists and social commentators speculate that the highly religious race's focus on meditation allows them to avoid the lure presented by drug-induced highs. More pragmatic if less romantic scholars suggest that the Minbari may be able to achieve a similar high through deliberate manipulation of their endorphin levels.

All drugs require a Fortitude save (DC 15). Drugs, like poisons, require two saving throws to resist the effect. The first saving throw occurs 1d4 rounds after the initial contact. The second saving throw occurs 1d4 minutes after initial contact.

Drugs have the following basic effects, further modified by the product's quality:

- ⑤ **Euphoria:** The drug causes the user to feel pleasure or at least negate pain. Users generally experience this pleasure as sexual stimulation or as a mental 'high'. Euphoria allows the character to ignore penalties applied by confusion or pain. The character also suffers from a -4 penalty to all skill checks. *Example drugs:* cocaine, opiates, metazine.
- ⑤ **Hallucinogen:** The drug randomly stimulates the brain's sensory areas, causing the user to sense things that simply do not exist. These hallucinations may take any form, from subtle alterations in the user's environment to voices, visions of the dead or even complete sensory shutdown. *Example drugs:* LSD, peyote, kif (Narn drug).
- ⑤ **Intoxication:** The drug causes its user to lose track of his environment. In effect, this acts as a tranquilliser. Even the lowest quality intoxicants deal a -5 penalty to Spot and Listen checks for their duration. This penalty increases by -3 for every quality level over poor of the drug. *Example drugs:* DBZ, baler.
- ⑤ **Mood Alteration:** The drug alters the user's brain chemistry to cause a specific emotional reaction. This reaction remains regardless of the events occurring around the user for as long as he remains under the drug's effect. Most of these drugs promote feelings of sexual desire, although the jaded Centauri have produced drugs capable of inducing happiness, despair and even ennui. Characters under the influence of these drugs may ignore the effects of fear. *Example drugs:* dance (jittery), laugh (amusement), death (despair).
- ⑤ **Memory Rip:** The drug causes the user's brain to randomly fire memories. These memories jumble together, causing the user to relive his life as it never happened. Characters under the influence of these drugs gain a +4 bonus to Knowledge skills but suffer a -4 penalty to all other skill checks or





attack rolls they must make for the duration. *Example drugs: purple trip, flyer.*

Dust, the telepathic drug, is in its own category. For more information on this unusual drug please refer to the *Earth Alliance Fact Book*.

Drug quality causes the following secondary effects:

**Poor** quality drugs are either poor rip-offs of more expensive products or drugs so dangerous that only the most desperate would try them. Taking one of these drugs produces the normal effect, but also requires the character to make a Fortitude save (DC 20) or take 1d4 damage to a random attribute. Poor quality drugs stay in the user's system for at least 2d6 hours. A single hit costs seven credits.

**Adequate** quality drugs present only a modest danger to the user. When the character ingests a hit of these drugs he must make a Fortitude save (DC 10) or take 1d4 damage to a random attribute. These drugs last for 1d6 hours, although the user will suffer from any penalties associated with the drug for 1d6 additional hours. A single hit costs roughly ten credits.

**Excellent** quality drugs are refined to the point where they deliver a good 'high' for the danger they present. When a character ingests a hit of these drugs he must make a Fortitude save (DC 12) or take one point of damage to a random attribute. The effects of these drugs last 1d8 hours, with the penalties lasting 1d4 additional hours after the benefits run down. A single hit costs at least 50 credits.

**Exceptional** quality drugs are refined to a point of near-perfection. This makes them exceptionally potent and dangerous to use. When a character ingests a hit of these drugs he must make a Fortitude save (DC 15) or take 1d4 damage to a random attribute. The effects of these drugs last 2d6 hours, with the penalties lasting an additional 1d6 hours after the benefits run down. A single hit of these carefully manufactured drugs costs at least 100 credits.

**Imperial** quality drugs come from the most sophisticated biochemical labs imaginable and are sold directly to the power elite. When a character ingests a hit of these powerful drugs he must make a Fortitude save (DC 10) or take one point of damage to a random attribute. The effects of these drugs last for 2d6 hours. At the end of that time the penalties vanish as well. A single hit of these rare drugs costs at least 1,000 credits.

## Entertainment Programs

In Centauri, the League, Earth Alliance and Narn space most people will only hire a professional entertainer once or twice in their life and go to see live entertainments fairly rarely. Instead, they purchase entertainment programs from central providers. These providers offer programs designed to cater to every taste.

Over the centuries entertainment providers have worked hard to streamline the process of providing tailored programs to their customers. Characters can order entertainment anywhere, at any time, so long as they have access to a suitable display device and are connected to the interstellar network. They may also tune into a variety of 'free' channels sponsored by governments or commercial interests.

**Poor** quality entertainment programs have relatively low production values. These programs cost four credits per hour to download. Many are poorly put together 'adult entertainment' shows intended to amuse those with a variety of forbidden fetishes.





**Adequate** quality entertainment costs five credits per hour to download. These programs cover a wide range of topics in a manner varying between almost unwatchable to bearable with sufficient amounts of intoxicants. These shows are commonly dramas or comedies revolving around obscure culture points lost on all but the most involved viewer.

**Excellent** quality entertainment programs cost 25 credits per hour to download. These programs feature celebrities or named acts (e.g. Rebo and Zooty) engaged in whatever activities made them famous.

**Exceptional** quality entertainment programs cost 50 credits per hour to download. These programs represent nearly the best that a specific cultural establishment can produce. Whatever their origin these programs are almost universally entertaining, spanning culture and time to provide entertainment for generations. Mr. Garibaldi's large private collection of Warner Brother's cartoons represents an example of exceptional programming downloaded and used to amuse its owner for hours on end.

There are no imperial quality entertainment programs.

## Furniture

Individual furnishings, including appliances, cost a considerable sum of money. This category covers things larger than a picture frame but not so large as to constitute an entire room including: tables, couches, large packs of pillows/meditation mats and various appliances.

People generally buy furniture when they intend to stay in one place for a considerable length of time. Characters wishing to spend time in a furnished room are advised to either rent furniture (see Luxury Services below) or rent a furnished room (see Station Services, also below).

**Poor** quality furniture displays all of the signs of rapid, cheap manufacture by sentients with more haste than good sense. These cheap items generally look okay when purchased but quickly degrade. Just normal wear and tear reduces the item's resale value to 10% of its initial purchase



price within one month. The item has -1 hardness and -10% to its total hit points due to its shoddy construction. These items cost 150 credits.

Poor quality furniture will not impress most characters, giving the owner a -2 penalty to Bluff and Diplomacy checks when dealing with anyone other than a Markhab or a Minbari while in the room.

**Adequate** quality furniture is made of synthetic materials that hold together reasonably well. These serviceable items may have generic decorations intended to make them more aesthetically pleasing. These items provide no bonuses or penalties and cost 200 credits each.

**Excellent** quality furniture displays wealth, if not good taste. These furnishings contain expensive materials, reproductions of cultural art woven into their decorations and often semi-tasteful colour schemes designed to highlight their quality. Most of this furniture comes in the 'latest style', meaning it will look dated in a year or two. Furnishing an entire room in excellent quality items will impress most characters, giving the owner a +1 bonus to his Bluff and Diplomacy checks when dealing with anyone other than Markhab or Minbari when in the room. Excellent quality furnishings cost at least 1,000 credits each.

**Exceptional** quality furniture is made using traditional materials and craftsmanship, updated with the latest technological and ergonomic innovations. The designs for this category come from centuries of steady development rather than the whims of the moment. As such, an exceptional piece of furniture may be passed down for



several generations before needing to be replaced due to wear. Furnishing an entire room with exceptional quality items gives the owner a +2 bonus to Bluff and Diplomacy checks when dealing with anyone other than a Markhab or a Minbari while in the room. Exceptional quality furnishings cost at least 2,000 credits each.

**Imperial** quality furniture is handmade by the most skilled artisans, using only the finest natural materials available. Each of these incredibly expensive items glows with the light only a craftsman's love can give them. These heirloom quality items might last for centuries before finally retiring to a museum. Furnishing an entire room in imperial quality items gives the owner a +4 bonus to Bluff, Intimidate and Diplomacy checks when dealing with anyone other than a Markhab or a Minbari while in the room. Imperial quality furnishings cost at least 20,000 credits each.

Furniture weighs anywhere between 50 pounds and 1,000 pounds, depending on what it is and how it was made.

Common items include: beds, chairs, desks, lamps, rugs, pillows and tables.

## Liquor

One theory of the development of civilisation posits that all oxygen-breathing intelligent races, other than the Minbari, share a single common influence: ale. Those who support it point to the evidence of ancient brewing found in the earliest ruins of almost every space-capable civilisation. Archaeologists will debate the truth of such things long after everyone else lies face down, no longer able to think or move thanks to imbibing their alcohol of choice.

Every race in the known galaxy with the exception of the Minbari produces thousands of different kinds of alcohol. Bottles of substances with every imaginable taste travel the interstellar trade routes in volumes dwarfing everything but gun running. Attempting to build a catalogue of even the most commonly available beverages would consume a book the size of most 20<sup>th</sup> Century telephone books.

Ingesting more than one or two glasses of any beverage requires the character to make a Fortitude save (DC 12). Success gives the character a +1 bonus to Strength and Constitution and a -1 penalty to Intelligence and Wisdom. If the character fails the saving throw he suffers the penalty but does not gain the bonus. When the character imbibes more before the first effect wears off he must make a second Fortitude save (DC 15). Success grants an additional bonus of +1 to Strength and Constitution. If the character succeeds or fails he gains an additional -1 penalty to Intelligence and Wisdom (total penalty -2). Every drink after this second save requires an additional Fortitude save (DC 15). Success allows the character to stay conscious. Each drink deals an additional -1 penalty to Intelligence and Wisdom. These effects last for a length of time determined by the quality of the delivery mechanism.

**Poor** quality liquor burns the throat as it goes down. Whatever taste the manufacturers claim these substances possess, in reality they all taste foul. However, nothing quite matches them when one wishes to get drunk fast. The bonuses for imbibing these caustic concoctions last for one hour, but the penalties last for 20 hours. The DC of the Fortitude save to gain a positive effect from one of these drinks is increased by +2. On the positive side, a bottle of this rot-gut only costs seven or eight credits. A single drink

costs a credit. This quality of product is available in the seediest bars and onboard spacecraft where liquor is, strictly speaking, forbidden.

**Adequate** quality liquor can be tasted by something other than a Pak'ma'ra without inducing nausea. The bonuses for imbibing adequate liquor last for four hours. The penalties persist for 12 hours. This is the normal quality for the 'drinking public'. A bottle of these beverages costs approximately ten credits; a single drink costs two credits.





**Excellent** quality liquor displays considerable flavour as well as potency. The bonuses for imbibing excellent liquor last for three hours. The penalties persist for ten hours. Excellent quality beverages are the norm at diplomatic functions and Centauri celebrations. A single bottle costs 50 credits; a drink costs five credits.

**Exceptional** quality liquor is the finest beverage a race will ship. These complex liquors have deep flavours, significant bite and a finish that leaves the drinker wanting more. The bonuses for imbibing excellent liquor last for four hours. The penalties persist for 18. A single bottle costs 100 credits; a drink costs ten credits.

**Imperial** quality liquor never ships far from its point of origin. Instead, connoisseurs gather around it, hoping to sample a single drink so they can tell their children about the experience. These drinks grace the tables of Emperors and Presidents. The bonuses from imbibing imperial quality beverages last for six hours. The penalties persist for six hours. A single bottle of these rare liquors costs at least 1,000 credits; a single drink costs 100 credits.

## Live Entertainment

Performers from around the galaxy long ago realised if they waited around for private contracts they would stave to death. Instead they organised large-scale public performances and charged people for the privilege of seeing them.

By the 23<sup>rd</sup> Century live performances featuring mixed races and exotic themes have become passé. Instead, the performers of the galaxy try to put on traditional, time-tested productions using new technologies and techniques. One of the most offensive of these, Narn Opera, is considered both an artistic statement and a potential weapon of cultural warfare.

Purchasing a ticket to live entertainment gives the character a seat in a show's audience. For the duration, the character has the opportunity to watch the performance or others in the audience. Traditionally in Centauri and human politics



the theatre represents just another venue for intrigue, this time shadowed in a veneer of culture.

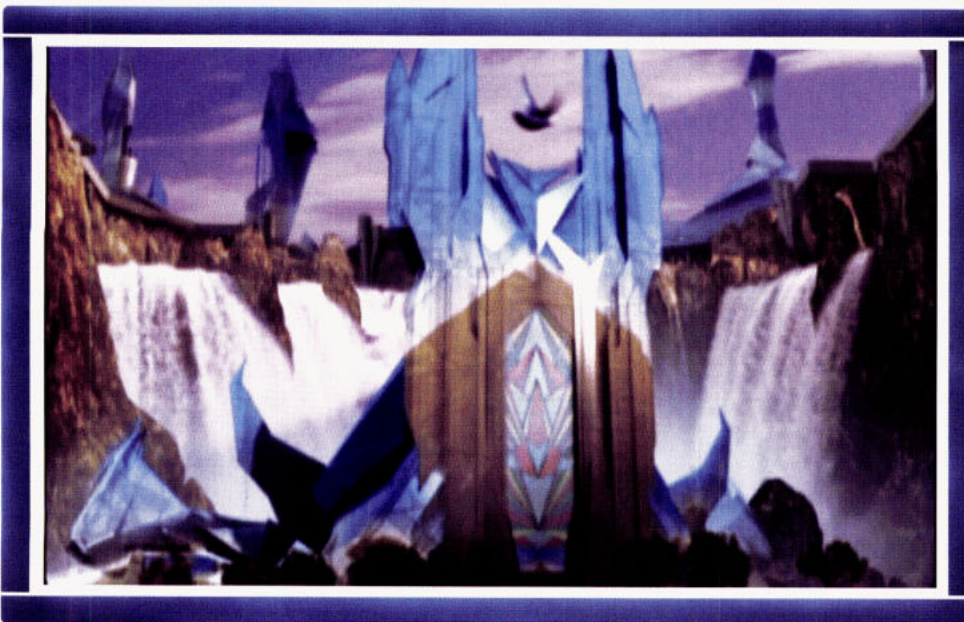
**Poor** quality performances fail on every level. The performers play woodenly, the props fail to work or involve the audience and the themes presented have no connection to the audience's needs. Every character in the audience must make a Will save (DC 15) or suffer a -1 penalty to all Wisdom-based skill checks the next day due to their disappointment and distraction. Tickets to poor live entertainment cost 37 credits each for as long as the thing runs.

