

Justiflers RPG

Poseidon

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INTRODUCTION

This adventure is a work of fiction. All names, characters, events and locations described here-in are fictitious. Any resemblance to actual persons (living or dead), organized events or location descriptions is purely coincidental.

Poseidon is an adventure/sourcebook for the Justifiers RPG. Some aspects of this adventure are not fully fleshed-out, but this is intentional, so that the adventure can be set in any GameMaster's campaign.

It involves the planet Poseidon, a world with water over 95% of it's surface, and the various mysteries that surround this strange, new world. The players will have to rely on their wits, luck, and bravado to survive the unknown dangers here. They will also gain insight into some aspects of corporate warfare, and maybe even uncover clues to the Ancients.

As with all Justifiers RPG adventures, this one includes pre-generated NPC characters which will serve to fill any gaps in the standard Justifiers roster that aren't filled by player characters.



PLANETARY BRIEFING

PLOT SYNOPSIS

The following is a brief summary of what should happen during this adventure. Note that player actions may affect the order and outcome of the events.

The players are to justify the world Poseidon in the Beta Xenae system, a G3 star. Though this world has been previously explored, it was not justified. The reasons being that it apparently lacked any serious quantities of exploitable resources.

Unfortunately the main thrust of the last mission was a small group of islands rather than Poseidon's enormous oceans. Of late intelligence information has indicated another Corp's interest in Poseidon and the possibility of exploitation.

Upon arrival the player's discover that in fact another Corp has been here before them. STPD Engineering still hurting from their serious losses during the last Corporate wars and desperately searching for exploitable planets had blind beamed a number of Automated Defense Satellites (ADS) into orbit around Poseidon until they were able to send a full fledged Justifiers team there.

Upon entry into the effective range of one of the ADSs the player's ship is nearly destroyed and they are forced to make a controlled crash landing. During this landing they lose most of their gear, but fortunately they do manage to salvage their aqua-gear.

After being attacked by the top of the local food chain, the poseidon shark, the player's find themselves captured by an intelligent race of mer-folk no one knew existed on this world. Stripped of their gear, the players meet up with the survivors of a rival Justifiers group.

Together the two groups are forced through a rite of passage to gain citizenship among the mer-folk. During this rite they battle a huge Poseidon shark and discover a hidden temple of the Ancients.

In the end... Assuming they survive, the characters will be welcomed as citizens. Having recovered their gear, they will be able to construct their TransMatt and head for home.

The existence of Poseidon has been known for over ten years, but because its surface is covered by water with scattered island chains to break the monotony, colonizing was not thought to be cost efficient. Initial astronomical data showed an empty system, essentially three worlds, -two of which were totally incapable of supporting life (at least cheaply) and a distant companion star.

The main planet, Poseidon, was shown to have an average ocean depth of seven kilometers, and analysis of the tectonics showed that while the planet was stable, the climatic conditions made unprotected human life extremely difficult, even under optimum conditions. This system written off and was filed away in the computers of the corporations, forgotten.

According to Intelligence reports this changed two weeks ago when STPD Engineering, desperate for worlds and resources to help them regain their competitive edge, sent a recon team (a group of two scouts and a pair of engineers) to have a second, more extensive look at Poseidon.

POSEIDON

Poseidon orbits a G3 star at roughly the same distance as Earth orbits its sun, but there the similarities end. Because of the high water content the planet is perpetually covered with clouds, resembling Venus from orbit. Average temperature on land is thirty-five degrees celsius, but the humidity makes it seem much worse. Radar topography indicated the world had scattered islands, made up of the peaks of submerged mountains, ranging in size from two meters across to almost sixty square miles. The ocean made readings difficult, but the ocean floor looked to be flat and wholly uninteresting, mostly submerged hillocks and the occasional submerged mountain.

The only noteworthy feature on the planet is was a huge rift in the seabed, some five hundred miles long and thirty miles wide, running from north to south in the northern hemisphere. Because the probe did not orbit directly over the rift, it's depth is unknown but is suspected to be shallow. A high concentration of islands surrounding the rift is an unusual feature of this area, because some are large and flat enough to support a transmatt station, this area is likely to be chosen as the team's landing point.

The world is rich with minerals, ranging from the common tin and zinc, to the rare silver and gold, to the priceless platinum and uranium. These minerals, however, are located under the surface of the seas, making any mining operations hideously expensive; the small size of the islands make large scale surface mining

operations effectively useless. It has a stable earth-type biosphere, providing a basic, if uncomfortable, existence without the need for any atmospheric support.

The ocean has a slightly lower saline content than Earth's own oceans, and the ocean water is hard, or has an extra oxygen molecule (H_2O_2). While this will not affect the play of the game, once distillation operations have begun this world will allow the cheap export of heavy water for nuclear reactors. This also has the result of making the atmosphere slightly richer in oxygen than Earth.

The remainder of the Poseidon system is not very interesting. Aside from the main planet, there is a small rocky world in close orbit around the star and a moonless gas giant in a far orbit, named for Poseidon's brothers Hades and Zeus, respectively. The primary star is listed in catalogs as Beta Xenae, and in a distant orbit is a planetless K9 star named Rhea.

There are very few comets, little stellar debris, and no moons. One unusual feature; there are clusters of planetoids at the lagrange points both before and after Poseidon's orbit. Though there is no hard evidence, the system's setup smacks of advanced planetary engineering.

While most humans and betas will find Poseidon tolerable, if not nice, some (especially those who dislike water) will find it a very inhospitable world.



World Log

System: Beta Xenae

World: Poseidon

System Position: 3

Number of Satellites: 0

Gravity: 1.0G

Land Area: 5%

Planetary Conditions:

Length of Day: 27.5 hours

Atmospheric Density: thick

General Climate: tropical

Principal Exports: None

(by % of GNP)

Colonial Data:

Number: None

Population: Unknown

Self Sustaining: Not applicable

Indigenous Life: Unknown

Technological Status: ?

Population: ?

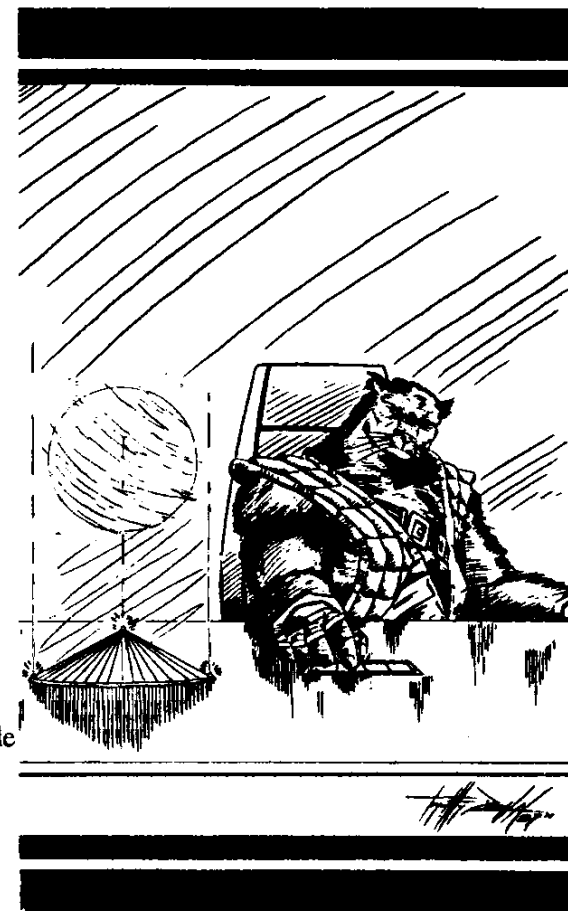
Archeological Sites: Suspected

(location/number)

GAMEMASTER'S BACKGROUND:

STPD has indeed sent a small recon team through to Poseidon. When their results arrived, they showed that Poseidon was rich in several rare minerals, most notably platinum, uranium, and diamonds. Because STPD Engineering's resources were severely strained by it's loss, instead of sending a Justifier shuttle (which they have very few of) to more fully explore/lay claim to this world, they instead ringed it with ADS (which they have a lot of) to prevent another corporation from taking over this world while their lawyers pushed the paper-work through.

Obviously your team belongs to another corporation, also interested in Poseidon. While you are willing and able to beam a shuttle in to claim the planet, your intelligence has been a little slow lately....



DESIGNER'S NOTE:

Though there is a working TransMatt station on the planet it is currently shut-down. If the player's were to locate and attempt to use it they would return to STPD's staging world, not their own. The controls are locked and the code required to activate them is not in the player's hands. Any attempt to recode or break the code will result in the TransMatt's destruction.

Let the player have their way if they insist on looking for the STPD TransMatt, but make them realize that they have an entire planet to search on foot. It can make for an interesting sub-plot to the adventure, but don't let it drag on too long. While the players search continues begin to embroil them in the main plot.

JUSTIFIERS

Just to make things really interesting, the team is not the first Justifier team on Poseidon. United Industries, deciding to get a jump on the competition, placed a team here two days ago. This mission was a fiasco from the start, and out of ten Justifiers, there are only three left.

The United shuttle transmatted into orbit around the world and dropped it's communication and weather satellites, attracting the attention of the nearest ADS in the process. Not receiving an all clear signal in thirty seconds, it proceeded to cut the rear end off the shuttle, depriving it of maneuverability and killing three Justifiers in the process.

The pilot, a very good pilot, managed to bring the shuttle to a controlled crash; right onto the sharp peaks of a mountainous island, killing him and one other. After determining that most of their supplies (including their Transmatt station) were ruined beyond repair, they salvaged what they could and started exploring. They had explored a small portion of their prison when they lost two more people to a Poseidon Shark. When the survivors returned to their island, the wreck of the shuttle, and most of what they salvaged, was gone.

Until recently they were trying to make do on their island, biding their time. With their food is running low, and desperation setting in the set out into the ocean again, only to be captured by the mer-folk.



THE ADVENTURE

After the characters are created and equipped, they are given a very short briefing on the situation. They are called into the office of a veep (Vice President) of operations, and told that they will be racing against STPD Engineering to claim this planet. They will be given basic data about the planet's geography, and some of the weather conditions they can expect.

While they are being briefed, their equipment is being waterproofed. The corporation will advise that players with lasers choose another weapon, because the diffraction caused by the water will make laser fire ineffective.

Once in orbit the sensors on the shuttle detect more than twenty satellites about the same size as a communication satellite. They seem to be terrestrial in make, but there will be no clue as to their purpose until they fire. Characters with the psionic ability of danger sense and making a successful roll will feel **EXTREME** danger, the nature of which is unknown.

Any evasive maneuvers will immediately classify the shuttle as hostile, and the satellites will fire at once. The GM should roll some dice secretly, look annoyed, and tell the players that their shuttle was holed in the engineering section and has lost all power, starting a decent in a decaying orbit. A successful engineering roll (anyone going to climb out in a spacesuit to repair the damage?) will enable some power to be restored to the maneuvering jets only and minimal life support, but that will be enough to control the crash.

When attempting to land, the pilot will have to roll his Pilot Aircraft/Submersible skill level at a -20 (negated if maneuvering jets were restored) or destroy most of the team's equipment. If this roll is made, the equipment will be intact, but the team has crashed into the ocean, and the shuttle is sinking rapidly.

Emphasize to the team that they have time to grab one **SMALL** thing (no tacnukes, please) and exit the ship before it sinks. They know most of their equipment will survive due to careful packing and will not be damaged by the water. When the players clear the shuttle, it will sink with a great splash, and they will be swimming in the sea. There are several crate (part of their gear) floating nearby, and about three kilometers away they see an island.

WELL, NOW WHAT DO WE DO?

It is important for the GM to convince the players that they need the crates, and if the players hesitate, tell them if they don't get it now, they probably never will (it's floating out to sea, looks ready to sink, etc.). Inside these crates are enough seasuits and rebreathers for the characters, and a like number of PPU's (See new equipment at the end of this book). There are some additional rations, and ammunition. Any other equipment can be included at the GM's discretion. Be sure not to give them too much.

THE SHUTTLE

It will become obvious to the players that the only way off this planet is to salvage the TransMatt off their ship and set it up. This should be done as soon as possible, and if the players are reluctant, the GM can make noises to the effect of water damage, to motivate them.

The shuttle is in approximately ten meters (30 feet) of water, precariously balanced on the edge of an underwater rift. While the shuttle is stable, the GM can hurry the team by commenting on how unstable the ship looks. The shuttle is filled with water with the exception of the cargo bay, but this is inaccessible without flooding that compartment too.

While the team is trying to determine the damage the crash did, they will suddenly have a chance to use all those nifty weapons they brought.

With a roar, a Poseidon Shark will flash out of the rift towards the



team. It is hungry, and doesn't really care what it eats, as long as it does. After the players fire a few rounds at the creature, it will turn and pursue some other food.

