

TRAVELLER



760 Patrons

Contacts, Mentors, Benefactors and Financiers

TRAVELLER

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INTRODUCTION

Traveller opens up the galaxy – multiple galaxies – to the readers, players and Referees out there who are looking to explore them. In this vast universe they can find planets, stars, nebulae, aliens and ancient civilisations to fill the empty void that is space. It is an enormous stage to set and there is no shortage of uniqueness and oddity that can appear seemingly out of nowhere. Many of these unexpected encounters will come in the form of social interactions; from a brisk handshake given by a colleague to the barrel of a gauss pistol pressed into a character's ribs.

Traveller: 760 Patrons arms its readers with a mind-boggling number of potential personalities and archetypes, which Traveller fans can put to good use in their own games. Players can quickly roll a good ally or enemy for their characters, Referees can randomly determine who happens to be waiting in a bar or maybe even come up with a complete adventure using just the interaction threads written in this book. Essentially, this book is a titanic collection of encounters waiting to happen. Many of these encounters will result in work or missions for the characters – although not always in the way they expect.

Unlike the Patrons found in the Traveller Core Rulebook, these are not adventure hooks set in stone with pre-arranged prices and potentials. In an effort to make this book free-formed and usable several times over, we have ensured that each Patron is described in a generic way with several routes that the interaction could take. We did not want to include firm credit amounts or job offer types with the Patrons because of the generic role that this book is supposed to provide. Some games will show that a rescue mission is worth far more than Cr10,000, where others might think that is a fortune for a simple find-and-grab. This way it is between the Referee and his players to determine what each Patron will be about, how much the interaction will cost or pay and the scope of the events involved; with some directional assistance from this book.

Making use of *Traveller: 760 Patrons* is remarkably easy. It is designed specifically to serve as a source for quick and simple encounters and interactions. The various chapters of this book are separated into different social categories based on very general stereotypes of characters. These social categories help Referees and players decide from which category they should be rolling their patron encounters. A few quick decisions and some random dice rolls will then determine the basic patron they will have a chance to interact with. A Referee can take 15 minutes before a gaming session and roll up a random Patron encounter for each of his players' characters to possibly interact with and then drop them into the gaming session as the opportunities arise – it is just that easy!

SOCIAL GROUPINGS

The chapters in this book are divided into groupings based on the generally perceived social peers within their current career path. This does not mean that a Scout character should never be allowed to roll upon the Drifter patron table or that a mercenary Striker cannot roll an interaction with a patron from the Army selections. The book is designed in a general format to help organise these patron characters and aid users in figuring out their designated tables in fast ways.

The social groupings are as follows; containing the patron tables for the listed career path types.

- Military Patrons – Navy, Marines or Army characters
- Spacer Patrons – Scout, Merchant or Agent characters
- Upper-Class Patrons – Nobility or Scholar characters
- Middle-Class Patrons – Entertainer or Citizen characters
- Lower-Class Patrons – Rogue or Drifter characters
- Mercenary Patrons – Cadre, Commando, Guerrilla, Security, Striker or Warmonger characters
- Wild Card Patrons – Unusual or otherwise unique characters

Characters will not always fit into the social grouping that they are supposed to. Not all Agents spend much time in space, some Nobility are bigger scum than most crime lords and there are lots of military characters that deal with the same people that Mercenary types do. It is up to the Referee to decide the best social groupings and sub-tables to use when rolling up a patron encounter in this book.

ANTAGONISTS OR PROTAGONISTS?

Each individual section of this book is divided into two types of patron encounters that characters can interact with – antagonists and protagonists. Antagonists are patron encounters that begin with the interaction stacked against the wishes and needs of the character; they are often enemies or obstacles that will have to be overcome. Protagonists are patron encounters that begin with the interaction aimed at helping or working with the character; they are generally allies or outsiders that will act in the benefit of the character. Whether a patron encounter is rolled as an antagonist or protagonist will set the initial reason and mood for the encounter. It is up to the decisions, skill checks and roleplaying efforts of the characters interacting with it to decide the final outcome of the encounter.

Whenever rolling a patron encounter in *Traveller: 760 Patrons*, the Referee should roll a d6. If the result is an Odd number the patron should be rolled using that career path's Antagonist Patron Table. If

the result is an Even number the patron is instead rolled using the Protagonist Patron Table.

REQUIRED SKILLS OR EQUIPMENT?

Although most of the patron encounters created using the rules in this book are generic in nature when compared to the complexity of the Traveller universes, there are a few specific requirements that might be necessary for characters to interact with them. For example, an Alternate Pilot antagonist cannot be available unless there is a ship berthed somewhere nearby on which he is crew. Alternatively, a patron encounter with a Hacker will need the character(s) to have the Computers skill to interact with it at all. These requirements are listed under the heading for each individual patron encounter.

Rolling a Random Patron Encounter

Most patron encounters rolled using the tables in this book will be based off of a character's career path or current employment. There might come a reason why a player or Referee will want to generate a completely random patron encounter for his gaming sessions; the following table allows for that.

Random Patron Encounter

d66 Result	Patron Table Used
11 – 12	Navy (page 4)
13 – 14	Marines (page 14)
15 – 16	Army (page 24)
21 – 22	Scout (page 34)
23 – 24	Merchants (page 43)
25 – 26	Agent (page 52)
31 – 32	Nobility (page 62)
33 – 34	Scholar (page 72)
35 – 36	Entertainer (page 82)
41 – 42	Citizen (page 91)
43 – 44	Rogue (page 100)
45 – 46	Drifter (page 109)
51 – 52	Cadre (page 118)
53 – 54	Commando (page 126)
55 – 56	Guerrilla (page 134)
61 – 62	Security (page 142)
63 – 64	Striker (page 150)
65 – 66	Warmonger (page 158)
Special ¹	Wild Card (page 166)

¹This result occurs 50% (4 – 6 on a d6) of time when doubles are rolled



MILITARY PATRONS

In Traveller, service in the military is commonplace and far reaching, carving out a spider's web of social connections, alliances and enmities as far as there has been space travel to. No matter what branch of governed military someone is serving with, they have access to a number of interesting and particular individuals.

NAVY PATRON ENCOUNTERS

Characters in the Navy career path are given access to meeting a variety of people from all over the galaxy. Other naval personnel, civilians while on leave and alien species are all common examples of who a Navy character might have reason to interact with. Although following orders and pursuing what their governing agency requires might stifle their options some, their far-reaching travels more than make up for it in most cases.

Navy Patrons

d66 Result	Antagonist Patron	Protagonist Patron
11	Efficiency Overseer	Flotilla Commander
12 – 13	Stowaway	Tattoo Artiste
14 – 15	Gunner	Planetside Dockmaster
16 – 21	Rumourmonger	Smuggler
22 – 23	Ship's Medic	Grease Monkey
24 – 25	Breaching Marine	Chief Petty Officer
26 – 31	Mess Crewman	Visiting Scout
32 – 33	Alternate Pilot	Requisition Clerk
34 – 35	Staff Ensign	Rookie Ensign
36 – 41	Petty Officer	PT Staff Member
42 – 43	Supply Officer	Shuttle Pilot
44 – 45	Engine Mechanic	Ship Janitorial Staff
46 – 51	Visiting Officer	Ship Assault Specialist
52 – 53	Comms Officer	Alien Diplomat
54 – 55	Gambler	Primary Pilot
56 – 61	Hand-to-Hand Trainer	Ship's Captain
62 – 63	Lieutenant	Master Chief
64	Pro-Alien Debater	Firearms Enthusiast
65	Saboteur	Bridge Operational Officer
66	Governmental Agent	Fleet Admiral

(11.A) Efficiency Overseer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

A civilian agent from one of a dozen different allied companies or affiliations has come on board with the ship's crew to evaluate their efficiency, aptitude levels and overall competence. He or she is rude, judgmental and seems to dislike the military a great deal.

REFEREE'S INFORMATION:

The overseer is (roll a d6)...

1 – 2: ...a secret agent for an enemy of the military and will do everything he or she can to cut the ship's budgets in order to weaken it.

3 – 4: ...just a normal efficiency expert but it is his job to try and find problems with how the ship is run.

5: ...in league with a rival lieutenant looking to get this ship's captain fired to take his spot on the bridge.

6: ...a former member of the navy who was kicked out for misconduct and now has a score to settle with this ship's captain.

(11.P) Flotilla Commander

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The commanding officer of a local space flotilla (a small armed starbase) is in the area and is not being subtle about his visit.

He has an armed guard detail with him but he seems more like a politician than a military commander.

REFEREE'S INFORMATION:

The flotilla commander is (roll a d6)...

- 1 – 2: ...a former member of the same military that the character belongs to and still has a heartfelt attachment to it.
- 3 – 4: ...looking to recruit new staff for his flotilla and pays rather well for ex-military types.
- 5 – 6: ...in need of freelancers to investigate a problem on his flotilla that he cannot get directly involved with due to inter-staff politics.

(12 – 13.A) Stowaway

Required Skills: Investigate Required Equipment: Ship

PLAYER'S INFORMATION:

Someone has tucked themselves away on your ship trying to get a free ride to wherever you are going. Discovering them might be a chore but not knowing who is roaming your vessel and what they are capable of is a danger to everyone on board.

REFEREE'S INFORMATION:

The stowaway is (roll a d6)...

- 1: ...an alien refugee trying to run away from its oppressive home planet; willing to fight and kill to do so.
- 2 – 4: ...a freeloading drifter trying to get from side of the galaxy to the other on free rides.
- 5: ...a maddened lunatic that does not remember how he got on the ship in the first place.
- 6: ...a wanted criminal trying to avoid the local operational authorities.

(12 – 13.P) Tattoo Artiste

Required Skills: Streetwise Required Equipment: None

PLAYER'S INFORMATION:

A local skin artiste, a true master of tattoos and body piercing, has a shop in the local area. He does a lot of work for the various units of fighter jocks and marine squads that come to see him and some of his designs are renowned in interstellar magazines.

REFEREE'S INFORMATION:

The tattoo artiste is (roll a d6)...

- 1 – 2: ...looking for a client to serve as the canvas for his new 'masterpiece', which will make that person's skin famous.
- 3 – 5: ...operating a military personnel discount for a few days, making it a perfect time for the characters to get 'inked'.
- 6: ...has a new nano-enhanced ink that actually changes colour with the moods of the person tattooed with it and wants to try it out for free on a few willing clients.

(14 – 15.A) Gunner

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

One of the ship's gunnery officers has been showing some signs of stress lately. This should not be a surprise, as anyone in charge of turning a few thousand megawatts of power into lances of coherent fusion designed to vaporise hundreds of lives in milliseconds has a lot on their minds.

REFEREE'S INFORMATION:

The gunner is (roll a d6)...

- 1 – 2: ...about to have a complete breakdown; it would be very bad if this happened with him at the controls of the fusion cannonade.
- 3 – 4: ...very distraught about the sheer number of lives his actions have directly taken and wants to commit suicide over the affair.
- 5 – 6: ...jealous of the characters and the freedom they enjoy while he is cooped up in his firing station.

(14 – 15.P) Planetside Dockmaster

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

In charge of the starship docking facility on the local planet, this friendly-faced bureaucrat makes sure that all of the ships in his care get re-fuelled and re-armed properly before sending them back out into the void. His docks are always open to those who can pay the tab and he never turns away potential clients.

REFEREE'S INFORMATION:

The planetside dockmaster is (roll a d6)...

- 1: ...really down on his luck and needs someone to help him around the facility.
- 2 – 3: ...happy that he has recently confiscated a ship's yacht and its contents; he is now looking for potential buyers.
- 4 – 5: ...trying to set up a permanent account with the characters' employers or government.
- 6: ...looking to sell shares of his facility to upstanding, military types. They are Cr1,000 each but will assuredly be worth millions over a lifetime.

(16 – 21.A) Rumourmonger

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person has nothing better to do with his time than talk about what other people are doing. No matter who is doing what, he will find a way to put a bad spin on it and tell absolutely everyone about it.

REFEREE'S INFORMATION:

The rumourmonger is (roll a d6)...

- 1 – 2: ...fairly focussed on the social lives of the characters and wants to truly make everyone hate them.
- 3 – 4: ...really well informed about some secrets about the characters that they should not be and is not against spreading them.
- 5 – 6: ...bitter and has a personal score to settle with one of the characters and has no problem making a few things up along the way.

(16 – 21.P) Smuggler

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Running goods through blockades, under the noses of the authority and hopefully without paying taxes and tariffs, a smuggler is always a good friend to have. He has access to goods that the characters might not otherwise be able to obtain, especially if they need something illegal.

REFEREE'S INFORMATION:

The smuggler is (roll a d6)...

- 1: ...about to embark on a new run through dangerous space that would cost a fortune if he had to pay fees.
- 2 – 3: ...trying to offload a shipment of high-tech goods, stolen of course.
- 4 – 5: ...beleaguered by problems with his smuggling ship and in need of a ride; with his cargo.
- 6: ...desperate to be rid of a particular piece of goods because of how much the local authorities are looking for it.

(22 – 23.A) Ship's Medic

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Having to look at every wounded member of the crew, from engineering burns to gauss round lacerations everyday can push a ship's medic a little too far. He has been doing his job for just a little too long and has become a little cynical because of it.

REFEREE'S INFORMATION:

The ship's medic is (roll a d6)...

- 1 – 2: ...tired of dealing with wounded soldiers and looks down on anyone that might come to him from martial services.
- 3 – 4: ...concerned that he might have mixed up a few patients' medications and wants to cover it up by blaming someone else for his incompetence.
- 5 – 6: ...ready to snap. He has seen just a little too much bloodshed and lives lost in his medical bay and has begun taking it out on his patients.

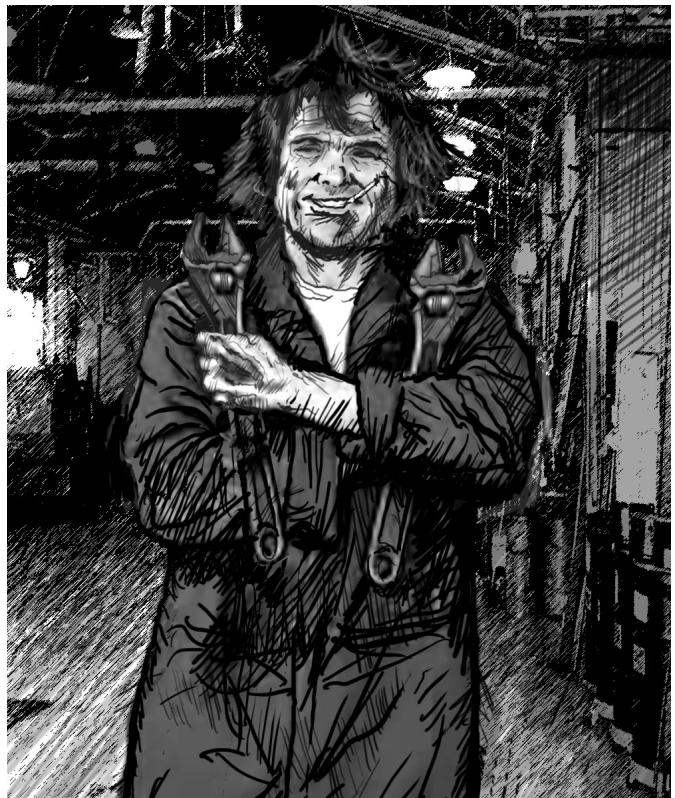
(22 – 23.P) Grease Monkey

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This mechanic works long hours in and under the engines and other external systems of all sorts of vehicles. He knows the ins and outs of nearly any vehicular machine and can make just about any common technology work with a little time and effort.



REFEREE'S INFORMATION:

The grease monkey is (roll a d6)...

- 1 – 2: ...looking to make a few credits on the side by using his access to the motor pool for smuggling.
- 3 – 4: ...tired of living his life elbow-deep in crankshafts and VTOL rotors and is looking to join the ranks of galactic travellers.
- 5: ...seeking some obscure training in his free time to learn one of the characters' specialised skills.
- 6: ...currently keeping a secret about his employer's cost-cutting and second-hand parts but feels that someone should do something before a vehicle malfunction injures someone.

(24 – 25.A) Breaching Marine

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Considered some of the toughest, roughest and most cliquish soldiers on board any starship, this hulk of a man lives his life hard, fast and by his own rules. He has to be mean to survive in his job, so it makes sense that he rarely gets along with anyone but other breaching marines.

REFEREE'S INFORMATION:

The breaching marine is (roll a d6)...

- 1 – 2: ...angry about his performance in his last mission and is looking to take it out on anyone who crosses him.
- 3: ...really drunk after a successful insertion; this makes him belligerent, loud and pugnacious to the extreme.
- 4: ...trying to get psyched up for what looks like a very dangerous mission in the morning, which means he cannot be bothered with manners or niceties.
- 5 – 6: ...blaming anyone and everyone for his squadmate's recent death; from the bay door operator to the engineering chief and everyone in-between.

(24 – 25.P) Chief Petty Officer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

In charge of many minor ship functions and lesser detail crews, the chief petty officer is a lot like the middle management of any company. His real power lies in not being important enough for heaped responsibilities but still can order a select few subordinates around.

REFEREE'S INFORMATION:

The chief petty officer is (roll a d6)...

- 1 – 3: ...willing to give the character a try as his personal assistant for a little while.
- 4 – 5: ...too buried in paperwork to do his rounds with his men, making it hard for him to do his job without a little help.
- 6: ...looking to train someone loyal and capable to be his replacement; he is hoping to get a bridge promotion soon.

(26 – 31.A) Mess Crewman

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This man bears one of the most thankless and time-consuming jobs on a multi-personnel starship. He works long hours in the kitchens attached to the mess hall and hears hundreds of complaints about his cooking at every meal.

REFEREE'S INFORMATION:

The mess crewman is (roll a d6)...

- 1 – 2: ...going to try a new alien herb in the dinner for the crew, even though he knows it has a roughly 50% allergy rate in humans.
- 3 – 4: ...disgruntled about a character's reaction to his new exotic dinner dish; which he thought of as his personal best work.
- 5 – 6: ...an old naval washout, ending up in the kitchens as a dumping ground as much as a punishment for his lacklustre performances.

(26 – 31.P) Visiting Scout

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A member of the local scout faction has stopped by; bringing with him tales of uncharted frontier areas and the mapping he has done to help expand his government's borders. His job is exciting and dangerous and the enthusiasm he has about it makes it seem like a grandiose endeavour.

REFEREE'S INFORMATION:

The visiting scout is (roll a d6)...

- 1 – 2: ...carrying data recordings of his last trip to an unknown planet that he claims will be 'bigger than fusion' when the government colonises it.
- 3 – 4: ...an old friend of a friend and wants to try catch up with the characters while he is not out on the frontier.
- 5: ...on assignment and cannot stay too long. He does impart a little knowledge about the area of space he has been in before he goes, however.
- 6: ...also a spy for his government. He is not just looking through the frontier for dangers but also through the forces sent to travel it.

(32 – 33.A) Alternate Pilot

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Every ship keeps a staff of pilots and co-pilots on hand in case of emergency situations or long navigational shifts and this man is the one they call when those stand-ins cannot make it. He always wanted to be a starship pilot but only scraped by in training. This earned him a spot in the alternate lists and a rather large chip on his shoulder.

REFEREE'S INFORMATION:

The alternate pilot is (roll a d6)...

- 1 – 2: ...bored of being on the back-up list and is looking for a way to 'occupy' the primary pilots.
- 3 – 4: ...tired of being viewed as a lesser pilot and is thinking about going AWOL.
- 5: ...addicted to some dangerous performance enhancers.
- 6: ...blaming some action of the characters for his spot on the alternate roster.

(32 – 33.P) Requisition Clerk

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The man in charge of sitting behind the commissary desk and doling out what people can and cannot have is always a good person to be on the right side of. He keeps a close eye on what there are extras of and what might be able to walk away cheaper than normal – perhaps even free.

REFEREE'S INFORMATION:

The requisition officer is (roll a d6)...

- 1 – 2: ...worried that his supply of food packets are being contaminated through shoddy storage and wants to sell this batch cheap.
- 3 – 4: ...not sure if his storeroom is safe enough to prevent late-night burglaries and either wants someone to keep it secure or give him his cut of the profits.
- 5 – 6: ...offering the characters a chance at possibly buying some equipment at wholesale, so long as they do not tell anyone he did it.

(34 – 35.A) Staff Ensign

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

One of the lower ranking crewmembers of his ship, a staff ensign is responsible for a variety of duties. Without anyone to delegate these jobs to, the ensign normally ends up doing them all himself. Always looking for the best ways to get a promotion, the staff ensign can be very clever.

REFEREE'S INFORMATION:

The staff ensign is (roll a d6)...

- 1 – 2: ...trying to find someone he can dupe into doing some menial task for him.
- 3: ...in trouble for his underwhelming performance lately and will take it out on anyone who looks like they do a good job in theirs.
- 4: ...waiting for his chance to create a higher ranked opening in the staff structure for him to hopefully fill.
- 5 – 6: ...exhausted from years of his role in the military and hates that he cannot seem to get a promotion. This makes him dangerous and mentally erratic.

(34 – 35.P) Rookie Ensign

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Brand new to the crew of a ship, the rookie ensign is normally looking for a way to fit in amongst his fellows. They expect to get pushed and ordered around while dealing with the highest amount of work rolling downhill from the upper echelon.

REFEREE'S INFORMATION:

The rookie ensign is (roll a d6)...

- 1 – 2: ...fresh out of the academy and ready to fly but is still rather naïve.
- 3 – 4: ...trying to put together a weekends-only card game, just like the ones he played in naval basic training.
- 5: ...destined for greatness within the ranks but is pretty humble about his talents and skills.
- 6: ...a friend of one of the characters' old navy buddies and has a lot of good things to say about them.

(36 – 41.A) Petty Officer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Middle management at its best within the ship's infrastructure, the petty officer takes the position truly to heart. He dislikes those who have been lucky enough to be promoted above him but he also has no respect for the men still ranked below him. Until he can shed the bureaucratic red tape of his position, he will never be pleasant.

