



STELLAR REACHES

A Fanzine For T20 and Classic Traveller

Issue 2: Spring 2005



FLT GAMES

Stellar Reaches

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The **Stellar Reaches** fanzine's website can currently be found at http://www.geocities.com/stellar_reaches/index.html. Please feel free to browse the site for more information, as well as back issues and other downloads as they become available.

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A LETTER FROM THE EDITOR

Greeting, Fellow Sophonts!

Welcome to the second issue of **Stellar Reaches**, a free PDF-based fanzine dedicated to Traveller T20 and Classic Traveller. Despite a few technical issues, we still managed to produce this issue within our schedule, releasing it in late Spring of 2005. Our next issue will be released in August 2005, before the end of the summer, assuming Gen Con Indianapolis 2005 does not overly interfere with its preparations or release date.

As you can tell from our cover page, the Spring 2005 issue has actual art contributions. We are particularly thankful to both artists that submitted work for inclusion in this release: Bryan Gibson and Chuck Shaw.

Bryan Gibson has provided exceptional artwork for Traveller products for every edition of Traveller, from CT and MT to TNE, T4 and T20. His interior art is fantastic as always, and we are greatly honored and appreciative of his contributions here. (Please bear in mind, friends, that he does retain copyright on the images found herein, so if you want to use them elsewhere, please contact him for permission.)

Further examples of Bryan's work can be found at on the web at:
<http://groups.msn.com/ImagesStudio>

Known as Baron Saarthuran von Gushiddan on the Citizens of the Imperium boards, Chuck Shaw is an up-and-coming graphics artist, actively involved in the Theater industry. His creation, entitled "Insidious Atmospheres", serves as this issue's front cover. For more of Chuck's work, please check out his website:
<http://groups.msn.com/SidurHaskiDesignConsortium>

In addition to art, this issue offers some contributed content as well. From one of our Classic Traveller fans, Benjamin "Jame" Pew, comes a short article on light task forces set in Golden Age Spinward Marches, complete with two military vessels designed under CT Book 2 specifications. On the T20 side of things, Daniel "Liam Devlin" Hammersley provides us with an article that expands on the information found within the T20 Traveller's Handbook on RNA Implants. Special thanks to each of our contributors for their efforts.

The usual suspects for **Stellar Reaches** are still present, as well. The Spring 2005 issue contains an in-depth article on the Delta Quadrant of the Empty Quarter sector, as well as an adventure related to that little corner of the Third Imperium. This issue's starship datasheet article addresses Deep Space Stations, those "stepping stone" space stations used to bridge the gap across the vacant reaches of rifts. To round things out, we've included a wildlife encounter and a patron encounter as additional material for use in your Traveller campaigns.

Please remember that this work is an act of love on the part of those that have helped make it what it is. **Stellar Reaches** can not continue to exist without support from Traveller fans, so please consider contributing either articles or artwork to this fanzine. Submission guidelines are available on our website, and all contributions will be considered!

Now, without any further adieu, it's time to stop scanning the editorial and jump directly into the articles for the Spring 2005 issue of **Stellar Reaches**. We hope you enjoy our efforts.

Preparing for Jump,
Jason "Flynn" Kemp
Editor, **Stellar Reaches** fanzine

GOLDEN AGE SPINWARD MARCHES

RANDOM CASTLE LIGHT TASK FORCE

By Benjamin "Jame" Pew

This article looks at the structure and purpose of the Random Castle light carrier and the Superraider frigate, as well as the Random Castle-centered task force. These ships and task forces are used to provide a naval presence where heavier forces are either out of place or unavailable, such as on the frontier. Many of these units act as rapid-response forces against enemies or pirates, and fulfill patrol duties in outlying districts. Of course, there are many variations of this type of task force, but one of the most common is discussed below, followed by game statistics for both ship types.

A Typical Mission

A typical mission for a unit of these would be a counter-raid/anti-piracy campaign against Vargr corsairs anywhere along the frontiers. In this example we will follow the mission of the task force led by the carriers Fractal Keep, Odd-Shaped Bulwark and Trapezoidal Tower. Their task force consists of four frigates – the Overpowered Kicker, the Nuclear Commando, the Lightning Striker and the World Stealer, as well as 4 Type-T patrol frigates. Their mission was to respond to a series of raids into the Jewell and Regina subsectors of the Spinward Marches. There were several brief, inconclusive encounters with the corsairs, where several corsairs were destroyed attempted to break off. Eventually, Imperial Naval Intelligence located the corsair base, which was in the Ougzdaelzorrh/Uthe/Gvurrdon system.

The task force – RC 1011 – met up with 6 Naval-service Broadwords at Efate and began moving up. RC 1011 quickly reached the target system, and discovered that the base had two parts: a downport facility in a small archipelago and the main base in the local asteroid belt. Sensors detected eight hostile vessels in open space, plus four more being launched from the asteroid. None was larger than 800 tons. The task force split into two parts: one lead by the Odd-Shaped Bulwark, backed by the Broadwords and two of the Type-T cruisers, which would assault the base in the archipelago, and another lead by the Trapezoidal Tower, which was backed by the Fractal Keep, the Superraider frigates and the remaining two type-T cruisers. This segment was charged with engaging the hostile corsairs and capturing the base.

The Odd-Shaped Bulwark moved into orbit with the Broadwords and two Type-T cruisers to assault the archipelago base, while the rest of the task force

moved on the asteroid base. The assault began by dropping the fighters and the Type-Ts down to sweep the skies clean of enemy ships and anti-small craft guns, supported by orbital bombardment from the carrier and the Broadwords. Once ground fire was suppressed, the Broadwords dropped their troops – one cutter was dropped early and was shot down by a missile battery, however – and began to watch for any further hostility. The assault went quickly – the base was mostly repair and recreational facilities and understaffed at the time.

When the Superraider section, consisting of the Trapezoidal Tower and the Fractal Keep plus all four frigates and two Type-Ts, reached the asteroid base, the fighters and Type Ts moved up to suppress the base's outer defenses while the frigates destroyed or drove off the corsair ships (except any which were currently docked). When the outer defenses were destroyed, the Superraiders began landing their Marines, who moved out through the base, killing or capturing any corsairs they encounter. Eventually, a computer expert's discovered that the recent campaign had reduced this band, not only by ship destruction but by a recent surge of tail-turning – and that there was only a small frigate docked at the moment. The Marines attempted to board the corsair frigate, beginning by disabling its turrets and engines and then blowing the cargo hatch and the bridge airlock. Most of the crew had been called out to repel the Marines, but an anchor watch had been posted, mostly of armed spacers. These spacers valiantly strove to keep the boarders out, but after several minutes fighting surrendered.

Most of the corsair ships in system were destroyed, but three – an 800-ton frigate, a 400-ton corvette and a general trader – managed to escape. These three managed to enter jump space, and were later spotted deeper in the Vargr Extents – still committing piracy, but no longer against Imperial Interests.

Ship Designs

The Type-L Random Castle 1000-ton light carrier is the centerpiece for light task forces which can perform commerce raiding, anti-piracy or fast planetary assaults against low-tech or low population targets. They are usually accompanied by 3-4 Superraider-class 1000-ton frigates, and in strike actions 4-8 Type-T 400 ton patrol cruisers; in planetary assaults, 4-8 Broadwords or, as support in fleet actions, several 1000-ton

troop transports and resupply ships. There are several variants, and the one that follows performs at jump-3 and 3g and is the most commonly encountered. Their model/5 computer allows them to perform squadron direction or “air boss” duties, usually for their own squadron but also for units up to the size of a wing, in case any allied unit becomes detached from its own carrier.

Book 2 design: 1000 tons. Jump-3, 3g. 330 tons fuel. Model/5. 30 staterooms, 7 emergency low berths. 10 hardpoints: 3 triple pulse lasers, 2 triple beam lasers, 2 triple missile racks, 3 triple sand casters. 12 10-ton fighters, 1 30-ton ship’s boat, 1 air/raft. 194 tons cargo. 30 crew, 12 pilots, 8 troops. Streamlined needle. 750.75 MCr (7.5075 MCr fee), 29 months.

The Type-K Superraider-class frigate accompanies the Type-L Random Castle light carrier on most operations that the carrier performs; it also undertakes independent missions as a reinforced platoon carrier. Their troop complement means that they can conduct boarding actions, strike actions or commerce raiding missions where troops might be expected to capture a ship or destroy an enemy base, or form a bridgehead during fleet actions. The Jump-3, 3g variant – the most commonly encountered – follows. Keep in mind that the two craft share almost exactly the same hull, in order to cause confusion. When assembled into fleets, the class also performs anti-missile and anti-fighter duties, putting its complement of pulse lasers to good use; when singly or as the lead ship, it also performs as the anti-ship unit, using its three triple missile turbines.

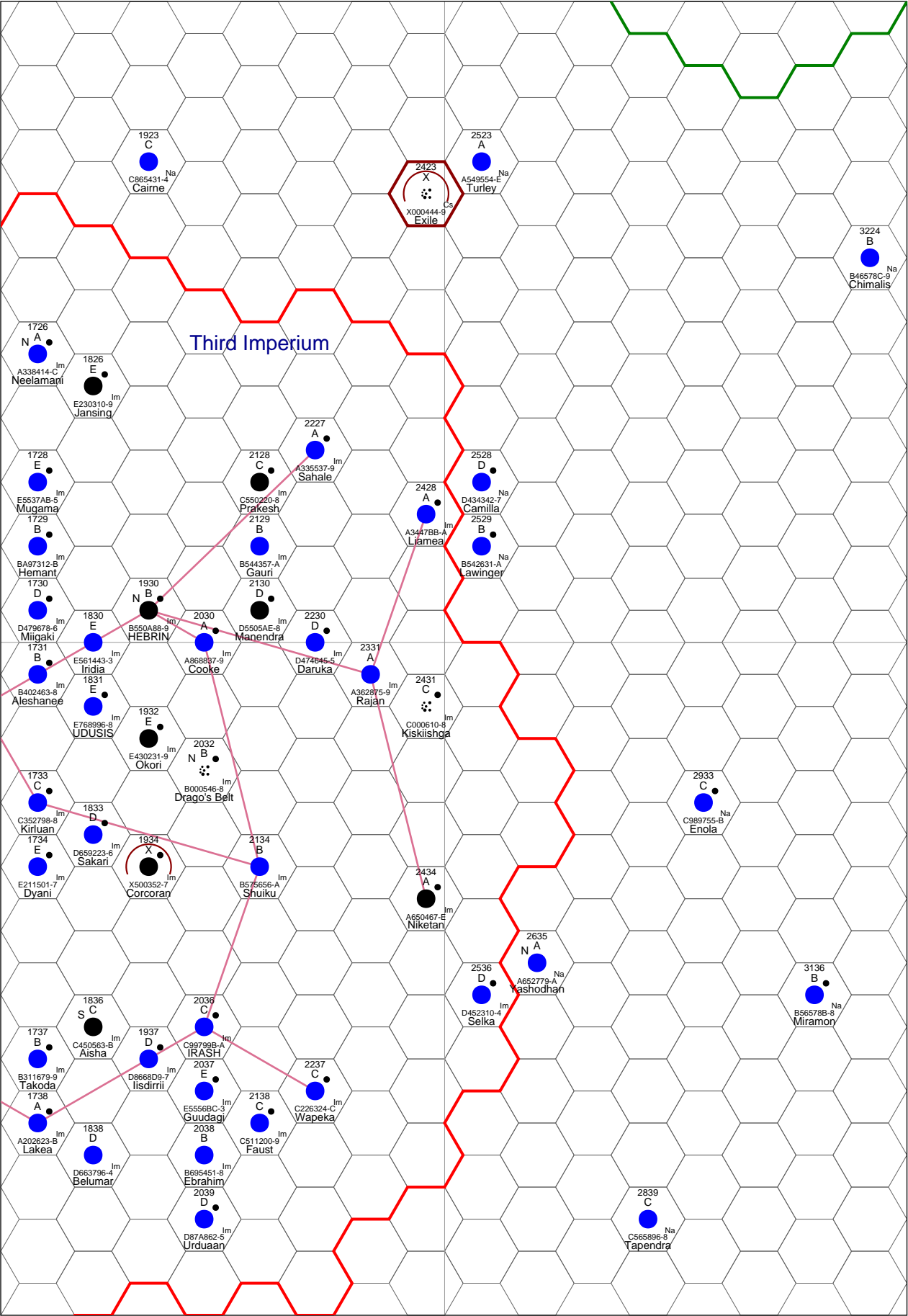
Book 2 design: 1000 tons. Jump-3, 3g. 330 tons fuel. Model/5. 50 staterooms. 10 hardpoints: 3 triple missile racks, 4 triple pulse lasers, 3 triple sandcasters. 2 cutters (2 ATV modules, 2 open modules), 2 ATVs, 2 GCarriers. 24 tons cargo. 30 crew, 40 troops. Streamlined needle. 603.12 MCr (6.0312 MCr fee), 27 months.