WELCOME TO OUR PLANET

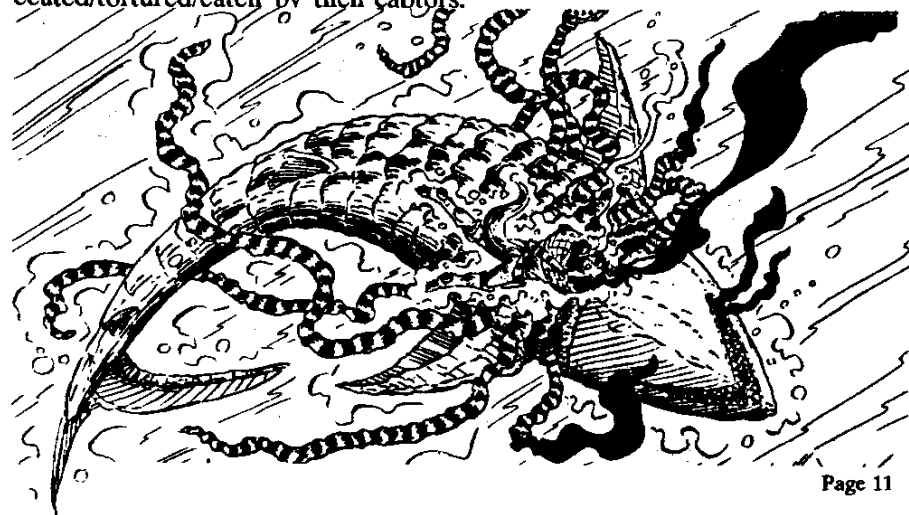
Almost immediately after the confrontation with the shark, mer-folk, outnumbering the characters five to one, will surprise the team and use their nets to ensnare them. The characters will have to roll their DEX at -20 to avoid the nets, and any who succeed will be grappled with by the mer-folk.

The characters caught in the nets will be at a distinct disadvantage, owing to the fact that their weapons cannot be brought to bear. Those who grapple with the mer-folk will find themselves outclassed in speed and maneuverability under water. Any melee weapons will be broken (45% chance) by the stone swords of the mer-folk. Have the characters put up a good fight, but eventually capture them all, and cart them off to the mer-folk city, hauling along the player's shuttle with them.

UP THE RIVER

The characters are taken to a domed stone building that has an air bubble trapped inside. There they are stripped of all their weapons and most of their gear, leaving only ration packs and clothing, and left there while their captors go elsewhere. During their imprisonment, any character with a successful linguistics roll will notice that the mer-folk have an unusually advanced, if alien language, completely out of form with their primitive society.

Here they meet the United Technologies Justifiers team, currently arguing about how they can escape. The United team will explain to the characters that they were shot down two days ago and were losing all hope when they saw the player's shuttle crash. They agree to assist the players in any way they can (a successful psychology roll will mean that the character realizes that this is a blatant lie). They now believe that they are doomed and they will be executed/tortured/eaten by their captors.



Any character with archeology skill and making both a roll against that and their intelligence will notice that this building, while made of stone, is put together very tight, obviously beyond the capabilities the mer-folk have shown. A further study of the stones will reveal that even though they have been here for quite a while, they were cut by lasers.

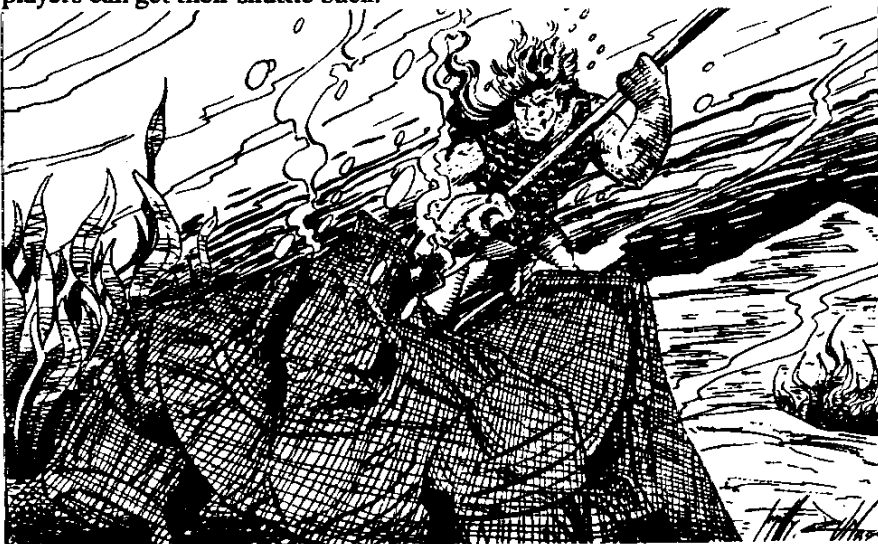
TALKING WITH THE NATIVES

After a few hours, a large group of mer-folk will surface in the players cell. One of them will hand a character a linguistics computer, now able to translate the mer-folk's language.

The players are told that they are welcomed to this planet, and the mer-folk are sorry for the inconvenience. They will take to players on a tour of the city, starting with the outer ring and ending with the central temple. There the players will make an interesting discovery; all of their missing gear is here, including both teams shuttles, along with a large number of odds and ends, mostly useless.

One thing will catch the players' attention; an ancient and inoperative device of alien design. A successful roll against the skill, Fusion Technology will tell the player that this is a powerful, though inoperative fusion generator. While there is little radiation, enough residue is left to cause a reading on the players analysis devices.

The players are allowed to poke around as long as they wish, but nothing can be removed from the temple. When this fun pales, the players are told the legend, and then escorted to the council chamber, where they are told they will have to undergo the KRRin'thai, or rite of passage. That is the only way that the players can get their shuttle back.



CITIZENSHIP MUST BE EARNED

If the players opt for staying children, they have a nice enough time until they realize that they can never leave. Then they must go through the rite (nice way of pushing the players along a certain path while making it seem as though it was their choice).

When they choose to earn their citizenship (the United team will choose citizenship immediately), they will have their weapons returned and be taken to a nearby rift. There it will be explained to them that to earn their citizenship, they must defeat the Poseidon Shark living at the bottom. They are to return with a tooth of the shark to prove that they have succeeded. Then they are to return to the city. There is no price for failure, but the team will never be able to become citizens.

The players descend to a depth of one half kilometer (a quarter of a mile). On the descent they may notice several things (a successful Wisdom roll). First, the walls of the rift seem too smooth to be natural. Second, that there are some sea caves that look artificial, though they are shallow and empty. At the bottom there are ruins that look to be from a more advanced culture than the mer-folk, possibly even the player's own. Just as they reach the ruins, the shark attacks.

After the battle, should the players be victorious, they can retrieve the tooth and explore the ruins. While most of these are little more than titanium scraps and fused glass, they will find what appears to be a submerged temple of sorts, and inside find a slab of onyx that bears strange writing on it. Anyone with the Read/Write skill "Ancients" will recognize this language as such. The slab is too heavy to move, but a radio beacon can be placed to mark the spot for future exploration.

HOME AGAIN

The players can return to the city with their tooth and retrieve their shuttle. There is a big celebration in which the players are granted citizenship and are now full, voting members of the clan. Of course this means that they will have to pull guard duty occasionally, and they have to build their own homes, and can't we keep some of your equipment to record this moment for posterity, and... Soon the players will wish they were else-where.

Eventually, the players can convince the mer-folk to help move their gear to an island and set up the transmatt station. They can return home to corporate headquarters, and to glory. The United Justifiers will be taken into custody, and later traded back to their own corporation for several slow intelligence agents. Said agents will probably fill in any vacant slots in the team as punishment for their tardiness.

The onyx tablet will be translated by linguistics experts from the corporation. It will be discovered that it represents a coded number, possibly the coordinates for this planet according to the old starmaps of the ancients. Some bright archaeologists will theorize that Poseidon was a major staging point for the Ancients, and that some natural catastrophe occurred before the planet could be totally evacuated. The survivors, descending into the depths of the ocean to escape the effects, are the descendants of the Ancients, although quite primitive by comparison. While this will never help the team, the Corporation will use this information to determine where other bases of the Ancients are. Opening the possibility for further adventures if the team is sent there.

Give the team 1000 bonus experience points and 6,000,000C for their discovery, and a bonus of 3,000,000C (1,000,000 for each) for the capture of the United team if they are alive and in the custody of the players. Then charge them 8,750,000C for the destruction of the shuttle and the various equipment that was damaged in the crash. This leaves a net of 25,000C to be distributed among the team.



BESTIARY

The oceans are usually safe, but every once in a while the local predator will go on a rampage, and when that happens, nothing had better be in it's way....

POSEIDON SHARK Size: 18 ft. long CON:x4 Speed:0/50

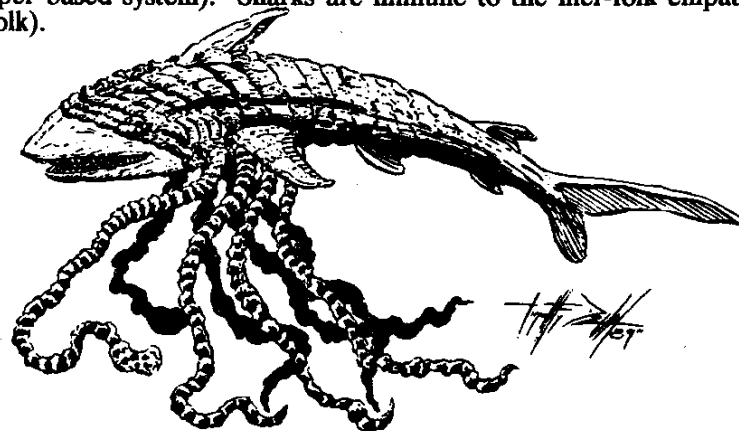
Armor: Hv Hide **Natural Weapons:** Very Lg. Bite (3d6)

As you can see, the wildlife around here can make exploration VERY interesting. Some teams (especially the thinking ones) may attempt to communicate with this thing, or adopt the attitude that if they don't bother it, it won't bother them. This is a very bad idea. It is unintelligent, driven only by basic needs, and these needs basically consist of satisfying it's almost constant hunger. These sharks, much like terrestrial sharks, will eat anything, preferring live food to dead, and keep eating until their hunger is filled. They then fall into stupors and drift down to the ocean floor until they get hungry again. If they feel pain, they will attack the source of it, trying to devour the attacker.

They operate singly, each shark prowling an area slightly over one hundred square kilometers, and with a lifespan of two hundred years, there is no need to worry about a population problem.

Fortunately for the other inhabitants of this world, the Poseidon Shark rarely gets along with members of it's own species, so the population will remain relatively low. The only time there are more than one is during mating season (which is rare, once every fifty years), and the pair will be very hungry.

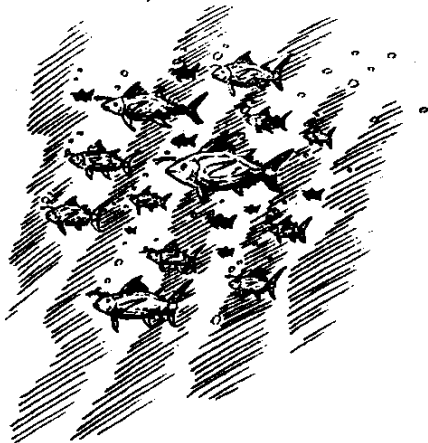
Any large amount of blood in the water (such as, from a wounded player character?) will cause any sharks within one hundred kilometers to arrive at the scene, and there will be a feeding frenzy the likes of which have never been seen before. Needless to say, this is a very, VERY dangerous situation. They also find iron based life tasty, even though they usually feed on local fish (which have a copper based system). Sharks are immune to the mer-folk empathy (see mer-folk).



POSEIDON FISH

In addition to these happy residents, there also exists a non-violent form of fish resembling terrestrial tuna. About one meter (3 feet) long and silver-grey, and while these are not dangerous they are included for the fun of the GM. Because they tend to travel in groups of one thousand or more and cause a great commotion in the water when they move, they can be used to frighten the team into wasting some of their precious ammo. If the GM is feeling very nasty, one in twenty (5% chance) of these fish can be poisonous if eaten.

Remember, this is the staple diet of the sharks, so if a large school of these is encountered, it is a sure bet that there is also a shark nearby (80% chance).



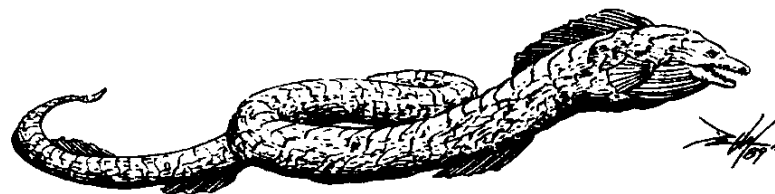
POSEIDON SWAMP LEECH

Size: 15 feet **CON:** 175 **Speed:** 25/45 **Armor:** Hv Hide

Natural Weapons: 2 Claws (small) 1 Bite (large)

The Swamp Leech is one of the few creatures that the player's might encounter on the islands. It has a taste for metal and might well show up chewing on some piece of equipment or another.

Unless provoked it is relatively harmless. However it does have some interesting abilities. It has a total sound imitation talent, much like a psionic talent. This allows it to imitate voices, the sound of weapons fire, even the frequency used by a stopper. It is totally amphibious and if injured will retreat to the water. If it is bleeding it will attract sharks.



