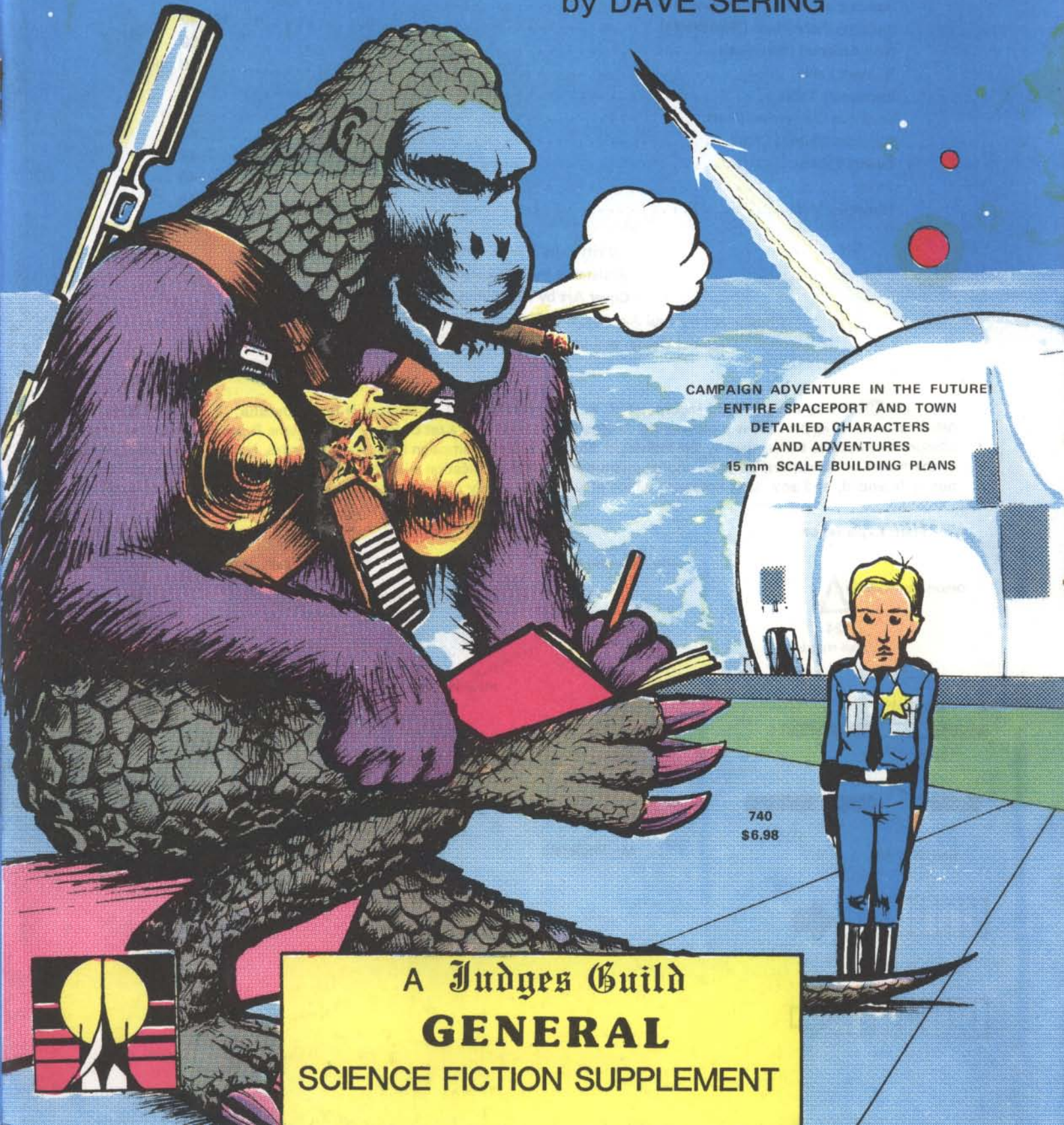


PORT O' CALL:

# TARLKIN'S LANDING



by DAVE SERING



CAMPAIGN ADVENTURE IN THE FUTURE!  
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SCIENCE FICTION SUPPLEMENT



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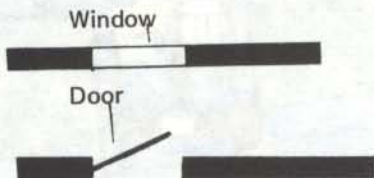
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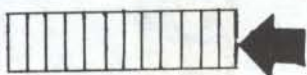
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### Plans Explanation



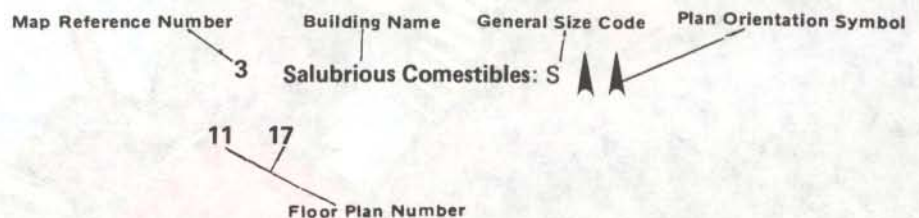
Stairway Up



Stairway Down



### Symbols Explanation



VS - Very Small


L - Large


S - Small

VL - Very Large


M - Moderate

Description

North 

South 

East 

West 



## Introduction

This product is the first in a series of **Judges Guild** general Science Fiction role-gaming aids. Named **Port O' Call**, the series is designed to provide several ready-made starport towns, complete with detailed floor plans of all buildings and a detailed population of inhabitants. The initial series emphasizes the small starports of the kind most likely to be found on the frontier regions or in neglected back-waters, areas where player characters are most likely to begin adventuring.

The plans provided in each case comprise the center 12 pages of the guidebook and a web map, 22" x 34", which contains an overall map of the town as well as the plans of the larger buildings. The center 12 pages are designed to be removed from the book. A Judge can remove them by laying the book flat, prying the staple prongs upright, gently lifting the center pages out, and bending the staple prongs down tight again. The plans are drawn in 15 mm scale and are overlaid with a special grid to ease movement and combat. Each square represents a distance of 1.5 meters across. All plans of the series are in the same scale and may be used in conjunction with each other.

The format begins by listing the general function of the building, the size code, the orientation symbol, and the number of floors or levels. The next item to be listed is the overall building shape with the dimensions, given east/west and north/south or in diameter, and the height. Construction materials of the building are described, along with the number, location, and type of doors or entrances. Special construction features are described. The major areas of the building are given and the contents of each area are given in this order: ground floor, upper floor/floors, basement. The presence of at least one occupant 50% or more of the time is indicated by underlining the name of the building.

Inhabitants, occupants, or personalities generally associated with this building are given here or are cursorily listed with a reference to the detailed description given elsewhere. Character descriptions commence with the name and any applicable title. The next section is a series of statistics which define the physical being and abilities of the character. The statistics are listed using the following abbreviations and in the following order: STR (Strength), INT (Intelligence), CON (Constitution), END (Endurance), DEX (Dexterity), AGL (Agility), CHR (Charisma), LED (Leadership), LCK (Luck), and PSI (Psionics). The stated statistics are given on a scale of 3 - 18 and are sufficient to define characters in all currently published gamesystems. See the conversion table on page 42 for additional information. Physical description comes next, including race, gender, age, size, details of appearance, and bearing. Then applicable clothing and equipment, including weapons, are described. Background of the character is given next, starting with Social Rank, significant past history, and any important ongoing relationships. Finally, the wealth and income of the individual is listed, completing the physical description of the character. The mental description begins with a listing of the formal education level and the skills acquired. Skills may sometimes be listed in a rather general manner and will need interpolation by the Judge to suit the specific gamesystem in use. Personality traits finish the description of the character, giving the Judge a basis upon which to run interactions with player characters. Many characters will require only cursory descriptions because of the nature of their position or role, and, therefore, many of the detailed items may be omitted. Lastly in the description, come several blank lines for the Judge to enter information specific to the campaign he or she is running.

## Background History

The port of Tarlkin's Landing was established some 50 years ago by the Frastin Mining Consortium. Exploitation of the local bismuth deposits provided a source of wealth for 20 years or so, and the town prospered. Normal "Boom Town" mining activities ceased when the bismuth deposits played out and the large companies moved on. Most of the smaller companies stayed on, and almost all the private citizens remained, since a number of smaller companies and independents were continuing to exploit the other various mineral deposits of the region. Also, ranches were established and domestication and herding of the local T'linka beasts proved profitable. Some visionaries had started to farm in the nearby foothills of the Minzami Mountains, and; over the last 20 years, irrigation has begun to produce some excellent crops. Light manufacturing was introduced 10 years ago, primarily irrigation machinery, farm equipment, and vehicles. While some of the older residents comment nostalgically about the good old boom days, most residents are fairly satisfied with the way things are developing now. Most of the citizens would be unhappy at a new major mineral strike, feeling that an influx of large companies would upset their rather comfortable routine. Still, a significant portion of the younger population is bored and would welcome some excitement to shake things up.

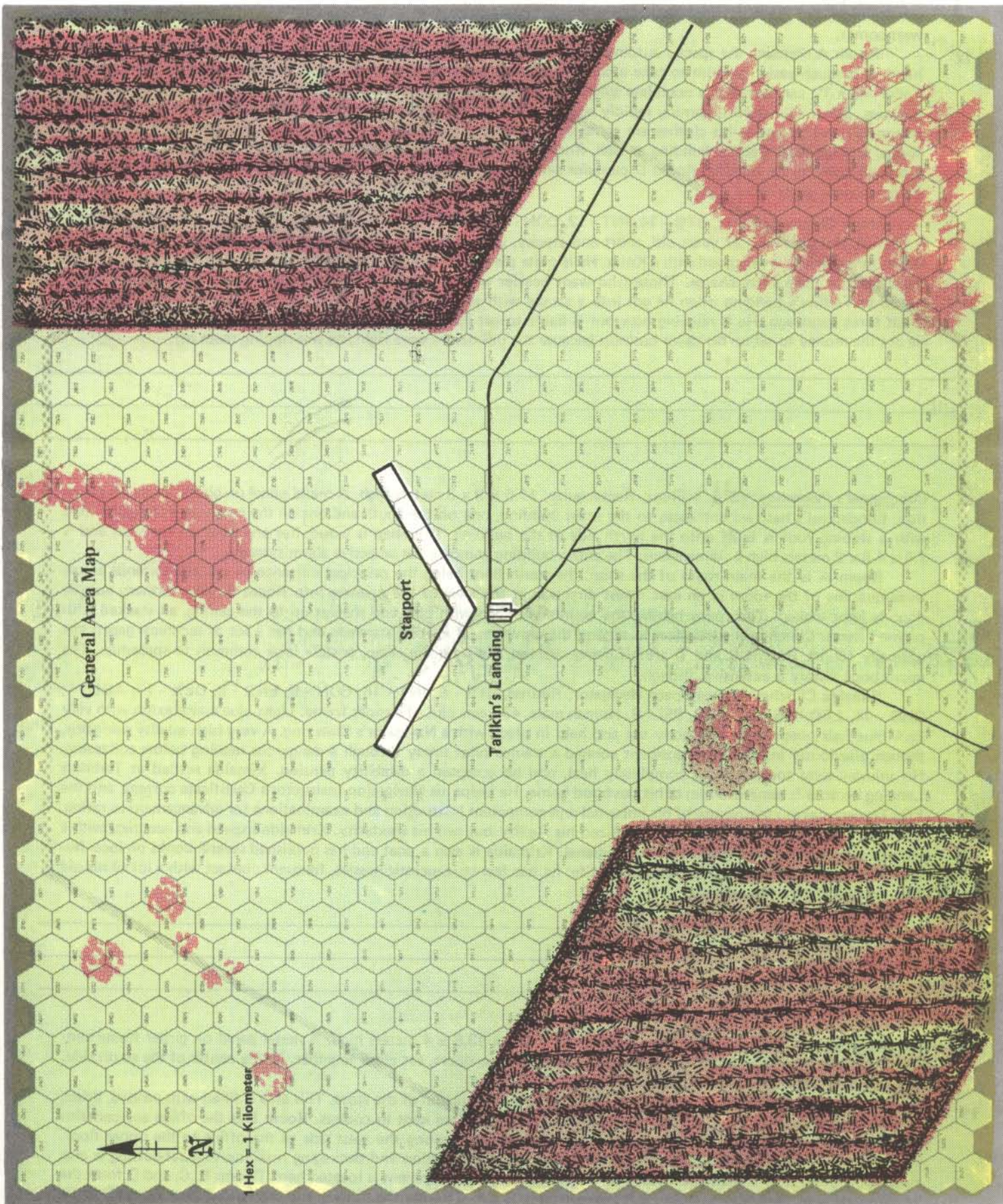
Because of its location, Tarlkin's Landing serves as a convenient stopover and exchange point for cargo or passengers. The large scheduled lines don't make much use of this port, listing it only as an emergency landing point. The Free Traders and small lines make extensive use of its facilities, and normally two or three ships will be in port at any given time.

Unknown to all but a few of the local populace, a large deposit of selenium has been discovered back in the hills north of town. Several businessmen stand to make great profits if the word doesn't spread too quickly. Over the next few months, some newcomers will drift into town as under-cover advance agents for the large companies. Two large mining companies are competing for mining rights, and things are about to bust loose.









Judges Guild

R. R. 8 Box 9 1221 N. Sunnyside Road Decatur, IL. 62522

SCALE: Each Hex Represents



1 **Climstons Clothiers:** S 1 Floor, Rectangular, 13.5 x 22.5 x 3 meters high. A plastic and fiberglass panel on frame construction, this clothing store has two entrances, one on the east as a customer door and a private door in the south-west corner.

12 Room A contains the special automated tailoring machinery. Climston keeps very little ready-made clothing on hand. It is much easier for him to take a customer's measurements and design a special item to match. His Computo-Tailor Mark IV can turn out a complete suit of clothes to a preset pattern in just five minutes. While fairly new at the business, Zlmar Climston is learning rapidly and is programming many variations into his machine. His prices are quite reasonable and he knows his clothes are going to fit and wear well. The Free Traders are now coming to him for uniforms, and his local trade is building as well. Room B is the bedroom. Room C is the kitchen/dining room and also has a private door to the outside. Room D contains several large, comfortable pieces of lounging furniture and serves as a living room or guest room.

Zlmar Climston, Tailor, STR - 14, INT - 12, CON - 10, END - 12, DEX - 16, AGL - 12, CHR - 14, LED - 9, LCK - 7, PSI - 8, Human male, 27 years old, short and stocky, with a swarthy complexion. Well mannered and soft-spoken, Zlmar, nevertheless, is very good with a Knife. He is quite pleased to build Knife sheaths into his clothing for other Knife enthusiasts, at little extra charge. Those who want heavier weapons holsters are directed to Dimlan's Footwear. Zlmar moved to Tarlkin's Landing when he got into a scrape with several politicians on his home planet several systems over about three years ago. He is relaxing now but is liable to get itchy feet and go adventuring in another couple of years. He got the money to set up his tailor business because the politicians were right; he was ripping them off.

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2 **Clinchgreel's Pawnshop:** VS 1 Floor, Rectangular, 11.5 x 9 x 3 meters high. A metal panel on girder frame construction, Clinchgreel's has two entrances to the main building, one on the south and one on the north. A rectangular shed with a sloping roof is built onto the north side of the building. This shed is wood, has one door on the west and is 7.5 x 4.5 x 2 meters high in dimensions. The entire building complex has an active alarm system.

24 Room A is the main room of the shop, the south door being the principal entrance. A counter extends across three-quarters of the room in an east - west direction at the level of the opening into Room B. The northern outside door is kept locked. The room behind the counter is filled with bins and shelves up to the ceiling, all stacked with pawned items. Clinchgreel specializes in serving the crewmen of visiting starships and has a lot of technical gadgets not normally found. Rooms B and C are his living quarters and have the clean, austere look common to spacemen. The micro-book library is extensive, though.

Kimalda Clinchgreel, Deepspace Navigator, Retired, STR - 8, INT - 16, CON - 9, END - 8, DEX - 17, AGL - 4, CHR - 14, LED - 16, LCK - 12, PSI - 8, Human male, 43 years old, of slender frame. Light blue complexion with very dark blue hair swept back to a pony tail and held in place with a Navigator's Class ring. A very high-quality navigator, though grievously injured in an accident conned a trainee pilot safely through a dangerous landing before collapsing. His injuries were too severe to completely heal, and he accepted a disability pension. Kimalda settled at Tarlkin's Landing because it reminded him of his boyhood home. He keeps his Navigation Instructor's Certificate current, and the Free Traders make extensive use of his impartial and competent instruction and examinations for advancement in rating. The injury to his legs and lower spine reduced his Agility but not his Dexterity. Kimalda's speed and accuracy with a laser pistol are still nothing short of phenomenal. Kimalda is also a poet and has published several books on local history and legends. Kimalda likes his current life; he has few bureaucratic hassles, frequent contact with a lot of his old friends, and relatively good health.

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3 **Salubrious Comestibles:** S 2 Floor, Rectangular, 22.5 x 13.5 x 4 meters high. A metal panel on girder frame construction, this food store has three entrances. There are two doors, set close together, in the center of the south side, and one door set in the center of the north side.

11 17 Room A on the ground floor (Plan 11) houses the major portion of the store. This area is filled with canned, dried, or otherwise preserved foods. Some fresh fruits and vegetables are kept in coolers. Room B is the office and contains little beyond a desk, chair, and small safe. Stairs lead upward along the west side of the office to the upper floor.

Room A on the second floor (Plan 17) houses food preparation and packaging machinery. Meat-cutting is also done here. Storage of some excess stock as well as some spare equipment is located here. Rooms B, C, and D form the living quarters of the owners. Room B is the restroom. Room C houses the kitchen and dining facilities. Room D is the living and sleeping quarters.

A young married couple recently took over the store from an older relative who still owns the store but is permitting them to buy her out. Trade is well-established, and business is quite good.



**Ralf Czinick**, STR - 8, INT - 12, CON - 9, END - 10, DEX - 12, AGL - 11, CHR - 9, LED - 6, LCK - 8, PSI - 6, Human male, 24 years old, average build, dark tan complexion with blondish-white hair and moustache.

**Comilla Czinick**, STR - 9, INT - 14, CON - 9, END - 11, DEX - 11, AGL - 10, CHR - 12, LED - 12, LCK - 9, PSI - 9, Human female, 23 years old, stout build, fair but freckled complexion with long, light green hair.

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- 4 **Kranston's Bar & Grill:** VS ▲ 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A metal panel on girder frame construction, Kranston's has but one entrance, a metal door located one third of the way along the east side of the building. Room A is the main area, with a counter running along the entire west side, hot plate and booze stocks behind the counter, four tables with four chairs each in the main area, and four barstools along the counter completing the furnishings. Rooms B and C are restrooms for male humanoids and female humanoids, respectively. The food is fairly cheap and is of poor quality. The drinks are also fairly cheap but are of better quality. (Kranston's brother owns part of a brewery).
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**Jozek Kranston**, Owner/Bartender, STR - 12, INT - 10, CON - 9, END - 12, DEX - 11, AGL - 10, CHR - 6, LED - 3, LCK - 8, PSI - 4, human male, 58 years old, of sturdy frame and appearance, though now aging rapidly. Medium build with dark complexion, a prominent nose, and a black, bushy moustache now turning grey contrasting with a completely bald head. Settling here at the end of the boom days, Kranston opened the bar as a relief from a former mining job. He knows a lot about the local geology and what miners are doing what. Of fairly unassuming mien, Jozek Kranston long ago gave up the hope of achieving much in life and is content to see life go by comfortably, with as few problems as possible. One of his most prominent "anti-hassle measures" is the stun gun he constantly wears on his belt, which he will use with very little provocation. "Stun first and sort things out at leisure," is his motto.

- 5 **Trinsloe's Machine Shop:** L ▲ 2 Floors, Rectangular, 9.5 x 30 x 4 meters high. A large two story building, constructed of metal panels on a girder frame with five entrances. The east side has three large, 6 x 4 meter metal power-operated doors and one small personnel door. The other door is a small metal personnel entrance located in the southwest corner.

18 23 The ground floor (Plan 18) is mostly open space two stories high with a heavy-duty hoist running on parallel rails set just under the ceiling. This hoist has a four tonne capacity. Room A has a concrete slab floor with machinery bolted down into it. All standard, heavy metal-working machinery is here; lathes, drills, mills, welders, etc. This machinery is capable of making any necessary repair to vehicles of tank size and below. Normally used for farm and ranch machinery, the shop keeps the Starport Emergency Equipment in repair. Occasional items of starship repair can be done here as well. No major ship repairs can be made because the tools aren't large enough. Room B contains the office, a desk, chair, and table. One locked file cabinet with business records stands in a corner. A small door in the southwest corner opens to the outside but is normally kept locked. Room C has exits leading to Rooms A and B and the outside, and a stairway in the southeast corner leading to the upper floor. Room C contains spare parts, extra tool bits, and a couple of grimy old lounge chairs (the break area).

The second floor (Plan 23) has Room A open to the area below. There is no access between A and the other rooms on this level. Room B contains a large number of bins and shelves with spare parts, nuts, bolts, and extra tools. Room C is also spare parts and stocks. Room D is a clean up and washroom.

During the daytime, three to five workers are engaged here at various construction or repair tasks. Hene Trinsloe will be found either here or next door in the salvage yard. The Machine Shop is deserted at night but is locked and alarmed.

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- 6 **Trinsloe's Salvage Yard Office:** VS ▲ 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A very small, single story building, constructed of metal panels on a girder frame with two entrances. The northeast and southwest corners have small personnel doors.

22 Room A is the waiting room for customers and break room for employees. Room B, the office, holds all business records and has a wall map of the yard with the different types of machinery locations marked. Rooms C and D hold small parts and especially valuable components.



The building is locked and alarmed at night, and 4 trained Slithers roam the fenced yard. During the day, only one or two people are likely to be here, usually Hene Trinsloe himself. When the office is empty during the day, one of the employees keeps an eye on it.

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7 **Work Bay One:** S ▼ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame with three entrances. The entrances are a pair of 9 x 3 meter power doors in the southwest corner. The Work Bay is nothing more than an oversized garage. It serves to shelter the machinery and workmen during disassembly, repair, and reassembly. The bays are usually full with some decrepit piece of gear or other.

8 **Work Bay Two:** S ▼ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. Same as Work Bay One.

9 **Work Bay Three:** S ▼ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. Same as Work Bay One.

Four employees are on the premises, fixing or repairing Machinery. If stats are required, take four random Citizens.

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10 **Hene Trinsloe Residence:** VS ▲ 1 Floor, Rectangular, 11.5 x 9.5 x 3 meter high. A small, single story building, constructed of plastic and fiberglass panels on a girder frame with two entrances. The southwest corner has a door as does the north side. At the northwest corner of the building is a 4.5 x 4.5 x 2 meter wooden shed with a door opening directly to the east.

27 Room A, the living room/kitchen holds a small food preparation center, table, and a couple of chairs. Room B is the restroom and personnel fresher. Hene Trinsloe has Room C fitted up as his bedroom. Room E serves as a cage for the four trained Slithers which are released into the fenced-in salvage yard at night on anti-vermin and security patrol.

**Hene Trinsloe**, Owner, STR - 14, INT - 16, CON - 12, END - 16, DEX - 16, AGL - 12, CHR - 10, LED - 8, LCK - 10, PSI - 7, human male, 47 years old, tall and skinny with a black complexion and a balding head of thin, white hair. A quiet man with a talent for machinery, Hene has a vicious temper which he mostly keeps under control. Hene started his salvage yard with the proceeds from an especially difficult job of mine machinery salvage that he did nearly 20 years ago. All the local folks have a great deal of respect for his skill with machinery.

**Rim Trinsloe**, Relative, STR - 15, INT - 14, CON - 13, END - 15, DEX - 15, AGL - 13, CHR - 11, LED - 9, LCK - 11, PSI - 8, human male, 19 years old, tall and slender with a dark mahogany complexion and a fluffy coal-black hairdo. Hene's cousin, Rim, was orphaned several years ago and taken in by Hene. He has shown an aptitude for some parts of the business and enjoys driving the wrecker truck. Hene can see, though, that Rim is going to want to wander, like all youth. When the time comes, Hene isn't going to stand in his way. Rim could easily be persuaded to go adventuring.

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11 **Salvage Yard Compound:** Rectangular, 150 x 200 x 2 meters high fence. The salvage yard is an open expanse of dusty or muddy ground, depending on the weather, with salvaged vehicles and equipment lined up in neat rows. Two rows are machinery which Hene has repaired or believes he can repair. The other rows are available for parts and materials. The local citizens of Tarlkin's Landing consider the salvage yard to be a valuable resource and find Hene's mania for neat arrangement most helpful.

On non-critical items of starship machinery, there is an 80% chance that Hene can adapt a part he already has or make a new one to fit.

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- 12 **Blue Chips Computer Repair:** VS 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A small, one story building, constructed of special thick insulated fiberglass and plastic panels on a girder frame with three entrances. Two entrance doors are on the west side, and one back door is on the east side. A special air-conditioning unit is fitted, as is a sensitive alarm system.

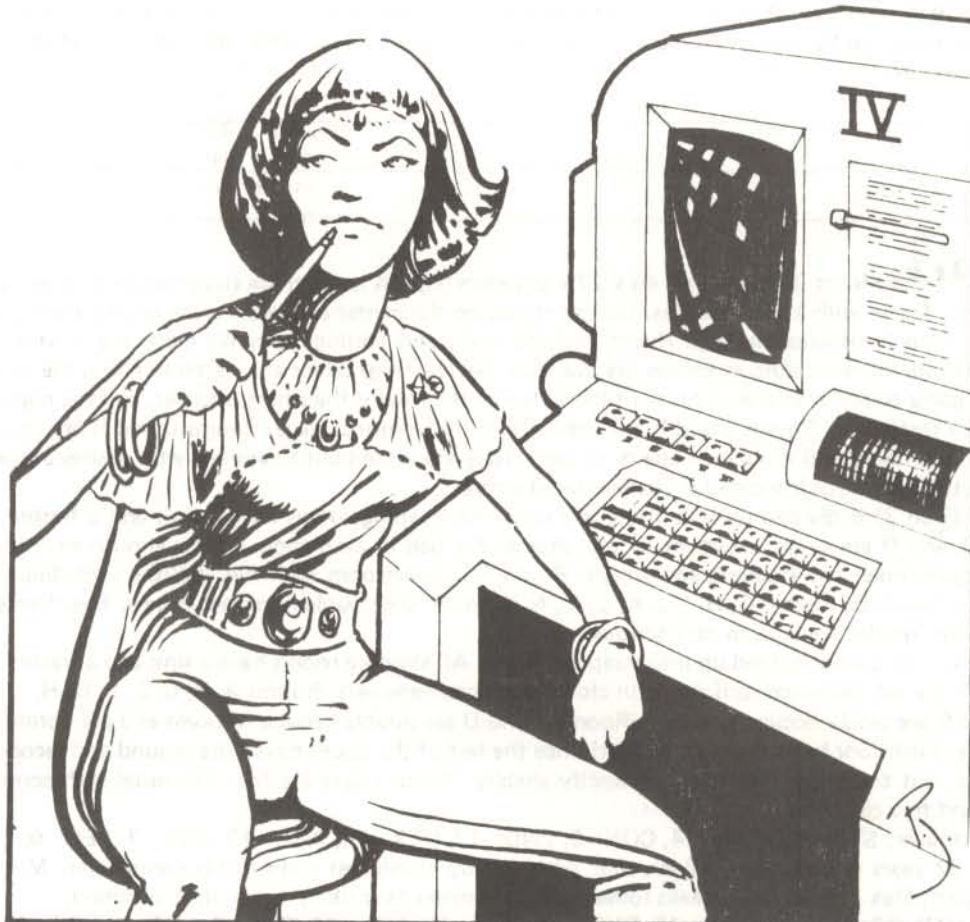
Room A houses the major portion of the repair business. Workbenches and equipment line the room. Intact and stripped-down computers are scattered all over the room. The room appears to be a rats' nest of wiring and cables, but a few moments' study shows all is where it belongs. Room B has a small desk, but is otherwise filled with racks of spare parts, cables, and circuit blocks and boards. Stin Feldin, owner, is listed under his residence.

- 13 **Stin Feldin Residence:** VS 1 Floor, Rectangular, 7.5 x 13.5 x 3 meters high. A small, one story building, constructed of plastic and fiberglass panels on a girder frame with two entrances. A wooden shed, 1.5 x 6 x 2 meters high is built on the southeast corner with a door in the center of the east side. The main house's doors are located opposite each other on the east and west sides.

Living, cooking, and dining functions are served by Room A. Room B is the restroom and personnel fresher. The bedroom is Room C. Few valuables are in the house.

**Kima Feldin**, wife, STR - 9, INT - 17, CON - 14, END - 12, DEX - 14, AGL - 9, CHR - 12, LED - 9, LCK - 12, PSI - 13, human female, 29 years old, short and stocky with a fair complexion and long, dark hair. Now that the twin girls, Jone and Jane, are attending school, she has time to slip next door each day for a couple hours of assisting her husband with repair and programming. In fact, she is a better programmer than he is, a source of pride to Stin.


Kima Programming Mark IV





**Stin Feldin**, Owner, STR - 9, INT - 17, CON - 10, END - 11, DEX - 14, AGL - 10, CHR - 11, LED - 6, LCK - 10, PSI - 9, human male, 32 years old, short and chubby with a dark complexion and dark hair. Stin and his wife settled here three years ago, after he ran an analysis on his computers as to the most likely spot on the planet to have another large mineral strike. In the meantime, the local populace and the spaceport support him well enough. He is highly skilled in computer repair but does not have as high a skill in programming.

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**14 Starman's Rest Hotel:**  2 Floors, Rectangular, 45 x 27 x 4 meters high. A large, two story building, constructed of metal panels on a girder frame with two entrances. Double doors on the center of the west face are the main entrance, and a 6 meter wide sliding door at the northeast corner serves as the service entrance.


**2 5** Room A, ground floor (Plan 2) is the main lobby and dining room. Several large and comfortable lounging sofas are scattered about the western end of the lobby. The eastern end has a dozen large tables with 6 chairs each to serve as the dining facility. Room B is the hotel office and sleeping room of the night clerk. Rooms C and D are restrooms. Rooms E and F are kitchen and grill. Rooms G and H are food storage rooms. The food here is inexpensive and fairly good. Not fancy, but a Credit or two buys a good, filling meal. Some of the townsfolk also stop in to eat.

The second floor (Plan 5) is divided up into sleeping rooms. All sleeping rooms have a sink and fresher in each room. Rooms D and V are full restroom facilities with clothing cleaner/renewers. Rooms A, B, C, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, and S are single occupant rooms, though the bed is large enough to snuggle two. Rooms T and U are double occupant rooms. On the whole, the Starman's Rest tends to be a very quiet place, but, every once in a while, all hell breaks loose. During a robbery of the bank across the street three years ago, patrons of the hotel killed all four armed robbers and were back to finishing lunch before the constables arrived on the scene. The hotel staff consists of two cooks, a cleaning maid, and the two clerk/managers.

**Denald Stano**, Partner, STR - 12, INT - 15, CON - 12, END - 10, DEX - 14, AGL - 10, CHR - 15, LED - 13, LCK - 10, PSI - 9, human male, 41 years old, tall and thin, with a sallow complexion and a full, shaggy beard but balding skull. Cheerful and with a good sense of humor, Denald is well-liked in the community. A fairly sharp businessman, Denald forces the hotel to make a reasonable profit in spite of its low prices.

**Kit Sesma**, Partner, STR - 15, INT - 8, CON - 12, END - 14, DEX - 12, AGL - 10, CHR - 9, LED - 4, LCK - 16, PSI - 14, human male, 39 years of age, short and of average build with a deep orange skin and hair color. Not that smart on his own, Kit always listens to Denald and somehow manages to muddle through. The adults are neutral toward him, but the kids in town love him.

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**15 Miner's Stopehouse:**  3 Floors, Rectangular, 45 x 27 x 9 meters high. A large, three story building, constructed of metal panels on a girder frame with two entrances. Double doors on the center of the east face are the main entrance,

**2** The ground floor (Plan 2) utilizes the large Room A as the lobby and waiting room. No meals are provided on the premises, and only coin-operated vending machines are available. Several large tables are scattered about the room, and there is usually a card game going on at one or more of them. Room B contains the office, register, and the night clerk's cot. Rooms C and D are restrooms. Rooms E and F are hotel offices and minor storage. Rooms G and H are empty conference rooms with a large table and numerous chairs in each. They are rented out to anyone who desires a room. The **5** stairway leading up to the next floor is located in the southeast corner.