About The Author

Ben Pew is looking for regular work so he can buy a car, move from Massachusetts to, say, California and work for George Lucas. If not, he’d like to move some place where there aren’t many people. If anyone asks, he’ll readily deny that he has Force-like powers.

Empty Quarter Sector

Delta Quadrant



DELTA QUADRANT OF THE EMPTY QUARTER SECTOR

By Jason “Flynn” Kemp

Introduction

Welcome to our second article on the Empty Quarter sector! This sector, located just coreward of Ley sector, marks the most coreward-trailing frontier of the Third Imperium. Divided roughly in two by the Lesser Rift, the rimward half of the sector contains the homeworld of one of the most prolific and widespread Minor Races of the Third Imperium, the Bwaps, while the coreward region is claimed by two human-Vargr interstellar polities, the Julian Protectorate and the Hegemony of Lorean.

This article is the second of four that present the details of this interesting sector for enterprising Referees looking for a new and vibrant campaign setting. Last year, QuikLink, Inc., has released the **Gateway To Destiny Campaign Sourcebook**, which details the Ley, Gateway, Glimmerdrift Reaches and Crucis Margin sectors of the Gateway Domain immediately coreward of Empty Quarter sector. Following suit, the author has decided to follow the example set forth with the **Gateway To Destiny** sourcebook and present the Empty Quarter sector in quadrants. The location of the Empty Quarter sector should allow adventures currently set within Ley sector to explore the Empty Quarter sector as a part of an ongoing campaign. To maintain compatibility with the **Gateway To Destiny** sourcebook, the world data provided below is current as of Imperial Year 993, in what has become known as the Gateway Era or Milieu 1000. The Solomani Rim War is in full swing many sectors to rimward, but its influence can still be felt.

Overview of the Delta Quadrant of the Empty Quarter

Isolated along the rimward edge of the Lesser Rift, the Imperial and non-aligned worlds of this quadrant have an established and well-settled culture, having been settled for more than three thousand years. This quadrant is a more egalitarian mix of humaniti and Vargr races, and Bwaps remain a strong racial presence on Imperial worlds in this region. One world, Iisdirrii (Empty Quarter 1937 D8668D9-7), serves as an adopted homeworld for a misplaced colony of Sydites.

With the Third Imperium engaged in a war far to rimward, many of the Imperial fleets have been pulled away to fight in those battles, leaving relatively minimal forces to protect Imperial territory in the Empty Quarter sector. Corsairs from across the Vargr polities to coreward of the Lesser Rift have taken notice, and conduct raids on the worlds of this quadrant, having crossed the rift via two fairly close Jump-5 routes, the Corsabren-Cairne Run and Saeghvung-Turley-Exile Run.

Among Imperial worlds, the Tap-a-wewakas-atapas (Guardians of Order) provide an increased measure of security among worlds with a significant Bwap population, despite their predominate role as inspectors for the Atapas-atta-wapawab (Great Council of Crèches). The trade-off for this is an increase in the much Bwap-beloved bureaucracy, though many traders feel this is a small sacrifice to make in exchange for increased security.

Mains & Clusters

The Irash Cluster, a dozen worlds in Udisis subsector, form the largest cluster completely in the quadrant. The six worlds of the Kirluan Cluster lie along the border of both Udisis subsector and neighboring Gimushi subsector in the Gamma Quadrant. The longest main in the Empty Quarter sector extends over three subsectors from Khalidah/Lentuli to Kiskiihga/Udisis. The four Deep Space Stations along the Saeghvung-Turley-Exile Run offer Jump-2 contact with the Hegemony of Lorean. Without proper authorization to use the Deep Space Station route, however, transport across the rift is restricted to Jump-5+ vessels, typically a rare occurrence indeed in the Empty Quarter sector, particularly outside the Imperial Navy and Star Legion forces.

World Data By Subsector

Details of the basic world data for the worlds of the Delta Quadrant of Empty Quarter sector are provided below, arranged in individual subsectors for familiarity and ease of reference.

A brief note regarding specific notation used in the stellar data section may be in order. In the case of multiple

stars being listed, an **asterisk** in the stellar data indicates which star serves as the primary for the world in question. **Parentheses** indicate stars that are in very close orbit about one another. **Brackets** indicate stars that are located in a far and distant orbit from the world's primary, and so do not exert much, if any, influence on the world at all, but are still located within the same parsec. This information is provided to assist those that wish to flesh a particular system out further using products such as **Book 6: Scouts**, DGP's **Grand Survey** or **World Builder's Handbook**, the **World Tamer's Guide** for TNE, or **GURPS Traveller: First In**. If the Referee feels that such detail isn't desirable, by all means, ignore the notations.

K) Hebrin Subsector

The Hebrin subsector is home to 16 systems. The highest population, by far, in the subsector can be found on Hebrin, a desert world with four billion inhabitants. Neelamani possesses TL12 technology, the highest in the subsector.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
Neelamani	1726	A338414-C	N	Lo Ni		803	Im	M1 V
Mugama	1728	E5537AB-5				921	Im	G1 V
Hemant	1729	BA97312-B		Lo Ni		414	Im	M0 V* M6 V [M3 V M7 V]
Miigaki	1730	D479678-6		Ni		522	Im	M5 V
Jansing	1826	E230310-9		De Lo Ni Po		422	Im	M6 V
Iridia	1830	E561443-3		Lo Ni		710	Im	G9 V
Cairne	1923	C865431-4		Lo Ni		620	Na	G4 V
HEBRIN	1930	B550A88-9	N	De Hi Po		423	Im	K3 V
Cooke	2030	A868837-9				423	Im	F5 V
Prakesh	2128	C550220-8		De Lo Ni Po		502	Im	G6 V
Gauri	2129	B544357-A		Lo Ni		410	Im	K2 V
Manendra	2130	D5505AE-8		De Ni Po		123	Im	G2 V* G9 V
Sahale	2227	A335537-9		Ni		623	Im	M5 V* M8 V
Daruka	2230	D474645-5		Ag Ni		522	Im	F6 V G2 V*
Exile	2423	X000444-9		As Lo Ni	R	310	Cs	M0 V
Liamea	2428	A3447BB-A		Ag		334	Im	K3 V

L) Turley Subsector

Only four systems fall within the boundaries of the Turley subsector. The remote world of Chimalis is home to 60 million sophonts, giving it the highest population in the subsector. The independent world of Turley supports TL14 technology, the highest in the subsector.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
Turley	2523	A549554-E		Ni		100	Na	F8 V
Camilla	2528	D434342-7		Lo Ni		723	Na	G2 V
Lawinger	2529	B542631-A		Ni Po		704	Na	G9 V* K5 V
Chimalis	3224	B46578C-9		Ag Ri		600	Na	G9 V

O) Uduis Subsector

The densest subsector of the Delta Quadrant, Uduis subsector is home to 23 systems. Much of the subsector's population is concentrated on Uduis (with three billion inhabitants) and Irash (with one billion sophonts). TL14 technology, the highest in the subsector and the highest level of Imperial technology in the Empty Quarter sector, can be found at Niketan. The human population of Iisdirrii shares their world with a lost Sydite colony.

Name	Basic Data		Base	Remarks	TZ	PBG	All	Stellar Data
Aleshanee	1731	B402463-8		Ic Lo Ni Va		414	Im	A8 V M8 V*
Kirluan	1733	C352798-8		Po		323	Im	K5 V
Dyani	1734	E211501-7		Ic Ni		934	Im	M0 V
Takoda	1737	B311679-9		Ic Na Ni		824	Im	M9 III K7 V*
Lakea	1738	A202623-B		Ic Na Ni Va		924	Im	M0 V
UDUSIS	1831	E768996-8		Hi		313	Im	K8 V* [M1 III]
Sakari	1833	D659223-6		Lo Ni		123	Im	G9 V
Aisha	1836	C450563-B	S	De Ni Po		410	Im	G0 V* M6 V
Belumar	1838	D663796-4		Ri		910	Im	K3 V
Okori	1932	E430231-9		De Lo Ni Po		122	Im	M1 V
Corcoran	1934	X500352-7		De Lo Ni Va	R	512	Im	G8 IV K2 V* [G3 V]
Iisdirrii	1937	D866809-7				124	Im	G9 V* M5 V

Drago's Belt	2032	B000546-8	N	As Ni	923	Im	M0 V
IRASH	2036	C99799B-A		Hi In	122	Im	F6 V* M5 V
Guudagi	2037	E5556BC-3		Ag Ni	324	Im	G4 V
Ebrahim	2038	B695451-8		Lo Ni	110	Im	F2 V* M3 V
Urduaan	2039	D87A862-5		Wa	934	Im	K0 V
Shuiku	2134	B575656-A		Ag Ni	910	Im	G0 V
Faust	2138	C511200-9		Ic Lo Ni	124	Im	M8 V
Wapeka	2237	C226324-C		Lo Ni	712	Im	M8 V
Rajan	2331	A362875-9		Ri	100	Im	G8 V
Kiskiiishga	2431	C000610-8		As Na Ni	422	Im	M4 III
Niketan	2434	A650467-E		De Lo Ni Po	722	Im	G7 V* [M8 III]

P) Yashodhan Subsector

Where the borders of the Third Imperium meet the Lesser Rift, the Yashodhan subsector is home to only five systems. The eight hundred million inhabitants of Tapendra contain over eighty percent of the subsector's population. Yashodhan's industrial infrastructure supports TL11 technology, the highest in the subsector.

Name	Basic Data	Base	Remarks	TZ	PBG	All	Stellar Data
Selka	2536	D452310-4		Lo Ni Po	521	Im	G3 V
Yashodhan	2635	A652779-A	N	Po	200	Na	K2 V* [M2 II]
Tapendra	2839	C565896-8		Ri	800	Na	K8 V
Enola	2933	C989755-B		Ri	202	Na	F0 V* M9 V
Miramon	3136	B56578B-8		Ag Ri	723	Na	K9 V* M5 V

Empty Quarter Library Data

Travellers in the Delta Quadrant of the Empty Quarter sector can commonly access most of the following information via ship computer databanks or starport library kiosks. This data may be considered accurate as of Imperial Year 993. Additional library data of interest can be found in Issue #1 (Winter 2005) of **Stellar Reaches**, which should be available for download from the fanzine's website.

Camilla (Empty Quarter 2528 D434342-7): Over seven thousand colonists call the Republic of Camilla home, having left behind the oppressive world government of Liamea (Empty Quarter 2428 A3447BB-A) several decades ago. Receiving no technological support from Liamea in protest of their political leanings, the Republic maintains its fragile existence through trade and interaction with their only other interstellar neighbor in the Liamea Pocket, Lawinger (Empty Quarter 2529 B542631-A). Given Liamea's greater position as a member of the Third Imperium, the continued existence of the colony on Camilla is questionable, at best, particularly in light of recent political decisions by Lawinger's monarchy to focus on domestic over foreign policy.

Chimalis (Empty Quarter 3224 B46578C-9): Chimalis is an isolated world out of direct contact with the remainder of the Delta Quadrant. As her closest neighbors are five parsecs away in the Beta Quadrant, her population is mixed Vargr-human, and there are no other neighbors within six parsecs of the rich garden world, it is likely that Chimalis will unite with the Hegemony of Lorean within the next century, despite the efforts of a few fanatical anti-Vargr factions to the contrary.