SEA SNAKE

Size: 10-25 feet **CON:** 48 **Speed:** 25/35 **STR:** 75 **Armor:** Lt. Hide

Natural Weapons: 1 Bite (large)

The Sea Snake, unlike those on Terra, is a constrictor. Like the boa constrictor it crushes the life out of its prey, then swallows them whole. It is found both in the water and on the small islands.

ABORIGINAL CULTURE

The dominant life form on Poseidon is a form of primitive man, resembling mer-folk. While they are primarily non-violent and will not necessarily regard the players as a threat, if they are offended they are capable of anything. Remember, these people routinely have to deal with the sharks, they can be nasty.

These people have achieved a form of democracy or tribal phase of their sociology, seemingly primitive in some aspects and advanced in others. In combat, they use stone spears and swords, each doing 3D6 (+ Damage Bonus) damage, with the occasional use of weighted nets when they want to capture. They may (20% of the time) also wear stone armor. This serves both as protection and acts like a diver's weight belt to allow them to be stationary in the water.

DESIGNER'S NOTES:

In melee combat underwater, Justifiers who are not used to this environment will should get a negative modifier to hit of -20, while the mer-folk will have no such problem. They were, after all, born here.

MER-FOLK CULTURE

Mer-folk physically resemble humans, but are generally taller and more slender, with webbed hands and eye color running towards blues and greens with hair color almost always black.

Occasionally there is a throwback to their descendants who is smaller, thinner, and smarter, with orange eyes and blond hair, but these usually don't survive into adulthood. Most are killed in the KRRin'thai, a rite of passage. Of the survivors, many leave the clan to explore some distant region and never return.

Designer's Notes:

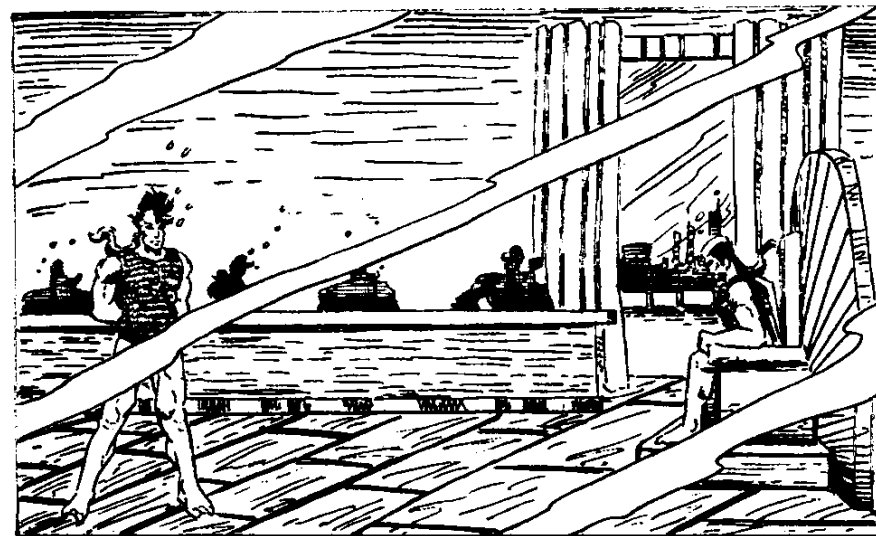
Another interesting sub-plot might be the encountering of one of these throwbacks on his quest to that mysterious, "Distant Region". If the players can be involved anything could happen.

Their existence underwater is made possible by a dual respiratory system, utilizing both gills and lungs, and while they can exist on the surface, because their flesh has adapted to the water they find the surface very uncomfortable, and so they tend to stay under the surface.

Their reproductive system is the same as a human's, but they have a ten month average gestation period for the fetus. For ease, births are usually done in an air environment as the newborn will have difficulty breathing in the watery environment during the first few moments of its life. A clan will have several small buildings reserved as "nursing wards". These consist of a primitive underwater dwelling with a trapped air bubble.

Psionics are uncommon in these people, but by no means rare. Out of every group of one hundred, ten (10%) have the psionic talent known as empathy. This power can be used to incite certain emotions in other creatures. If the emotion attempted is in contrary to the basic personality of the creature, the power has no effect.

Poseidon Sharks lack any emotional responses at all (with the possible exception of hunger) and are thus rendered immune to this talent.



This talent is used in the same way as telepathy, the costs and rolls required the same. Another one out of one hundred (1%) has a form of pyrokinesis, one that operates underwater. This talent is known as Hydrokinesis and can be used to bring an amount of water past the boiling point scalding any creature in the area of effect. This ability uses the same points and ranges as pyrokinesis, including its limitations.

Their society is clan based, using a form of true democracy, all adults getting one vote in matters of importance to the clan. Life is difficult, and because all mer-folk in a clan are needed to ensure survival, large armed conflict is almost nonexistent.

The children of the mer-folk outnumber the adults ten to one, and while this may cause a population problem over a few generations, the KRRin'thai, or rite of passage, frequently has less than a ten percent survival rate. Any who pass these trials are accepted adult members of the society, and are given an adult name, leaving their childhood name forever in the past.

Their names usually start with a hard Ghu (for males) or a hard Thru (for females), and usually end in a soft ah. Typical names are Ghurulatah and Thrutisiniah (their equivalent of John and Jane).

This rite usually consists of a small group of children leaving to bring back some item as proof they have accomplished some dangerous task. There have been some cases where entire groups don't return at all, and these losses have caused the population to maintain a sort of status quo.

Once every year all adults in a clan elect a "chief" to "lead" the clan. This is usually an older person, using the experience of age to govern wisely. The mer-folk are a good judge of character, and seldom do they choose wrong.

TRAPPINGS OF CIVILIZATION

There are few arts among the clans of Poseidon; the most popular seems to be crushing a shark with a bolder and dancing around the carcass. This is not done without some risk, as other Poseidon Sharks are drawn to the area by the scent of blood.

There are some quite beautiful carvings done, and most clans will have several carvers. This is a status symbol for the clan. While many of the mer-folk find the carvings run of the mill, some could fetch a good price from the Corp-Exs.

There are also carvers who specialize in the manufacture of the mer-folk's stone weapons and armor. These are no less skillfully executed than their other carvings. A single stone weapon can take months to produce due to the density and hardness of the stone used. The edges are carefully shaped and razor sharp.

Designer's Note:

It is an historical fact that many primitive cultures have used hard stone, such as obsidian, for carving weapons. The sharpness of these weapons is astounding. Several years ago a surgical patient allowed himself to be operated on using an obsidian scalpel as part of an experiment to determine whether or not ancient peoples could have successfully used surgical techniques. The obsidian proved itself as potent a cutting tool as a surgical steel scalpel.



There is no written language, but the mer-folk have photographic memories. All of history and culture is passed on verbatim from one generation to the next. Any child on the street, if asked, could relate to the character the exploits of his great to the tenth power grandfather without thinking.

Aside from their carvings, there are two other areas that the mer-folk excel at; singing and architecture. Their singing is exotic. It would seem to the characters to be similar to the whale songs of Terra. Singing is considered an honorable occupation among the clans, and since many mer-folk have at least low level empathic talents, their songs incite real emotion in the crowds.

Their voices have incredible range and delicacy and despite the lack of instruments than can achieve an almost orchestral effect. Songs often include elements of history and culture, much like the bardic songs of ancient Terra. Great singers are often revered in much the same way as the ancient bards. Singers are often remembered long after they have passed away.

Their skills in architecture is astonishing, considering they have neither the tools, math, or physics of Terran architects. Their buildings are usually constructed from stone squares, but these are interlocked so skillfully that they are airtight and stable. It would take a seaquake or a demolition crew to destroy a city.

Occasionally the architects get lucky and locate some old laser-cut stone blocks to use. They do wonders with these.

Most mer-folk have no personal hobbies, being too busy in the fight for survival. There is one hobby that the mer-folk excel at, so much so as to make a packrat proud; they are scavengers without equal. Anything they find and cannot eat or talk to, they store.

In the center of each city there is an old temple of sorts, and a kind of priesthood is constantly on duty organizing and storing anything they can get their hands on. This custom is mentioned in the legend that is verbally handed down from generation to generation, and is the basis for their society.



It's a sure bet that if the mer-folk want something, they will find a way to get it. This includes anything the players leave behind or drop. The GM can capitalize on this by making equipment, gear, weapons, clothing, anything the players have disappear. This will serve to make the team very jumpy ("But I left it right here, guys....."). There is no concept of theft in the mer-folk society, since there is no concept of personal property.

This can be fun for a while, but many of the mer-folk are getting tired of this sport. After all, they mostly had things from their own world up to a week ago. Now they have these alien artifacts unknown in use and strange. And, they are running out of room.....

MER-FOLK CITIES

The mer-folk live in grand underwater cities, appearing almost magical from a distance. Upon closer examination some of the dwellings appear to be made from form-fitted, laser-cut stone.

The cities of the mer-folk are laid out in five concentric rings with broad avenues leading from the center temple to the edges of town, looking like an eight spoked wheel when viewed from above. The outer ring is the residence of the city guard and the journeymen, and is spartan in decor.

The second ring houses the common folk, the people who keep the cities running. These include the fish farmers and gatherers of the clan as well as those responsible for cleaning and maintaining the city.



The third ring is made up of large empty areas, where an underwater marketplace is held. Though it has no permanent structures there are several stone bins and carts scattered throughout the area.

The fourth ring is where the aristocrats, scientists, and priests live. The houses here are more opulent. Their exteriors show carvings often depicting the exploits of some ancestor of the inhabitant.

The fifth and inner ring is where the city offices and temples are. The buildings here are surprisingly opulent. The buildings are covered with carvings depicting all the great moments in the life of the clan. There are astoundingly beautiful fluted columns and balustrades, balconies and archways.

The fifth ring also includes the main storehouse. Here is where the priests keep all the treasures they have gathered over the years. The exterior of this building is covered with carving that represent the contents of the building, both past and present. The city's carvers are kept working constantly to renew carvings worn by the action of the sea on the stones.

There is also a storehouse containing a huge air bubble to keep objects that might be harmed by the sea. The last also doubles as a jail. Since there is little crime (as the players would know it) it is seldom used in this capacity. The mer-folk are simple, and don't offend easily. There is no rape, assault, armed robbery, or murder here. There are subtle forms of each, though, and offenders are usually punished by the townsfolk for their trespasses. The law here is much like Hammarabi's Law, or "An eye for an eye and a tooth for a tooth," and people frequently stop to think about what they do before they do it.

RELIGION OF THE MER-FOLK

Most primitive lifeforms, including humans from primitive earth regions, have a complex system of deities, each one representing a different aspect of their lives. This is thought to be a normal phase of societal development, but this is not the case with the mer-folk of Poseidon. The entire species of mer-folk, no matter how isolated, revere a group of people known as the leaders. Their society is based on a legend, passed down from generation to generation since the dawn of their recollections.

The legend speaks of the leaders eons ago in conflict, and telling their chosen children (the mer-folk) to gather all and await the coming of the flames. When the flames came, they should submerge, and never surface again. This was followed, and now the chosen children wait for their leaders to return from the sky to swim the lands.

This legend is taught to all children in preparation for the rite of passage, and any character hearing this and making a successful archeology, linguistics, and intelligence roll will make a startling conclusion. The word for leader in the mer-folk language has another connotation, it can also mean "ancient".

The players will seem strange to the mer-folk. There are no two alike in a team, the player characters seem to live in only one environment, they have no gills, and many seem to be hostile. This will confuse the mer-folk at first, because they came from the sky (the leaders?) but do not seem to know about the mer-folk or their society.

It will finally be decided that the players are a test from the leaders to see if the mer-folk are worthy of being lead. To this end, they will treat the team as children, providing them with a basic tour of the city and the telling of the legend. They will put up with any stupid question, seeing this as making points with the leaders. But there will be one ironclad fact; the team members are not citizens, so they must undergo the KRRin'thai to be accepted.

This will prove to the leaders that while the mer-folk still worship them and follow their teachings, custom must be followed.

THE CITY

On the facing page is a map of the typical mer-folk city. These are large, complex structures made from carved stone and coral, incredibly alien and beautiful. The city is laid out in concentric circles, with one's importance to the city dictating where one resides. There are eight avenues leading to the center of the city from the outskirts, all laid out in a perfect pattern based on magnetic north. The residents, in a fit of imagination, named these streets after the compass direction they were facing, such as North or Southwest. The roads are basic mud with a layer of small stones to keep the mud in place.

There are also innumerable small paths that lead from these avenues to the individual places of residence. These are seldom more than mud tracks crisscrossing every which way, and it is easy to get lost if you don't know your way around.

The streets date back to the time the mer-folk went underwater, and it is custom to preserve these in case (leaders forbid!) the waters recede.

All buildings are floored in stone and interior walls are coated with a type of fluorescent lichen, generating a dull, green luminescence within building.

The outer ring (1) is where the city guards live and wandering mer-folk stay when they are conducting business in the city. These buildings are the crudest of dwellings, each essentially a stone box with a door on one side. Inside there are few comforts, and only spartan furnishings. These are seldom used except for sleeping, and as a result they are usually empty.