REFEREE'S INFORMATION:

The petty officer is (roll a d6)...

- 1 – 2: ...unfriendly toward the characters due to his perception that they are below or above him in rank.
- 3 – 4: ...looking for someone to pin a badly planned shipside mission on when it assuredly fails.
- 5 – 6: ...actually in a lot of debt with some moneylenders, so he is selling the best shifts and duties to his men.

(36 – 41.P) PT Staff Member

Required Skills: Athletics

Required Equipment: None

PLAYER'S INFORMATION:

A physical trainer in the naval gymnasium or fitness centre, this fit and attractive member of the PT staff wants nothing else but to work out and stay healthy. Not only is this person a good person to have on your side in a physical conflict but they are terribly useful when trying to lose those last few pounds!

REFEREE'S INFORMATION:

The PT staff member is (roll a d6)...

- 1 – 2: ...leading a new class that he thinks the characters are perfect for.

- 3 – 4: ...worried about the physical fitness of one of the characters and wants to put them through a few private classes to work on 'problem areas'.
- 5: ...in need of an assistant for his next round of recruits and rookies.
- 6: ...dealing with a recent injury that prevents him from running his normal sessions.



(42 – 43.A) Supply Officer

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

The man behind the clipboards and red tape, the supply officer is the one in charge of ordering all of the goods and equipment for his assignments. When there are not enough bullets, the fuel cells are empty and all there is to eat are freeze-packed Salisbury steaks, it is because of his decisions and business choices.

REFEREE'S INFORMATION:

The supply officer is (roll a d6)...

- 1 – 2: ...withholding portions of supply requisitions to be sold to smugglers and black marketers.
- 3 – 4: ...actually opposed to the navy's current actions, so he has been shorting orders of things like armour and ammunition to dissuade them from taking hostile actions.
- 5: ...a very opinionated person about what he thinks people should have access to, so he has been adjusting their orders accordingly.

- 6: ...spiteful of his desk job and really wishes he could be out in the field where the action is.

(42 – 43.P) Shuttle Pilot

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A professional courier of passengers and cargo over short distances, a shuttle pilot does not have to worry about fighter formations and going on patrols. He simply straps in and jets off, normally from a spaceport to a ship or vice versa. Occasionally he might even need to do ship-to-ship flights but not nearly as often.

REFEREE'S INFORMATION:

The shuttle pilot is (roll a d6)...

- 1 – 2: ...willing to take passengers on an otherwise cargo haul for free; if only for the company on the trip.
- 3 – 4: ...upset about having his regular runs taken over by a freelancer and needs some friendly faces over a pint or two.
- 5 – 6: ...trying to figure out the best way to get his shuttle out of impound after he had a little docking 'accident' the night before.

(44 – 45.A) Engine Mechanic

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Trapped under the greasy engines of a shuttle, fighter or troop transport all day long can make anyone irritable and abrasive. This exhausted and overworked technician never seems to clear his work schedules; adding to his temper and unwillingness to help anyone outside of his work day.

REFEREE'S INFORMATION:

The engine mechanic is (roll a d6)...

- 1 – 2: ...wanting to get out of the motor pool and away from work for a while but cannot, making him unpleasant and difficult to deal with.
- 3 – 4: ...a compulsive gambler or drug addict and is stealing parts from his jobs to sell anonymously.
- 5 – 6: ...ready to retire but knows that he cannot yet unless he gets injured while on the job. Picking fights with the characters might just do it for him.

(44 – 45.P) Ship Janitor

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Cleaning up after all of a ship's personnel, you get to know a few things and pick up a few clues about people. This sanitation worker and janitor for the ship has been doing so for many years and knows more about the ship and its crew than most of them do.

REFEREE'S INFORMATION:

The ship janitor is (roll a d6)...

- 1: ...scared to turn in a large sum of money he found wrapped up in a petty officer's garbage bin.
- 2 – 3: ...coming to the characters to help him with a dilemma; he thinks he overheard one of the bridge officers planning something nefarious and does not know what to do.
- 4 – 5: ...cleaning out the old storerooms and has found a few thousand credits worth of merchandise that cannot possibly still be on the manifest. He is willing to share the profits if the characters will sell it for him.
- 6: ...is a gossip and an eavesdropper; he has some of the best dirt on the most unlikely of people in the ship's crew.

(46 – 51.A) Visiting Officer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A naval officer from another ship or mission assignment is visiting the area, making it somewhat difficult to avoid him and his entourage. Every ship has its own dynamic and this officer thinks that his is far more important to express than anything stemming from where he is visiting.

REFEREE'S INFORMATION:

The visiting officer is (roll a d6)...

- 1 – 2: ...bent on trying to take the resources and some of the personnel from the existing area and is willing to use underhanded tactics to do so.
- 3 – 4: ...looking for a promotion and is very astute to point out flaws or faults with anything he sees.
- 5: ...a complete and total moron; his decisions do not make sense and his orders are rarely good ones.
- 6: ...under secret orders to somehow gauge the local naval command and perhaps usurp it if the need arises.

(46 – 51.P) Ship Assault Specialist

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Having trained and served with the breaching marines, this hardened veteran is as tough as nails and scared of nothing. He is a very good man to have on your side in a fight and is respected by even the squads of assault troops that rarely look up to anyone.

REFEREE'S INFORMATION:

The ship assault specialist is (roll a d6)...

- 1: ...tired of teaching the muscle-bound thugs that end up in assault squads and wants to show 'normal' people how to deal with ship attacks.
- 2 – 4: ...feeling as though there are not enough shipside defenders on his vessel and is going to help make it 'more defensible' with the help of the characters.

- 5: ...thinking that his planned assault tactics for an upcoming ship-to-ship conflict is flawed; he wants a second opinion.
- 6: ...being deployed with the breaching marines for a very special insertion mission. He was given choices as to who he would like to have with him and he chose the characters.

(52 – 53.A) Comms Officer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Although his station is actually operated by several crew members, the comms officer is the sub-leader of the team responsible for communications between the ship and outside sources. This can give him access to private information and sensitive messages – not to mention a bit of a superiority complex.

REFEREE'S INFORMATION:

The comms officer is (roll a d6)...

- 1 – 2: ...not allowing certain transmissions that he takes to be 'inappropriate' to be transmitted from the ship. It is not his place to decide what is acceptable and what is not but he has the power nonetheless.
- 3 – 4: ...listening in on private communiqués, learning a great deal about the officers of the ship.
- 5 – 6: ...selling ship secrets to an outside government for a small fortune.

(52 – 53.P) Alien Diplomat

Required Skills: Advocate, Diplomat

Required Equipment: None



PLAYER'S INFORMATION:

An ambassador from an alien race has come to interact with the naval force as a sign of respect between the two cultures and governments. He or she truly wants a peaceful visitation but knows that their cultural differences can always pose a problem for some.

REFEREE'S INFORMATION:

The alien diplomat is (roll a d6)...

- 1 – 2: ...here on a peace mission from his people. He is looking to see how the local populace will react to an alien among them.
- 3 – 4: ...seeking more information about the technologies of the character's race and is willing to exchange some of his own to interact with it.
- 5: ...hoping to forge a true friendship between his race and the character's.
- 6: ...empowered by his government to create ambassadors out of the people he meets and believes to be worthy to return to his homeworld with him.

(54 – 55.A) Gambler

Required Skills: Gambler

Required Equipment: None

PLAYER'S INFORMATION:

The devotion to gaming – or rather winning and losing – is thick with this person's activities. He spends most of his days asleep or in preparation for his nightly gambling excursions. He does not consider himself to be an addict unless he loses, at which point he commonly vows to be 'done with it'.

REFEREE'S INFORMATION:

The gambler is (roll a d6)...

- 1 – 2: ...coasting on a series of big wins and although he is jovial about things he is also condescending and drunkenly belligerent.
- 3 – 4: ...drowning his sorrows from a bad week of losing bets in a local tavern.
- 5: ...desperate to make a few credits to pay off his bookies and is willing to do anything to get them.
- 6: ...supposed to get the characters to join him in a high-stakes game.

(54 – 55.P) Primary Pilot

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

The crew member responsible for making the ship travel safely, the primary pilot or co-pilot is often one of the most liked people on a starship. Everyone knows that a single mistake at the consoles could mean death and disaster for the entire ship, which is why being able to help the pilot staff whenever possible is considered good luck on any voyage.

REFEREE'S INFORMATION:

The primary pilot is (roll a d6)...

- 1: ...pleased with his role on the ship and is always looking to show off to friends.
- 2 – 3: ...putting himself through a great deal of virtual training sessions for an upcoming mission path and needs others to fly against him in the adversarial VR pods.
- 4 – 6: ...tired of living in the cockpit and wants to go planetside with the characters for once.

(56 – 61.A) Hand-to-Hand Trainer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The reason why breaching marines know how to kill a man eight ways with their bare hands and the cause for more bruises and sprains within the crew than the worst amount of enemy contact, the local hand-to-hand trainer is as much a sadist as he is a teacher of how to hurt people.

REFEREE'S INFORMATION:

The hand-to-hand trainer is (roll a d6)...

- 1 – 2: ...upset about the 'weaklings' in his recent class and is looking to pick a fight to feel better.
- 3 – 4: ...worried that someone might find out that he has been genetically spliced to be as fast and strong as he is.
- 5: ...looking for a reason to try out his techniques on the first person that looks at him crosswise.
- 6: ...experimenting with drugs and chemical enhancers that have made his emotional state somewhat unstable.

(56 – 61.P) Ship's Captain

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

The starship captain of a naval vessel needs to be charismatic, strong-willed and tenacious. This person is an example of all of these qualities added together with a liberal amount of pluck and wit. He knows that he has sometimes hundreds of lives in his hands when he makes his decisions, so he makes sure that they count.

REFEREE'S INFORMATION:

The ship's captain is (roll a d6)...

- 1 – 2: ...looking to put a few crew members on a fast track to becoming officers because of his expanding staff requirements.
- 3 – 4: ...afraid that the next mission is going to be a difficult one and he needs some assurance from his crew that everyone will make it out alright.
- 5 – 6: ...hosting a private dinner in his quarters for 10 of his friends and cohorts; somehow the characters got invited.

(62 – 63.A) Lieutenant

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

High on the rankings under the captain in the bridge of the ship, the lieutenant is the one man prepared to take the captain's place should something happen to him physically, politically or career-wise. He is devoted to the ship and to the crew but most of all his own promotion likelihood.

REFEREE'S INFORMATION:

The lieutenant is (roll a d6)...

- 1 – 2: ...eager enough to get his promotion that he is willing to sabotage the captain to get it.
- 3 – 4: ...convinced that the characters are spying upon him on behalf of the captain.
- 5: ...putting together a plot that he hopes will make the captain look bad and him look good in the eyes of the naval brass visiting the ship.
- 6 ...willing to harm or even kill nearly anyone to avoid looking bad in front of the promotion boards.

(62 – 63.P) Master Chief

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Most of the lower crew members, engineers, technicians and non-combatant officers look to the master chief for instruction and orders. He is the lynch pin of the grittier aspects of a naval ship and few men or women on a ship or base can boast to have their fingers in so many projects, plans and duties.

REFEREE'S INFORMATION:

The master chief is (roll a d6)...

- 1 – 2: ...looking for an alternate crew to do some work for him since the regular team suddenly fell ill and he has some discretionary funds to make it worth the workers' while.
- 3 – 4: ...concerned for the status of one of his teams away and he suspects there has been foul play. One of his friends was on the team.
- 5 – 6: ...in need of someone to talk to about hiring some civilians to get a job done cheaply but does not have the time to leave his post.

(64.A) Pro-Alien Debater

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This member of a somewhat neutral alien species is in the area to stir up trouble and cause political unrest. He is very vocal about the superiority of his people, their manifest destiny over the local territory and so on. Whether or not he is dangerous has yet to be seen but he loves to cause a ruckus nonetheless.

REFEREE'S INFORMATION:

The pro-alien debater is (roll a d6)...

- 1 – 3: ...a powerful and empathic speaker that rallies the crowd to his side quickly, even if what he is saying is contrary to their best interests.
- 4 – 5: ...a very good actor and not really that firmly rooted to his views, he is simply trying to get paid off or sufficient media coverage.
- 6: ...looking to destabilise the local populace and cause alien uprisings all over the territory.

(64.P) Firearms Enthusiast

Required Skills: None

Required Equipment: A firearm of some kind

PLAYER'S INFORMATION:

During basic training there are always a few guys who really get into the care and well-being of their firearms and most of them take pristine care of them later in life as well. They are often well-practiced and a hell of a good shot, which makes them great allies to have when the flechettes start flying.

REFEREE'S INFORMATION:

The firearms enthusiast is (roll a d6)...

- 1 – 2: ...happy to work on anyone's firearm, making it better for just a few credits worth of parts and tools and a few hours of his time.
- 3 – 4: ...claiming that he is the best shot in the navy and would love to put together some kind of practice range.
- 5: ...excited about trying out a new alien-technology firearm he 'got off a guy', making everyone around him very nervous when he says that he has no idea what it might do.
- 6: ...trying to get the entire crew to upgrade their weapons to newer technology weapons but knows how expensive it would be.

(65.A) Saboteur

Required Skills: Investigate

Required Equipment: Ship

PLAYER'S INFORMATION:

An agent for an enemy government or affiliation that snuck aboard in order to sabotage it, this person is very skilled and could not care any less about the crew of the ship. His plans might have been convoluted or obtuse but his mission was simple – destroy something on the ship.

REFEREE'S INFORMATION:

The saboteur is (roll a d6)...

- 1 – 2: ...a commercial agent trying to force the navy away from buying a particular brand of weapon or component.
- 3 – 4: ...a 'one-way' agent and never planned on making it off the ship alive.
- 5: ...just a mercenary, has ticket paperwork for his mission and technically has a political sanction to operate without causing 'undue harm' in his sabotage.

6: ...actually an agent from your own government; he was supposed to make it look like another government did it to start talks toward conflict and war.

(65.P) Bridge Operational Officer

Required Skills: Admin

Required Equipment: Ship

PLAYER'S INFORMATION:

Thought of as the captain's assistant, the bridge operational officer or 'OpsMan' is the right hand to the captain and lieutenant. He makes sure that orders are relayed and followed through by the various parts of command and he tries to maintain a friendly buffer between the general crew and the bridge staff.

REFEREE'S INFORMATION:

The bridge operational officer is (roll a d6)...

- 1 – 2: ...looking for good avenues of information from the general crew and hopes to use social connections over spying or intimidation in order to keep up morale.
- 3 – 4: ...concerned that his captain's health is slipping due to a strange animal bite he received off-ship a few days before.
- 5 – 6: ...kind of small and non-confrontational but needs someone to go to the assault barracks and get a count of their supplies.



(66.A) Governmental Agent

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

Always seeking ways to cut budgets from the military and give it to the executive branches of the government, this suit-and-tie agent is the combination of a lawyer and a politician. He or she is fearless and merciless, standing in the path of an entire fleet of ships so long as the shield of bureaucracy stands.

REFEREE'S INFORMATION:

The governmental agent is (roll a d6)...

- 1 – 2: ...looking for any way to incriminate the navy and its officers, making note of everything that happens in his presence.
- 3 – 4: ...a corrupt and horrible person that is only making life so hard for the naval personnel in order to get offered bribes.
- 5: ...on the secret payroll of the lieutenant, who needs the captain removed from his position in order to be promoted.
- 6: ... cold and calculating and will gladly use sex, extortion and blackmail to get their way.

(66.P) Fleet Admiral

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

In charge of not just one ship but an entire fleet of vessels, the fleet admiral is the topmost role the navy can offer someone that wants to remain active in 'the field'. It is not a position given lightly and one that carries with it a great responsibility and tremendous power.

REFEREE'S INFORMATION:

The fleet admiral is (roll a d6)...

- 1 – 2: ...aware of several plots on his life due to recent choices in fleet organisation. He needs new bodyguards and private security that he thinks will not be swayed by disgruntled or displaced captains.
- 3 – 4: ...preparing a massive naval attack upon a formerly neutral target but he wants trusted agents to reconnaissance the area first.
- 5 – 6: ...old and somewhat tired of his role in the navy, many even think he is going senile. He secretly seeks out the advice of outsiders to help him make fleet plans and preparations.

MARINES PATRON ENCOUNTERS

Characters in the Marines career path are attached to starships and starbases, serving as their soldiers and security. This puts them in contact with a great deal of military personnel but also scores of civilians and potential threats. Naval personnel on the ship, civilians while planetside and 'potential hostiles' are all common examples of who a Marine character might have reason to interact with. They are trained to be some of the toughest and least yielding of the military branches but the lives of everyone on board are theoretically in their hands – leaving less time for social graces.

Marines Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Suspect in Custody	Chief of Security
12 – 13	Striker	Deployment Pilot
14 – 15	Combat Medic	Salvager
16 – 21	Establishment Manager	Navy Ensign
22 – 23	Star Raider	Force Commander
24 – 25	Xenobiologist	Bay Worker
26 – 31	Wounded Crewman	Brig Jailor
32 – 33	Media Leak	Heavy Platform Gunner
34 – 35	MedBay Nurse	Armoury Technician
36 – 41	Brig Escapee	Rookie Star Marine
42 – 43	Naval Security Agent	Student of Warfare
44 – 45	Anti-War Activist	Squadmate
46 – 51	Armoury Mechanic	Ombudsman
52 – 53	P.O.W.	Gambling Buddy
54 – 55	Combat Evaluation Expert	Widow(er)
56 – 61	Naval Breaching Troop	Surveillance Officer
62 – 63	Diplomatic Ambassador	Military Attorney
64	Alien Terrorist	R&D Scientist
65	Demoted Sergeant	Star Marine Veteran
66	Traitor	Brigadier

(11.A) Suspect in Custody

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Having been arrested or captured for any of a variety of different crimes, this person is currently being held pending trial or judgment. He does not want to be incarcerated or worse and will do just about anything to try and get away if at all possible. He will plead, beg, threaten and perhaps even attack if given the opportunity.

REFEREE'S INFORMATION:

The suspect in custody is (roll a d6)...

- 1 – 2: ...a non-violent criminal who had been caught stealing small goods; he is a liar and a cheat but will do just about anything to escape.
- 3 – 4: ...disturbingly silent about his crimes and no one seems to know exactly what he is capable of.
- 5: ...actually innocent or so he says and can be very convincing at times.
- 6: ...an infamous serial killer renowned for his sadistic and sick methods.

(11.P) Chief of Security

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

In charge of keeping the security staff, marines and freelance investigators all in line with the ship's regular duties, the chief of security has a rather stressful job. He knows that he cannot do his job without his staff and keeping them happy with him ensures that he does not always have to be looking over his shoulder.

REFEREE'S INFORMATION:

The chief of security is (roll a d6)...

- 1 – 2: ...worried that he might have a dirty agent on his payroll and wants help to find him.
- 3 – 4: ...throwing a retirement party for one of his agents and needs the characters to keep the peace for the few hours that most of security will be indisposed.
- 5: ...sure that there is a new threat to ship security on board and he wants the characters' help finding it.
- 6: ...celebrating his 10th anniversary on the security force.

(12 – 13.A) Striker

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This mercenary thinks of himself as a ruthless war machine of training and experience and he is probably right. Guns-for-hire like this are usually very good at their job, which often makes them cocky, arrogant and rude. They do not commonly get along with 'regular' military types for just that reason.

REFEREE'S INFORMATION:

The striker is (roll a d6)...

- 1 – 2: ...trying to prove to the local operational authority that he is worth hiring for his combat skills – which means he is going to pick a fight.
- 3 – 4: ...between tickets at the moment and hard up for cash to repair and re-arm his gear.
- 5 – 6: ...actually on a ticket assignment against the characters' government or organisation.

(12 – 13.P) Deployment Pilot

Required Skills: None Required Equipment: Ship

PLAYER'S INFORMATION:

The man or woman responsible for bringing squads of marines to where they need to be when called upon, the deployment pilot is a soldier's guardian angel. Flying a slow and thickly armoured lander through flak fire, anti-ship defences and enemy fighter support, just one of this man's actions could snuff out an entire team's lives in an instant.

REFEREE'S INFORMATION:

The deployment pilot is (roll a d6)...

- 1 – 2: ...actually very worried about his next drop because of the planetary defences and needs some reassurance of his skills.
- 3 – 4: ...a real daredevil, always looking to show his friends in the engagement teams that he is just as crazy as they are.
- 5: ...depressed because of extremely high casualties from a team he brought into the combat zone.
- 6: ...getting himself ready to fly the new prototype ship-to-ship assault craft and wants some advice from his friends in the marines about what to do when he is on board the enemy ship.

(14 – 15.A) Combat Medic

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

One of the worst assignments for a medically-trained member of the military is to be attached to a unit of marines or infantry, which

is exactly what the combat medic exists to do. He has been numbed to the guts and gore that battlefield wounds tend to be and it has made him despise anyone who goes out and wields such destructive weaponry against other sentient lifeforms.

REFEREE'S INFORMATION:

The combat medic is (roll a d6)...

- 1: ...one more casualty away from a nervous breakdown, taking it out on the nearest soldier carrying a weapon.
- 2 – 3: ...bitter and incensed with feelings of distaste for those in the field of 'taking lives'.
- 4 – 5: ...experimenting with new and dangerous techniques to help stop major wounds from being too painful but no less fatal.
- 6: ...an emotional hermit; a totally cold person that seems unable to care about anything at all.

(14 – 15.P) Salvager

Required Skills: None Required Equipment: Ship

PLAYER'S INFORMATION:

Sometimes called 'junkers', 'space janitors' or 'scrappers', a salvager is a member of a professional salvage team that goes out to find derelict crafts and wreckage. Once found, they either tow them in for repairs or cut them up for parts. The navy and other transit-based organisations often pay salvagers extra to clear debris from space lanes, feeding them the proper information to do so.