The second floor (Plan 3) is divided up into sleeping rooms. All sleeping rooms have a sink and a fresher in each room. Rooms A, B, C, and D are single occupant rooms, though the bed in each room is large enough to accomodate two. Room E holds spare linen and cleaning equipment. Room F is a restroom with full facilities including clothing cleaning/renewing, as is Room Q. Rooms G, H, I, J, K, L, M, N, O, and P are double occupant rooms. The clientel tends to be a rowdy bunch, but injuries are seldom very serious.

The third floor (Plan 5) is also divided up into sleeping rooms. All sleeping rooms have a sink and a fresher in each room. Rooms D and V are full restroom facilities with clothing cleaner/renewers. Rooms A, B, C, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, and S are single occupant rooms. Rooms T and U are double occupant rooms and are normally used by the hotel staff. The third floor has seldom been filled since the last of the boom days. The ground and second floors are kept in good shape, but the third floor looks distinctly shabby. Room prices are fair. The hotel staff consists of a manager, two clerks, and two cleaners.

**Max L'memba**, Manager, STR - 12, INT - 14, CON - 9, END - 12, DEX - 10, AGL - 12, CHR - 7, LED - 9, LCK - 4, PSI - 3, human male, 52 years old, medium height, slim, with slightly bluish hair and a ruddy complexion. Morose and taciturn for the most part, Max occasionally breaks loose on a spree when he is likely to do most anything.

**Rix Ather**, Clerk, STR - 17, INT - 14, CON - 15, END - 12, DEX - 12, AGL - 14, CHR - 9, LED - 4, LCK - 9, PSI - 3, human male, 27 years old, medium height, very stocky build, dark complexion with wavy black hair. An inveterate wanderer, Rix is just jobbing till he can move on. The local rowdies were going to give him some hassle until he busted a **10** few heads. Now it's nice and quiet around him.



Len Birmer, Clerk, STR - 9, INT - 12, CON - 11, END - 14, DEX - 9, AGL - 12, CHR - 10, LED - 9, LCK - 4, PSI - 4, human male, 63 years old, tall, slim almost to emaciation, yet still spry and active. An old starship steward, Len finds this rather relaxing, but figures on moving along in a few years. He is easygoing but can still take care of himself with both a Pistol and a Knife.

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**16 Lank's Starcraft Office:** VS ▼ 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame with one entrance on the west side. The building forms part of the perimeter wall and, thus, has no entrance into the compound yard.

20 The exterior and interior of the office is very scruffy and run-down. The furnishings of Room A are a pair of large, battered desks, a wobbly table, and a lot of rickety chairs. As an office, it is very unimpressive. Room B has a lot of cardboard shipping boxes and unpacked equipment. Room C is full of trash and litter left over from a previous tenant.

**Lank Hrostin**, Ex-navigation officer, STR 11, INT - 14, CON - 12, END - 12, DEX - 10, AGL - 10, CHR - 8, LED - 9, LCK - 16, PSI - 12, human male, 32 years old, medium height and build, fair complexion and short, red hair. He made an incredibly lucky series of rolls at a casino dice table and had the further good luck to get quickly off the planet. He bought this nearly-condemned small trader and has been trying to repair it without much success. He is beginning to become desperate for a deal, any deal. His funds are low, and he can only support the ship for another two months.

**17 Lank's Starcraft Work Bay:** ▼ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame with three entrances. The entrances are a pair of 9 x 3 meter power doors on the north side of the building and a small personnel door in the southwest corner.

10 This garage-like building houses an incredible pile of spare parts. Most of the parts necessary to fix the small trader ship are in here, somewhere. Lank doesn't have enough mechanical skills to do repairs himself, and he can't pay anyone to work for him. There is a 65% chance that any part necessary for the repair of the ship will be buried in the pile in the workbay.

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**18 Stane's Delights:** SAA 2 Floors, Rectangular, 22.5 x 13.5 x 6 meters. A small, two story building, constructed of metal panels on a girder frame with two entrances. The main entrance is a double door on the north side, and a small single door is in the center of the south side. A small awning projects out from the east side, and a number of outdoor tables and chairs are scattered along the east edge of the building.

13 16 The ground floor (Plan 13) is primarily the bar and gaming tables. Room A has a dozen tables spread out across it and a bar along the entire west wall. A stairway in the northeast corner leads up to the second floor. Room B is the private party room which almost always has a high stakes poker game going on. Rooms C and D contain spare stocks of booze and munchies, as well as some file cabinets for business records.

The second floor (Plan 16) is mostly open dance floor. Room A can be open or folding tables and chairs can be set up. Rooms B and C are the restrooms.

**Stane Lerner**, Owner, STR - 12, INT - 14, CON - 10, END - 9, DEX - 12, AGL - 14, CHR - 15, LED - 12, LCK - 10, PSI - 8, Human male, 49 years old, medium build and height with a faintly orangish complexion and light blue hair. Well mannered and soft-spoken, Stane is respected by the community in spite of the occasional rough characters who drop by his place for drinks. The Delight's frequently is rented out for school parties and social events. Stane is, however, one of the major powers in the local underworld and runs a rather large smuggling operation through the starport. Stane will do almost anything, for a price, and is able to do it very discretely. The local law enforcement officials do not even suspect Stane's involvement.

Three or four additional employees will be on the premises during the working hours. Utilize Random Citizens Chart for these, if required. When closed, at least one random thug will be roaming around in the vicinity.

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19 **Dimlan's Footwear:** VS ▲ 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A small, single story building, constructed of plastic panels on a girder frame, this shop has only one door on the east.

20 Room A contains the showroom and most of the stocks. Room B has most of the rest of the stock and what office gear Kran needs. Room C is the workroom, containing the tools and materials that Kran uses in his handiwork. Kran has the standard types of good quality footwear but makes most of his profit on the custom jobs he does. Kran is a very skilled leather-worker and carver. His decorated and custom-fitted boots are quite in demand. He also is very good at making holsters and sheaths for sidearms. He makes special harnesses, carrying cases, and equipment rigs. Some of the local reserve troops use his gear in preference to the military issue.

20 **Kran Dimlan Residence:** S ► 1 Floor, Rectangular, 13.5 x 21 x 3 meters high. The northern half of a small, one story duplex, this building is constructed of metal panels on a girder frame. The entrance to this half is in the northeast corner.

29 Room A is the living/dining room and also has the cooking facilities located in the alcove to the south. Rooms B and C are bedrooms. Room D is the restroom and personnel fresher.

**Kran Dimlan,** Leatherworker, STR - 12, INT - 14, CON - 10, END - 9, DEX - 18, AGL - 15, CHR - 14, LED - 10, LCK - 9, PSI - 8, human male, 39 years old, tall and slim, his dark, rugged appearance belies the extreme dexterity of his hands. A quiet and soft-spoken individual, Kran is not pushed around. He is well-known as the quick-draw pistol champ of the entire district and no longer has to prove his prowess to anyone.

20 **Hlen Trinton Residence:** S ► 1 Floor, Rectangular, 13.5 x 21 x 3 meters high. The southern half of a small, one story duplex, this building is constructed of metal panels on a girder frame. The entrance to this half is located in the southwest corner.

29 Room E comprises the living/dining room, with the food preparation equipment in the alcove to the north. F is the restroom and personnel fresher. Rooms G and H are bedrooms.

Hlen's statistics are given on page 34 at the bank where she works.

21 **Tarlkin's Landing Clinic:** M▲ 2 Floor, Rectangular, 22.5 x 30 x 6 meters high. A moderate-sized building, constructed of plastic and fiberglass panels on a girder frame, this structure has three entrances. The main entrances are sets of double doors on the north and east sides of the northeast corner. A service entrance is located on the center of the south side.

7 6 The ground floor (Plan 7) utilizes Room A as the waiting room. Room B serves as an office and for storage of equipment. C is the lobby. D is an examining room. Rooms E and F are treatment rooms. Room G is the main clinic room where most of the usual bumps and scrapes are treated and shots given. Room H is storage for supplies and equipment. Room I is a private examining room/office. The stairway up to the second floor is located in the southeast corner.

The second floor (Plan 6) is 4.5 meters shorter in the north-south direction. Room A is a general-purpose waiting room, though equipment for some therapy and diagnosis is located here. Rooms B, C, and D are offices and private examination and treatment rooms. E is for equipment storage. Rooms F, G, and H make up the emergency operating theatre. Room I is equipment and supplies storage. Rooms J and K are restrooms and freshers.

Equipment for treatment of physical injuries is very good. There is somewhat less equipment on hand for treatment of disease. A very good quality medical reference computer is installed along with good communications gear. At least one paramedic is on duty at all times, and, during the night shift, one of the local reservists is assigned to assist. During the day, the doctor is on hand, as is the dentist.

**Desmar Frenton,** Doctor, STR - 12, INT - 14, CON - 15, END - 12, DEX - 16, AGL - 10, CHR - 11, LED - 10, LCK - 9, PSI - 8, human male, 34 years old, medium height, stocky build with thinning blonde hair. Calm, relaxed individual, a very competent doctor much given to preventive medicine. Well-liked in the community. Has a romantic interest in the dentist.

**Selma Stacy,** Dentist, STR - 10, INT - 15, CON - 14, END - 12, DEX - 16, AGL - 11, CHR - 12, LED - 11, LCK - 10, PSI - 10, human female, 30 years old, tall and slender, with a slightly metallic green complexion and an ivory hair color. Bright and cheerful personality, very good dentist, likes Desmar quite a bit and is willing to get serious.

**Kim Tesmin,** Paramedic, STR - 12, INT - 16, CON - 15, END - 12, DEX - 16, AGL - 18, CHR - 14, LED - 8, LCK - 9, PSI - 14, parahuman male, 53 years old, short and stocky, tawny, soft, short fur on all but palms and soles, cat-like face, talks with a purring rumble undertone. Received his training serving as a mercenary in a human unit. Kim has a high degree of empathy and can "feel" his patients' needs. He is respected by the adults and absolutely adored by the children.

12 Additional staff or assistants may be taken from the Random Citizen Chart as needed.



**22** **Vislin Law Office:** VS 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame, this structure has one entrance on the west side.

Room A is the waiting room, library, and receptionists area. Room B is the private office. Room C is the rest-room with a personnel fresher. Also, spare equipment and supplies are stored here.

**20** **Tam Vislin**, Lawyer and Mayor of Tarlkin's Landing, STR - 8, INT - 16, CON - 12, END - 9, DEX - 14, AGL - 8, CHR - 12, LED - 10, LCK - 11, PSI - 9, human male, 62 years old, short and slender, of dark tan complexion and silver white hair. Voluble and effusive, a real wheeler-dealer, Tam always has a number of business deals going. He is not averse to shady deals to make a buck. He serves more as a figurehead mayor; the real work is done by Hirina Steti.

**Ts'till'**, Legal secretary, STR - 8, INT - 14, CON - 10, END - 11, DEX - 14, AGL - 8, CHR - 4, LED - 3, LCK - 8, PSI - 9, Kntanro senior neuter, 14 pulses (human middle-age), in appearance, a 2 meter high, very slender, feathered humanoid, pale cream in color overall with faint barred markings of russet brown. Neutral and disinterested in human affairs, Ts'till' is serving out a sentence of political exile from its home planet. Two more years remain before it can return. Fairly skilled in computer work, Ts'till' was a professor of alien law at an university before exile. It will do only the minimum interaction with humans necessary to get the job done, as it finds human emotional behavior "very messy."

**23** **Kimronta Sundries:** S 2 Floors, Regular, 22.5 x 13.5 x 6 meters high. A small, two story building, constructed of metal panels on a girder frame, this structure has three entrances. The main entrance is a pair of doors centered in the north face of the building with a secondary entrance centered in the south side.

**11 17** The ground floor (Plan 11) makes use of the major area, A, as the display area for sales goods. Goods are piled and racked neatly all over the floor. A stairway leads up to the next floor from along the south wall. Room B is the office, the major furniture being records files, a low table, and a large pad on the floor.

The second floor (Plan 17) has the largest portion devoted to storage of materials. In the living quarters, Room B, the restroom has had the personnel fresher considerably modified to fit Kimronta. Room C contains a few entertainment consoles, several resting mats and a set of food preparation equipment. Room D is the sleeping room, the entire floor being padded and the walls draped with soothing fabric hangings.

**Kimronta Fttlina**, Owner, STR - 8, INT - 14, CON - 10, END - 10, DEX - 14, AGL - 6, CHR - 10, LED - 5, LCK - 8, PSI - 12, timram male, 50+ years old. A smallish, delicate-looking centaur type with soft grey and tan fur, Kimronta has been around running this store for at least 50 years. His appearance has not changed in all that time. He has been selling the same strange mixture of merchandise for all that time. The chance of Kimronta having at least one of any small item wanted is 40%. His attitude has been one of calm, patient waiting for something to happen. As far as any of the townsfolk can see, it hasn't happened yet, but he is prepared to go on waiting indefinitely.





**24 Tslani Builders Office:** VS ▼ 1 Floor, Rectangular, 9 x 13.5 x 3 meters. A small, single story building, constructed of metal panels on a girder frame, with one door on the west side.

The primary area, A, serves as the office and working room. Several desks are at the edges of the room and several CAD machines occupy the center. Room B is utilized for storage and Room C is a restroom.

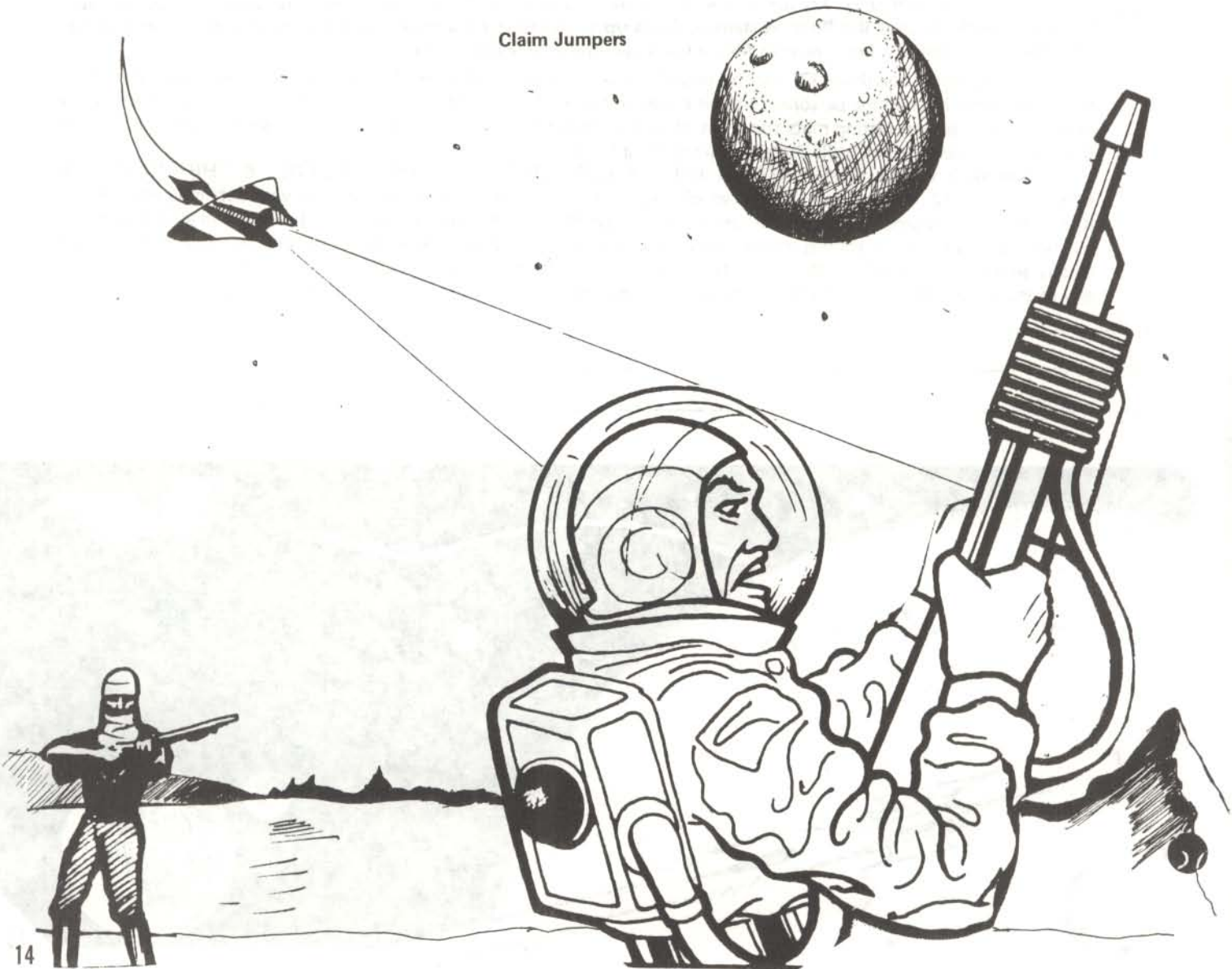
**19** George Tslani took over the assets and equipment of the old Hamilton Construction which built and maintained the mines during the boom days. Since most of the construction was prefabricated, it has proven easy to disassemble. George and his crew have spent the last several decades carefully examining all the old mine buildings and taking them apart. The components are then cleaned, reconditioned, and stored. When any new construction is called for, it is assembled from the salvaged components. Thus, almost all of the buildings of Tarlkin's Landing are made from the metal panel on girder frame prefab system. Tslani Builders normally employs some 6 - 8 workmen. Utilize statistics from the Random Citizens Chart, if required.

**25 Tslani Builders Garage One:** S ▲ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame with three entrances. The entrances are a pair of 9 x 3 meter power doors on the south side of the building and a small personnel door in the northeast corner.

**10** The building is a garage for the construction equipment. Housed here are two small, 4-ton utility trucks and a large erector-manipulator truck.

**26 Tslani Builders Garage Two:** S ▲ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters. The same as Garage One, this building holds a large erector-manipulator truck and a large 10-ton cargo truck.

Claim Jumpers





**27** Tslani Builders Garage Three: S ▲ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. The same as Garage One, this building has a large, 10-ton cargo truck and a large quantity of spare parts for all the Tslani Builders' vehicles.

**28** Tslani Builders Yard Compound: 185 x 225 meters A large open area surrounded by a 2 meter high chain link fence, this space is covered with a large quantity of building materials. Panels, frames, fasteners, roof units, interior wall units, flooring units and other items are all neatly racked, stacked on pallets, and covered over with a weather-proofing sheet.

**29** George Tslani Residence: S ▲ 1 Floor, Rectangular, 18 x 13.5 x 3 meters high. A small, one story duplex, this building is constructed of plastic and fiberglass panels on a girder frame. There are entrances on the south and north sides. On the east side, two wooden sheds, each 4.5 x 6 x 2 meters, have been built. They each have double doors facing east.

**28** The northern half of the building is currently unoccupied. Rooms A, B, C, D, E, and I are empty.

The southern half is occupied by George Tslani and his wife. E is the living room. F is the restroom and personnel fresher. G contains the food preparation equipment and the dining facilities. H is the bedroom. The exterior shed, J, contains miscellaneous equipment and a hover scooter that Krystal uses for transportation.

George Tslani, Owner, STR - 14, INT - 8, CON - 12, END - 14, DEX - 12, AGL - 10, CHR - 12, LED - 9, LCK - 10, PSI - 4, human male, 53 years old, short and stocky, with a dark complexion and a thick, bushy, white mop of hair and beard. Fast-talking and very excitable, George is a pretty good constructor/erector of buildings. He has little interest or capability in anything else.

Krystal Tslani, Wife, Engineer, STR - 10, INT - 15, CON - 10, END - 10, DEX - 15, AGL - 14, CHR - 14, LED - 14, LCK - 10, PSI - 8, human female, 49 years old, tall and slim, with a dark complexion and a head of long, raven black hair, she remains quite attractive. She is the brains of the outfit, doing all the engineering and accounting. Her personality remains calm and pleasant, even under considerable provocation, at times, from George.

**30** Reliable Excavation Office: VS ▲ 1 Floor, Rectangular, 9 x 13.5 x 3 meters. A small, single story building, constructed of metal panels on a girder frame, this building has one entrance on the east side.

**20** The office area, Room A, contains a number of low, 10 cm high, raised tables which serve as desks and planning surfaces. Room B is a lounging room with the floor covered in 15 cm of fine, dry sand and a small rock-rimmed pool of water in the northeast corner. Room C is used for storage and is cluttered with a wide variety of gear.

Reliable Excavation is run by Clan Thorna, a small family group of Ruggai. They are a badger-like sapient and are detailed under the household. Clan Thorna has an amicable arrangement with Tslani Builders to do any required excavation and foundation work.

**31** Reliable Excavation Yard 150 x 100 x 2 meters The large, open area serves as the parking space for the company machinery. This machinery consists of one large back hoe, one large bulldozer, two small bulldozers, four large trucks, and two small back hoes. Hand tools are paw spades, scoopers, and cutters designed to fit Ruggai manipulative members. The controls on the machinery have been modified for Ruggai also and no longer are comfortable for humans to use.

**32** Clan Thorna Household: S ▲ 2 Floors, Rectangular, 22.5 x 13.5 x 6 meters high. A small, two story building, constructed of plastic and fiberglass panels on a girder frame, this building has two entrances. The main entrance is a double door in the middle of the south side and a rear door in the center of the north side.

**13 15** The ground floor (Plan 13) utilizes Room A as the communal den. The floor is covered to a depth of 20 cm with clean, fine sand. Several large, flat rocks are scattered about the floor with a sunlamp set into the ceiling above each. Small rock-rimmed pools of water are set into the northwest and southwest corners. The stairway to the second floor is located in the northeast corner. Room B is the food storage and preparation room. The spice smells are strange but not offensive to humans. Rooms C and D are storage rooms, containing mostly tools, clothing, and shopping containers.

The second floor (Plan 15) is residential in character, the entire floor being covered with 10 cm of fine, dry sand. The doorways have privacy screens of woven textile hangings. Room A is the open common area and has the Name Shrine Stone set in the center and fenced in with the seven Guardian Stone pillars. Room B is the male activity chamber, decorated with numerous flat stones and tapestry wall hangings. Room C is the male sleep chamber, the sand being up to 20 cm deep in places. D serves as the body waste disposal area. It also contains a modified personnel fresher. No mechanical grooming attachments are provided since mutual body fur grooming sessions are a frequent family activity. Chamber E is the female sleep chamber, the sand being up to 20 cm deep in places. Chamber F is the female activity



chamber, decorated with numerous flat stones and with archaic weapons hanging on the wall. Rooms G, H, and I are the sleeping chambers of the juvenile females, young, and juvenile males, respectively.

With the Ruggai, reproduction is bisexual, with the female laying eggs and the male incubating them in pouches. The females are larger, stronger, and generally more aggressive than the males. The basic social unit is the clan, an extended family. Each extended family consists of a senior female, senior male, several adult males, several adult females, juvenile males and females, and young. Females generally are the more dominant, verbally and socially aggressive members of the species, doing most of the hunting/external jobs. The males generally are the more submissive, verbally and socially passive members of the species, doing most of the nurture/internal jobs. A typical female is:

**Krrgai'**, Warrior/Worker, STR - 18, INT - 12, CON - 14, END - 10, DEX - 8, AGL - 6, CHR - 10, LED - 8, LCK - 10, PSI - 12, 175 kg, 2 meters tall, deep russet fur with cream-colored underbelly, amber eyes in a dark brown eyemask, retractable claws, 3 cm long, copper-bronzed. A cheerful, boisterous personality, given to outburst of loud song. A typical male is:

**Talrri**, Denholder, STR - 16, INT - 14, CON - 12, END - 8, DEX - 9, AGL - 7, CHR - 10, LED - 9, LCK - 11, PSI - 14, 125 kg, 1.75 meters tall, light auburn fur with off-white underbelly, golden eyes in a russet eye mask, retractable, 2.5 cm-long claws, silver-coated. A quiet, contemplative personality, skilled at carving and weaving.

Evolved from a burrowing omnivore somewhat similar to a terran badger, the Ruggai still take great delight in physical digging. The entire clan, juveniles and all, likes to hold a Digging Party. All members fit steel scoops and spades on their forelimbs and get down in the foundation excavation. They take special pride and delight in personally finishing it off by hand. "We like to claw it right out!" they say.

Clan Thorna has only been on planet a couple of years, but they plan to stay because, "The dirt smells right!" They have been taking their time looking over the surrounding area for the best site for establishing their own settlement.

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- 33** **Charli's Starships:** VS ▲ 1 Floor, Rectangular, 9 x 9 x 3 meters high. A small, one story building, constructed of plastic and fiberglass panels on a girder frame with one entrance on the east side. A 6 x 4.5 x 2 meter wooden shed is built onto the southwest corner with a 3 meter wide double door opening to the south. The most significant items in the vicinity are the two shuttlecraft just to the east of the house.
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The house is a small and comfortable bungalow. Room A, as the living room/kitchen, has a large collection of micro text machinery manuals. Room B contains the bed and wardrobe. Room C is the restroom and fresher.

**Charli Tinworth:** Starship Engineer, Retired, STR - 12, INT - 16, CON - 14, END - 12, DEX - 12, AGL - 11, CHR - 14, LED - 12, LCK - 12, PSI - 8, human female, 53 years old, tall and slender, short blonde hair with a smear of grease above one eyebrow. She retired here a year or so ago and promptly bought two hulked shuttles. She has been rebuilding them a couple of hours per day. At first, folks laughed at her, but, as she started passing the recertification inspections, feeling swung her way. A lot of the community is rooting for her, and some of the high school kids lend a hand now and then. She is 80% complete with the first shuttle, requiring mostly electronics work to complete it. The other shuttle is only 25% completed, but it needs some expensive parts. Her manner is a little gruff, but she is very patient with the school children who are helping her and teaches them as much as she can. She will sell the first shuttle to continue with her rebuilding hobby. She will take considerably under the going price because she enjoys working on machinery.

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- 34** **Stellar Spices & Liquors:** VS ► 1 Floor, Rectangular, 13.5 x 9 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, this business has one entrance on the south side.

20 The main stock of beverages, alcoholic and otherwise, are displayed in Room A. All different types of intoxicants are carried. Some form of relaxant is available for all major sapient species. Room B is completely lined with shelves containing stocks of all different spices. Spices for cooking as well as scents for esthetic or cosmetic purposes are carried. Room C is the office and workroom where special orders are blended for customers. The building is fitted with a high-quality alarm system. The owner and proprietor is Heemskirk von Rimke.



**35 Heemskirk von Rimke Residence:** VS ▲ 1 Floor, Rectangular, 10.5 x 9 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, the house has two entrances. One door is located on the south side and one is located on the north side. A 4.5 x 4.5 x 2 meter high wooded shed is built on the northwest corner with a door opening on the east side.

27 Room A is the living room, decorated in very garish tapestries and soft, sculptured foam furniture. Room B is the restroom and contains a very expensive personnel fresher programmed for exotic services. Room C is a kitchen/dining room, equipped with a very expensive robo-chef. Room D contains a very large waterbed and an extremely large wardrobe full of rumpled, garish clothing.

**Heemskirk von Rimke**, Proprietor, STR - 12, INT - 14, CON - 10, END - 11, DEX - 10, AGL - 9, CHR - 12, LED - 10, LCK - 14, PSI - 9, human male, 45 years old, a large and very fat person with a swarthy complexion and a head of long, black, wavy hair. Heemskirk has deliberately patterned his lifestyle and business after a legendary old Terran character. He is a cheerful, boisterous individual who tends to spend the reasonable amount of money he makes just as fast as he makes it. He is very knowledgeable about spices and liquors and has extensive trade contacts among the Free Traders.

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**36 Emporium Exotica:** S ► 1 Floor, Rectangular, 13.5 x 21 x 3 meters high. The northern half of a duplex residence that has been converted to a business, this building is constructed of metal panels on a girder frame. Of the two entrances on the eastern side, the one on the north is the business entrance and the one on the south is the residential entrance.

29 This business specializes in books, periodicals, and small *objets d'art*. Periodicals and books are shipped in the form of computerized records. The book store has facilities for viewing a "teaser" portion and for then making a taped copy or printing out a hard copy for the customers. Room A contains the machinery for storing and duplicating books and other permanent works. Room B contains the machinery for periodicals. Only the current issues are maintained here. Tapes for older issues, for a slight fee, are passed on to the municipal library. Room C contains shelf after shelf of small gifts and art objects. No single item is extremely valuable, but the total value is quite a sum. Room D is the office. The entire building has a security alarm.

The residential half of the building has Room E as the major living room. The alcove to the north contains food preparation equipment. F is the restroom and contains a personnel fresher. G and H are private sleeping rooms for Kmgro-gin and Sstama, respectively.

**Kmgro-gin**, Owner/Partner, STR - 10, INT - 14, CON - 10, END - 9, DEX - 12, AGL - 10, CHR - 10, LED - 4, LCK - 5, PSI - 8, parahuman male, 54 years old, tall and thin, with a skin covering of tiny, metallic-blue scales, deep yellow eyes with very small pupils. Member of a species unknown to current records, Kmgro-gin was rescued along with his companion, Sstama, in a vigilante raid on a slaver encampment. Too young to be able to find his home planet, he worked in the mines on Tarlkin's Landing until he and his partner could set up the book store. Kmgro-gin continues to scan each new magazine and book, hoping for mention of the discovery of his race and home planet. His personality has remained somewhat introverted due to his youthful experiences, but he remains philosophic about it all.

**Sstama**, Owner/Partner, STR - 9, INT - 15, CON - 8, END - 12, DEX - 17, AGL - 14, CHR - 12, LED - 8, LCK - 14, PSI - 8, parahuman female, 53 years old, small and slender, with a golden brown complexion, a head covering of feathers instead of hair and large, black eyes. Rescued with Kmgro-gin, she quickly became skilled in the operation and repair of precision electronics. Shy and retiring, she was happy to set up in business with Kmgro-gin. She devotes most of her time to carving art objects and making jewelry. Occasionally, she is consulted by the spaceport maintenance crew on some difficult problem.

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**37 Humphry's:** S ► 1 Floor, Rectangular, 9 x 22.5 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, combining the functions of home and business, this structure has two entrances. The main, or business, entrance is in the middle of the west face, while the private entrance is in the northeast corner.

12 The major portion of the building, Room A, is devoted to the entertainment business. Comfortable chairs and small tables are scattered about the room. A round dais, a half-meter high and about 3 meters in diameter, occupies the center of the room. This podium has holographic projection equipment built into it. Recorded shows are played on this equipment. Sometimes, live performances by local amateurs or visiting professionals are also given. Wines, beers, and small snacks are served. Room B is the bedroom. Room C contains the food preparation equipment. D is the living room. E is the restroom and personnel fresher.



**Humphry Pindaros**, Owner, STR - 12, INT - 16, CON - 11, END - 8, DEX - 10, AGL - 7, CHR - 10, LED - 14, LCK - 13, PSI - 10, human male, 39 years old, short and very obese, light blue skin with dark copper hair. Humphry is a cheerful, placid individual who seems to like entertaining others. Since he doesn't make a profit on his entertainment club, the local folks have speculated that he is a remittance man, paid a pension to stay out of sight and avoid embarrassing his family. In fact, he is an intelligence agent for a nearby, politically dissident, planet. He was sent here to set up a network of agents and to investigate the possibility of instigating unrest to divert Sector resources and attention from planned operations elsewhere.

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**38 Outback Outfitters:** VS ◀ 1 Floor, Rectangular, 13.5 x 9 x 3 meters high. A small, single story building, constructed of metal panels on a girder framework, this structure has three entrances. Two business entrances are located on the north side and a back door is located in the southeast corner.

**21** The major portion of the floor space (A) is devoted to display racks of camping and outdoor equipment. Clothing and footwear are for normal humanoids only, but the proprietor will be quick to point out that, for a slight fee, arrangements can be made with Climston's Clothiers or Dimlan's Footwear for special items. All items are of good quality. Prices are a little above the usual, but Kinto has personally inspected each piece of gear he sells. Kinto also conducts an instruction session to be absolutely certain the customer can operate each item. Room B is an office and storage room. A good selection of used equipment is available for rental. Kinto also can find local guides for any type of expedition.