Next (2) is where the common folk live. The dwelling here are a step above the ones in the first ring, being slightly larger, sturdier, and better furnished. Each building is usually one story, consisting of one to three rooms, with one family of mer-folk living there. Some buildings are single occupant, these are for those adult mer-folk that have passed their rite but have not yet found a mate.

The third ring is where the mer-folk hold an open air market. This is a large,

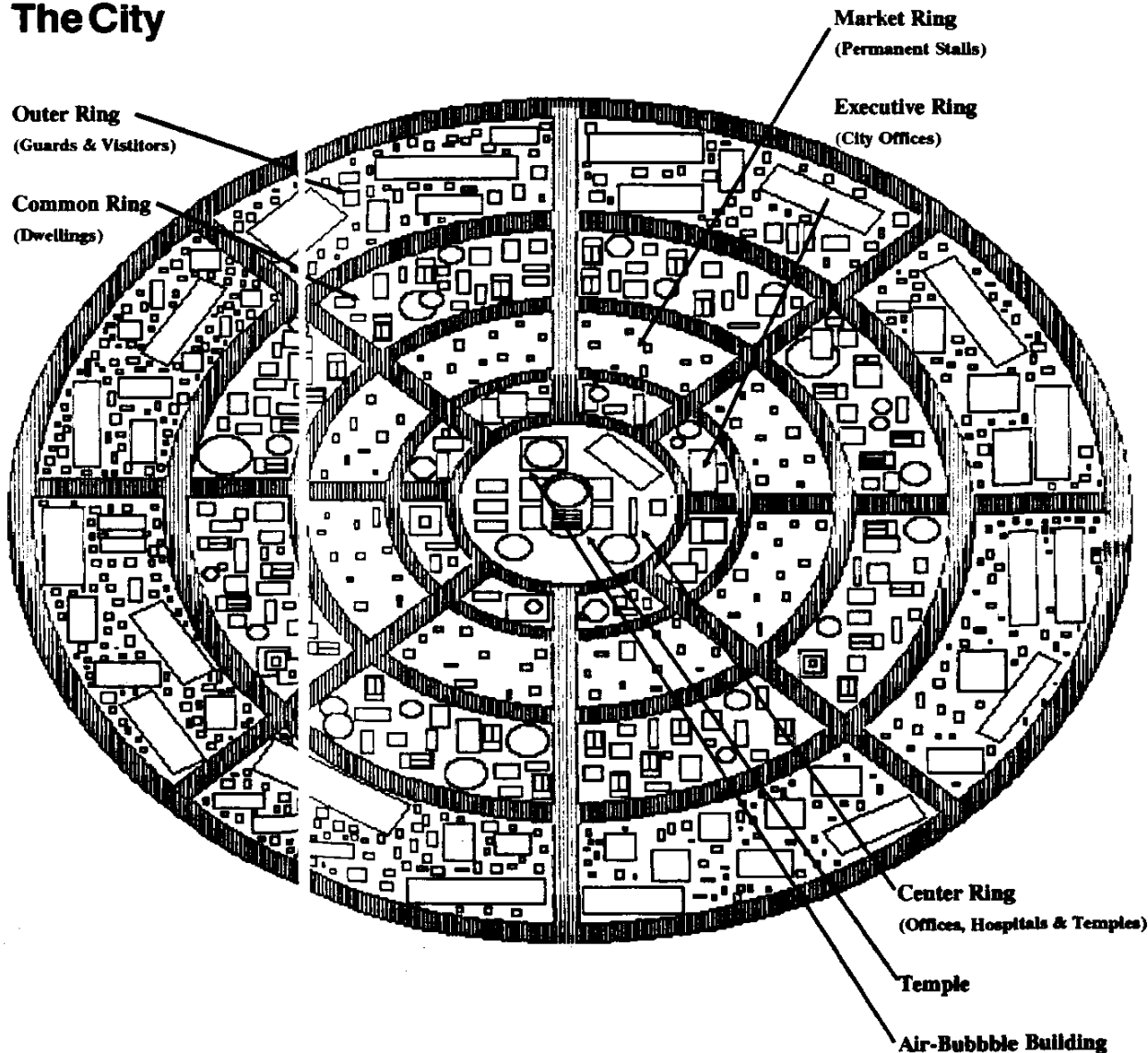
open area floored with stone on which shopkeepers display their wares. Because barter is the only established economy on this world, many traders claim more space than they need, just in case they can get a good bargain.

Next there is the ring where most of the city executives live (4), such as the chief, the council, and others who are critical to the survival and well being of the city. There is a marked difference between these buildings and the ones in the commoners quarter. Many are large, and some even have two or three stories. Inside they are plush, with seaweed carpeting and stone benches, with many examples of the mer-folk carvings by various artists decorating the interiors.

Lastly there is the inner ring (5). This is where city offices, nursing wards, and the temple are located. These city offices seldom see any use, and as a result are not well furnished. The nursing wards are used almost constantly, and as a result are quite plush. But all pale beside the temple. This is a mammoth structure, some ten meters (30 feet) high, thirty meters (90 feet) wide, and seventy meters (225 feet) long. The entrance is ten meters by ten meters (30 feet by 30 feet) and the building has more than the usual amount of fluorescent lichen, so it is well illuminated. Here is where the priests work, live, and ultimately die.

Inside there is anything the players could imagine, from anything they lost to crude uncut diamonds to scraps of titanium. Anything the mer-folk don't see every day is stored here, and because they have been doing this job for over twelve thousand years (when their records start) they have a lot of junk. Soon they will have to expand their temple to make room for all the items they have. If they get their hands on a shuttle, the priests will jump for joy. Even if that means they will have to sleep outside.

The City



NEW BETAS

The idea was bounced around the R & D labs of the various corporations for a long time. "Look," the scientists reasoned, "we have betas that can walk on land and fly in the air. Why not make one that can survive underwater?" The accounting office asked how much would it take. "Not much," purred the scientists, and named a figure. When the accountants stopped laughing, they gave the scientists one tenth of the budget.

Thus was born one of the most secret and unillustrious of the corporation projects; the formation of an amphibious beta.

It took a long while. First, they needed a basic animal type. They overlooked the logical types (frogs were too obvious a choice) and decided to make the first intelligent amphibious bipedal shark.

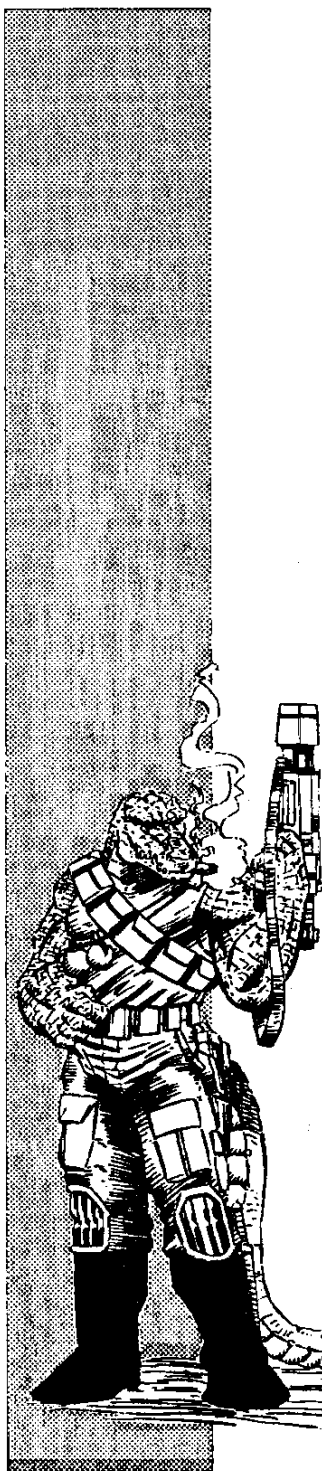
That aspect of the project was discontinued when the creature got loose and ate a secretarial pool, so the scientists (afraid they would come in over budget-illegal in some corporations and grounds for immediate execution) went to work on the logical amphibians.

This began the newest assignment in research and development: The Amphibian Project.

It was a dismal failure.

Because their budget was so low, they had to cut corners someplace; therefore their creations are not perfect. This has led these creature to exhibit many psychological problems, the foremost of which is overt hostility. The project as discontinued, but not before close to a thousand of these beings were produced.

After each example there is a short description of the various problems with the species.



ALLIGATOR:

armor: Hv Hide **speed:** 25

attribute modifiers: Str + 10, Con + 10

natural weapons: 1 bite(large) 2 claw(small)

This species displays extreme hostility, frequently using extreme force in situation where it is unwarranted. Because the species is equipped with gills, communication and existence underwater is unlimited. Usually has a score of 75 to 90 in *Carousing* and *Hand to Hand*, and their skills tend to run towards combat.



FROG:

armor: Lt Hide **speed:** 30

attribute modifiers: none

natural weapons: none

This species is extremely self conscious, resulting in an inability to work with other persons. They have a long tongue covered with an adhesive, which can be used to seize things and pull them back. They have both gills and lungs. Usually has the perfect personality to be an isolated scout, and skills tend to run in that direction.

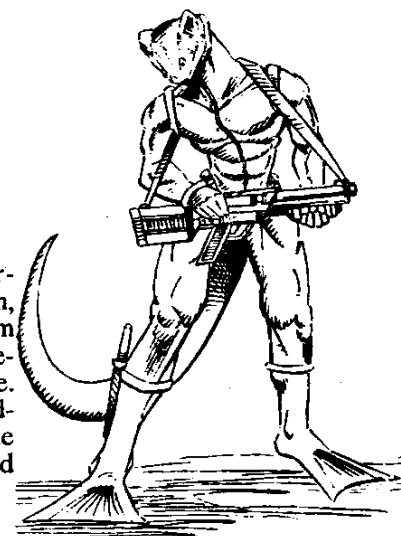
HELLBENDER:

armor: Lt Hide **speed:** 45

attribute modifiers: Agl + 20

natural weapons: none

This species of salamander displays an over-compensated fight-or-flight mechanism, causing creature to startle easy and run from any perceived threat. Natural bodily secretions offensive to most other sentient life. Equipped with both gills and lungs. Cowardly, it tends to take skills that put it out of the line of fire, such as computer operation and accounting.



SEA SNAKE:

armor: Lt Hide **speed:** 35

attribute modifiers: Agl + 20

natural weapons: 1 bite (small)

Poison: 3D6 x D10 per round
(or until an antidote is taken)

This species has poison sacks and their bites are venomous. They display aggression, hostility, and an unwillingness to work with birds. It is equipped with large tail that can be used to trip opponents. They have both gills and lungs. Despite its lack of arms, it is able to compensate with its fully dexterous tail and the abilities to constrict and bite opponents. They tend to thrive in combat situations. They will try to destroy birds, including those on their own team.

SNAPPING TURTLE:

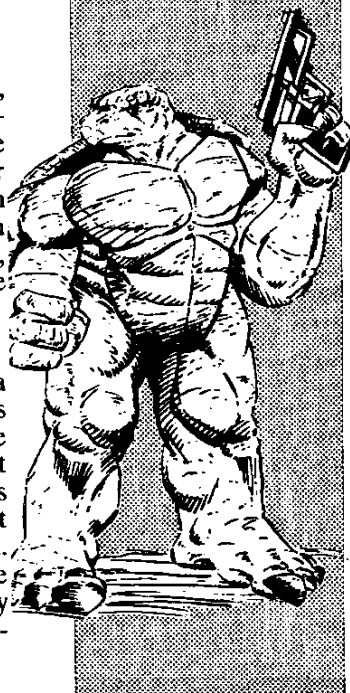
armor: Bone **speed:** 10

attribute modifiers: Con + 20, Agl - 20

natural weapons: 1 bite (large)

This species is slow and extremely self conscious, often displaying cowardice in dangerous situation. Their expanded lungs allow up to three hours existence underwater, and natural armor can resist crushing at depths of one kilometer. In many situations they will attempt to hide from any threat (real or imagined). For some reason, species excel as medics, and will most often be doctors and surgeons, with skills reflecting this.

The GM should think seriously about having a PC from one of these races. If any player wants one, brief him on the psychological problems the race has, and emphasize that the character must display these defects. Members of these races should be rare, owing to the end of the project and the small number of betas actually produced. Non player characters of these types should have skills that help the party, but their personality disorders may actually outweigh their advantages.



PERSONALITIES

What follows is a list of NPC (non-player characters) available for the GM to fill in any gaps in his Justifiers crew. Also listed below you will find the character attributes for any special NPCs that the players will encounter including a the mer-folk and the United Industries characters.

The listings for the mer-folk include an average mer-folk character without psionics and an average priest mer-folk with psionics.

DESIGNER'S NOTES:

Feel free, as free GM to change these characters in any way that will maintain the balance of your campaign. Particularly the listings for the mer-folk. These can easily be up-graded if the members of your group are more powerful, or more experienced than average.

JUSTIFIERS CHARACTERS

These characters are intended for use as NPCs for the campaign. You can use them as everything from a deus ex machina to cannon fodder. You can even allow them to be played as PCs (player characters). Each one was rolled up strictly by the book to give them added depth and dimension.