REFEREE'S INFORMATION:

The salvager is (roll a d6)...

- 1 – 2: ...in the middle of preparing what he calls a 'goldmine of a lead' on an old banking shuttle lost in this area of space.
- 3 – 4: ...in need of some muscle to help him relocate a few squatters that took root on his most recent lucrative claim after he got gravity and life-support working for the salvage crew.
- 5: ...not sure but he thinks he may have found something very important and classified on his last job.
- 6: ...looking to sell some alien bits and bobs that he picked up, including a few things he knows the characters will be interested in.

(16 – 21.A) Establishment Manager

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

No matter where marines tend to go to spend their free time – restaurants, bars, stores, hotels and so on – they attract attention. The managers of these establishments tend to hate it when marine-types come to their places of business, as the loud, lewd and frivolous behaviours that come from soldiers on leave is rarely beneficial to regular business.

REFEREE'S INFORMATION:

The establishment manager is (roll a d6)...

- 1: ...in charge of a local bar and dance club and still has not repaired all of the damage from the last military leave that came through the area.
- 2: ...the night clerk at a round-the-clock eatery and normally only sees marines after they have been kicked out of somewhere else for being disorderly.
- 3: ...the woman who runs a professional (and legal) brothel, she likes to see military money but dislikes having to deal with military egos.
- 4: ...the operations manager at an all-you-can-eat buffet styled restaurant and he despises seeing a squad of marines come through his door with their immense appetites.
- 5: ...the brother of a woman who was killed by imprecise weapons fire and now will not let uniformed soldiers into his store.
- 6: ...so spiteful of not getting into the military and being forced into food service management that he is willing to sabotage the characters' food with foreign substances.



(16 – 21.P) Navy Ensign

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

The men and women serving on a naval ship are numerous and generally outnumber the marines garrisoned upon them, so most squads stationed on naval assignments make friends amongst the crew quickly. Otherwise they end up spending their time alone and secluded in the marine barracks with only their guns to comfort them.

REFEREE'S INFORMATION:

The navy ensign is (roll a d6)...

- 1 – 2: ...a relative of someone the character knows from basic training, giving them something to talk about over meals in the mess hall.
- 3 – 4: ...young for his position in the crew and cannot help but come off as a fan of the marine – which could be good for the ego if nothing else.
- 5 – 6: ...a longstanding member of the crew and carries a great deal of clout with the other navy types.

(22 – 23.A) Star Raider

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Also called space pirates, star raiders are criminal pilots and assault experts that steal their living by hijacking other ships. They are not all bloodthirsty and violent but they cannot hope to be successful in their chosen career if they do not carry through with any threats they choose to make. This makes them all dangerous to a certain degree.

REFEREE'S INFORMATION:

The star raider is (roll a d6)...

- 1 – 2: ...working in the area to find out what kind of defences there are for potential targets, which includes the existence of the marines garrisoned to protect the ship.
- 3 – 4: ...a ruthless and savage killer of civilians and non-combatants, making a name for himself as a murderer and butcher.
- 5: ...running from his own people, having stolen the activation codes for a dozen mass-effect weapons they recently purchased from terrorists.
- 6: ...a religious fanatic that believes that space is only for 'the angels', so he attacks and destroys any craft that he can.

(22 – 23.P) Force Commander

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A middle-ranking marine that has seen some combat missions and some legislative duties, a good force commander empathises with other marines. He knows that they want to see action but perhaps not a meat grinder of a war zone. He knows they need R&R from time to time but he would never let them go soft in the meantime.

REFEREE'S INFORMATION:

The force commander is (roll a d6)...

- 1 – 2: ...deciding which one of his marine units he will be sending to a hostile-zone landing party, knowing that the one that he chooses might not make it back alive.
- 3 – 4: ...willing to promote the character to squad leader for an important secret mission but no one can know about it until after it is completed.

5 – 6: ...researching good locations for the barrack's next leave excursion and needs good ideas to put on the list of possibilities for the accountants to look over.

(24 – 25.A) Xenobiologist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This specialist scientist is an expert on previously unknown lifeforms and planetary genetic evolution but he cannot seem to do his job at peak efficiency when the marines and ground soldiers keep blasting and killing every foreign lifeform they stumble across!

REFEREE'S INFORMATION:

The xenobiologist is (roll a d6)...

- 1 – 2: ...ready to pay one of the characters a sizeable (and illegal) bribe to dissuade his unit from getting into a fire fight with the locals until after he can get a few samples – even if it will cost marine lives.
- 3 – 4: ...working on a genetic splice that will allow marines to breathe alternate atmospheres without the need for helmets. It is a painful and unofficial process that he wants to test regardless of whether the marines want to be a part of it.
- 5: ...addicted to a certain type of alien drug that he cannot get on the ship, so he must stowaway with a marine landing party.
- 6: ...always blaming the marines and fighter jocks for contaminating his bio-samples before they ever get to him in his shipside laboratory.

(24 – 25.P) Bay Worker

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Most members of a ship's crew are expected to pull their weight when it comes to basic labour and such but a common cargo bay worker sees the lion's share of it. Hauling crates, equipment, vehicles and the like are an everyday duty for the bay worker and it makes them tough, strong and sometimes ignored by the top brass. It also means that they get to hear and see a lot of things that the upper echelons take for granted.

REFEREE'S INFORMATION:

The bay worker is (roll a d6)...

- 1: ...not a smart man when it comes to book learning but he has good street sense and is pretty sure he saw a few naval ensigns make off with a crate marked 'medical' before it went through security.
- 2 – 3: ...baffled by the amount of additional munitions that came in with the last shipment. A little checking shows it to be a misprint on the manifest and he needs some advice on how to get rid of it.
- 4 – 5: ...an ex-marine who was honourably discharged due to a bad leg wound; he loves to hear what the old squads are up to.

6: ...trying to figure out how best to tell someone that he thinks he saw something he should not have while working after hours. It could get a lot of people in trouble and might endanger him as well.

(26 – 31.A) Wounded Crewman

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

One of the ship's loyal crew was injured recently and has been removed from the active duty roster. He might be shipped planetside for further evaluations if his condition is worse than the doctor thinks and it has put him in a foul mood, taking his unpleasantness out on others.

REFEREE'S INFORMATION:

The wounded crewman is (roll a d6)...

- 1 – 2: ...bitter that he was hurt outside of a combat situation and hates anyone who can survive the thick of battle unscathed.
- 3 – 4: ...the unlucky ensign that caught a stray round from one of the characters' weapons.
- 5: ...sure that his injury was somehow the direct fault of one of the characters and is planning an elaborate revenge.
- 6: ...dealing rather poorly with a ugly set of deep scars on his once handsome face and has stopped taking his anti-anxiety medication as well, turning him into an unstable threat to anyone who might be considered 'attractive'.

(26 – 31.P) Brig Jailer

Required Skills: None

Required Equipment: Ship/Starbase

PLAYER'S INFORMATION:

Not always a military role, the officer in charge of making sure the brig cells on a ship or starbase are ready to house drunks, criminals and the occasional refugee. When the cells are filled, it is the jailor's job to make sure that they stay safe and more importantly – where they are!

REFEREE'S INFORMATION:

The brig jailor is (roll a d6)...

- 1 – 2: ...trying to get his brig ready for a dangerous new guest that his ship is ferrying between prison planets and he is afraid he may not have enough security.
- 3 – 4: ...throwing a bi-weekly card game in his brig because there are never any criminals to house there and his job has been rather boring lately.
- 5 – 6: ...concerned that one of his part-time jailors is selling contraband to the inmates and running messages for them, probably for a small profit. He is not sure if he should put a stop to it or try to make some money on it!

(32 – 33.A) Media Leak

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A military character's life is hard enough as it is; performing all of the cold duties and orders they are given without pause. When the ever-watching and ever-judging eye of the media is lurking around, nothing they do seems to be right at all. This person is a reporter or informant for the greater force of the public media and they are not backing down in light of a good story.

REFEREE'S INFORMATION:

The media leak is (roll a d6)...

- 1 – 2: ...truly neutral in his dealings but still prefers looking into potential conspiracies and cover ups for ratings.
- 3: ...somewhat of a media star and the characters have to keep him safe or else their agency will look very bad in public opinion.
- 4 – 5: ...a gore hound, constantly looking for the most grisly shots and pictures they can get, putting them directly in the way of missions, investigations and manoeuvres.
- 6: ...being paid on the side by an anti-governmental organisation and they will edit anything they record to make the military look bad – showing the characters in situations that did not happen as they imply.



(32 – 33.P) Heavy Platform Gunner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are fewer people in the military who love their jobs as much as the platform gunnery teams. One to three men aiming, loading and firing heavy anti-personnel weaponry from a semi-mobile station, a platform gunner rarely gets called upon for duty unless extreme violence is necessary.

REFEREE'S INFORMATION:

The heavy platform gunner is (roll a d6)...

- 1 – 2: ...an old basic training buddy of the characters. He went into gunnery when they went into their own specialisations, if any.
- 3 – 4: ...looking for a stand in on his team for his next mission due to the regular guy getting sick at the last minute.
- 5: ...heading down to the practice range for his weekly accuracy and rate-of-fire update.
- 6: ...holding onto an extra heavy weapons rig that the requisition guys did not want back after the last mission. He might be inclined to sell it to a character pretty cheap if they ask nicely and promise to let him show them how it works.

(34 – 35.A) MedBay Nurse

Required Skills: None

Required Equipment: MedBay

PLAYER'S INFORMATION:

Unlike a combat medic or ship's doctor, larger vessels and facilities can have entire staffs of medical professionals on hand to deal with casualties and the everyday risks of life in the current age. While the doctors and higher-end staff are well paid, nurses tend to make middle-of-the-road wages for long hours, thankless duties and huge amounts of stress.

REFEREE'S INFORMATION:

The MedBay nurse is (roll a d6)...

- 1: ...on a much-needed break and he will not abide anyone getting in the way of his two hours of respite.
- 2 – 3: ...studying to become a full-fledged MedBay doctor. This means sleepless nights of studying and a rather constant irritation in his voice and mannerisms.
- 4 – 5: ...not what he seems; he enjoys the needles, scalpels and rasps of his profession way too much for anyone to feel safe with him at their bedside.
- 6: ...wanted for questioning in a potential malpractice situation.

(34 – 35.P) Armoury Technician

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

When the military loans out its supplies from the armoury, it is rarely returned in exactly the same condition. There is often a team of a few skilled individuals whose sole job is to knock the dents out

and fill the holes in the equipment that can be re-used. They keep the guns and armour working for the soldiers, which makes them prized staff of any military armoury.

REFEREE'S INFORMATION:

The armoury technician is (roll a d6)...

- 1 – 2: ...just getting off from a long shift of filling armour damage with poly-poxy and he needs a stiff drink and a long shower to get the chemical smell off of him.
- 3 – 4: ...delivering a patched suit of battle dress to the marine force commander and could use an extra set of hands to help him.
- 5 – 6: ...a part-time black marketer of gear that 'could not be repaired' and is looking to make a few sales.

(36 – 41.A) Brig Escapee

Required Skills: Investigate Required Equipment: Ship/Starbase

PLAYER'S INFORMATION:

It does not happen very often but occasionally someone manages to overpower their guards or hack the locks in the brig, escaping into the rest of the ship or starbase. He will hide as best he can but if he has to fight off capture – he will.

REFEREE'S INFORMATION:

The brig escapee is (roll a d6)...

- 1 – 2: ...in a state of detoxification from the illegal substances that got him arrested in the first place.
- 3: ...a dangerous ex-military guerrilla that will make it very hard to catch him alive.
- 4: ...a former friend of one of the characters and he will use that to his advantage.
- 5: ...now wanted for nearly killing two brig jailors.
- 6: ...a professional killer who needed to get caught by the authorities in order to get closer to his real target.

(36 – 41.P) Rookie Star Marine

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Although it takes months of being in the service to get accepted into the ranks of the Star Marines, it is a prestigious and monumentally important promotion in any soldier's career. When they are green they sometimes forget what the uniform carries with it and this rookie still thinks of himself as just another marine – which makes him much easier to approach than a standard Star Marine.

REFEREE'S INFORMATION:

The rookie Star Marine is (roll a d6)...

- 1 – 2: ...a little nervous to go on his first drop in the corps.
- 3 – 4: ...new to the area and trying to make a few friends outside of his unit but knows that he has to keep his contacts within the military or his squad will think he is 'soft'.
- 5 – 6: ...just getting back from his first mission and wants to hit the officers' bar and tell his old friends what happened.

(42 – 43.A) Naval Security Agent

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

A cross between military police officer and ship security, naval security agents are investigators and enforcers of military law on board their ships. They are given a remarkable amount of power by the staff of a ship and often that power can go to their head. This means that some naval security agents believe themselves to be the law's only real voice on their ship, making them somewhat above the law.

REFEREE'S INFORMATION:

The naval security agent is (roll a d6)...

- 1 – 2: ...investigating a string of thefts and vandalisms throughout the ship.
- 3 – 4: ...convinced that one of the characters is the prime suspect in a major crime that took place and now he is looking into their activities much more closely.
- 5 – 6: ...as crooked as most of his arrests. He wants bribes and favours or he will drum up charges to arrest the characters.

(42 – 43.P) Student of Warfare

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

The academy sends students and instructors alike to where they will be plying their skills when they graduate, placing them on military compounds, bases and starships. Although no marine wants a 'tagalong' with them around the clock, they know that they could be dealing with the next junior officer or flight deck administrator, so they have to try and do their best to teach them what they can.

REFEREE'S INFORMATION:

The student of war is (roll a d6)...

- 1 – 2: ...interested in what the marines do when they are not on active duty.
- 3 – 4: ...looking for a good reason to join the marine corps over the naval flight schools.
- 5: ...highly skilled on the firing range and would like to have the characters give him a few tips from real combat to make him even better.
- 6: ...the child of a rich industrialist looking for a few good soldiers to test out some new arms and equipment his father's company is prototyping.

(44 – 45.A) Anti-War Activist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person is devoted to the demonstration of his dislike for his military's attitude towards war and conflict. Whether or not he has

any just grounds for his opinions, he is willing to go to great lengths to bring local and media attention to his activities with hopes of making some kind of impact on the government's war choices.

REFEREE'S INFORMATION:

The anti-war activist is (roll a d6)...

- 1 – 2: ...a complete pacifist and non-combatant but has many tricks up his sleeves to try to stop conflicts.
- 3 – 4: ...a local media regular, with a large patronage of like-minded believers and allies.
- 5 – 6: ...willing to perform acts of terrorism to try to open his government's eyes in an ironic paradox of what he is trying to stop.



(44 – 45.P) Squadmate

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A member of one of the squads that the characters performed duties with, this person remembers the characters well enough to seek them out and want to spend some time with them. He might be an old friend or that annoying guy that everyone in the unit rolled their eyes at but the connection between he and the characters is unquestionable.

REFEREE'S INFORMATION:

The squadmate is (roll a d6)...

- 1 – 2: ...retired from the service and is glad to see that the characters are still active in some way since he has not been.

- 3 – 4: ...dying to hear the characters' stories from what they have been up to since they stopped serving together.
- 5: ...trying to re-live old times that the characters may or may not even remember from when they served together. Regardless, he is buying the drinks and wants to stay up telling old war tales.
- 6: ...looking for a good way to get the 'old unit' back together, even if it is just for drinks and food.

(46 – 51.A) Armoury Mechanic

Required Skills: None

Required Equipment: Starbase

PLAYER'S INFORMATION:

Like the armoury technician, who fixes easily-replaced equipment that comes back from a mission, the armoury mechanic is in charge of making sure that military vehicles are in working order when they return from a requisition. Unlike a few thousand credits lost when a gun breaks or a suit of armour is irreparable, this mechanic has to tell his supply officers that he cannot fix a multi-million credit APC or Gravcopter.

REFEREE'S INFORMATION:

The armoury mechanic is (roll a d6)...

- 1 – 2: ...blaming the characters for a missing shipment of armour plating that he needs to finish fixing a grav-tank he is supposed to have running for next week's mission.
- 3 – 4: ...angry about having to scrap a project he was almost done with due to budget cuts, especially when he hears about all of the shiny new equipment the characters are carrying.
- 5 – 6: ...smuggling dangerous or illegal goods in and out of the base using his vehicle-parts orders.

(46 – 51.P) Ombudsman

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

This professional legal advisor and mediator is often the closest thing that any military personnel ever get to an attorney or courtly judge in their careers. The ombudsman helps get the laws moving and the process of repairing damages and such taken care of. Although it is not the most gratifying job in the world, it is an important one.

REFEREE'S INFORMATION:

The ombudsman is (roll a d6)...

- 1 – 2: ...looking for a skilled and professional witness to interview concerning a special case he is dealing with and one of the characters is known for just the right skill needed.
- 3 – 4: ...assigned to help one of the characters out of a minor legal problem, which he feels is 'no big deal'.
- 5 – 6: ...trying to stay incognito while not dealing with legal matters and is hopeful that the local tavern will be the best place for such an evening.

(52 – 53.A) P.O.W.

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

After a military function of most varieties there are prisoners of war taken; these prisoners must be ferried from the point of their capture to the government's desired holding facility. Placed in a brig or private room and placed under lock and key, a P.O.W. is not a common prisoner and should not be handled as one.

REFEREE'S INFORMATION:

The P.O.W. is (roll a d6)...

- 1 – 2: ...creating a makeshift knife in his cell and plans to use it to escape when his door is opened.
- 3 – 4: ...ready to tell his captors all about his home government's secrets; it will be all lies of course but he will tell them with a great deal of flair and theatrics.
- 5: ...an older soldier with years of experience, making him more dangerous than he seems to be.
- 6: ...a martyr and purposefully got himself captured in order to get onto the ship and cause some serious damage before dying for his cause.

(52 – 53.P) Gambling Buddy

Required Skills: Gambler

Required Equipment: None

PLAYER'S INFORMATION:

When spending weeks or months on a starship, collecting paycheques you cannot really spend outside of the commissary, gaming for side bets becomes commonplace. Dice, cards and drinking games spring up all over the ship and this guy is one of the reasons why these games are enjoyable.

REFEREE'S INFORMATION:

The gambling buddy is (roll a d6)...

- 1: ...trying to start a new time and place for a higher-stakes game he wants to get going.
- 2 – 3: ...looking for new players in a regular game he hosts in his quarters.
- 4 – 5: ...in need of a quick loan for a 'sure thing' he has planned for that evening.
- 6: ...designing a fantastic new card game that honestly has a lot of potential but he needs people to start playing it around the ship for it to get popular.

(54 – 55.A) Combat Evaluation Expert

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The supporting government of the military occasionally wants to ensure that its soldiers are doing what they can in combat situations to preserve ammunition, keep collateral damage low and uphold the tenets of the government's ideals. This classroom-trained 'expert' is

sent into missions and garrisons with units in order to judge their performances – and perhaps cost them their funding levels.

REFEREE'S INFORMATION:

The combat evaluation expert is (roll a d6)...

- 1 – 2: ...a real cold and calculating judge of behaviour. He says little and writes everything into his hand computer.
- 3 – 4: ...a bitter cynic who thinks that the military spends too much money on technology when 'a few more good bodies are all that matter in the trenches'.
- 5 – 6: ...expecting to be bribed, wooed and cajoled into giving a good report. He is not planning to do so without such measures being taken.

(54 – 55.P) Widow(er)

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The spouse and family of a fallen comrade or ally is never an easy thing to deal with but most units and agencies within the military do their best to take care of them. Losing a loved one is never easy but knowing that the fallen's squadmates will always be there like a second family is comforting for many years to come.



REFEREE'S INFORMATION:

The widow(er) is (roll a d6)...

- 1 – 2: ...still dealing with the loss of the loved one and desperately needs friends to help them get through it.
- 3 – 4: ...having a hard time making ends meet, even after the posthumous pension plan of the fallen soldier.
- 5: ...infatuated with one of the characters, seeing in them much of what they saw in their deceased spouse.
- 6: ...confident that they have come to terms with the loss of their loved one and now dedicates as much time as possible helping the old unit he or she served in.

(56 – 61.A) Naval Breaching Troop

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

The few naval soldiers on a ship that are trained to perform boarding actions and breaching runs, which are normally left to the marines and hired mercenaries, are judgmental and hard-edged when it comes to the others who do their job. This trooper believes that he and his naval comrades do not need marines and such on board their ships and are not afraid to say so.

REFEREE'S INFORMATION:

The naval breaching troop is (roll a d6)...

- 1 – 2: ...a rookie in his field, making him even more belligerent and rude to the 'unwanted' marine troops on board his ship.
- 3 – 4: ...disconcertingly quiet when around members of other branches of the military, giving him an air of judgmental elitism.
- 5 – 6: ...an adrenaline junkie who is always looking for an argument when off-duty and picking on lone marines is his favourite hobby.

(56 – 61.P) Surveillance Officer

Required Skills: Admin

Required Equipment: Ship/Starbase

PLAYER'S INFORMATION:

Normally hidden away in his monitor-laden office deep within his assignment, this wide-eyed officer is a partner to the chief of security and his agents. He spends his shifts watching over trouble areas through a myriad of security cameras and sensor sweeps and calls in suspicious or criminal behaviours. Few know more about the goings on in the vessel, a fact that can make some surveillance officers seem a little creepy.

REFEREE'S INFORMATION:

The surveillance officer is (roll a d6)...

- 1 – 2: ...taking a short leave of duty over the weekend and needs two or three sets of eyes to do his job while he is gone.
- 3 – 4: ...going to tell the characters about something naughty that he saw on one of the hidden cameras in the troop barracks.

5: ...worried that he might have seen something he was really not supposed to and cannot tell the captain or commander because they were involved in the situation. He needs advice; quickly before it is too late.

6: ...far too trusting of the characters and tells them all about the blind spots in the surveillance web, especially the ones that are found near important areas.

(62 – 63.A) Diplomatic Ambassador

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Although it may seem like a great honour to have this diplomatic ambassador from another government, species or culture around, it can also be a huge burden. Having to watch what they say and do around this person can be taxing but important, as any situation could easily lead to a horrible misunderstanding or political nightmare.