Corcoran (Empty Quarter 1934 X500352-7): Corcoran has been interdicted for the last forty-five years by the Imperial Interstellar Scout Service for the preservation of a possible Ancient site, the only one found to date with Empty Quarter sector. In an announcement in 990, a Senior Scout Leader for the IISS stated that the interdiction status for Corcoran would be lifted gradually over the next ten years, as "extensive research has demonstrated that the existence of an Ancient site on the planet was a carefully fabricated hoax, perpetrated by individuals who are currently in Imperial custody." Corcoran is expected to be reduced to Amber Zone status in 996 for a brief two-year period, after which time it will no longer harbor an interdiction travel zone classification.

Enola (Empty Quarter 2933 C989755-B): An isolated rich world in the Yashodhan subsector, Enola was originally settled as a research facility in the early years of the Third Imperium. Early on, the administration of the original research facility controlled the original colony as well. The practice, though changed somewhat over the years, still remains today, as the Administration of Enola makes decisions for the world's population of twenty million human and Vargr. The current Lord Administrator, Baron Ferreli von Lazarus, has been an eager supporter of Majestic Lines, in the hopes that enhanced contact with the Third Imperium will promote growth for his people.

Exile (Empty Quarter 2423 X000444-9): Formerly a penal colony from the days of the Rule of Man, Exile's population of xenophobic belters voluntarily requested interdiction from the Imperial Navy in exchange for raw materials mined from the system's single planetoid belt. Burdened by a long social memory of the atrocities committed against their ancestors, the belters of Exile hold no special regard for those outside their own communities, and tolerate trade with the Imperial military as a necessary means to protecting themselves from the brutality of others. Unauthorized intruders into the Exile system are often met the destruction of the unauthorized vessel and/or long-term imprisonment, delivered by either Exile system defense boats or Imperial interdiction cruisers.

Hebrin (Empty Quarter 1930 B550A88-9): Bursting at the seams with forty-two billion people, the desert world's population challenges the Hebrin Bureaux's ability to provide sustenance and water for its people. Water itself has become a valuable commodity, having to be processed from limited underground reserves or brought in from offworld, harvested elsewhere within the system. Ice belters, in particular, are in ever-increasing demand, bringing a high level of status and respect to a profession not highly regarded in other areas within the Third Imperium.

Hegemony of Lorean: An affiliate state of the Julian Protectorate, the Hegemony of Lorean controls a significant number of member worlds in the “four corners” region of Empty Quarter, Amdukan, Arzul and Star's End sectors. Despite the number of worlds under their rule, the Hegemony of Lorean has limited influence with the Julian Protectorate due to its limited ability to trade with other major trading or diplomatic entities. Within the Hegemony, however, the polity focuses most of its own political priorities on local development.

Although the Hegemony of Lorean attempts to pursue relations with the K'kree outposts to trailing, the K'kree in general have expressed disinterest in the matter. Nonetheless, the Hegemony continues to promote such relations, in the hopes that regular trade between the K'kree and the various affiliate states of the Julian Protectorate would increase both the importance and the influence of the Hegemony in interstellar affairs.

Iisdirrii (Empty Quarter 1937 D8668D9-7): Originally settled during the Second Imperium, Iisdirrii is home to the central church of the Seekers of the Divine Words, where efforts are made to gather and synthesize the theologies of the universe into one Inspired Canon. Once the Inspired Canon has been forged in its entirety, the Church of the Seekers will transform, becoming Evangelists of the Divine Words. However, as the Great Signs have not come to pass, the church continues to revise their work, creating version after version of their Inspired Canon, then producing copies and shipping them offworld.

Approximately seven hundred years ago, a Sydite colony ship misjumped while en route to their new colony world and emerged almost in the Iisdirrii system almost an entire sector away. As one of the leaders of the Sydite people was a talented theologian (or perhaps became one quickly in order to save her people), the Sydites were welcomed among the Seekers, and were granted a place to settle in exchange for their service to the Church of the Seekers of the Divine Words. For this reason, many Sydites found in the Delta Quadrant of the Empty Quarter sector are often either very religious or aggressively atheistic, as driven by their own proclivities.

Irash (Empty Quarter 2036 C99799B-A): Although changed considerably with the passage of time, the rigid hereditary caste system that segregates the population of Irash was born of a fusion of Vilani and Hindu cultures, reflecting the disparate heritages of the first settlers to this large world. Irash boasts some of the most impressive temples still standing in the Empty Quarter sector from the era of the Second Imperium.

Julian Protectorate: A response to Imperial aggressions during the Julian War (175 to 191), this interstellar polity neighbors the Imperium. In its loosest definition, the Julian Protectorate is a trade confederation and defense alliance of worlds within the “four corners” region of Mendan, Amdukan, Empty Quarter and Antares sectors.

All member worlds (and in some cases individual member nations on balkanized worlds) conduct their own diplomacy and maintain their own armed forces, giving little power to the central authority of the Julian Protectorate on Asimikigir (Amdukan 0223 A684A87-E). The Protectorate, however, does give structure to the community of states. It mediates disputes, provides a set of interstellar laws, and promotes communication and cooperation. It also has a standing armed service, the Star Legion, used for patrols and in crisis situations.

While Vargr and humans populate the Julian sectors in almost equal proportion, the distribution is not homogeneous. Individual world populations vary widely in their human/Vargr ratios. As a rule, though, Vargr are less common closer to Gashikan sector. Other races also exist in the protectorate, but humans and Vargr clearly predominate. Most others tend to remain on their respective homeworlds. Two additional races also play an interstellar role: a large, somewhat aggressive saurian race called the Hhkra and, to a lesser degree, the Bwaps.

The primary languages of the Julian Protectorate are Galanglic (a dialect of that spoken in the Third Imperium) and Irilitok (a language spoken by most Vargr within the Domain of Antares.)

Majestic Lines: A subsector-wide mercantile corporation operating primarily within Yashodhan subsector, Majestic Lines is based out of the highly advanced world of Niketan (Empty Quarter 2434 A650467-E), located in Udu-sis subsector. Operated on subsidies from the Third Imperium and the various world governments of Yashodhan subsector, Majestic Lines fields a small fleet of recently constructed Jump-5 subsidized merchant vessels and liners to extend trade into this relatively isolated subsector. The longevity of this program is in doubt, however, as rumors continue to spread about mismanaged funds and an increasingly lack of quality service.

Miramon (Empty Quarter 3136 B56578B-8): Another garden world on the edge of the Third Imperium, the isolated paradise of Miramon teams with native life. Although no native sentient races exist on Miramon, the fertile planet produces a wide variety of agroproducts. This, in turn, allows Miramon to maintain a bustling trade with other inhabited planets and moons within its twin star system that it has colonized locally since humanity first arrived in the system in the early years of the Third Imperium.

Neelamani (Empty Quarter 1726 A338414-C): The last port of call before entering the Cairne-Corsabren Run, a Jump-5 route across the Lesser Rift, Neelamani provides a customs interface with the Julian Protectorate and independent worlds on the coreward end of the Run. Neelamani sees more "long legged" traffic than the Saeghvung-Turley-Exile route, as the Julian Protectorate has yet to enter into a trade agreement similar to that which the Imperium holds with the Hegemony of Lorean in support of the Deep Space Stations along the Saeghvung-Turley-Exile Run. Between the lack of easy transport across the Rift and the presence of one of the only three Imperial Naval Bases in the Quadrant, Neelamani has a reputation of being a much safer route than the easier Saeghvung-Turley-Exile Run, if one's vessel can handle a Jump of five or more parsecs.

Star Legion: The interstellar navy of the Julian Protectorate, the Star Legion is an interstellar service performing patrols and military actions in crisis situations in support of the Protectorate's member worlds. The Star Legion often works in conjunction with member state's own military forces.

Sydite: A four-armed minor human race believed to have been genetically altered by the Ancients for physical labor. Native to Khuur (Ley 3026 E959977-5). Often perceived as big strong brutes without imagination, the Sydites nevertheless controlled an extensive interstellar empire at their height of their power. The Sydymic War two centuries ago saw the Sydite Empire destroyed by the Third Imperium, forcing the Sydites to rebuild their society and technological infrastructure. Although most Sydites are encountered in the Delta Quadrant of Ley sector, small enclaves exist throughout the Gateway Domain and surrounding areas.

Turley (Empty Quarter 2523 A549554-E): The most technologically advanced independent world in the Empty Quarter sector, Turley sits along the middle of the Saeghvung-Turley-Exile Run, where it profits greatly as the only planetfall for non-military vessels for weeks in both directions. Until the Deep Space Stations began to be deployed, Turley was a very isolated world, perfect for the special needs of the Verrada Turley Foundation. Classified by Imperial authorities as a Eugenics Cult, the Foundation colonized Turley in an effort to create their own version of utopia through the manipulation and control of their population's genome. While native citizens suffer a greater level of restriction than visitors, the Foundation has changed its policy on isolationism, recognizing visitors as an excellent resource for Credits, which in turn supports the Foundation's pursuit of scientific elitism.

Udusis (Empty Quarter 1831 E768996-8): Originally a small colony established in the late Rule of Man, Udusis thrived during the Long Night and now claims a mixed population of three billion humans and Vargr. As the world itself is self-supporting, being quite Earth-like (or Lair-like, in the eyes of its Vargr inhabitants), the people of Udusis have little need for contact with offworlders. While not exactly xenophobic, the local population is not typically open to offworlder contact and so do not maintain active starports. The Udusis world government, known as the World Directorate, does provide a number of paved fields near its capitol city for visiting Imperial delegations and the occasional trader willing to interact with the conservative mindset of the Udusis people.

Yashodhan (Empty Quarter 2635 A652779-A): A world of numerous nations and no interstellar allegiance, Yashodhan is the only independent world in the Delta Quadrant to possess its own Naval Base. (Indeed, there are several such facilities within the system, owing allegiance to various political powers on the mainworld.) While a number of the major political powers on Yashodhan seek admission into the Third Imperium, the Imperial Diplomatic Corps has recognized that supporting any particular power would most likely turn the others against them, and increase the likelihood of Yashodhan military forces looking towards the Imperium rather than internally. While the IDC waits for the political situation to resolve itself, several larger corporations have not, and are investing in facilities on the border world in an effort to pursue research and production beyond the jurisdiction of the

Closing Notes & Credits

The Gateway Era world data above was regressed from data developed by the author for the Empty Quarter sector during the Classic Traveller Era, circa 1105. The original Classic Era data complies completely with GDW's **Atlas of the Imperium**. (Fans of DGP's alien supplement, **Vilani & Vargr: The Coreward Races**, will notice that some of the world positions differ from the dot map found within that book. There were some differences in system locations between **Atlas of the Imperium** and **Vilani & Vargr: The Coreward Races**. Where differences existed, the author chose to follow the **Atlas of the Imperium** as his first source of canonicity.

Although the Gateway Era world data given above does not exactly match that of the **Atlas of the Imperium** in terms of population and starports, this is simply due to the regression applied to the Classic Era data to account for the passage of over a century between the Gateway Era and the Classic Era. The original world data does match that source.

All world names, save those found within the **Atlas of the Imperium** or referred to in prior Traveller canon, were generated from Vilani, Vargr and Bwap language tables, or were picked from Arabic, Hindi and Native American names, with a few exceptions based on world isolation. The author assumed that this region of space was settled during the late First Imperium by the Vilani. A second wave of colonists followed during the Rule of Man, primarily comprised of the Middle East and India cultural regions, with a solid minority from descendants of several Native American tribal nations. The history of the Vilani-Vargr integrated nature of the Julian Protectorate and spinward regions of the Hegemony of Loreana allowed for a mixture of both Vilani and Vargr names in the coreward half of the sector.