**Adequate** quality performances neither excite nor disappoint. They are technically correct. The performers hit their marks without much spirit. At the end of the performance the viewers were suitably entertained. Tickets to adequate live entertainment cost 50 credits each.

**Excellent** quality performances have a spark and sparkle that adequate performances lack. They might not be as technically accomplished as an adequate performance but they more than make up for any problems with good acting. Characters in the audience must make a Concentration check (DC 15) to look away from the performance. Those that do not look away find any mind-affecting penalty they suffer from suppressed for the next hour. Tickets to excellent live entertainment cost 250 credits.

**Exceptional** quality performances are remarkable synergies of talent, technology and spirit capable of sweeping the audience away from their mundane worlds for a few hours. All of the performers do not have to be perfect, but they do have to perform with all of their heart and soul. Characters





in the audience must make a Concentration skill check (DC 20) to look away from the performance. Those that do not look away find any mind-affecting penalty they suffer from suppressed for the next day. Tickets for exceptional live entertainment cost 500 credits each.

**Imperial** quality performances cannot be commanded; the combination of talent, technology and vision required to put one on occurs spontaneously or not at all. Characters cannot buy tickets to see this quality of performance. Instead, any performance has a 1% chance per show of transcending its own boundaries and becoming 'imperial'. Everyone in the audience feels the transition and for the next day gains a +1 luck bonus to all skill checks.

Performances are typically scheduled weeks or months in advance. Characters may purchase tickets to all but the most popular shows up to the day before the performance. Shows typically run for three months per quality level before closing down. Most shows stage two to three performances each week.

## Minbari Decorative Crystal

The Minbari do not trade their technology to other races. This axiomatic statement, held to by high-level diplomats all over the galaxy, glosses the tremendous business the Minbari do in non-technical items. The galaxy's nearly insatiable demand for crafted Minbari crystal continually shocks the non-materialistic Minbari.

Ever pragmatic as well as arrogant, the Minbari worker caste took steps in the last decade to shore up demand for their primary export. They allowed apprentice and master

crystalshapers to move out of the Protectorate to key market locations. There they release a limited trickle of shaped goods. Each item fuels the flames of desire

The following items are all typical examples of Minbari decorative crystal. All of these items have hardness ten and 20 hit points.

*Flatware:* The elite of most sentient races covet Minbari crystal plates and serving utensils. An entire setting for one person can cost as much as 20,000 credits, not including the table settings.

*Jewellery:* The Minbari make rings, bracelets, broaches and necklaces of jenek. On the surface these items look very simple, but careful examination reveals that every crystal surface bears delicately inscribed geometric patterns helping to enhance the item's beauty.

*Statues:* Minbari workers make statues of everything from plants to individual people. These statues rarely exceed two inches in height. Each statue contains exquisite details, making it appear that the Minbari somehow transformed his subject into miniaturised crystal.

*Wedding Glasses:* Minbari crystal cups have replaced traditional crystal as a gift for human weddings. The very rich will give sets of eight or ten; most people are content with raising enough credits to buy a matched pair.

Characters can also find doorstops, paperweights and even handheld computer cases made of Minbari crystal.

## Meal Materials

Most families in the galaxy attempt to prepare their own meals at least five nights a week. Even the meanest rooms come with some means of storing and preparing food. Characters who fix their own food often find they get better meals, at considerably cheaper prices, than what they can get from the commissary or cafeteria. Of course, some also find they simply have no knack for cooking.

The costs below assume the character buys culturally appropriate goods. Buying materials originating outside of the culture costs double the listed prices. Similarly,



characters on board a ship, space station or colony without agriculture must spend double the normal price to purchase non-synthetic meal materials. These factors stack: non-synthetic materials from a different culture cost three times as much as regular materials of the same quality.

Synthetic materials always count as being one quality level lower than their purchase price when determining their effects. Materials born of vats and ordered proteins never taste like those kissed by true winds and a blazing sun.

If the characters have a room or some form of long-term cold storage they may keep meal materials for up to a week. Characters with access to a freezer (standard in C-class or higher quarters on Babylon 5) can freeze materials for up to two months.

Preparing a meal takes between thirty minutes and six hours. The techniques for cooking range from simple boiling to complex, multi-step heating and cooling techniques designed to change the material's chemical composition.

**Poor** quality meal materials are just this side of spoiled. They may be too old, have been kept at too high a temperature or simply made of inferior quality materials. Whatever the cause, meals made with these materials will sustain life but not taste terribly appetising. When a character prepares a meal with these materials he may make a Profession (cook) check (DC 10). If he fails his guests must make a Fortitude save (DC 10) or suffer a -1 penalty to attack rolls and skill checks for the next hour due to nausea. If he rolls a natural 20 his guests receive a +1 bonus

to their Fortitude saving throws during the next hour. Poor quality materials cost three credits per person per meal.

**Adequate** quality meal materials show reasonable amounts of care in their processing and presentation. Their treatment renders them somewhat bland but not impossible to eat. Meals made with adequate materials generally taste good enough to eat without inducing the nausea associated with poorer quality materials. When a character prepares a meal with these materials he may make a Profession (cook) check. If he rolls a natural one his guests must make a Fortitude save (DC 10) or suffer a -1 penalty to attack rolls and skill checks for the next hour due to nausea. If he succeeds his guests may make a Concentration check (DC 20) to appreciate the meal, thereby gaining a +1 bonus to further Concentration checks for the next hour. If he rolls a natural 19 or 20 his guests receive a +1 bonus to their Fortitude saving throws during the next hour. Adequate quality materials cost four credits per person per meal.

**Excellent** quality meal materials are either quite fresh or extremely well-packaged. They retain most of their natural flavour, texture and colour. These materials almost burst with flavour, although people used to adequate materials may find the natural taste of food quite strange. Whenever a character prepares a meal with these materials he may make a Profession (cook) check (DC 15). If he rolls a natural one his guests must make a Fortitude save (DC 10) or suffer a -1 penalty to attack rolls and skill checks for the next hour due to nausea. If he succeeds his guests may make a Concentration check (DC 15) to appreciate the meal, thereby gaining a +2 bonus to further Concentration checks for the next hour. If he rolls a natural 18 to 20 his guests receive a +1 bonus to their Fortitude saving throws during the next hour. Excellent quality materials cost 20 credits per person per meal.

**Exceptional** quality meal materials taste like they just came out of the field, or in the case of things like pasta carry a regional flavour all of their own. Characters who have never eaten a meal fixed with this level of materials express shock at the amount of flavour present in food, above and beyond heavy-handed seasoning. When a character prepares a meal with exceptional materials





he may make a Profession (cook) check (DC 15). If he succeeds his guests may make a Concentration check (DC 10) to appreciate the meal, thereby gaining a +2 bonus to further Concentration checks for the next hour. If he rolls a natural 17 to 20 his guests receive a +1 bonus to their Fortitude saving throws during the next hour.

Exceptional quality materials cost 40 credits per person per meal. Characters may reduce this to five credits per person per meal if they have the opportunity to shop at local farms buying in-season crops.

**Imperial** quality meal materials are always fresh, regardless of the season or the mountains of credits needed to make them so. These materials may be limited to a single region or even a single farm, but those willing to pay any price can dine on them every evening if they so choose. When a character prepares a meal with imperial materials he may make a Profession (cook) check (DC 20). If he succeeds his guests may make a Concentration check (DC 10) to appreciate the meal, thereby gaining a +3 bonus to further Concentration checks for the next hour. If he rolls a natural 16 to 20 his guests receive a +1 bonus to their Fortitude saving throws during the next hour.

Imperial quality materials cost 400 credits per person per meal. Characters may not reduce this cost by shopping at local markets.

## Prepared Meals

For many sentients the flavour and pleasure of a home-cooked meal simply do not compare with the time it takes to make one. In the hurried world of work and play, they would rather pay someone else to make a meal for them. Alternately, they may regard eating a prepared meal as a special treat, something they do in order to relieve the daily grind associated with food preparation.

Vendors providing prepared meals of every imaginable quality level make up roughly 30% of all retail stores on most civilised worlds. Even in the poorest parts of the galaxy people set up shop to make a snack or a meal for their fellow sentients. Characters may buy prepared meals from

stalls, mobile carts or restaurants the size of the Centauri Imperial Palace. The location and expense of the décor does not seem to have a positive or negative impact on the quality of the provided meal.

The price of a prepared meal varies based on both the type of meal and its quality. The chart below provides a general price guide:

Quality Level	Snack	Breakfast	Lunch	Dinner/ Main Meal
Poor	1 cr.	2 cr.	4 cr.	6 cr.
Adequate	1 cr.	3 cr.	6 cr.	12 cr.
Excellent	2 cr.	5 cr.	8 cr.	16 cr.
Exceptional	10 cr.	15 cr.	20 cr.	40 cr.
Imperial	20 cr.	30 cr.	40 cr.	120 cr.

These prices may also be used for catering.

**Poor** quality prepared meals use inferior products and poor cooking techniques. They provide a reasonable level of sustenance without a large probability of contracting diseases. Each time a character eats one of these meals he must make a Fortitude save (DC 5) or suffer a -1 penalty to attack rolls and skill checks for the next 24 hours.

**Adequate** quality prepared meals use adequate materials and decent cooking methods. These meals provide sustenance without offending good taste. Eating an adequate meal provides neither bonuses nor penalties.





**Excellent** quality prepared meals use adequate to excellent ingredients and well-applied cooking methods. Most excellent meals involve at least four courses, although some may go as high as five or six. These meals provide not only sustenance but a degree of pleasure as well. If the character succeeds at a Sense Motive skill check (DC 20) when he offers to buy another character a meal he gains a +2 circumstance bonus to his Bluff and Diplomacy checks targeting the other character. This bonus lasts for the duration of the meal.

**Exceptional** quality prepared meals use excellent or exceptional ingredients and excellent cooking techniques. These meals typically involve at least four courses, although they may have up to eight separate dishes. If the character succeeds at a Sense Motive check (DC 20) when he offers to buy another character a meal he gains a +3 circumstance bonus to his Bluff and Diplomacy checks targeting the other character. This bonus applies during the meal and for one hour after its conclusion.

**Imperial** quality prepared meals are only available from the most exclusive restaurants or in the homes of the power elite. These meals are elaborate affairs taking days to set up and up to six hours to completely consume. They involve only the finest ingredients prepared by the most skilled chefs in the galaxy. If the character succeeds at a Sense Motive check (DC 15) when he offers to buy another character a meal he gains a +2 circumstance bonus to his Bluff and Diplomacy checks targeting the other character. This bonus applies during the meal and for one day after its conclusion.

## Trinkets

These decorations range from knobs on the tops of bedposts to elaborate mirrors and abstract sculptures. Rather than create a huge list of everything from picture

frames to building-sized sculptures, all of these items are referred to as 'trinkets'.

In order to find out the starting price for a trinket refer to the table below.

Items made of particularly valuable materials (e.g. diamonds) may cost as much as ten times the amount listed above. Trinkets with exceptional cultural significance (e.g. originals of famous masterpieces) generally cost at least twenty times the listed value.

**Poor** quality trinkets are made of shoddy materials. If manufactured, they are in terrible shape. If handmade, they display little, if any, craftsmanship. Poor quality trinkets may, at the Games Master's option, sell as adequate or even excellent quality trinkets if they become part of a fad.

**Adequate** quality trinkets consist of decent materials put together in a way that does not cause the creator shame. They have simple decorations and a least a minimal level of aesthetic value not tied to a cultural fad.

**Excellent** quality trinkets consist of expensive materials put together with care and precision. They usually have intricate designs and decorations. Most jewellery is of excellent or better quality.

**Exceptional** quality trinkets contain rare and expensive materials worked using the most sophisticated artistic skills a culture possesses. They may not be masterpieces but they display a consistent level of superior craftsmanship

**Imperial** quality trinkets are masterpieces, moments of artistic brilliance that cannot be easily duplicated. Characters will never have an opportunity to purchase an

## Trinkets

Size	Poor	Adequate	Excellent	Exceptional	Imperial
Fine	4 cr.	5 cr.	25 cr.	50 cr.	500 cr.
Diminutive	15 cr.	20 cr.	100 cr.	200 cr.	2,000 cr.
Tiny	30 cr.	40 cr.	200 cr.	400 cr.	4,000 cr.
Small	90 cr.	120 cr.	600 cr.	1,200 cr.	12,000 cr.
Medium	1,800 cr.	2,400 cr.	12,000 cr.	24,000 cr.	240,000 cr.
Large	3,600 cr.	4,800 cr.	24,000 cr.	48,000 cr.	480,000 cr.
Huge	7,200 cr.	9,600 cr.	48,000 cr.	96,000 cr.	960,000 cr.
Gargantuan	14,400 cr.	19,200 cr.	96,000 cr.	192,000 cr.	1,920,000 cr.
Colossal	28,800 cr.	38,400 cr.	192,000 cr.	384,000 cr.	3,840,000 cr.



imperial level trinket, though they may be commissioned to steal one.

## Available Services

The following section contains information about the availability and cost of various luxury services. For more detailed information about the listed items refer to the appropriate entry below.