REFEREE'S INFORMATION:

The diplomatic ambassador is (roll a d6)...

- 1 – 2: ...a political envoy from a somewhat hostile culture. He is constantly looking for a reason to start arguments and socio-political debates.
- 3 – 4: ...an alien that simply does not understand how much of the local social culture functions, which will lead to any number of odd and interesting situations.
- 5 – 6: ...well-informed on how the military is supposed to act around civilians and is looking to test the characters as often as he can.

(62 – 63.P) Military Attorney

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

It is far more common for military units to get embroiled in legal issues than one might think and public servants like this governmentally-sponsored lawyer make these instances low key and easily forgotten. They are the best friend to any soldier or officer in legal trouble and are frequently the target of many raised glasses and toasts in military bars around the galaxy.

REFEREE'S INFORMATION:

The military attorney is (roll a d6)...

- 1 – 2: ...celebrating his most recent case, where he got the acquittal of charges he was looking for.
- 3: ...studying for his next case, as it explores some obscure facets of the law that he is not currently familiar with.
- 4: ...doing some research on what his clients do when on missions and their mental states throughout the whole process. He hooks up with the characters to see what it is like to be a marine for a few days.
- 5 – 6: ...in the middle of a heated case that he thinks the characters could be a big help to somehow; either as witnesses or as a distraction to the opposing counsel.

(64.A) Alien Terrorist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not all alien races are friendly toward the locals and this devoted terrorist is a good example. Willing to die for his cause if he has to, the alien is trying to make some kind of statement while inflicting damage upon the greater social or political enemy to his people.

REFEREE'S INFORMATION:

The alien terrorist is (roll a d6)...

- 1 – 2: ...nothing short of a religious zealot and willing to martyr himself in order to cause as much damage as possible.
- 3 – 4: ...just trying to hurt the government's equipment rather than its people but casualties are sometime unavoidable.
- 5: ...an expert with high-tech explosives and mass-damage devices, making him very dangerous to civilians as well as military personnel.
- 6: ...a brainwashed operative that knows nothing but his hatred for enemy governments.

(64.P) R&D Scientist

Required Skills: None

Required Equipment: High-Tech Gear

PLAYER'S INFORMATION:

Sometimes the best place to find out how an item will perform under pressure is to deliver it to the field and let them test it for you. This scientist is on the team of individuals who come up with new and hopefully improved advances in technology, especially the kind used by military types.

REFEREE'S INFORMATION:

The R&D scientist is (roll a d6)...

- 1 – 2: ...bragging about his new advance in modern science and wants to show the characters how exactly his new plaything functions.
- 3 – 4: ...willing to give one of the characters a chance at field testing the newest design from the R&D labs.
- 5: ...looking for someone to 'steal' his latest creation, which he thought was going to be used for good purposes. When it was revealed to him how it was really going to be used, he had to do something.
- 6: ...loose-lipped about his inventions and devices, especially when there are drinks involved.

(65.A) Demoted Sergeant

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Whenever someone in the military gets bumped down the ranks, often due to some kind of infraction or mistake, the chain of command rattles and many people shift upwards. This gruff sergeant was once a much higher officer and got demoted to his

current position. This makes him bitter toward his superiors and anyone who has kept their jobs despite similar behaviour.

REFEREE'S INFORMATION:

The demoted sergeant is (roll a d6)...

- 1 – 2: ...looking to settle the score for his demotion, which he blames on the characters for some reason.
- 3 – 4: ...always hostile and ready for fisticuffs.
- 5 – 6: ...depressed and a danger to himself and others because of it.

(65.P) Star Marine Veteran

Required Skills: None

Required Equipment: Ship/Starbase

PLAYER'S INFORMATION:

Having fought and survived in many missions and drops, this veteran member of the Star Marine corps is scarred, hard and always ready to rumble if necessary. He understands the value of good friends and allies and fights hard to keep them.

REFEREE'S INFORMATION:

The Star Marine veteran is (roll a d6)...

- 1 – 2: ...a veteran of a famous war or conflict but rarely wants to talk about it.
- 3 – 4: ...about to retire and wants to tell someone his darkest battlefield secrets.
- 5 – 6: ...worried that his career has endangered his family and needs someone to check up on them.



(66.A) Traitor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There is nothing more treacherous than a traitor within a military unit and this immoral soldier is a fine example of one. He is careless with his shots, leaves clues for enemies to follow and endangers his whole unit – all for a few thousand extra credits from an outside source.

REFEREE'S INFORMATION:

The traitor is (roll a d6)...

- 1 – 2: ...a close ally to the characters or so they thought before his impending betrayal.
- 3 – 4: ...about to spring a series of linked events and sabotages that could spell disaster for the local military.
- 5 – 6: ...worried he is about to be caught in his nefarious practices, making him hasty and sloppy in his actions.

(66.P) Brigadier

Required Skills: Admin

Required Equipment: Starbase

PLAYER'S INFORMATION:

The highest ranking officer in his branch of the marine corps, the Brigadier does not often leave his offices on a military base or command vessel. He is an example of what life in the military can mean for a good soldier and is a well-known face amongst thousands.

REFEREE'S INFORMATION:

The brigadier is (roll a d6)...

- 1 – 2: ...always on the look for new promotions to give in the field.
- 3 – 4: ...on a tour of the corps, seeking good examples of his military branch.
- 5: ...a bit of a drunk but a pleasant one. He visits the local bars and taverns almost constantly.
- 6: ...seeking a specialist team of his own design for a specific and important mission that he cannot trust to normal channels.

ARMY PATRON ENCOUNTERS

Characters in the Army career path are parts of planet-based forces that are used in wars, police actions and general peacekeeping in some more militaristic cultures. They have vast potential for interactions that other space-bound military branches do not.

Army Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Rogue Soldier	Rookie Private
12 – 13	Platoon Screw-Up	Squad Leader
14 – 15	AWOL Recruit	Military Police Agent
16 – 21	Drill Instructor	Motor Pool Manager
22 – 23	Lance Corporal	Munitions Clerk
24 – 25	Base Bully	Naval Pilot
26 – 31	Commercial Agent	Emotional Interest
32 – 33	Civilian Peace Officer	Bartender
34 – 35	Naval Officer	Turret Gunner
36 – 41	Forward Observer	Arms Dealer
42 – 43	Computer Technician	Artillerist
44 – 45	Civilian Contractor	Armour Driver
46 – 51	Soldier-of-Fortune	Civilian Hunter/Marksman
52 – 53	Local Criminal	Local Governmental Officer
54 – 55	Alien Infantryman	Strato-Pilot
56 – 61	Unstable War Veteran	Army Sniper
62 – 63	Militiaman	HST Training Instructor
64	Government Chemist	Friendly Rival
65	Infamous Platoon Leader	Rear Echelon Officer
66	War Criminal	General

(11.A) Rogue Soldier

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Retired, AWOL or simply working on his own, this former army soldier has turned on his former government and actively takes underhanded and illegal actions against it.

REFEREE'S INFORMATION:

The rogue soldier is (roll a d6)...

- 1 – 2: ...attempting to start up a career as a mercenary but seems to only want to take tickets aimed at his old comrades.
- 3 – 4: ...angry at his former military leaders for the burn scars he received in basic training.
- 5: ...a complete and utter sociopath.
- 6: ...devoted to getting personal satisfaction and revenge on his former drill instructor.

(11.P) Rookie Private

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Fresh out of basic, this army private is green around the edges and will probably stay so until he sees real conflict. He knows that nobody survives the armed forces without allies out in the trenches, so he is eager to make some friends.

REFEREE'S INFORMATION:

The rookie private is (roll a d6)...

- 1 – 2: ...having some difficulty adjusting to base life and needs some help.
- 3 – 4: ...awestruck by one of the characters and has become a general tagalong in most situations.
- 5 – 6: ...a glory hound looking to become a hero, attaching himself to as many missions as he can join with.

(12 – 13.A) Platoon Screw-Up

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There is always one soldier within every platoon that makes things harder for the rest. This smart aleck runt talks back to his superiors, complains openly about political policy and cracks off-colour jokes at the worst possible times. Army life would be a great deal easier if his type did not exist.

REFEREE'S INFORMATION:

The platoon screw-up is (roll a d6)...

- 1 – 2: ...behind on his classroom testing scores by enough that the platoon leader is going to give everyone extra PT.
- 3 – 4: ...purposefully throwing off the times on marathon marches and exercise sprints, making everyone look bad.

- 5 – 6: ...trying to teach the new recruits how best to avoid work and duty without getting caught and punished.

(12 – 13.P) Squad Leader

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This dedicated soldier has been given the duty and honour to lead a squad of his peers into training, missions and other military activities. He is devoted to his men and women and he knows that their lives often hinge on his decisions.

REFEREE'S INFORMATION:

The squad leader is (roll a d6)...

- 1: ...looking for someone outside of his squad to lead a few of his specialists on a short mission.
- 2 – 3: ...off duty and enjoying the local attractions but tries to remain in uniform to 'show his colours'.
- 4 – 5: ...mourning the loss of a few of his soldiers after a rough mission.
- 6: ...worried that his squad is falling apart under his leadership and needs a boost to his confidence.

(14 – 15.A) AWOL Recruit

Required Skills: Investigate

Required Equipment: None



PLAYER'S INFORMATION:

Sometimes army life is just too much for a new recruit and they runaway from their contracted duties and legally binding responsibilities. This soldier is one of these recruits, hiding from the army and trying to get far, far away from anything that resembles a uniform.

REFEREE'S INFORMATION:

The AWOL recruit is (roll a d6)...

- 1 – 2: ...now wanted by local authorities for stealing transportation to get away from his base.
- 3 – 4: ...running from his unit because of some horrible thing that was done to him by fellow recruits and is now afraid of anyone wearing a uniform.
- 5 – 6: ...prepared to use what little army training he received to remain 'free'.

(14 – 15.P) Military Police Agent

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The legal enforcers of the law on army bases and in military territories, the military police are like any other soldier except for their ability to arrest their peers. This particular MP enjoys his job and feels like he is making a difference by putting bad examples of army folks in the stockade.

REFEREE'S INFORMATION:

The military police agent is (roll a d6)...

- 1 – 2: ...looking for witnesses to a crime that had occurred just off-base.
- 3 – 4: ...having a hard time finding a particular private for questioning and wants the characters to be on the look out.
- 5 – 6: ...expecting trouble in a local tavern from a few drunken infantrymen.

(16 – 21.A) Drill Instructor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This hard-nosed, merciless teacher of recruits is trained to be as unforgiving and harsh as possible during his students' basic training, if only to weed out those who should not be soldiers. This tends to make all drill instructors almost universally hated.

REFEREE'S INFORMATION:

The drill instructor is (roll a d6)...

- 1 – 2: ...deserved of his reputation of being a hot-headed jerk on and off the training grounds.
- 3 – 4: ...blowing off some steam at a local pub but he forgot to leave his attitude at work.
- 5 – 6: ...trying to get a position in a mission-based squad, even if he has to bully the members to make room for him.

(16 – 21.P) Motor Pool Manager

Required Skills: None

Required Equipment: Vehicle

PLAYER'S INFORMATION:

The scheduler and operator of the local motor pool, the manager can be a good friend to anyone who takes care of his vehicles and stops to fill him in on how the action off-base is going. He has access to lots of expensive vehicular equipment, making him a good officer to know.

REFEREE'S INFORMATION:

The motor pool manager is (roll a d6)...

- 1 – 2: ...okay with renting some of the smaller vehicles 'off the record'.
- 3 – 4: ...looking for some help locating a stolen bike from the garage.
- 5: ...trying to fill a few extra shifts with freelance hands, if available.
- 6: ...angry with the base commander and wants to make his personal vehicle 'disappear'.

(22 – 23.A) Lance Corporal

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

It is not a rule that all military middle-ranked officers have to be rude and power hungry but this guy sure seems to think so. Having crawled over the demotions of his fellows on his rise to the top, this lance corporal is only looking out for himself.

REFEREE'S INFORMATION:

The lance corporal is (roll a d6)...

- 1 – 2: ...arranging for a high-profile mission for whom he needs patsies to screw things up so he can sweep in and save the day.
- 3 – 4: ...completely self-serving and makes no attempt to hide it.
- 5 – 6: ...acting like he needs the characters' help with something but he wants them out of his way when the general stops by.

(22 – 23.P) Munitions Clerk

Required Skills: None

Required Equipment: Some ammunition-reliant weapon

PLAYER'S INFORMATION:

This specialist employee of the supply centre is any firearms enthusiast's best friend. It is his responsibility to store, count, manage and distribute ammunition on a personal scale. If it is shot from the shoulder, hip or on the fly without aid from a larger machine – he has what it fires.

REFEREE'S INFORMATION:

The munitions clerk is (roll a d6)...

- 1 – 2: ...ready to start selling extra ammunition on the side.

- 3 – 4: ...trying to get rid of some experimental rounds that no one seems to want to use because of some potential hazards listed on the crate.
- 5 – 6: ...always adding extra rounds to everyone's orders, making him very popular amongst the infantrymen.

(24 – 25.A) Base Bully

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This large and imposing wall of muscle and bad attitude treats the various areas of the base as his personal playground. He looks down at everyone smaller than him and has no problems using his brawn to make others do his bidding.

REFEREE'S INFORMATION:

The base bully is (roll a d6)...

- 1 – 2: ...actually afraid of real conflict, so he takes his frustrations out on his fellow soldiers.
- 3 – 4: ...a clinical sadist and does what he does because he likes to inflict pain and anguish.
- 5: ...trying to get thrown out of the army.
- 6: ...a true criminal; he goes so far as to extort funds and favours from his victims on base.

(24 – 25.P) Naval Pilot

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

The army relies heavily on naval support to ferry them around the galaxy to their various missions and destinations. Pilots like this man are responsible for picking up the army soldiers, from a few individual squad members to entire platoons and dropping them off again.

REFEREE'S INFORMATION:

The naval pilot is (roll a d6)...

- 1 – 2: ...aware of where the characters are going to be shipped off to next and he is afraid for them.
- 3 – 4: ...jealous of the basic infantrymen because they get to actually see the enemy.
- 5 – 6: ...selling extra seats for passengers on his ship; off the record, of course.

(26 – 31.A) Commercial Agent

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are a lot of goods and resources that a typical army base needs and agents who work for commercial firms are who can arrange for it. This man is a large-scale salesman and he wants to sell something from his inventory to just about anyone. He is persistent to a fault, making it difficult to ever want to be around him.

REFEREE'S INFORMATION:

The commercial agent is (roll a d6)...

- 1 – 2: ...selling camping and survival equipment but he is very careful to make sure that his buyers know there are 'no refunds, not ever'.
- 3 – 4: ...also selling goods to a rival government; along with secrets about the army bases he visits in the meantime.
- 5 – 6: ...unbelievably annoying and always underfoot.

(26 – 31.P) Emotional Interest

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This individual has grown quite attached to one of the characters, creating some form of emotional attachment to them. They are likely to go to great lengths to make the character happy, so long as their attachment is requited in some way.

REFEREE'S INFORMATION:

The emotional interest is (roll a d6)...

- 1 – 2: ...a lover of some sorts and has plans in their head to make a more permanent bond when they can.
- 3 – 4: ...misguided in how they feel for the character but they will do anything for him.
- 5: ...not looking for a permanent relationship but really enjoys spending time with the character.
- 6: ...really just a very close friend that will go to lengths to help them.



(32 – 33.A) Civilian Peace Officer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This local policeman or peacekeeping officer is rather resentful of the military's presence in his local area and enjoys any chance he is given to make a soldier's life just a little bit harder. Keeping the peace is not always his first priority.

REFEREE'S INFORMATION:

The civilian peace officer is (roll a d6)...

- 1 – 2: ...unscrupulous and willing to take all sorts of bribes and liberties with how the law is supposed to work.
- 3 – 4: ...ex-military; having been kicked out of the army for dishonourable conduct.
- 5 – 6: ...harbouring some ill will toward the military due to his brother's disappearance while on a mission for the army.

(32 – 33.P) Bartender

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are few people off-base more important to a group of soldiers than the local bartender. This person is the source of stiff drinks, dirty jokes and all the local gossip for a soldier on leave – exactly what any battle-weary army man needs!

REFEREE'S INFORMATION:

The bartender is (roll a d6)...

- 1 – 2: ...full of local gossip and rumours about some prominent political figures.
- 3 – 4: ...happy to keep the drinks coming for anyone who can tell him a funny story, off-colour joke or just a limerick he will be able to repeat to his clientele.
- 5: ...a retired infantryman who lost his hand and eye to enemy artillery.
- 6: ...a cunning businessman who makes friends with the military men in order to get them to come back with their friends.

(34 – 35.A) Naval Officer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

When a navy ship comes to an army base or starport in order to pick up passengers to transport, officers like this hard-edged man often mingle with the base population for several hours before lift off. They are not doing so out of camaraderie however, they are often doing so to gauge how big of a problem their 'cargo' is going to be during the trip.

REFEREE'S INFORMATION:

The naval officer is (roll a d6)...

- 1 – 2: ...a junior member of the bridge crew but still has the captain's ear. He dislikes passenger assignments, especially those dealing with 'ground rats'.
- 3 – 4: ...not skilled at hiding his distaste and distrust of the army.
- 5 – 6: ...trying to set up his captain for a large scale failure in order to take his place at the helm and plans on using a few expendable army grunts to do it.

(34 – 35.P) Turret Gunner

Required Skills: None

Required Equipment: Heavy weapons platform

PLAYER'S INFORMATION:

Protecting the army's installations and bases from vehicular attack, the turret gunner is a dedicated soldier who is trained in the art of blasting away at his foes with high-calibre or high-yield weaponry attached to mechanised defence turrets.

REFEREE'S INFORMATION:

The turret gunner is (roll a d6)...

- 1 – 2: ...always happy to invite fellow soldiers up into his gunnery turret; maybe even letting them fire a few rounds into safe targets.
- 3 – 4: ... suffering from a bad case of the shakes from a near miss that almost took out his turret.
- 5 – 6: ...worried his role in base defence is going to be made obsolete because of the new automated defences coming online around the army's other installations.

(36 – 41.A) Forward Observer

Required Skills: None

Required Equipment: Artillery

PLAYER'S INFORMATION:

This fleet-footed soldier is sent out into a battlefield, uncharted terrain or wild frontiers with little more than survival gear and a laser-enhanced spotter system. His job is to 'tag' objects for artillery or orbital bombardment, which is not an easy or safe thing to do.

REFEREE'S INFORMATION:

The forward observer is (roll a d6)...

- 1 – 2: ...upset with the characters because he was assigned to his position after a mission they went on together but he was the one sent into observation ops.
- 3 – 4: ...planning to fake his own death and go AWOL next time he has to call in an air strike.
- 5: ...not a very careful observer and frequently misses tagging his targets by several metres, costing lives and increasing collateral damage.
- 6: ...a depressed soldier that knows his actions have sent hundreds of enemies and civilians to their deaths.

(36 – 41.P) Arms Dealer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This influential and resourceful person is sometimes the only individual who can manage to get the right tool for the right job in a soldier's hands in time to use it. Supply officers hate them because they can often get what they cannot – and quicker. Soldiers love them for just that reason.

REFEREE'S INFORMATION:

The arms dealer is (roll a d6)...

- 1 – 2: ...willing to work with the local army to get a shipment of very valuable and higher-tech weaponry from a less reputable source, as long as they are willing to pay for it.
- 3 – 4: ...looking to offload a few dozen grenades rather cheaply, as he cannot travel by conventional means with them in tow and does not want to find a smuggler for them.
- 5: ...looking for a group of willing subjects to test a crate of 'questionable' weaponry. He will cut them a huge break on the price if they like what they find. That is, if they work at all without killing the characters.
- 6: ...having a close-out sale due to a legal infraction that has some bounty hunters headed his way – and fast.

(42 – 43.A) Computer Technician

Required Skills: None

Required Equipment: Computer

PLAYER'S INFORMATION:

Considered sometimes to be too smart for his own good, this well-educated tradesman specialises in the building, programming and repair of computer systems. In the age where computers operate most of the world's systems and devices, it makes sense that he might have a bit of a god complex.

REFEREE'S INFORMATION:

The computer technician is (roll a d6)...

- 1 – 2: ...purposefully implanting software that will later allow him to access sensitive material and data remotely.
- 3 – 4: ...bitter and spiteful of anyone with an above average physique due to his own weak and waifish one.
- 5 – 6: ...searching for a piece of data on the computer he is working on; something that would be worth a lot of money to the right buyer.

(42 – 43.P) Artillerist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Although jealous of soldiers that get to actually see the enemy as something other than a sensor signature on a screen, this artillery

specialist fills a role on a heavy support team. From their location in the farthest rear reaches of the battlefield his team drops payloads on the enemy, an enjoyable task for most soldiers.

REFEREE'S INFORMATION:

The artillerist is (roll a d6)...

- 1 – 2: ...worried that his team's forward observer is not doing his job well enough and that his team has killed far too many non-hostiles because of it.
- 3 – 4: ...eager to hear about what close engagements with the enemy are like.
- 5 – 6: ...a boisterous but jovial braggart about the number of confirmed enemy kills he has compared to any other soldier in the platoon.

(44 – 45.A) Civilian Contractor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Army bases cannot hope to build and repair themselves, especially not with the amount of responsibilities and duties that the regular inhabitants already have to deal with. That is why they hire out to civilian organisations to arrange for people like this man to come and do what they cannot or will not.

REFEREE'S INFORMATION:

The civilian contractor is (roll a d6)...

- 1 – 2: ...ex-military and hates having to come back on base to work on the plumbing.
- 3 – 4: ...not above stealing expensive items while on base, perhaps selling them later.
- 5: ...disruptive and talkative in areas where the army prefers quiet concentration.
- 6: ...a supporter of a rival culture, species or government.