**Kinto Leslanlin**, Proprietor, STR - 12, INT - 15, CON - 12, END - 12, DEX - 14, AGL - 16, CHR - 14, LED - 10, LCK - 9, PSI - 8, humanoid male, 42 years old, tall and lithe, body covered with soft, downy fur of silver grey, tinged with blue and a longer ruff of white fur about the head and shoulders. He has a calm, quiet personality, somewhat feline in aspect. He rooms at the Auburn Thinleaf Apartments.

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**39 Auburn Thinleaf Apartments:** S ▲ 2 Floor, Rectangular, 22.5 x 13.5 x 6 meters high. A small, two-story building, constructed of metal panels on a girder frame, this structure functions as a religious/community meeting center and as a residence. There are two entrances: a double door in the center of the south side and a small personnel door in the center of the north side.

**13 14** The ground floor (Plan 13) has the main portion of the floor devoted to a meeting room. Room A has been filled with groupings of comfortable lounging chairs and small tables. There is a small, raised speaker's stage against the center of the western wall. The stairway to the second floor is in the northeast corner.

**Apartment One** includes Rooms B, C, and D. Room B is the private living and sleeping quarters. Room C is the restroom and personnel fresher. Room D is the food preparation area. This apartment is set up for temporary occupancy of several church members who only need to spend a night or two. It is not really intended for permanent residence.

The second floor (Plan 14) is divided into three separate apartments.

**Apartment Two** includes Rooms A, B, and C. Room A is the living/dining room. Food preparation facilities are minimal, since the practice of the Auburns is to have communal meals. Room B is the restroom and personnel fresher. Room C is the sleeping room. The apartment is occupied by Restril and Ferna Gifne.

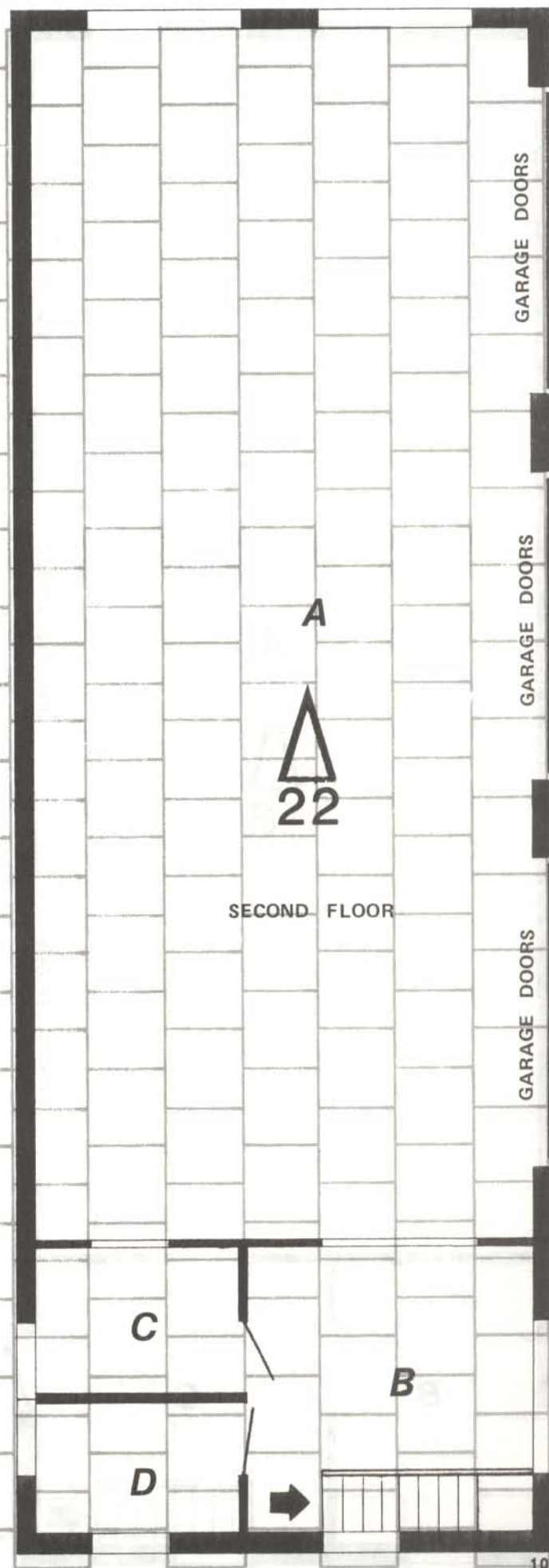
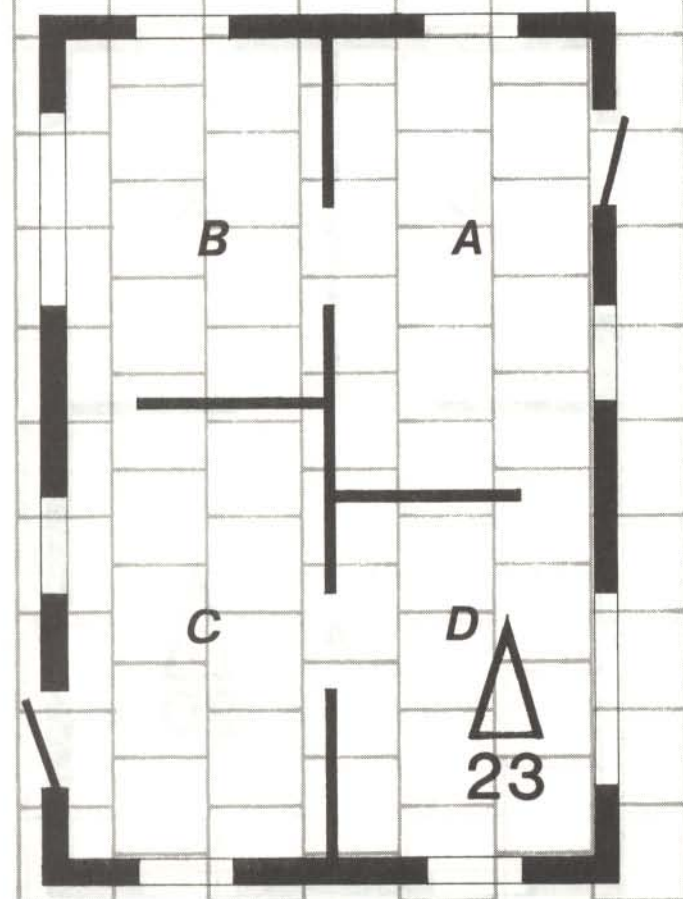
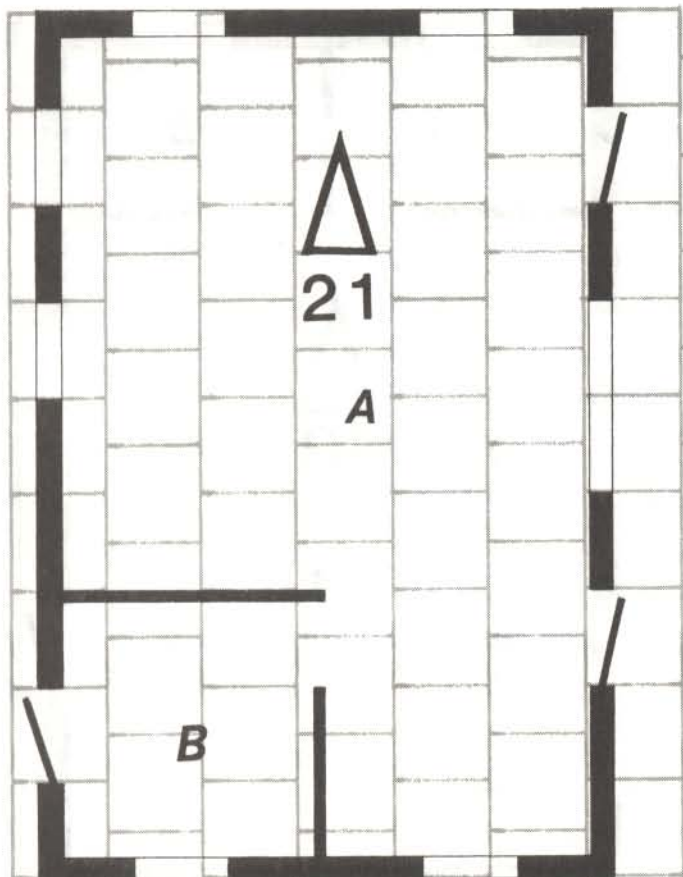
**Restril Gifne**, Spaceport Employee, STR - 14, INT - 15, CON - 12, END - 10, DEX - 10, AGL - 12, CHR - 10, LED - 4, LCK - 8, PSI - 7, human male, 24 years old, medium height and build, fair complexion and white hair. He moved to town from a local ranch four years ago and married Ferna, who converted him to her philosophy. He works with the refueling/rescue squad. Excitable and enthusiastic, his sympathy and desire to help make him a well-liked member of the community.

**Ferna Gifne**, Spaceport Employee, STR - 10, INT - 14, CON - 10, END - 12, DEX - 12, AGL - 12, CHR - 14, LED - 14, LCK - 10, PSI - 4, human female, 26 years old, medium height and slender build, dark complexion, dark brown hair. Raised in the Centrist Cyclic faith, she helped establish the chapter house when she was assigned to this planet a couple of years ago. She is a quiet and intense person, interested in self-development, but willing to lend others a hand.

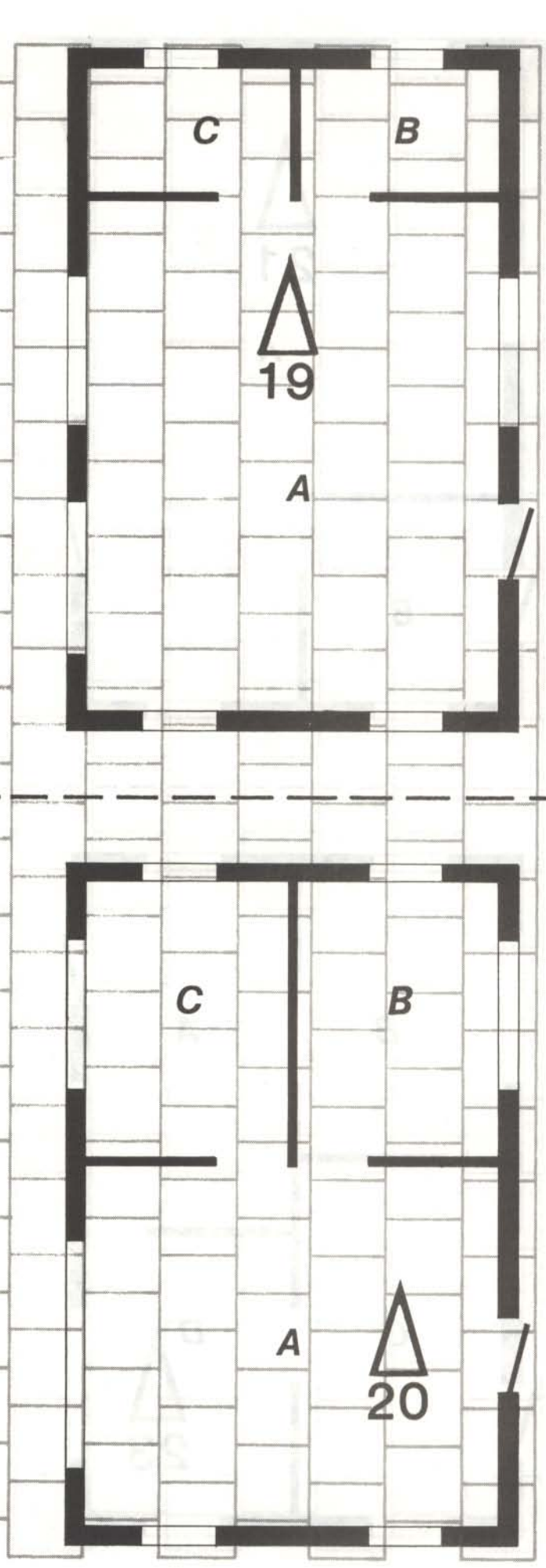
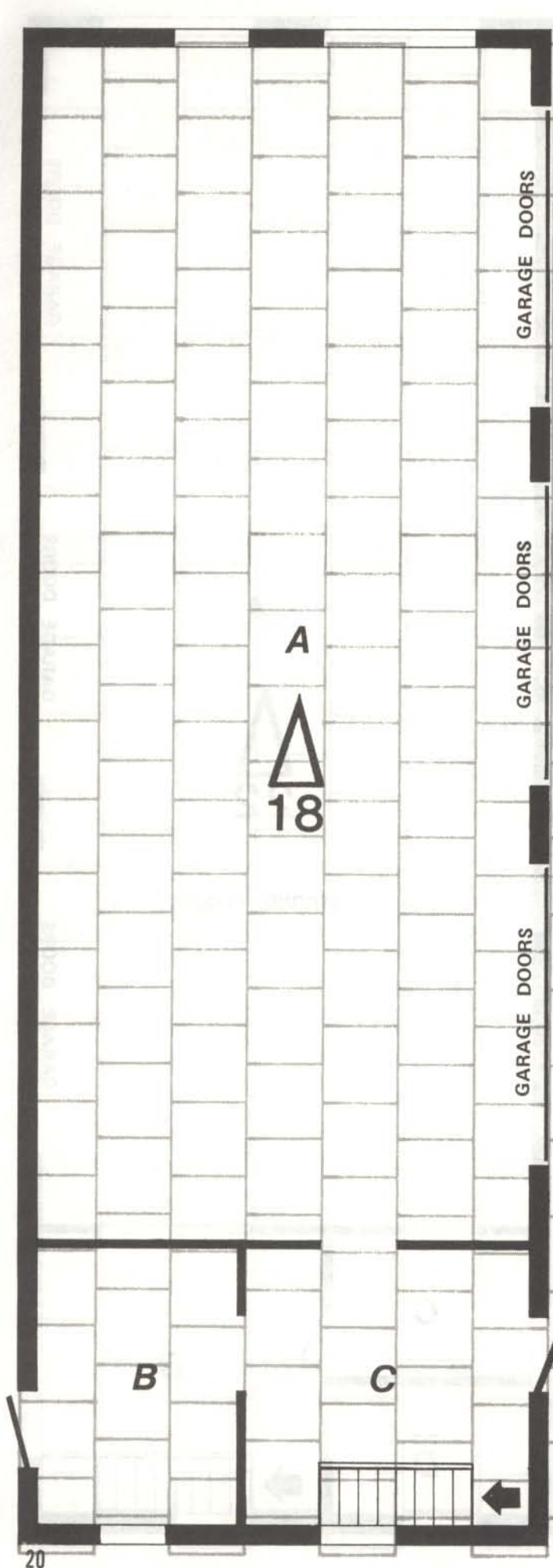
**Apartment Three** includes Rooms D, E, and F. Room D is the sleeping room. E is the living/dining and kitchen space. F is the restroom and fresher. This apartment is occupied by Kinto Leslanlin, proprietor of Outback Outfitters. His statistics are given on page

**18** **Apartment Four** includes Rooms G, H, and I. Room G is a sleeping room. H is the living/dining and kitchen space. I is the restroom and fresher. The apartment is occupied by Stamril Freslin, proprietor of Copyprint Services. His statistics are given on page 32.

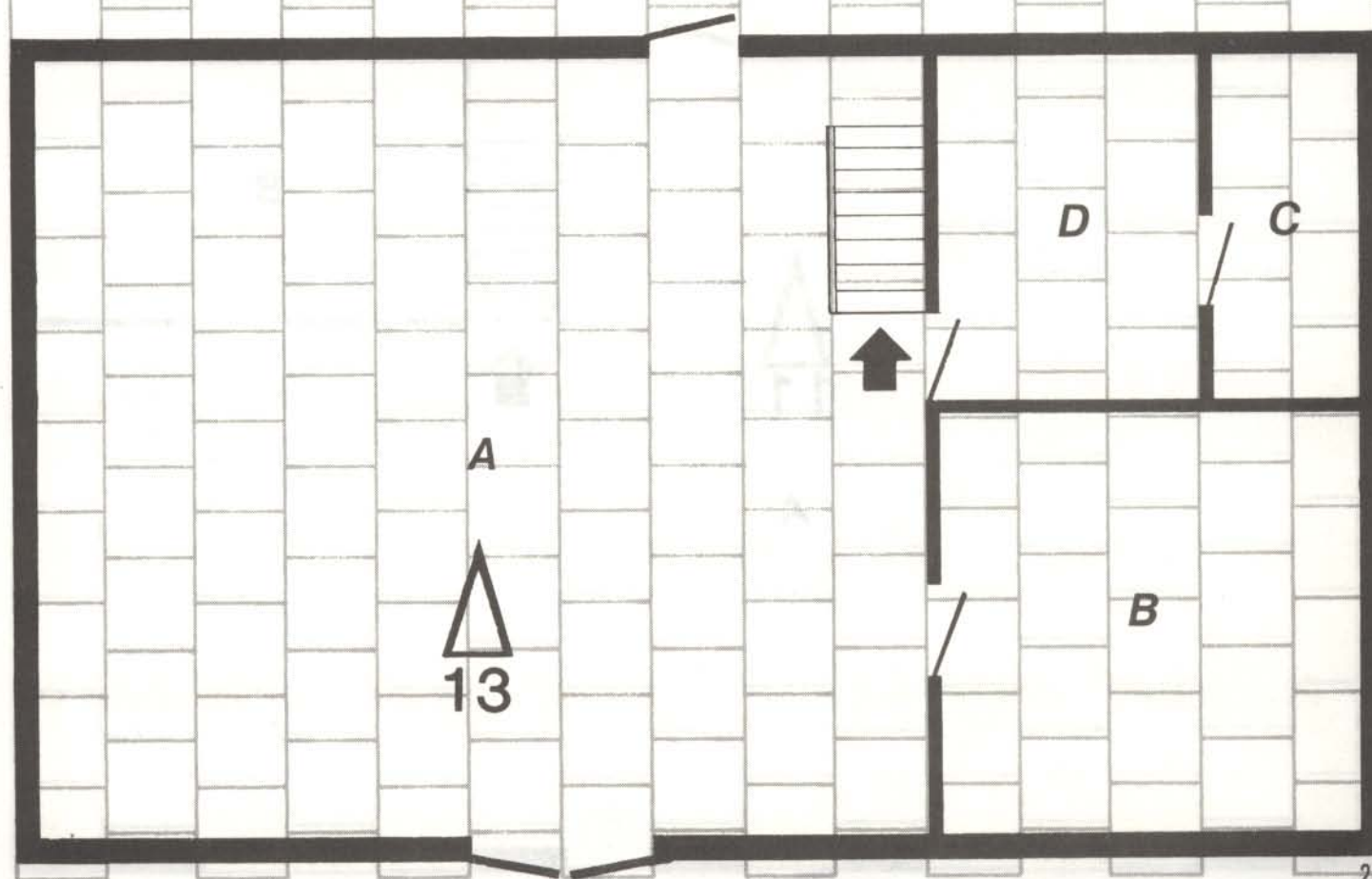
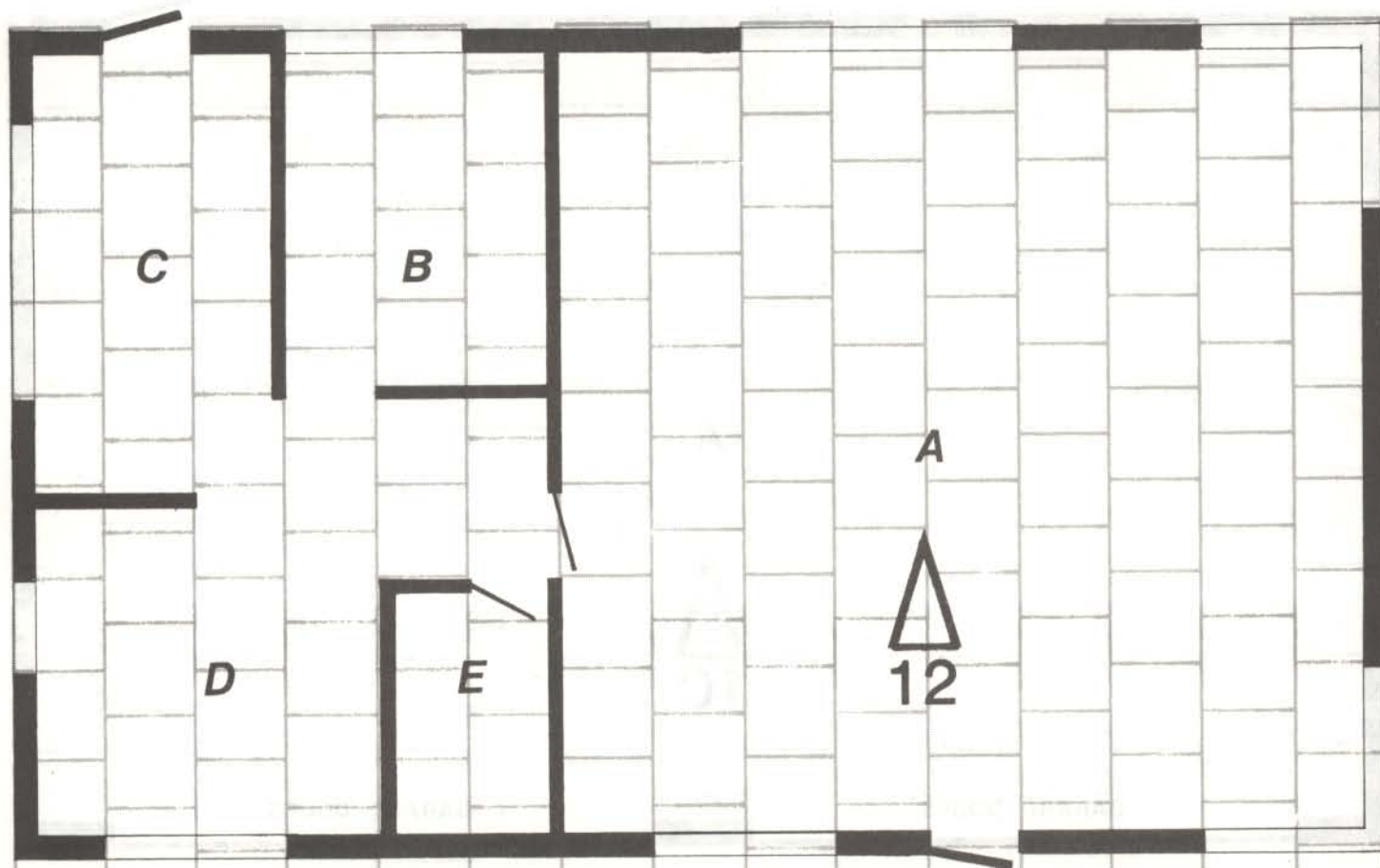