If a player wishes to take one of these characters as his own have them roll up the bank, buy-back and choose their equipment. If they are used as NPC, buy-back is only important if they are killed through the negligence of a player. Then that buy-back is added to the player's own. As NPCs equip them from the shuttle's stores.

Please note the lack of a Social Sciences Specialist. This is due to the fact that Poseidon had been previously explored and no signs of intelligent life had been discovered.



Otto Captain Otter Life Sciences

CON 61 STR 39 DEX 71 IQ 85 WIS 68 AGL 65 PRZ 67

MS 155 BOD 19 RES 20 SPEED; 34/64 BASE TO STRIKE: 24%

DAMAGE BONUS: 4

SPECIAL ABILITIES: No minus for underwater combat.

Skills:

Basic Math 59%

Computer Operations 24%

Communicator Operations 24%

E-Suit Operations 34%

Emergency E-Suit Repair 29%

First Aid 24%

Hand to Hand 24%

Navigation 24%

Pilot Ground Vehicle 24%

Projectile Weapons (Hand) 24%

Scanner Systems Operations 34%

Speak Native 89%

TransMatt Operations 24%

Read/Write Native 24%

Zero-Gee Training 47%

Analytical Chemistry 28%

Aquatics 29%

Biology (Marine) 34%

Botany 34%

Chemistry 29%

Ecology 34%

Surveillance 19%

Zoology 34%

Geology 9%

Demolitions 12%

Meteorology 10%

Dual Weapons

(Projectile Weapons Hand)

Pick Pocket 9%

Subduing 9%



Personal Data:

Otto is an unlikely leader, though he is the highest ranking member of the player's party he will generally defer to whomever seems to have the strongest opinions. This tends to be the Doctor. Her opinions are, if not the strongest at least the loudest. Otto seems to have very few opinions of his own. He does his job well and with extraordinary focus, nothing ever seems to phase him.

Vix 2nd Lieutenant Fox-Beta Field Doctor

CON 61 STR 65 DEX 109 IQ 95 WIS 62 AGL 67 PRZ 21

MS 158 BOD 11 RES 23 SPD 66 BASE TO STRIKE:36

DAMAGE BONUS: 7

Skills:

Basic Math 60%

Computer Operations 25%

Communicator Operations 25%

E-Suit Operations 35%

Emergency E-Suit Repair 30%

First Aid 25%

Hand to Hand 25%

Navigation 25%

Pilot Ground Vehicle 25%

Projectile Weapons (Hand) 25%

Scanner Systems Operations 35%

Speak Native 85%

TransMatt Operations 35%

Read/Write Native 85%

Zero-Gee Training 25%

Pharmacology 35%

Pathology 35%

Medical Technologies

Operations 30%

Internal Medicine 30%

Surgery 35%

Trauma Treatment 35%

Psychology 25%

Orthopedics 25%

Cybernetic Technologies 20%

Advanced First Aid 10%

Hand Weapons 10%

Beam Weapons 10%

Surveillance 10%

Entertainer (Sing) 10%

Photography 10%

Cuisine 10%

Administration 10%



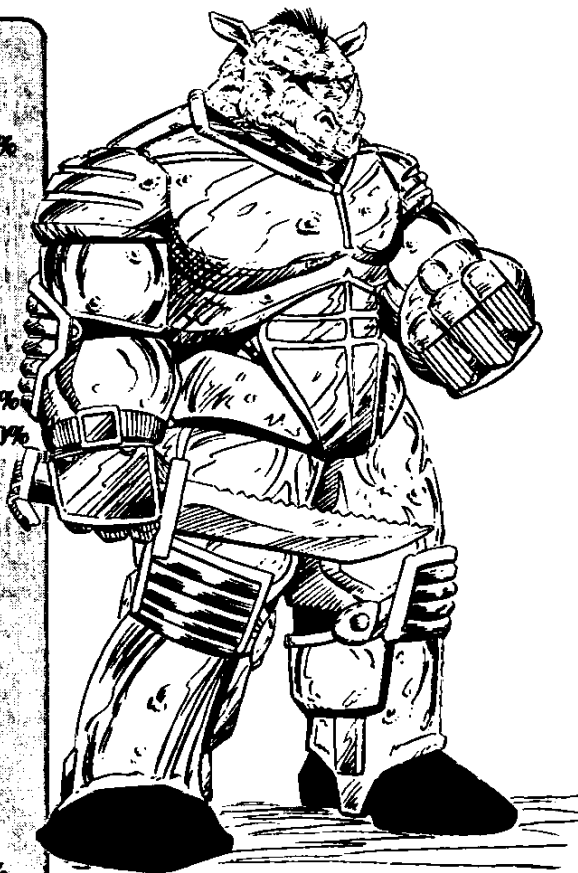
Personal Data:

Vix is a militant anti-corp type. She has been fined and censured several times for distributing "subversive" literature to her team-mates. This literature included pamphlets about Beta rights and the movement among some Beta groups to free other Betas, including the secret financial support given Corp-owned Betas by free Betas. She will take any opportunity to preach to the group on the basic "human" rights of all Betas.

Grud Corporal Rhinosaurus-Beta Security
 CON 136 STR 149 DEX 72 IQ 45 WIS 33 AGL 41 PRZ 39
 MS 82 BOD 28 RES 25 SPEED 31 BASE TO STRIKE 24%
 DAMAGE BONUS 15

Skills:

Basic Math 55%
 Computer Operations 20%
 Communicator Operations 20%
 E-Suit Operations 30%
 Emergency E-Suit Repair 25%
 First Aid 20%
 Hand to Hand 20%
 Navigation 20%
 Pilot Ground Vehicle 20%
 Projectile Weapons (Hand) 20%
 Scanner Systems Operations 30%
 Speak Native 80%
 TransMatt Operations 30%
 Read/Write Native 80%
 Zero-Gee Training 35%
 Interrogation 30%
 Martial Arts 25%
 Hand Weapons (ancient) 25%
 Projectile Weapons
 (Rifles and Shotguns) 25%
 Beam Weapons 30%
 Heavy Weapons (Beam) 26%
 Weapons Tech (Projectile) 20%
 Weapons Tech (Beam) 20%
 Nuclear Weapons Tech 25%
 Projectile Weapons (Heavy) 26%
 Swimming 5%
 Mountain Climbing 5%
 Hand Weapons (Thrown) 5%
 Criminal Law 5%
 Subduing 8%



Personal Data:

Grud is intelligent for his species. Though he has a tendency to act less capable than he is. He has discovered that this gets him out of added responsibilities. He does, however have the incredible aggressive tendencies of his species. His favorite tactic, in fact his only tactic when faced with an enemy is a frontal assault full out. Through luck and sheer prowess he has survived a number of dangerous encounters and he is something of a legend among the Justifiers of his Corp.

Lobos Private Wolf-Beta Scout
 CON 41 STR 69 DEX 65 IQ 63 WIS 68 AGL 64 PRZ 46
 MS 136 BOD 6 RES 20 SPEED 43 BASE TO STRIKE 22%
 DAMAGE BONUS 7

Skills:

Basic Math 56%
 Computer Operations 21%
 Communicator Operations 21%
 E-Suit Operations 31%
 Emergency E-Suit Repair 26%
 First Aid 21%
 Hand to Hand 21%
 Navigation 21%
 Pilot Ground Vehicle 21%
 Projectile Weapons (Hand) 21%
 Scanner Systems Operations 31%
 Speak Native 81%
 TransMatt Operations 31%
 Read/Write Native 81%
 Zero-Gee Training 21%
 Cartography 31%
 Arctic Survival 26%
 Desert Survival 26%
 Forest/Jungle Survival 26%
 Improvised Weapons 26%
 Martial Arts 23%
 Surveillance 32%
 Hand Weapons 26%
 Beam Weapons 32%
 Hostile Environments 21%
 Projectile Weapons
 (Rifles & Shotguns) 6%
 Security Systems 6%
 Vehicle Mounted Weapons 6%
 Carousing 6%
 Animal Training 6%
 Mountain Climbing 6%



Personal Data:

Lobos is as atypical of his kind as possible. He is gregarious, even boisterous. Something of a practical joker. He manages to keep a positive outlook no-matter what the circumstances. His flippant attitude infuriates the Doctor, but there is a quiet undercurrent of something else between them. Each one can be caught staring at the other at various times, only to turn away quickly if spotted. Lobos despite his rather average abilities, seems to shine a little more when the Doctor is on hand to witness his feats.

Karsson WO3 Gila Monster-Beta Pilot

CON 66 STR 18 DEX 87 IQ 65 WIS 25 AGL 47 PRZ 23
MS 92 BOD 9 RES 12 SPEED 13 BASE TO STRIKE 29%
DAMAGE BONUS 8

Natural Weapons: 1 Small Bite *Poison 1D6/rd for D10 rds.*

SPECIAL ABILITIES: CYBERPATHY

Skills:

Basic Math 57%
Computer Operations 22%
Communicator Operations 22%
E-Suit Operations 32%
Emergency E-Suit Repair 27%
First Aid 22%
Hand to Hand 15%
Navigation 22%
Pilot Ground Vehicle 22%
Projectile Weapons (Hand) 22%
Scanner Systems Operations 37%
Speak Native 82%
TransMatt Operations 32%
Read/Write Native 82%
Zero-Gee Training 22%
Advanced Navigation 64%
Pilot Hovercraft 27%
Pilot Aircraft/Submersible 27%
Air to Air Combat 22%
Combat Driving 22%
Vehicle Mounted Weapons 27%
Meteorology 17%
Ground Vehicle Tech 17%
Aircraft Tech 17%
Advanced Zero-G 44%
Projectile Weapons
(rifles & Shotguns) 7%
Corporate Structure 7%
Entertainer (Drama) 7%
Civil Law 7%



Personal Data:

Karsson (the double "s" is pronounced like a hiss) is something of an intellectual. He is the group know-it-all able to talk for hours on any subject, even when he knows absolutely nothing about it. He puts his cyberpathy to good use when piloting. It allows his mind to enter his computations and corrections into his navigation and targeting computers directly when piloting. This gives him a +20% on any maneuvers as long as he can maintain the contact.

Petrov WO3 Monkey-Beta Electrical Engineer

CON 40 STR 76 DEX 118 IQ 95 WIS 43 AGL 94 PRZ 65
MS 147 BOD 5 RES 22 SPEED 56/71 BASE TO STRIKE 39%
DAMAGE BONUS: 8

SPECIAL: *Prehensile tail at 1/2 DEX.*

Skills:

Basic Math 60%
Computer Operations 25%
Communicator Operations 25%
E-Suit Operations 35%
Emergency E-Suit Repair 30%
First Aid 25%
Hand to Hand 25%
Navigation 25%
Pilot Ground Vehicle 25%
Projectile Weapons (Hand) 25%
Scanner Systems Operations 25%
Speak Native 85%
TransMatt Operations 35%
Read/Write Native 85%
Zero-Gee Training 25%
Advanced Math 40%
Communicator Tech 35%
Computer Programming 35%
Computer Technology 35%
Electronic Diagnosis 30%
Fusion Technology 30%
Laser Technology 25%
Microelectronics 35%
Robotics 30%
Scanner Tech 25%
TranMatt Tech 35%
Solar Tech 25%
Demolitions 10%
Fabrication 10%
Dual Weapons (Sword-Pistol)
Swimming 10%



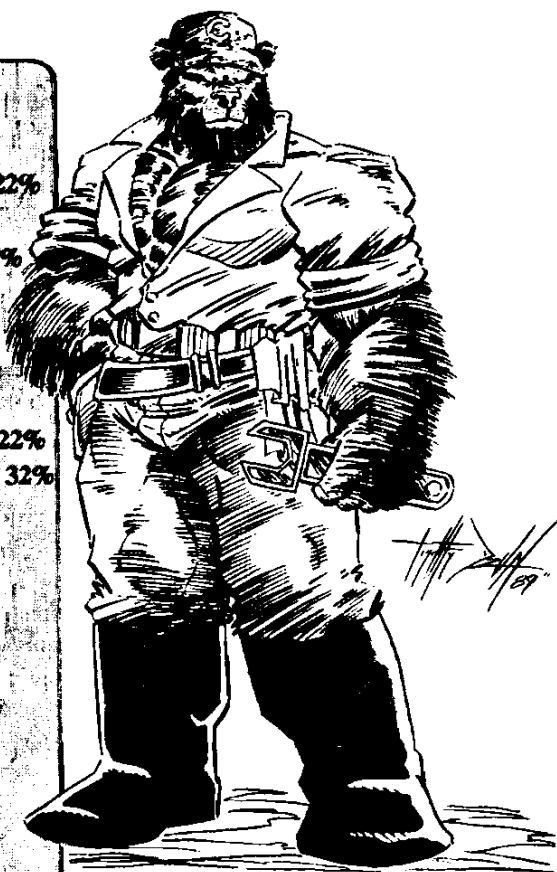
Personal Data:

Petrov has a nasty disposition. He is generally surly and rude, even to superior officers. The only person on the team he offers a modicum of respect to is his engineering counterpart Bernal. This is due to the fact that after one particularly rude remark Bernal laid open Petrov's skull with a spanner. After 57 stitches Petrov has decided not to antagonize bears any more.