Luxury Services	Availability	Cost per Unit
<b>Celebration</b>		(Per person)
Poor	Wide	23 cr.
Adequate	Common	30 cr.
Excellent	Common	150 cr.
Exceptional	Uncommon	300 cr.
Imperial	Restricted	3,000 cr.
<b>Education</b>		(Per day)
Poor	Wide	8 cr.
Adequate	Common	10 cr.
Excellent	Common	50 cr.
Exceptional	Uncommon	100 cr.
Imperial	Restricted	1,000 cr.
<b>Evening Out</b>		(Per person)
Poor	Wide	38 cr.
Adequate	Common	50 cr.
Excellent	Common	250 cr.
Exceptional	Uncommon	500 cr.
Imperial	Restricted	5,000 cr.
<b>Furniture Rental</b>		(Per week)
Poor	Wide	75 cr.
Adequate	Common	100 cr.
Excellent	Common	500 cr.
Exceptional	Uncommon	1,000 cr.
Imperial	Restricted	10,000 cr.
<b>Sexual Services</b>		(Per act or hour)
Poor	Common	38 cr.
Adequate	Uncommon	50 cr.
Excellent	Uncommon	250 cr.
Exceptional	Rare	500 cr.
Imperial	Restricted	5,000 cr.
<b>Vacation (excluding travel)</b>		(Per 5 days)
Poor	Wide	1,500 cr.
Adequate	Common	2,000 cr.
Excellent	Common	10,000 cr.
Exceptional	Uncommon	20,000 cr.
Imperial	Restricted	200,000 cr.

Characters who purchase luxury goods as part of a service do not receive the mechanical benefits for those goods.

## Celebrations

The relentless toil of life in the 23<sup>rd</sup> Century stands in marked contrast to the utopia imagined by 20<sup>th</sup> Century humans. It seems that work, poverty and the steady oppression of the common man have not changed much, or even been limited to humanity. Fortunately all sentient long ago developed finely honed psychological mechanisms for finding joy and amusement amidst the sorrow. The most visible, and certainly the most entertaining, of these are the great celebrations people put on to mark momentous occasions.

The price for a celebration includes catering, decorations, entertainment, event co-ordination and all associated religious or civil ceremonies. Participants in a celebration may either take active roles, with carefully scripted parts or passive roles in which they sit back and enjoy the spectacle.

The Centauri are well known for their spirited celebrations involving wine, women and song. Even the mighty Drazi, famous for their drinking games, bow down before the Lion of the Galaxy when it comes to these matters. Systemically, Centauri never pay for a poor celebration. Even their most poverty-stricken citizens will save for an adequate celebration rather than shame themselves or their family.

**Poor** quality celebrations involve the cheapest possible food, drink, entertainment and events. The whole event, from beginning to end, displays both the participants' desire for a better life and their enjoyment of life. Entertainment at these parties often comes in the form of recorded entertainment programs played on a repeating loop.

**Adequate** quality celebrations present decent food and liquor in an organised fashion around one or more important celebratory elements. The best that can be said about an adequate celebration is that it neither offends any of the guests nor breaks any of the rules of civilised behaviour. Those who attend such a celebration can expect to spend the next few hours in conversation with others, ignoring the background noise raised by the celebration's activities. One element of the celebration may be of excellent or even exceptional quality.

**Excellent** quality celebrations display high quality food and liquor along with attention grabbing entertainment. These elements interweave with the celebration's primary events, creating a memorable time for everyone involved.



The entertainment will almost always come from live performers. The Centauri, in fact, favour exotic dancers for any occasion except a wedding. Decorations for this level of celebration typically cost hundreds, if not thousands, of credits.

**Exceptional** quality celebrations mark the pinnacle of what most people will see in their lifetimes. The event coordinator attends to every possible detail, making a memorable occasion for all involved. Waves of exquisitely prepared food wash against the celebrants as event after event flawlessly takes place. Even someone at the centre of the celebration (like a bride or groom at a wedding) is swept along like so much flotsam.

**Imperial** quality celebrations mark the greatest events of an era. State funerals, imperial weddings and other such events draw this level of effort. High Centauri nobles will save a lifetime to put on this kind of celebration for their Ascension. A whirl of exotic entertainments and expensive foods surrounds the celebrants, marred only occasionally by the presence of some pesky ritual.

**When to use:** Characters might purchase celebrations for any special occasion. Celebrations are traditional in most cultures at the four great life-changes: birth, marriage, childbirth and death.

## Education

What humans consider basic education, the knowledge of reading, writing, history, mathematics and culture, does not come cheaply. Even in states with 'public' education someone must pay for the students to go to school.

Many races never developed the human concept of universal education at all. For them, the burden of education falls to the family or to private concerns trying to profit. Some social scholars feel that this represents the primary difference between humanity's ability to accomplish and that of the rest of the galaxy. Humans, through a quirk of history, harness the talents of every member of the species.



Other races reserve the power of education for those who can afford it, limiting the available pool of genius.

In any society, education is one of the primary keys to success and advancement. Parents who want their children to do well struggle to find educational opportunities for them. Many will beggar themselves to pay for their children to get even a single year of exceptional schooling. Meanwhile the rich casually pay to maintain their exclusive hold on the best education possible.

**Poor** quality education is reserved for those who cannot pay for more than a place to put their children during the day. The educators offering these services do their best with the limited resources they have. Many spend the majority of their funds on food, knowing their charges cannot possibly receive enough to eat at home. What is left over they spend on school supplies with maybe a bit left over for the teachers. Characters trapped in a poor educational situation for the entirety of their educational career multiply their starting skill points by x3 rather than x4.

**Adequate** quality education makes up the bulk of the educational services available in the 23<sup>rd</sup> Century. These services maintain relatively clean facilities. Their teachers have more than nominal training in their chosen fields. Most try to maintain class sizes between 20 and 30 students per teacher. They have inadequate school supplies but make up for it with determination. Characters in an adequate educational situation for the entirety of their educational career gain no bonuses or penalties.



**Excellent** quality education is available to the 'gifted' in human society or to the wealthy in other cultures. These services maintain well-kept facilities stocked with the latest educational gizmos. They can afford to serve good meals, provide extra-curricular activities and maintain a class size of 15 to 20 students per teacher. Characters going to one of these schools have a 10% chance per year of developing a *Contact* (as the feat) who will later become a wealthy businessperson or government leader.

**Exceptional** quality education requires a considerable outlay of funds on the part of the parents. These well-funded organisations supply the best education money can buy to students who might not care about the results. They hold outings, bring in local celebrities as speakers and sometimes cover up crimes for their young charges. Characters going to one of these schools have a 20% chance per year of developing a *Contact* (as the feat) who will later become an important businessperson or government leader.

**Imperial** quality education exists only as a rumour to all but the power elite. These exclusive private foundations provide their young charges with the best of everything. The school spares no expense making their young clients aware of their manifest destiny. Characters attending one of these schools have a 50% chance per year of developing a *Contact* (as the feat) who will later become a prominent businessperson or government leader.

**When to use:** Characters will not buy educational services for themselves. However, educational services' cost makes

an excellent motivation for honest characters to engage in dishonest activities.

## Evening Out

An evening out generally involves some form of entertainment, a meal and enough liquor to make everyone involved relaxed. A simple evening out generally does not cause much of a stir. A truly legendary night on the town though, involving any number of things best left unmentioned, could weigh on the character's legal record for decades to come. At such times, friends in the diplomatic corps or in the security department become very important.

**Poor** evenings out usually consist of little more than a cheap meal and a walk in the local garden or park. The time out may be quite enjoyable if the company is good, but the actual expense is, fortunately, quite low.

**Adequate** evenings out usually involve watching an entertainment program, having an adequate meal and sharing a cheap bottle with a friend. Such evenings out generally provide everyone involved with an excellent if not entirely memorable time.

**Excellent** evenings out often involve live entertainment, a fancy dinner and the opportunity to meet important people in a relaxed setting. Restricted luxuries, including drugs, are available as part of the fee. Characters engaged in an excellent evening out can make a Gather Information check (DC 20) to learn where to find a single luminary, celebrity or other important person.

**Exceptional** evenings out involve live entertainment, exceptional meals and debauchery of Roman proportions. Centauri claim to regard such goings-on as a regular 'evening out', although even they must spend a bit of time recuperating from the excesses endured during such revelry. Characters engaged in an exceptional evening out may make a Diplomacy check (DC 15) to spend an hour or two with a luminary or celebrity. This important person may not be coherent enough to be of much help though; he





pursues the same activities as the characters.

**Imperial** evenings out rival a Roman orgy in their splendour and debauchery. The revellers dine on cuisine unheard of by normal people then gorge their senses with sex, drugs and entertainment. Fortunately individuals who can afford this sort of thing routinely have enough lawyers and political clout that they will never come to trial.

**When to use:** Characters may purchase this service either as a way to spend money, to have fun or to meet important people.

## Furniture Rental

Many travellers come to Babylon 5 for a few weeks in search of a future. Those who find one often find they spend weeks, even months, 'on the road'. Though the station is their residence, they spend most of their lives out among the stars.

Characters in this situation find that it often makes sense to rent furniture from one of the rental or consignment vendors rather than buying it outright. It costs less in the short term to rent rooms full of furniture than it does to buy a single decent piece.

When a character sets up an account with a rental vendor he may choose to establish a 'rental profile'. This profile contains a list of all of the character's desired rental items, along with his preferences regarding colours and decoration schemes. When the character schedules his arrival to the station, he can also flag the vendor to deliver the items in his profile to his room. If he has items in storage (see station storage below) he can have items delivered from it as well. Given at least one day's warning, the rental vendor can make it look as if the character never left his 'apartment'.

Characters pay for furniture rental by room by week. Quarters on Babylon 5 contain at most two rooms, or three counting the bathroom. Quarters on other colonies, or on homeworlds, can be a bit more extensive. If the character lives in large quarters furniture rental quickly becomes cost-intensive over any meaningful length of time.



The bonuses and penalties for rental furniture apply to every race except the Markhab and the Minbari. Both races pride themselves on their ability to look past the trappings of wealth. Characters who attempt to push the issue by showing off how important they are because of their possessions (e.g. most Centauri) may, at the Games Master's option, anger their targets.

**Poor** furniture rental services provide a minimal level of furnishings. This generally consists of tables, chairs and a bed. They also provide a freestanding screen to divide the room and a single chest of drawers or other storage unit. The furnishings have seen better days. Most bear the scars of heavy use. At least one item per room was broken and inexpertly repaired.

Characters with this level of furnishing suffer a -3 circumstance penalty to their Bluff and Diplomacy checks when they invite someone to their room for business negotiations.

**Adequate** furniture rental services provide a level of comfort in addition to serviceability. The items rented generally include good beds, tables, chairs, some decorative items like pillows, some cooking equipment and a handful of trinkets. Where a poorly furnished room looks shoddy, an adequately furnished room looks like someplace a person might spend a few months in comfort. The furnishings look somewhat worn but do not have any structural damage.

Characters with this level of furnishing suffer a -1 circumstance penalty to their Bluff and Diplomacy checks when they invite someone to their room for business negotiations.



**Excellent** furniture rental services provide quality furnishings at reasonable prices. Every furnished room contains several expensive pieces coordinated by a professional designer so they work together. Each room will have sufficient amenities in addition to a handful of luxury items. Some excellent furnishing contracts also include a 'consumables' provision, wherein the company provides the renter with a bottle or two of liquor and various consumable room supplies in addition to the furniture.

Characters with this level of furnishing gain a +1 circumstance bonus to their Bluff and Diplomacy checks when they invite someone into their room for business negotiations.

**Exceptional** furniture rental services provide high quality furnishings for a steep price. These service providers employ professional interior decorators that coordinate the room to meet the client's tastes. Contracts at this level also include a daily cleaning and laundry service. All also include a basic consumables contract, freeing the character from the need to purchase his own adequate meal materials.

Characters with this level of furnishing gain a +2 circumstance bonus to their Bluff and Diplomacy checks when they invite someone into their room for business negotiations.

**Imperial** furniture rental services provide both beautiful furniture and basic personal services including cleaning, cooking and laundry. A room appointed in this fashion contains masterpieces of modern design as well as classical

pieces invoking a more decadent age. In some cases the furniture in these rooms is specially designated as 'belonging' to the renters. None of the company's other customers will ever use the items, preventing them from sustaining damage while the renter travels or has no need of them.

Characters with this level of furnishing gain a +3 circumstance bonus to their Bluff and Diplomacy checks when they invite someone into their room for business negotiations.

**When to use:** Characters can use this service when they do not want to purchase furniture or pay the exorbitant prices associated with renting adequate furnished quarters.

## Sexual Services

After sentients discovered money, the first thing they bought after beer was sex. Ever since, people have bought and sold sexual favours as if they were just another luxury good. Moral and psychological arguments aside, sexual services have stood the test of time to become one of the most enduring occupations on record.

The individuals involved in sexual services may or may not actually engage in sexual acts with their partners. The art of eroticism involves more than just physical manipulation; social presence, good conversation and fantasy fulfilment all make up parts of the package as well. In fact some of the most highly skilled courtesans of history (and even the least skilled Centauri ones) can dangle a client for months or years before finally submitting to intercourse.

Characters pay for sexual services either by the act or, in cases where no act is required, by the hour. Centauri servants charge 10% more per act or hour than their less talented counterparts.

**Poor** sexual services involve little beyond the basic mechanics of sex, either infra or interspecies. Such activities cost a few credits but do not last that long. Included in this category are the host of sleazy strip-bars and 'dance halls' littering areas long fallen into poverty.





The holo-brothel represents a relatively new innovation in this industry. In individual rooms equipped with holo-projectors the client may load a data-crystal containing holographic data of his chosen subject. There he can instruct the hologram to 'perform' as he wishes. Part fantasy, part fetish, part technology these places point to the future direction of the sentient mind. Or so say those who decry the 'decadence' of the current world.

**Adequate** sexual services take a bit more time than the back-alley services available at the poor quality level. The service provider takes time to explore the character's fantasy requirements, creating a professional but not entirely satisfying experience. At this level the 'act' may include strip teases, lap-dances or other forms of mimicked fantasy sexual gratification. The provider spends some time maintaining their appearance, in order to help fulfil social as well as sexual desires.

**Excellent** sexual services mix fantasy, reality and illusion in an expert blend. Hiring these services, although quite expensive, gives the character the opportunity to have 'the time of his life' without any serious repercussions.

**Exceptional** sexual services dip the buyer into a world composed almost entirely of fantasy. The provider creates an illusion of intimacy and amusement, allowing the buyer to completely relax into the experience. Exceptional service providers may become the 'kept women' of interstellar businessmen, emperors or diplomats from around the galaxy.