A



GARAGE DOORS

GARAGE DOORS

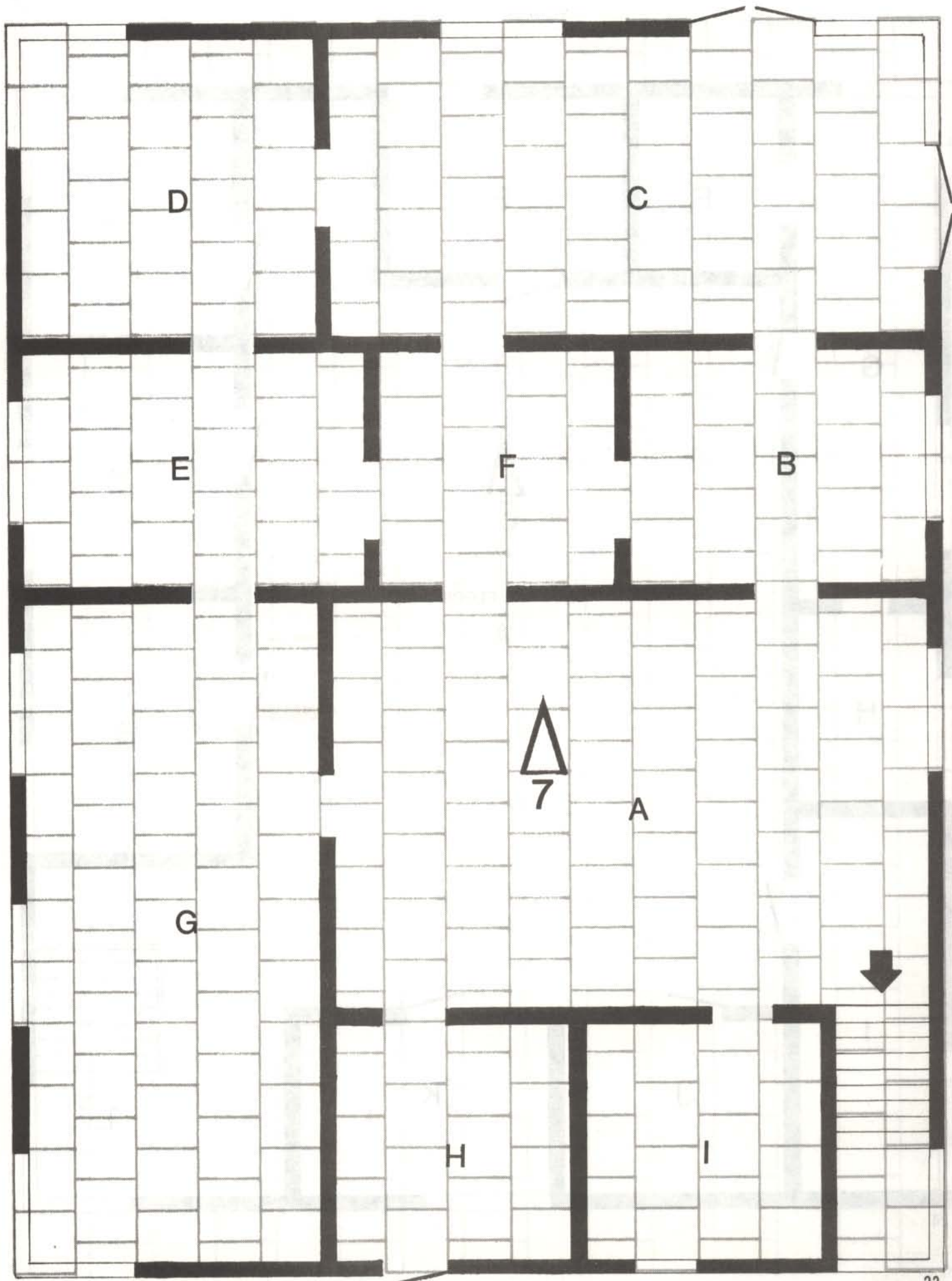
B



A









SECOND FLOOR

△  
6

A

F

E

D

G

C

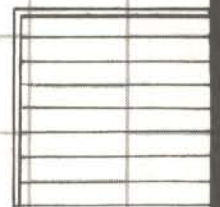
H

B

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8

SECOND FLOOR

A

E

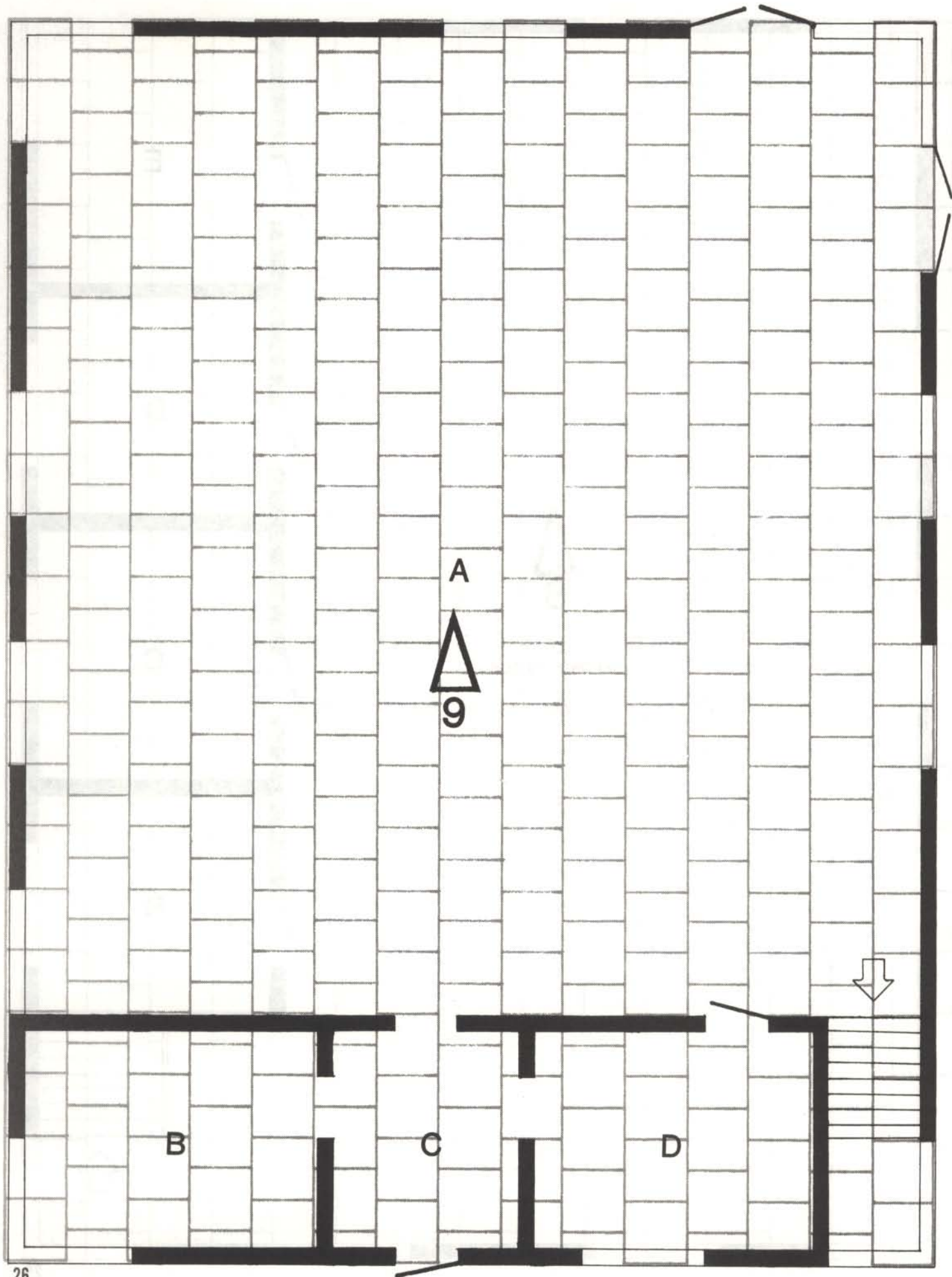
D

C

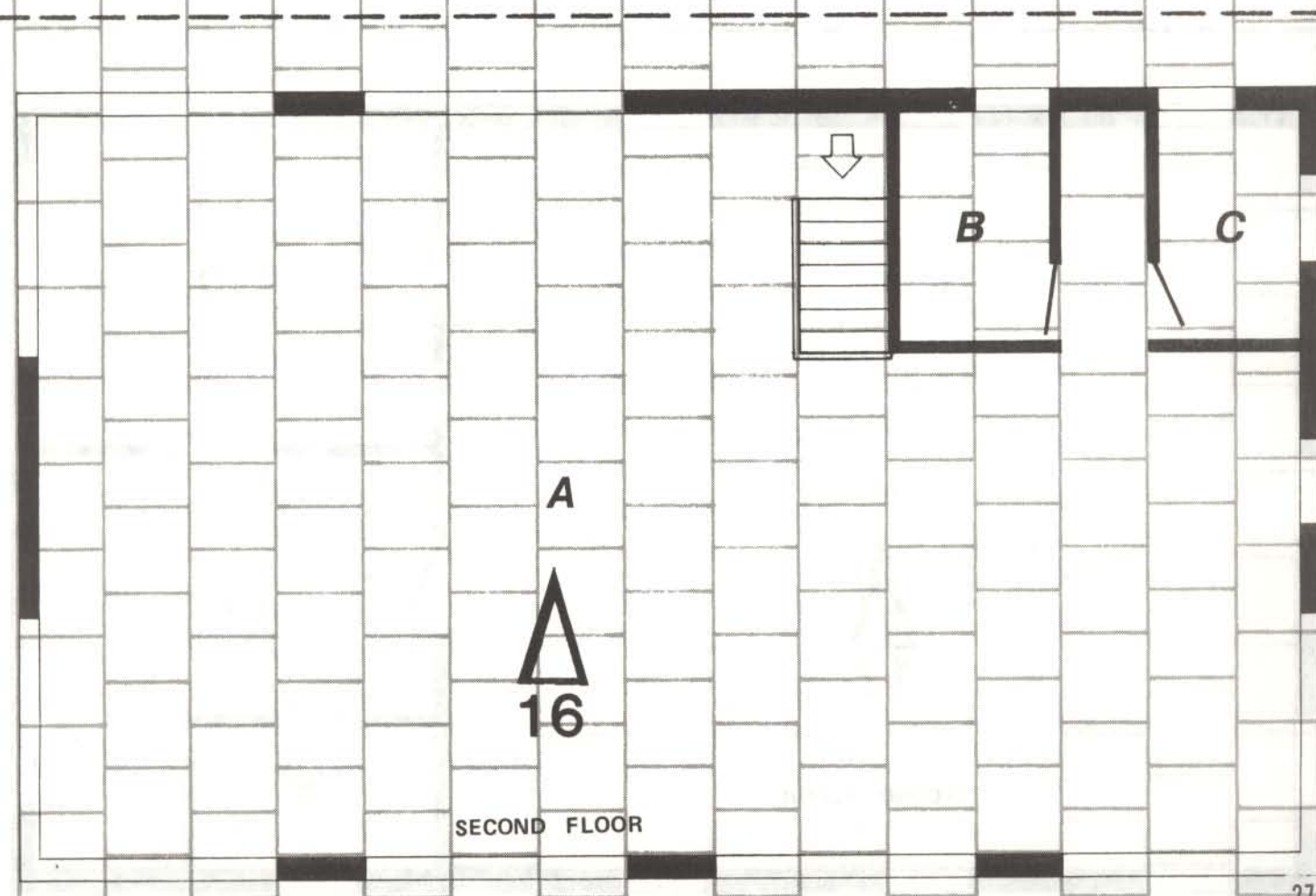
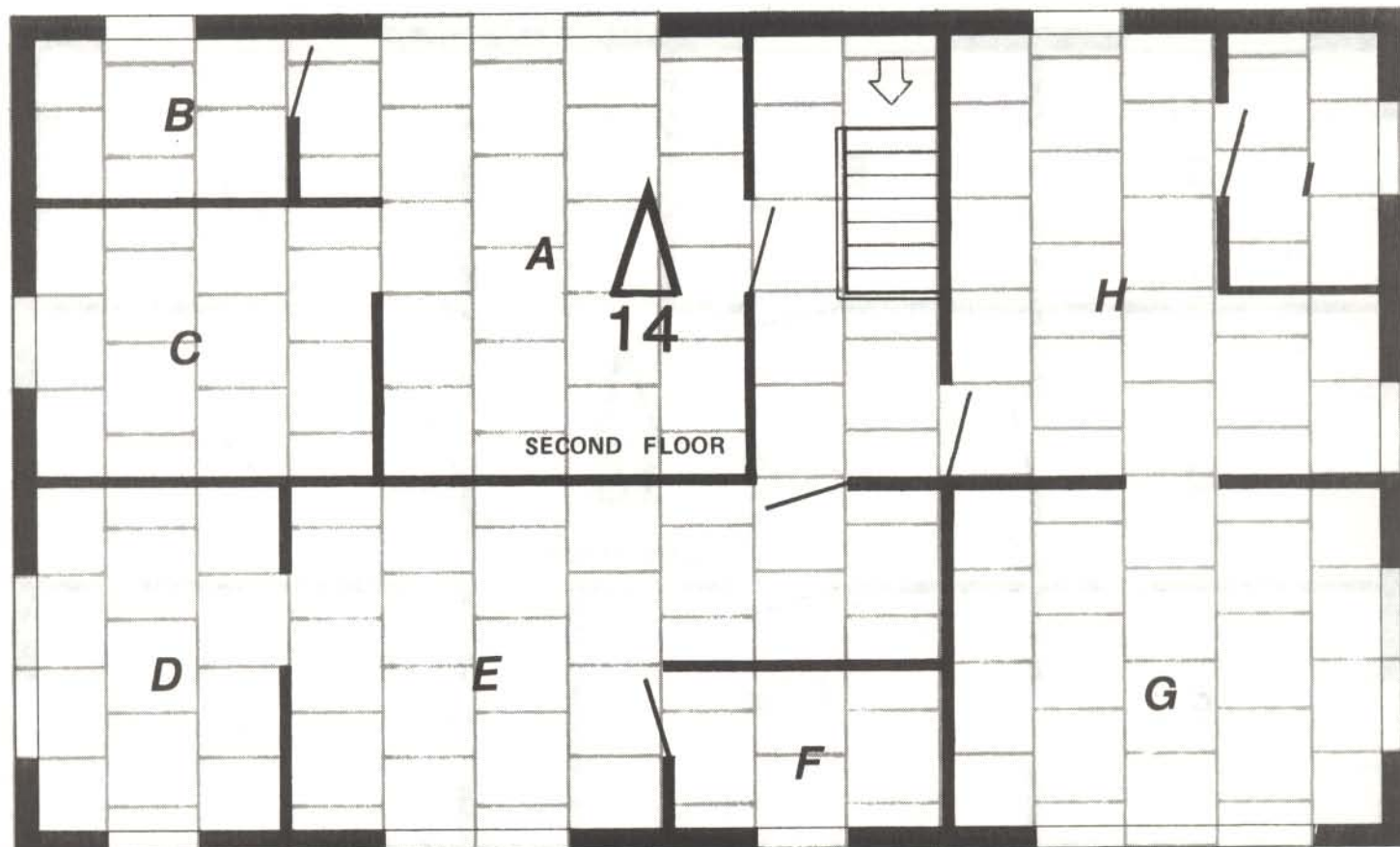
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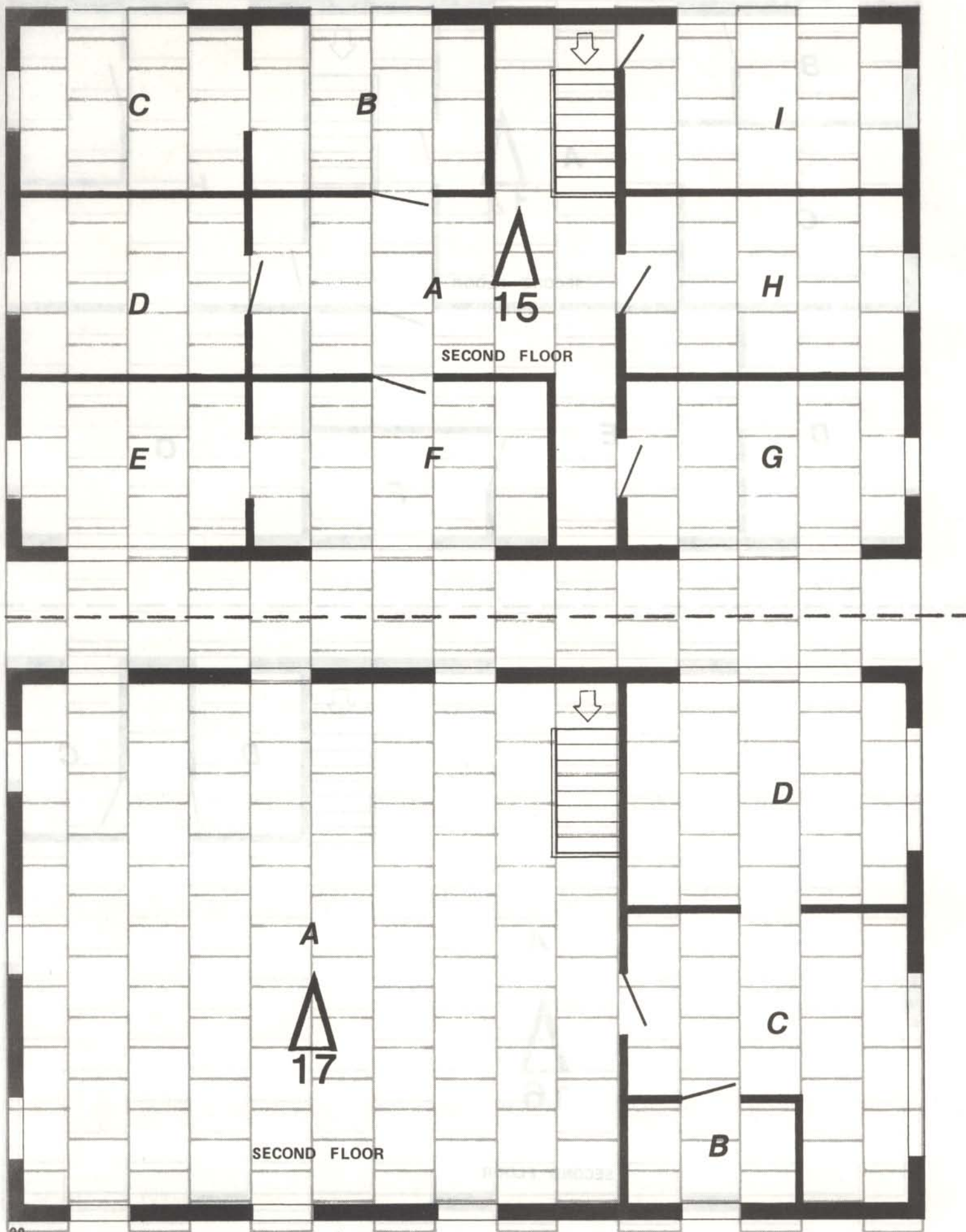






















**40** **Acme Hardware & Appliances:** M ➤ 2 Floor, Rectangular, 30 x 22.5 x 6 meters high. A moderate-sized, two story building, constructed of metal panels on a girder frame, this structure has three entrances. The main entrances are at the northwest corner, with double doors on the west and the north side. A back door is centered on the east side.

The ground floor (Plan 9) utilizes the major portion of the floor (A) as the retail display area. This area is filled with counters and displays of hardware, tools, and fittings. The stairway up to the next floor is located in the northeast corner. Room B is an office containing record files and two desks. A heavy floor safe is located in the northwest corner. Room C is a storage area containing merchandise handling gear. Room D is the processing and unwrapping room where merchandise is unpackaged and prepared for sale.

The second floor (Plan 8) has the major portion (A) also devoted to retail sales display. On this floor, the major merchandise is appliances. Rooms B and C are display rooms for special merchandise. Rooms D and E are service and repair rooms.

The store is owned and operated by Slidron Hase. Normally, four clerks are employed. Slidron Hase is detailed under his residence. If required, take four clerks from the Random Citizens Chart.

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**41** **Slidron Hase Residence:** VS ▼ 1 Floor, Rectangular, 10.5 x 9 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame, this house has two entrances. The front door is located in the center of the north side and the back door in the southeast corner.

**24** Room A contains a very expensive lounging chair, an excellent entertainment console, and a high quality robo-chef. Room B is the sleeping room, containing the latest model luxury sleeper. Room C has a top-quality personnel fresher. Slidron has the best furnishings available from his store. He lives an advertisement for his wares.

**Slidron Hase,** Acme Hardware Proprietor, STR - 12, INT - 14, CON - 9, END - 9, DEX - 10, AGL - 10, CHR - 10, LED - 9, LCK - 8, PSI - 5, human male, 47 years old, tall and slim, dark complexion with pale green hair. A fussy individual, convinced of his own importance, Slidron is amusedly tolerated rather than liked. However, he always does his best go get anyone exactly those items and/or products they request.

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**42** **Krim's Trims:** VS ➤ 1 Floor, Rectangular, 13.5 x 9 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, this edifice has only one entrance, a personnel door on the south side.

**20** The major area of the shop (A) is devoted to barbering. Four chairs are in the center of the floor. Two are arranged for humanoids. Two are universal chairs, adjustable to fit a multitude of sapient body forms. Grooming devices line the walls and are suspended from the ceiling. Room B contains an especially complex personal fresher with extremely adjustable programming. The controls are designed to be usable by as many different species as possible. Instructions are given in all forms of Galacto-Symbo speech. Room C is a storage room and office. The office contains a reference library of all known species and their own preferred grooming practices.

**Krim te KtKlt,** Barber, STR - 10, INT - 15, CON - 10, END - 12, DEX - 14, AGL - 19, CHR - 10, LED - 9, LCK - 8, PSI - 9, Hm'niti, senior spinner (male middle-age equivalent), a small, 1.5 meter diameter semi-insectoid sapient, 8-limbed, with a brilliant metallic-green carapace and bright blue compound eyes. He is very fluent in several major galactic languages and is known locally as an amateur linguist. A fussy little busy-body, he just wants everyone to look their best. "I enjoy participating in maximizing the personal beauty of the universe's sapients." His residence is described below.

**43** **Krim te KtKlt Residence:** VS ◀ 1 Floor, Rectangular, 9 x 9 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame, this building has one entrance on the north side.

**26** Room A is the living room. The furniture is a blend of webbing, suitable for Krim to relax in, and some shaped foam cushions for guests to sit on. It also contains the preparation area for the sugar solutions that Krim uses as food. Room B is Krim's sleeping room, containing an elaborate webbing net. Room C contains a special personnel fresher. Room D is a 4.5 x 6 x 2 meter high wooden shed built on the southeast corner of the house. Its double door faces east and serves as the garage for Krim's specially modified hover scooter.

Krim's personal statistics are given under the description of his business.

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**44** **Copyprint Services:** VS ▲ 1 Floor, Rectangular, 9 x 13.5 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame, this business has two entrances. The main business entrance is in the northeast corner and the back door is in the southwest corner.

22 Room A contains the two presses and is where most of the work is done. Room B is set up as the photographic darkroom and materials storage room. Room C is materials storage. Room D is the business office and also the layout and drafting room. It also contains the computer-typesetter and translator. Though most business records are computerized these days, there is still a considerable demand for actual printed material.

**Stamril Freslin**, Proprietor, STR - 8, INT - 12, CON - 10, END - 12, DEX - 14, AGL - 10, CHR - 8, LED - 9, LCK - 10, PSI - 12, human male, 48 years old, medium height and build, dark complexion and dark brown hair with hazel eyes, and has a bushy beard. Injured in a mining accident in his youth, Stamril has become an excellent printer as a second trade and now finds he enjoys the business. His wife was killed in an accident two years ago, and he is only now adjusting to her loss. His morose and sullen attitude will clear up over the next few months, and his Charisma will rise four points as he takes an interest in the world again. He resides in the Auburn Thinleaf Apartments described on page 18.

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**45** **Restraunte Azure:** M ▲▲ 2 Floor, Rectangular, 22.5 x 13.5 x 6 meters high. A moderate-sized building, constructed of metal panels on a girder frame, this restaurant has two entrances. The major entrance is a double door in the center of the south side. A back door is set in the center of the north side.

13 The ground floor (Plan 13) has most of the area (A) occupied by dining tables and chairs. Room B is a private dining room. Room C is food storage. Room D is the kitchen.

16 The second floor (Plan 16) also has most of the area devoted to dining space, Room A. Rooms B and C are restrooms.

Restraunte Azure has a fairly good menu, reasonable prices, and is very popular. Krans Himler, his wife, and two sons run the place. It makes a reasonable profit, but it does keep the entire family busy.

**Krans Himler**, Owner, STR - 10, INT - 12, CON - 10, END - 9, DEX - 13, AGL - 9, CHR - 10, LED - 8, LCK - 10, PSI - 5, human male, 49 years old, short and stocky, with a pale violet complexion and deep blue hair. Krans is a fussy individual, pleasant and cheerful, but inclined to excessive concentration on details. He does most of the actual cooking.

**Trudi Himler**, Wife, STR - 11, INT - 14, CON - 11, END - 10, DEX - 12, AGL - 8, CHR - 12, LED - 12, LCK - 9, PSI - 6, human female, 45 years old, short and stocky, with a pale violet complexion and deep green hair. Trudi is a calm person, given to thoughtful consideration of possible courses of action before proceeding. She is the actual business manager and runs the restaurant

**Hans Himler**, Son, STR - 14, INT - 8, CON - 12, END - 12, DEX - 9, AGL - 10, CHR - 7, LED - 4, LCK - 3, PSI - 15, human male, 19 years old, short and stocky with a light bluish complexion and pale green hair. Not especially smart, Hans has little ambition but to slide through life with as little thought as possible. He would be content to be a waiter all the rest of his life.

**Barl Himler**, Son, STR - 14, INT - 15, CON - 13, END - 12, DEX - 12, AGL - 11, CHR - 9, LED - 10, LCK - 9, PSI - 6, human male, 17 years old, short and stocky, with light bluish complexion and dark green hair. Barl is very bored with life in Tarlkin's Landing and desperately wants to leave. He will take almost any offer to get off the planet. He is a fairly good cook and steward but wants to learn other skills. Bright and aggressive, he hasn't learned much patience yet, although he at least listens to advice before he does things his own way.

**46** **Himler Family Residence:** S ▲ 1 Floor, Rectangular, 21 x 13.5 x 3 meters high. A small, single story building constructed of metal panels on a girder frame, this duplex has two doors: one in the northwest and one in the northeast corners.

29 Krans and Trudi live in the western half of the building. Room A is the living room. Little food preparation facilities are here, since most meals are eaten at the restaurant. Room B is the bedroom. Room C is a storage room. D is the restroom and personnel fresher. The statistics for Trudi and Krans Himler are given with the restaurant.


Hans and Barl live in the eastern half of the building. Room E is the living/dining room and also has some food preparation equipment in the western alcove. Room F is the restroom and personnel fresher. Rooms G and H are the bedrooms for Hans and Barl, respectively. Their statistics are given with the restaurant.

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**47 Mining Claims Office:** VS  1 Floor, Rectangular, 7.5 x 13.5 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, this office has two entrances. One entrance is located in the middle of the west side, and one is located in the middle of the east side. A small wooden storage shed, 1.5 x 6 x 2 meters high, with a door on the western side is built on the northwest corner.

Deserted most of the time, any mining claims filing or other business is handled by the City Clerk, Kirina Steti.

**25** She may be found at City Hall, described below. Room A contains a desk and the files computer. Room B is equipment and supplies storage. Room C contains an automated mineral analysis laboratory which is used to verify the quality of the mineral samples. The exterior shed, D, is not locked and contains several sets of official mining claims markers, claims survey gear, and extra copies of all necessary forms for the convenience of miners and prospectors.

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**48 City Hall:** S  2 Floors, Rectangular, 22.5 x 13 x 6 meters high. A small, two story building, constructed of metal panels on a girder frame with two entrances. A double door is set into the center of the north side and a single door is set into the center of the south side.

The ground floor (Plan 13) utilizes Room A as the general meeting room. A podium is placed against the east wall and a large number of folding chairs occupies the rest of the floor area. Room B is the City Constable's Office and ready room. Records and spare equipment are stored here. Room D is the patrolman's ready room with the duty desk and communications system. Room C is the detention cell, with padded interior walls and a built-in hypersonic Calm - Field. The stairway up to the second floor is located against the south wall of the general meeting room.

**13 15**

The second floor (Plan 15) contains the municipal offices. Area A is the common area, waiting room or lobby. Rooms B and C are the Mayor's offices. Room D holds municipal records. Rooms E and F are the Clerk's offices, from which the town of Tarlkin's Landing is actually run. Rooms G, H, and I are currently used for storage of supplies and office equipment.


During the daytime, the Mayor may usually be found at his law office across the street. The City Clerk is a retired military quartermaster sergeant who runs the town as sort of a hobby. The City Constable doesn't have a great deal to do during the day and so spends a lot of time doing maintenance on city emergency equipment. The night shift is unusual.

The Mayor, Tam Vislin, is listed on page 13. The City Clerk, Constable, and Night Constable are listed below.

**Kirina Steti**, City Clerk, STR - 8, INT - 14, CON - 11, END - 12, DEX - 12, AGL - 10, CHR - 12, LED - 15, LCK - 10, PSI - 10, human female, 57 years old, short and stocky, light blue skin and long orange hair, bright yellow eyes. An old sergeant type, gruff but very competent, she runs the town's affairs with extreme efficiency, although Tarlkin's Landing is nothing more than a hobby to her. Her residence is given below.

**Karl Hasten**, Constable, STR - 14, INT - 12, CON - 13, END - 14, DEX - 12, AGL - 12, CHR - 10, LED - 12, LCK - 12, PSI - 13, human male, 43 years old, tall and slender, ivory white complexion, dull black eyes, and bright, metallic copper hair. Karl cut short a promising career in a large city police force on another planet when he found himself beginning to give under the pressure. The Tarlkin's Landing position allowed him to recover his calm and balance, and he is most efficient in his job. His residence is given on page 34.

**Krgghkk'a**, Night Constable, STR - 20, INT - 16, CON - 18, END - 19, DEX - 14, AGL - 8, CHR - 7, LED - 6, LCK - 9, PSI - 14, Frugama female, warrior caste, 32 cycles (years) old, an incredibly intimidating 2.5 meters-high cross between a gorilla and a tyrannosaurus, she is a dull, metallic green and purple with deep ruby eyes and 6 cm ivory fangs. Marooned here by lack of money 6 months ago, Krgghkk'a has found this job "to development self intellectual potential, conducive is." After a one-night reign of terror by Krgghkk'a, the incidence of peace disturbance after dark has dropped remarkably. A 20 cm diameter Constable's badge is affixed to the center chest straps of her warrior's harness. She normally uses stun weapons but carries a regular military heavy beamer on a back strap. Her preferred technique is to stun everything in the vicinity of a disturbance, haul everyone off to the detention cell, and let Karl sort it all out with his morning coffee. The town has fixed her up with a specially modified hover platform, even though she can run 80 kph. She now spends most of the night meditating in the center of the town square park and composing poetry. Her residence is given on page 34.

**49 Kirina Steti Residence:** VS  1 Floor, Rectangular, 9 x 10.5 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, this house has two entrances. The front door is located on the east side and the back door is located on the west side. A wooden shed, 4.5 x 7.5 x 2 meters is built on the northwest corner of the house and has a door opening to the south.

**24**

Room A is the living/dining room and has the robo-chef located in the northwest corner. It is very neat, tidy, and very sparsely furnished. Room B contains the bed and clothing wardrobe. The personnel fresher is located in Room C. The exterior shed, D, is used for miscellaneous storage. Kirina Steti's statistics are given at City Hall.



50 **Karl Hasten Residence:** VS ◀ 1 Floor, Rectangular, 9 x 9 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, this house has only one entrance, located on the north side. A wooden shed that is 4.5 x 6 x 2 meters high is built on the southeast corner of the building and has 3 meter-wide doors in the southeast.

26 Room A is the living/dining area and also has the food preparation equipment. Room B is the sleeping room. Room C has the personnel fresher. The outside shed, D, contains emergency equipment and the Constable's police hover scooter. Karl Hasten's statistics are given at City Hall on page 33.

51 **Krgghkk'a Residence:** S ▲ 1 Floor, Rectangular, 22.5 x 13.5 x 3 meters high. A small, single story building, constructed of metal panels on a girder frame, this structure has three entrances. The entrances are a pair of 9 x 3 meter power doors on the south side and a small personnel door in the northeast corner.

10 Owing to her large size, Krgghkk'a just does not feel comfortable in buildings constructed for normal-sized humanoids. Tslani Builders quickly put up one of the standard garage/work bays and helped to convert it to living quarters. Fortunately, by long tradition, Krugama furnishings are extremely sparse. The bed consists of a large plot of clean, fine sand, 6 meters square, in the northwest corner. The diet is of fresh fruits, vegetables, and occasional bits of uncooked meat. Several large blocks of sponge foam complete the furniture. Storage is handled by several large metal industrial shelving units. The interior of the walls are painted in soft pastels, and Krgghkk'a frequently paints new abstract murals in water color on them for decoration. Her statistics are given at City Hall on page 33.

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52 **Nebula Trust & Savings Bank:** M ≧ 2 Floors, Rectangular, 30 x 22.5 x 6 meters high. A moderate-sized, two story building, constructed of reinforced metal panels on a girder frame, this building has three entrances. The main entrances are sets of double doors on the east and south sides of the southeast corner. A rear door is located in the center of the west side.

6 The ground floor (Plan 7) utilizes Room A as the main office pool area. Numerous clerks and desks are located in this area. Room B is an intermediate waiting room with the usual chairs and old magazines. Room C contains the main entrance doors and a receptionist who directs customers into the proper room. Room D holds the tellers and is where the banking business is done. Office work is carried out in Room E. Room F also is an office and consulting room. Room G has the main banking records and usually has one or two tellers updating the files. H is a storage room, containing supplies and cleaning equipment. I is an office, mostly used for employee breaks. The stairway to the upper floor is located in the southwest corner.

7 The second floor (Plan 6) is 4.5 meters shorter in the east-west direction. The large, central area, Room A, is set up for a waiting area but can be rearranged for use as an auditorium. Rooms B, C, and D are offices used by officials of the bank. Room E contains supplies and cleaning equipment. Rooms F, G, and H form the suite of rooms reserved for the bank president. I is an employee break room. Rooms J and K are restrooms.

**Scred Hazleen**, President, STR - 10, INT - 12, CON - 10, END - 9, DEX - 8, AGL - 7, CHR - 10, LED - 9, LCK - 10, PSI - 8, human male, 53 years old, tall and slender, sallow complexion with prematurely white hair. Conservative in attitude, Scred takes few risks with the bank's money. With adequate collateral, loans can be had for most purposes. His residence is listed below.

**Hlen Trinton**, Bank Officer, STR - 8, INT - 14, CON - 10, END - 12, DEX - 10, AGL - 9, CHR - 11, LED - 10, LCK - 10, PSI - 9, human female, 42 years old, short and plump, dark brown skin and fluffy white hair. Not especially ambitious, Hlen enjoys helping people and building things. She is a very conscientious worker and takes great pains to do all work correctly. See page 12 for her residence.

Other officers and employees of the bank can be taken from the Random Citizens Chart. The bank employs three officers, eight clerical staff, and two cleaners.

53 **Scred Hazleen Residence:** S ◀ 1 Floor, Rectangular, 13.5 x 18 x 3 meters high. A small, single story building, constructed of fiberglass and plastic panels on a girder frame, this structure has two entrances. The front door is in the middle of the east side. Two wooden sheds, 6 x 4.5 x 2 meters high, are built on the north side of the building with 3 meter wide doors facing north. The duplex has been converted to a single residence.

28 Room A is the dining room, filled with a rather extensive amount of furniture. A doorway has been cut between Rooms A and H. Room B is a restroom. Room C is a kitchen. Room D is a guest bedroom. Room E is the master bedroom. Room F is a restroom and contains a personnel fresher. Room G is a library/office. Room H is a living room. Shed I contains a hover scooter and Shed J is used for miscellaneous storage. Scred Hazleen has his statistics listed under the Nebula Trust & Savings Bank above.

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**54 Hamlis Grastona Residence:** VS ▼ 1 Floor, Rectangular, 7.5 x 13.5 x 3 meters high. A small, one story building, constructed of metal panels on a girder frame, this building has two entrances. The front door is located in the middle of the west side, and a back door is located in the middle of the east side. A wooden shed, 1.5 x 6 x 2 meters is built on the southeast corner.

25 Room A is the living/dining area with a large luxury Relaxa-Lounger and a fair quality robo-chef. B is the rest-room and personnel fresher. Sleeping quarters are Room C which contains an old-fashioned waterbed. The shed, D, contains an old classical-style muscle-powered vehicle called a "Bicycle" which Hamlis uses to get to work.

**Hamlis Grastona**, Spaceport Traffic Supervisor, STR - 9, INT - 14, CON - 11, END - 13, DEX - 12, AGL - 11, CHR - 9, LED - 12, LCK - 9, PSI - 10, human male, 45 years old, short and stocky with light blue skin and dark red-brown hair and moustache. He has a painstaking and fussy personality with a tendency to be rather conservative. While thoroughly familiar with, and adhering to, every provision of the regulations, Hamlis wants to help people and, if asked politely, can almost always find some obscure ruling or provision to permit any task to be accomplished. His hobby is old technology, and he is considered the local expert on identification of old types of machinery.

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**55 Czima Falra Residence:** VS ◀ 1 Floor, Rectangular, 9 x 10.5 x 3 meters high. A small, single story building, constructed of plastic and fiberglass panels on a girder frame, this home has two entrances. The front door is located in the southeast corner, and the rear door is located in the middle of the west side. A wooden shed, 4.5 x 4.5 x 2 meters high, is built on the southwest corner with a door in the middle of the north side.

Room A contains the very sparse furnishings Czima permits himself: a table, chair, and economy model robo-chef. Room B has a standard personnel fresher. Room C contains a work table, chair, and microbook reader. Room D has only a bed and clothing wardrobe. The exterior storage shed is almost empty.

**Czima Falra**, Assistant Spaceport Traffic Supervisor, STR - 12, INT - 15, CON - 9, END - 8, DEX - 12, AGL - 13, CHR - 7, LED - 7, LCK - 10, PSI - 12, human male, 39 years old, tall and slender, a dark orange skin with light red eyes and black hair. He is a strict ascetic and foregoes frippery of any sort. He does his job well but, seeing little scope for advancement, is willing to move on. His hobby of calligraphy has led him to become quite knowledgeable about the ancient literature of several cultures and an accurate appraiser of old documents.

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**56 Timlineha Raspin Residence:** VS ▶ 1 Floor, Rectangular, 9 x 9 x 3 meters high. A single floor, small building constructed of metal panels on a girder frame, this house has one entrance in the southeast corner. A small wooden shed, 4.5 x 6 x 2 meters high, is built on the northwest corner of the house with a double wide door opening west.

26 A is the living/dining room, furnished with several low tables, small, square mats to sit on, and a very simple food preparation center. B contains nothing but a large, soft floor pad for sleeping and a clothing wardrobe. C is a personnel fresher and groomer. The shed serves as a garage for a very highly "souped up" hover scooter and the tools Timlineha uses to maintain it.


**Timlineha Raspin**, Starport Security Officer, STR - 14, INT - 13, CON - 11, END - 12, DEX - 17, AGL - 19, CHR - 14, LED - 15, LCK - 9, PSI - 8, parahuman female, 34 years old, small and slim with a body covering of soft, amber fur and dark, violet eyes. Timlineha is very deceptive. She looks like a cute, fluffy little chick, picked for her ability to charm people into doing what she wants. In actuality, she is an incredibly swift and deadly close combat warrior, expert with energy weapons and master of an ancient bladed weapon similar to the terran Samurai Sword. She drives all ground and air vehicles with a high degree of skill. Her quiet, pleasant personality masks a professional, tough-minded security officer. She is due for promotion to another post at a much larger starport.

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**57** **The Ragged Credit Inn:** VS  2 Floors, Rectangular, 13.5 x 22.5 x 6 meters high. Constructed of metal panels over a steel girder frame, the Ragged Credit has 2 entrances: 2 main steel doors, 1.5 x 2.5 meters high on the north side.

Room A is a dining room and bar. There are ten slightly beat-up rectangular tables with 4 chairs each. The bar runs the entire length of the west wall. The booze is good quality and slightly expensive. There are 10 waiters and 2 barmaids. Room B is the kitchen. There are 3 stoves and other assorted kitchen utensils (ovens, blenders, pots, pans, freezer, refrigerator, microwave, etc.). There are three cooks.


Room C is the owner's office. It houses a desk, 4 chairs, 2 filing cabinets and a hidden safe under the picture centered on the south wall. (That's right, and I know it's corny). It may be opened only by the owner's thumb being pressed against the photocopy screen in the center of the door. Inside are 40,000 credits and an old map to a hidden vein of ore. Room D is the waiting room. There is a counter along the south wall and a couch with 2 comfortable chairs. Over the door to Room C is a sign saying "storage room." There is one receptionist. She will take the customer's hand print on a photostat machine and assign a room (or rooms) number.

The second level consists primarily of sleeping rooms. The Rooms B - I are these. Each room has a personnel fresher behind a screen. They also have a TV (both for communications and entertainment), large bed, 2 chairs, one table, and a chest of drawers.

**Thadeus Stevens**, Owner, STR - 10, INT - 14, CON - 10, END - 10, DEX - 8, AGL - 9, CHR - 15, LED - 11, LCK - 13, PSI - 5. human male, 50 years old, balding, and about 5' 4" tall. This jocular fellow is a sly businessman. He came here about 6 years ago and has prospered. His Inn is one of the best and most popular in town. He carries a Stun gun in the sleeve of his coat and, if threatened or provoked, he will use it. If in his office, he may also press the button under his desk which will release a knockout gas that will put any individual to sleep for 10 - 60 minutes. Thadeus is not affected by this gas due to a filter in his arched nose which neutralizes the gas. Thadeus might be interested in hiring people to work for him. (Roll 1D6. 1 - 2: yes, 3 - 6: no).