Information on the two non-Imperial polities was inspired by an article in **Challenge #49** on the Julian Protectorate. Information on the Bwap minor race is based on canon set forth in the original Bwap article from **Journal of the Traveller's Aide Society #11** and the Bwap racial write-up found in **GURPS Alien Races IV**. The author fully acknowledges these sources of inspiration and information, and intends no infringement or challenge of the copyright of any and all entities involved in the creation of those original sources.

FEATURE ADVENTURE

INTO THE LESSER RIFT

By Jason “Flynn” Kemp



Introduction

“Into The Lesser Rift” is a “One Act Adventure” in the EPIC style, an adventure organization format originally proposed by Traveller’s creator, Marc W. Miller. The EPIC adventure style presents adventures in a loosely related series of Acts and Scenes, creating a more freeform approach to scenario presentation. Within this loose framework, the Referee can present Scenes in whatever manner is appropriate to the unfolding story, merely needed to cover any indicated Key Scenes before moving on to the next Act.

For more information on the EPIC format, consult the following article, which can be found online:

<http://www.traveller5.com/EPIC.html>

“Into The Lesser Rift” is written as rules-light as possible, so that Referees can more easily utilize the adventure with their favorite version of the Traveller rules. However, when the need for rules arises, the author has elected to support both the CT and T20 rule sets. Therefore, when game mechanics are required, notes are provided for both systems.

This adventure is set with the Delta Quadrant of the Empty Quarter sector. Readers interested in learning more about this region of space are encouraged to read the accompanying article elsewhere in this issue of Stellar Reaches. Although the adventure is set in

this locale, Referees should have very little problem in adjusting this adventure to fit their own campaign setting, replacing world details and adding encounters appropriate to their campaign setting as necessary.

General Assumptions

This adventure begins on Hebrin (Empty Quarter 1930 B550A88-9), one of the primary worlds in the Hebrin subsector of the Empty Quarter sector. It also assumes that the characters either have a ship of their own, or have some means of traveling via a Jump-2 ship to other worlds (such as Medium or High Passages or a job aboard another vessel.) Campaigns operating under other conditions may require some modification to the adventure as it is presented. However, a creative Referee should be able to minimize the impact the lack of Jump-2 transport will have on the actual adventure flow, given the open nature of the EPIC format.

If the characters are following the Empty Quarter adventure that began with “Special Delivery To Gudina”, the adventure featured in *Stellar Reaches* Issue #1, then it is safe to assume that the characters either possess their own ship or are using the bwap scientist Sebabpawa’s lab ship as their primary means of transportation.

Background

Several months ago, the bwap scientist Sebabpawa, former Dean of Xeno-archeology at the Gudina Imperial University and a respected crèche elder, received a very special gift from a student. Unbeknownst to the student or the group that carried the apparent trinket, the silver armband was actually a relic found on ancient ruins located on a world to coreward.

One of Sebabpawa’s rivals, a Vargr xeno-archeologist known as Dr. Denzo Karrkarzrouk, has learned that Sebabpawa has in his possession an artifact that might reveal the location of a site left behind by a previously unknown advanced culture. The Vargr has tried to intercept and steal the artifact several times before it was delivered to his bwap rival, but to no avail: Sebabpawa received the artifact and then hired the band of travellers to escort him in his quest for the trinket’s origins. The beginning of the bwap’s quest lay in speaking with the curio dealer that sold the trinket to Sebabpawa’s student on the world of Hebrin, and attempting to identify who sold the item to him.

Aware of Sebabpawa’s plans, Dr. Denzo Karrkarzrouk has rushed back to his homeworld of Hebrin, using what influence he can afford to hinder the characters en route, so that he could return to Hebrin first. As luck would have it, Denzo arrives on Hebrin several days before Sebabpawa’s vessel can arrive. Using a few hired thugs to rough up the curio dealer, Denzo learns that the trinket came into his pos-

session through one of the dealer’s old acquaintances, a retired Scout named Tarl Mennard that is rumored to have settled on Dharo, in the Nisaga subsector. Knowing that the fastest route to getting there would involve taking the Saeghvung-Turley-Exile Run, the Vargr leaves Hebrin just hours before Sebabpawa and his crew arrives in the system.

Prologue Scene: Visiting A Curio Dealer On Hebrin

Assuming that the travellers are delivering the bwap scientist, Sebabpawa, to Hebrin, as a result of actions undertaken in “Special Delivery To Gudina,” the adventure featured in *Stellar Reaches* Issue #1, this scene allows the Referee to play out actually meeting the curio dealer. If this adventure is being run as a stand-alone, then the Referee is free to have Sebabpawa hire the party to transport him to Dharo in the Beta Quadrant of the Empty Quarter sector, assuming that this scene has already taken place before the characters enter the storyline. Alternately, the Referee could have the bwap xeno-archeologist hire the PCs to help him on Hebrin, and then offer to extend his contract once he learns about retired Scout Mennard.

The characters arrive on Hebrin, and make the arrangements to escort the bwap scientist to the open market where the trinket was originally purchased. When they arrive, the crew spread out in order to find the curio dealer amidst the hustle and bustle of the open marketplace. While humans outnumber all other races, the crew should still see numerous other races, including Vargr, Sydites and Bwaps. Although the characters find the curio shop relatively quickly, they find a sign on the door announcing that the shop was closed until further notice, with no explanation.

Referee: After a period of investigation, the party will learn that the curio dealer, Barden Burrell, was found assaulted and unconscious in an alley not far from his shop, and is recuperating at the Mearl Kayerdri Memorial Hospital. Rushing to Mearl Kayerdri, the characters find themselves stopped by the bureaucratic wheels of the hospital administration. The diligent work of someone skilled in the ways of red tape (T20: P/Admin check, DC 20; CT: Roll 10+ on 2D6, DM + Admin skill) can get someone in to see Master Burrell. Other creative efforts to get around the administrative obstacle should be rewarded with success, as well. Once the dealer is convinced that the group is “out to get the mangy Vargr that beat him up”, he’ll tell them everything he knows about the retired Scout, Tarl Mennard, with the sole request of payment being that they hurt the Vargr Denzo as much as Denzo has hurt him. Master Burrell will relate that the unusual trinket came into his possession through one of his old acquaintances, a retired Scout named Tarl Mennard. The retired Scout apparently found the trinket while in the service. He doesn’t live in the Hebrin system, but is

rumored to have settled on the world of Dharo, in the Nisaga subsector to coreward, with his Vargr "wife." Master Burrell definitely does not understand the relationship Mennard has with the Vargr woman, but is willing to leave each to their own.

Scene One: Problems With A Stow-away

Once the travellers are en route to the jump point above Hebrin (or have entered jumpspace), one of them will discover a rather attractive stowaway onboard the vessel. Once she is discovered, however, young Alicia Sanduval fervently begins to beg for her life, begging them not to space her, either into hard vacuum or into jump space.

Tearfully, Alicia tells the characters her somewhat brief life story. Recently, she came of age on Hebrin. Within a few days of her emancipation, the only parents she ever knew died in a horrible accident. As part of the reading of the will, she learned that she was adopted from a starport worker, and she'd never really known her true parents. She's managed to track him down to Deep Space Station 2324, and is willing to work off her passage there as a ship's steward, if need be.

Referee: Referees are given some latitude as to where this stowaway is found onboard, making the choice most appropriate to the characters and circumstances as befits their campaign. Alicia Sanduval is in all actuality Shari Sandana, an operative in service to the Intelligence Division of the Julian Protectorate's Star Legion. Referees are encouraged to portray young Alicia Sanduval as a very attractive, somewhat innocent and very tearful young lady, in the hopes that the party decides to take her with them, at least as far as the next planet, if not all the way to DSS 2324. At the moment, she acts like what she appears to be, not a secret agent from another interstellar government on the run.

Scene Two: A Sydite On Gauri

When the vessel arrives at Gauri, the crew must decide what should be done with Miss Sanduval. If the characters decide that she must be thrown out, then she'll leave quietly, but it is her preference to stay with the ship. Either way, the characters will most likely go about their business.

Later on that day, either in the company of a crewmember or at least within view of one, a Sydite thug approaches Alicia and attempts to escort her elsewhere against her will. If a character tries to step in, the Sydite replies, "It's none of your business, little man! You can leave Shari and I alone, get me?"

Alicia will deny being this Shari person and resists the Sydite's efforts, hoping that the characters or

the authorities will come to her rescue. If pressed, however, the Sydite will inject the struggling human waif with a sedative, throw her limp body over his upper left shoulder, and flee the scene. Any resistance will be met with a snub pistol firing tranq rounds held in one of his lower hands.

Referee: If the characters pursue, the Referee is encouraged to give them a merry chase before allowing the Sydite to escape, hopefully with the woman in hand. If the characters do not rescue Alicia Sanduval, the local authorities approach the crew after the excitement dies down to determine their involvement with the young Miss Sanduval, as she was registered with their vessel. After a long series of questions, the authorities, apparently satisfied with the answers they've received, leave the characters with their vessel. Before leaving, however, any witnesses are told that they cannot leave the system until Miss Sanduval is found or the matter is absolved. "We don't take kindly to abduction, and your testimony will be vital in bringing this criminal to justice." Subsequent events should be left in the hands of the Referee, although the Sydite's body will be found a few days later, beaten and then slain in a quick execution style.

Should the characters succeed in rescuing Miss Sanduval, undoubtedly, they will be very curious as to what had occurred on the main concourse. Alicia will insist that she is not the person the Sydite was looking for. "I don't know anyone named Shari," she says. "But what if he comes back for me? I'm not safe here!" She will try to continue to travel with the characters under their protection, but will leave should the characters deny her transport to DSS 2324.

In truth, the Sydite thug, Nagro Facile, is a rogue agent of the Intelligence Division of the Julian Protectorate's Star Legion. He had left the organization several years ago after faking his own death, pledging his skills to the Shadow Cartel, a criminal organization that had gained considerable illicit power in the Delta Quadrant of Empty Sector. Shari Sandana, the woman the party has come to know as Alicia Sanduval, has uncovered Nagro's defection and is intent on reporting it to her superiors without being discovered. In the meantime, Nagro has been using the Shadow Cartel's influence to block her travel until he can capture her and determine whether she has already reported his existence to any other Intelligence Division agents.

Scene Three: I've Got This Map, You See...

At some point during the characters' stay on Gauri, a somewhat bedraggled young Vargr belter named Vusaers approaches one of the crew with a proposition: he has recently come into some information regarding the location of an ancient source of an old cache of Vilani information and technology from the end of the Second Imperium. Sadly, one of his broth-

ers stole his Seeker a few days before, and so he cannot exploit his recently acquired knowledge. While the characters have, no doubt, heard of the rumors of such caches on the planet, Vusaers insists that others have been looking in the wrong places. They've all been looking on the planet's surface, but no one has considered that perhaps the cache was hidden on an asteroid within the system's solitary planetoid belt. The Vargr claims to hold a set of ancient records that identifies shipments to a specific asteroid, which should be the key. If the party decides to pursue the matter further, the Vargr indeed has an actual example of the pre-Long Night media. Should they find the means to read it, which should take several hours, they will find data containing manifests destined for a particular location in the asteroid belt. The Vargr is seeking partners to help him locate the cache and publicly lay claim to it, and is willing to go fifty-fifty with anyone that will take him to the site.

Referee: The media is indeed authentic, but the contents regarding Second Imperium manifests are faked. Dr. Denzo Karrkarzrouk, Sebabpawa's competitor, has convinced Vusaers of the authenticity of this fake in the hopes that Vusaers would provide the party with a diversion and keep them from following him as he rushes to track down the retired Scout Tarl Mennard. Vusaers was told that the characters' ship contains an expert on the Second Imperium that might be willing to help him, the bwap Sebabpawa. Although Sebabpawa cannot confirm nor deny the authenticity of the forgery, he might be convinced to take the time to look, if Vusaers and the characters make an earnest and plausible presentation. (If the characters decide not to pursue the lead, Sebabpawa may never hear of it.)