**Imperial** sexual services really should not carry a price tag. The people these 'servants' dangle on the ends of their elegant fingers include dignitaries, geniuses and the greatest men of the age. Clients come from across the galaxy just to spend a few hours with them.

Despite their remarkable reputations as lovers and conversationalists, those who offer this level of service really do not have any special abilities setting them out from the crowd. Instead what they offer is status; the status of being seen with them, of knowing them and of interacting with the men they know.

**When to use:** Characters may purchase these services when they wish to explore a different side of their lifestyle or to get close to people of considerable importance.

## Vacation (excluding travel costs)

The grinding misery of daily life and work, even for those at the highest levels of society, requires occasional relief. For many sentients this relief comes daily in the form of liquor. Most sentients also dream of a time when they can, if just for a few days, set aside the demands of their society to just relax.

Such dreams bear fruit on 'vacations', a human concept quickly adopted by the rest of the galaxy. During a vacation the sentient travels to some place removed from his day-to-day life. There he lives at a slightly higher standard of living than he can usually sustain, relaxing for a moment into the fantasy of a better life. Once rested he returns to the daily grind with a new 'spring' in his step.

The price listed in the Luxury Services table (pg. 100) covers a five-day vacation package. Longer and shorter packages are available, using the following rates per day:

Quality	Per Day
Poor	300 cr.
Adequate	400 cr.
Excellent	2,000 cr.
Exceptional	4,000 cr.
Imperial	40,000 cr.

**Poor** vacations cover poor quality food and lodging as well as inexpensive entertainments. The trip provides the purchaser with a good number of memories, both good and bad.

**Adequate** vacations cover adequate quality food and lodgings. Services provided during the vacation allow a family to split up or stay together as they wish. They typically involve excellent or even exceptional entertainments, as well as the occasional excellent meal.

**Excellent** vacations provide the purchaser with incredible lodgings and meals, all carefully calculated to be far more than an even a hungry family could eat. Every possible need is carefully considered then covered by courteous staff. Entertainment fills every waking moment, although the buyer may retreat to a well-appointed private room to avoid it if he so desires.

**Exceptional** vacations provide a wealth and opulence unimaginable by most people. These vacations allow the wealthy to briefly experience the lifestyle lived by their



nominal betters. The staff often pretend to be virtual slaves, putting on an act worthy of the greatest stages.

**Imperial** vacations rarely come into the public view. These individuals have the best of everything. They can command private performances from the most notable acts, shut down entire planets to be their pleasure preserves or violate every standard of ethical conduct with no repercussions.

**When to use:** Characters may buy vacations when they wish to blow off some steam or reward themselves for a job well done. Alternately, vacations make excellent cover stories for agents who need a reason to travel.

## Station Services

Babylon 5, in addition to being a dream given form, also represents one of the greatest commercial efforts undertaken by any sentient race. As such it needs to show a profit of some kind, or at least not cost EarthGov too much money. In order to do that, Babylon 5 does not give away space for free. Instead, it rents or leases everything from station space to power supplies and catering services. Other than basic infrastructure services (like renting physical space or docking) the station competes with private vendors who can provide the same services – often for less or at a higher quality (or sometimes both).

The list below outlines some of the services the station offers to its customers.

Where appropriate, station services use the same quality rules presented for commercial services (pg. 42). Hotels use the same quality rules as luxury services, as they provide a luxury service with a surcharge paid to the station.

## Business Licence

Babylon 5 offers several different licences for sentients wishing to conduct business on the station: business, professional, trading and Zocalo. Each of these provides the holder with different rights and privileges.

The most generic of these licences, the business licence, allows the character to perform commercial transactions while on-board the station. The qualifications for and benefits of, the various levels of licence are listed opposite.

Most business on Babylon 5 takes place under the auspices of Class B business licences. Start-up businesses generally try to come in under one of the other programs rather than pay the monthly renewal fee for a Class A during their first year.

Large, multi-system concerns often secure Class C licences as part of their bid to upgrade to the coveted Class D. Class D licences require the company to secure diplomatic assistance. This practice makes it easy for the somewhat corrupt or just mildly dishonest among the diplomats on the station to line their pockets. While the licence itself does not cost much, the priority access to the StellarCom system for business communication can mean literally billions of credits a year.

Characters who wish to sell professional services should purchase a professional licence. Characters wishing to trade, either on or off the station, should purchase a trading licence. Those who wish to run a store would be well advised to consider a Zocalo licence, which contains special dispensations for 'culturally significant' vendors.

Station Services	Availability	Cost per Unit
Business Licence	Wide	200 cr. per application
Cafeteria Services	Wide	5 cr. per person per day
Communications	Wide	See below
Education	Wide	5 cr. per person per day
Hotels	Wide (by type, see below)	See below
Missionary Licences	Wide	200 cr. per application
Professional Licence	Wide	100 cr. per application
Trading Licences	Wide	200 cr. per application
Station Quarters	Wide (by type, see below)	100cr. to 950 cr. per week
Storage	Uncommon	1 cr. per cubic ft. per month
Zocalo Licence	Rare	See below



## Business Licence

Class	Qualifications	Licence Duration	Benefits
A	Presentation of proper ID	1 month, renewable	Secure restricted, non-illegal items with Security for demonstration purposes.  Allowed to request telepathic monitoring of a business negotiation with Security approval.
B	Presentation of proper ID, 1 year's worth of tax receipts, 1 business reference	1 year, renewable	Secure restricted, non-illegal items with Security for demonstration purposes.  Allowed to hire telepaths to monitor negotiations.  Priority access to BabCom station communications for conducting transactions.
C	Presentation of Proper ID 3 years' worth of tax receipts 4 business references	1 year, renewable	Secure restricted, non-illegal items with Security for demonstration purposes. May carry non-functional demonstration items onto the station.  Allowed to hire telepaths to monitor negotiations.  Priority access to BabCom station communications for financial transactions.  Priority access to Babylon 5 jump gate and docking bays.
D	Presentation of proper ID, hold a class C licence for at least one year, 5 years worth of business receipts, 4 business references, diplomatic sponsorship	1 year, reviewed on each renewal	Secure restricted, non-illegal items with Security for demonstration purposes. May carry one functional demonstration item onto the station.  Allowed to hire telepaths to monitor negotiations.  Priority access to BabCom station communications for financial transactions and business communications.  Priority access to Babylon 5 jump gate and docking bays.

## Cafeteria Services

When Babylon 5 first came online people flocked to it in the hope of creating a better future. For some the dream came true. For most, the dream became a nightmare of constant work. Some fell through the cracks, becoming an underclass called 'the lurkers'.

Captain Sinclair recognised this problem within months of its beginning. His first step in dealing with it was to open up a number of subsidised 'cafeterias' where any Babylon 5 resident can find nutritious if bland fare. He asked the Minbari to assist him with this effort; the enigmatic Ambassador Delenn agreed on the condition she could

staff the cafeteria with religious caste Minbari. The Narn and Centauri, after some coercion, agreed to provide additional resources.

The resulting service owes its character to the taciturn Captain. Each of the six Babylon 5 cafeterias operates out of a large, well-lit and well-kept room filled with tables. A service line staffed by Minbari and humans provides three meals a day for the nominal cost of five credits. These meals are nutritious if somewhat bland; most of the people who frequent the cafeterias could not care less about that. Many have not had a stable source of food for years, sometimes decades.



Although Sinclair intended for the cafeterias to assist Babylon 5's poorest citizens they quickly became popular with others. Everything on the station costs a great deal: lodging, food, entertainment, education and calls home all eat quickly into a working class budget. The practical Minbari came up with a solution: they allow individuals to pick up meals for entire families if they promise to feed at least one person outside of their immediate circle.

The human cafeteria workers then extended the service to the educational system. School children can pay one credit per lunch to eat a hot, substantial meal. For some, this is the only meal they will receive during the day. If the student cannot pay this cost the educational system shoulders it for him.

By 2259 the cafeteria service is stretched beyond its limits. Without some kind of drastic intervention it will collapse by 2260, forcing people to once again rely on their own exhausted resources to feed their families.

## Communications

Communications within Babylon 5 takes place over the BabCom system. It costs nothing to use, the cost being assumed in ships' docking fees.

Communication off-station requires the use of the StellarCom system. This system of tachyon relays can broadcast real-time audio and video anywhere in the known galaxy. Of course, doing so is extremely expensive: 100 credits per minute. This cost makes real-time communications extremely unlikely. Instead people use a variety of 'stored and forwarded' messages for everyday communications.

Recorded voice messages make up the bulk of StellarCom personal communications traffic. Since these messages do not contain the 'dead air' associated with real-time communications they can be compressed and passed along in nano-second bursts. Passing such a message is 'free' onboard a ship or station. When on a colony or a planet there is a nominal surcharge of one credit per message.

Recorded video and voice messages make up the next most common messaging category. These recorded messages take up a bit more bandwidth than voice only, but also seem more personal. Most communication units have both video and audio recording mechanisms. Like voice only communications, sending these messages is free on stations and ships and costs one credit on planets or colonies.

Characters who send a message may make a Computer Use check to perform one or more modifications to the packet before sending it (see Message Modifiers table below for a list of modifications).

Characters may make the same changes to a real-time communications stream on either local or stellar communications channels. Real-time communications alterations require constant refreshment; the character must make the Computer Use roll every minute (ten rounds) that he maintains the communications link.

## Education

In 2258, when Babylon 5 went online, people flocked to the new station. Unprecedented numbers of permanent and semi-permanent residents applied for permission to come aboard. Entire families dislodged themselves from their normal lives to experience life on 'the last, best hope for peace'.

### Message Modifiers

Action	DC	Effect
Change Header	15	Alter one of the following pieces of information from the stream: sender's name, sender's location or sender's account information.
Confuse Route	20	Reflect the message through a complex route, reducing the chance of tracing it back. If the character succeeds at his Computer Use check the DC to trace the message equals his skill check result.
Encrypt	10	Apply one of the commonly available encryption programs to the message. If the character succeeds increase the DC of the Computer Use check for an unauthorised person to access the message to the check result.
Interlace Message	20	Encode a second message into the first using similar protocols. If the sender succeeds on his skill check the watcher must make a Computer Use check (DC 20) to retrieve the second message. If the sender fails then the second message corrupts the first.



By the middle of 2258 Captain Sinclair realised he had an unanticipated problem on his hands. The mass influx of families, not to mention under age runaways, filled the halls with young children. Although not malicious, bored young children on a five mile long high-tech chunk of spinning metal can get into all sorts of trouble. In fact, they were well on their way to becoming pests.

Drawing on Earth experience, the Captain made a bold decision. He diverted part of the maintenance budget to pay for several teachers and a handful of empty rooms in Red Sector. There, the 'Babylon 5 School System' started to offer supervised classes for young children of any species, religion or educational level.

Armed with a handful of old computers, the BabCom system and good intentions, a band of intrepid teachers set out on the adventure of a lifetime. Their classes contain a mix of students from the League and all of the major races. They try to keep this diverse group entertained and occupied while simultaneously meeting the educational standards established by the Earth Alliance for public schools.

The teachers encourage students who can to pay five credits per day to attend class. This helps to offset school costs. Unfortunately only a quarter of the students can meet this financial obligation. The others attend for free, their costs paid either out of the station budget or occasionally by government diplomats.

The Babylon 5 educational system divides its students into three classes: beginning/youth, intermediate and advanced education. These three groups receive age-appropriate instruction, limited by the teacher's resources.

Each day the cafeteria system provides one hot lunch per student for a cost of one credit. If the student cannot pay this cost the education system assumes it for him.

## Hotels

In order to run a hotel, bed and breakfast or other establishment offering lodging, the owner must agree to share part of his profits with the station in addition to paying all of his regular fees. This highly unpopular policy helps to cut down on private competition with the quarters offered through Station Services. Nevertheless, many hotel chains choose to operate on the station. They believe sentients will flock to a known brand rather than pay Earth Force directly. So far, business has proven them right.

Hotel rooms use the luxury quality system described previously. The quality descriptions below include

references to the room type, as defined in the Station Quarters entry (pg. 112).

Hotel rooms cost the following amounts per night:

Quality Level	Cost per Night	Provider on Babylon 5
Poor	20 cr.	Tube 66, Lucedo's Rest Area
Adequate	100 cr.	Babylon 5 Hotel, The Porthole
Excellent	200 cr.	Stellar Hotel
Exceptional	400 cr.	The Babylon 5 Watch
Imperial	4,000 cr.	None. Hotels of this quality are not available on Babylon 5.

**Poor** hotel rooms cost ten credits a night. For this the character receives exclusive use of a secured sleeping tube for a ten-hour period. This sleeping tube has a vibe shower built into it along with a locking door and a small, secured storage area. The tube measures three feet by three feet by eight feet.

A poor hotel generally stacks sleeping tubes two deep and ten across along a corridor wall. Most have two to five corridors connected to a central 'hotel lobby'.

**Adequate** hotel rooms are simple living quarters. These G or D-type domiciles are rented en masse by a commercial hotel chain, furnished, then provided to the guest for a considerable fee. The hotel company monitors the rooms and will call Security if they see anything out of the ordinary. They also clean the rooms each day, replacing any consumed personal items.

**Excellent** hotel rooms are D-type quarters containing decently tasteful furnishings. The room contains enough snacks to make a single meal along with a number of luxury items.

**Exceptional** hotel rooms are C-type quarters containing a wide array of amenities. The hotel staff provides various services for the guests, including contracting tour guides. Luxury services are available for an additional charge. The fairly exclusive hotels frown upon illegal dealings but make a policy of not mentioning such things to Security unless they have a reason to.

**Imperial** hotel rooms are at least B-type quarters containing the best luxuries money can buy. These quarters keep the guest in luxury sufficient for kings or despots.



## Missionary Licences

Individuals with religious convictions are, under Earth law, free to practice their religion in private without interference. This policy actively angers some of the more theocratic species, who regard the station as a safe haven for heresy. However, if the individual wishes to host gatherings, engage in public religious activities or

speak about his beliefs in a public forum he must secure a missionary licence.