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**58** **Black Betty's:** VS  1 Floor, Rectangular, 9 x 13.5 x 3 meters high. Constructed of metal panels on a girder frame, Betty's has one entrance: a metal reinforced door, located one-third of the way along the east wall of the building.

Room A is the main bar area. A counter starts one-third of the way along the west wall and curves around to run the entire length of the south wall. Three tables with four chairs each are in the main area, and six stools are at the bar. Four speakers are located in each corner of the room. These speakers are continuously emitting gay party music. Booze and a small grill are located behind the main bar. Room B has 3 round tables with six chairs each. These tables are used for the never-ending poker games. Room C has one roulette table, one blackjack table, and one craps table. The booze is not of bad quality, but, when food is served, it is a good idea to wash it down with some sort of alcoholic beverage to help destroy the taste as well as any living creatures in the food. 19 people have been killed in Black Betty's in the last two years. 16 of these were over disagreements concerning card games, and four of those were the work of Black Betty herself.

**Black Betty**, Owner/Bartender, STR - 14, INT - 5, CON - 13, END - 8, DEX - 8, AGL - 9, CHR - 14, LED - 10, LCK - 15, PSI - 3. Betty is a human female, about 57 years old. She is 5' 8" and weighs somewhere in the neighborhood of 300 lbs. She is always garbed in a long, flowing, black satin sarong-type dress. Betty has found her clothing ideal for concealing various items. 2 Pistols (a Stungun and a Laser Pistol), 2 Daggers and assorted playing cards complete her "aces up the sleeve." Betty also has a light moustache. Betty came to Tarlkin's Landing toward the end of the boom town days. She has stayed in business and has always shown a profit by craft and skill of cards. She is the finest card player in town, and it is rumored that she deals on the black market.

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**59** **Space Port General Office:**  2 Floors, Rectangular, 45 x 27 x 4 meters high. A large, two story building, constructed of metal panels on a girder frame with two entrances. Double door on center of south face and a 6 meter wide sliding loading door at the northwest corner.

The ground floor (Plan 2) has the major area of Room A open for handling shipments of cargo. Scales, packaging machines, and sensor equipment are scattered over the floor. The area has a stairway to the second floor located in the southwest corner and doors on the east side giving access to Rooms B - H. Room B is the office for the Space Port Traffic Section, which is comprised of Hamlis Grastona and his assistant, Czima Falra, working from two desks and a couple of file cabinets. Their statistics are given at their residences on page 35. Rooms C, D, E, F, and G are offices rented out to local businesses for handling their shipping affairs. Room F is currently unoccupied. Rooms C, D, E, and G have only a desk, table, and several chairs, with locked file cabinets containing what few records are necessary. Room H is the communications room containing the planet - to - space radios, navigational beacons, and other communication equipment. Normally, one person is on watch here at all times. A repeater panel shows the status of any security alarm here, as well as in the Security Office.




munication equipment. Normally, one person is on watch here at all times. A repeater panel shows the status of any security alarm here, as well as in the Security Office.

The second floor (Plan 3) is divided up into 19 different rooms. Rooms A, B, C, and D are rented out to local businesses for convenience in dealing with shipping traffic. Rooms E and F have only a conference table and chairs. They are available for whatever use is required. Rooms G, H, I, and J are rented out to some of the Free Traders who frequently use Tarlkin's Landing. Rooms K, L, M, N, O, P, and Q are either empty or are used for miscellaneous storage.

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**60 Space Port Operations Office:**  1½ Floors, Rectangular 45 x 27 x 4 meters high. A large story-and-a-half building constructed of metal panels on a girder frame with two entrances. Almost the entire north wall of the building is a 21 meter-wide power-operated set of sliding metal doors. On the west wall is a small metal personnel door.

**4 9** The ground floor (Plan 4) utilizes Room A as a guardroom for the armed security guard who controls access to the building. This guard has statistics STR - 12, INT - 9, CON - 10, END - 10, DEX - 12, AGL - 10, CHR - 9, LED - 5, LCK - 9, PSI - 8 and is armed with a submachine gun and several sleep gas grenades. Room B is a large open area which contains the Ready - Response Security Vehicles parked just inside the door as well as any valuable materials awaiting shipment which require armed guards. There will be 2D6 shipments in storage here, each weighing 1D6 x 100 kg and each worth 2D x 10,000 Cr. In the southwest corner is the stairway leading up to the second half-story.

The second floor (Plan 6) utilizes Room A as the ready room for the on-duty squad of guards. Chairs, tables, entertainment console, and a weapons rack comprise the furnishings. Eight doors lead from here giving access to Rooms B, C, D, E, G, I, J, and K. The room is occupied by three guards. Their statistics are:


No.	STR	INT	CON	END	DEX	AGL	CHR	LED	LCK	PSI
One	11	8	9	11	14	12	8	5	9	12
Two	8	9	10	9	15	14	9	7	8	8
Three	12	10	10	12	12	11	12	8	10	3

Each wears a suit of light body armor and a stun pistol. Setting on the weapons rack is a Helmet with armor-glass visor and an Assault Rifle for each guard. Rooms B, C, and D each contain a cot and have a series of lockers along the west wall which contain emergency equipment. Room E is an office, holding records of local criminal activity. Room G is the Alarm Systems Control Office. All alarm systems are controlled from here, the officer in charge of Starport Security is based here, and a spacebands communication monitor is located here. Room F contains spare parts and components for the security systems. Room H contains classified records and local military data. The Starport Security Officer, Timelineha Raspin, is detailed at her residence on page 35. The Alarm System Operator has the statistics: STR - 12, INT - 13, CON - 7, END - 9, DEX - 12, AGL - 10, CHR - 9, LED - 9, LCK - 8, PSI - 10. The Operator does not wear armor and is armed with an autopistol. Room I is a general office and conference room containing a desk, table, and several chairs. Room J is a restroom with a human waste disposal facility. Room K is an equipment storeroom containing weapons, spare parts, and ammunition.

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**61 Warehouse One:**  1 Floor, Rectangular, 30 x 22.5 x 8 meters high. Constructed of metal panels on girder frame, the warehouse has three entrances, two 6 x 8 meter folding metal doors on the north wall and a 1.5 x 2 meter door on the east side. Room A is an office with a desk and a filing cabinet with records of shipments in, out, and currently being stored. Also in the office are some coveralls and a few pieces of cargo handling equipment: hand trucks, pry bars, lifting hooks, and the like. Room B is the vast bulk of the warehouse area and contains a large quantity of crates and bales. None of the cargo is especially delicate or valuable. A small power forklift is parked just inside each door. This building does not have an alarm system.

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- 62 Warehouse Two: VL ▼ 1 Floor, Rectangular, 30 x 22.5 x 8 meters high. As Warehouse One, except that Room A has a lot of small packages and boxes stored in it. This building does not have an alarm system.
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- 63 Warehouse Three: VL ▼ 1 Floor, Rectangular, 30 x 22.5 x 8 meters high. As Warehouse Two. This building has an alarm system installed, but it is not active at this time.
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- 64 Warehouse Four: VL ▼ 1 Floor, Rectangular, 30 x 22.5 x 8 meters high. Constructed the same as Warehouse One, this building utilizes Room A for storage of small and valuable shipments. Room A has a separate alarm system from the rest of the building. At any time, 3D6 shipments, each worth 1D6 x 10,000 Credits, are present. Room B contains 8D6 shipments, each worth 1D6 x 1,000 Credits and weighing 2D6 tons each. A large power forklift is parked next to Room A. The building has an active alarm system rigged to detect any unauthorized intrusion.
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- 65 Warehouse Five: VL ▼ 1 Floor, Rectangular, 30 x 22.5 x 8 meters high. While constructed the same as Warehouse Four, including the double alarm system, this building is utilized for storage and maintenance of the spaceport cargo handling equipment. One of the four very elderly heavy cargo lifters is always down for maintenance. Room A contains tools and spare parts for the cargo lifters and smaller forklifts. Also housed here are an anti-grav jeep and several grav scooters used by starport personnel. The interior of the warehouse is littered with bits and pieces of junk, mostly broken parts of vehicles with a couple of pieces of common starship equipment as well. This building is only alarmed at the whim of the night security guard (1 or 2 on 1D6).
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- 66 Space Port Passenger Office: M▲▲ 2 Floors, Rectangular, 22.5 x 30 x 4 meters high. A moderate, two-story building constructed of metal panels on a girder frame with three entrances. The northeast corner has a double door located on each face. A small metal door is located in the center of the south side.

9 8 The ground floor (Plan 9) has Room A as a passenger check-in area and baggage handling facility. Temporary storage lockers, coin-operated, occupy part of the north wall. Several desks, tables, and baggage processing machines occupy the rest of the floor space. An open doorway leads to Room C and a closed door leads to Room D. A stairway in the southeast corner leads up to the second floor. Room B is an office with files on the latest baggage regulations and a table whose main content is a coffee pot. This area is for breaks and relaxation by the passenger service crew. Room C is a vestibule with doors to the east and west leading into Rooms D and B as well as a door in the south wall leading outside. Room C is a storage area for luggage handling dollies. Room D is the office of the Passenger Ticket Service where passages are arranged with a clerk who communicates with the appropriate ship in port.


The second floor (Plan 8) has Room A as a Passenger Lounge and Waiting Area, furnishings being comfortable chairs, a few tables, and refreshment vending machines. Four doors on the east wall lead to Rooms B, C, D, and E, while a stairway in the southeast corner leads down to the ground floor. Rooms B and C are restrooms for males and females, respectively. Rooms D and E are general conference rooms with tables and chairs.

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**67 Refueling Office:** L  2 Floors, Rectangular, 30 x 9.5 x 4 meters high. A large, two-story building constructed of metal panels on a girder frame with five entrances. The north side has three large, 6 x 4 meter metal power-operated doors and one small personnel door. The other door is a small metal personnel entrance located on the southeast corner.

**18 23** The ground floor (Plan 18) is mostly open space, two stories high, housing the three refueling vehicles in Room A. Each of the refueling vehicles also serves as an emergency fire vehicle when it is hooked up to the water mains instead of the fuel lines. Room B contains the Fuel Tank System Controls and Monitoring Equipment. Room C has the protective suits for the Refueling/Emergency crews. Also in the northeast corner is the stairway to the upper floor.

The second floor (Plan 23) Room A is open to Room A of the ground floor. Room B is a ready room for the refueling crew and has the stairway to the ground floor in the northeast corner. Rooms C and D are storage areas for parts, spare equipment, and fueling adaptors.

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The following individuals are named and given occupations but do not have a specific residence assigned. The Judge may place them in any of the non-assigned residences.

Rix Ather  
Len Birmer  
Desmar Frenton  
Lank Hrostin  
Kmgrasma  
Jozek Kranston  
Stane Lerner  
Max L'memba

Klarys Marn  
Kit Sesma  
Selma Stacy  
Denald Stano  
Kim Tesmin  
Hamila Trestar  
Ts'till'

#### Rumors

- 1 The Free Trader, Blue Danube, is now three weeks overdue. A burst of static on the emergency communications frequency was recorded about ten nights ago. A T'linka herder 300 kilometers to the north reports she saw a bright streak of light on her northern horizon that night.
- 2 Pirate activity two systems over has been very heavy of late. Three ships have been lost in the last month. The local commerce patrol ships can't seem to do anything about it.
- 3 Pirates are going to move into the system. All the activity in the neighboring systems has led to the transfer of patrol units there. Now pirates move here, where the patrol has left. Our ships are going to really get burned!
- 4 Last summer, one of Ton Himlee's range riders found a crashed airjeep with the body of a prospector still in it. He had a lot of mining samples in the jeep, and some of them were obviously very rich. All the documentation as to the location of the claims or sampling area was missing. The body of the prospector is still unidentified. Nobody knows of anyone that is missing! Who was he?
- 5 The cargo liner, Princess Astrid, brought in word that two factions of natives on the planet Hromed have opened full-scale war on each other. The Metastar Mining Company, which is operating a concession on that planet is looking for more armed guards for protection and needs certain supplies desperately. They are willing to pay triple the normal price.
- 6 A new longevity drug has been discovered. Certain parasitic fungi have fruiting structures that contain a high concentration of anagathic compounds. The only place they are known to occur is in a small section of mountain rainforest to the southeast (or southwest, etc.). It is rumored that there are many guards but a couple of people have got through.
- 7 A space prospector who came in last week says that three separate prospectors made valuable strikes of platinum in the asteroid belt two systems over in a period of less than a month. The Trailing Trojan strike is going to attract a lot more prospectors. There ought to be an increased market for services to prospectors. The prospector is staying at the Stopehouse and is trying to raise backing to put together a ship stocked with luxuries as well as necessities.
- 8 Valuable "packages" are available for reliable couriers who don't ask questions. Ask for "Charley" at the bar down the street
- 9 A government investigating committee is due in any week now. They are scheduled to inspect the Spaceport and review plans for its expansion.



- 10 The Governor of the planet, Hm' Lasna, is recruiting mercenaries for a personal bodyguard. He feels threatened by military expansion in the neighboring system of Sm'Emni. Officers and technicians with experience in powered armor operations are being sought.
- 11 The Entarch of the planet Sm'Emni is offering substantial rewards for noted warriors to test his troops in training combat. Lucrative instructor positions are available for those who survive the initial tests.

### Encounters

- 1 You hear a dull, muffled "whump" and notice that a nearby building has caught on fire. A very agitated young humanoid staggers out of a door, takes a couple of deep breaths, and tries to go back into the building, unsuccessfully. A loud wail sounds from inside the building, and the humanoid becomes even more distraught. A character attempting to enter the building must roll their Strength (3 - 18 scale) or less on 1D20. A second roll of their Strength or below permits them to exit the building with the small humanoid youngster who was trapped inside. An unsuccessful roll permits safe exit without the child. If the the second roll is unsuccessful, a third and final roll may be attempted with a die roll modifier of +3.  
**Ksmignin** and his trapped clan brother, **Tngano** are STR - 5, INT - 10, CON - 4, END - 5, DEX - 12, AGL - 14, CHR - 15, LED - 4, LCK - 8, PSI - 4, humanoid male, 12 years old, 1.2 meters tall, slender and quick, body covering of short, fluffy, soft, grey fur, deep blue eyes, typical harum-scarum youngsters who happened to be in the wrong place at the wrong time. A clan senior will arrive shortly. If Tngano was rescued, the senior will be grateful, invite the party to a meal at Restraunte Azure, and assist the party's endeavors by giving accurate advice and information on local conditions. If rescue was attempted unsuccessfully, the senior will still express gratitude for the attempt.
- 2 As the party walks along the street, a screaming, spitting catastrophe resolves itself into a pair of individuals attempting to beat each other senseless. Observation will determine that both are fairly young human females and are quite evenly matched. They do not appear to be doing each other permanent harm, but their tussle is causing considerable damage to shrubbery and building decorations.  
**Hamila Trastar**, STR - 12, INT - 14, CON - 10, END - 12, DEX - 14, AGL - 12, CHR - 12, LED - 9, LCK - 9, PSI - 8, human female, 18 years old, medium height and build, fair complexion, long auburn hair, dark green eyes, spunky character, volatile temperament, fairly skilled in electronics repair.  
**Klarys Marn**, STR - 13, CON - 9, END - 11, DEX - 13, AGL - 13, CHR - 12, LED - 8, LCK - 10, PSI - 9, human female, 19 years old, medium height and build, dark complexion, black hair, brown eyes, an energetic and mischievous sprite, much given to practical jokes, skilled in vehicle maintenance, and a fair shot with a pistol.  
They are having one of their frequent, violent arguments over some philosophical difference. They have much in common and are close friends. Any outside intrusion will cause the fight to subside. They argue frequently because of boredom and are prime recruiting material for off-planet adventure. Both do a lot of camping and are skilled rock-climbers and mountaineers. Hamila works at a local office and Klarys at a vehicle garage and repair shop.
- 3 As you pass a park, you notice a pair of teams who were preparing to play Zat-Ball, but are going to have to stop because the referee must leave. If one of the party cares to referee, both teams will be grateful. All that is required is an impartial person with good eyesight to call score and rule on in or out of bounds. After a very fast and furious game, producing a lot of excitement and quite a few bruises among the players, one side finally wins. Both teams adjourn to the sidelines to raid several coolers of mildly intoxicating beverages, dragging the entire party along with them. A carousing session begins, and, if the party participates by buying some drinks now and then, they will be accepted as locals. Perceptive individuals will gain some insight to local politics and economics. The party will be better able to get things done with the local bureaucracy. They will also have a better chance of making a profit on any items they sell. Many of the team members are local workmen and will recognize the party if it does business at their establishments. Friendly greetings and an invitation to the next match/party to be held will be offered.
- 4 A pair of humans approach the party. As one individual expresses an interest in discussing a business offer, the other hangs back and keeps an unobtrusive watch on the surroundings. The "businessman" is:  
**Klimna Tastron**, STR - 12, INT - 14, CON - 13, END - 11, DEX - 12, AGL - 13, CHR - 12, LED - 14, LCK - 12, PSI - 11, human female, 42 years old, stocky, compact, weathered complexion, short black hair, competent and knowledgeable field engineer for Timli Metals, Inc. The bodyguard is:  
**Hamnon Barna**, STR - 14, INT - 11, CON - 12, END - 14, DEX - 13, AGL - 12, CHR - 9, LED - 9, LCK - 10, PSI - 9, human male, 37 years old, tall and lanky, dark complexion, black hair and dark orange eyes. Surly and taciturn, a professional security guard devoted to continuing his company paychecks. Offers Klimna advice only on security matters, otherwise, keeps his mouth shut.  
They are advance agents for one of the companies that is trying to get the new metal strike under control. They do not want word to get out of their intentions because it would drive up prices. They want to utilize the party as an intermediary to accomplish their task for them. The party is to obtain a tract of land near the spaceport for a warehouse, accumulate certain equipment, and build a specified amount of office space and repair facilities. A certain amount of funds has been allocated and, if the party can do it for less, any surplus becomes their bonus. In the meantime, the party is free to use the facilities for their own purposes. In fact, Klimna says that obviously doing something with the facilities could serve as a very effective security cover for the next few months.



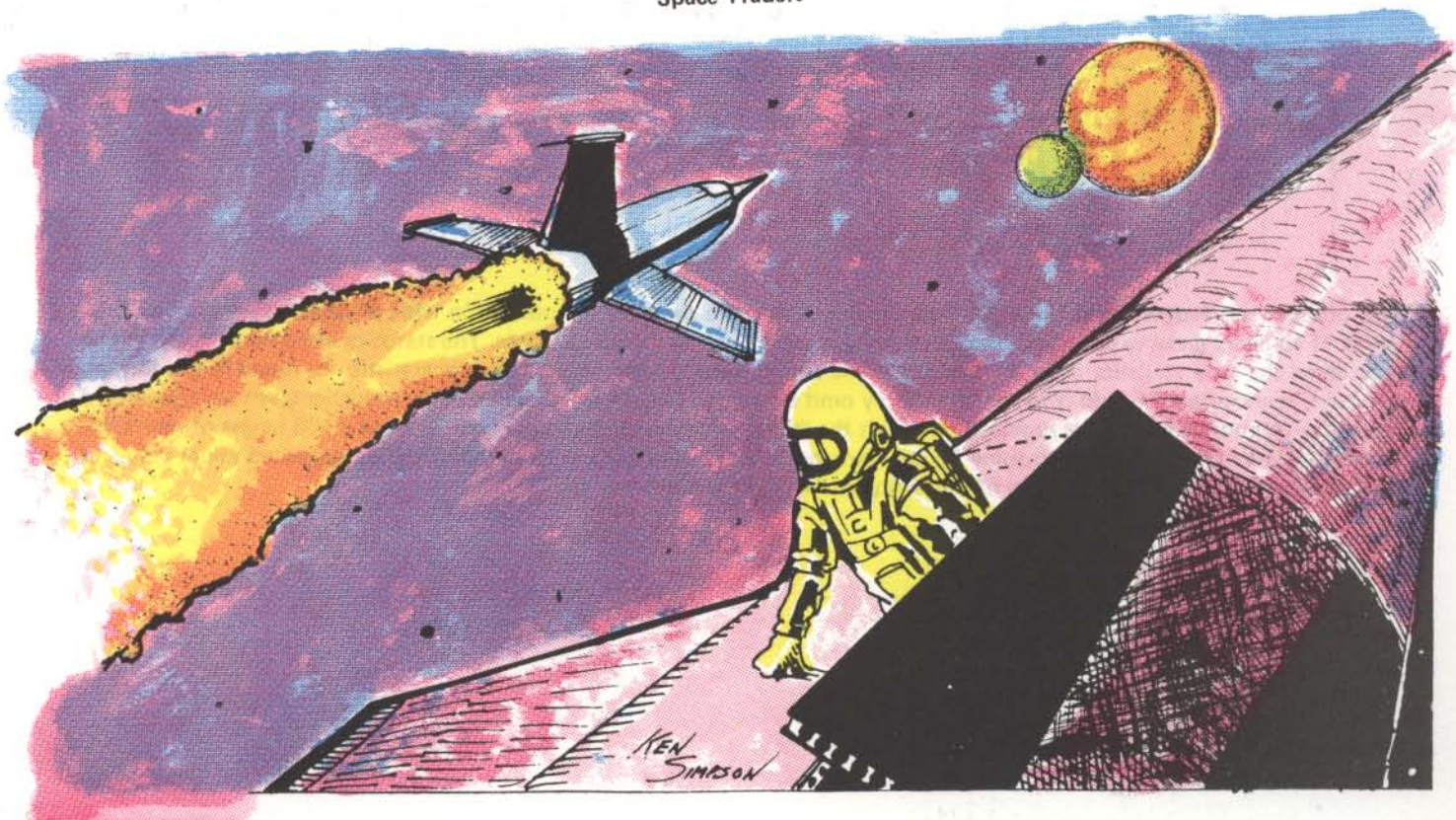
If the party accepts, the funds vouchers will be brought in by a Free Trader who will also deliver certain equipment for storage or assembly. Klimna and Hanman have a lot more survey work to do in the "out yonder" and will be out of town most of the time. If the party accepts, they will inform the party that an independent company monitoring agent is in town. They will give the party a way of anonymously passing information, requests, and reports on to the company off planet.

- 5 An agent for a smuggler contacts the party and offers a "lucrative job." If the party is interested, a further meeting is arranged. The same agent is present, but this time he is carrying a video camera and is obviously being directed by another party. The job is to be the hijacking of a shipment of smuggled goods just before delivery. The patron wants to "embarrass" the intended recipient and offer the goods for sale himself. The intended recipient is the regular receiving agent for Stane Lerner (page 11). The "anonymous patron" is Stane himself, who suspects his regular agent of some double dealing and wants to check the situation out. If the party carries out their end of the deal, Stane will be inclined to trust them and use them again. He makes frequent use of purchasing agents, security guards, technicians, and just plain thugs.

The shipment will be stashed in a private warehouse two days after the next trip of the Free Trader, Daisy Girl. There will be a security alarm system which can be defeated by a player character rolling his Dexterity (3 - 18 scale) or under on 1D20. The Judge may add a die roll modifier appropriate to the degree of electronics skill possessed by the character. Such a modifier should probably not exceed three. Also on guard will be two armed guards drawn from the Random Citizens Chart on page . They will be armed with silenced military pistols. They are both fair, but not exceptional shots. Each carries a remote trigger for the alarm system. If the alarm is set off, two more guards drawn from the Random Citizens Chart will show up. One is armed with a silenced submachine gun, and the other has a semi-automatic shotgun loaded with buckshot. They will approach from opposite directions at the end of 3 minutes after the alarm goes off. Each of the second pair is an excellent shot with his weapon.

The private warehouse will be a standard (Plan 10) single story building, constructed of metal panels on a girder frame. The shipment will be three plastic crates, each weighing one-half tonne, and measuring 1 x 1 x 3 meters. The first crate contains semi-precious narcotics. The other two crates contain valuable electronics and computer parts as well as a few racy porno tapes. The building is set on the edge of town, and there are 50 meters of clear space between it and any other buildings. Some shrubbery permits an unseen crawling approach to within 20 meters. The unknown patron does not want any guards injured and warns that the sound of gunfire will bring Krgghkk'a in with her heavy beamer charged and ready. She is known to have excellent night vision.

#### Space Traders





- 6 While shopping for nothing in particular, one of the party notices some peculiar amber and red translucent crystals on a curio table. This character remembers having once viewed a tape where such crystals were shown in association with valuable deposits of selenium. Casual conversation with the shop owner reveals that a youngster living on the Stenson Ranch, about 43 kilometers to the northwest, brought them in. The youngster said, "Purty, ain't they? If these sell, I can bring you in a bunch more!" The shop owner will give you the name of the youngster once he is convinced that you aren't interested in selling crystals yourself.

Several days spent surveying will reveal that there is, indeed, a small, but rich, deposit. It could be worked by several people with hand tools and cleaned out in five or six months' work for a tidy little profit. Less than 1,000 Cr for investment would be required to begin operations. Operating expenses will be made, as well as 5,000 to 7,000 Cr in profit.

If anyone thinks to look, a two-day search will reveal another, similar deposit. A character with skill in mining or geology will suspect that these small deposits are traces of a much larger deposit. Ten man days of search will discover such a deposit. A large, off-planet mining concern would pay 50,000 Credits for the samples, a verified survey data, and claim rights.

## STATISTICS CONVERSION CHART

	2	2.7	3.3	4	4.7	5.3	6	6.7	7.3	8	8.7	9.3	10	10.7	11.3	12
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	01	7	13	20	27	33	40	47	53	60	67	73	80	87	93	100
								50								

This product is a **Judges Guild Universal Role Playing Adventure** designed for utilization with all gaming systems. The categories of statistics given were carefully selected to be applicable to all the rule systems. The statistics listed here should not be considered the only statistics open for use. If a game system requires the use of a term or statistic not found in this format, the Judge is encouraged to add it to the list. Simply omit all unused statistics. The values of the statistics given were generated with 3D6. A conversion chart is provided to permit the Judge to convert these values into 2D6 and D100 ranges of values. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to best suit the tone of the campaign he or she is moderating.

The following chart contains the statistics of a large assortment of random citizens. Each citizen is not named but is given a number and several descriptive personality traits. Several blank spaces are given so that Judges may supplement the listed data with any additional items that they feel appropriate to their campaign.



# RANDOM CITIZENS CHART

	Strength	Intelligence	Constitution	Endurance	Dexterity	Agility	Charisma	Leadership	Luck	Pisnics	Personality
One	13	12	10	9	12	14	9	10	13	12	Meek/Cleanly
Two	8	7	14	10	8	15	11	10	12	10	Surlly/Loud
Three	9	9	14	14	8	10	10	7	11	6	Paranoid/Miserly
Four	7	9	9	8	7	5	8	9	8	12	Solitary/Quiet
Five	5	16	17	13	9	11	17	10	13	7	Jovial/Spendthrift
Six	12	10	10	7	17	10	15	9	14	7	Quiet/Reliable
Seven	14	11	8	16	7	12	11	8	8	9	Flirt/Energetic
Eight	16	14	10	12	9	8	16	9	12	10	Altruistic/Pious
Nine	17	12	12	8	9	10	12	11	13	11	Taciturn/Gloomy
Ten	12	7	16	10	11	9	10	10	5	10	Outgoing/Neat
Eleven	14	8	9	10	10	16	7	10	3	7	Loud/Sacreligious
Twelve	15	9	9	4	11	4	3	12	17	8	Gambler/Reserved
Thirteen	10	10	12	5	6	6	15	4	7	11	Honest/Tidy
Fourteen	9	12	12	5	14	14	12	13	15	8	Dishonest/Concealing
Fifteen	11	13	14	10	17	16	6	12	13	7	Gregarious/Slovenly
Sixteen	7	14	8	10	10	6	7	9	15	10	Sadist/Vindictive
Seventeen	6	15	10	13	12	13	14	7	16	11	Corrupt/Miserly
Eighteen	5	12	15	16	14	6	15	10	6	9	Truthful/Overt
Nineteen	9	16	12	14	17	6	10	11	13	12	Energetic/Spruce
Twenty	10	17	12	15	13	10	11	6	10	10	Aloof/Meticulous
Twenty-one	11	10	12	10	17	15	11	9	10	9	Rash/Suspicious
Twenty-two	12	11	13	12	14	13	8	11	8	8	Untrusting/Grumpy
Twenty-three	10	9	8	10	13	12	16	10	10	7	Sincere/Taciturn
Twenty-four	11	11	7	8	15	14	13	9	15	10	Mischievous/Crafty
Twenty-five	9	12	10	10	14	14	10	11	11	12	Wicked/Injurious
Twenty-six	10	12	8	9	12	12	12	7	12	8	Lazy/Genial
Twenty-seven	12	13	6	7	13	11	10	8	10	8	Courageous/Loyal
Twenty-eight	11	6	11	9	8	16	13	14	12	8	Solitary/Humble
Twenty-nine	10	7	7	14	11	11	9	10	16	11	Abstainer/Silent
Thirty	14	14	10	7	12	13	14	13	9	10	Tidy/Introverted



### Spaceport Area (1D6)

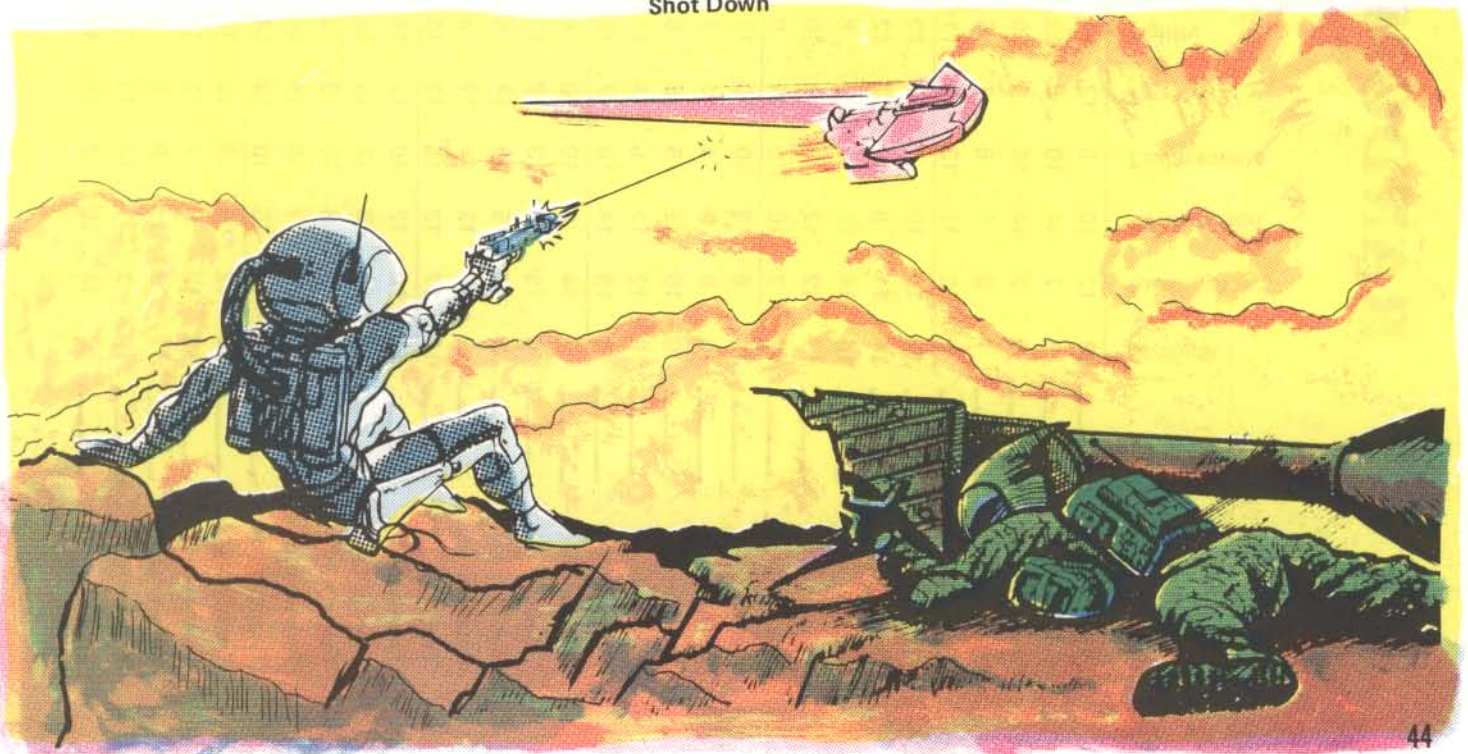
- 1 1D6 loaded cargo vehicles roar past on their way to the warehouse/ship.
- 2 A small, open bus, loaded with 1D6 + 2 passengers cruises by on the way to the terminal/ship.
- 3 A flock (2D6 + 2) of small, grazing rodents chitters at you as the herd boss critter chivies them out of your path and on to new grazing area.
- 4 A large/small cargo handling machine moves past on its way to/from a loading/unloading task.
- 5 A large piece of refueling/emergency gear rumbles slowly past on its way to/from a job.
- 6 A small hover scooter buzzes past. Daytime roll 1D6 (1 - 4 result will be a ground crew, 5 - 6 result will be a security guard). Nighttime roll 1D6 (1 - 2 result will be a ground crew, 3 - 6 will be a security guard).