Bernal WO3 Brown Bear-Beta Mechanical Engineer
 CON 40 STR 108 DEX 65 IQ 67 WIS 27 AGL 90 PRZ 94
 MS 151 BOD 12 RES 18 SPEED 36 BASE TO STRIKE 22%
 DAMAGE BONUS 11

Skills:

Basic Math 57%
 Computer Operations 22%
 Communicator Operations 22%
 E-Suit Operations 32%
 Emergency E-Suit Repair 27%
 First Aid 22%
 Hand to Hand 22%
 Navigation 22%
 Pilot Ground Vehicle 22%
 Projectile Weapons (Hand) 22%
 Scanner Systems Operations 32%
 Speak Native 82%
 TransMatt Operations 32%
 Read/Write Native 82%
 Zero-Gee Training 22%
 Advanced Mathematics 22%
 Aircraft Tech 27%
 Demolitions 22%
 Fabrication 27%
 Fluid Systems 32%
 Ground Vehicle Tech 32%
 Mechanical Diagnosis 37%
 Metallurgy 32%
 Micro-electronics 22%
 Robotics 17%
 Structural Engineering 32%
 TransMatt Tech 7%
 Computer Programming 7%
 Carousing 7%
 Cuisine 7%
 Hand Weapons (Thrown) 7%



Personal Data:

Bernal has previously made WO2 on three separate occasions. He lost his stripes and a chunk of his bank last after beaming Petrov with a wrench. He is usually a calm and even tempered person, but he is given to sudden violent rages when things awry. He doesn't take any crap off Petrov and has taken to carrying a spanner in his back pocket at all times, just so he can wave it at the little pest when the occasion arises. Bernal is also a big fan of the ancient terrestrial pastime of Baseball. In fact he has a collection of baseball memorabilia, this includes a cap from his favorite team., the Chicago Cubs.

Quillon 2nd Lieutenant Panther-Beta Planetary Scientist
 CON 79 STR 80 DEX 46 IQ 93 WIS 61 AGL 85 PRZ 19
 MS 155 BOD 14 RES 24 SPEED 67 BASE TO STRIKE 15%
 DAMAGE BONUS 8

Skills:

Basic Math 59%
 Computer Operations 24%
 Communicator Operations 24%
 E-Suit Operations 34%
 Emergency E-Suit Repair 29%
 First Aid 24%
 Hand to Hand 24%
 Navigation 24%
 Pilot Ground Vehicle 24%
 Projectile Weapons (Hand) 24%
 Scanner Systems Operations 34%
 Speak Native 84%
 TransMatt Operations 34%
 Read/Write Native 84%
 Zero-Gee Training 24%
 Aquatics 24%
 Cartography 29%
 Chemistry 29%
 Demolitions 19%
 Geography 19%
 Geomorphology 24%
 Meteorology 29%
 Photography 24%
 Geology 34%
 Cryptology 9%
 Analytical Chemistry 9%
 Surveillance 9%
 Carousing 9%
 Hand Weapons (Ancient) 9%
 Hand Weapons (2 Hand) 9%
 Smuggling 9%
 Subduing 9%
 Thrown Weapons (Hand) 9%



Personal Data:

Quillon is the quiet and shy type. He does his job well, but remains in the background. With so many flamboyant personalities in the group he is often overwhelmed by the personalities of the others. He is not very assertive. Only in combat do his aggressive instincts come to the fore. There he is as fierce a fighter as anyone on the team.

RIVAL JUSTIFIERS

The following is a listing of the Justifiers on-world that are not a part of the player's group. Those skills listed for the NPC characters are only the ones that are different from the normal level one skills for any characters of that career class.

Jamus O'Lear 1st Lieutenant Human (Aug.) Life Sciences

CON 79 STR 96 DEX 77 IQ 65 WIS 37

AGL 79 PRZ 39 MS 110 BOD 25 RES 23 SPEED:31

BASE TO STRIKE:26% DAMAGE BONUS:8

SPECIAL ABILITIES: Nightvision

Skills:

Hand Weapons 38%

Beam Weapons 37%

Surveillance 27%

Personal Data:

Lt. O'Lear was an augmented human who couldn't adjust to civilian life, so he joined a Justifier team. He is now beginning to regret this decision. Trapped on a world with no rescue in sight, he must be on his guard constantly because the criminal Flare will stop at nothing to get the signal box for the charge in her brain. Because of this, he is worried about Private Buzzsaw, the security officer, because he thinks the private has the box.



Buzzsaw Private Gazelle-Beta Security

CON 84 STR 65 DEX 68 IQ 26 WIS 91

AGL 85 PRZ 60 MS 127 BOD 17 RES 26 SPEED:85

BASE TO STRIKE:23% DAMAGE BONUS:8

SPECIAL ABILITIES: 1 horn(sm), 2 clubs(sm)



Skills:

Martial Arts 23%

Hand Weapons 23%

Projectile Weapons 23%

Personal Data:

Private Buzzsaw is a beta-gazelle assigned as security officer on this trip. While he is not too bright, he understands that people around him are dying, and he is mostly helpless in trying to stop it. To this end he has taken to sticking to the lieutenant's side and protecting him. He doesn't trust Flare, but doesn't know where the box is. He thinks the lieutenant has it.

Flare Private Human(criminal) Scout

CON 35 STR 87 DEX 57 IQ 57 WIS 65

AGL 11 PRZ 59 MS 130 BOD 8 RES 19

SPEED:22 BASE TO STRIKE:19%

DAMAGE BONUS:9

SPECIAL ABILITIES: none

Skills:

Hand Weapons 26%

Hostile Environments 21%

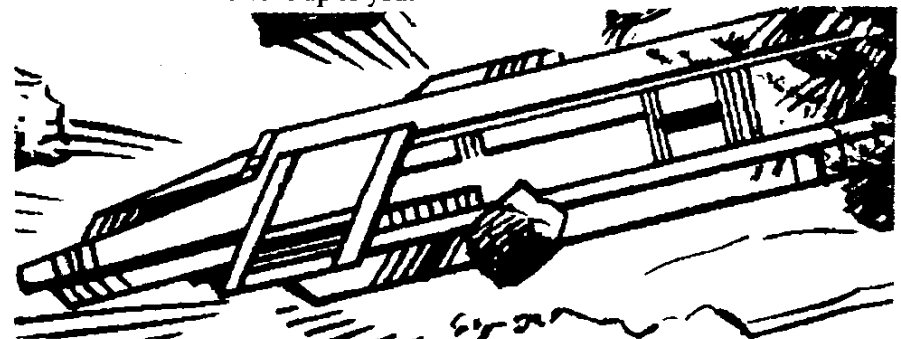
Improvised/Primitive Weapons 26%

Personal Data:

Private Flare is a human criminal who was convicted for turning her ex-husband into sausage. For this she was given a choice; become a Justifier, or be executed for her crime. She now thinks she chose the wrong thing. She is waiting for a chance to eliminate the lieutenant and the security officer, and disable the box that controls the charge in her head. Her skills are the only thing keeping them alive at the moment, but she is too well watched by the other two to be sure of her chances. She is beginning to get desperate, and is thinking of making her move soon.



GMs are urged to arm these three as they wish, but remember their ship crashed and not much was salvageable. As for the box to Private Flare's brain charge; it was destroyed in the crash, only no one knows it. With the arrival of the player's team, who knows how these unstable persons will react? There could be a power play, or the three could put aside their differences to take the player's gear away from them. The choice is up to you.



MER-FOLK

Average Mer-Folk

CON 81 STR 90 DEX 71 IQ 99 WIS 47 AGL 90 PRZ 65

MS 156 BOD 17 RES 18 SPEED 15/25

Base to Strike 24% Damage Bonus 9

SPECIAL ABILITIES: Track by scent 70% (*underwater*)

Photographic Memory

Skills:

Martial Arts 22%

Hand Weapons (*Ancient*) 45%

Hand Weapons (*2 Hand*) 37%

Tracking 17%

Ocean Survival 45%

Architecture 50%

Civil Engineering 85

Mer-folk Priest

CON 81 STR 90 DEX 71 IQ 99 WIS 47 AGL 90 PRZ 65

MS 285 BOD 37 RES 28 SPEED 15/25

BASE TO STRIKE 24% DAMAGE BONUS 9

SPECIAL ABILITIES (*All Priests*): Empathy and Hydrokinesis

Skills:

Martial arts 39%

Hand Weapons (*Ancient*) 47%

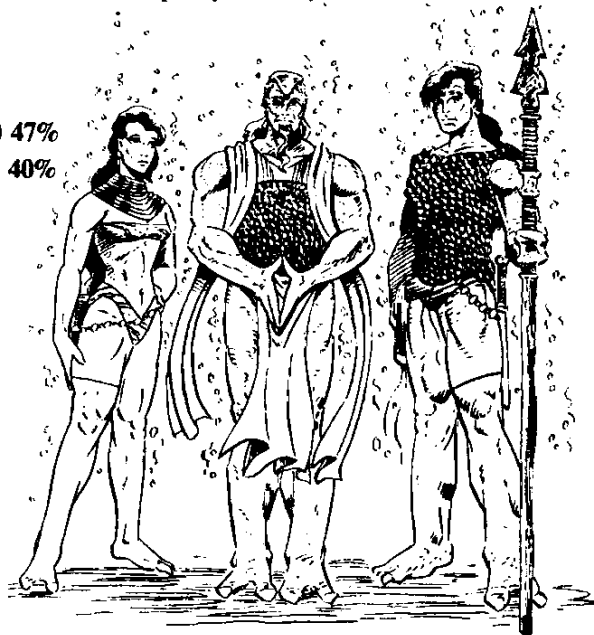
Hand Weapons (*2 Hand*) 40%

Tracking 17%

Ocean Survival 58%

Architecture 67%

Civil Engineering 99%



Mission Report Form

An option for the GameMaster is the use of the Mission Report Form, or MRF chit. This form is used by the Corps to determine the success or failure of a particular mission. The standards they judge by are simple...did it make a profit?

Please note that any player responsible, through either action, or negligence, for the death of Betas belonging to the player's Corp can be billed for those Betas. The cost is the dead Betas' current buy-back. Since encounters with rival groups never (officially) occur players cannot be billed for eliminating the personnel of another Corp.

Designer's Note:

A truly nasty GM will make players account for every bullet, every shoelace, etc. and charge them for it! A vile and wicked GM will even charge the players for the energy required to TransMatt them to and from the world. Of course none of us are like that...are we? Heh, heh, heh.

Remember, neatness counts. If its too hard to read the Corps might charge you for the time the accountants have to spend deciphering it.



Mission Report Form

Reporting Justifier:

Mission Reference Code:

Commanding Officer: _____

Mission Objectives:

Planet:

Resources Expended	Costs
(You must account for all personal and Corporate equipment and personnel)	
Total:	

Evaluation of Mission: _____
(Successful/Failure)

GAMEMASTERING POSEIDON

The previous sections of this book have provided you with background information on the world of Poseidon, as well as detailed information on one adventure that could occur on this world. Using this information, you can entertain your players for several sessions, as they attempt to recover their Transmatt device and gain their citizenship among the mer-folk.

However, players are finicky creatures, and may not always do what you expect. At the worst possible times (for you), they will come up with new ideas, find clever solutions to problems, or decide to do things you never even considered. This fairly common occurrence can cause you to tear your hair out, or it can be a source for your continued amusement, depending on how you handle it.

Role playing games such as **JUSTIFIERS RPG** provide an endless variety of ways for players to annoy the GameMaster. Essentially, the GM sets up and describes a situation to the players, and the players then decide what they want to do: it's easy for them to come up with something you didn't expect (after all, they outnumber you). However, there is a way to offset the dangers of this, and to turn it to your advantage.

In a word, play dirty.

The GameMaster is a neutral force, impartially refereeing between the players and the environment, in order to keep the game moving. At least, that's the way it should seem. The GM's real loyalty is to the story, and the campaign. It should be the GameMaster's goal to make sure the story the group is creating is entertaining, dramatic, and exciting.



As a means to this goal, the GameMaster is empowered to do anything he wants. This doesn't mean haphazardly killing off everyone just because you feel like it, but it does mean that you can bend the rules to further the cause of the adventure. In other words, you can fudge rolls, apply modifiers, and make things up as you go if you feel that it will add to the content of the story. Absolutely anything is legal as long it is done to further the game and not done in such a way that the GameMaster becomes an adversary to the players. The trick is, just don't let the players know you're doing it.

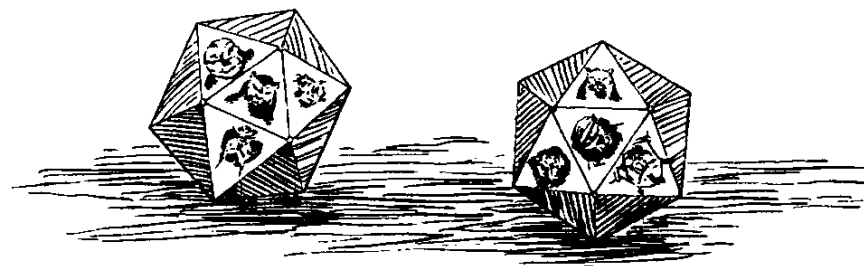
SETTING THE MOOD

One way of making sure the adventure is fun and exciting is to set the mood. If you want a particular encounter to be very dramatic, a dramatic gaming atmosphere will work wonders. The same is true for situations involving humor, fear, or just about any other emotion.