Applying for a missionary licence costs 200 credits. The application and approval process itself takes at least one month; this duration may be extended indefinitely if a politician or civil servant chooses to raise objections.

### Missionary Licence

Class	Qualifications	Duration	Benefits
A	<p>Proof of association with a religious organisation registered with a recognised government.</p> <p>Pass a background check indicating no prior history of arrest or conviction for public disturbance or sexual offences.</p>	1 month, reapplication required	<p>Can reserve space in the Zocalo or other public areas for up to 10 hours per month.</p> <p>Can reserve private rooms for public religious services.</p> <p>Can petition Security for the removal of those who 'disturb' a service.</p> <p>Can engage in public rituals with Security supervision.</p>
B	<p>Proof of association with a religious organisation registered with a recognised government.</p> <p>Pass a background check indicating no prior history of arrest or conviction for public disturbance or sexual offence.</p> <p>Present certified records proving at least five years of active public ministry.</p>	1 month, renewable	<p>Can reserve space in the Zocalo or other public areas for up to 40 hours per month.</p> <p>Can reserve private rooms for public religious services.</p> <p>Can petition Security for the removal of those who 'disturb' a service.</p> <p>Can engage in public rituals with Security supervision.</p> <p>Can engage in public preaching with Security supervision.</p>
C	<p>Proof of association with a religious organisation registered with a recognised government</p> <p>Pass a background check indicating no prior history of arrest or conviction for public disturbance or sexual offence.</p> <p>Present certified records proving at least ten years of active public ministry.</p>	1 year, renewable	<p>Can reserve space in the Zocalo or other public areas for up to 40 hours per month.</p> <p>Can reserve private rooms for public religious services.</p> <p>Can petition Security for the removal of those who 'disturb' a service.</p> <p>Can engage in public rituals without Security supervision.</p> <p>Can engage in public preaching without Security supervision.</p>



## Professional Licence

Class	Qualifications	Duration	Benefits
A	Pass appropriate qualification exam.	1 month, renewable	May submit a bond to Station Resources.
B	Pass appropriate qualification exam.  Submit one year of business accounts.	1 month, renewable	May submit a bond to Station Resources.  May use Station Resources as an escrow service.  May apply for a Class C licence.
C	Pass the appropriate qualification exam.  Submit one year of business receipts from work performed on Babylon 5.	1 year, renewable	May submit a bond to Station Resources.  May use Station Resources as an escrow service.

The various types of missionary licence, their benefits and qualification requirements are presented on the Missionary Licence table on page 110.

## Professional Licence

Babylon 5 offers several different licences for sentients wishing to conduct business on the station: business, professional, trading and Zocalo. Each of these provides the holder with different rights and privileges.

A professional licence allows the holder to sell his services to other sentients. He may practice his profession so long as he meets all of the appropriate requirements. Characters who fail to do so will be subjected to Security sanction, up to and including removal from the station.

It costs 200 credits to apply for a professional licence. The licence may be revoked by Security if they can prove the holder engaged in activities that are illegal under Earth law.

Once the station accepts the licence application the licence holder must post a bond equal to one year of his expected salary. The station holds this bond and may claim it if the holder violates professional ethics. Those who cannot post the bond may borrow the money from one of the many financial service organisations operating on Babylon 5.

Most professions have registered standardised tests with the central Earth Alliance computer. Characters applying for a professional licence must have passed the test within the last five years. Passing the test requires a Profession (tested profession) check (DC 15). Characters who wish to establish an unskilled professional job (e.g. a cleaner) may waive the test.

## Security Fees

Security on a military space station floating in the middle of neutral territory costs credits. In fact, it costs so many credits that Security and combat-readiness consumes a considerable portion of the station's budget. Station Resources pass some of this cost on to those who violate security protocols or who require additional assistance for whatever reason.

Security fees come in two varieties: service fees and fines. Characters incur service fees when they take up Security's time on matters the Chief (either Garibaldi or Allen) considers trivial. Characters incur fines when they break security regulations or commit crimes. Typically the Babylon 5 Ombuds levy a fine with the advice of the Security Chief and other affected parties.

## Service Fees

Activity	Fee
Monitor a public event	100 cr. per hour
Secure a private event	300 cr. per hour
Use 30 minutes of a security guard's time	50 cr. per incident
Quell an unruly public event (paid by the organiser)	1,000 cr. per incident
Provide security at a public event	500 cr. per 100 people per hour
Provide security at a private event	250 cr. per 20 people per hour
Weapon licence	200 cr. per application
Damage to Security property	50 cr. per incident



## Fines

Activity	Typical Fine
Creating a public disturbance	500 cr. per incident
Creating a public nuisance	300 cr. per incident
Customs violation (non-weapon)	350 cr. per incident
Customs violation (weapon-related)	1,200 cr. per incident
Engaging in financial transactions without a licence	200 cr. per incident
Engaging in trade without a licence	100 cr. per incident
Interfering with a security shelter	300 cr. per incident
Reckless endangerment	1,000 cr. per incident
Purchase a legally restricted item	500 cr. per incident
Selling professional services without a licence	200 cr. per incident
Theft (over 200 cr. under 5,000 cr.)	Restoration of property and 1,200 cr. fine
Theft (over 5,000 cr.)	Restoration of property and 5,000 cr. fine
Theft (under 200 cr.)	Restoration of property and 400 cr. fine

## Service Fees

The Chiefs primarily invoke service fees when someone annoys them but they have no legal reason to impose a fine or haul the person to the brig. They also have the discretion to waive the fees when they wish, something that leads to conflicts with Station Resources.

See the Service Fees table on page 111 for examples.

## Fines

Represent a more traditional approach to offsetting security's costs. Fines listed here cover criminal matters; civil torts are governed by other legal structures.

See the Fines table above for examples.

## Station Quarters

The *Babylon 5 Roleplaying Game and Fact Book* lists the costs for living quarters on pg. 117. The Quarters table summarises the cost, while the description below details the contents of these quarters.

**Type G** quarters amount to little more than a bulkhead and some metal flooring in Downbelow. These quarters do not have internal furnishings, independent climate control, BabCom terminals or any other conceivable amenity. There is a 50% chance the room will have recycled water and a sufficient number of electrical receptacles to run basic appliances. Station Resources, a group of demonic bean counters, will evict someone from these quarters after they miss two payments. Half of all G-Type quarters also contain a vibe shower. Those that do contain a shower will

have a separate 'stall' where the bather can have a little bit of privacy.

**Type F** quarters are approximately 300 square feet in total size. Unlike the G-type quarters, these facilities have a built-in BabCom terminal, independent climate control and storage space built into the wall. These quarters do not contain any built-in amenities. Over 90% of these quarters contain a vibe shower. Most of these quarters have three rooms: a living chamber, a bedchamber and a very small water closet.

**Type E** quarters are approximately 700 square feet in total size. In addition to being almost three times the size of

## Quarters

Location & Size	Type	Availability	Cost per Week
Downbelow	G	Wide	100 cr.
Brown Sector – small	F	Common	350 cr.
Brown Sector – medium	E	Uncommon	475 cr.
Red Sector – small	D	Uncommon	500 cr.
Red Sector – medium	C	Uncommon	700 cr.
Red Sector – large	B	Rare	950 cr.
Blue Sector – small	A	Restricted	750 cr.



Type F quarters they always contain a vibe-shower and a separate bedchamber. Type E quarters sometimes (30% chance) have a counter built into one of the walls. This counter contains a small sink as well as refrigerated storage space.

**Type D** quarters are approximately 400 square feet in total size. They all have three rooms, a vibe shower and a counter running along one wall. These rooms receive regular checks from the Maintenance crew. Renters should expect to see a Maintenance inspector at least once a month.

**Type C** quarters are approximately 800 square feet in total size. This additional space allows whole families to live together in relative comfort. Unfortunately, the 700 credits per week rent puts quarters of this class outside of the reach of most working class family units.

**Type B** quarters, although extremely expensive, contain approximately 900 square feet of space. In addition they are built to allow for 'internal space configuration' through the use of screens built to lock into the floor and ceiling. These semi-translucent but soundproof screens allow the renter to reconfigure the space however he desires. The counter, sink and shower can also be moved for a charge of 100 credits per move.

**Type A** quarters contain approximately 800 square feet of total space. They sport water showers in addition to a wide array of structural amenities. These quarters are available only to diplomats from recognised governments. By 2259 they are in such short supply that acquiring one from its current owner is considered a diplomatic coup of the highest order.

## Options

Characters may ask for the following options when they rent station quarters:

*Alternate Atmosphere:* Most quarters on Babylon 5 can be reconfigured (for a 100 credit charge) to support alternate atmospheres. Maintaining an alternate atmosphere adds 25 credits per week to the rental price.



*Furnished:* For a 30% increase in rent the accountants in Station Services will 'decorate and furnish' a space for the renter. For this charge the character receives poorly coordinated, adequate furnishings. There are no reported cases of a renter dying of style poisoning, though some Centauri have lodged formal protests about 'crimes against all sentient life' after spending an evening in one of these rooms.

## Other Worlds

When renting quarters on an established world, characters can double the space provided and cut the price in half. Furthermore, most worlds have sufficient supplies of fresh water to allow even the humblest room running water and a shower.

## Storage

Characters who live on Babylon 5 will quickly find their possessions exceeds the storage space available in their quarters. When this happens, they may rent secured storage space from the station at the rate of one credit per cubic yard of secured storage per month. For this charge the character can submit boxes to Station Resources. After being scanned the boxes are placed in a large storage warehouse.

Retrieving an item from storage requires 1d4 days. During this time Station Resources processes the request and puts the order into the queue. Once retrieved, the owner must pick up the box within 24 hours or it will be replaced in storage.



## Trading Licence

Class	Qualifications	Duration	Benefits
A	Possession of a valid trader's licence from a recognised government.	1 month, renewable	May buy and sell goods on the station.  May specify Babylon 5 as the court with jurisdiction over the contract.
B	Possession of a valid trader's licence from a recognised government.  Must have executed at least six trades on Babylon 5 within the month prior to the application.	1 year, renewable	May buy and sell goods on the station.  May specify Babylon 5 as the court with jurisdiction over the contract.
C	Possession of a valid trader's licence from a recognised government.  Must have executed at least six trades on Babylon 5 within the month prior to the application.  Must have diplomatic sponsorship.	Permanent	May buy and sell goods on the station.  May specify Babylon 5 as the court with jurisdiction over the contract.

## Trading Licences

Babylon 5 offers several different licences for sentients wishing to conduct business on the station: business, professional, trading and Zocalo. Each of these provides the holder with different rights and privileges.

A trading licence authorises the holder to buy and sell goods while on the station. The character agrees to register all contracts with Babylon 5. In return, Babylon 5 consents to hold jurisdiction over the contract, acting as the final court of appeal if something goes wrong. This arrangement allows traders from two radically different races to exchange goods under a common legal system, creating a greater opportunity for trust, co-operation and profit.

The application fee for a trading licence is 200 credits.

## Zocalo Licence

Babylon 5 offers several different licences for sentients wishing to conduct business on the station: business, professional, trading and Zocalo. Each of these provides the holder with different rights and privileges.

A Zocalo licence allows the holder to engage in retail trade within the area defined by the Zocalo. The holder may not sell any items violating Earth Alliance law. All licence holders must submit to physical inspection by Security or financial inspection by Station Resources on request. Failure to comply with this request results in the immediate revocation of the licence.

The Zocalo's original purpose as a place of cultural exchange means that diplomats have an unusual amount of authority in granting these licences. The official diplomat from a species may designate one retailer as a 'cultural ambassador'. This individual does not have to pay licensing fees or rental fees on his primary place of business.

The application fee for a Zocalo licence is the bond posting. If the licence holder defaults on his debts or fails to deliver goods the bond is forfeit. He may recover the bond at any time by turning in his licence.

## Space Rental Fee

Station Resources charges the following amounts for structured retail space on the station.

Store Type	Availability	Cost per Week
Open Market	Wide	50 cr.
Non-Zocalo Store	Common	300 cr.
Zocalo Level 1 Store	Rare	700 cr.
Zocalo Level 2 Store	Uncommon	500 cr.
Zocalo Stall	Common	100 cr.

The *open market* rental fee covers use of any of the corridor markets that spring up almost randomly through Brown



## Zocalo Licence

Class	Qualifications	Duration	Benefits
A	Must post a 500 cr. bond with Station Resources.	1 month, renewable	May rent stall space in the Zocalo.  May register complaints about customers with the Station Command staff.
B	Must post a 5,000 cr. bond with Station Resources.	1 month, renewable	May rent store space outside of the Zocalo or a stall in the Zocalo.  May register complaints about customers with the Station Command staff.
C	Must post a 5,000 cr. bond with Station Resources.  Must submit to a background check searching specific accusations of or convictions for fraud in the last ten years.	1 year, renewable	May rent store space in the Zocalo or surrounding areas.  May register complaints about customers with the Station Command staff.  May demand a bond from employees, which may in turn be applied to the licence holder's bond requirements.
D	Diplomatic designation as a 'cultural ambassador'.	Until revoked by the diplomat	Receives 1 store in Zocalo level 1 or level 2 rent free.  May register complaints about customers with the Station Command staff.

and Red sector. These markets congregate in a large, open hallway, remain in place for a few weeks, then move on. The only really permanent open market is the 'Alien Market' in the Alien Quarters.

The **Non-Zocalo store** rental fee covers the cost of renting one of the rooms built into the station superstructure away from the primary market. These rooms contain a small, secured storage area (Open Locks (DC 25) to open), fixtures for restaurant services and modular mounts similar to those in Blue sector quarters to help divide the space.

The **Zocalo Level 1 Store** rental fee grants access to the most coveted retail space on the station. These stores have at least twice the walkthrough traffic of any area other than the customs entry point. Class D Zocalo licensees hold the majority of these spaces.

The **Zocalo Level 2 Store** rental fee grants access to stores on the periphery of the Zocalo proper. These stores still see very high traffic and can do well in the right circumstances.

The **Zocalo Stall** rental fee covers the cost of using a small, assigned portion of the Zocalo's open space for a stall. It

does not cover the cost of putting together a stall or of protecting it from those who would shut the character down.