(44 – 45.P) Armour Driver

Required Skills: None

Required Equipment: Vehicle

PLAYER'S INFORMATION:

Much like a pilot in space, this person lives behind the drive console of an armoured personnel carrier or attack tank. He enjoys the company he gets from passengers, especially those who will help him protect his vehicle while delivering them to where they need to go.

REFEREE'S INFORMATION:

The armour driver is (roll a d6)...

- 1 – 2: ...looking for a few good souls willing to help him drive his favourite vehicle out to a freelancer who is going to 'upgrade' it for him, off the books of course.

- 3 – 4: ...a thrill-seeker and daredevil, which makes rides with him exciting in the very least.
- 5 – 6: ...afraid he might be losing a prized piece of equipment from the motor pool, so he needs to make his last drive in it a good one.



(46 – 51.A) Soldier-of-Fortune

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are fewer people a career military man can meet more frustrating than a hired gun that showboats, flaunts his skills and sells his services to anyone, anywhere. This boastful and conceited soldier-for-hire is exactly what every sergeant hopes his men will never turn out to be.

REFEREE'S INFORMATION:

The soldier-of-fortune is (roll a d6)...

- 1 – 2: ...a former member of the character's branch of the military and has made a fortune as a mercenary.
- 3 – 4: ...very good at his job and has no qualms about letting everyone know all about it in great detail.
- 5 – 6: ...looking to make a name for himself amongst the character's branch of the military and will need to show them up in order to do so.

(46 – 51.P) Civilian Hunter/Marksman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person is somewhat of a local celebrity for his keen eye and sharp aim, making him one of the most accomplished hunters or target marksmen in the whole area. He has always looked up to the men and women in the army and he attributes his steady shooting to their teachings.

REFEREE'S INFORMATION:

The civilian hunter/marksman is (roll a d6)...

- 1 – 2: ...looking for a few friends to go on a hunting weekend into the wilderness with him.
- 3 – 4: ...in the market for a new rifle; preferably a military one.
- 5: ...pretty sure he saw a hostile or worrisome encampment in the wilderness on his last excursion and will lead someone official back out there to check it out.
- 6: ...about to be recruited into the army as a specialist sniper.

(52 – 53.A) Local Criminal

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Any servant of the government is often considered to be 'the law' by this person, who has been arrested several times for petty crimes and misdemeanours. He is not a true bother to military types at the moment but he could graduate to serious crimes at any time.

REFEREE'S INFORMATION:

The local criminal is (roll a d6)...

- 1 – 2: ...trying to find a buyer for several crates of stolen merchandise he took from the back of a supply truck.
- 3 – 4: ...ready to add armed robbery to his list of infractions.
- 5 – 6: ...really only one accidental death during a mugging from evolving into something much darker than a petty thug.

(52 – 53.P) Local Governmental Officer

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

Most larger governmental offices enjoy having army types around but this low-level and middle-powered local governing agent feels much differently. He believes that he would have been promoted higher on the salary rankings if the area did not have to also pay for army personnel.

REFEREE'S INFORMATION:

The local governmental officer is (roll a d6)...

- 1 – 2: ...working behind the scenes to get the greater government to have the military personnel moved farther away.
- 3 – 4: ...making public statements about the issues with the local military assets.

5 – 6: ...not above hiring mercenaries to do what the army normally does, just to be rid of its constant presence.

(54 – 55.A) Alien Infantryman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Hailing from an opposing alien culture, this basic infantryman seems to always be looking at the local military forces with judgment and the weighing of opportunity. So long as the two cultures are not at war he will not do anything but he seems willing and able for that moment at all times.

REFEREE'S INFORMATION:

The alien infantryman is (roll a d6)...

- 1: ...acting openly and alone in order to make secret preparations for the rest of his squad.
- 2 – 3: ...unable or unwilling to speak the local languages.
- 4 – 5: ...heavily armed and will not be parted with his weaponry no matter the circumstances.
- 6: ...uncomfortably honest about what he thinks about everything he sees.

(54 – 55.P) Strato-Pilot

Required Skills: None

Required Equipment: Atmospheric flyer

PLAYER'S INFORMATION:

This sky-jock is a friendly face from the hangar bay, hopping in and out of his flying craft between missions to chat with the 'grounded folks'. He knows that very few ever get to see the world like he does and it keeps a perpetual smile on his face.

REFEREE'S INFORMATION:

The strato-pilot is (roll a d6)...

- 1 – 2: ...flying a support mission for the characters soon, even if they did not know it.
- 3 – 4: ...used to having to live his life at Mach 3, including his speech patterns and physical mannerisms.
- 5 – 6: ...grounded for a few days and looking for a good time.

(56 – 61.A) Unstable War Veteran

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Sometimes soldiers simply crack under the pressure and lose control of themselves; this old veteran is a perfect example. Unfortunately for everyone around him he did not lose it completely. Instead he still retains all of his training and capabilities; which are barely held together by paranoia and delusion.

REFEREE'S INFORMATION:

The unstable war veteran is (roll a d6)...

- 1 – 2: ...fully aware that he is losing his mind and wants to go out with a gun in his hand – even if the army does not want it that way!
- 3 – 4: ...an old demolitionist and has been seen recently bringing odd chemicals and electronic devices to his quarters at all hours of the night.
- 5: ...a sad representation of what can happen after years of shell-shock.
- 6: ...not ready to retire from the service but the commanding officers feel otherwise.

(56 – 61.P) Army Sniper

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A devoted rifleman detached morally from his job, this person's sole purpose in the army is to kill specific targets with a single pull of his trigger. He is a good ally to have hidden away on a battlefield and most army grunts prize their snipers more than just about anything else.

REFEREE'S INFORMATION:

The army sniper is (roll a d6)...

- 1 – 2: ...going to train a select few riflemen in the finer points of sharpshooting.
- 3 – 4: ...modest about his skills and does not often talk about what he does on the field of battle.
- 5 – 6: ...in need of a team of individuals to make a diversion large enough that he will be able to get into an urban position for a mission he cannot talk about without permission.

(62 – 63.A) Militiaman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This militant member of the local civilian military-esque force feels very strongly that the government has no need for a true army and he is not shy about stating his opinions. He is quick to ridicule real army soldiers for being 'part of the machine' and has a great deal of distrust toward the government.

REFEREE'S INFORMATION:

The militiaman is (roll a d6)...

- 1 – 2: ...going to do something drastic and high-profile to show the fallibility of the proper armed forces.
- 3 – 4: ...stockpiling illegal weaponry for his organisation's stand against outside influences.
- 5 – 6: ...not a bad person but he will do bad things in order to create the right to police himself.

(62 – 63.P) HST Training Instructor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

An important member of the specialist training team, the Hazardous Situational Terrain (HST) training instructor teaches soldiers how best to navigate and survive in dangerous locations like volcanic ash plains, nuclear fallout and high-pressure atmospheres.

REFEREE'S INFORMATION:

The HST training instructor is (roll a d6)...

- 1 – 2: ...going to run a free class on how to deal with a strange but dangerous natural phenomenon scheduled to strike the area.
- 3 – 4: ...tired of teaching anti-radiation classes and just wants to enjoy an evening devoid of logic and lessons.
- 5: ...putting together a team to go into a harsh environment for a research opportunity.
- 6: ...getting too old to get the environmental data he needs for his classes and will need someone else to get it for him.



(64.A) Government Chemist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This staunch scientist lives most of his life in a sterile laboratory where he designs, creates and tests a variety of powerful chemicals. After years of seeing the world in its composite elements and

molecules he just does not see people as little much more than strings of proteins and amino acids.

REFEREE'S INFORMATION:

The government chemist is (roll a d6)...

- 1 – 2: ...aware that he is about to get fired for unauthorised additive testing and wants to get one last test of his new enhancement stims – even if the test subjects refuse.
- 3 – 4: ...looking for a group of contracted and legal test subjects for a new chemical performance enhancer.
- 5 – 6: ...a true mad genius; some of his more eccentric inventions baffle the mind as to why they exist, let alone why they work.

(64.P) Friendly Rival

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

An old friend from basic training, university or a past career, this person has a large and deep competitive streak. He always wants to do better than his friends, often causing them to strive to farther lengths in order to 'beat' him.

REFEREE'S INFORMATION:

The friendly rival is (roll a d6)...

- 1 – 2: ...mostly harmless but does tend to use bragging and 'one-upping' to get one over on his friends.
- 3 – 4: ...receiving a prestigious award for some important local service and wants the characters to come and see him accept it.
- 5: ...tired of being 'the best' at an old game and is now trying a new and dangerous sport that he wants the characters to join him in.
- 6: ...also a gambler and is just as competitive at the game tables as he is in most other things.

(65.A) Infamous Platoon Leader

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

While a good reputation takes forever to build in the army, it did not take too long for this platoon leader's bad one to get around. For whatever reason, the soldiers in his platoon despise him and his decisions –seemingly with good reason to do so.

REFEREE'S INFORMATION:

The infamous platoon leader is (roll a d6)...

- 1 – 2: ...responsible for bad coordinates on an artillery strike that killed half of a friendly unit in his last conflict.
- 3 – 4: ...unapologetic for the lives he throws away on the battlefield; earning him the nickname of 'The Butcher'.
- 5: ...afraid of real combat and conflict, making him far too reluctant to commit forces and he never joins them in battle.
- 6: ...utterly incompetent and it is a complete mystery as to why and how he still retains command of so many lives.

(65.P) Rear Echelon Officer

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

This middle-graded officer tends to the needs of the support staff on a battlefield, making sure that the artillery teams and evacuation vehicles are in working order. Knowing that this diligent soldier is at the force's back helps many commanding unit leaders push forward toward the enemy.

REFEREE'S INFORMATION:

The rear echelon officer is (roll a d6)...

- 1 – 2: ...a former artillerist himself; he happily helps the artillery support squads personally when he can.
- 3 – 4: ...a generally nice person that cares for his fellow soldiers and looks to help them with his assets and resources whenever he can.
- 5 – 6: ...in need of a new personal retinue guard team, as is commanded of him to keep at all times on the battlefield.

(66.A) War Criminal

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

War is hell. If in every hell there are those souls condemned to suffer in it, this sick creature is the devil himself. Capable of any number of wicked atrocities in the heat of battle or not, the war criminal is amongst one of the most universally hated and feared beings in the galaxy.

REFEREE'S INFORMATION:

The war criminal is (roll a d6)...

- 1 – 2: ...known to carry a host of genetic and chemical weapons on his person at all times.
- 3 – 4: ...infamous for his methods of torture and punishment, many of which will even turn the stomach of a mortician.
- 5: ...wanted in dozens of different systems for his unlawful practices, especially those concerning illegal experimentation on prisoners.
- 6: ...protected by his government for what he has done in the past, no matter how vile, evil or immoral.

(66.P) General

Required Skills: Admin

Required Equipment: Starbase or Military Compound

PLAYER'S INFORMATION:

The chief leader of the army forces, the general is the top rung of the executive brass and where most career soldiers eventually want to be. It takes discipline and politicking for many years but this coveted position has tremendous power and influence with his troops.

REFEREE'S INFORMATION:

The general is (roll a d6)...

- 1 – 2: ...on a public relations tour through the ranks of his army, enjoying the company of several units wherever he goes.
- 3 – 4: ...seeking a team of professionals who can 'take care of' a problem that he cannot assign official troops to.
- 5 – 6: ...an old codger looking to retire soon but wants to live out his last few months in uniform as well-loved and respected by his troops as possible.



SPACER PATRONS

There are many careers in Traveller that are involved with or rely upon the use of space travel and starships but there are a select few who could not exist very well without it. These careers collectively are known as ‘spacer careers’, even if an individual member of it does not ever step onto a spacecraft. Spacers, as they are sometimes nicknamed along with any other spaceborne traveller, can run into a cast of many different and interesting people.

SCOUT PATRON ENCOUNTERS

Characters in the Scout career path are likely to be introduced to new and unique individuals across the many planets and frontier lands they are sent to. Far reaching and well-travelled, Scouts see the galaxy in fast and fractious segments, each one filled with possibilities.

Scout Patrons

d66 Result	Antagonist Patron	Protagonist Patron
11	Unknown Alien Hostile	Mysterious Benefactor
12 – 13	Local Constable	Agricultural Landowner
14 – 15	Spy	Scientist
16 – 21	Cyber-Pirate	Politician
22 – 23	Frontiersman	Star Courier
24 – 25	Lost Soul	Ship Technician
26 – 31	Slaver	Refugee
32 – 33	Town Drunk	Cartographer
34 – 35	Research Collector	Military Squad Leader
36 – 41	Savage	Reasonable Trader
42 – 43	Junk Dealer	Alien Pilgrim
44 – 45	Local Guide	Wayward Traveller
46 – 51	Shipjacker	Returning Scout
52 – 53	Freelance Explorer	Local Noble
54 – 55	Governmental Attorney	Civilian Watchman
56 – 61	Local Celebrity	Star Ferry Captain
62 – 63	Wannabe Scout	Senior Scout
64	Reclusive Loner	Advanced Alien
65	Territorial Alien	Populace Leader
66	Psionist-in-Exile	Frontier Commander

(11.A) Unknown Alien Hostile

Required Skills: None

Required Equipment: None

PLAYER’S INFORMATION:

This unexpected inhabitant of the area is much like any other new sentient lifeform that a scout might find in the galactic frontier – except that this one is very angry toward anyone it does not recognise.

REFeree’S INFORMATION:

The unknown alien hostile is (roll a d6)...

- 1 – 2: ...hiding from his own species’ government and will kill to defend his solitude.
- 3 – 4: ...actually more frightened of the characters than he lets on.
- 5 – 6: ...the first of many examples of his species that the characters will find – all of them hostile towards them.



(11.P) Mysterious Benefactor

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This person has likely been interested in one of the characters for a very long time; watching and helping from behind the scenes as often as he could. Either because the character has finally located him or he has chosen to reveal himself, this enigmatic benefactor has come forward.

REFEREE'S INFORMATION:

The mysterious benefactor is (roll a d6)...

- 1 – 2: ...a previously unknown family member that has access to a great deal of money.
- 3 – 4: ...a mad genius looking to prove some strange and wondrous theory by helping the characters.
- 5: ...dying of a rare but non-communicable disease and is trying to do some good before he succumbs to it.
- 6: ...following the advice of his own mysterious benefactor, creating a chain of strange and inexplicable events.

(12 – 13.A) Local Constable

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

When a scout comes around a new place, the first people that normally cross his path are the local peacekeeping forces. This particular agent of the local law does not like the idea of new galactic presences in his little community and the coming of a scout heralds the arrival of others soon after.

REFEREE'S INFORMATION:

The local constable is (roll a d6)...

- 1 – 2: ...trying to get rid of the scout through a series of minor mishaps and coincidences concurrent with his arrival.
- 3 – 4: ...a xenophobe and against the idea of galactic exploration.
- 5: ...willing to manufacture evidence and criminal charges against the characters to be rid of them.
- 6: ...going to free a dangerous criminal from the local prison with orders to come after the characters.

(12 – 13.P) Agricultural Landowner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person is just a local farmer or plantation owner that has likely never seen the other parts of his own planet, let alone other parts of the galaxy.

REFEREE'S INFORMATION:

The agricultural landowner is (roll a d6)...

- 1 – 2: ...willing to rent out some land or living space to the characters, giving them a safe place to stay for relatively cheap.

- 3 – 4: ...actually a retired military veteran who is looking for a peaceful retirement.

- 5 – 6: ...eager to hear about the galaxy because he has never seen much of it at all.

(14 – 15.A) Spy

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Scouts gain access to a great deal of sensitive information and classified data in their travels, making them primary targets to manipulative and underhanded agents such as this person. He will lie, cheat, steal and perhaps even kill to get the information he needs for his employers.

REFEREE'S INFORMATION:

The spy is (roll a d6)...

- 1 – 2: ...not actually on assignment but is always on the search for good and useful information.
- 3 – 4: ...a double-agent from the character's own government or organisation.
- 5 – 6: ...acquiring sensitive information about one of the characters for a private source that might surprise the character.

(14 – 15.P) Scientist

Required Skills: Science (any)

Required Equipment: None

PLAYER'S INFORMATION:

This expert in his field spent many long years at university and in other training classes to get his employment as a leading scientist. He knows one of the characters through common scientific channels, and thinks they might be able to help him.

REFEREE'S INFORMATION:

The scientist is (roll a d6)...

- 1 – 2: ...looking for a knowledgeable person to bounce a few high-theory ideas off of.
- 3 – 4: ...in need of someone to sign off on his newest project hypothesis, even if that person only has a rudimentary learning of the material.
- 5: ...celebrating a major breakthrough and is looking for some old friends to enjoy a night on the town.
- 6: ...about to finish a sensitive project that could revolutionise the characters' lives.

(16 – 21.A) Cyber-Pirate

Required Skills: None

Required Equipment: Combat Implants

PLAYER'S INFORMATION:

A galactic vulture that picks the metal from the bones of any victims he finds, the cyber-pirate is a hunter of bionic implants. He has little in the way of tact but he knows his way around a fire fight and knows the real value of a corpse laden with high-tech bits and pieces.

REFEREE'S INFORMATION:

The cyber-pirate is (roll a d6)...

- 1: ...on the trail of an illegal cyber-doc travelling with a load of parts for the taking. He needs the characters to help him find where the doc went.
- 2 – 3: ...more than willing to kill to get the implants out of someone's body.
- 4 – 5: ...trying to use any gossip and information the characters might have to seek out places where implant-laden bodies could be left behind.
- 6: ...nothing more than an opportunistic grave robber.



(16 – 21.P) Politician

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

Whenever a scout or group of travellers reaches a new or growing community, the local politicians make the most out of it. This local leader sees the coming of outsiders as a boon to the community and will seek to make them spread the word about his town.

REFEREE'S INFORMATION:

The politician is (roll a d6)...

- 1 – 2: ...about to come up for re-election and would love an endorsement from the characters and their employers.

3 – 4: ...worried that his community is becoming stagnant and hopes the characters are a sign of new blood and money investing in it.

5 – 6: ...eager to have the characters help him with something his community is not skilled or equipped to handle.

(22 – 23.A) Frontiersman

Required Skills: Survival

Required Equipment: None

PLAYER'S INFORMATION:

This is just one of many settlers and explorers outside of the scouting organisations that move along the edge of the galactic frontier. They try to make the most out of what they find in the wilderness; sometimes making them resent the much better equipped scouts.

REFEREE'S INFORMATION:

The frontiersman is (roll a d6)...

- 1 – 2: ...running dangerously short of supplies.
- 3 – 4: ...out on the fringe to get away from prying eyes and governmental agents, making him suspicious of the arrival of the characters.
- 5 – 6: ...actually stranded on the planet due to a ship malfunction and would love to steal a new way off his 'prison'.

(22 – 23.P) Star Courier

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Subjects within the scouts, star couriers are messengers on a galactic scale. This individual is used to only seeing people for a few hours at a time when he delivers his assignments, so spending time with anyone is often pretty prized.

REFEREE'S INFORMATION:

The star courier is (roll a d6)...

- 1 – 2: ...in the middle of an important delivery but he needs some assistance getting through hostile territory to drop it off.
- 3 – 4: ...between missions and enjoying a few days rest and relaxation.
- 5 – 6: ...actually bearing a message or delivery for one of the characters.

(24 – 25.A) Lost Soul

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The galaxy is a very big place and sometimes a ship takes off 20 minutes faster than it was supposed to, misses its rendezvous or a passenger sleeps in too late. Whatever the case, people get left behind; just like this poor and angry person.

REFEREE'S INFORMATION:

The lost soul is (roll a d6)...

- 1 – 2: ...a bit crazed from living alone for too long and might think of the characters as enemies.
- 3 – 4: ...desperate to get a ride off of the existing planet and will become a nuisance because of it.
- 5 – 6: ...a dark and depressing person who thinks that the universe has damned him and anyone he talks to.

(24 – 25.P) Ship Technician

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This mechanical technician is one of the best friends a scout can hope to have, as that he keeps a starship running with liberal use of tools, obscene language and a bit of luck. He is a skilled mechanic and an enjoyable travelling companion.

REFEREE'S INFORMATION:

The ship technician is (roll a d6)...

- 1 – 2: ...always looking forward to the next time he gets to get into a ship's engine room.
- 3 – 4: ...old and ready to retire but loves his job too much to do so.
- 5 – 6: ...between ship assignments and is looking for a new ship to work upon.

(26 – 31.A) Slaver

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This cunning and dastardly trader of living souls makes his living capturing, buying and selling unfortunate sentient lifeforms to those unscrupulous enough to deal with them. He sees most other people as potential goods and little else.

REFEREE'S INFORMATION:

The slaver is (roll a d6)...

- 1 – 2: ...chasing down a 'shipment' of slaves that he lost in the vicinity.
- 3 – 4: ...a truly evil person that wants to sell the characters to an interstellar gladiatorial circuit.
- 5: ...on the run from local authorities.
- 6: ...part of a much bigger criminal organisation that employs dozens of slavers like him.

(26 – 31.P) Refugee

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person had the unfortunate circumstance of getting heaved up and out from his home due to a major conflict or war and now relies on the aid given to him by others for his sheer survival in this harsh galaxy.

REFEREE'S INFORMATION:

The refugee is (roll a d6)...

- 1 – 2: ...simply glad to be alive and will do anything for those he believes are saving him.
- 3 – 4: ...someone important to his government; making him powerful but dangerously targeted.
- 5 – 6: ...useful on many levels, especially with the skills he has had to learn in order to survive.

(32 – 33.A) Town Drunk

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A scout sometimes comes into a town and immediately sets to making himself comfortable, which places this belligerent drunkard directly in their path.

REFEREE'S INFORMATION:

The town drunk is (roll a d6)...

- 1 – 2: ...a retired soldier, making him exceptionally prideful and violent when he is drinking.
- 3 – 4: ...an old man who thinks his age will keep him from harm when he begins to talk inconsiderately of bar patrons.
- 5: ...a gambler and a cheat but only gets worse when he has been drinking.
- 6: ...a young hothead who is always looking for a fight.