If the characters do decide to take the time to track down the particular asteroid belt, they'll find several candidates near the coordinates. It could take upwards of a week to rule them all out, and Vusaers becomes more despondent with each failure. After a boring week of looking about, the Vargr belter will stumble across Dr. Karrkarzrouk's image in the ship's library while researching the end of the Rule of Man for clues of where the cache might be hidden, and identify him as the one that sold him the ancient media. The characters should quickly figure out that Dr. Karrkarzrouk set them up through the unwilling duplicity of Vusaers. Sebabpawa requests that the group return quickly to the starport and make preparations to return to their quest for the retired Scout.

Scene Four: Party Planet

When the characters' ship arrives in the Sahale system, they encounter only the usual level of red tape. Travel to the planet's surface is uneventful, and it turns out that the characters have arrived in time to participate in one of the many celebrations declared in

honor of a former ruler of House Kaninikasatisi. Given the existence of the family line over several millennia, and the long line of Lord Governors that have ruled in the name of the Imperial House, Sahale celebrates the anniversaries of birthdays and deaths of rulers long past more often than they do not over the course of a standard year. While this might sound good to visitors, the celebrations have mostly become a ritualized effort, demonstrated by practiced litany at appropriate times when meals are served or at the beginning of large social events.

The crew will be approached numerous times over the course of their stay on Sahale with offers to attend "underground" festivities. Some are simple sales ploys for entertainment establishments, using the world's reputation as a "party planet" to attract customers. Others, however, are illicit raves, marked with loud music and prone to police raids. Anyone caught in such a raid will generally spend a number of days in jail, unless they are sufficiently skilled in legal procedures or the exchange of money or goods for freedom (aka bribery).

Finally, before leaving the system, every vessel identified by flight plan as traveling coreward to DSS 2225 is required to undergo an extensive inspection by Imperial customs officials before they can depart the system.

Referee: Other than appearing to be a perpetual pale imitation of an academic or resort planet's "Spring Break," Sahale has little of actual value to offer player-characters plot-wise. However, it's an excellent location for some extended roleplaying, and the possibility of legal ramifications adds to the thrill and risk of some interesting diversions for the characters before returning to their quest.

The customs inspection is simply a rather strict and straightforward procedure, unless the characters demonstrate suspicious behavior or take an attitude that inspires the customs officer to probe quite deeply. While the players may suspect that their Vargr competitor has influenced this incident beforehand, it should only be the characters' own actions that get them into trouble at this point. (Of course, if the Referee suspects that his players are reading the adventure ahead of time, he is encouraged to make life uncomfortable for the characters during this inspection.)

Scene Five: Deep In The Rift

Travel into the starless void of the Lesser Rift can be a little disconcerting. Upon emerging from Jumpspace, the crew cannot locate the usual signs of a star or planet nearby. Even though they should be expecting such, the impact of arriving in deep space leaves experienced travellers nervous, because such are usually the sign of a misjump instead of an intentional flight plan. Within moments, Communications will pick up the deep space station's beacon and begin homing in

on the little oasis.

Arriving at the Deep Space Station, DSS 2225, the characters will most likely take a few days on the station as the ship is refueled and appropriate maintenance work is completed. They will find the rift station to be more crowded than the designers intended, though not overly so. Considered top of the line in its day, the station has been well maintained for these last eighteen decades, but the wear and tear of heavy traffic shows. Space is at a premium, and descriptively, the characters should feel that.

They are surprised on their first day on the course when they run into an old “friend,” the young Miss Alicia Sanduval, dining with a young executive of obvious wealth and position. (This assumes that the characters elected at some point to leave her behind on another world. If they have been traveling together all along, the party is then surprised by her company, as she had never spoken of knowing a young aristocratic merchant on DSS 2225.) It is obvious to an attentive observer that the couple is attempting to meet clandestinely, and if confronted, Alicia will deny any connections to the gentleman.

Referee: This is Shari’s contact, who will bear her report back to their superiors. The man will fade back into the woodwork, so to speak, as Shari draws attention to herself. Unfortunately, this draws the wrong kind of attention: members of the Shadow Cartel, the widespread underworld organization, now know she’s on board, and she’s marked for death.

How this particular scene plays out is up to the Referee, but even if Shari seeks aid from the party, she will not reveal her connection to the Star Legion. Instead, if push comes to shove, she’ll claim she’s a freelance corporate espionage agent, and has run afoul with the local criminal element. If she suspects that the characters are interested in glory or reputation, she will attempt to bring them in on a “sting operation” to capture the local criminal element. Referees should pursue this option if the players are the type that likes to plan traps of this nature. The characters should succeed, but in the ensuing excitement, Alicia blends into the background and slips aboard an outbound starship, perhaps to meet the players again in the not so distant future...

Referees may elect to let the Shari storyline resolve itself off camera, but the crew should still feel some of the aftermath of that, as their relationship with Shari, past or present, brings some of the Shadow Cartel’s attentions on them. In this case, the characters may have to resolve their issues with the criminal element on their own. Whether this is simply a few run-ins in dark corridors, or escalates to a full-scale “sting operation” with the aid of the station’s Security Department, lies in the purview of the Referee.

Conclusion

This adventure, unlike “Special Delivery To Gudina,” demonstrates a different style of Traveller scenario: it focuses on travel and localized scenarios, with a lot of the specific scenario adjudication left up to the Referee. While this adventure retains the overarching plot to discover the origin of the silver armband trinket that started in the previous Issue’s adventure, “Into the Lesser Rift” introduces a subplot to be developed in future adventures: the presence of Star Legion Intelligence agents within the boundaries of the Third Imperium. While the characters have not yet discovered this secret, they will eventually reveal the existence of Star Legion Intelligence Division (S.L.I.D.) agents in their pursuit of the origins of the mysterious artifact in Sebabpawa’s possession.

For now, however, they continue will across the Saeghvung-Turley-Exile Run and enter the Hegemony of Lorean, where adventure awaits. Further adventures into the origins of Sebabpawa’s artifact will be covered in future issues of the **Stellar Reaches** fanzine.

Related Library Data

Referees and players alike may find the following library data to be useful in the implementation of this adventure.

Gauri (Empty Quarter 2129 B544357-A): Settled by technocratic colonists seeking a sanctuary from the turbulence of their original homeworld, Gauri has been a small but thriving settlement since the early periods of the Long Night. Rumors of a cache of technology and information hidden somewhere on the planet has drawn many would-be explorers and treasure hunters to explore the surface of the world, but to no avail. Should such a cache of knowledge from the end of the Second Imperium exist, it would be invaluable to researchers seeking a more accurate picture of the fall of the Rule of Man.

Sahale (Empty Quarter 2227 A335537-9): The world of Sahale has flourished under the guidance of Imperial House Kaninikasatisi since the Rule of Man. Originally settled by Vilani colonists, a second wave of Solomani settlers of Amerindian descent arrived and intermingled with the original colonists a few centuries later, supplanting the original Vilani culture. With the fall of the Solomani at the collapse of the Rule of Man, the Vilani-based House Kaninikasatisi regained political power on Sahale and has maintained it ever since. The traditions of the Imperial Household requires the worldwide observance of the anniversaries of every former ruler’s birthday and death, leading to a situation where the population of Sahale are required to celebrate more days each year than they do not.

Shadow Cartel: An extensive crime syndicate with

influence throughout the Delta Quadrant of the Empty Quarter sector, the Shadow Cartel has evaded efforts by the Imperial Ministry of Justice to destroy or dismantle the organization for over a century. Over the last few decades, some of the more high profile activities of the Shadow Cartel have become the focus of a series of holovids, sensationalizing the underworld lifestyle of the crime syndicate.

Star Legion Intelligence Division (S.L.I.D.): A small branch of the Julian Protectorate's Star Legion, the Intelligence Division is devoted to covert intelligence, gathering information and performing reconnaissance in an active defensive role. Given the nature of human-Vargr society, the size and activity of S.L.I.D varies based on the charisma of the leadership of the organization.

Supporting Cast

Referees can find details on Seabapawa and Dr. Denzo Karrkarzrouk in the Supporting Cast section of "Special Delivery To Gudina," the feature adventure of **Stellar Reaches**, Issue #1.

Sydite Thug/Nagro Facile

Formerly an agent of the Intelligence Division of the Julian Protectorate's Star Legion, Nagro Facile left the Intelligence Division several years ago after faking his own death. Going rogue, Nagro eventually pledged his skills to the Shadow Cartel, a criminal organization that had gained considerable illicit power in the Delta Quadrant of Empty Sector.

T20: Nargo Facile

(Mercenary 6) TL12 Medium Sydite
Stamina 42, Lifeblood 14; Init +3; Speed 9m (6 squares);

Armor Class: 17 (+3 dex, +4 armor), Armor Rating: 4
Str 16, Dex 17, Con 14, Int 10, Wis 8, Cha 6, Edu 12, Soc 8

SV Fort +7; Ref +5; Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	RoF	Rnds
Fist	+10/+5	1d4+4	--	--	20/x2	--	--
Snub Pistol	+9/+4	1d10	18	12	20/x2	1	6/15
ACR	+9/+4	1d12+2	72	48	20/x2	1/4	20

Skills: Hide +6, Intimidate +1, T/computer +7.

Feats: Armor Proficiency (Light, Medium, Vac Suit), Weapon Proficiency (Combat Rifleman, Marksman), Brawling, Point Blank Shot, Precise Shot, Rapid Shot, Evasion, Uncanny Dodge.

Equipment: Flak Jacket, Snub Pistol (with Tranq Rounds), ACR, Personal Communicator.

CT: Nargo Facile BB9785 Sydite age 22 2 terms
ACR-1, Brawl-1, Computer-1, Pistol-1, Vacc-0

Shari Sandana/Alicia Sanduval

An active agent of the Star Legion's Intelligence Division, Shari Sandana is assigned to duty in the Hebrin subsector. In dealing with members of the Shadow Cartel on Hebrin, Shari recognized Nagro. Unfortunately, the recognition was mutual, and the Sydite has been hunting her ever since.

T20: Shari Sandana

(Mercenary 3/Rogue 3) TL12 Medium Human
Stamina 33, Lifeblood 13; Init +3; Speed 9m (6 squares);

Armor Class: 15 (+3 dex, +2 armor), Armor Rating: 2
Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 10, Edu 11, Soc 8

SV Fort +5; Ref +7; Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Rng-S	Crit	RoF	Rnds
Fist	+9	1d4+3	--	--	20/x2	--	--
Body Pistol	+8	1d8	24	16	20/x2	1	6

Skills: Bluff +9, Hide +12, Move Silently +12, Sense Motive +3, T/computer +6, T/electronics +3, T/mechanical +3.

Feats: Armor Proficiency (Light, Medium, Vac Suit), Weapon Proficiency (Combat Rifleman, Marksman, Swordsman), Brawling, Connections (Underworld), Point Blank Shot, Precise Shot, Rapid Shot, Evasion, Spot Trouble, Dumb Luck.

Equipment: Mesh Armor, Body Pistol, Personal Communicator.

CT: Shari Sandana 9B9875 Human age 26 2 terms
Brawl-1, Computer-1, Electronics-1, Mechanical-1, Pistol-1, Vacc-0

STARSHIP DATASHEET

DEEP SPACE STATIONS

By Jason “Flynn” Kemp

Introduction

With the discovery of Jump Drive, the potential range of influence for a sentient race expands dramatically. No longer bound by limitations on travel time forced upon them by the speed of light and the physical laws of the universe, sentients expand throughout their local region until they encounter other borders. While the political borders of other polities provide an artificial limit to expansion, more often it is the natural limits of astrophysics such as rifts and other starless expanses that halt a sentient race's explorations.

This article introduces the concept of Deep Space Stations, stations located in empty parsecs such as those found in rifts that provide a stepping-stone between star systems for vessels with lower Jump capacities. Any TL13 or greater polity can deploy the station described in this article into an empty parsec, extending the reach of an interstellar government into regions of space previously unavailable.