### Town Central Area (1D6)

Add 2 to the result at night.

- 1 A loaded truck filled with animals/farm produce rumbles by on the way to market. Roll one die: on an odd result, a bit of litter drops off and narrowly misses the party; on an even result, nothing happens.
- 2 2D6 humanoid and 1D6 non-humanoid youngsters run/fly/scurry/whatever past on their way to school/play.
- 3 A small/large domestic animal/plant approaches, barks/hisses/chitters/screams/belches loudly at you, and then runs/flies/slithers rapidly away.
- 4 1D6 pedestrians amble slowly across your path.
- 5 An irate driver of a vehicle hurls a loud but unintelligible curse in your general direction as he/she/it/yuz careens around a corner.
- 6 The City Constable cruises past and eyes you speculatively. The Day officer is Karl Hasten, and the Night Officer is Krgghkk'a.
- 7 1D6 rowdy individuals rumble out of the nearest bar and careen down the street in your direction.
- 8 You notice a figure in the shadows of a nearby building. Roll 1D6 (1 - 5 they saunter off shortly, ignoring you; 6 - they run rapidly off and disappear.)

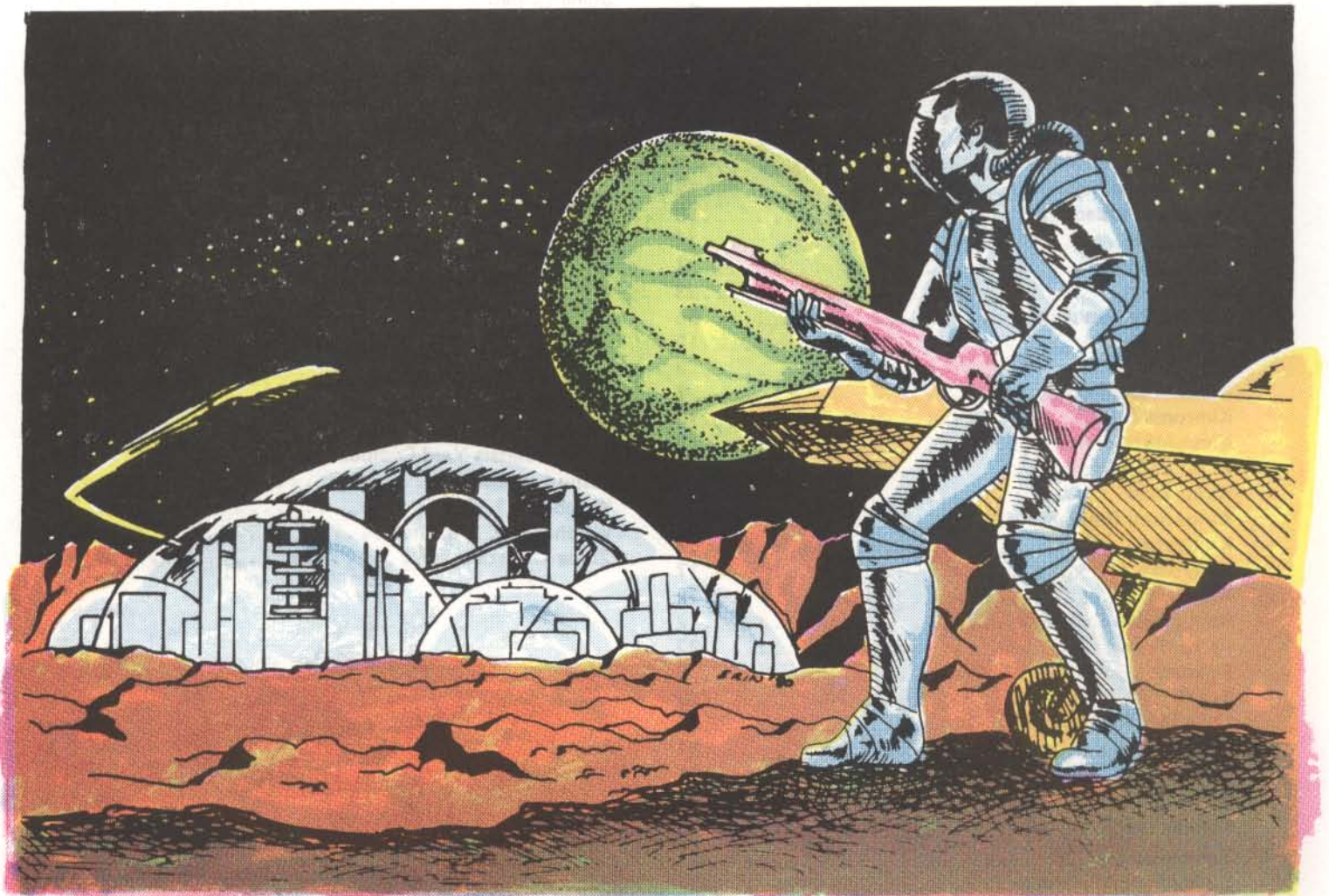
### Shot Down





**Town Fringe Area (1D6)**  
Add 1 to the result at Night

- 1 A loaded/empty vehicle rumbles by, narrowly missing you.
- 2 2D6 humanoid and 1D6 non-humanoid youngsters run/fly/ scurry/whatever past on their way to school/play.
- 3 A large and fearsome/small and meek alien utters a polite greeting in Galactic as it saunters/slithers past on her/his/its/ yuz own business.
- 4 A small/large domestic animal/plant barks/hisses/chitters/screams/belches loudly at you from the security of its fenced-in yard.
- 5 1D6 + 1 various-sized members of a family group saunter/slither/flitter past on an outing. On a 1 result of a 1D6, a single, small individual momentarily becomes disoriented and moves in your direction.
- 6 A flock (2D6 + 2) of small, grazing rodents chitters at you as the herd boss critter chivies them out of your path and on to a new grazing area.
- 7 A muffled, rapid pounding quickly grows louder, and Krgghkk'a (page 33) trots by at 40 kph on patrol.





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### APPROVED FOR USE WITH SUPERHERO 2044 tm

430	HAZARD . . . . .	\$2.00
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### APPROVED FOR USE WITH EMPIRE OF THE PETAL THRONE tm

540	NIGHTMARE MAZE OF JIGRESH . . . . .	\$2.00
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### APPROVED FOR USE WITH VILLIANS & VIGILANTES tm

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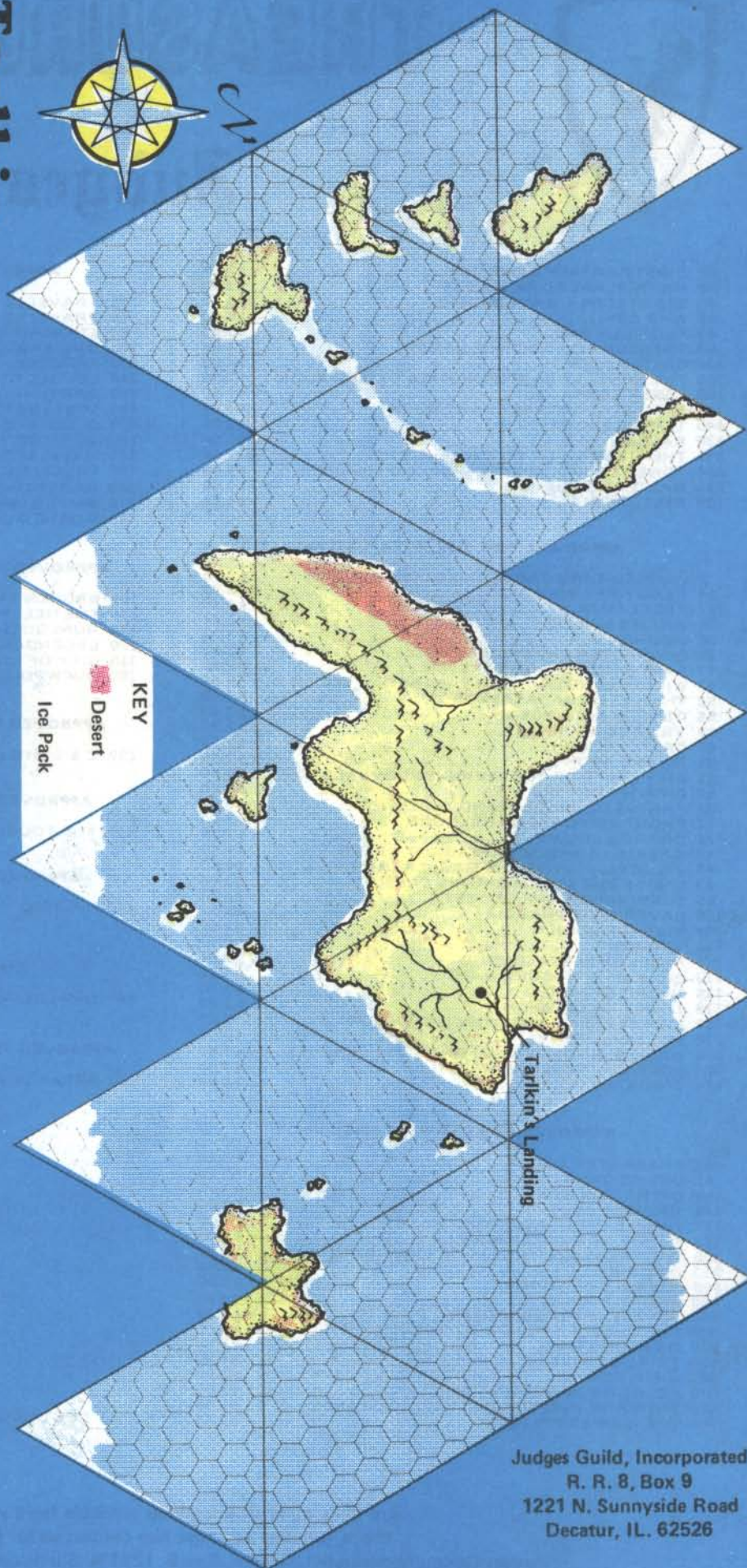
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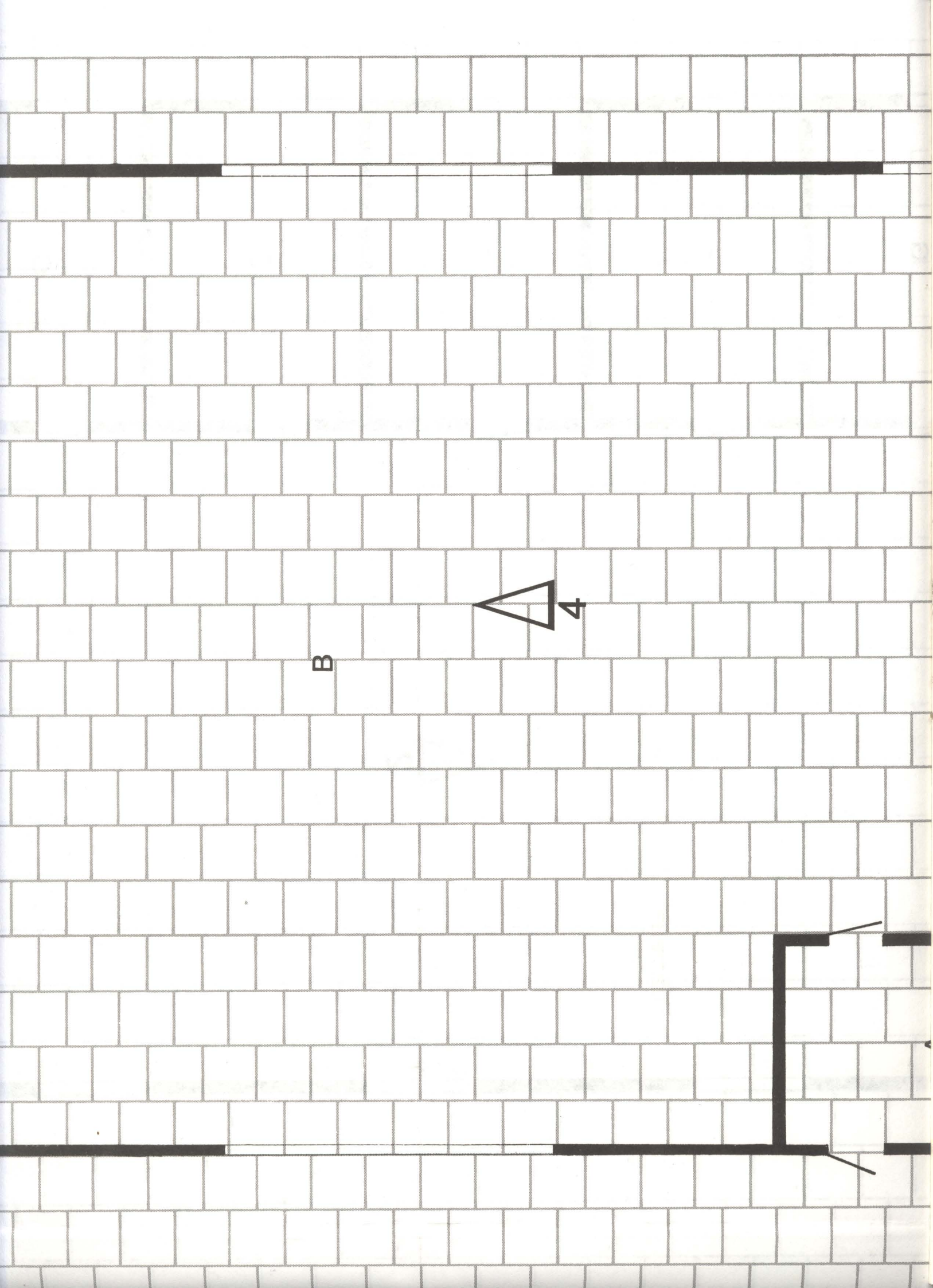




GARAGE DOORS

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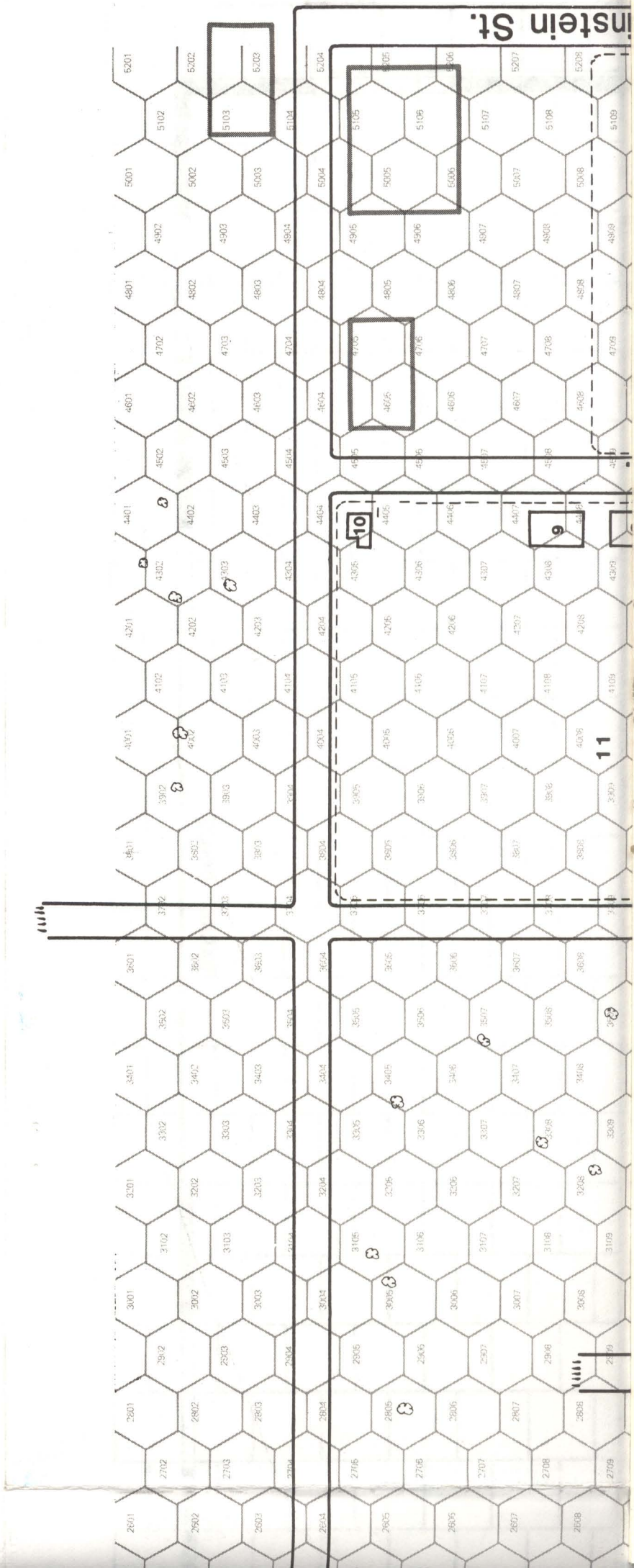
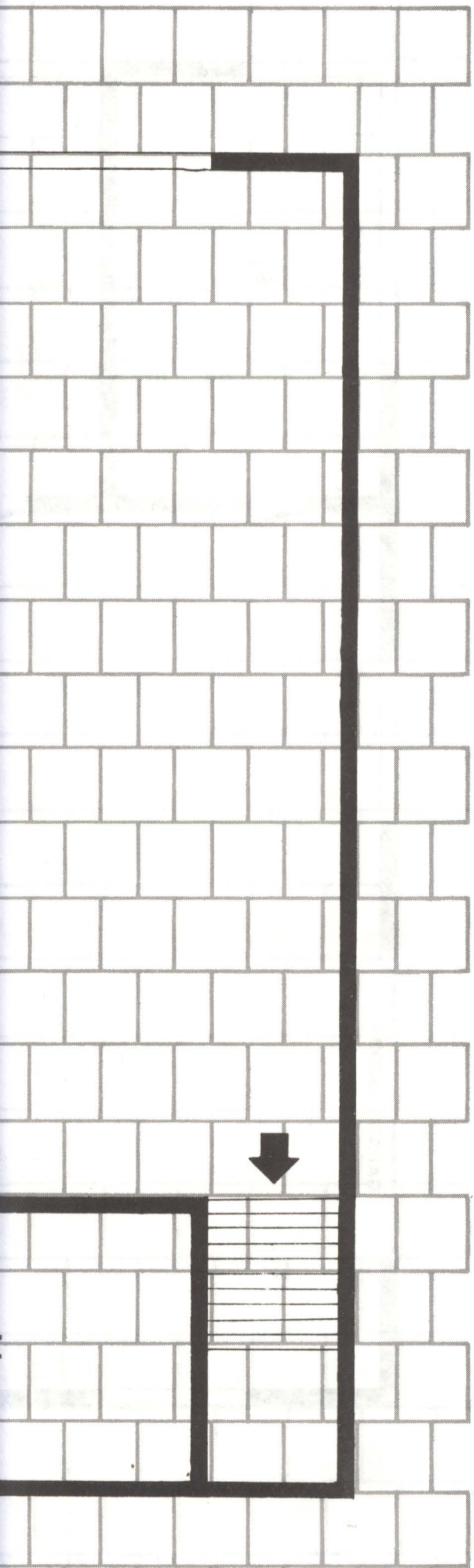


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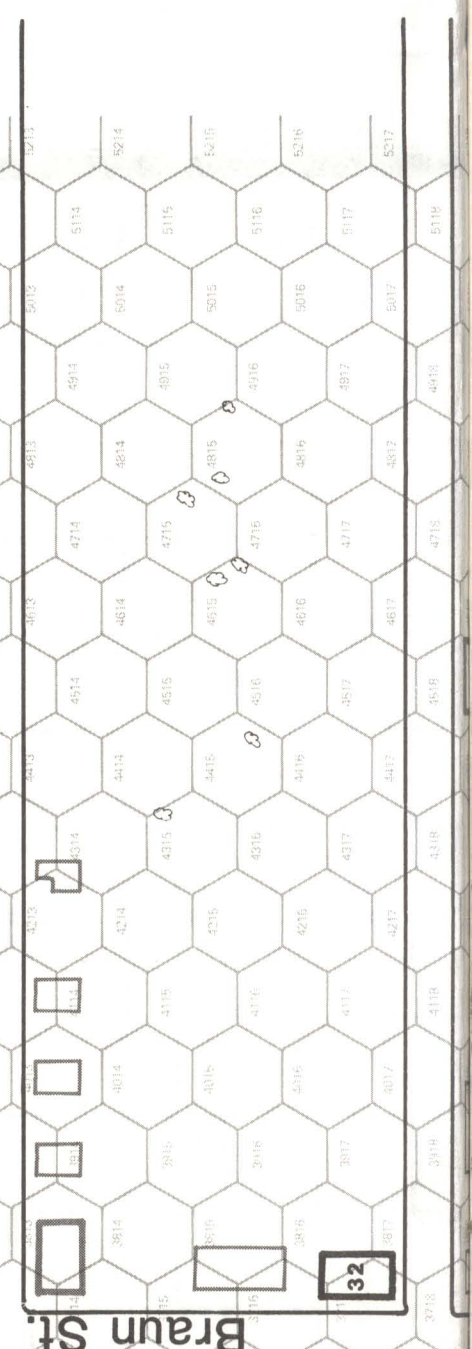
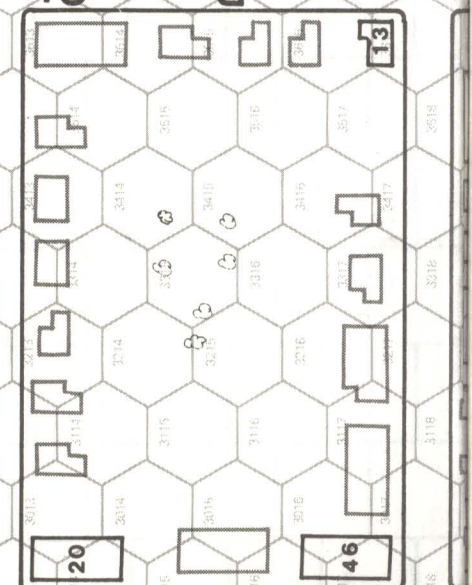
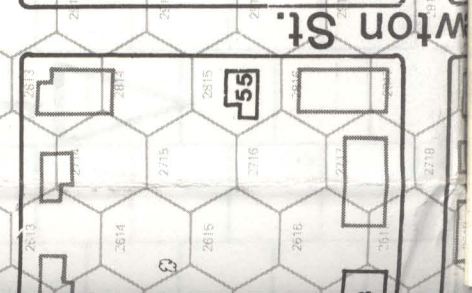
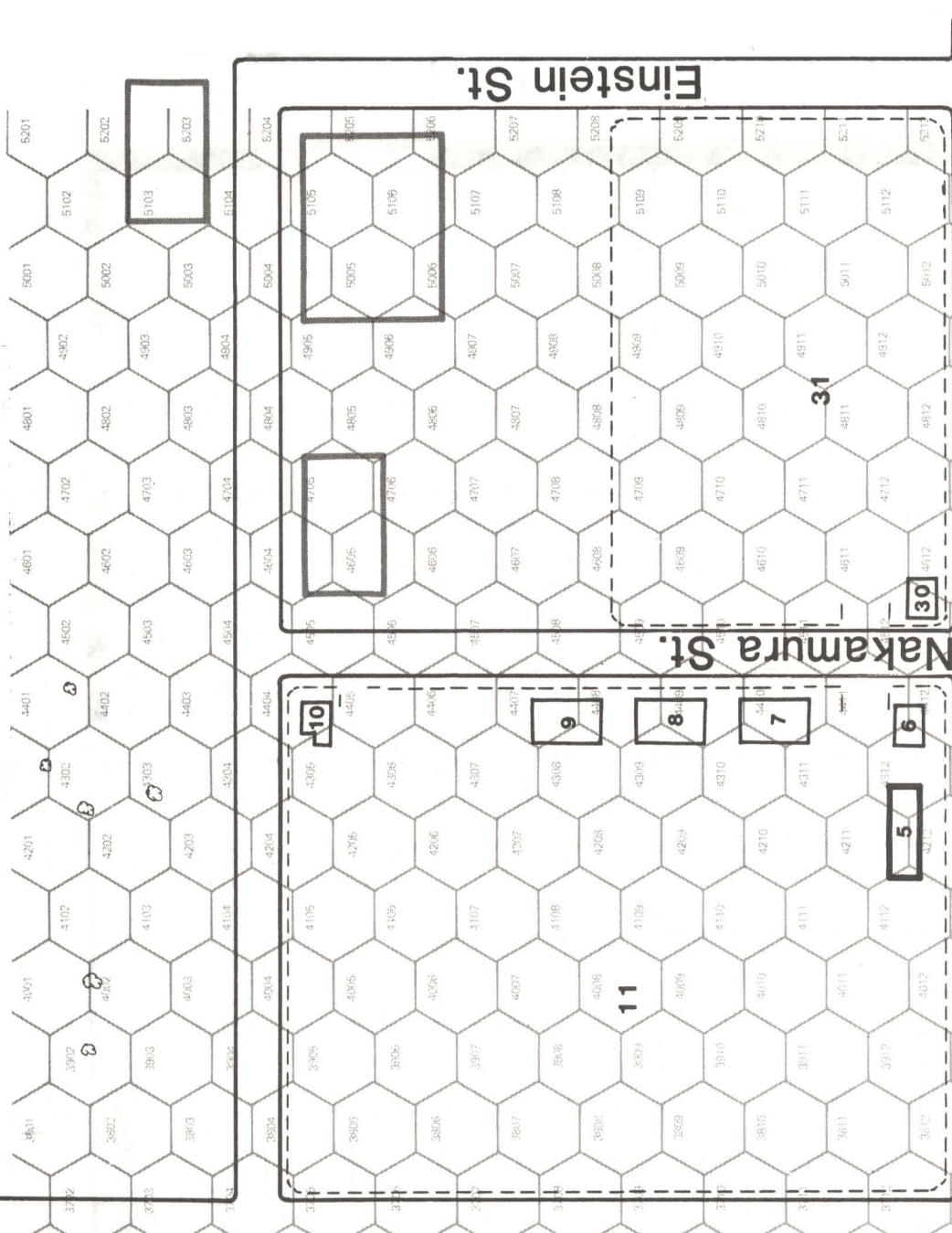
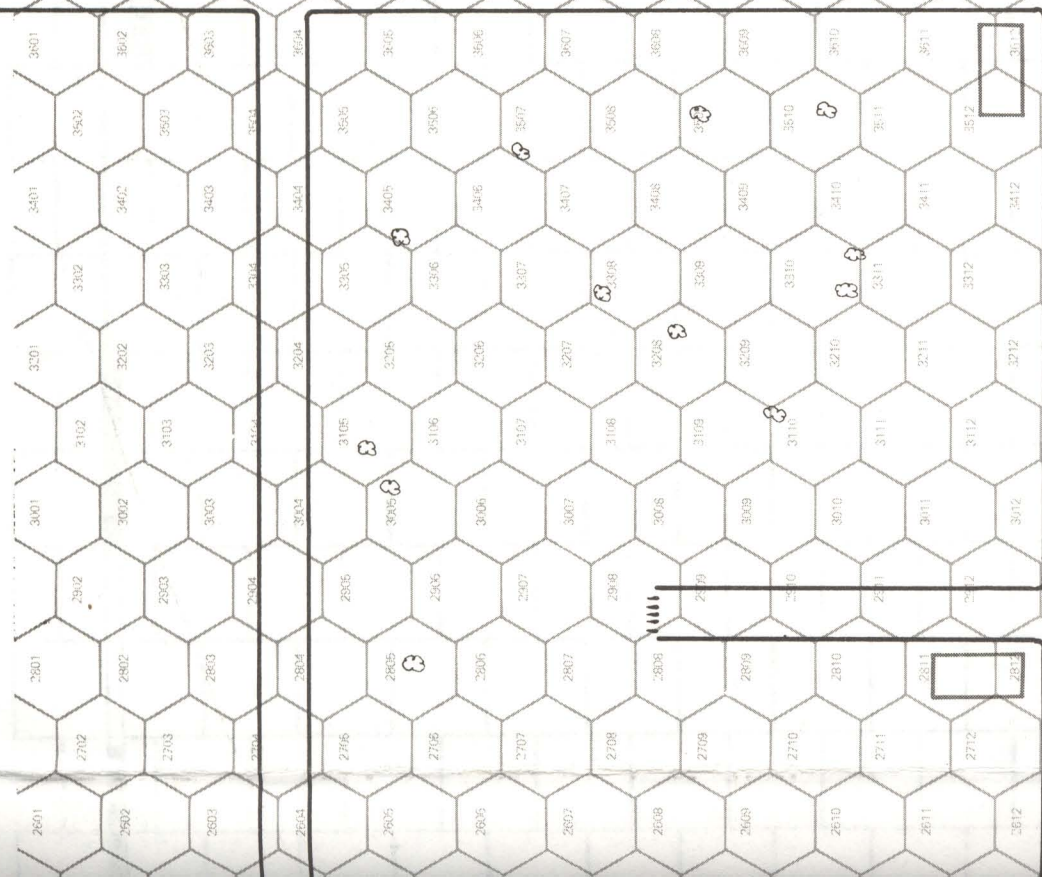


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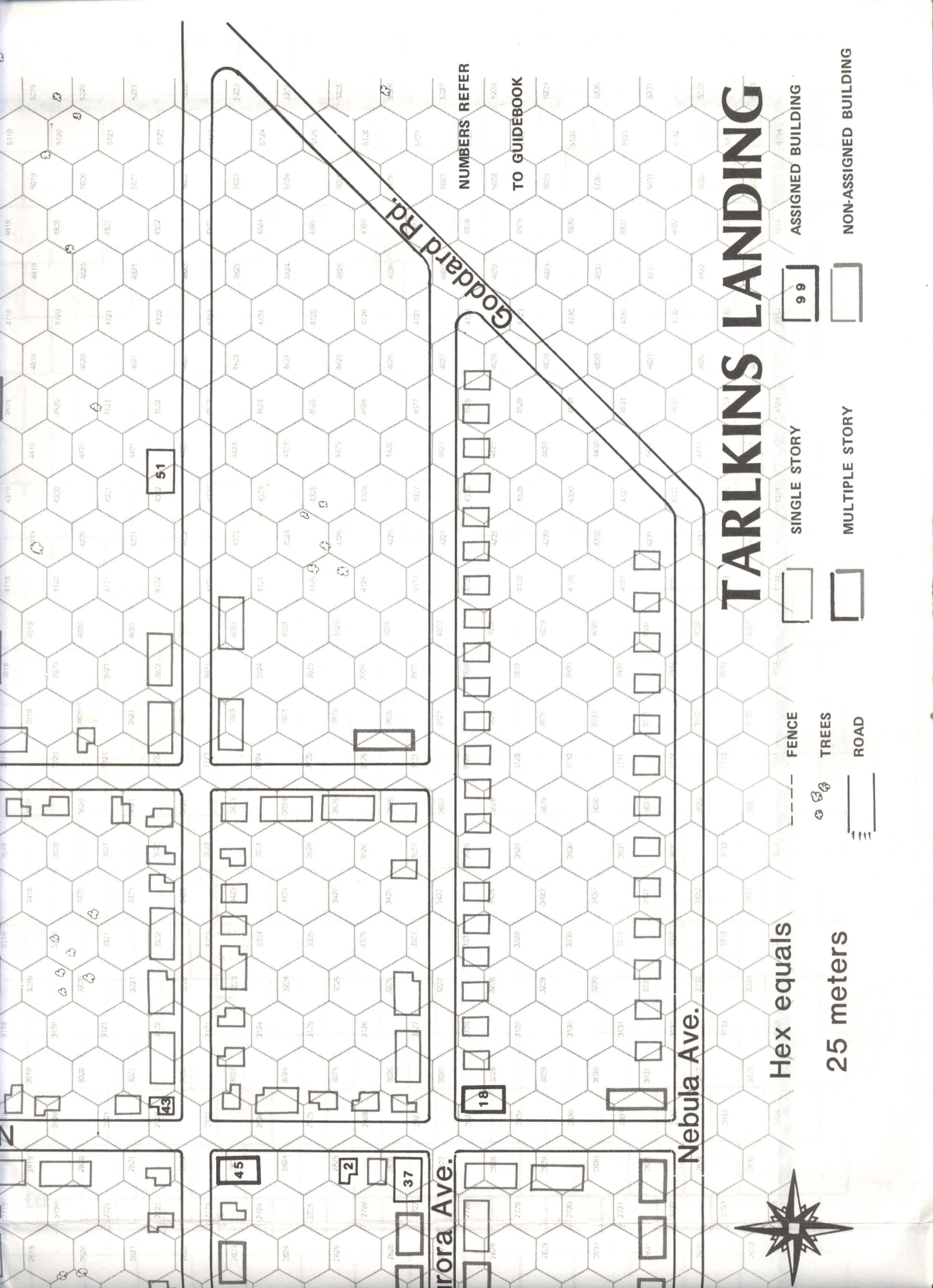












Nebula Ave.