(32 – 33.P) Cartographer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A friend to the scouts, this map specialist makes his living drawing up routes and terrain guides for all sorts of employers. His skill and expertise have been the difference between staying safe and getting lost many, many times.

REFEREE'S INFORMATION:

The cartographer is (roll a d6)...

- 1 – 2: ...looking to sell a copy of his new mapping book, which will show the dangers of the uncharted frontier in the area.
- 3 – 4: ...an old acquaintance of one of the characters and wants them to join him on his next mapping excursion.
- 5 – 6: ...trying to convince someone that he has mapped a route to a derelict star cruiser in neutral space.

(34 – 35.A) Research Collector

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Venturing into space in search of samples specific to his employer's needs, this acquisition specialist is little more than a personal assistant to whatever project he happens to be on. If his employers need soil samples, atmosphere scans or even lifeform cultures, he is the one sent to fetch them.

REFEREE'S INFORMATION:

The research collector is (roll a d6)...

- 1 – 2: ...trying to get the characters to do his work for him because the sample he needs is in a hazardous area.
- 3 – 4: ...participating in what he was told was a classified research project and must keep his sample-taking secret by all costs.
- 5 – 6: ...currently carrying highly illegal samples that he must not be caught in possession of.

(34 – 35.P) Military Squad Leader

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The scouts often work in tandem with the navy and other armed forces, especially when they find a piece of galactic frontier that needs 'pacification' before colonisation can occur. This seasoned soldier relies on the information from allied scouts to make the safest manoeuvres he can.

REFEREE'S INFORMATION:

The military squad leader is (roll a d6)...

- 1 – 2: ...a caring and careful leader who looks out for his men first and foremost.
- 3 – 4: ...looking for someone to personally perform some reconnaissance for his unit.
- 5: ...returning from a hazardous mission that he could have really used a scouting report for.
- 6: ...about to venture into an area that one of the characters is very familiar with.

(36 – 41.A) Savage

Required Skills: Survival

Required Equipment: None

PLAYER'S INFORMATION:

Deep in the wilderness there are some people and cultures that are simply not civilised by current standards. This person is a feral example of this sort of culture and could be very dangerous in the right situation.

REFEREE'S INFORMATION:

The savage is (roll a d6)...

- 1 – 2: ...actually a member of a flesh-eating cannibal culture native to the area.
- 3: ...from an advanced civilisation that has chosen to live like savages in lieu of the 'corruption' that technology brings.
- 4: ...a religious zealot from a local cult of xenophobes.
- 5 – 6: ...frightened by loud noises or bright flashes of light.

(36 – 41.P) Reasonable Trader

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Scouts come into contact with many other spacers in their line of work and this typical trader knows how to best make money from interacting with them. He offers fair deals, honest bargains and no nonsense; his steady sales reflect this.

REFEREE'S INFORMATION:

The reasonable trader is (roll a d6)...

- 1 – 2: ...offering special two-for-one sales on most of his common equipment.
- 3 – 4: ...not often an arms dealer but has a shipment of civilian-grade sidearms he would like to unload.
- 5 – 6: ...looking for a good escort to his next merchants' symposium. He will pay in wages or credit towards purchases at the symposium – which is sure to have a little bit of everything for sale or trade.

(42 – 43.A) Junk Dealer

Required Skills: None

Required Equipment: Computer

PLAYER'S INFORMATION:

Plying the space lanes looking for derelicts and heaps of scrap to claim legally or illegally; this underhanded salvage expert hates seeing 'meddling scouts' poking their noses into his corner of the galaxy. They only seem to make his job more difficult, so he will do the same to them.

REFEREE'S INFORMATION:

The junker is (roll a d6)...

1 – 2: ...willing to turn to piracy for a few extra credits.

3 – 4: ...an infamous shipjacking thief who steals and scraps ships in vacancy docks.

5: ...putting together a black market fleet of repaired warships to sell to the highest bidder but he does not want any governments to know.

6: ...afraid that one of the characters will try to steal his most recent claim, which is still floating in space.

(42 – 43.P) Alien Pilgrim

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Most galactic cultures have scouts of some variety but some are employed by religious or spiritual organisations seeking new reaches for their faith. This staunch believer is one of these pilgrims from an alien culture; he is far from home and thriving in his piety.

REFEREE'S INFORMATION:

The alien pilgrim is (roll a d6)...

1 – 2: ...looking for the holy lands as written in his people's ancient texts.

3 – 4: ...part of a religion that cherishes hospitality, peace and generosity.

5 – 6: ...separated from the rest of his pilgrimage and needs help returning to the ship convoy.

(44 – 45.A) Local Guide

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There is little more that will upset this local wilderness expert than the presence of a 'know-it-all' scout or some self-righteous galactic

traveller. He feels that no one knows his turf better than him and not hiring him to explore it would be a huge mistake.

REFEREE'S INFORMATION:

The local guide is (roll a d6)...

1 – 2: ...running a failing safari business because of new technologies and sees the characters as a further threat.

3 – 4: ...running an ongoing scam where he leads people into the wilderness and makes them disappear.

5 – 6: ...willing to use his knowledge of the local area to harass the characters until they leave.

(44 – 45.P) Wayward Traveller

Required Skills: Investigate

Required Equipment: Ship

PLAYER'S INFORMATION:

This worried and confused individual is one of tens of thousands of galactic travellers that get themselves turned around, lost and otherwise misplaced from the parts of space that they recognise.

REFEREE'S INFORMATION:

The wayward traveller is (roll a d6)...

1 – 2: ...thankful that the characters might be able to help him get back to 'civilised' space.

3 – 4: ...quite wealthy and willing to pay handsomely for a ride.

5: ...someone important where he comes from, making a reward for his return quite likely.

6: ...a child left behind accidentally.

(46 – 51.A) Shipjacker

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Pirates often attack vessels for loot and raiders for cargo but this criminal targets his strikes at populated ships for nothing short of the vessel itself. What he does with the crew, cargo and passengers varies on the circumstance.

REFEREE'S INFORMATION:

The shipjacker is (roll a d6)...

1 – 2: ...actually a sort of pacifist that does not like to hurt people, just steal their ships.

3 – 4: ...in debt to a bigger criminal organisation, making his thefts actually the work of a larger threat.

5 – 6: ...callous and cold, caring nothing at all for other peoples' lives.

(46 – 51.P) Returning Scout

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Scouts often take the same space routes to and from areas of the galactic frontier that they are assigned to, meaning that they sometimes cross paths as one is heading back from the edge of known space. This person is one of those potential crossings.

REFEREE'S INFORMATION:

The returning scout is (roll a d6)...

- 1 – 2: ...happy to know that he is going the right way back to civilised space.
- 3 – 4: ...aware of information about the place that the characters are headed to, which could potentially be important to their survival.
- 5: ...in need of some minor medial assistance that he will gladly pay for.
- 6: ...just glad to be back amongst other galactic travellers.

(52 – 53.A) Freelance Explorer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Most scouts work for a government or large organisation, exploring the galaxy for a steady paycheque. This person is a freelancer who works on private contracts; almost assuredly for larger wages. He dislikes having to compete with scouts and it shows.

REFEREE'S INFORMATION:

The freelance explorer is (roll a d6)...

- 1 – 2: ...trying desperately to get a job to get his ship out of an impound and thinks the characters will ruin his chances.
- 3 – 4: ...actually very skilled, making him more frustrated when he loses out to a lower-paid scout.
- 5: ...responsible for several misleading or incorrect maps of the area.
- 6: ...a con artiste that 'explores' for a few days and brings back nothing of value to his employers.

(52 – 53.P) Local Noble

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

In the frontier there are many communities and such that rarely get to see outsiders, let alone galactic scouts. This wealthy and powerful noble sees such a visit as a chance to interact with the galaxy at large.

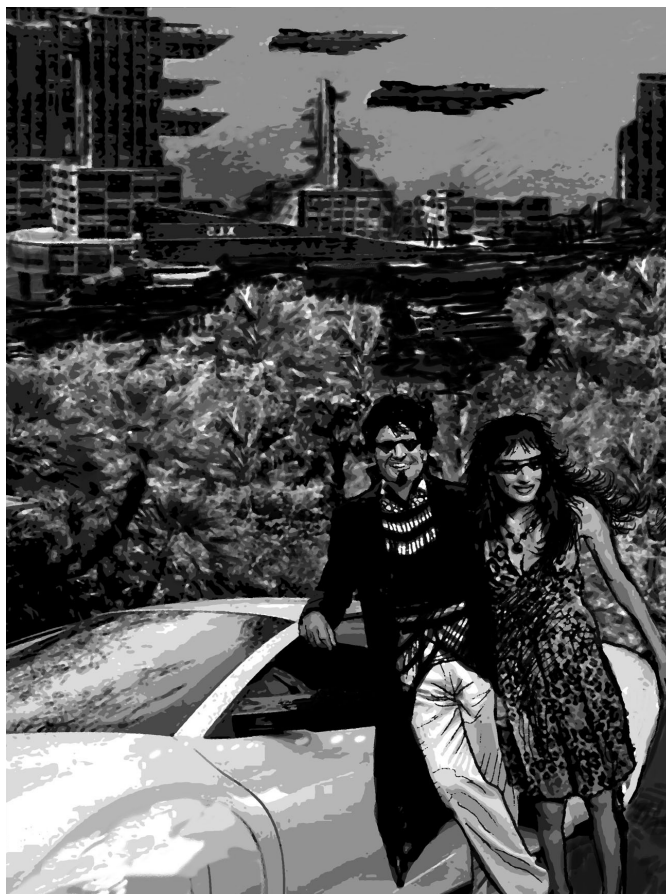
REFEREE'S INFORMATION:

The local noble is (roll a d6)...

- 1 – 2: ...looking to buy a starship and hire a crew so he can leave his current world and see different ones.

3 – 4: ...interested in knowing all about what it is like to be in space for so long.

5 – 6: ...a collector of extra-planetary artefacts and will buy all sorts of odd items from the characters.



(54 – 55.A) Governmental Attorney

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

Few types of people in the galaxy are more universally loathed than lawyers but this particular one takes it a step further. He specialises in dealing with the problems and cases that his government assigns to him – turning him into a weapon of laws and liabilities aimed by the hands of the ruling parties.

REFEREE'S INFORMATION:

The governmental attorney is (roll a d6)...

- 1 – 2: ...bearing a fiscal judgment against one of the characters for some obscure fine they seem to have missed.
- 3 – 4: ...in charge of making sure that governmental criminals do not actually see prison sentences.
- 5 – 6: ...looking for unscrupulous witnesses to lie against an innocent suspect because his government needs a patsy in a conspiratorial cover up.

(54 – 55.P) Civilian Watchman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Knowing that there are professional explorers and frontiersmen around can sometimes help this local peacekeeper monitor what is happening around his jurisdiction. A few extra eyes never hurt anyone in his profession.

REFEREE'S INFORMATION:

The civilian watchman is (roll a d6)...

- 1 – 2: ...hoping someone will help him catch a ring of criminals hiding in the local wilderness.
- 3 – 4: ...old and infirm, which has contributed to the area's decline in proper policing.
- 5 – 6: ...looking for a few deputies for a couple days; just until he solves the case that he is currently working on.

(56 – 61.A) Local Celebrity

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person is someone special in the local media circuit, with a famous face and name. When something occurs in the area that steals some of the spotlight, such as the characters' arrival, his ego can be bruised and his temper flared.

REFEREE'S INFORMATION:

The local celebrity is (roll a d6)...

- 1 – 2: ...dealing with a recent scandal and plans to use the characters to help him regain his status.
- 3 – 4: ...going to use his influence to force the characters to move on.
- 5: ...assured that the media wants to see him working with the characters.
- 6: ...an addict to a controlled substance that he needs someone 'not-famous' to obtain for him.

(56 – 61.P) Star Ferry Captain

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This starship pilot and commander makes his living by ferrying passengers from planet to planet. He has no issues with ferrying scouts and enjoys having access to the kind of information they can bring to his flight team.

REFEREE'S INFORMATION:

The star ferry captain is (roll a d6)...

- 1 – 2: ...heading in the right direction for the characters' current path.
- 3 – 4: ...willing to negotiate services for passage.

- 5 – 6: ...interested in knowing about where the characters have travelled from because he just so happens to be headed that way next.

(62 – 63.A) Wannabe Scout

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not all applicants are allowed to search the frontier as a proper scout; sometimes they drop out or are never accepted into the academy. This person is one of these dropouts but still likes to pretend that he is an active and successful scout.

REFEREE'S INFORMATION:

The wannabe scout is (roll a d6)...

- 1 – 2: ...a bad liar, especially about all of the places he has never been and likely never will.
- 3 – 4: ...feeling that his tall tales about being a scout will be seen through because of the characters' presence.
- 5 – 6: ...going to try and hitch a ride, wanted or not, with the characters when they leave the area.

(62 – 63.P) Senior Scout

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This seasoned and skilled scout is a good reminder of what exactly a future in the scouts means to a successful member. He is a bit grizzled and rough around the edges but he has survived against sometimes ruthless odds.

REFEREE'S INFORMATION:

The senior scout is (roll a d6)...

- 1 – 2: ...familiar with the area the characters are soon to be travelling into.
- 3 – 4: ...retiring from the service and has a few interesting and useful trinkets that he is willing to part with.
- 5: ...a weathered and stoic veteran with a great deal of things to teach to new scouts.
- 6: ...looking for a quick ride back to his home planet.

(64.A) Reclusive Loner

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Some people just do not want to be found and this person is one of them. He lives all alone for a reason and the sudden appearance of intrusive explorers or wayward wanderers will not do anything for his attitude.

REFEREE'S INFORMATION:

The reclusive loner is (roll a d6)...

- 1 – 2: ...a criminal that ran away from the authorities years ago but may still be worried by the idea of being discovered.
- 3 – 4: ...a complete xenophobe.
- 5 – 6: ...out on the fringe through self-imposed exile due to the horrible disease he carries within his blood.



(64.P) Advanced Alien

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This example of a heightened alien species is interested in the comings and goings of other races. Although truly advanced in the manner of technology and physiology, it still wants to learn about the galaxy from reliable sources, like professional scouts.

REFEREE'S INFORMATION:

The advanced alien is (roll a d6)...

- 1 – 2: ...nervous in general due to only recently left his own species' homeworld for the first time.
- 3 – 4: ...a peace-loving creature that will use his powerful technologies to protect the characters when he is present.
- 5 – 6: ...a diplomatic envoy that desperately wants to make friends with the characters' government.

(65.A) Territorial Alien

Required Skills: Survival

Required Equipment: Ship

PLAYER'S INFORMATION:

This alien has its home territory marked out for all others to see – all others of his own species, that is. When outsiders cross the boundaries to his land (or sea) things can become difficult rather quickly. He is not without the ability to negotiate; he just rarely feels it is necessary when territory is questioned.

REFEREE'S INFORMATION:

The territorial alien is (roll a d6)...

- 1 – 2: ...a brutally efficient fighter who will use violence to keep his boundaries safe from trespassers.
- 3 – 5: ...quite capable of dissuading invaders of his privacy with traps, threats and trickery.
- 6: ...a predatory soul who sees trespassers as food sources.

(65.P) Populace Leader

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

There is always a form of open leader to the populations of the galaxy. Whether it is a religious spokesman or a veteran warrior that guides the people through action, the populace will be led by some strong-willed soul.

REFEREE'S INFORMATION:

The populace leader is (roll a d6)...

- 1 – 2: ...in need of non-governmental professionals to help protect his locals from an outside threat.
- 3 – 4: ...trying to organise a celebration for a local holiday.
- 5 – 6: ...interested in the characters' teaching his people some skills and talents, which they have learned from their travels.

(66.A) Psionist-in-Exile

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

The ability to read thoughts or affect the world around him with his mind did not help this psionist; instead it turned him into a pariah and got him labelled as a freak. He was sent to the middle of nowhere and told never to return.

REFEREE'S INFORMATION:

The psionist-in-exile is (roll a d6)...

- 1 – 2: ...dangerously unstable in both power and mentality.
- 3 – 4: ...a government experiment that they dumped off in the frontier to cover up what they had created.
- 5: ...threatened by anyone that discovers his location, as he is sure that his former people are after him.
- 6: ...interested in knowing more about the characters but is not willing to actually ask – verbally.

(66.P) Frontier Commander

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

The leader of the scout program along the edges of known space, this skilled and knowledgeable old scout has seen much of the edge and beyond. He chooses what gets to be the end of the map and any explorer in the scouts knows what he claims to be out there really is.

REFEREE'S INFORMATION:

The frontier commander is (roll a d6)...

- 1 – 2: ...putting together a very special mission team to go to a dangerous area of frontier space.
- 3 – 4: ...wanting to join a team on a mission.
- 5: ...campaigning for a fellow senior scout to be promoted to commander but needs signatures and testimonies as to the senior scout's abilities.
- 6: ...holding a gathering of explorers to discuss a potentially enormous change to the galactic map.

MERCHANTS PATRON ENCOUNTERS

Characters in the Merchants career path are the lifeblood of galactic commerce. They travel on massive corporate barges, cargo haulers or even private passenger liners to seek out the opportunities that their job brings. Just as any salesman will say that there is something out there for everyone; there is a someone waiting out there to buy everything.

Merchants Patrons

d66 Result	Antagonist Patron	Protagonist Patron
11	Petty Thief	Investor
12 – 13	Loan Shark	Consumer
14 – 15	Disgruntled Customer	Hired Bodyguard
16 – 21	Competitor	Merchant Marine Commando
22 – 23	Trader Pilot	Escort Pilot
24 – 25	Ex-Customer	Commercial Informant
26 – 31	Free Trader	Kiosk Manager
32 – 33	Corporate Litigator	Amiable Broker
34 – 35	Distribution Agent	Advertising Agent
36 – 41	Competing Trade Captain	Loyal Customer
42 – 43	Pirate Crewman	Antiquity Peddler
44 – 45	Dishonest Associate	Ship Salesman
46 – 51	Haggler	Stolen Goods Trafficker
52 – 53	Buyout Officer	Merchant Captain
54 – 55	Safety Technician	Market Manager
56 – 61	Shop Owner	Underworlder
62 – 63	Replica Peddler	Acquisition Specialist
64	Raider Commander	Alien Businessman
65	Con Artiste	Technology Distributor
66	Taxation Officer	Mercantile Commodore

(11.A) Petty Thief

Required Skills: Investigate

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

This lesser miscreant does not necessarily need to steal to survive but he does so to pick up minor items that he cannot otherwise afford – or simply does not want to spend his credits on. He is a thorn in the side of most merchants and shopkeepers but nothing worth shedding blood over.

REFEREE'S INFORMATION:

The petty thief is (roll a d6)...

- 1: ...part of a group of petty thieves and pickpockets.
- 2 – 3: ...trying to get caught stealing and arrested so he can get into the local prison facility as part of a larger criminal activity.
- 4 – 6: ...just a common street gang member looking to grab what he cannot afford.

(11.P) Investor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Every merchant hopes he will find someone to finance his endeavours but they are seldom lucky enough to meet one. This person is a wealthy or connected individual seeking a good dealer of goods or services in which he can hope to see a good return for his potential investments.

REFEREE'S INFORMATION:

The investor is (roll a d6)...

- 1 – 2: ...a very affluent businessman looking for an interesting new avenue for his invested earnings.
- 3 – 4: ...curious as to what the characters do and perhaps will finance them if he likes what he hears.
- 5: ...a former customer of the characters and thinks they could be much more with a few extra thousand credits to get started.
- 6: ...a corporate headhunter with a job offer ready to put on the table.

(12 – 13.A) Loan Shark

Required Skills: None

Required Equipment: Debt

PLAYER'S INFORMATION:

Always willing to help out someone in a monetary bind in return for terrible interest rates, unfair payback schedules and threats of bodily harm, this criminal financier looks for those with monetary troubles. He hopefully persuades them to borrow funds from him and then places them in a vicelike grip of terror until they wipe the astronomical slate clean.

REFEREE'S INFORMATION:

The loan shark is (roll a d6)...

- 1 – 2: ...the hub of a local criminal organisation.
- 3 – 4: ...underhanded and despicable to the point of threatening family and friends for even the smallest of debts.
- 5 – 6: ...offering the characters a chance to exchange a single important 'favour' for their debts being paid.

(12 – 13.P) Consumer

Required Skills: None

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

The basic building block of galactic commerce, this person is the common consumer of goods and services in the galaxy. He pays credits for items, uses them and then seeks to gain more credits to purchase more goods and so on.

REFEREE'S INFORMATION:

The consumer is (roll a d6)...

- 1: ...looking for something specific that the characters do not have at the moment but is willing to pay half of the fee up front for it anyway.

- 2 – 5: ...just looking at the moment but could be persuaded into a sale.

- 6: ...a wealthy collector of something that the characters actually possess for sale.

(14 – 15.A) Disgruntled Customer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is a former customer of one of the characters who feels he was somehow misled, taken advantage of or any of a dozen other reasons, which he sees as justification for his unpleasant behaviour. Whatever the case, he feels it is totally justifiable of him to be rude and mean to the merchant.