One way of setting the mood is to affect your actual surroundings, causing them to reflect the mood you want in the game. A darkened room will convey fear, spookiness, and a sense of the unknown to your players. Background music can be used to instill a variety of emotions in your players; just turn the stereo down low and pop in different tapes for different situations.

While this method does work, it is occasionally a trifle obvious: when you get up to turn out the lights every 30 minutes or so, the players will soon figure out that they are being manipulated. A less obvious way of setting the mood is to use your voice and your words to affect the players. With a little practice, you can get incredible results using this method.

Let the overall emotion you want a scene to have carry through into the way you speak. In combat sequences or other dramatic scenes, use quick, concise sentences to convey the action. Describe things that the players see with only one or two adjectives, and don't go into a lot of detail. Where you want to evoke fear into your players, lower your voice a little, slow down, but be very dramatic. Describe things to your players in terms of what could be dangerous to them



(i.e. "at this point you see a deep, dark recession in the tunnel wall. Your light doesn't penetrate it, and it looks like anything could be in there,"). If you want to convey mystery, just drop little hints about things from time to time, and be sure to describe the players' surroundings VERY thoroughly (makes them think there's a clue around there somewhere). For humorous sequences, just crack a couple of jokes, don't appear to be very serious, and reach for the munchies a lot. You will find that GameMastering with emotion (getting out of your chair, jumping up and down and yelling, etc.) will greatly increase everyone's enjoyment of the game.

This tactic can also be used to influence the actions of your players, without them catching on. Phrases like, "it looks like its sinking, and if you don't get it soon, it will be gone forever," can get your players thinking along certain lines. With luck, you can get them to go exactly where you want them to go and do exactly what you want them to do.

EXPANDING THE ADVENTURE

Oftentimes, the players will just refuse to do what you want, and will go on directions that tend to deviate from the carefully laid out adventure you have worked up. When this happens, there are three things that you can do:

- *Break down and cry,*
- *Prepare ahead, and have all the area that the players can get to fully worked up in advance, or;*
- *Wing it, making things up as you go along.*

Using the first method is by far the easiest, but it doesn't do a lot to increase the enjoyment of the game. Your players might get a kick out of watching your breakdown, but that's about the only advantage of this method. By far, we recommend using either the second or the third methods, or a combination of both.

Preparing ahead is one way to make sure that you're ready for most emergencies. This method requires more work, but it has its own rewards. To begin, get out your maps, and just start adding interesting bits wherever you feel like it. That way, if the players run off in an unanticipated direction, there will be something there for them to find. You can make up maps, new cultures, and even new creatures to suit the needs of the game as you desire. After all, you're the GameMaster.

The down-side of doing this is that it takes a lot more work, and it isn't a foolproof guarantee that you'll be prepared for whatever the players come up with.

On the bright side, however, all this work does not go to waste. After making all this stuff up, you'll have enough adventure to keep your players entertained for several sessions. What they don't get to during this adventure, you can use in another adventure later. If they don't go to the place on the map where you've set something up, you can either find a reason for them to go there, or you can move your adventure to someplace they will go.

The final method of dealing with player creativity is called Winging It. This method involves on-the-spot creativity. If the players go someplace you haven't mapped out, you just make up a map on the spot and give it to them. If you pretend that you're copying from your original, they'll never notice that you don't have one (a GameMaster's Screen can be helpful to hide behind when you're doing this stuff: they're for sale at most hobby stores, or you can make one out of whatever's handy). When the players are doing something that you haven't planned for, you just have to make up what they run into one step ahead of them. You can even make up random creatures for them to fight (it hits when you feel like it, looks like you want, and dies when you feel like it).

The down-side of winging it is that you have to be extremely quick, and on the ball, and a good actor to boot, or your players will figure out what's going on (never a good thing). On the bright side, the more you do it, the better you get at it, and it does save you a lot of work.

One common practice is to use a mix of both of these methods, designing out the main adventure in detail and only sketching in ideas for the surrounding areas. That way, if your players follow the course of action you have planned, everything will be great, and if they go off in another direction, you at least have an outline to follow in your Winging.

CAMPAIGNING POSEIDON

Although the Poseidon Sourcebook only contains one adventure, there is also a wealth of information that a GM can use to create further adventures for his players on this world. Of course, you can just move on to the next planet after the player-characters set up their Transmatt device, but you can keep them occupied on Poseidon for some time, and avoid having to make up a whole new planet every adventure.

One way of getting the players to further explore Poseidon lies in the realities of Transmatt travel. You see, after the Transmatt station is set up, it can be up to six months before the players' Corp gets their signal. It can be up to another six months after that before the Corp starts sending over colonists, allowing the players to leave. During this possible one year intermission, the players can either sit around on their hands, or they can go do something. In addition periodic storms or hostile creatures could threaten the safety of the Transmatt device, forcing the players into action.

Further adventures on Poseidon could include exploring the Ancient temple underwater in the rift, or attempting to locate other Ancient artifacts above ground. It is also possible that the mer-folk aren't the only intelligent life on Poseidon, and the players could discover another race, or another city of mer-folk. Perhaps this other culture will attempt to make war with the mer-folk city that the players have been named citizens of. The scope of these adventures is limited only by your imagination.

Of course, after the colony does start TransMatting in, the players may be asked by the Corp to participate in post-colonization exploration. Even by the time the colony gets there, huge portions of Poseidon will remain unexplored, and the players could choose to stay awhile and help chart out the ocean and other islands.

ADAPTING TO AN ON GOING CAMPAIGN

If the player-characters being used in this adventure are of higher levels than the ones given here, or have exceptional abilities, the adventure may have to be modified slightly to remain challenging for the players. If the players are having too easy a time of it, raise the Con and Body scores of the creatures to make them tougher, and more challenging.

If your characters go up a level while on Poseidon, you should allow them the use of their skill points to choose from the skills listed in this sourcebook. It should also be possible for the players to learn some of the mer-folk's skills. There are teachers among the mer-folk and as citizens the players have the right to this kind of training.

One additional note: players with the psionic talent "pyrokinesis" can (at the GM's discretion) learn to use their power in the way that the mer-folk do and vice versa. Given suitable training by the priests and dedication on the part of the player. There may also be an adventure in this.

Consider having the player (along with his teammates) go on a quest for a powerful teacher that can show him how to adapt this skill. The quest can be extremely hazardous, since new areas of the planet can have completely different life-forms and terrains (as we have on earth).

FINAL NOTES

GameMastering can be as much fun as actually playing the game. Remember though, you're not trying to beat the players. This isn't a win/lose game. The goal is to challenge them, make them use their abilities to the fullest extent, push their minds and imaginations to the limit. Most of all....have fun!

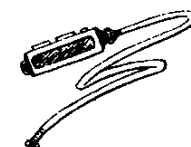
APPENDIX

Equipment:

DEPTH REGULATOR

1000C

Used with rebreather/seasuit combination, allows underwater survival at depths of up to one kilometer. If the seasuit is breached, the depth regulator ceases to function.

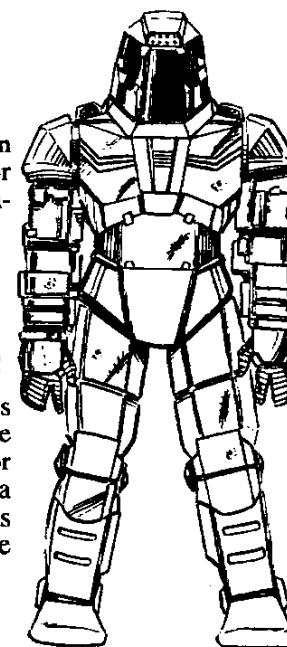


Depth Regulator

ARMORED SEA SUIT

150,000C

Resembles an armored spacesuit, but for use in ocean depths of up to five kilometers. Acts as carbide armor (-20 AGL). For 100,000C there is a metal plate reenforced suit that is virtually identical to the carbide.



Armored Sea Suit

ADS

(Automated Defense Satellite)

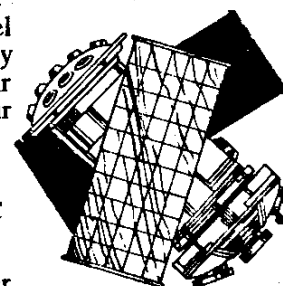
1,500,000C

Designed to interdict a planet's orbital space, this satellite fires a particle beam that can easily penetrate a shuttle's hull. Can be ground controlled or programmed to follow basic instructions. Includes a tracking computer capable of sighting a target as small as the smallest shuttle great distances. Once locked on it simply cannot miss its intended target.

PPU (Personal Propulsion Unit)

1000C

A two foot long cylinder, which can be used to propel the user through water at speeds up to twenty kilometers per hour. Has a twenty-four hour solar powered rechargeable battery that requires one hour of sunlight to recharge completely.



2000C

Rebreather

Full face mask which draws oxygen out of the water for an indefinite period of time. Allows the user to

ADS

have an almost unlimited existence underwater. Note that it must be removed to the user to eat and drink.

3000C

SEASUIT

Suit from head to toe (minus face) that acts as a second skin to the wearer. With zero encumbrance, acts as ballistic cloth with no agility modifier. To be used in conjunction with the rebreather.

TASER PISTOL

1 Attack every 2 rounds

6d6 80 ft. range

4500C

Special: This weapon can be used in place of the laser pistol when operating under water. Fires a single strand of wire which delivers an electrical shock on penetration. After firing, whether a hit or not, wire can be rewound into grip. Battery clip has charges for ten shots. Does 6D6 Stun, 2D6 normal damage from penetration (no criticals allowed). Only penetrates if the total amount of normal damage exceeded the AV of the target's body.

TASER RIFLE

1 Attack every 2 rounds

120 ft. range

6d6

6500C

Special: This is the rifle version of the taser pistol. A stock is added for the larger power pack and the longer line. Battery clip has charges for twenty shots.

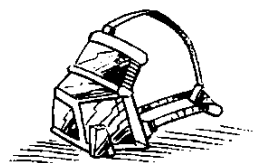
50C

WATERPROOFING

Any personal weapon (with the exception of beam weapons) can be waterproofed so as to operate underwater. Because beam weapon shots diffuse after a few meters, they are useless underwater.



PPU



Rebreather



Taser Pistol



Taser Rifle



Vehicles:

LONG RANGE SUBMERSIBLE

For extensive underwater activities. Not usually included

unless there is a chance that team will have extensive underwater operations. Capable of reaching depths of five kilometers with a crew of two and six passengers. Unarmed. 60,000C cost.

STATS

BODY: 90

AGILITY: 55

RANGE: 200 miles

ARMOR TYPE: Carbide (x2)

TOP SPEED: 80 mph

STARTUP TIME: Three combat rounds

ARMORED SUBMERSIBLE

A reenforced version of the long range model built for combat situations. It is armed with a pair of turret mounted slug throwers (United Industries Mark VII Electromagnetic Projectile Pistols) on the hull. This is one of the few really effective weapons for underwater use. 120,000C cost.

STATS

BODY: 180

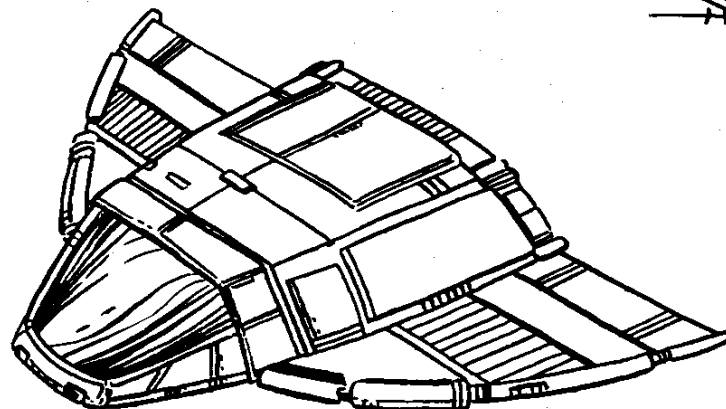
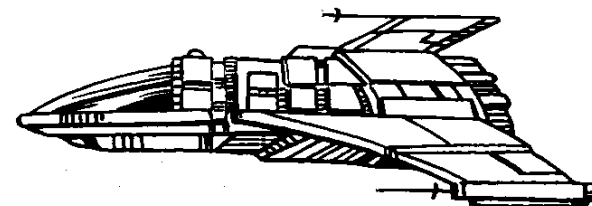
AGILITY: 50

RANGE: 180 miles

ARMOR TYPE: Carbide (x4)

TOP SPEED: 60 mph

STARTUP TIME: Five combat rounds



NEW SKILLS

These are new skills that expand on the original skills in the Justifiers game book. All of these are classified as Elective Skills.