Goddard Rd.

Corona Ave.

# TARLKINS LANDING

Hex equals  
25 meters

- FENCE
- TREES
- ROAD

- SINGLE STORY
- MULTIPLE STORY

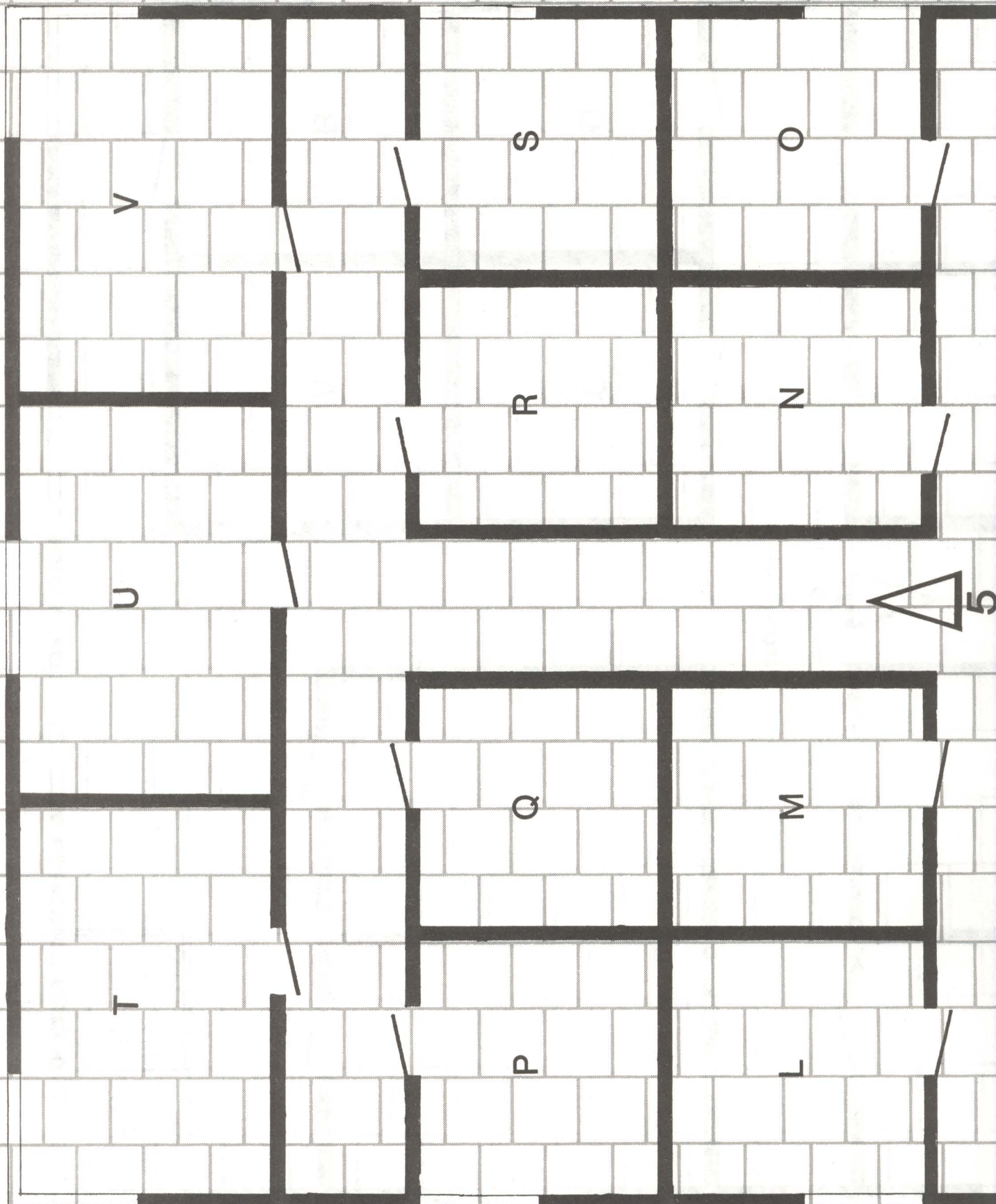
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- ASSIGNED BUILDING
- NON-ASSIGNED BUILDING

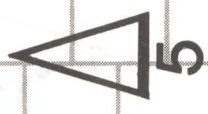
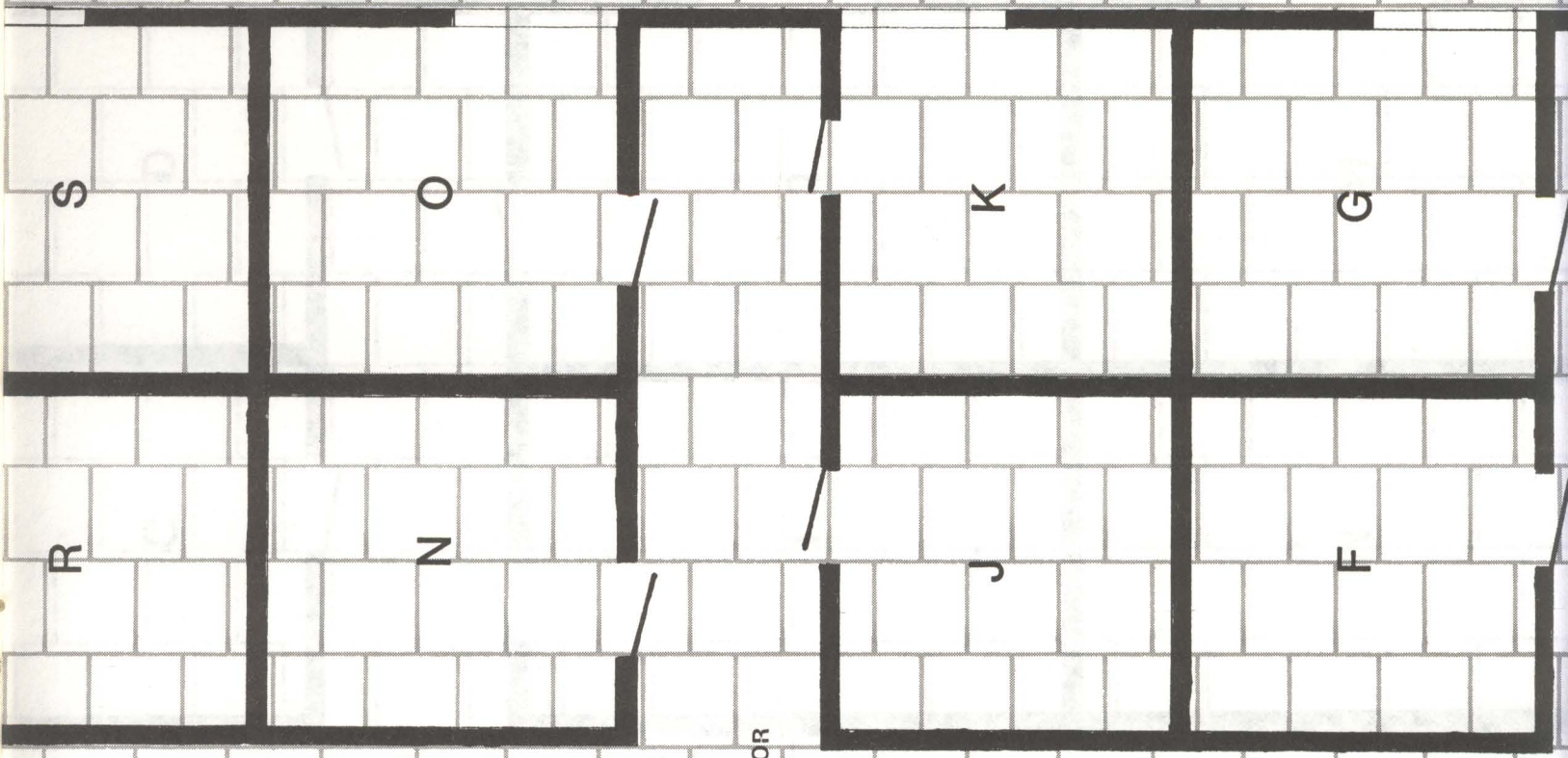
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TO GUIDEBOOK



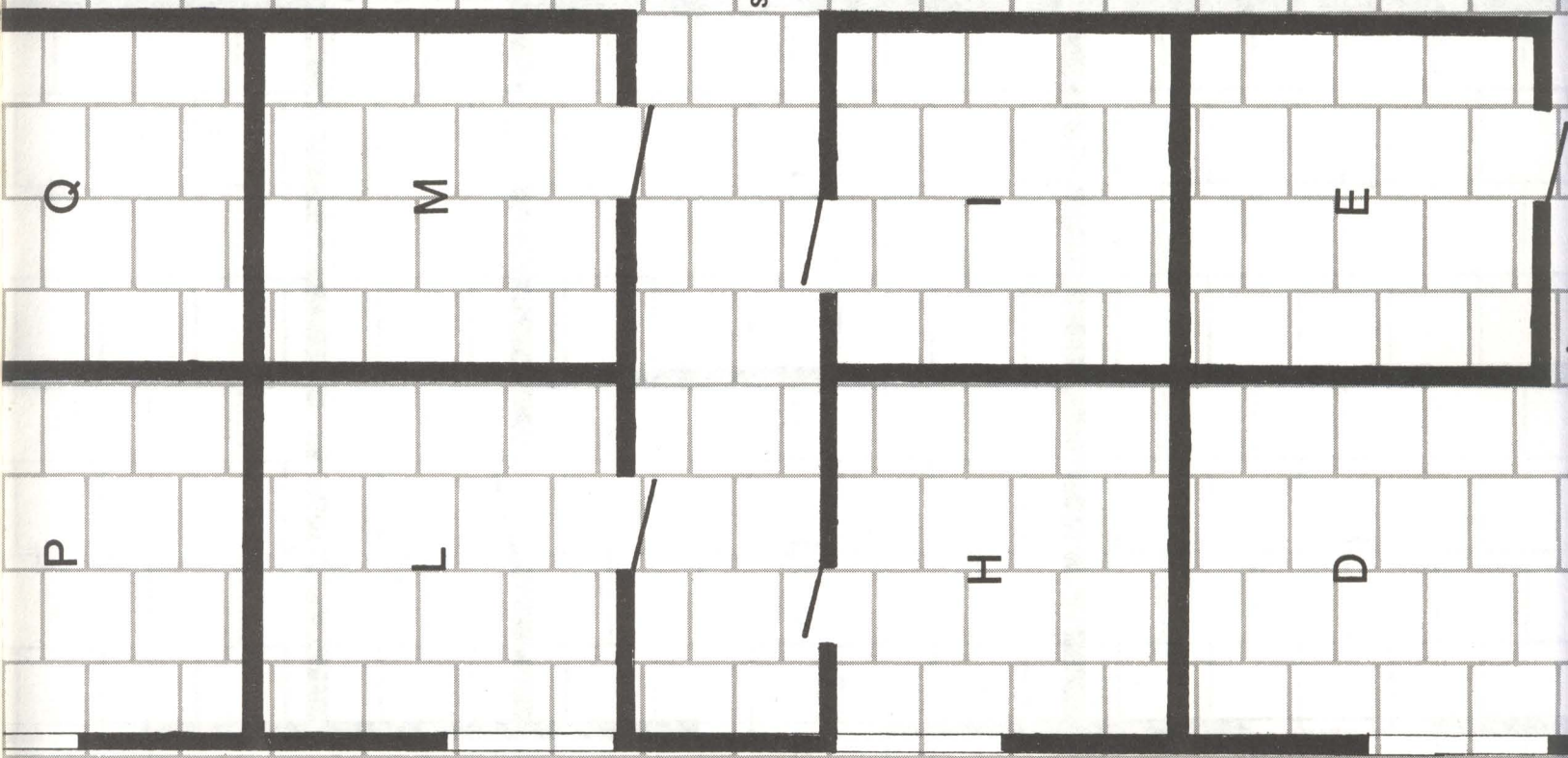








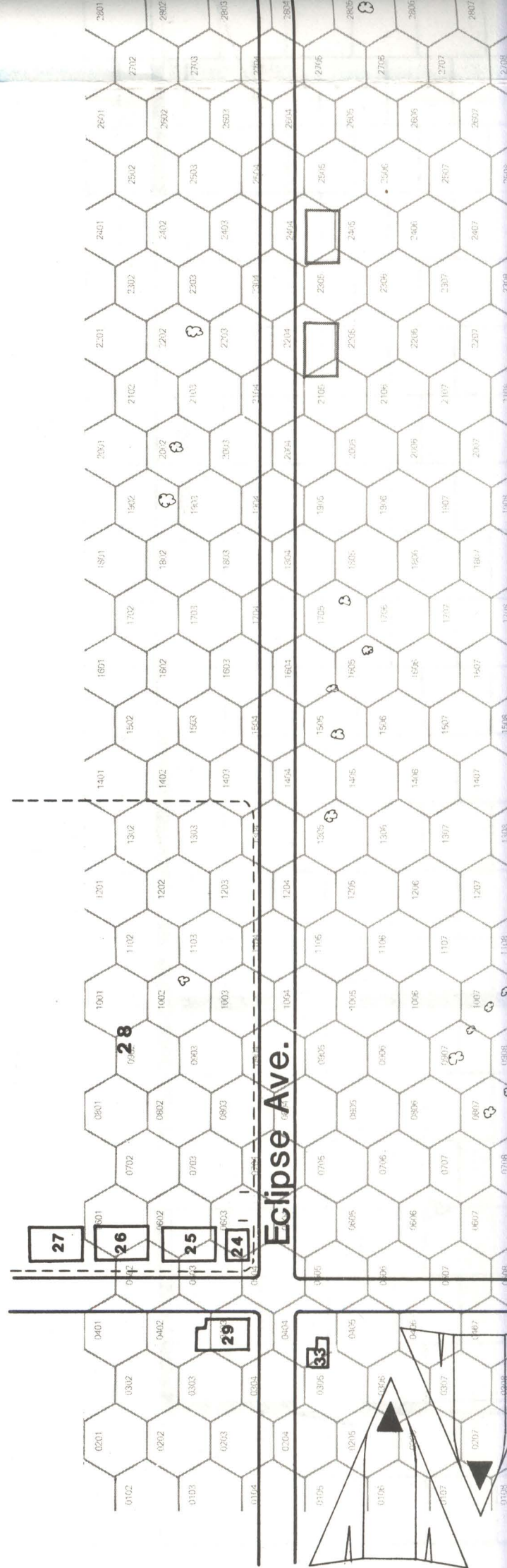
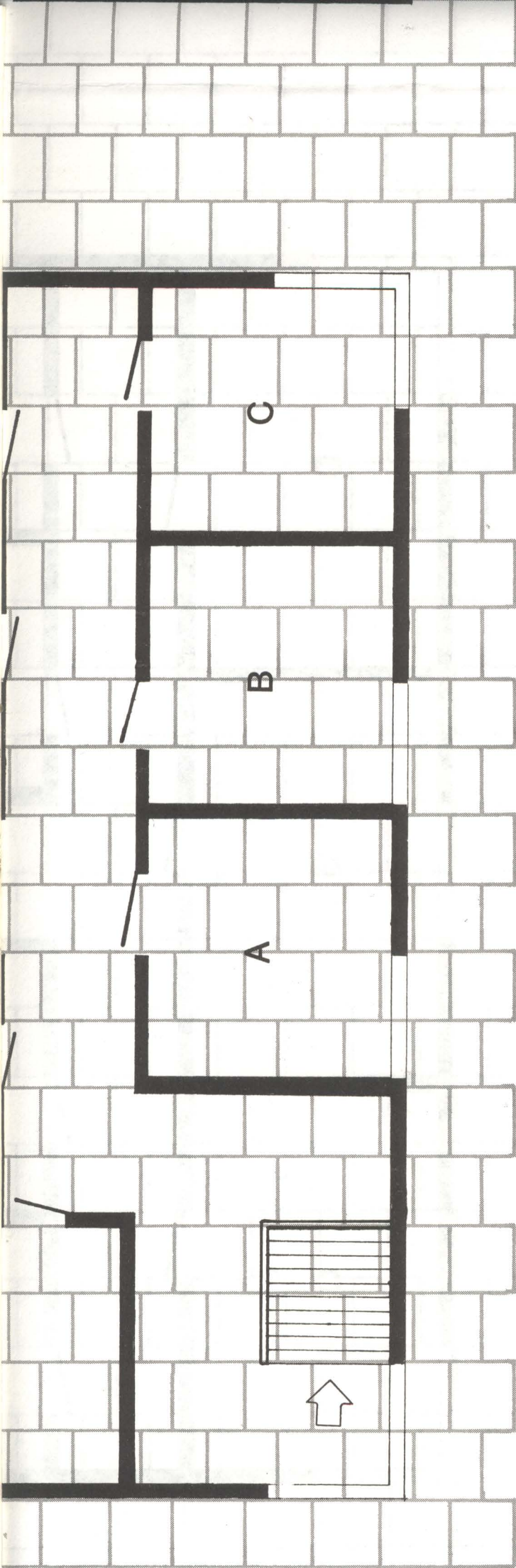
SECOND FLOOR



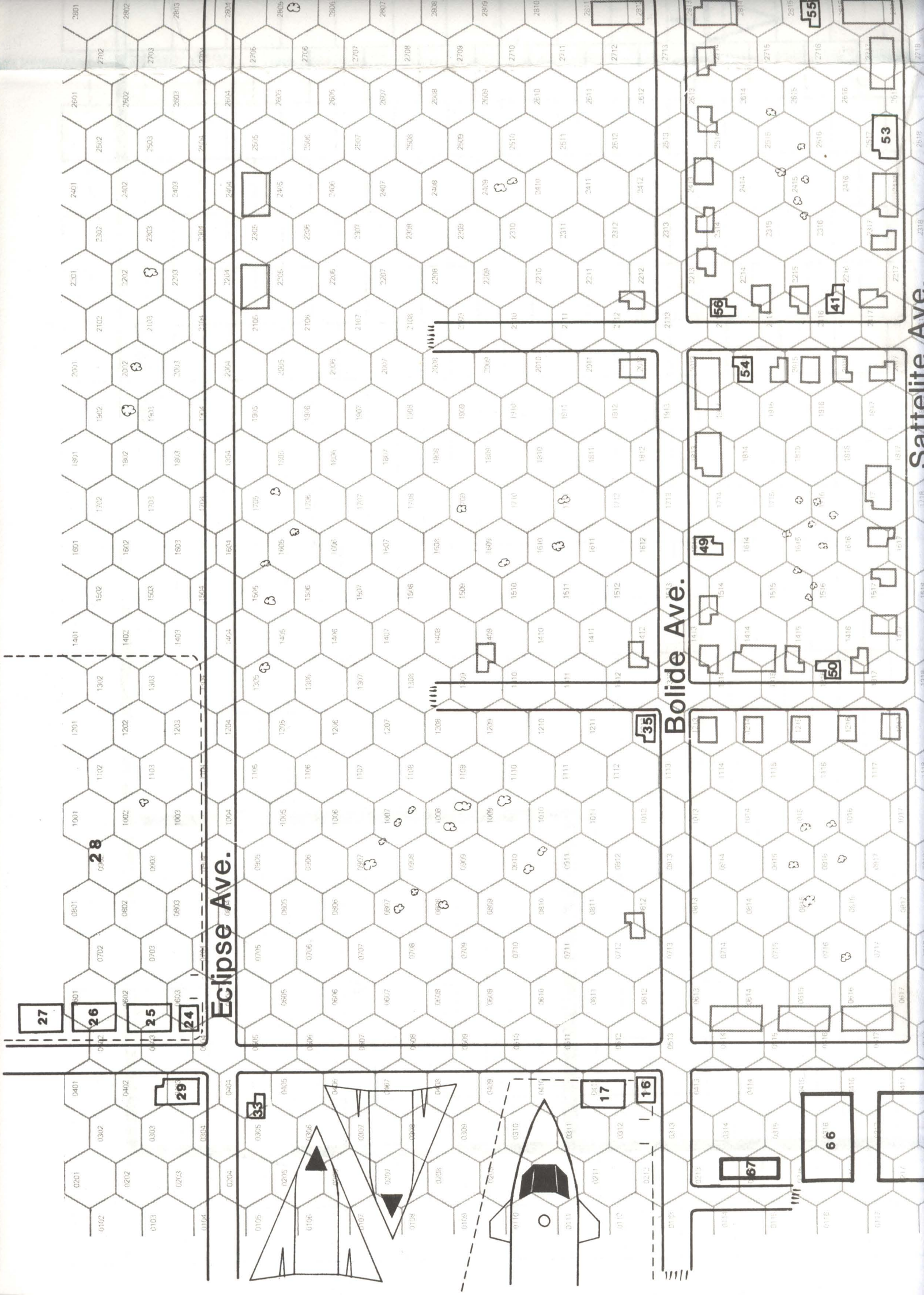




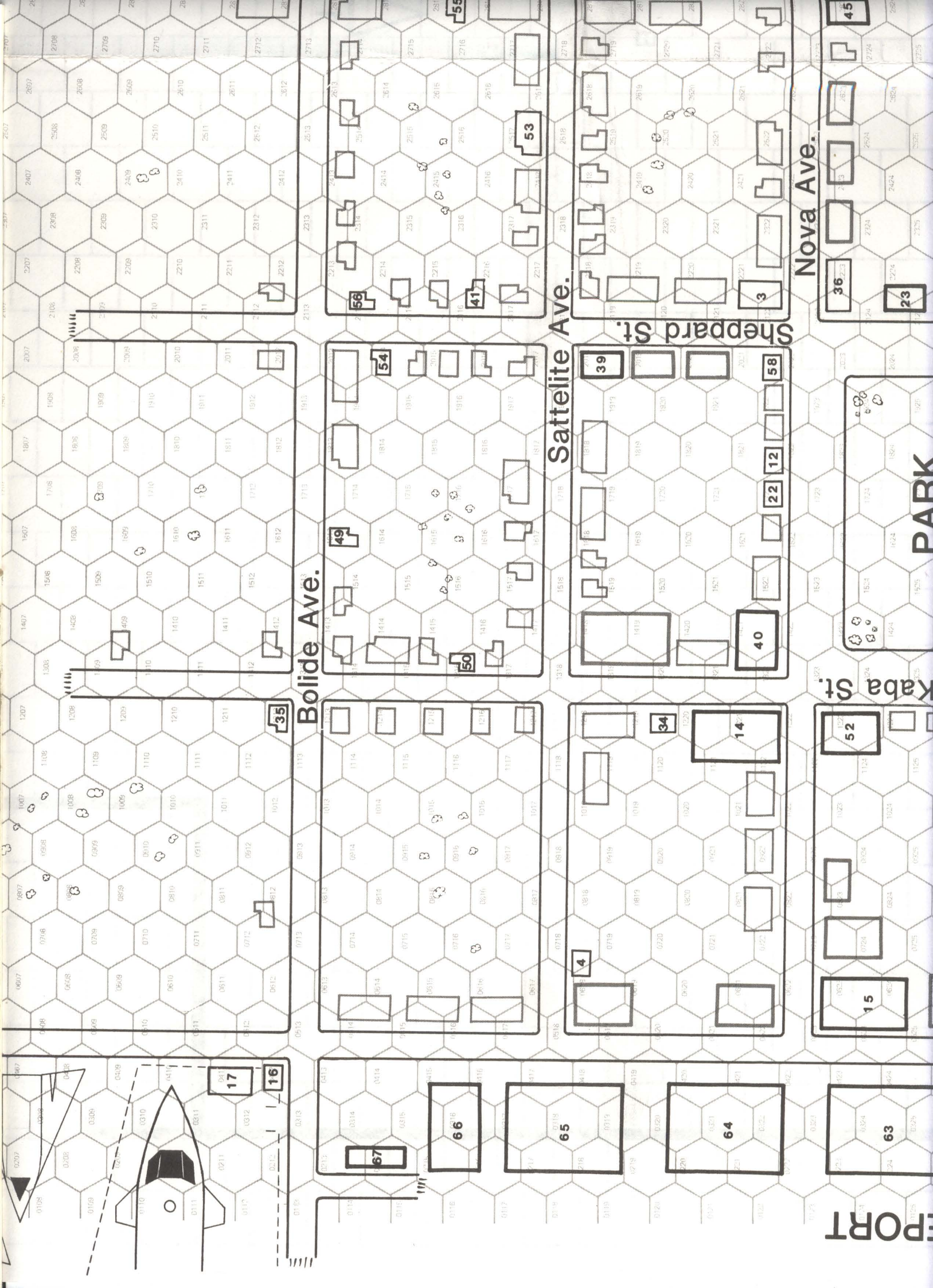












Bolide Ave.

Satellite Ave.

Sheppard St.

Nova Ave.

Kaba St.

PARK

PORT

17

16

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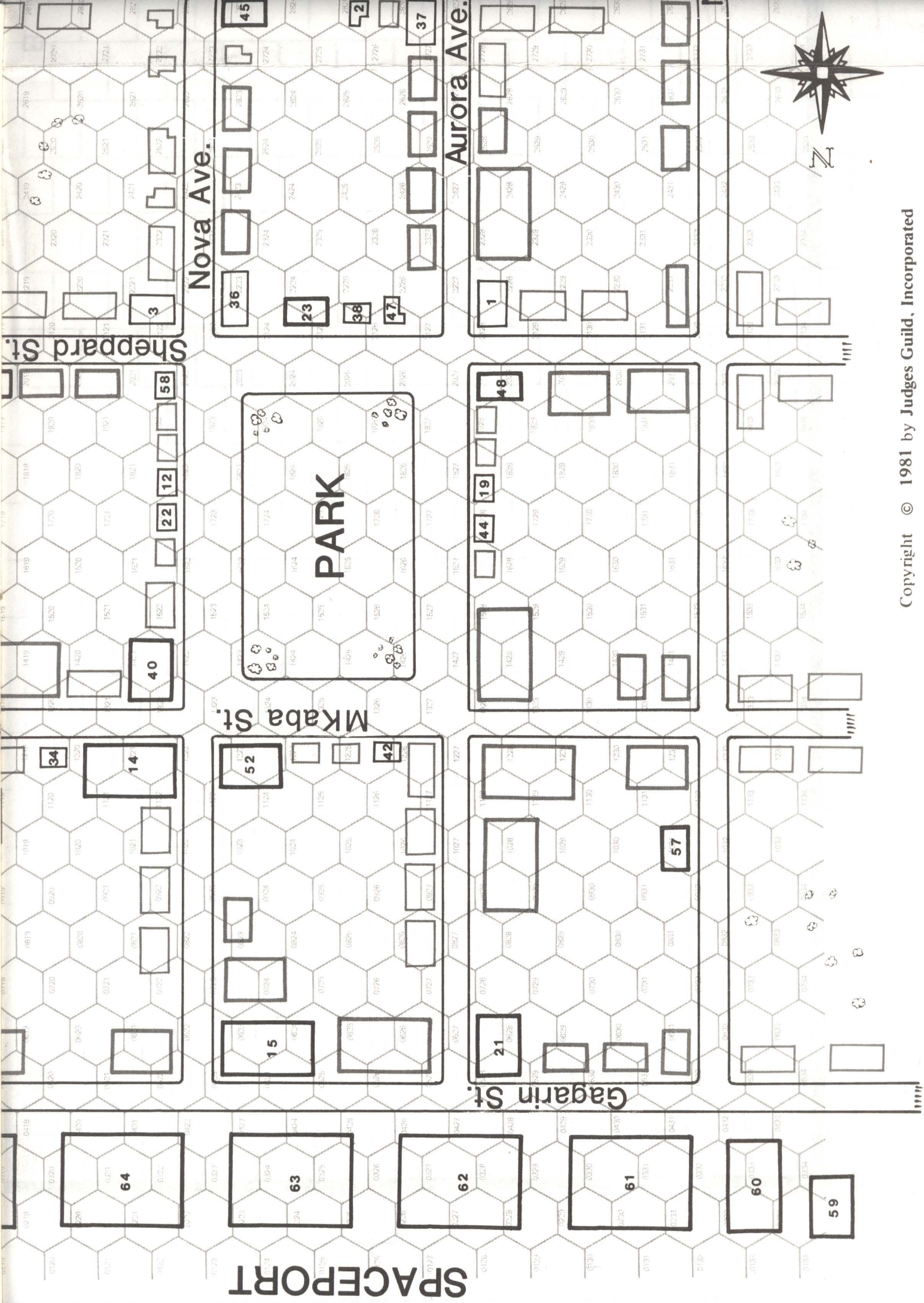
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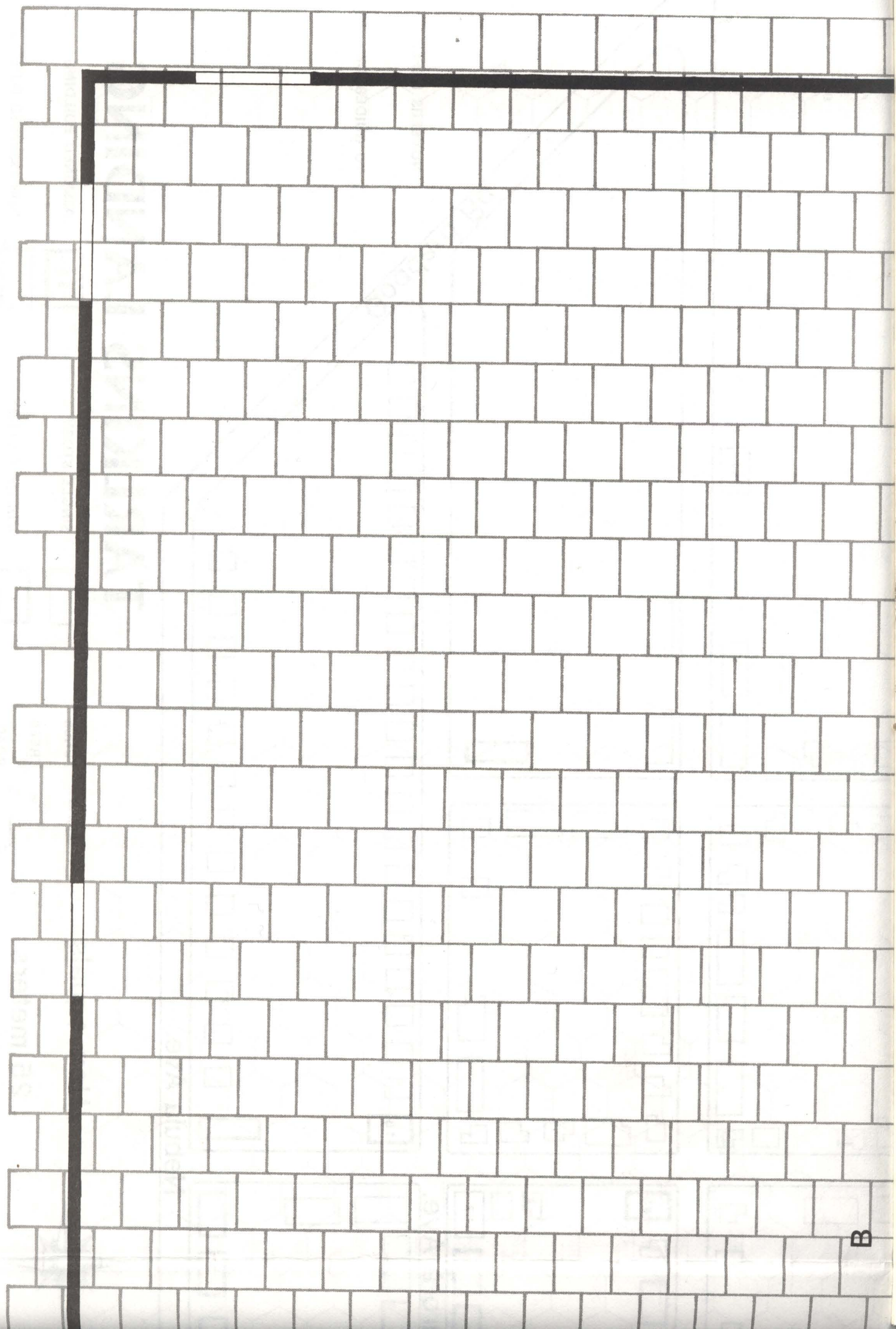
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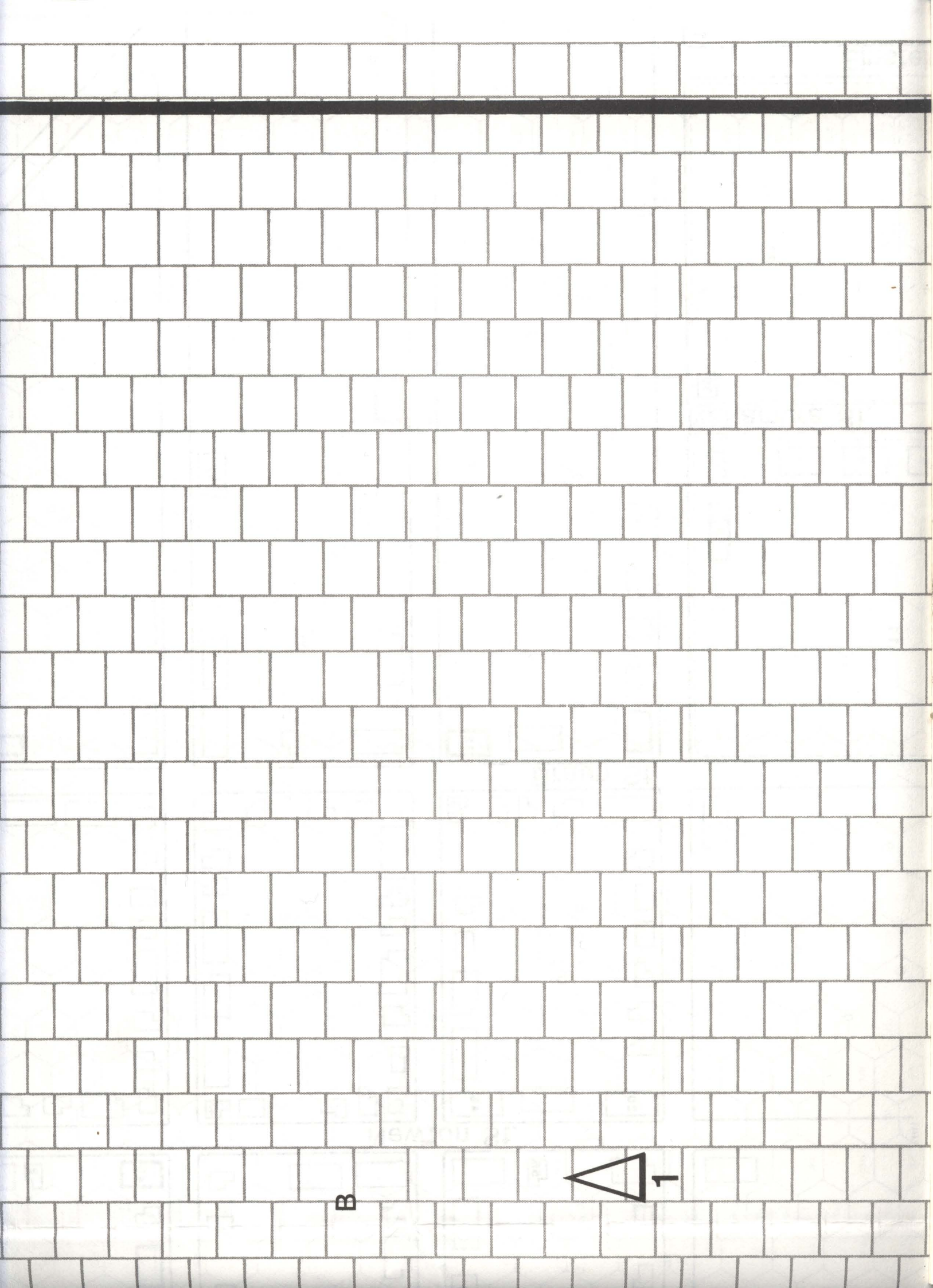