REFEREE'S INFORMATION:

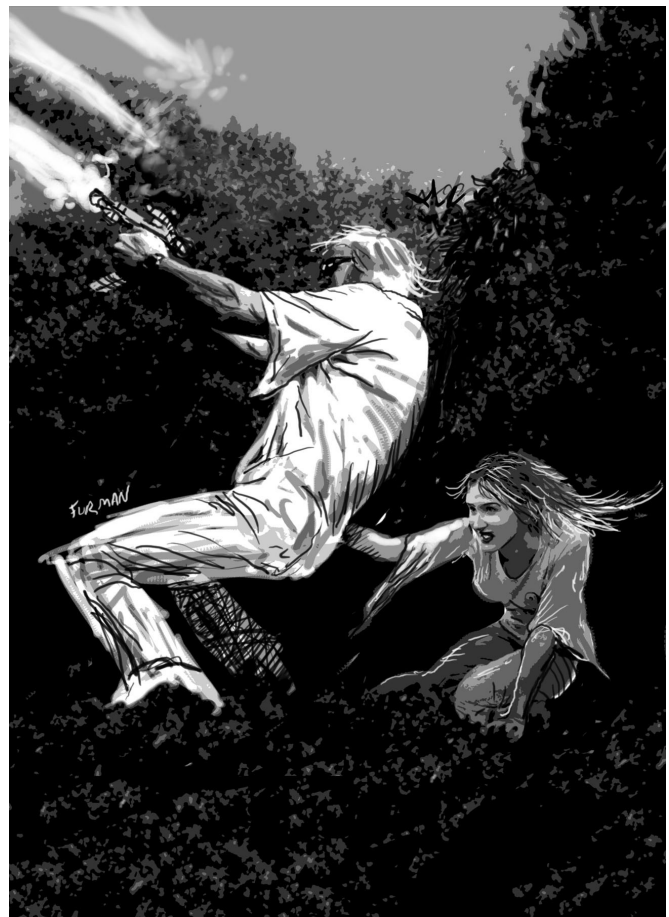
The disgruntled customer is (roll a d6)...

- 1 – 2: ...willing to try to sabotage the business of the merchant.
- 3 – 4: ...looking for something more than his money back, even if it means a shouting match in the middle of a marketplace.
- 5 – 6: ...ready to actually go to violent measures to make his point about the particular transaction that he is so concerned with.

(14 – 15.P) Hired Bodyguard

Required Skills: None

Required Equipment: None



PLAYER'S INFORMATION:

Trained to watch over clients and keep them from common harm, this attentive and muscular ally-for-hire is not willing to take a shot for his ward while unarmoured but he will gladly exchange shots with an enemy nonetheless.

REFEREE'S INFORMATION:

The hired bodyguard is (roll a d6)...

- 1 – 2: ...an ex-soldier that really knows his way around a fire fight or barehanded brawl.
- 3 – 4: ...just looking to make some extra credits and really does not want to have to do much for it.
- 5: ...a little paranoid when it comes to the security of new locations, making him good for spotting ambushes – even if they are not really there.
- 6: ...a friend as well as a protector and will go to greater lengths to protect his ward.

(16 – 21.A) Competitor

Required Skills: None Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

The commercial world of the galaxy can be compared to a race with ten million different racing teams, each with ten billion runners wearing their colours. This crafty competing merchant just happens to be running in the same neck of the race as one of the characters.

REFEREE'S INFORMATION:

The competitor is (roll a d6)...

- 1 – 2: ...dealing in the exact same goods as one of the characters but for a lower price.
- 3 – 4: ...willing to break commercial laws and cut taxation corners to steal sales.
- 5 – 6: ...trying to push the merchant character out of the local market completely.

(16 – 21.P) Merchant Marine Commando

Required Skills: None Required Equipment: Ship

PLAYER'S INFORMATION:

This soldier is assigned to the garrison on board of a merchant trader vessel and he takes his job very seriously. Raiders, pirates and thieves are abounding in the galaxy at large and without the good merchant marines commerce would be drastically more difficult.

REFEREE'S INFORMATION:

The merchant marine commando is (roll a d6)...

- 1 – 2: ...ex-military but still wants to be 'active'.
- 3 – 4: ...vested in the profits of the trader ship due to his ship shares.
- 5 – 6: ...a recognised hero on the ship, having been responsible for protecting the merchants dozens of times.

(22 – 23.A) Trader Pilot

Required Skills: None Required Equipment: Ship

PLAYER'S INFORMATION:

Some pilots get to fly huge war cruisers and star galleons; others become fighter jocks that soar in packs through battles. This pilot did not get a chance to do such things. Instead he is assigned to a free trader, far away from the action, with the manoeuvrability of a drunken mammoth at his controls.

REFEREE'S INFORMATION:

The trader pilot is (roll a d6)...

- 1 – 2: ...a bitter and cynical person who truly hates his job and shares that feeling often and loudly.
- 3 – 4: ...willing to do foolish things in order to hopefully get fired so he can seek a better contract.
- 5 – 6: ...a former fighter jock that was injured in combat, which put him in his current role after the surgeries.

(22 – 23.P) Escort Pilot

Required Skills: None Required Equipment: Ship

PLAYER'S INFORMATION:

Making some credits from the cockpit of his cruiser, this skilled pilot hires himself out to free traders and commercial convoys to serve as an armed escort vessel. He might be cocky and perhaps expensive but he has several pirate kills painted on the side of his cruiser to show for it.

REFEREE'S INFORMATION:

The escort pilot is (roll a d6)...

- 1 – 2: ...an old friend of the trade ship's captain.
- 3 – 4: ...a veteran escort; he knows the best routes as well as the best tactics to get safely from one place to another.
- 5 – 6: ...willing to trade shares in the profit for his services instead of payment up front.

(24 – 25.A) Ex-Customer

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This individual once bought something from one of the characters, for good or for ill. It is a strange coincidence that they have crossed paths again.

REFEREE'S INFORMATION:

The ex-customer is (roll a d6)...

- 1: ...still in possession of the purchased item and wants a refund for faulty merchandise.
- 2 – 4: ...eager to complain about the purchased item.
- 5: ...going to explain how he paid too much and found the item much cheaper elsewhere.

SPACER PATRONS

6: ...looking for a hard-to-find replacement part for the purchased item and will get upset if the character cannot come up with it immediately.

(24 – 25.P) Commercial Informant

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

There is a lot of classified information and sensitive data that exists within the world of galactic commerce and corporations have spies just like governments. This educated and well-informed commercial specialist has some of this useful information and is ready to sell it.

REFEREE'S INFORMATION:

The commercial informant is (roll a d6)...

- 1 – 2: ...carrying the future sales inventory of the characters' chief rival competitor.
- 3 – 4: ...looking to sell the location of a brand new galactic marketplace flotilla that is not scheduled to open for six months – perfect timing to get in on the ground floor.
- 5 – 6: ...willing to go on retainer with the right merchant who wants a steady spy on his competition.

(26 – 31.A) Free Trader

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This class of merchant plies his trade in the greater galaxy, the same as so many millions of others like him. He travels in a starship from sale to sale, occasionally buying up enough goods to offload over his next stops.

REFEREE'S INFORMATION:

The free trader is (roll a d6)...

- 1 – 2: ...an underhanded businessman who will use lies and blackmail to try to keep his percentage of the local market.
- 3 – 5: ...not willing to give up his share of the local commercial profits but will not likely go to illegal or dangerous lengths to do so.
- 6: ...ready to hire vandals, muggers and other street criminals in an attempt to scare the characters away.

(26 – 31.P) Kiosk Manager

Required Skills: Persuade

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

In charge of the operation and supply for a sales kiosk, possibly on a marketplace flotilla or planetside commercial centre, this shrewd person can be a source of profits for a persuasive merchant.

REFEREE'S INFORMATION:

The kiosk manager is (roll a d6)...

- 1 – 2: ...in search for the 'perfect item' to base his next big sale around.

3 – 4: ...looking for exactly what the characters have to offer but perhaps at a slight discount for the volume he wants to purchase.

5 – 6: ...ready to negotiate a constant supply contract with a merchant character.



(32 – 33.A) Corporate Litigator

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

This merciless lawyer works for one of the power conglomerates that exist throughout known space. It is his job to travel the galaxy with a fistful of corporate summons and legal dockets, finding targets for his company to throw into expensive legal battles that will hopefully eliminate them from the galactic marketplace.

REFEREE'S INFORMATION:

The corporate litigator is (roll a d6)...

- 1 – 2: ...trying to serve a litigation summons to a friend of one of the characters, possibly using them to unearth the target.
- 3 – 4: ...on a fact-finding mission about a local merchant's commercial strengths and business practices.
- 5: ...serving dozens of minor legal actions against the minor shops and kiosks in the area with the hopes of pushing them out and opening a corporate megaplex.
- 6: ...targeting one of the characters for a lawsuit.

(32 – 33.P) Amiable Broker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A merchant's life revolves around his ability to make money in his dealings and this financially savvy price and profit negotiator can be a big help with that. He enjoys the successes in his work enough to want to work hard but he also enjoys his cut off the top as well.

REFEREE'S INFORMATION:

The amiable broker is (roll a d6)...

- 1 – 2: ...in possession of a good lead on a deal with nearly 100% returns as far as profits go but it could be risky.
- 3 – 4: ...willing to work without taking a cut so long as the characters help him out of a particular jam.
- 5 – 6: ...not very confident in his own skills but tends to get the job done well enough.

(34 – 35.A) Distribution Agent

Required Skills: None

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

The men and women that work for the various mercantile distribution companies are in charge of making sure that purchased goods reach the merchants for sale. This particular agent feels like his job as a middle-man is useless and mind-numbing, so he spices it up whenever he can.

REFEREE'S INFORMATION:

The distribution agent is (roll a d6)...

- 1 – 2: ...trying to make some extra credits by charging 'handling fees' on his transactions.
- 3 – 4: ...peddling substandard goods for elevated prices.
- 5 – 6: ...part of a larger conspiracy to inflate the prices of a specific type of goods.

(34 – 35.P) Advertising Agent

Required Skills: None

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

This professional advertising marketer makes it his job to take a product, place or person and make them as attractive as possible to the collective public. A good advertising agent can make anything look much-needed, even in the worst of circumstances.

REFEREE'S INFORMATION:

The advertising agent is (roll a d6)...

- 1–2: ...trying to fill an unexpected empty slot in his main publication.
- 3 – 4: ...a big fan of one of the character's chief exports or goods and wants to work with them to sell it.
- 5 – 6: ...willing to try a new and bold outlook on the campaign for one of the character's sale items.

(36 – 41.A) Competing Trade Captain

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This trade cutter captain is nothing more than a stiff competitor of the merchant character. He wants his share of the market in this corner of the galaxy; which means he must take it from the other merchants that are active here.

REFEREE'S INFORMATION:

The competing trade captain is (roll a d6)...

- 1: ...an unscrupulous man willing to use violence and coercion to steer other merchants away.
- 2 – 4: ...nothing more than a little friendly competition for local profits.
- 5: ...a dealer of hard to find and hard to acquire goods.
- 6: ...trying to set up a permanent market flotilla in the area.

(36 – 41.P) Loyal Customer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person has purchased something from the characters in the past and will gladly do so again in the future.

REFEREE'S INFORMATION:

The loyal customer is (roll a d6)...

- 1 – 2: ...searching for a specific item that he will pay half-again for.
- 3 – 4: ...willing to be used as free advertising by spreading good rumours.
- 5 – 6: ...responsible for a huge upswing in local sales due to word-of-mouth recommendations.

(42 – 43.A) Pirate Crewman

Required Skills: Investigate

Required Equipment: Ship

PLAYER'S INFORMATION:

This scruffy-looking spacer is a member of a local band of space pirates. He and his brethren live by the coming and going of the loot they manage to take from unwary vessels but he knows how important anonymity is when not shipside.

REFEREE'S INFORMATION:

The pirate crewman is (roll a d6)...

- 1 – 2: ...eager to tell his captain about the characters and their booty potential.
- 3 – 4: ...slightly drunken and ready to boast about his dreaded ship between picking fistfights.
- 5 – 6: ...setting a trap or ambush for the characters, who have been targeted by the pirate crew.

(42 – 43.P) Antiquity Peddler

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Calm and knowledgeable about ancient things, this individual makes his living finding, buying and then selling galactic antiquity. Ancient artefacts, long extinct fossils and unreadable texts from dead civilisations are all part of his catalogue.

REFEREE'S INFORMATION:

The antiquity peddler is (roll a d6)...

- 1 – 2: ...looking for a merchant to partner up with for sales of his goods.
- 3 – 4: ...currently in possession of several interesting pieces of art and ancient artefacts.
- 5: ...trying to decipher some ancient script on one of his finds, a sealed and locked box the size of a human heart.
- 6: ...holding onto an ancient but powerful piece of weapon technology – but he does not know what it does or how it works.



(44 – 45.A) Dishonest Associate

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Merchant characters deal with lots of different people who do lots of different jobs throughout their line of work but this specific one is looking to make extra money on the side by being deceptive and dishonest.

REFEREE'S INFORMATION:

The dishonest associate is (roll a d6)...

- 1 – 2: ...stealing a single piece of any quantity he handles, later selling them on the black market.
- 3 – 4: ...lying to cover up sloppy work and a bad work ethic.
- 5: ...recording important or sensitive information to sell to his employer's competition.
- 6: ...preparing to take a great deal of goods in a big theft.

(44 – 45.P) Ship Salesman

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This charismatic and charming salesman is involved with the high-credit deals concerning the buying and selling of starships. He understands the power of ship shares and the average purchaser's belief in what they mean toward ship ownership.

REFEREE'S INFORMATION:

The ship salesman is (roll a d6)...

- 1 – 2: ...willing to sell ship shares on a 'buy two, get one free' basis.
- 3 – 4: ...sitting on an impounded escort cutter that he can get rid of cheaply in forty-eight hours.
- 5 – 6: ...not selling to the characters but rather hoping to use them to get him back to the shipyard he works from.

(46 – 51.A) Hagglor

Required Skills: Persuade

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

It is the seller's job in any transaction to get the most out of a buyer and the buyer must try to pay the least possible sum for the goods that he wants. This clever consumer is a master at the art of commercial haggling, even when it is not necessary.

REFEREE'S INFORMATION:

The hagglor is (roll a d6)...

- 1 – 2: ...going to argue any price quoted to him for several minutes, even if it is more than fair.
- 3 – 4: ...a liar and a con man, trying to use the haggling process as a way to confuse the seller long enough to steal something.
- 5 – 6: ...not going to back down about a price reduction, even if the merchant denies him profusely.

(46 – 51.P) Stolen Goods Trafficker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not all goods for sale are acquired through corporate distribution agents and this suave and headstrong businessman thrives from his off-the-record transactions. He is a part-time smuggler and part-time fence that always seems to have the best deals on his merchandise – if the merchant does not mind stolen goods.

REFEREE'S INFORMATION:

The stolen goods trafficker is (roll a d6)...

- 1 – 2: ...good at getting his hands on military goods but charges extortionate prices for them.
- 3 – 4: ...out of anything worthwhile at the moment but needs a few extra hands to help him get some more.
- 5 – 6: ...selling a large crate of something that one of the characters wants or needs but is charging twice the normal value for it.

(52 – 53.A) Buyout Officer

Required Skills: None

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

The enemy of most small businessmen, this influential agent of a large corporation is sent out to make buyout offers. Armed with only a cheque and an inking stylus he has sent tens of thousands to the unemployment office and made millions for his already wealthy employers.

REFEREE'S INFORMATION:

The buyout officer is (roll a d6)...

- 1 – 2: ...prepared to make a low offer for the mercantile license of one of the characters.
- 3 – 4: ...here to complete the payment to buy a local small business.
- 5: ...looking for new business ventures to alert his employer about.
- 6: ...not working for anyone but is actually trying to buy off a business with a fraudulent account.

(52 – 53.P) Merchant Captain

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

In the chaotic world of interstellar commerce there are many dangers and most merchants discover that there is strength in numbers. This captain feels the same way and would like to keep his ship close to the characters because of it.

REFEREE'S INFORMATION:

The merchant captain is (roll a d6)...

- 1 – 2: ...suffering from a lack of able-bodied crewmen and would like some help for the next leg of his trip.
- 3 – 4: ...willing to share his escort with the characters' ship.
- 5 – 6: ...looking for a team that he can trust to get him to a rather large commercial trade in hostile territory.

(54 – 55.A) Safety Technician

Required Skills: None

Required Equipment: Ship/Starbase

PLAYER'S INFORMATION:

This mechanic/electrician is somewhat of a stickler for the little things, which makes him perfect for his job. It is his responsibility to go onto spacecraft and into public areas and determine what is considered 'safe'.

REFEREE'S INFORMATION:

The safety technician is (roll a d6)...

- 1 – 2: ...upset that he could not make it into the naval academy and plans to take it out on every ship he can.
- 3 – 4: ...very picky about what he marks things off for, costing the characters a large amount of money to bring their ship back to regulation.
- 5 – 6: ...willing and expecting to take several bribes to pass the characters' things through inspection.

(54 – 55.P) Market Manager

Required Skills: None

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

This commercial market operator makes all of the decisions concerning a small marketplace on a planet or commercial flotilla. He decides who gets to sell what and for how much of the profits. He is a very good friend to have in the industry.

REFEREE'S INFORMATION:

The market manager is (roll a d6)...

- 1 – 2: ...looking for someone to fill an empty kiosk spot in his market.
- 3 – 4: ...tired of dealing with hoodlums and thieves in the marketplace and will pay to have them removed from the area.
- 5 – 6: ...worried about a few of his shop owners who have not reported for duty in several days.

(56 – 61.A) Shop Owner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

While not directly in control of the day to day activities in his store, this commercial owner sees the bottom line of the accounting books and therefore feels he has a great say in how the business should be run and why.

REFEREE'S INFORMATION:

The shop owner is (roll a d6)...

- 1 – 2: ...utterly detached from how the retail industry works, making him frustrated when things do not turn out the way that he wants them to.
- 3 – 4: ...a complete bigot against a specific race or species.
- 5: ...trying to find a way to buy goods cheaper in order to increase his profit margins.
- 6: ...obsessed with the idea of 'getting one over' on his suppliers.

(56 – 61.P) Underworlder

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

As a member of the criminal underground, this morally ambivalent individual is well-protected and very dangerous on his own. He is powerful however and can normally open doors and find people that a common merchant cannot.

REFEREE'S INFORMATION:

The underworlder is (roll a d6)...

- 1 – 2: ...looking to offload some dangerous and illegal gear to anyone that can meet his somewhat low pricing.
- 3 – 4: ...about to meet with one of the most powerful people in the entire sector and will take the characters along if they promise not to make trouble.
- 5 – 6: ...going to tell his friends about the merchant character's 'specials', drumming up a lot of criminal business for him.



(62 – 63.A) Replica Peddler

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This dishonest charlatan creates and sells cheaply made replicas of expensive objects. Most commonly dealing in art or other items with high values difficult to prove at the time of sale, this bad example of a merchant can ruin the general public's opinion of all traders.

REFEREE'S INFORMATION:

The replica peddler is (roll a d6)...

- 1 – 2: ...passing off bad fakes as genuine alien technology.
- 3 – 4: ...travelling along the same routes as the characters, forcing them to deal with his replicas everywhere they go.
- 5: ...selling non-combat worthy weaponry to civilians for self-defence.
- 6: ...claiming that he is part of the mercantile retinue of the character, blaming him for any problems with the merchandise.

(62 – 63.P) Acquisition Specialist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

When someone needs something specific, no matter how far or how big it might be, this skilled investigator will find and acquire it. He specialises in getting what cannot be found, especially when time is of the essence.

REFEREE'S INFORMATION:

The acquisition specialist is (roll a d6)...

- 1 – 2: ...in possession of a rare piece of equipment that his employer no longer wants, so he must find a buyer for it.
- 3 – 4: ...about to go out on a mission to pick up some alien devices and asks if the characters want him to grab them any while he is out.
- 5 – 6: ...between contracts at the moment.

(64.A) Raider Commander

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Leader of a group of criminal rogues, bandits and space pirates, this scoundrel is powerful and wealthy in his unique way. He controls a small force of assault craft and enough men to fill them adequately. While he may not be interested in every small target that enters his territory, few trade captains want to risk the chance.

REFEREE'S INFORMATION:

The raider commander is (roll a d6)...

- 1 – 2: ...on the prowl for a new set of prime targets to fill his hold with loot and his pockets with credits.
- 3 – 4: ...interested in something that one of the characters has on their person.
- 5 – 6: ...an ex-navy fleet commander, making him a deadly starship opponent.

(64.P) Alien Businessman

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

The galactic market is home to hundreds of different races all dealing with one another in a variety of ways, making the occasional

meeting with an alien rather common. This individual alien is part of his people's commercial assets and he has come to make deals with their galactic neighbours.

REFEREE'S INFORMATION:

The alien businessman is (roll a d6)...

- 1 – 2: ...relatively new to the idea of inter-species marketing and needs some help learning about the local peoples.
- 3 – 4: ...peddling very hard-to-find wares that are common to his homeworld.
- 5: ...well-versed in 100 different foreign languages thanks to his corporate training.
- 6: ...actually a military spy plotting courses for a future invasion.



(65.A) Con Artiste

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Crafty, cunning and devious; this man makes his living creating elaborate schemes and plots around unfortunate others that end

up with him far away with their money. Most con artistes target only the affluent for fleecing but some will look to anyone with a credit to steal as their marks.

Referee's Information:

The con artiste is (roll a d6)...

- 1 – 2: ...pulling a very old scam that the characters might see through before it is too late.
- 3 – 4: ...looking for a patsy in his newest plot, for which he decides the most gullible character is perfect for.
- 5 – 6: ...escaping from the local authorities and will lie, cheat and fight to get away from them.

(65.P) Technology Distributor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

One of the best allies to a worthwhile merchant, the technology distributor ensures that the newest and the greatest of technological marvels in the galaxy are available for study and sale whenever appropriate.

REFEREE'S INFORMATION:

The technology distributor is (roll a d6)...

- 1 – 2: ...going to pick up a new advance in power couplings and wants some extra hands to carry the heavy crates.
- 3 – 4: ...looking for a buyer for some high-tech weaponry that he has been stuck with.
- 5: ...on a research mission that will require him to interview all of the characters, regarding their familiarity with current technology.
- 6: ...working privately for an electronics company, making sure that all of his associates are carrying his company's equipment.

(66.A) Taxation Officer

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

This poor governmental official is easily one of the most hated individuals in the mercantile world. It is his job to ensure that all legal fines, tariffs and taxes are collected and accounted for. Without people like him, the government would not get its due from its population.

REFEREE'S INFORMATION:

The taxation officer is (roll a d6)...