History of the Deep Space Station Project

In the early 800s, the Hegemony of Lorean, seeking to expand its mercantile market into new areas, contacted the Third Imperium with the concept of establishing a trade route across the Lesser Rift in the Empty Quarter sector. The Hegemony, although affiliated with the Julian Protectorate, desired to directly trade with the Third Imperium in order to expand its available markets. Toward that end, representatives from the Hegemony proposed that a series of deep space stations across the Lesser Rift, thus bridging the gap the two interstellar polities. Delegates debated the pros and cons of such an arrangement for almost a decade before coming to a compromise to which all participants could agree on a final plan. In 814, the Third Imperium and the Hegemony of Lorean entered into a mutual trade pact that provided for a series of deep space stations operating under the joint jurisdiction of both governments. Given that the costs of such stations would most likely exceed their capacity to support themselves, the construction and operation costs for the deep space stations would be subsidized by grants from both governments, as part of the mutual trade pact.

Based on early feasibility studies, the DSS Project estimated an annual flow of 15,000 passengers and

300,000 dtons of cargo through these artificial starports. Those figures implied 300 passengers and 6000 dtons of cargo per week, or approximately five trade vessels per day. Unlike planetary starports, which may have multiple highports and downports, a single deep space station must manage all passenger and freight transfers coming through their region of space. To prevent each station from being overwhelmed by the occasional heavy traffic volume, naval architects created the deep space station design under the assumption that they may occasionally have as much as double the expected passenger or freight flow. For example, in addition to a station's normal fuel requirements, each carries enough fuel for twice the normal expected ship volume passing through the Saeghvung-Turley-Exile Run. Given the isolated nature of each deep space station, naval architects designed the deep space stations as small Class C quality starports; capable of providing at least some repair capacity to incoming vessels, in the event such were required.

Along the Saeghvung-Turley-Exile Run, the deep space stations are identified by the designation DSS, followed by the location of the empty parsec in which it resides. For example, a rift station located in the empty parsec of Empty Quarters 2225 would be called DSS 2225. In total, the Saeghvung-Turley-Exile Run requires four deep space stations: DSS 2225, DSS 2324, DSS 2621 and DSS 2720. The pair rimward of Turley were constructed within the Third Imperium and are manned primarily with Imperial personnel, while the pair coreward of Turley were constructed and manned by Hegemony personnel. Details within the trade pact that created the Deep Space Station Project requires that at least ten percent of each station be manned by personnel from the more distant polity, to insure representation from both parties.

Physical Parameters

Each deep space station occupies a 55,000-dton closed structure constructed in either the Hegemony of Lorean or the Third Imperium. Once completed, each station is then moved via jump tenders to their final destination, where it begins providing service. Special tankers provide the station with unrefined fuel twice a week, to keep the DSS full and capable of supplying the fuel needs of incoming vessels. The fuel is processed by internal fuel processing plants built into the station's design. These plants require seven hours to

process 200 tons of fuel, but merely operate to maintain the supply of refined fuel as it is depleted by outgoing vessels.

Each station possesses hangers for support of two 100-dton Crash-Rescue-Fire (CRF) vessels (which are not included in the costs of the station). Typical vessels used for emergency services are modified scout/couriers, although other vessels of a similar size and shape can be used.

The Deep Space Station supports thirty-eight small 100-dton hangers and seven standard 800-dton hangers to serve as ship berths. Ships larger than 800 dtons must maintain a relative position in space close by, but the station does have two modular cutters with two passenger and two cargo modules for passenger and freight transfer from larger vessels to and from the station itself.

In order to support Class C quality starport repairs, each DSS possesses five engineering shops capable of manufacturing or rebuilding starship components as necessary for minor repairs. In addition, each station provides three small (100-dton) hangers and one standard (800-dton) hanger, complete with scaffolding and braces, necessary for assisting in such repairs.

Personnel and Residents

As designed, Deep Space Station requires approximately 1256 personnel to perform its day-to-day operations: 100 administration personnel, 126 traffic control personnel, 314 ship services personnel, 251 cargo management personnel, 151 passenger services personnel, 25 security personnel, 6 medical personnel, 6 emergency services personnel, 126 flight operations personnel and 151 physical plant personnel. In order to maintain that much personnel, each station has certain provisions in order to make an extended tour of duty more pleasant.

Housing for most employees is somewhat cramped, though significantly better than most starship accommodations. Such suites are four times larger than the usual stateroom found on a trading vessel. Executives and managers on the station earn one of the more rare standard housing units, with suites eight times larger than a starship's stateroom.

While the designers did not plan for many people to take up permanent residence on a deep space station, some provision has been given to those who would choose such a life. The naval architects incorporated five standard housing units into the design for long-term rent by non-station personnel, as well as thirty cramped suites. Short-term travellers, spending only a few days in the station, may rent space luxury or standard accommodations, or even pursue economy accommodations in so-called "slot shops", which are nothing more than a communal fresher and a coffin-sized sleeping cubicle. An open concourse with nu-

merous shops and retail establishments provide travellers and station personnel with an opportunity to exchange lose credits for specialty items at exorbitant rates. For entertainment, personnel and travellers can enjoy holo-productions at either of the two theaters onboard the station, or even take a swim in the swimming pool found as part of the exercise facility.

The station provides four sickbays for medical attention, as well as ten emergency low berths in the event of a major accident. Crime rates are understandably low, given the selection process used to assign personnel to service aboard a rift station, but in the event that such is needed, each station has two detention cells capable of holding two prisoners each for an extended time, or fifty persons each on a very temporary and crowded basis.

A Traveller's Experience

As a result of the Deep Space Station Project, a traveller working through such a region encounters a few notable differences worthy of note, primarily in the areas of fuel costs and special certification for astrogrators skilled in plotting jumps through rifts.

Fuel Costs: As fuel tanker vessels must constantly ship fuel in to support the deep space stations, fuel costs are often four to five times as much as normal, despite government subsidy.

Rift-Certified Astrogrators: Plotting jump into empty parsecs across the vast depths of space, in the absence of a significant gravity well such as a star or planet, can be more difficult than plotting a standard jump. For this reason, more talented or experienced astrogrators are given preferences on ships that intend to use the deep space station routes. Shipping lines may even require a specialized rift certification for astrogrators before hiring them.

System Defense Boats: Deep space stations are frequently protected by small System Defense Boats, which proved more economically viable than creating a design to support fighter squadrons.

Station Statistics

Below are the basic statistics for a TL13 Deep Space Station, as described in this article.

The TL13 Deep Space Station is a rift station, designed as a result of a trade pact between the Third Imperium and the Hegemony of Lorean to cross the Lesser Rift in the Empty Quarter sector. Rift stations of this design, or something similar to it, have been implemented elsewhere about the Imperium where a gulf of stars prevents trade or expansion.

Built on a 55,000-dton full, the Deep Space Station carries neither a Maneuver drive nor a Jump drive. In addition to its own fuel requirements, the Deep Space Station carries 1260 dtons of fuel to dis-

perse to vessels traveling through its parsec. Although the station possesses five hundred hardpoints, none are typically equipped with ship's weapons. The station itself, however, is armored against attack, giving its defenders a chance to take out any assailants.

The Deep Space Station described here requires a crew of 1256 to perform day-to-day operations: 100 administration personnel, 126 traffic control personnel, 314 ship services personnel, 251 cargo management personnel, 151 passenger services personnel, 25 security personnel, 6 medical personnel, 6 emergency services personnel, 126 flight operations personnel and 151 physical plant personnel. The Deep Space Station costs MCr6447.8496, and takes 56 months to build.

TL13 DEEP SPACE STATION

Class: Deep Space Station, type DSS	EP Output: 37	500 hardpoints. No turrets or weapons installed.
Tech Level: 13	Agility: 0	
Size: Huge (55000 tons)	Initiative: +0	
Streamlining: Partially streamlined	AC: 10 (-2 size, +2 armor)	
Jump Range: None (0 x Jump-0)	Repulsors: None	
Acceleration: 0-G	Nuclear Dampers: 3	
Fuel: 1307 tons	Meson Screens: None	
Duration: 4 weeks (or	Black Globes: None	
Crew: 1256	AR: 2	
Staterooms: See below	SI: 612	
Small Cabins: 0	Main Computer: Model/7fib (73/14)	
Bunks: 0	Sensor Range: System Wide (Model/7fib)	
Couches: 0	Comm. Range: System Wide (Model/7fib)	
Low Berths: 10 emergency berths		
Cargo Space: 8255 tons	Cost: MCr6447.8496 (new)	
Atmospheric Speeds:	NOE = 0 kph	
Cruising = 0 kph	Maximum = 0 kph	
Other Equipment: TL13 Fuel Purification Plant, 2 CRF Vessel Hangers, 2 Modular Cutter Bays (w/cutters), 4 External 30-dton module mounts, 38 Small (100-ton) Berths, 7 Standard (800-ton) Berths, 3 Small (100-ton) Hangers, 1 Standard (800-ton) Hangers, 4 Sickbays, 5 Engineering Shops, 2 Brig/Detention Cells, Concourse for 350 people, 126 Offices, Standard housing: 130 employees, Cramped housing: 1130 employees, Standard apartments: 5 residents, Cramped apartments: 30 residents, Luxury accommodations: 30 travellers, Standard accommodations: 150 travellers, Economy accommodations: 120 travellers, 2 Theaters, 1 Swimming Pools, 10 Emergency Low Berths, Supplies & Stores (one year's worth).		

RNA IMPLANT TECHNOLOGY FOR T20

By Daniel "Liam Devlin" Hammersley

Author's Introduction

Science fiction RP-gaming races to keep up with current science facts, books, and movies, without a doubt. Hollywood movies like "Total Recall", where implanted memories of vacations are sold to the general public; "Johnny Mnemonic", where the protagonist stores data cybernetically as a living memory receptacle; and "Paycheck", where the protagonist's memory was erased as part of a corporate espionage contract, all make use of memory as a plot device. Even the TV series "Babylon-5", where memories are removed and rewritten as a form of penal punishment, demonstrates the use of memory manipulation as a popular plot device within the science fiction community.

This article tackles one aspect of memory manipulation, the use of RNA implants, within the Traveller universe, exploring its history and use, and providing a logical baseline for its role in the game (no matter the version preferred by the referee or group).

As I have several players who prefer role-playing "doctors", this one's for you. The information found within is extrapolated from previous editions of Traveller, and is based on articles involving Cloning and their 'complete memory' transfers at TL-16 to said clones, and the 'partial memories' transferred at TL-15. In addition, information on anagathic drugs availability, found in MegaTraveller, helped provide the basis for availability of RNA implants in tables presented below. My historical reasoning behind the technology and its widespread use are extrapolated from the OTU (Official Traveller Universe) history timelines. As with all things, "Knowledge is Power."

Referees may wish to alter these proposed guidelines for purposes of game balance within their own campaigns, and are free to use or ignore what they wish.

--Liam Devlin, CoTI (aka Daniel W. Hammersley), Jan 2005.

RNA Memory Implants

This article explores the realms of RNA Implant technology within the Traveller universe. Much of the following information has been taken from the Traveller's Handbook, pp. 218-219, and expanded to better address its use under the T20 rules set. Most of it is still applicable with other versions of Traveller. Creative referees should easily be able to expand on the ideas found herein when converting to other systems.

Availability

RNA memory implants become available at TL12 on most worlds. These implants chemically 'induce' memories of unacquired skills or skill levels into the recipient. The advantage of this is easily seen: A person need no longer have to study to obtain a skill. Just one set of injections, and in a few weeks, a new skill is acquired. There are, however, limitations to their use. Only one implant should be performed per year in the case of standard skills. An additional accumulation of RNA memory implants leads to complications involving memory and the biochemistry of the brain, which can lead to insanity and other issues.

Legitimate skills can be obtained on most high-tech worlds (based on population), at a price generally ranging from Cr3,000 to Cr10,000 for an injection. Illicit skills, such as those often attributed towards criminal pursuits (such as T20's Bribery, Bluff, Disguise, Forgery, Hide, Move Silently, Innuendo, and Intimidate skills) are typically only available on worlds with a Law Level of zero or one.