## Weapons and Armour

The preparation for and execution of violence occupies the time of countless sentients. At least, that is the impression we receive of the galaxy in 2258. The reality is that, other than for a small handful of the population, most individuals have little or no interest in engaging in violent conflict.

The weapons and armour listed below reflect this truth. Other than a handful of extremely violent races, most people are past the point of constantly killing one another over ideology and have developed civilian weapons designed to provide momentary point protection against predators. Similarly, civilian 'armour' offers protection against tangential violence and is not as concentrated advanced military equipment.

All weapons have restricted availability on Babylon 5. See the Shopping chapter (pg. 15) for more details.

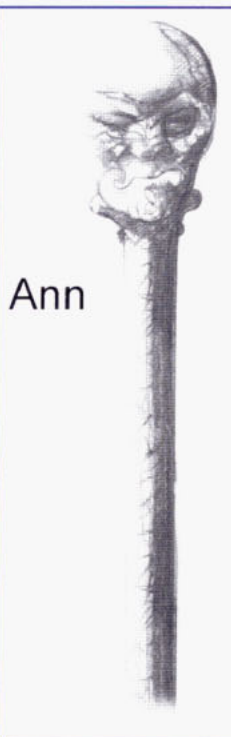


Item	Cost	Damage	Availability	AoE	Critical	Ammo	Range Incr.	Size	Weight	Type
<b>Grenade</b>										
Comet Grenade	95 cr.	2d8	Restricted	10 ft.	—	—	30 ft.	Tiny	1 lb.	Energy
Flashing Stone	4,000 cr.	Blindness	Restricted	10 ft.	—	—	—	Tiny	—	Energy
Grav Grenade	200 cr.	1d4 + special	Restricted	20 ft.	—	—	20 ft.	Tiny	1 lb.	Energy
Illusion Grenade	120 cr.	Special	Restricted	20 ft.	—	—	20 ft.	Tiny	1 lb.	Energy
Incendiary Grenade	60 cr.	2d8	Common	15 ft.	—	—	20 ft.	Tiny	1 lb.	Fire
Napalm Grenade	70 cr.	1d6 per round	Common	20 ft.	—	—	20 ft.	Tiny	1 lb.	Fire
Thrasher Grenade	70 cr.	2d6	Common	—	—	—	20 ft.	Tiny	2 lb.	Slashing
<b>Melee</b>										
Ann	1,000 cr.	1d12	Uncommon	—	19-20/x3	—	—	Large	100 lb.	Bludgeoning
Arm Shields	25 cr.	1d4	Common	—	20/x2	—	—	Tiny	1 lb.	Bludgeoning
Dancer's Swords	1,000 cr.	1d6	Uncommon	—	18-20/x2	—	10 ft.	Small	2 lb.	Slashing
Fibre Knuckles	50 cr.	1d4	Rare	—	20/x3	—	—	Tiny	1 lb.	Slashing
Flail	50 cr.	1d8	Common	—	19-20/x2	—	—	Large	10 lb.	Bludgeoning
G'Dok'Dao	150 cr.	1d6	Uncommon	—	19-20/x2	—	—	Medium	10 lb.	Bludgeoning
G'Quan'Dao	250 cr.	1d10	Uncommon	—	20/x3	—	—	Large	20 lb.	Bludgeoning
Hardened Knife	500 cr.	1d4	Rare	—	17-20/x2	—	10 ft.	Tiny	1 lb.	Piercing
Incense Burner	350 cr.	1d4+1d4 fire	Rare	—	20/x2	4	—	Large	10 lb.	Bludgeoning and Fire
Jedui	800 cr.	2d6	Uncommon	—	19-20/x2	—	—	Large	85 lb.	Slashing
Ka'nok	150 cr.	1d6	Uncommon	—	19-20/x2	—	—	Medium	12 lb.	Slashing
Kuf	1,600 cr.	2d6	Uncommon	—	19-20/x2	—	—	Large	85 lb.	Slashing
Neck Ribbon	200 cr.	1d6*	Uncommon	—	20/x2	—	—	Tiny	1 lb.	Slashing
Nobles' Brooch	300 cr.	1d4	Restricted	—	19-20/x2	—	10 ft.	Tiny	1 lb.	Slashing
Shenn	1,200 cr.	1d10*	Uncommon	—	18-20/x2	—	—	Large	25 lb.	Slashing
Sin Stick	200 cr.	1d6	Rare	—	20/x2	—	—	Large	2 lb.	Bludgeoning
Steel Chain	10 cr.	1d6	Wide	—	19-20/x2	—	—	Small	1 lb.	Bludgeoning
Water Blade	500 cr.	1d6	Restricted	—	20/x4	—	—	Medium	4 lb.	Slashing
<b>Pistol</b>										
Diplomat's Brooch	700 cr.	2d6	Restricted	—	19-20/x2	1	20 ft.	Tiny	1 lb.	Energy
Disrupter Pistol	1,500 cr.	1d8	Uncommon	—	19-20/x2	20	100 ft.	Small	3 lb.	
Gaim Blast Caster	1,000 cr.	3d4	Rare	—	19-20/x2	15	50 ft.	Small	4 lb.	Energy
Gaim Hold-out	2,000 cr.	2d4	Rare	—	19-20/x2	10	25 ft.	Small	2 lb.	Energy



Item	Cost	Damage	Availability	AoE	Critical	Ammo	Range Incr.	Size	Weight	Type
<b>Pistol</b>										
Palm Needle-thrower	400 cr.	1***	Rare	—	—	—	10 ft.	Tiny	1 lb.	Projectile
Reflecting Stone	1,200 cr.	Blindness*	Restricted	—	—	—	20 ft.	Tiny	—	Energy
Thrasher Pistol	250 cr.	2d6*	Common	—	18-20/x2	10	20 ft.	Medium	5 lb.	Projectile
Whisperer	500 cr.	2d6 non-lethal	Restricted	—	20/x2	5	40 ft.	Small	1 lb.	Energy
<b>Rifle</b>										
Comet Bringer	1,200 cr.	2d4	Restricted	5 ft.	19-20/x2	8	100 ft.	Large	25 lb.	Energy
Disrupter Rifle	3,000 cr.	2d8	Uncommon	—	19-20/x2	30	200 ft.	Medium	10 lb.	Energy, Rapid Fire
Disruptor Tripod	4,500 cr.	2d10	Rare	—	19-20/x2	50	300 ft.	Large	50 lb.	Energy, Rapid Fire
Gaim Blast Rifle	4,000 cr.	4d4	Restricted	—	19-20/x2	25	100 ft.	Medium	12 lb.	Energy
Sha'gal Gravity Rifle	3,250 cr.	Special*	Restricted	—	—	5	120 ft.	Large	20 lb.	Energy
T'Dao	3,000 cr.	1d10	Restricted	—	19-20/x2	5	—	Large	15 lb.	Energy
Thrasher Rifle	700 cr.	2d8*	Restricted	—	18-20/x2	10	30 ft.	Large	15 lb.	Projectile
Wave Projector	800 cr.	Special*	Restricted	—	20/x2	3	20 ft.	Medium	10 lb.	Bludgeoning

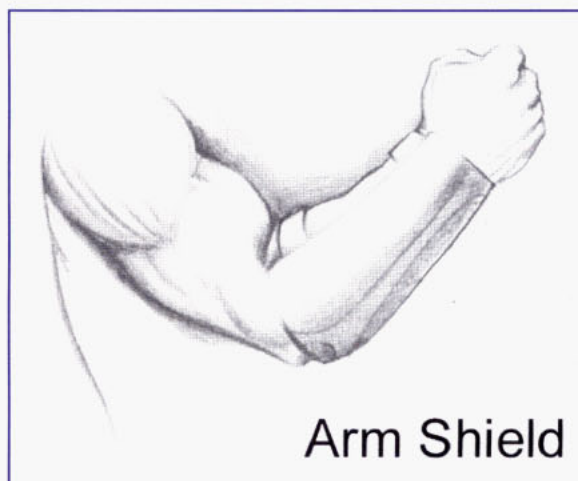
\*See weapon description for details.



Ann

**Ann:** This five foot long mace has a foot-thick shaft carved to look like an elongated Drazi. The massive mace head looks like a distorted Drazi face, its features pulled into a grimace of rage or perhaps intense pain. When a character misses with a melee attack using an ann he must make a Strength check (DC 15) or drop the weapon. If he fails he may choose to retain his hold on the weapon and fall prone.

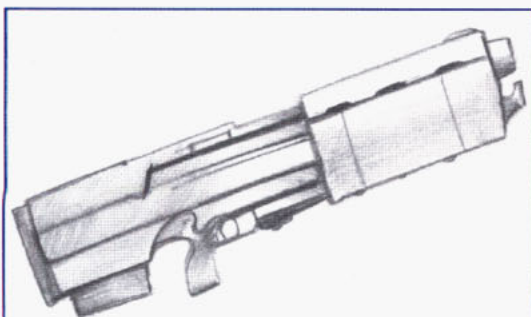
**Arm Shields:** These forearm-long guards are made of high-tech polymers layered together. They cover the outer edge of the forearm from wrist to just above the elbow. Strong nylon straps and adhesive help to secure them so they do not



Arm Shield

fall off during normal use. When worn they allow the user to deal lethal blows with unarmed melee attacks. The user also gains DR 2 against melee attacks when he takes a total defence action.





## Comet Bringer

**Comet Bringer:** This Brakiri PPG rifle is considerably larger than most hand-held weapons. It looks like a short, boxy rifle with a pistol grip attached to a foot-long power pack. Unlike other weapons it does not use caps: instead its energy requirements force the user to replace the external pack. When activated the comet bringer throws a large, loose PPG packet that breaks apart upon hitting the target. The target takes 2d4 damage from the attack. Everyone within five feet of the target must make a Reflex save (DC 13) or take 2d4 damage as well. A shot from a comet bringer leaves a faint glowing train in the air for one round after firing.

**Comet Grenade:** The comet grenade is a device of Brakiri manufacture. When activated it fires a small jet, giving the device additional lift. Inside its iridescent metallic shell the device contains a small high-energy pack and a particle production coil. The coil overloads on impact, causing an energy explosion covering a ten foot radius.

**Dancer's Swords:** These brilliant examples of Centauri appropriation came into being around the time the Centauri borrowed belly dancing from certain human nations. Dancer's swords are an exquisitely made pair of short sabres. Each blade has the same curve as a male Centauri's tentacles before they are put to use. Female Centauri dancers use them in a variety of exotic dances. When used as weapons they deal minimal damage. However, the balance on a matched pair of dancer's swords gives them a +1 bonus to attack rolls when used for two-weapon fighting.

**Diplomat's Brooch:** The Centauri fascination with concealed weapons, brooches and laser technology reached a new height in elegance when they dreamed up the diplomat's brooch. Intended as a hold-out weapon for diplomats sent into dangerous areas, these lethal little toys quickly became a status symbol until outlawed by Emperor Cartagia. These large brooches look like a highly ornate

noble's brooch with a single clear gem in the centre of a mass of gold. The gem contains the focusing lens for a small but powerful laser. The built-in power supply only contains enough energy for a single shot. The trigger is typically buried somewhere in the gold setting. Spotting a diplomat's brooch requires a Spot check (DC 25).

**Disruptor Pistol:** This seamless silver-grey pistol is suited to the Vree's thin fingered hands. Other races, including the Narn, generally find them extremely difficult to fire. Non-Vree suffer a -2 racial penalty when using the weapon. The barrel of the weapon is completely filled with crystals. When activated the pistol fires a 'packet' of energy about the size of a human fist. This packet does no damage to objects and also ignores any form of DR protecting a living target. A Faraday cage will completely stop any disruptor blasts. The packet is invisible to the naked eye and does damage by disrupting the target's autonomous nervous system.

**Disruptor Rifle:** The disruptor rifle is a larger, slightly more powerful version of the disruptor pistol. Non-Vree suffer a -2 racial penalty when using the weapon. A rifle's 'packet' disrupts the air as it passes, leaving a faint blue train in the air a trained observer can detect by making a Spot check (DC 20). The packet does no damage to non-living targets. It ignores any form of DR protecting living targets.

**Disruptor Tripod:** This large Vree disruptor weapon is so heavy the thin-limbed Vree mount it on a tripod. When fired, this disruptor throws energy packets so powerful they almost seem to rip the air apart on their way towards the target. The disruptor tripod is capable of rapid fire and like the other disruptors ignores DR.

## Disruptor Pistol





## Disruptor Rifle



**Fibre Knuckles:** Fibre knuckles look like a quarter-inch cloth strap, like those used by boxers to protect their knuckles in a fight. However, the wonders of nanotechnology have allowed humans to install a layer of fine, invisible blades just under the wrap's surface. These blades slice anyone who takes a solid hit from the strap, dealing 1d4 slashing damage. Fighters generally wear fibre knuckles when they want to spill a bit of blood without alerting security to the weapon's presence. It takes a Spot check (DC 20) to notice the strap is anything other than a securely woven piece of cloth.

**Flail:** A flail has a two-foot long handle attached by a short chain to a six to eight-inch long tubular head. Traditionally flails are used to thresh grain. However, both Narns and humans have turned these peaceful tools into weapons of war.

**Flashing Stone:** A flashing stone looks, on first glance, like a clear red crystal of Minbari origin approximately one inch across. Close investigation reveals the stone has a faint light nestled deep within the facets. Once every ten rounds the user can cause this red glow to flare into a light rivaling the sun. Each use causes everyone (other than the user) within 20 feet to make a Reflex save (DC 14). Characters who succeed close their eyes in time. Those that do not are blinded for 1d4 rounds. Religious caste Minbari use flashing stones as a means to escape attackers or mark moments of great religious significance.