Architecture:

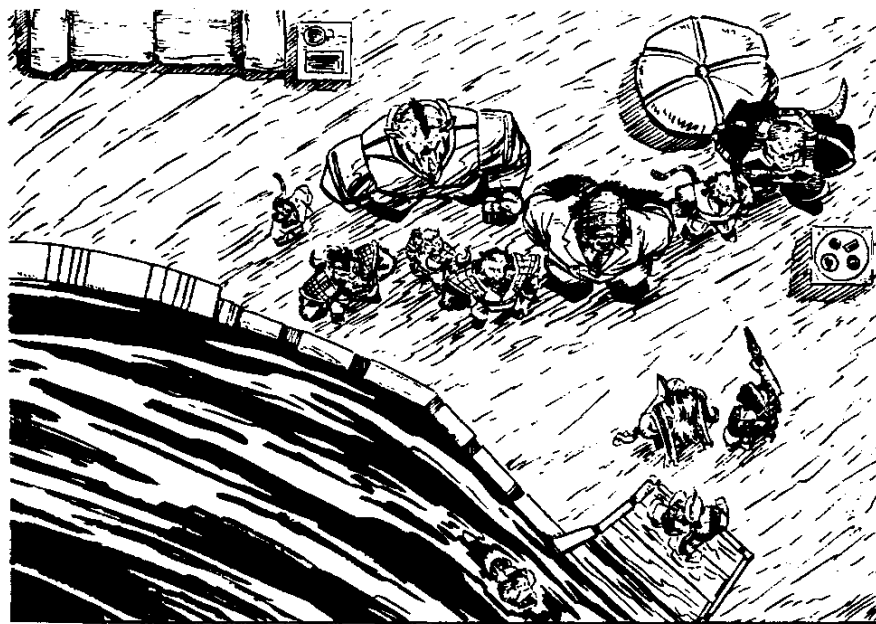
The knowledge and understanding of building construction and use. Can be used to design new buildings and expand on already existing ones. Also used to identify basic building types and identify quality of construction and design. May be averaged with ART (painting, sketching or drawing) to develop original designs.

Diving:

This skill is used to judge the characters success at descending the depths of a large body of water. Is used in conjunction with E-suit Operation.

Engineering, Civil:

Used in the construction of buildings and other man-made structures. The better the skill roll, the more sturdy the structure is constructed. Also can be used to judge suitability of building materials and stability of already existing buildings. May be averaged with Architecture to develop structural designs.



Oceanography:

The study of the ecology of the ocean and the effects it has on the environment. Can also be used to determine the effect of a contaminant on the ocean ecology.

Ocean Survival:

Basically an advanced form of fishing, this skill will allow the character survive on food and water from the ocean by identifying dangerous and inedible creatures and the purification of water. Can be averaged with Biology:Marine skill to determine if a creature is edible.

Underwater Equipment Maintenance:

The operation and maintenance of underwater equipment. Can be used to prevent breakdowns and character realizes the best way to operate a piece of equipment underwater without danger.

Waterproofing:

Character understands how to use basic supplies to protect gear operating underwater without the threat of damage. Also identifies various substances that can waterproof equipment, and the advantages and drawbacks of each.

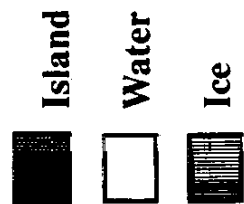
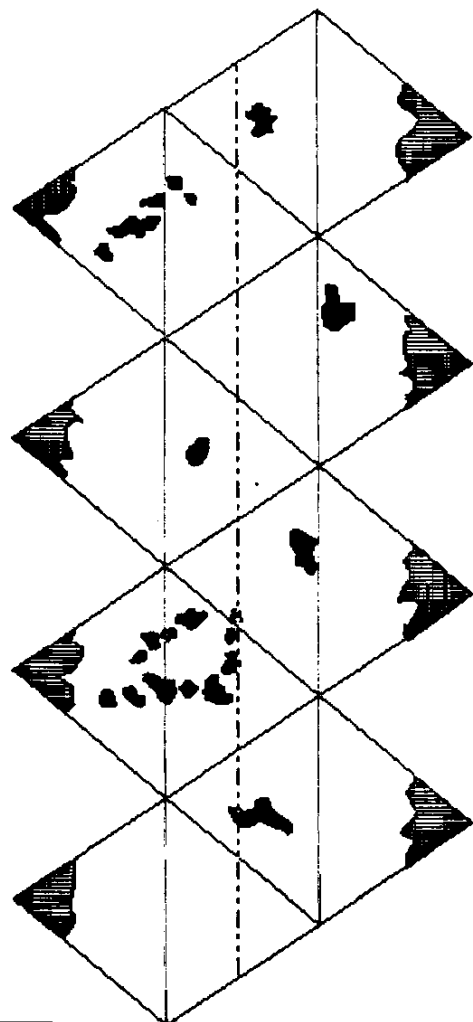


Planetary Maps

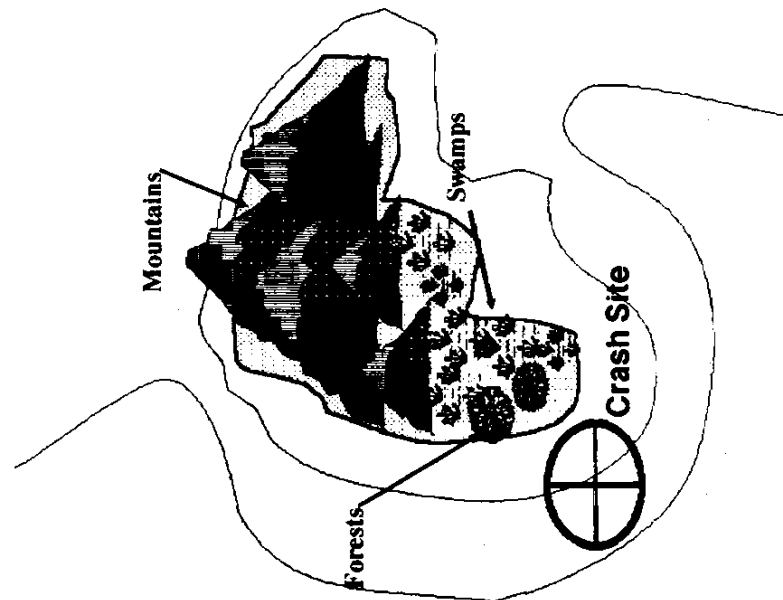
This section features detailed maps of the planet and sites encountered by the players as they explore. In addition to the world maps you will find floorplans of the various structures the player's will enter.

GameMasters should feel free to adapt or change these maps to better suit the exact circumstances of their game. Permission to photocopy this section of the book is granted for personal use only.

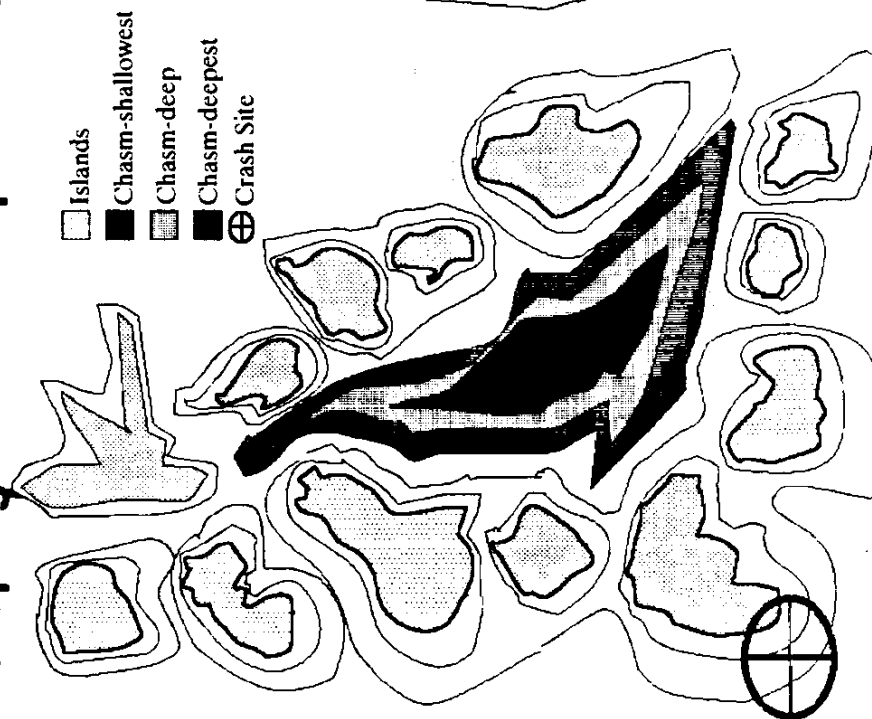
World Map (Mercator Projection)



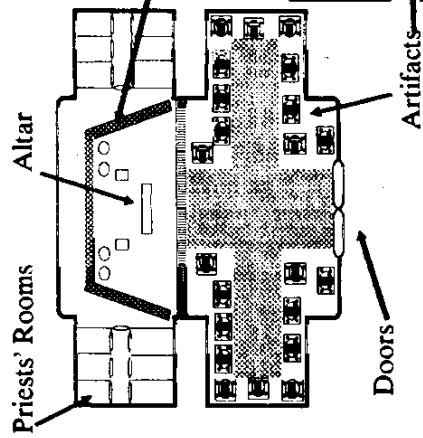
Island Map



Archeipelago and Rift Map

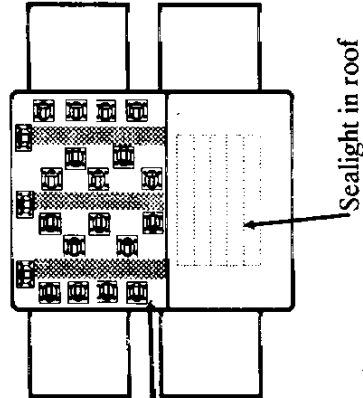


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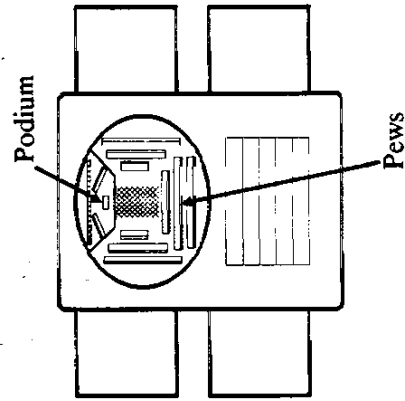


Mer-Folk Temple Floorplans

LEVEL 2

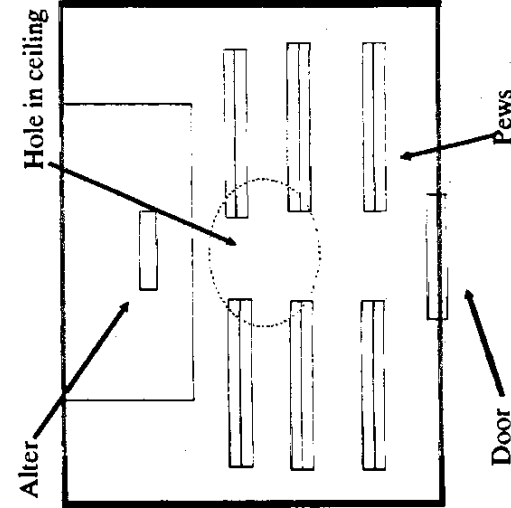


LEVEL 3

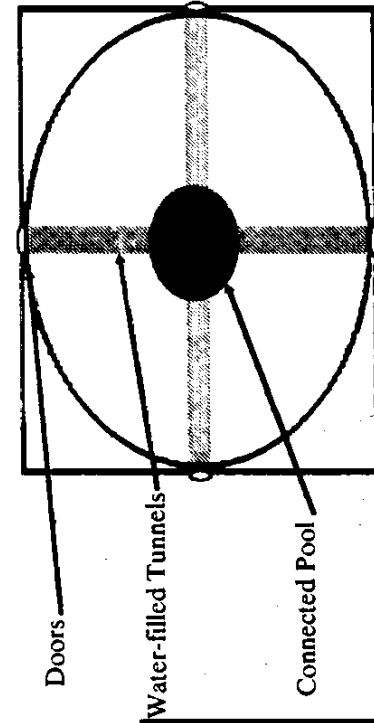


Ancient Temple Floorplans

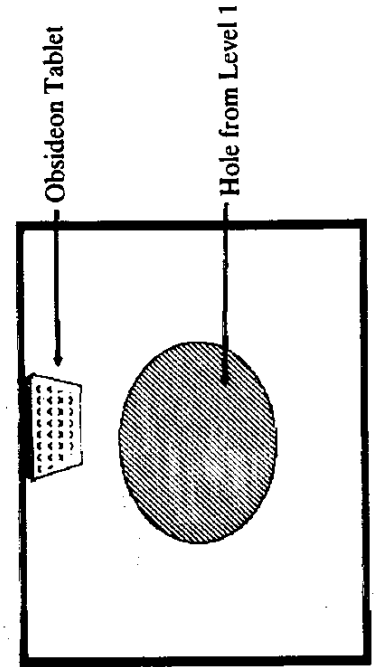
LEVEL 1



Prison Building



LEVEL 2





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GENESIS CLIMBER

MOSPEADA