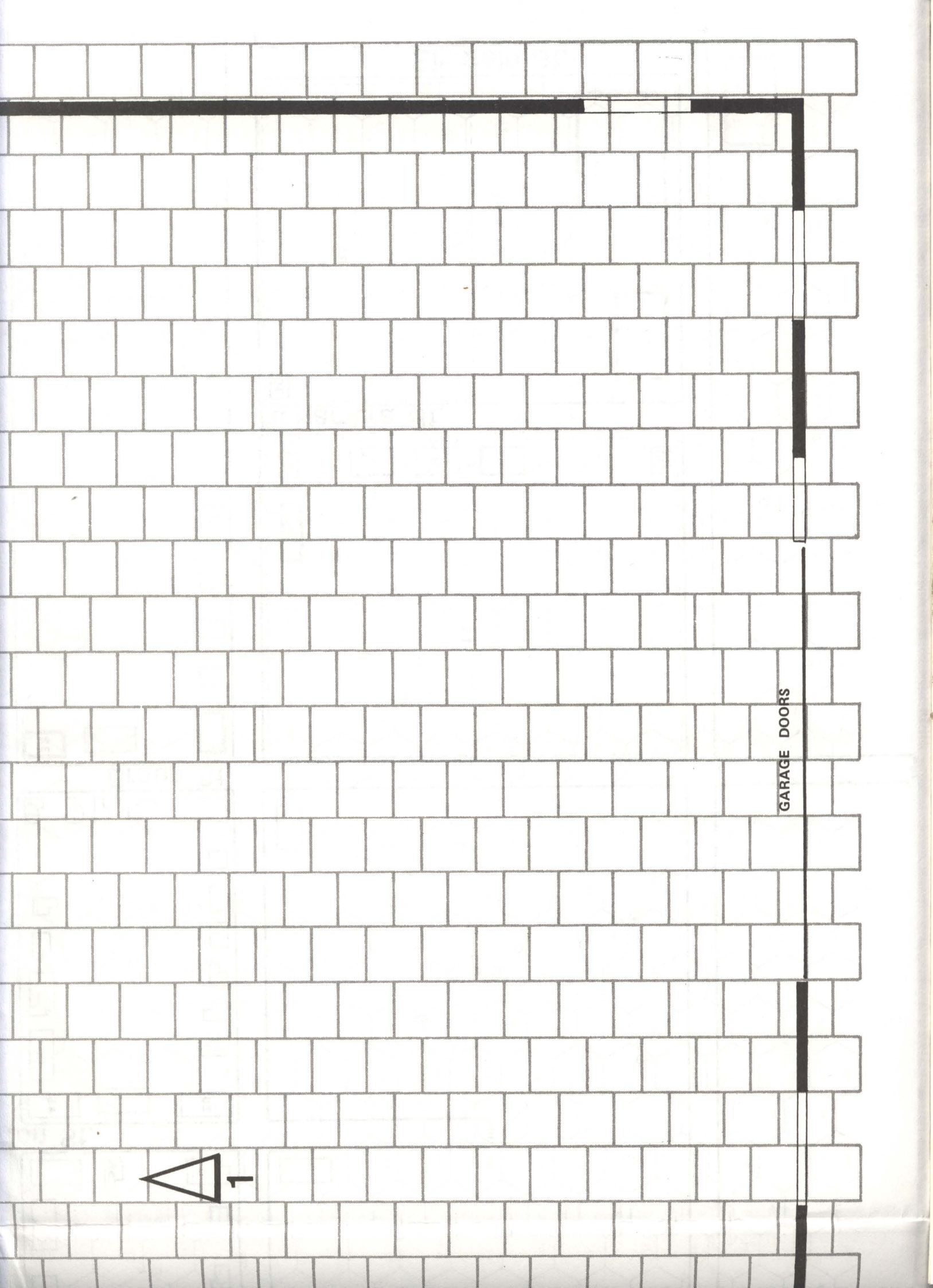




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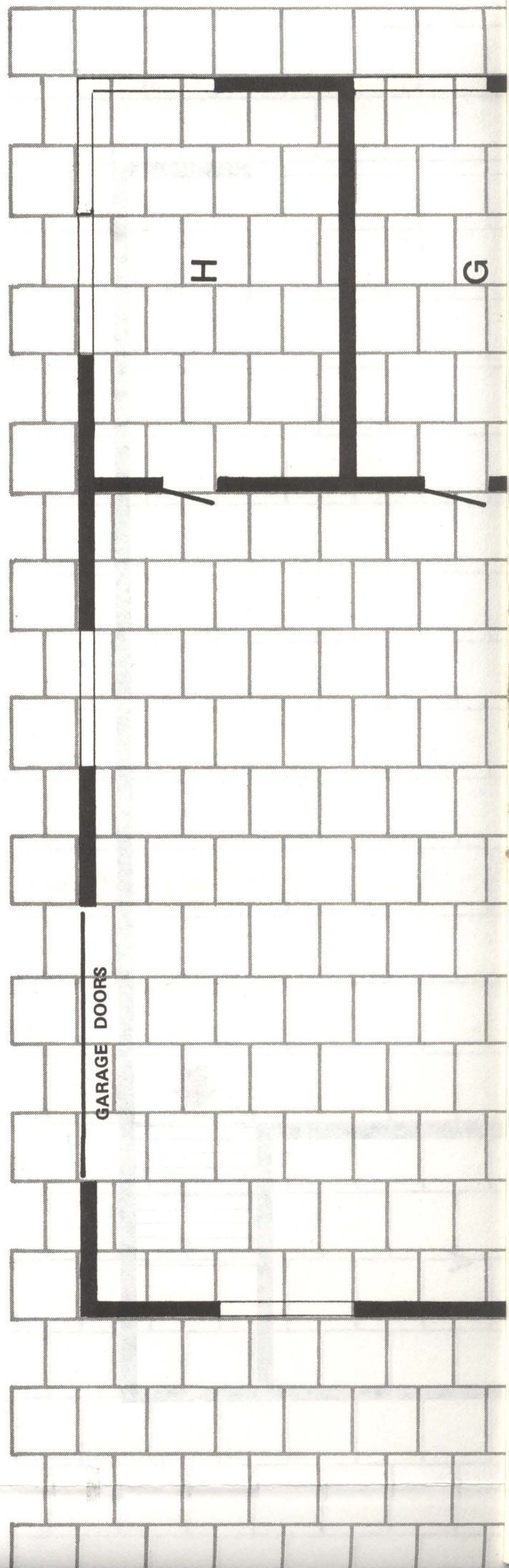
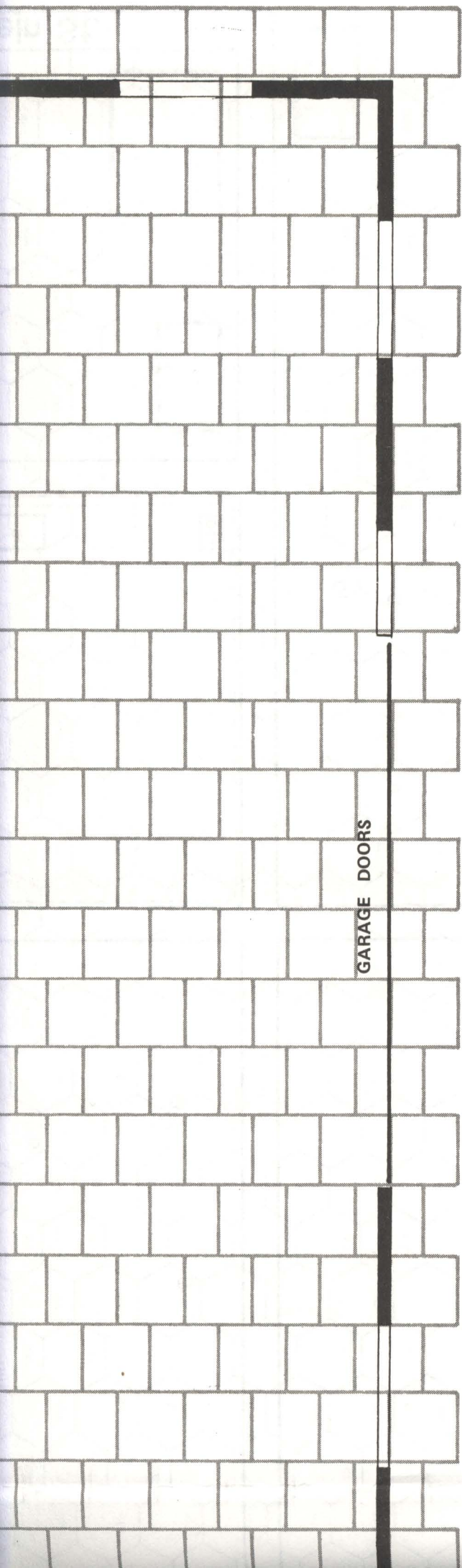




GARAGE DOORS

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GARAGE DOORS

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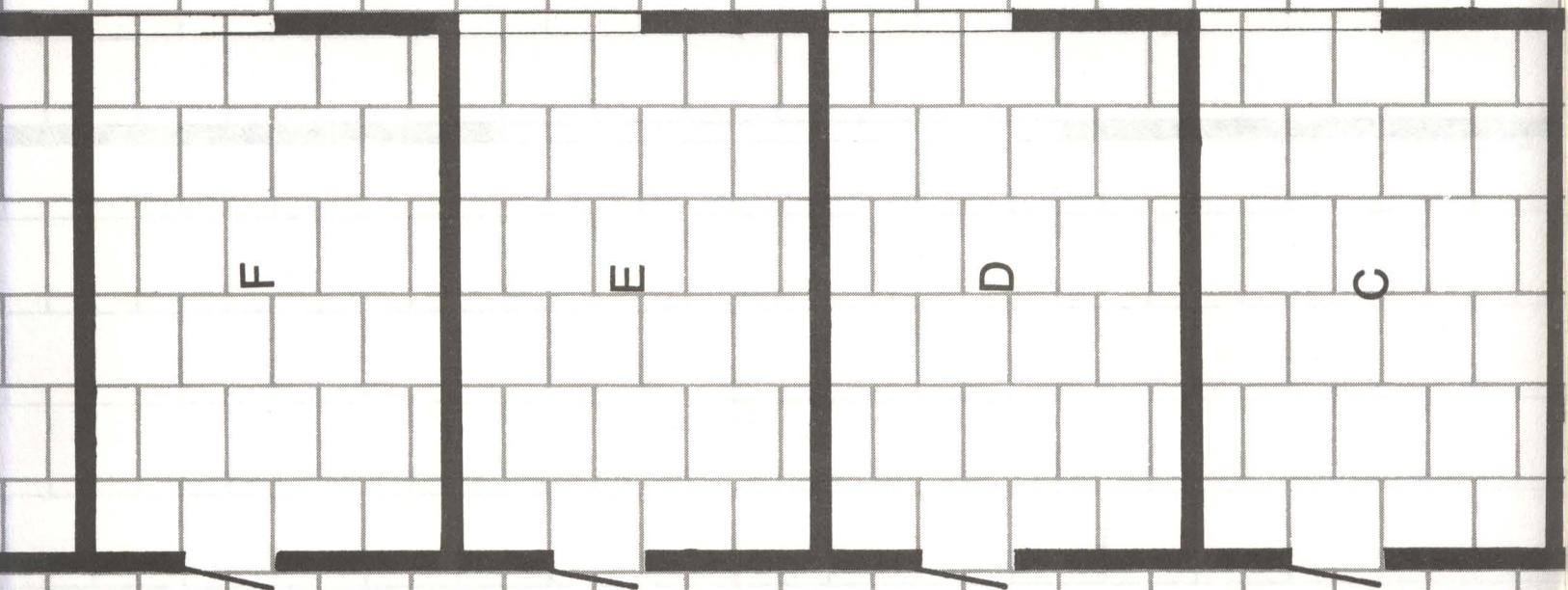
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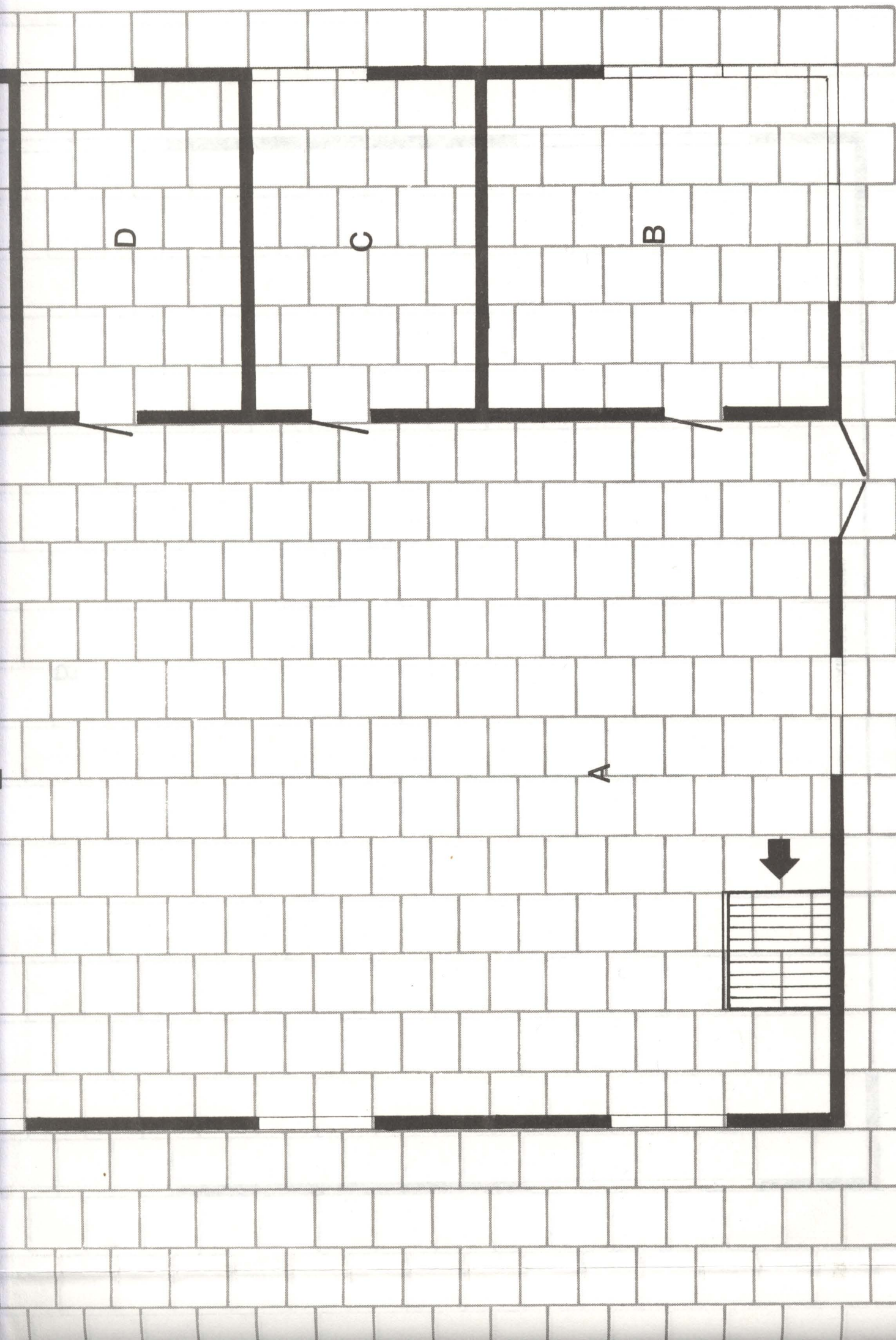






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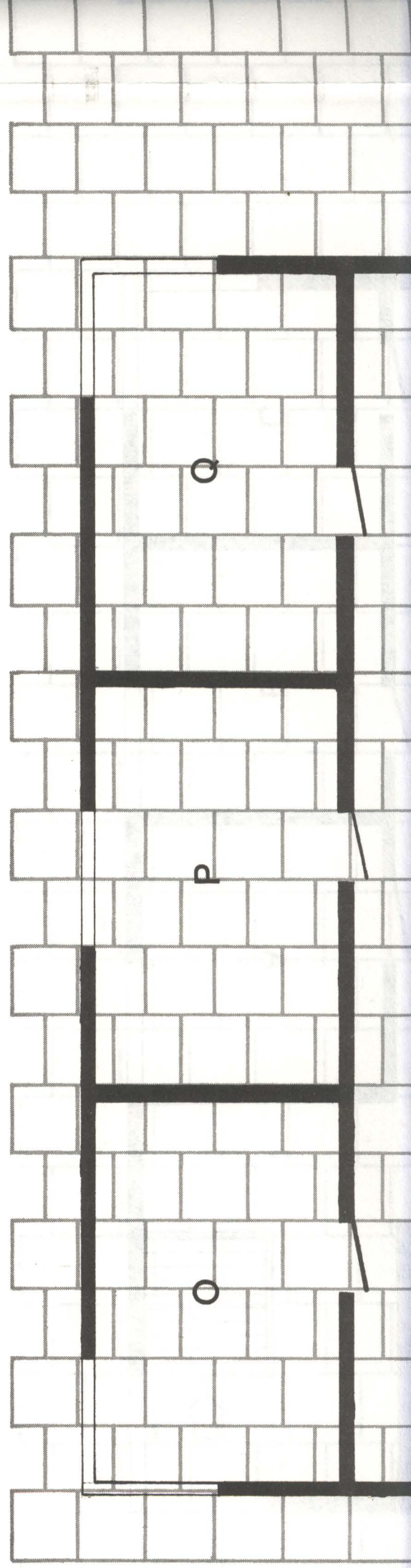
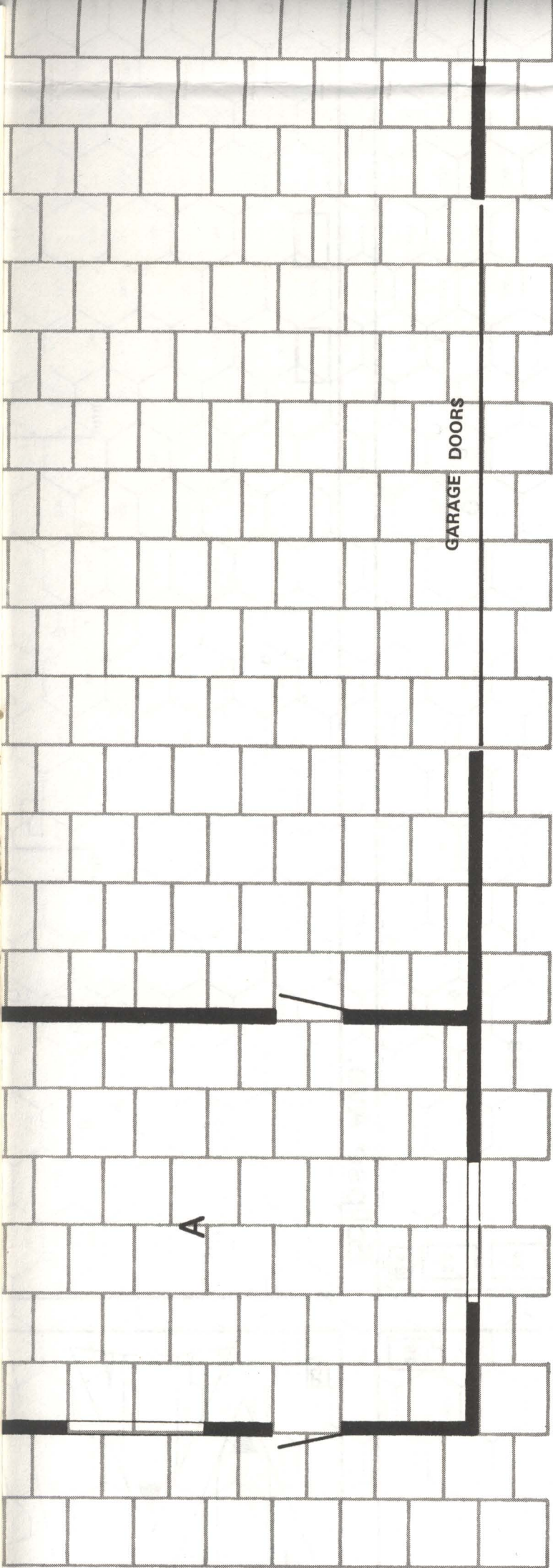


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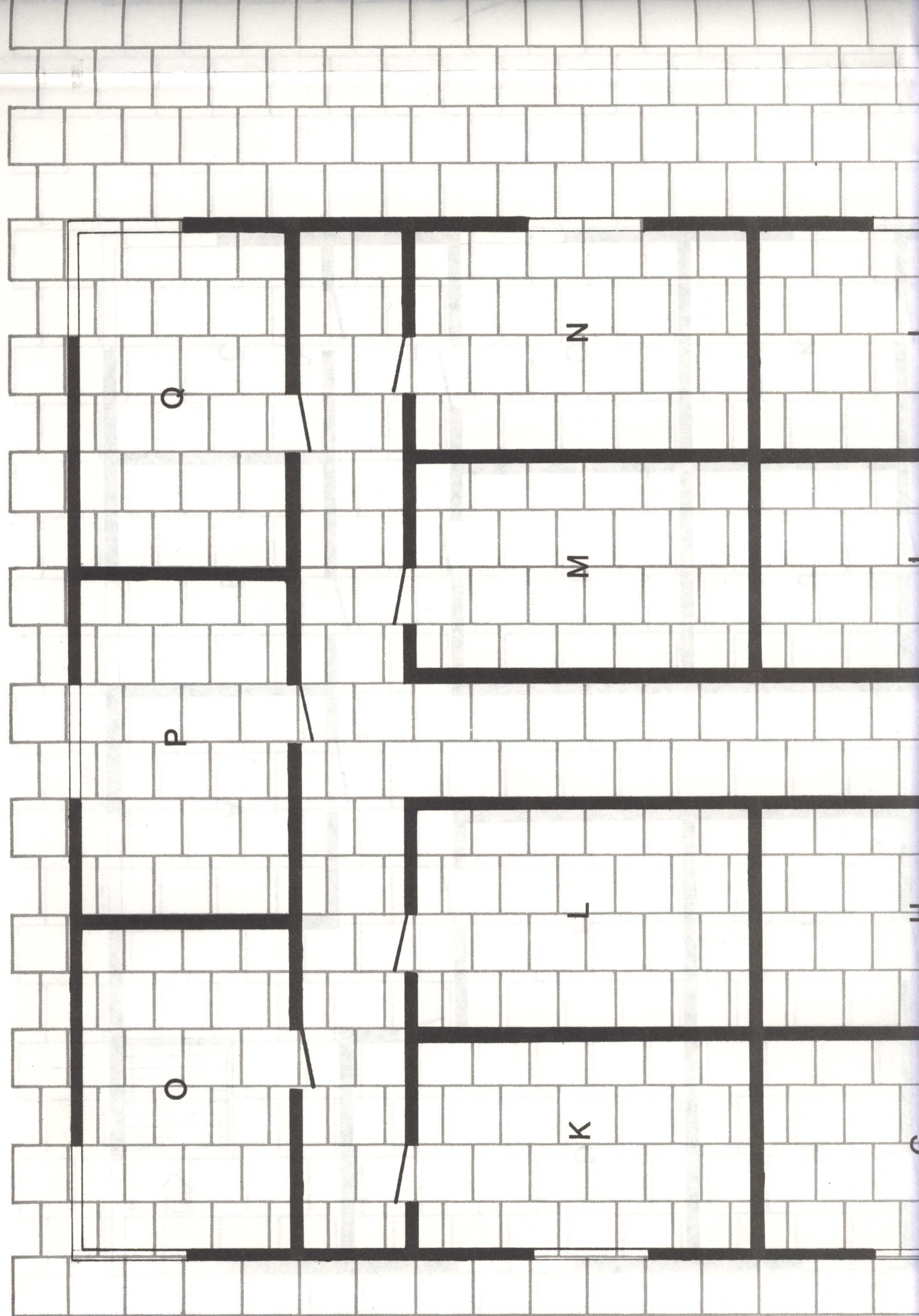
GARAGE DOORS

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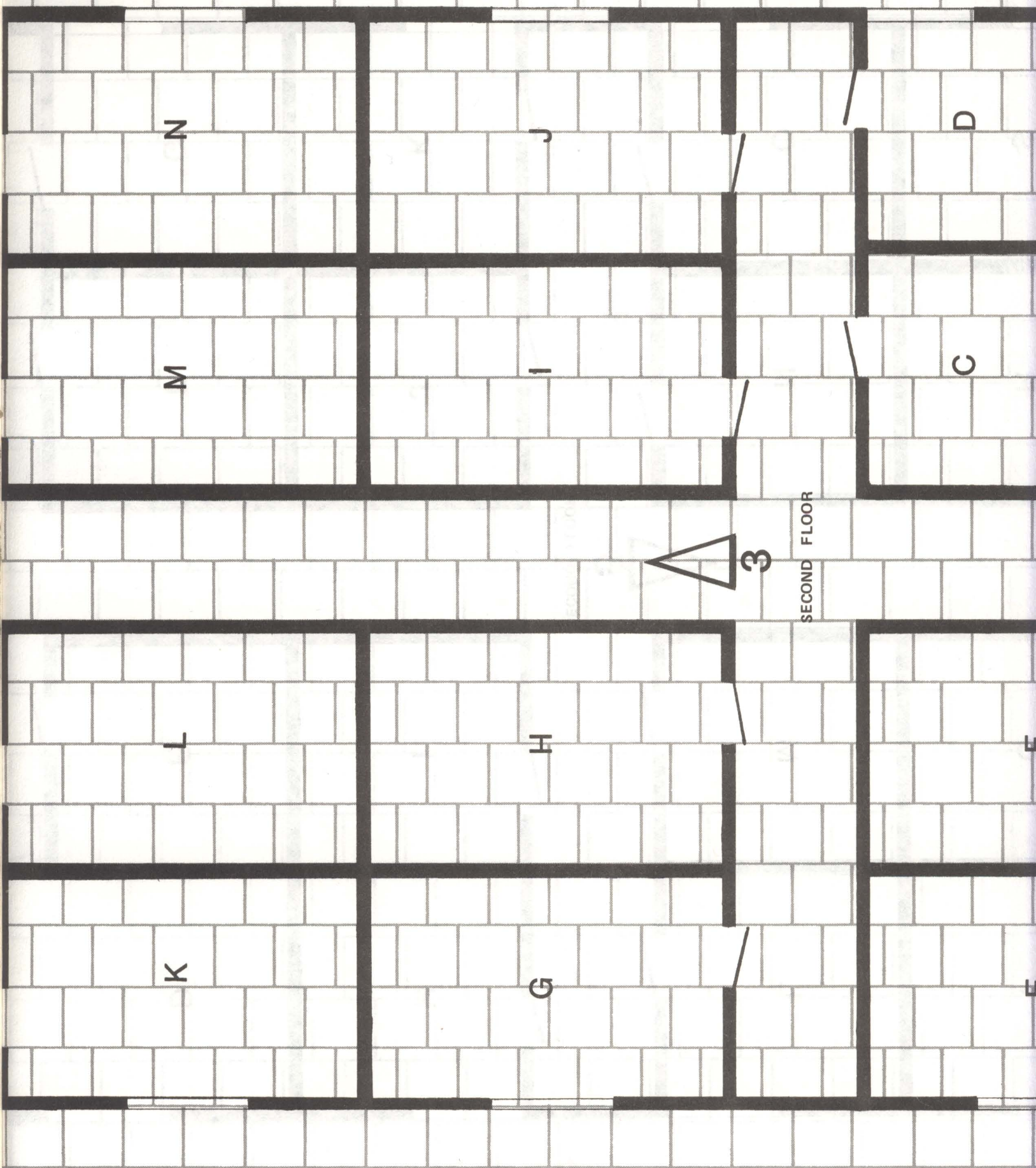




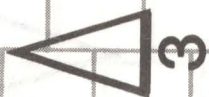












SECOND FLOOR

D

B

C

A

F

E