**Gaim Blast Caster:** The Gaim entered late into the world of high tech weapons production. However, the sleek black

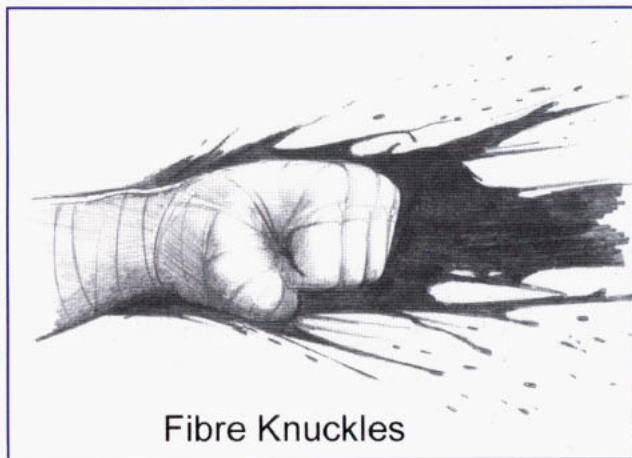
Gaim blast caster marks a stunningly successful entry into the market. The tightly knit particle packet produced by a blast caster pistol is, on average, slightly more damaging than that used by other major races.

**Gaim Blast Rifle:** This sleek, glossy black rifle seems to have only a single working part; the oddly shaped trigger. Like its smaller cousin, the blast caster, this device generates a somewhat tighter packet of particles than a standard Earth-produced PPG. This tighter packet gives it a higher average penetration, though it burns no hotter than any other race's PPGs.

**Gaim Hold-out:** After losing a handful of diplomats to 'accidents' the Gaim began to see the wisdom of arming their 'talkers'. Their science-units came up with the Gaim hold-out. This single-piece PPG looks like a slick black baton approximately eight inches long. A Gaim diplomat can detect the firing mechanism by running his fingers along the unit. Other races and even other Gaim must roll a Search check (DC 20) to find the trigger. The hold-out does very little damage relative to other energy weapons. However, it does not show up as a weapon on most scanners, allowing Gaim diplomats to go armed in almost any situation.

**G'Dok'Dao:** To their eternal shame the Narn do not remember who G'Dok was. They do, however, retain the weapon associated with this once important religious leader: a heavy one-handed mace with a polished steel head. The G'Dok'Dao fell out of service for centuries before becoming highly popular during the Occupation. Narn prized it for its simple construction and the ease with which it could shatter a Centauri noble's pate.

**G'Quan'Dao:** G'Quan was a Narn of peace, but he led the fight against the Shadows carrying the progenitor of this heavy, two-handed mace. The shaft is traditionally made



Fibre Knuckles





Grav Grenade

of extremely dense wood native to the mountain where G'Quan preached. The head, made of smooth, polished steel, was once purified in waters from the mountain for ten days. Now, Centauri blood is the favoured medium of baptism.

**Grav Grenade:** These Minbari grenades are roughly the size and shape of a human fragmentation grenade. They come completely sealed in a flawless crystal sheath and have extensive internal mechanisms to prevent a non-Minbari from opening them. When activated, the grenade causes crushing pulses in the gravitational field within a 20 foot radius. These waves persist for ten rounds. Each round everyone in the area of effect takes 1d4 bludgeoning damage and must make a Fortitude save (DC 15). Those who fail instantly fall prone. Characters who succeed still suffer the damage but not the knock down effect. The damage done by these gravity waves ignores DR and hardness.

**Hardened Knife:** If the standard knife is the weapon of the lurker and the desperate, then a hardened knife is the weapon of the elite soldier. This human-made knife represents the pinnacle of human metallurgical technology. It is formed of polymerised metals interwoven around a diamond blade and aligned using complex nanomachinery. The overall effect was to create a blade of incredible sharpness, balance and precision. Some members of the Minbari warrior caste have been overheard to say they find it 'adequate to its task', a high complement from such hide-bound warriors.

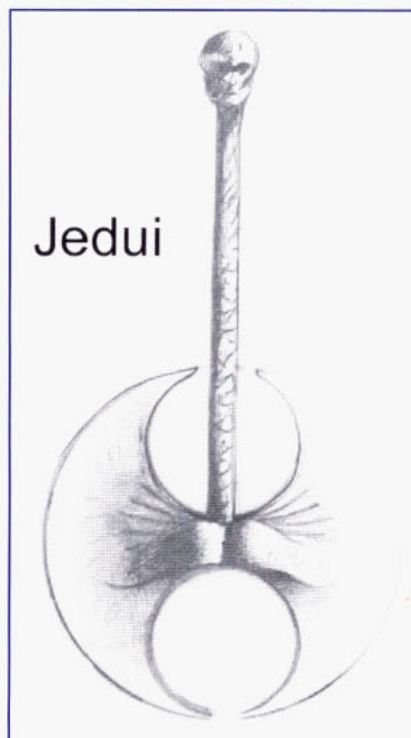
**Illusion Grenade:** This flat disk grenade of Centauri origin contains the latest in holographic projection technology turned to military purposes. The 'grenade' activates immediately upon being thrown. It fills a 20 foot radius with shifting patterns of light and subsonic vibrations. Each person within the field must make a Will saving throw (DC 14) or become confused for one round.

The grenade runs for five rounds before the internal power supply overheats. This transforms the grenade into useless metal slag.

**Incendiary Grenade:** An incendiary grenade contains one of a vast number of air-flammable liquids. When detonated it does 2d8 fire damage to everyone within 15 feet. Unless these liquids fall upon something flammable they burn out within one round.

**Incense Burner:** An incense burner consists of a one-foot diameter, hollow, crystal globe attached to a hand-carved crystal chain. Religious caste Minbari typically place incense in the globe, then swing it to disperse the incense over a wide area. An incense burner is a weapon of desperation; religious caste Minbari would never consider carrying one into battle.

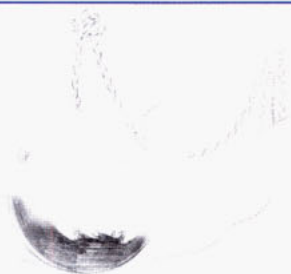
**Jedui:** This giant two-headed axe betrays its Drazi origin in its fanciful decoration. The shaft is solid iron, cast to have the same pattern as Drazi skin. The space between the heads contains decorations that could only be interpreted as a Drazi's chest. The ball-cap of the shaft looks like a stylised Drazi face. If the attacker misses his target he must make Strength check (DC 15) or drop this massive weapon.



Jedui



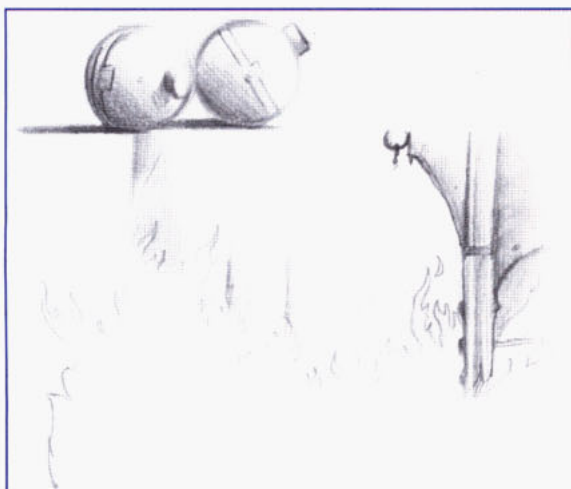
Incense Burner



**Ka'nok:** This Narn hatchet-sized axe has a single convex blade attached to a heavy metal handle pierced by brass rings. The rings jangle when the Narn attacks, creating a sound many Centauri hear in their nightmares.

**Kuf:** A Kuf sacrifices some of the Jedui's massive weight in return for a second set of flared axe blades located on the opposite end from the first. On some Kuf these blades appear to grow out of the 'Drazi's' feet. A Kuf is a dual weapon.

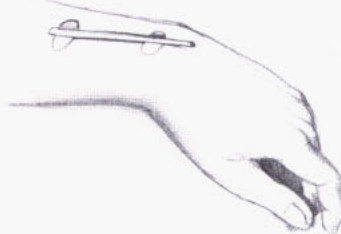
**Napalm Grenade:** Strictly speaking, Earth Force has not deployed the gasoline and aluminium soap substance known as napalm for a century. Unofficially speaking, they and most sentient species, replaced the simple substance with equally devastating long-term incendiaries. A napalm grenade contains a small explosive charge and enough 'napalm' to cover a 20 foot radius around the grenade in a thin film of flame. This flame deals 1d6 fire damage each round until chemically neutralised. Characters in the radius may make a Reflex save (DC 15) to avoid getting any of the compound on them. If they succeed they take 1d6 damage in the first round but no additional damage after that.



Napalm Grenades

**Neck Ribbon:** Centauri noblewomen engage in the game of politics and assassination just as much as their men. Since they shave their heads, they turned to places other than their hair to hide useful weapons. The neck ribbon represents one such innovation. These innocuous seeming ribbons contain a single, almost unbreakable strand. The wielder may use the ribbon to make a coupe de grace attack dealing 1d6 damage. The neck ribbon does not show up on any known security scanner. Centauri wear these ribbons either as decoration on their dresses or, more provocatively, as chokers.

**Noble's Brooch:** This broad-based Centauri brooch conceals between one and four fibreglass blades. The wearer can release the blades by pressing a stud hidden just under the central gem. Nobles use these brooches as a last line of defence against attackers or as tools of assassination.



Palm Needle Thrower

**Palm Needle-thrower:** Yet another in the long list of Centauri weapons of assassination, a palm needle-thrower represents an integration of sophisticated neural interface technology with bloody-minded practicality. The device consists of a single charge, gas-powered needle thrower thin and flexible enough to attach via adhesives to the wrist. The attachment face has a neural sensor in it which, when used by a Centauri, causes it to fire on command. The needle cannot deal a critical hit and does not have enough pressure behind it to fly more than ten feet. It deals one point of damage on impact. For an additional 200 credits the palm needle thrower will throw a fleck of ice rather than steel, allowing the needle to melt away after delivering its payload.

These weapons must be discarded after use. They cannot be reloaded.

**Reflecting Stone:** This Minbari weapon looks like a one-inch wide clear, square crystal. The user must make a Concentration check (DC 15) to activate it. Once activated the crystal gathers light from the surrounding area, concentrates it and unleashes it in a blinding beam of light. The wielder may make a ranged touch attack at a



target within line of sight. If he succeeds, the target must make a Reflex save (DC 15) or be blinded for 2d4 rounds. The reflecting stone fires once every other round. It does not work in an area with no ambient light. In a low-light area it can only gather enough light to fire once every four rounds.

**Sha'gal Gravity Rifle:** This heavy Minbari rifle looks a great deal like a Sha'nar fusion rifle. However, unlike its cousin the Sha'gal directly manipulates gravity rather than throwing blasts of coherent plasma. The targeting system built into the weapon allows the user to aim it like a normal rifle. When fired, the rifle creates a gravity pulse around the target. Living targets take 1d4 damage ignoring armour and lose 30 feet from their movement rate for 2d4 rounds unless they make a Fortitude save (DC 15). Inanimate objects or machines lose 30 feet per round from their current velocity, triple in weight and take 1d4 damage per round for 2d4 rounds. The damage dealt to objects by the gravity pulse ignores hardness.

**Shenn:** This large, single-edged, two-handed sword contains the best steel Drazil metallurgy can provide. Its handle is moulded to look like Drazil legs; the cross-guard looks like a Drazil's hip. The blunt edge of the blade is sheathed almost to the tip in an elaborate decoration vaguely resembling a Drazil's chest. Unlike the Jedui or Kuf, this ornamentation has advanced to meet the changes

in technology. The Shenn's decoration contains a set of thin chambers filled with quicksilver and a complex artificial intelligence that measures the velocity and torque of the blade. The system shuffles the blade's balance and weight for maximum cutting power.

**Sin Stick:** The Markhab are not well known for their weapon's technology, but the folding stick they use for personal defence deserves a special mention. Dubbed a 'sin stick' by the occasional lurker who preys upon them these light wooden sticks are generally used for prayers. However, they are solid enough to serve as a club if the situation warrants. A Markhab who uses his 'sin stick' for self-defence must engage in ritual purification afterwards.

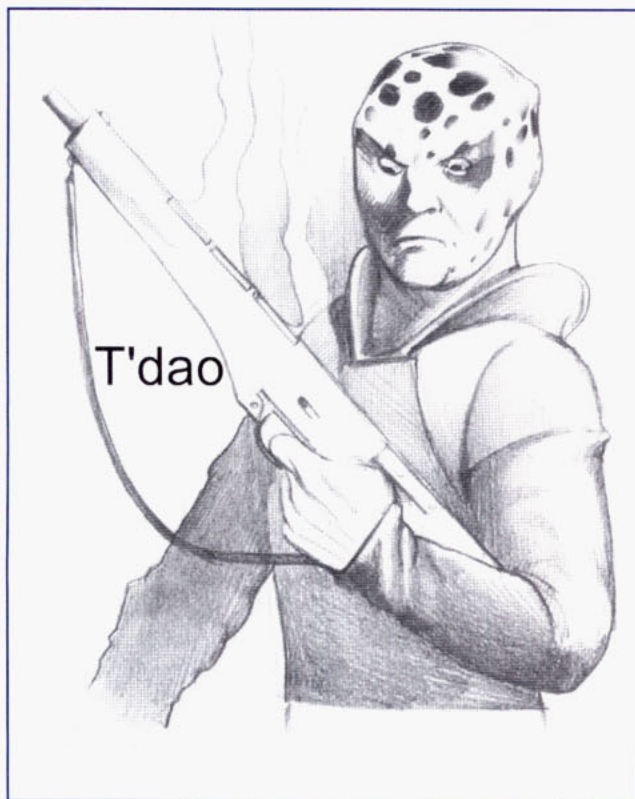
**Steel Chain:** Most stations and indeed many worlds are littered with short lengths of steel chain. These weapons of opportunity do little damage but can help to even out a fight. Characters wishing to fight with a chain can either scrounge up a bit of chain or buy new chain at a hardware store for ten credits per five feet length.

**T'Dao:** The Narn know they do not have the technological skill to manufacture a decent laser rifle. Nevertheless, they continue to produce the T'Dao as a matter of pride. They based the initial manufacturing template on stolen Centauri designs. Many Narn infantry units have boxes of unopened T'Dao; they would rather use Earth or Narn made PPGs than these underpowered, cranky rifles.