Table: Base Cost Per Injection, By TL

Tech Level	Cost
11	Not available
12	Cr10,000
13	Cr9,000
14	Cr5,000
15+	Cr3,000

RNA memory implants are considered controlled substances, given their potential for abuse by the criminal element. With the widespread use of these implants, penalties for illegal use arise, such as malpractice lawsuits, government regulation (popular on worlds with Law level 2+), fines, possible criminal prosecution and loss of one's license to practice medicine. Only worlds of Law level 1 and 0 are there no such restrictions. In cases where the use of RNA memory implants is restricted, bribery may be used to circumvent this restriction. Black market implants may also be available, but let the buyer beware! The purchaser may not always get exactly what they paid for.

Table: Penalties For Illicit RNA Implant Use

Law level	Penalties
	(Doctor's penalties; Patient's penalties)
0-1	None
2-3	Fines (T/Medical 8+ x10cr to Dr.; 10cr x

	PC level)
4-8	Misdemeanor (T/Med 8+ x 50cr to Dr.; 50cr x PC level).
9-A	Serious crime (T/Med 8+ x 100cr fine to Dr, Suspended 1 yr.; PC fined x level, jailed 1-4 yr.)
B-H	Major crime (T/Med 8+ x 1000cr & loss of Dr's license, prison 4 yrs; PC x 1000cr level, possible mind wipe, 4 years+ imprisonment)

Determining Availability By World

To determine if RNA memory implants are available on a specific world, the referee should roll a D20, modified as per the table below, against a base DC equal to the world's law level. This check should be made twice, using the same calculated DM. If the referee is only successful once on this check, illegal RNA memory implants are available, but legal ones are not. If the referee is successful with both checks, then both legal and illegal RNA memory implants are available.

When determining availability by world, a natural one on the d20 roll always fails.

Table: Modifiers For Availability of RNA Implants By World

UWP Values	DM
Starport	
A	+2
B	+1
C	+0
D	-1
E	-4
X	-8
Population	
0	-16
1	-8
2	-4
3	-1
4-6	+0
7	+1
8	+2
9+	+3
Tech Level	
11	Auto fails
12	+0
13	+1
14	+2
15+	+3
Bases Present	+1
Subsector Capitol	+1
Sector Capitol	+2

Examples

Here are a few examples for determining availability of RNA implants using the world's UWP values.

Rikhani (A688772-E N) has an availability DM of [+2 for starport, +1 for population, +2 for TL, +1

for the naval base, equals] +6 on the d20 roll, versus a DC of 2, which is Rikhani's law level. Only a natural one on the d20 roll would indicate that there are no RNA memory implants.

Zeeland (E989AA9-E) has a DM of [-4 for starport, +3 for population, +2 for tech level, equals] +1 on the d20 roll, versus a DC of 9, which is Zeeland's law level. A natural eight or higher on the d20 roll would indicate the existence of RNA memory implants on this world.

Station 4 (C000012-C) has a DM of [+0 for starport, -16 for population, +0 for tech level, equals] -16 on the d20 roll, versus a DC of 2, which is Station 4's law level. Only a natural 18 or higher on the die roll would indicate that RNA memory implants are available for those interested.

And finally, for an example of everything, Libert (A21099C-F N Cx) has a DM of [+2 for starport, +3 for population, +3 for tech level, +1 for bases present, +2 for sector capitol, equals] +11 on the d20 roll, versus a DC of 12, Libert's law level. Only a natural one would indicate that there are no RNA memory implants on this world.

Effects

RNA memory implants provide the patient with artificially acquired skill ranks, as determined by the type of implant given to the patient. No skill may be increased past a level of five skill ranks by RNA memory implants. Ranks higher than this require 'hands on' experience to a fine-tuning of an existing skill. Efforts to exceed such limits automatically fail, and the patient may suffer irreparable brain damage as a result. The exact effects are left as an exercise to the individual Referee, who is encouraged to be colorful and debilitating in their arbitrations.

In order to determine the success of an RNA memory implant, the character must make a successful Fortitude save (DC10) to successfully assimilate the artificial memories. The patient receives a +1 circumstance bonus if the injection is administered by someone with a T/Medical skill of 8 or higher, and a +1 circumstance bonus if the world's tech level is higher than 12. (An optional rule might be to grant a +1 circumstance bonus per tech level above 12. Failure to assimilate the RNA memory implant indicates that the character does not gain the skill. The injection still counts as the one injection for that year, and, of course, the doctor still expects to be paid for the implant.

For each attempt to obtain additional RNA memory implants beyond the first within a rolling twelve month period, the DC for the Fortitude save to successfully assimilate the artificial memories increases by four (i.e. DC14 for a second attempt, DC18 for a third attempt, etc.) Should a patient fail such secondary attempts, they must immediately make a Will save (DC15) to avoid insanity. One again, the exact

effects are left as an exercise to the individual Referee.

Other Uses

In addition to providing a character with skill ranks, RNA memory implants can be used to provide other options. The most common of these is the use of RNA implants to gain a minimum general education, roughly equivalent to that of a high school diploma. Effectively, this increases a character's low Education ability score to a minimum of ten (*Editor's Note: That's a seven under Classic Traveller rules.*)

Other degrees, such as those gained in college or vocational schools, are available at the discretion of the referee. However, characters must still meet the basic entrance requirements for such organizations (since the memories have to build on a pre-existing foundation of skills and knowledges). Such implants have a base cost of Cr10,000 per year of assimilated knowledge, with an Honors graduate implant costing twice as much. Non-military education implants are generally termed "implanted scholarships", as a means for universities and other academic organizations to broaden their revenues without burdening their facilities, as well as lessening the cost of student travel/housing to the school's homeworld. In the Traveller Universe, this means a character from a low populated world can receive the education benefits of a person living on the world where the school lies. Cost however is the equalizer, although a merciful referee may rule that an outstanding result on an entrance exam can reduce the cost in the character's prior history.

In the Imperium, Solomani Confederation, and the Zhodani Consulate, talent scouts for schools will travel and test prospects on nearby worlds as donors for these RNA implants. Megacorporations seek to recruit appropriate donors for technical schools. The competitive nature of Sports also lends to this method of recruitment. Military "implanted scholarships" are often granted during wartime due to personnel shortages.

Along the same lines, many intelligence agencies (and even certain criminal organizations) with access to advanced technology can use RNA memory implants to create artificial personalities, complete with a detailed backstory and a wide collection of supporting memories. Many intelligence agencies employ spies, saboteurs, and assassins with "faked" implanted personalities designed to make them blend into the local population, even when being occasionally scanned for surface thoughts by psionically talented individuals. Referees may wish to consider personality implants of this type separately from skill implants when determining how many one can have in a year, as personality implants tend to be designed to 'obliterate' pre-existing implants of personality as they are assimilated.

RNA Memory Implants In Traveller History

It should come as no surprise that the Terran Confederation originally developed RNA implants to provide colonists a basic set of necessary skills in early settlement efforts following their fateful meeting with the Vilani at Barnard's Star in the 24th century AD. The war efforts of the Interstellar Wars pushed scientists to develop the wide ranging potential of RNA memory implants. In the years following the collapse of the First Imperium, the Rule of Man made RNA implants a staple of their cultural region, as well as a means to provide citizens of membership worlds with the opportunity for a more uniform education. In war time, medical advances allowed vast numbers of people to be gainfully employed with basic skills desperately needed (it was felt) in war critical industries due to reservists and active unit call ups, not just service personnel. It is postulated by some Imperial historians these medical advances allowed many "spin off" pocket empires, including the Terran Union and League of Dingir to survive the Long Night, some as far away as the Domain of Gateway.

The Third Imperium's rise brought with it strong policies against genetic tampering beyond the cloning of whole organs and limbs. The Third Imperium's stance against genetic engineering of 'super-humans' found this Second Imperium medical measure a far more palatable compromise for the common Imperial citizen. The use of RNA memory implants was officially approved under the reign of the great reformist Emperor Cleon Zhunastu among his social equality edicts, under the Imperial Education Act in the third year of his reign as Emperor of the Third Imperium. Legal limitations implemented under the advisement from Imperial Ministry of Public Health, as well as the assessment of penalties under the Imperial Ministry of Justice, were also implemented as part of the Imperial Education Act.

Locating A Source

There are typically two types of sources for RNA memory implants: legal sources and illegal sources. Once the referee has determined whether such sources actual exist (using the method described above), characters can use their skills to locate legal and illegal RNA implants. Suggested skill uses included Gather Information or T/Computer (for legitimate sources), at a base DC of 10. This DC can be modified by world conditions and current circumstances as the referee sees fit.

When dealing with RNA memory implants, characters suffer a chance of receiving a bad implant or one with a hidden defect. A 'bad implant' could cover anything from the wrong skills or ranks to the wrong product entirely! A 'Hidden defect' can be anything a fiendish referee can devise, from no skills, to a hidden memory of some horrible event. Use of this option is highly encouraged as a means of countering potential use of RNA memory implants merely to maximize a

character's abilities, game mechanically.

Table: Bad Implants And Hidden Defects, By TL

Tech Level	Bad Implant (wrong skills)	Hidden Defect (no skills,Bad memory)
12	75%	25%
13	50%	10%
14	25%	5%
15	10%	1%

RNA Implants As Plot Devices

The following are examples of using RNA memory implants as plot devices to enrich the gaming experience.

Scenario 1: "Sheepskin in a Needle"

Required equipment: Starship, and cargo container for 5 dtons (resale worth 1,000,000cr.)

Skills /Feats needed : Starship Operations, Broker, Liaison, and Connections/ Academic*

The crew of a starship obtain a set of "scholarship implants" as a top-credit profit yield priority cargo. These implants are TL15 versions of bachelor's degrees for several hundreds of students on a median populated (4-6) TL12 world. The cargo must be kept at a constant refrigerated temperature until it is delivered. Problems arise on delivery when they discover the T/Medical skilled doctor who was supposed to be there to pick it up from them from the school isn't there! (Investigation would reveal that the vessel is overdue.) Characters must contend with baby-sitting the implants for another seven days on this average stellar, median pop world before the contract expires. Referees can throw in additional headaches, such as angry students or parents, as necessary. On the fourteenth day, an eleventh hour rescue from this dilemma is resolved when the misjumped passenger vessel with the collegiate Doctor arrives, and "hands out" the diplomas.

Scenario 2: "Double Jeopardy"

Required equipment: Starship needing more than 1 engineer.

Skills required: T/medical 8+, Gather Information, Interrogation, Sense motive.

The characters have hired a new assistant engineer. Problems arise when his "skills" actually get put to the test; he fouls things up, to a degree in proportion to the amount of stress in the situation. A much closer inspection of the new crewman's paperwork, which appeared to be in order upon hiring, discovers he obtained one of the RNA degrees from the Subsector Merchant Academy. When asked where he got the injection, and from whom, he reveals he got it bootleg at twice the price on a TL12 low law level world where

EDU degrees were not to be had legally. The crewperson can be played out as either defensive or ashamed to have been caught in the deception, due to unemployment issues of his homeworld. Unfortunately the Merchant Academy implant engineering degree turns out to be a BA not BS, in the culinary arts! (Yes, he can cook like a chef—but recalibrate a drive—eek!). Problems could arise when the next port of call ALWAYS examines the ship's registry 'paperwork' (electronic or otherwise). Falsifying your crew manifest on your registry is a finable offense—one the Captain might not wish to bear.

Scenario 3: "A Dark Shadow"

Planet requirements: (UWP) C-[Any size]-6-[Hyd. 7-9]-[Pop 3-4]-[Govt. 2]-[LL 3-9]-[TL 7-8] (Lo) Ni. TPPG [as necessary] Star [as necessary] Im world.

PC requirements: Legal/ Investigative skills.

Special Note: This scenario requires absolute referee knowledge of the characters' prior histories.

While stopping over on a small, relatively sparsely populated C-class Starport world, one of the characters recognizes a former serial killer from their homeworld, then known as Willermo Huunaash (a mixed Vilani human male). Willermo was convicted of 7 counts of ritual stalking and strangulation of his fetish victims, female hospital nurses (either professional or med school). He was caught, convicted, and exiled offworld long ago. Willermo is now a changed man, unaware of his past due to memory implants. He now works at the local Downport as a lonely janitor bot mechanic under the name of Jon Dire, goes to church regularly where he sings in the choir, and has a part time job cleaning the grounds and building.