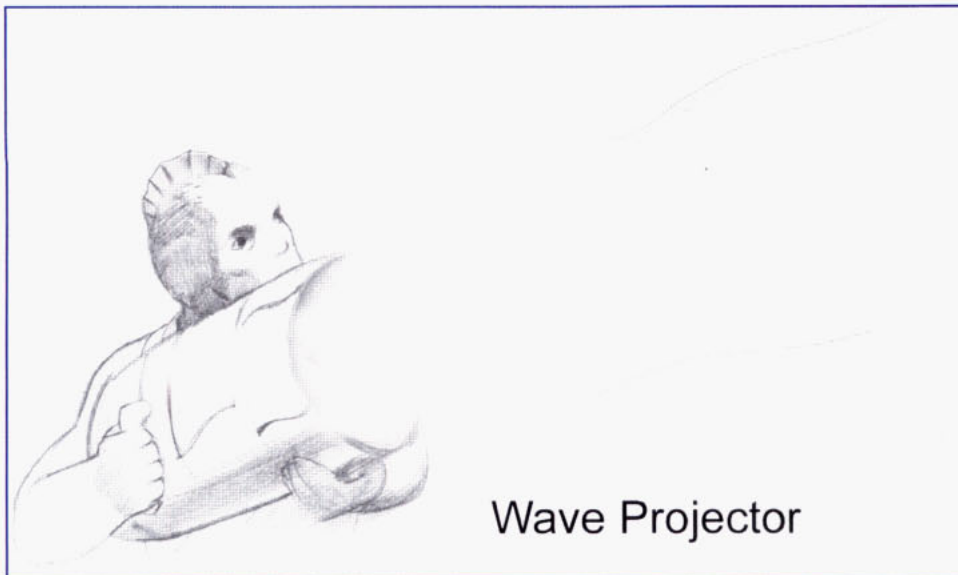
**Thrasher Grenade:** The Narn-built thrasher grenade consists of a heavy outer shell and a powerful internal charge. When the explosive charge goes off the shell breaks along intentionally structured micro-faults. The resulting razor sharp fragments cut through flesh, bone and steel. Characters in the area of effect must make a Reflex save. If they succeed, they take the normal grenade damage. If they fail, they take normal damage and 1d4 points damage to their Dexterity due to the muscle damage done by the shrapnel.

**Thrasher Pistol:** This Narn pistol looks like a cross between a pistol and a human-made base ball thrower. When activated it throws a thin, fairly heavy, spinning steel blade at the target. If the blade deals damage the target must make a Fortitude saving throw or take one point of Constitution damage.

**Thrasher Rifle:** This Narn pistol is a larger version of the Thrasher pistol. It throws slightly larger blades a good deal harder than the pistol model can manage, giving it both higher range and better damage. If the blade deals damage the target must make a Fortitude saving throw or take two points of Constitution damage.







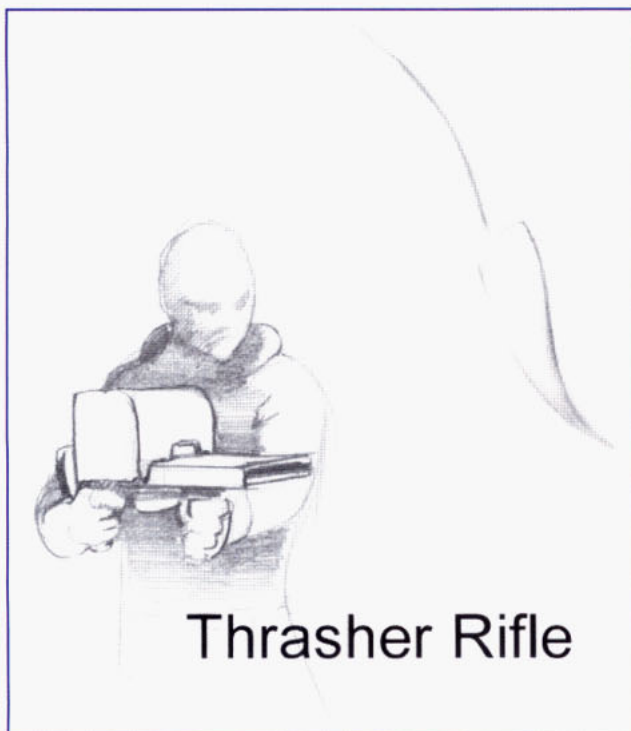
## Wave Projector

**Water Blade:** This extremely rare Abbai weapon looks like a sword hilt attached to a short, hollow tube. When activated it draws from an existing water supply to create a blade of compact water. This blade breaks up if it fails to penetrate its target's DR. On a natural 20 the blade strikes perfectly, incorporating the target's blood as additional water. The blade requires at least ½ gallon of water.

The wielder of a water blade may ignore penalties for underwater melee attacks with a slashing weapon.

**Wave Projector:** The Abbai are not known for their exotic weaponry, but they do have a few tools worth noting. This gun, which looks like a one foot wide by two feet deep barrel, is one of them. It sucks water in from the bottom, forms it into a coherent ball of molecularly aligned material, then throws it out with considerable force. This ball breaks up when it hits its target, dealing 1d4 damage. The target and everyone within five feet must make a Reflex save (DC 15) or be knocked back ten feet in a random direction. When above water the Abbai can attach a one foot deep reservoir to the bottom of the wave projector, providing the projector with enough ammunition for three shots. Underwater, the item may fire an unlimited number of times.

**Whisperer:** This small Brakiri pistol packs a considerable charge in its reddish, particle packet shot. However, this charge is geared more towards the generation of an electric pulse than heat. The whisper does non-lethal damage and cannot damage objects. On the plus side, it requires a Technical (electronics) check (DC 30) to detect these pistols when using a standard customs scanner.



## Thrasher Rifle



# Designer's Notes

The Zocalo, a place of commerce and diplomacy for a quarter million humans and aliens...

Wait. That's the entire station, isn't it?

In this book, we tried to show how the Zocalo and its interactions present the characters with options just as interesting and complex as those offered by galactic politics or military actions. Just the act of shopping in a world as dangerous as Babylon 5 during the Great War and its aftermath can be an adventure in and of itself. The shopping system captured some of that flavour, especially in the threats associated with failure in the multi-stop shopping system.

Of course, shopping is a fate worse than death in many campaigns. I wish I could lose track of all the times a campaign has bogged down for a night (or forever!) in the tedious business of negotiating a price on some trinket. Even though human beings spend literally days of their lives shopping, this nerve-racking, exciting, exhilarating, stomach-turning process is reduced, in RPGs, to a single die roll and an expenditure of resources.

In order to cure that we needed to talk about shopping in a new way: as a granular mini-game. Thus the three levels of possible 'shopping experiences' – a single die roll, a die roll and a negotiation game and the linked multi-stop shopping/negotiation games. Games Masters now have the option of glossing over a shopping trip, exploring the interesting side of it (rather than the wandering the shops side of it) as a separate scene or engaging in up to a half-dozen related scenes culminating in a tense negotiation.

Although I have a version of the negotiation system translated into non-financial transactions I decided not to include it in this book. Once we started down the road of politics and policy the book could have been completely derailed. Fortunately the tools are present within the current system to expand it; maybe we will get a chance to do so in later books.

All of this work on shopping would not have meant anything if we did not present the characters with something to buy. Unfortunately we ran into a conflict here between standard RPG paradigms and the nature of Babylon 5.

In RPGs we define our characters partially by what they own. In fantasy games this means magic items. In Judge Dredd, a judge is a JUDGE when he uses his equipment. In science fiction games we often use technical gadgetry or technical 'magic items' to define our character's capabilities.

In Babylon 5, characters define themselves by the services they offer and their connections to other people. Sheridan does not wander around with a special PPG; Garibaldi is a dangerous man with whatever weapon happens to come to hand. The closest things we have to defining items are the Ranger's kit (denn'bok, pin, robes) and the White Stars. The Rangers get their kit from the Minbari. Anyone who can pass the requirements and tests can get them free of charge. The White Stars are not for sale under any circumstances.

In order to address this problem I decided to strike out in a slightly different direction. Commercial, Professional and Luxury services cover a huge portion of the equipment sections. The specific item sections deal with items that have some kind of systemic effect. This allows Games Masters and Players to populate their world with anything their imaginations tell them is important, rather than a dry list of equipment dreamed up by someone else.

Finally, we wanted to spend some time talking about the world of smuggling and illegal dealing on Babylon 5. These situations just scream with dramatic potential. More importantly, they scream with dramatic potential only rarely touched on by the lead characters of the series. So long as the characters do not blow up the station or kill someone important they can have wide-ranging effects in the underworld without disturbing the story. In fact, they can be part of it, either opposing the lead characters or helping them from the shadows. In either case they chart their own destiny, a feat near and dear to the hearts of Players everywhere.

So, welcome to the Zocalo. I hope you can find what you are looking for. If you tell that nice Vree over there what it is, he may have it for you. If not, I bet he knows someone who does.

**Shannon Kalvar**



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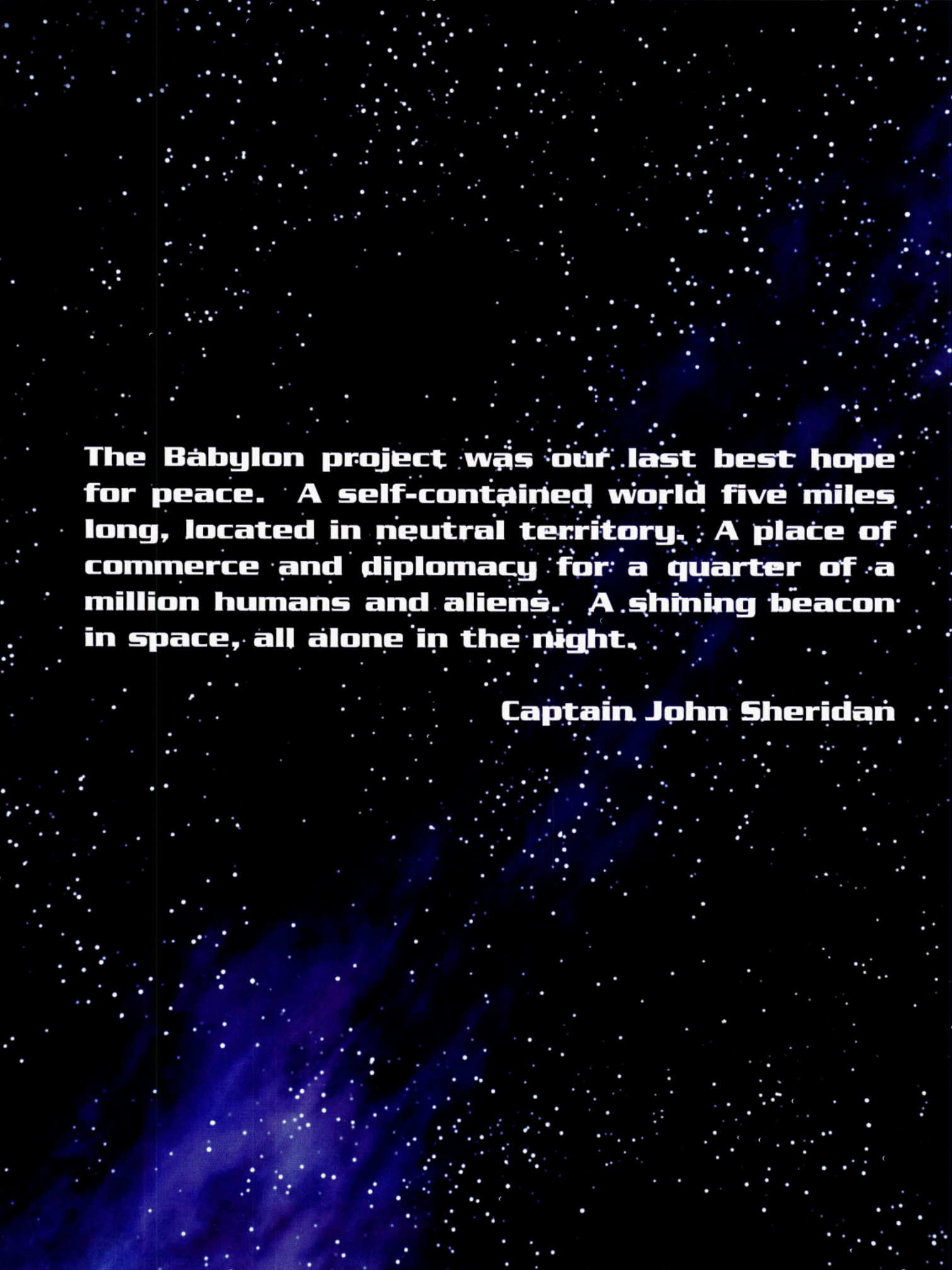
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**The Babylon project was our last best hope for peace. A self-contained world five miles long, located in neutral territory. A place of commerce and diplomacy for a quarter of a million humans and aliens. A shining beacon in space, all alone in the night.**

**Captain John Sheridan**



MGP  
3344



# The Zocalo

The Zocalo is a teeming marketplace set at the heart of Babylon 5. Stall holders and shopkeepers ply their trade to thousands of workers and tourists as they pass through the centre of the huge spacestation. And all manner of goods, both mundane and fantastical, can be had. It is a cosmopolitan mix of races and cultures, built out of the need for progress and understanding, but beneath this façade of co-operation beats a black heart. A seedy black market of illicit goods and services can be had for those who know where to look.

## Inside You Will Find

**Equipment & Weapons** – A plethora of gadgets and gizmos, ranging from the ridiculous to the sublime. Most items debut here, although a careful viewer will recognise them, or at least their implied presence, from the show.

**Services** – Presents the cost for various services, ranging from the fees for maintaining a potted plant in your room to renting a starcruiser or putting on a fireworks display.

**Creating Items** – A complete system is presented for creating unusual and unique artefacts, some of organic technology, others simply built using theories of technology radically different from anything currently in operation.

**Trade** – In addition to presenting long equipment of kit this book also delves into the world of galactic trade. It starts this exploration in the Zocalo itself.

**Black Markets** – *The Zocalo* also explores the black markets on Babylon 5. A knowledgeable shopper can find anything from fake identification cards to enough guns to supply an army.

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