Mr. Huunaash was mind wiped and given an entirely different personality and name, thanks to a special program operated by IMOJ in conjunction with the local penal system on Huunaash's homeworld. He served 4 terms of seven sentenced for his crimes, was a model prisoner, and due to overcrowding was found suitable for early release through this procedure. Due to the social living pressures he'd felt living on the higher populated world, the Justice system sent him here to be observed for the time being.

His priest, a former IMoJ Undercover agent himself, is his monitor, and the only one on this world besides the characters who know Jon Dire's dark secret. The Priest, Father Michael Flynn, is himself a past recipient of RNA memory implants and removals. Father Flynn has had OB/GYN memory implants as part of his cover, augmenting his actual majors of Law Enforcement/ T/Medical Forensics as a special agent for IMOJ. He is an elite veteran of 20 years of service, a retired senior Special Agent, and now this world's Parish priest, having been involved in Dire's case, as well as cases involving interstellar 'prostitution/slavery' and organized crime. Father Flynn is living under a

new name, with his old memories intact (although the traumatic events of his career with IMOJ have been removed.)

There are two other ships in port, one in orbit, besides the characters (optional). Two are 600-ton M-class passenger ships, laden with Sector college kids on a three week 'Spring Break' to this world (2 weeks in jump under Mid Passage/ 1 week spent locally), which despite having a low population, has subsector famous beaches and several resorts for tourism. A number of the passengers are nursing pre-med majors. One of them turns up dead the second night ashore, strangled with the same *modus operandi* as Huunaash used.

The dilemma comes from the Priest-monitor and the character(s) in the know about Jon Dire's past. The world has scarcely 100 policemen, of whom maybe ten are detectives. This is a resort world, and weapons are not allowed, or thoroughly proscribed. The police here use every means of non-lethal subdual. They are not equipped to deal with a serial killer, *per se*.

It is the referee's option as to whether or not Jon Dire is being framed by a copycat killer, or is the murderer himself. If it is a copycat killer—perhaps it is a former victim's relative, or more sinister, someone seeking to discredit the RNA- mind wipe program. As Jon Dire lives alone, with his three cats, he has no alibi. Tracks along beach from victim's body lead to his domicile. The hospital bed sheet torn for the garrote is found in his burn barrel/trashcan outside. Each night, another victim is found until the tour ships depart or the killer (or killers) are caught or stopped.

Referees with the "a leopard cannot change his spots" mentality may skew this plot that Huunaash's wipe never fully took, and take it from there. Referees with a "redemptive spirit" outlook may play it as such. Far more evil referees could combine a number of suggested scenarios, such that after someone else perpetrates the initial killing, Jon Dire takes a blow to the head in the fracas where he is accused, and his past personality filters back.

Scenario 4: "Castaway Thoughts"

Required skills: Legal & Investigative skills

One of the characters in the Downport 'red-light' district on a Pop 7+, TL-12+, No law level world (0) runs afoul of the local Underworld Syndicate after a night of heavy carousing prior to lift time. While otherwise engaged in privacy with opposite gender, the character gets the cliché "Mickey-Finn" slipped to him. The RNA implant twist to this plot can go several ways.

A: The character becomes a living mule of secret data being smuggled offworld, and will be met by a like member of the organization at a destination world for retrieval several weeks later.

B: The character is tranqed for 30 minutes, and his memories/skills are 'stolen' for bootleg RNA

sales! Copying them takes 20 minutes, then they're returned. Evil referees may just keep them! Only 5 skill levels can be removed of any one skill. The 'Bad guys' have limited time available, so taking 1 skill rank per minute.

C: As in B, above, but the character commits a crime while 'somebody else', then doped again, and returned to where he was picked up. The character will have the memory of his criminal actions removed, and thus not be able to honestly recall the crime—even though eyewitnesses will easily identify him. The severity of the crime is dependent on the referee and the nature of his campaign. Proving innocence, of course, will take the efforts of the entire group of characters.

D: Hard up for cash, strapped characters find the 'brain-jack' broker, and wish to sell 'copies' of their skills for credits. This can be played legit, or as a sting operation by IMoJ, the characters being on either side of a rock and a hard place. The 'brain-jack' broker can be honest, or as crooked as a 3-credit bill, taking as needed and not returning the RNA memories; doing exactly as promised; or taking the skills and replacing them with other "copied" skills and memories.

E: All of the above.

ABOUT THE AUTHOR

Daniel W Hammersley was born 26 November 1962 in Kenitra, Morocco, North Africa. A Navy brat for his first 22 years of life, he graduated college with a degree in BA History degree in 1984. Recently returned from Iraq, he has several Traveller irons in the fire, including credits in TA5 "Objects of the Mind"; the yet to be published work "Starfall"; and the up-and-coming "TNE: 1248 Bearers of the Flame" source-book by MJ Dougherty, where he is listed as "one of the fellow pyromaniacs of the Flame". Other interests besides Traveller gaming and re-enacting include brewing mead and reading SF.

WILDLIFE ENCOUNTERS

SHEOLA

By Jason “Flynn” Kemp

Native to the coastal regions of the arctic archipelagos of the waterworld Urduaan (Empty Quarter 2039 D87A862-5), the psuedomammalian carnivore known as the Sheola possesses a sleek, torpedo-shaped body and two pairs of muscular limbs that act primarily like paddle-like flippers, propelling it through the icy waters. Massing approximately 400 kg and measuring almost 3 meters in length from snout to tail tip, the sheola's gray rubbery hide glistens with a blue-green sheen when it moves out of the water. The long tapering jaws of the beast reveals several rows of shiny black teeth, a visual clue to the predatory nature of the sheola.

The sheola are relatively unique among the aquatic carnivores of Urduaan, in that they are amphibious. The sheola have evolved rudimentary lungs that allow them to exist for several hours out of the frigid arctic waters, out of reach of larger predators below the water's surface. Sheola will lay their eggs on the ice shelves and tundra-covered islands out of reach of aquatic predators, insuring that their race will survive. The simple insects and winged fish that ride the winds of Urduaan tend to avoid sheolan nests, as the leathery eggs of their young are quite odiferous and repel even the most curious of creatures.

Strangely enough, sheola eggs, once they are properly treated and prepared, lose much of their odor and are considered a rare delicacy. They are often served in five-star restaurants on most worlds within ten parsecs of Urduaan, at relatively exorbitant rates. Hunters will sometimes mount expeditions to the frozen glaciers of the sheola in order to seek out nests, hoping to harvest the 3d6 eggs found within each icy clutch. The vicious nature of the sheola mothers defending their nests does make egg hunts a dangerous undertaking. Young nobles in the Udisis subsector sometimes organize such hunts as a rite of passage within the local noble subculture, the goal being to dine on a fresh sheola egg prepared at the base camp after the youths have faced the mother and survived.

T20: Urduaan Sheola – Large (400kg) Carnivore/Pouncer; St/Lb 54/18 (6d10+21); Init +2; To Attack if surprise; To Flee if surprised; Spd 6m (4 squares), swim 15m (10 squares); AC 15 (-1 size, +2 dex, +4 natural armor); AR 4; Atks bite +8 melee (2d6+3), tail +2 melee (1d6+1); SV Fort +8, Ref +7, Will +1; Str 16, Dex 14, Con 17, Int 2, Wis 10, Cha 4, Edu --, Soc --.
Skills & Feats: Hide +5, Move Silently +4, Survival +4. Stealthy, Toughness, Weapon Focus (bite).

CT: Urduaan Sheola – 400kg Pouncer; Hits 25/12; Armor cloth; Wounds 12 (as teeth); A0 F0 S1 (swim 4).

PATRONS

PATRICIA REMUS

By Jason “Flynn” Kemp

Patron Type: Citizen

Necessary Equipment: Starship access

Locale: System's starport

Player's Information:

As the characters return to their ship before preparing to leave the system (either as a passenger or as crew), a frantic woman dragging a young child behind her approaches the characters. With an almost reckless abandon, Patricia Remus begs the characters for space on the starship for herself and her son, Nikolo, as she is desperately seeking a means of traveling offworld as quickly as possible. If the travellers are passengers, Ms. Remus asks to share their room, or barring that, money to purchase low passage for both herself and her son. If the characters are crewmembers aboard the ship, the tearful woman asks for working passage as a steward. While Ms. Remus lacks the certifications of a steward, she claims to be a good cook and has experience in the custodial arts.

If the characters show any interest in her situation, Ms. Remus will gladly give her life story to anyone who will listen. Over eight years ago, Ms. Remus tells the party that her boss, Master Jon Daniels, made advances on her under the pretext of marriage, and she eventually became pregnant with little Nikolo. When he found out, Master Daniels abandoned her, leaving her to fend for herself. A few years ago, Ms. Remus continues, Master Daniels reentered her life married to another woman, and began trying to steal her child away from her through the local court system. As she is penniless and he is a rather wealthy man, she has continued to lose her rights to her child because she cannot afford a good lawyer. Now, she feels that the only way she can keep her son is to flee offworld with him.

Referee's Information:

If a character demonstrates sympathy for her position, she will focus on them with her tales of woe. While the child is generally silent around his mother, Nikolo becomes more open and friendly when not in her presence, showing a very tender and compassionate nature. If the travellers agree to help Ms. Remus, she will fulfill her end of the agreement as best she can, given her somewhat limited education and heightened emotional state. En route to their jump point, the ship will receive a notice regarding the child's abduction from the planetary public broadcast alert system, and may be required to allow a random boarding action to look for the child and his abductor.

1. All is as presented above. Other than having to listen to the details of the “soap opera” that is Ms. Remus's life, the relocation of Ms. Remus and her son Nikolo proceeds without complications. A few jumps later, an investigator hired by Master Daniels approaches the characters seeking information regarding Ms. Remus's whereabouts. Subsequent events are left to the discretion and imagination of the Referee.
2. Ms. Remus is self-delusional and an emotional powder keg. Master Daniels is actually a middle income technician that cares for his son, and is undertaking what limited legal actions he can to protect his relationship with Nikolo. If the characters dig deep enough, they will uncover a number of details (incident reports, court orders, etc.) that indicate Patricia Remus is abducting the child to avoid losing her parental rights altogether. If the characters decide to aid her without checking her story, they may be caught in the aftermath of the system-wide child abduction alert. Subsequent events are left to the discretion and imagination of the Referee.
3. As number two above, except that Master Daniels is a figment of Patricia Remus's imagination. She was actually Nikolo's nanny, and believes now that Nikolo is her child. His true parents are lesser nobles involved in the local government, unaware until now of Ms. Remus's state of mind. Subsequent events are left to the discretion and imagination of the Referee.

4. Ms. Remus actually works as a caregiver at a secret research facility run by the local government, and her lack of education and dramatic mannerisms are simply an act. The facility conducts psionic research, and has performed a number of cruel experiments on young Nikolo, a psionic savant with a natural talent for telepathy. Nikolo has unknowingly created within Ms. Remus a strong emotional bond towards him, which manifested in this rash act to save him from the torments of government testing. The planetary government will likely use a scenario like number three above as a cover story for retrieving Nikolo. Subsequent events are left to the discretion and imagination of the Referee.
5. As number one above. Although Ms. Remus knows that Master Daniels is well-connected within her home system, she does not realize that he is highly connected with a subsector-level crime organization. This cartel of crime continues to make life difficult for the woman and all that aid her, as news of the child's abduction spreads throughout the criminal underworld. Competitors may also seek out Nikolo to gain an edge over Master Daniels and his organization. Subsequent events are left to the discretion and imagination of the Referee.
6. As number three above, except that Ms. Remus is actually a member of a secretive religious cult known as the Siblings of Shadow. The Siblings expand their power and influence by abducting children of influential families from other worlds, bringing them to their central compound for induction and brainwashing into the cult, and then sending them back home in a few years to inherit the influence of their parents. The children-turned-cultists then provide the cult with further power and influence. Should any of the characters realize this is the true nature of Nikolo's abduction, then the Siblings will feel obligated to deal with the characters. Subsequent events are left to the discretion and imagination of the Referee.

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