- 1: ...looking for one of the characters to pay some back fees that he had accrued several months before.
- 2 – 3: ...carrying a great deal of cash on his person at the moment from collections.
- 4 – 5: ...on a routine collection run throughout the area.
- 6: ...a dirty and dishonest agent that steals from the collections every chance he gets.

(66.P) Mercantile Commodore

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

The managing influence in a mercantile fleet or marketplace flotilla, the commodore makes sure that all of his traders and ferry captains work in shifts complementary to one another rather than in direct conflict all of the time. He knows that a little competition is good for the economy but he does not support all-out merchant wars.

REFEREE'S INFORMATION:

The mercantile commodore is (roll a d6)...

- 1 – 2: ...throwing a huge festival in his flotilla headquarters for any of his commercial allies.
- 3 – 4: ...sure that one of the local merchant captains are going to try to have him assassinated, so he needs help that he can trust, to thwart this attack before it happens.
- 5 – 6: ...trying to stimulate the local economy by enforcing a mandatory 20% price cut on all sales that are made planetside.

AGENT PATRON ENCOUNTERS

Characters in the Agent career path are the underhanded and often unseen manipulators of larger forces and organisations. Although an Agent can be sent from one end of the galaxy to the other on missions for his boss, which no one can ever know about, he will cross paths with a myriad of different souls – each one he might have to tell a different lie to in order to stay undetected.

Agent Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Street Thug	Snitch
12 – 13	Criminal Suspect	Taxi Service Driver
14 – 15	Private Investigator	Witnessing Bystander
16 – 21	Civil Servant	Homeless
22 – 23	Traitorous Employee	Exotic Dancer
24 – 25	Night Watchman	Building Superintendent
26 – 31	Gang Leader	Street Dealer
32 – 33	News Reporter	Travel Agent
34 – 35	Surveillance Guard	Veteran Policeman
36 – 41	Religious Figure	Cleaner
42 – 43	Utility Technician	Detective of Investigation
44 – 45	Ship Patroller	Loyalist Pilot
46 – 51	Alien Counter-agent	Image Specialist
52 – 53	Intelligence Officer	Pyrotechnics Specialist
54 – 55	Hitman	Allied Field Agent
56 – 61	Undercover Agent	Agency Advisor
62 – 63	Former Ally	Former Enemy
64	Enemy Agent	Government Black Operator
65	Loose End	Commissioner
66	Psionist Agent	Agency Director

(11.A) Street Thug

Required Skills: Persuade

Required Equipment: Any Weapon

PLAYER'S INFORMATION:

Agents will sometimes have need to look to the dregs of a community in order to get their job done, which could put them in contact with this sort of commonplace scum. He will do whatever it takes to get ahead in the cutthroat world of street life.

REFEREE'S INFORMATION:

The street thug is (roll a d6)...

- 1 – 2: ...targeting one of the characters for a mugging as soon as he can get him alone.

- 3 – 4: ...an enforcer for a larger gang of several dozen members.

- 5: ...starving from a lack of funds and will do anything for food or credits.

- 6: ...a dangerous and unstable drug addict.

(11.P) Snitch

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Nothing ever happens without somebody seeing or hearing about it in this galaxy and this loose-lipped informant seems to know

something about everyone. For a few credits or a favour he will spill what he knows, making him useful to a certain degree.

REFEREE'S INFORMATION:

The snitch is (roll a d6)...

- 1 – 2: ...ready to talk about a major crime that happened in the area.
- 3 – 4: ...sure he has exactly what the characters need to solve their current dilemma.
- 5 – 6: ...willing to go where the characters need him to in order to get the information they need – for a price.

(12 – 13.A) Criminal Suspect

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Someone accused of a crime they may or may not have committed, this person is now targeted by the local operational authorities. Depending on what the crime might be and what the authorities are known for doing to suspects, he may not want to be caught no matter whether he is guilty or not.

REFEREE'S INFORMATION:

The criminal suspect is (roll a d6)...

- 1: ...innocent of a minor crime or legal infraction.
- 2: ...guilty of a minor crime or legal infraction.
- 3: ...guilty of a minor crime or legal infraction and will fight to avoid capture.
- 4: ...innocent of a major crime or legal infraction.
- 5: ...guilty of a major crime or legal infraction.
- 6: ...guilty of a major crime or legal infraction and will fight to avoid capture.

(12 – 13.P) Taxi Service Driver

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Skilled agents learn quickly that one of their best assets is the mass transit system in an urban area. People like this taxi driver not only see too many people each day to remember the agent's face but they know the fastest routes through their city.

REFEREE'S INFORMATION:

The taxi service driver is (roll a d6)...

- 1 – 2: ...happy to 'forget' the characters after he has driven them around town...for a sizeable gratuity.
- 3 – 4: ...a practiced urban driver capable of losing tails, ignoring traffic and driving defensively in a fire fight!
- 5: ...an alien who could not care less about what his passengers say or do.
- 6: ...willing to stay on retainer for an entire day or evening if he is paid enough.



(14 – 15.A) Private Investigator

Required Skills: Investigate, Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Someone has hired this investigator through private civilian channels to keep an eye on the characters, something that he is specifically good at. He is cunning and uses many forms of monitoring to keep an eye on what his quarry is doing, making it difficult for an agent to do his job sometimes.

REFEREE'S INFORMATION:

The private investigator is (roll a d6)...

- 1 – 2: ...tracking one of the characters because of being hired by a disgruntled friend or lover.
- 3 – 4: ...willing to doctor photos and videos to make the characters look worse than they are.
- 5 – 6: ...only in it for the money; he will abandon the case if violence is a possibility.

(14 – 15.P) Witnessing Bystander

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Nothing ever happens in the universe exactly as the people involved would like it to have, especially when they want things to take place unseen and in private. There always seems to be someone that catches part of the action, just like this guy. He saw something important, something worth buying or killing over.

REFEREE'S INFORMATION:

The witnessing bystander is (roll a d6)...

- 1 – 2: ...sure he knows the face of a murderer that is still on the loose and he wants to go to the authorities but not without protection.
- 3 – 4: ...the only witness to an enemy's illegal activities.
- 5 – 6: ...lucky enough to have seen exactly what happened in a recent mystery, shedding some light on the situation.

(16 – 21.A) Civil Servant

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Agents often have to operate in secrecy but they also sometimes have to work within the system; this means having to deal with civil servants. This governmentally employed wage-slave works long hours for mediocre pay but has an elderly pension and a yearly vacation spiff to look forward to.

REFEREE'S INFORMATION:

The civil servant is (roll a d6)...

- 1 – 2: ...a desk jockey that would do anything to get involved in someone else's excitement, even if it means butting in when not wanted.
- 3 – 4: ...related to someone higher ranked in his office; someone who might be interested to know when a new face is snooping around.
- 5: ...waiting for the perfect time to leap into action and become a local hero; which may mean coming after one of the shadier-looking characters.
- 6: ...so embittered by his monotonous life that he is one bad remark away from pulling the carbine from his desk and just firing randomly...

(16 – 21.P) Homeless

Required Skills: None Required Equipment: Food, Drink or Drugs

PLAYER'S INFORMATION:

This poor unfortunate person has lived on the streets under a roof of scavenged plastic and cardboard for long enough that he knows no fear of dying. For a bite to eat, a sip to drink or his next fix, he will tell his benefactors everything he knows.

REFEREE'S INFORMATION:

The homeless is (roll a d6)...

- 1 – 2: ...completely knowledgeable about the entire abandoned sewer system running under the area; he uses it to get around unseen.
- 3 – 4: ...looking to settle some scores with some local punks that think it is funny to beat up on him and his friends.
- 5 – 6: ...willing to serve as a distraction in some way, so long as he does not get hurt in the process.

(22 – 23.A) Traitorous Employee

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Corporate life is not always what it is cracked up to be but this unethical worker figured out a way to make it worthwhile financially – sell corporate secrets to the competition. For a few thousand credits he will tell a rival everything they need to know about new projects, shipments or even other employees.

REFEREE'S INFORMATION:

The traitorous employee is (roll a d6)...

- 1 – 2: ...not willing to hurt anybody but he does not mind setting someone up to be hurt by someone else.
- 3 – 4: ...only in it for the money, plain and simple.
- 5 – 6: ...ready to cause the total downfall of his corporation through a complex scheme drawn up for him by an enemy agent.

(22 – 23.P) Exotic Dancer

Required Skills: Persuade

Required Equipment: Credits

PLAYER'S INFORMATION:

Sometimes viewed negatively by the nobility or upper class, the 'talent' at local dance clubs and adult entertainment parlours can be amazingly convincing and well-informed about their clientele. They can seemingly get just about anything out of their marks if the price is right.

REFEREE'S INFORMATION:

The exotic dancer is (roll a d6)...

- 1 – 2: ...actually an undercover police agent trying to bust a prostitution ring, so helping the characters might be in line with what is already going on.
- 3 – 4: ...willing to do what it takes for the right price, no matter about the morals that might be bent or broken in the meantime.
- 5 – 6: ...afraid of what the boss might do if he finds out about a side contract but will go ahead with it anyway.

(24 – 25.A) Night Watchman

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Most agents work in the shadows and while hidden, making the dark of night their best ally in most situations. If that is the case, the night watchman is their worst enemy. This poorly paid 'rent-a-guard' does not want to have to draw his civilian-grade firearm or stunstick against an intruder but he will.

REFEREE'S INFORMATION:

The night watchman is (roll a d6)...

- 1 – 2: ...old and out of shape; he is more likely to call in a disturbance after it has taken place just to avoid having to give chase or put up a fight.

- 3 – 4: ...filling this shift as a favour and normally works the day shift.
This means he is not used to the hours and could fall asleep at any time.
- 5: ...glad to have his job and is very careful and dedicated to it as a result.
- 6: ...an ex-military commando who left the service when his wife had their kid. He will not be a pushover in a confrontation.

(24 – 25.P) Building Superintendent

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This mechanic-meets-janitor runs the services and utilities of a specific building, as well as keeping up the maintenance, in exchange for a free room and an average paycheck. If anyone wants to get around inside his building, he is the best one to show them how.

REFEREE'S INFORMATION:

The building superintendent is (roll a d6)...

- 1 – 2: ...not going to let any of his building's tenants get hurt but he will help the characters get around within the building if they promise not to.
- 3 – 4: ...very tired of being looked down upon by the other people in his building.
- 5 – 6: ...already keeping unauthorised surveillance over parts of his building; it entertains him to candidly watch the tenants and visitors come and go.

(26 – 31.A) Gang Leader

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The man in charge of one of the local street gangs, this tough-skinned monster of a man has no scruples and even less care for the average person within his community. When agents work missions in the city streets, they sometimes have to deal with scum like this guy.

REFEREE'S INFORMATION:

The gang leader is (roll a d6)...

- 1 – 2: ...a sadistic leader of a brutal band of murderous ruffians.
- 3 – 4: ...feeling threatened by the presence of the characters.
- 5 – 6: ...already working for an enemy of the characters'.

(26 – 31.P) Street Dealer

Required Skills: Persuade

Required Equipment: None

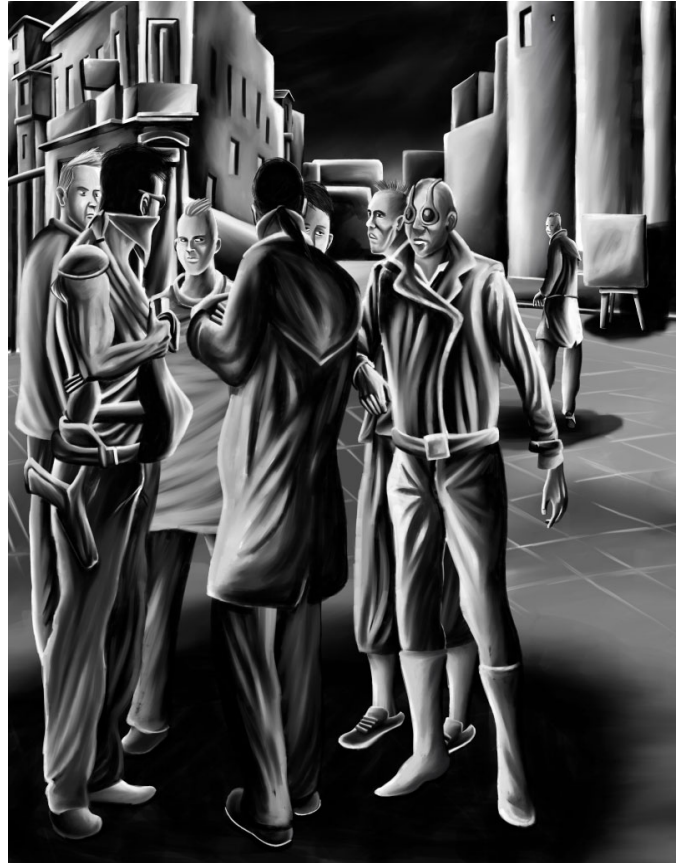
PLAYER'S INFORMATION:

Although their job is to peddle illegal substances to anyone who can pay, street dealers like this person are a good source of information and sometimes tools for blackmail. If he is getting his credits, he will gladly give somebody a good story or a kilo of hydroxirush.

REFEREE'S INFORMATION:

The street dealer is (roll a d6)...

- 1 – 2: ...low on customers, making him willing to work with the characters on the cheap.
- 3 – 4: ...an expert on high-profile deals.
- 5: ...only going to work with someone who is willing to 'do a few' with him.
- 6: ...a bigger criminal than just a drug dealer and could be useful in many ways because of his connections.



(32 – 33.A) News Reporter

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Agents do their job best when they are anonymous and the presence of a news reporter like this one in the same area as where they are active can be problematic to say the least. This professional snoop is nosy, crafty and willing to go to some length for their story.

REFEREE'S INFORMATION:

The news reporter is (roll a d6)...

- 1 – 2: ...aware of the characters' current mission and wants to know more.
- 3 – 4: ...paid by the local government to keep tabs on all 'odd' behaviour.
- 5 – 6: ...a scandal hound; enough so that he might make one of his own.

(32 – 33.P) Travel Agent

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This busy professional is in charge of arranging transports, flights and convoys for his clients. It is his signature that sends people halfway across the galaxy and he can do so openly or 'off the books' for the right favours in return.

REFEREE'S INFORMATION:

The travel agent is (roll a d6)...

- 1 – 2: ...willing to over or under book a flight to accommodate a high-paying ally.
- 3 – 4: ...just finishing arranging a private transport for an important client.
- 5 – 6: ...very well informed about the comings and goings of many important individuals throughout the sector.

(34 – 35.A) Surveillance Guard

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Another perceptive employee of a local establishment or compound, this security guard sits in front of a group of monitors and relays all day long waiting for a chance to see something interesting.

REFEREE'S INFORMATION:

The surveillance guard is (roll a d6)...

- 1 – 2: ...an informant for one of the character's enemies or rivals.
- 3 – 4: ...an ex-soldier who joined the local security force after his tour of duty.
- 5 – 6: ...looking for a good source of income to enable him to get out of the business; blackmail is often a good one.

(34 – 35.P) Veteran Policeman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Having served many years on the force, this seasoned police officer knows more about the local area than just about anyone. Criminals, public figures and common street folk are all associates of his and befriending him means having access to them.

REFEREE'S INFORMATION:

The veteran policeman is (roll a d6)...

- 1 – 2: ...friendly and jovial, always looking for someone to talk to about his day.
- 3 – 4: ...trustworthy and always tries to do what he feels is the right thing.
- 5: ...willing to adjust evidence and crime scenes to make sure that real criminals do not get off the hook.
- 6: ...going to retire soon but does not want to keep all of the secrets he has accumulated over the last 40 years to himself.

(36 – 41.A) Religious Figure

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

In an agent's line of work he will often need to do some underhanded or morally questionable things and doing so can have repercussions. This local religious icon – a priest, monk or such – will never condone such immoral practices and will denounce them openly.

REFEREE'S INFORMATION:

The religious figure is (roll a d6)...

- 1 – 2: ...a true local icon of his faith and of the populace; they will follow his words to any ends.
- 3 – 4: ...horribly corrupt and only wants to retain his power over the people.
- 5 – 6: ...actually looking to improve the world he lives in through the elimination of immoral behaviour.

(36 – 41.P) Cleaner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This cold and somewhat detached man is the solution to a bad situation gone violent. He exists solely to 'clean up' after conflicts or encounters where no one can know what really happened. If that means making witnesses disappear, burning evidence or simply erasing DNA residue from a hit, he will do it without so much as a 'please' required or a 'thank you' offered.

REFEREE'S INFORMATION:

The cleaner is (roll a d6)...

- 1 – 2: ...a freelance professional that works for several different organisations.
- 3 – 4: ...part of a team that can be hired to look after the characters' best interests.
- 5 – 6: ...a one-time deal; after this time the characters have to clean up after themselves.

(42 – 43.A) Utility Technician

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Crawling around in a building's utility service ducts and passages can put this skilled technician into places that even the craftiest agent might not look when he has to pursue his stealthy interests. A mission could be quickly ruined if he happens to see something he is not supposed to from behind the right grate or access panel.

REFEREE'S INFORMATION:

The utility technician is (roll a d6)...

- 1 – 2: ...working the wrong place at the wrong time and he will see something the characters do not want him to.

- 3 – 4: ...sure he has proof of some underhanded activities and wants to be paid off not to go public.
5 – 6: ...a lazy worker that spends hours on end doing nothing in the utility panels except eavesdropping on phone calls and reading intercepted communications.

(42 – 43.P) Detective of Investigation

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

When trying to figure out what really happened, sometimes going to the local experts within the operational authorities is a good idea. This decorated detective is in charge of most local investigations, so he is likely to know something about most local goings on.

REFEREE'S INFORMATION:

The detective of investigation is (roll a d6)...

- 1 – 2: ...not above taking small bribes to give the characters important information about ongoing investigations.
3 – 4: ...investigating an enemy of the characters.
5: ...known for his straight-as-an-arrow attitude.
6: ...obsessed with capturing a specific criminal at large and will do anything for someone who could help him bring the criminal to justice.



(44 – 45.A) Ship Patroller

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This basic ship crewman has been assigned a routine patrol of his ship, making him little more than a glorified security guard.

REFEREE'S INFORMATION:

The ship patroller is (roll a d6)...

- 1 – 2: ...active in the military and on his first real tour, making him a hotshot looking to make a name for himself.
3 – 4: ...delinquent in his duties most of the time.
5 – 6: ...particularly perceptive and quick to catch on when the situation seems awry.

(44 – 45.P) Loyalist Pilot

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Dedicated to the safe and skilled piloting of his governmentally-controlled spacecraft, this pilot feels that he owes a lot to his corporate or military organisation. He will not back down if it means endangering his route and especially if it means failing in his mission.

REFEREE'S INFORMATION:

The loyalist pilot is (roll a d6)...

- 1 – 2: ...ex-navy and very good at his job.
3 – 4: ...pleasantly interested in whatever brought the characters onto his ship.
5 – 6: ...aware of the characters' mission and would like to help in any way that he can.

(46 – 51.A) Alien Counter-agent

Required Skills: Language

Required Equipment: None

PLAYER'S INFORMATION:

This dedicated and cunning alien is a member of an opposing government or organisation, trained as an agent aimed directly at stopping other agents. His skills and abilities are focussed on stopping people like the characters from acting against his employers.

REFEREE'S INFORMATION:

The alien counter-agent is (roll a d6)...

- 1 – 2: ...willing to kill or be killed to stop any actions against his employers.
3 – 4: ...a freelancer on a contract; making him perhaps open to negotiations.
5 – 6: ...actually just a decoy situation sent by his employer to distract the characters.

(46 – 51.P) Image Specialist

Required Skills: None Required Equipment: Recorded Images

PLAYER'S INFORMATION:

No one knows the ins and outs of image processing, doctoring and fabrication better than this talented man. He knows the best ways to fake a photograph or manipulate existing surveillance tapes and the best ways to recognise when someone else has done something similar.

REFEREE'S INFORMATION:

The image specialist is (roll a d6)...

- 1 – 2: ...a true artiste and master of his craft.
- 3 – 4: ...expensive and carries a bit of a god complex when it comes to his work.
- 5: ...willing to look at something the characters have for him but will need to get paid to work upon it.
- 6: ...quirky and obsessed with pictures of a specific person, culture or species.

(52 – 53.A) Intelligence Officer

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

No agent likes to have this government officer on his tail, as it is this person's job to discover the stealthy and uncover the hidden. When an intelligence agency figures out the characters are involved, they will need to be much more careful.

REFEREE'S INFORMATION:

The intelligence officer is (roll a d6)...

- 1 – 2: ...very good at finding out what nobody else seems to be able to.
- 3 – 4: ...employed by enemies of the characters.
- 5 – 6: ...empowered by his organisation with the ability to kill enemies of the government without permission.

(52 – 53.P) Pyrotechnics Specialist

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

A master of all things that explode, burn, flash or concuss chemically, this boisterous specialist is trained and licensed in the use of fire and explosives. From the smallest firework or flare to the atmosphere-burning hall charges used by space pirates, he knows how to make and use them all.

REFEREE'S INFORMATION:

The pyrotechnics specialist is (roll a d6)...

- 1 – 2: ...a true pyromaniac and will burn or blow up anything that the characters ask him to... just for fun.
- 3 – 4: ...used by most local civilian organisations for firework shows and the like.
- 5 – 6: ...willing to build explosive devices for the characters but does not want to know what they are actually for in case it comes back to him.

(54 – 55.A) Hitman

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This cold-blooded killer is a private assassin that does not work on mercenary tickets but rather takes freelance contracts only. He is deadly and professional and could be a great danger to the characters.

REFEREE'S INFORMATION:

The hitman is (roll a d6)...

- 1 – 2: ...targeting a friend of one of the characters.
- 3 – 4: ...on contract with a criminal organisation that the characters tangled with in the past.
- 5: ...not currently on assignment but does not like the characters for his own reasons.
- 6: ...targeting one of the characters on contract from one of that character's enemies.

(54 – 55.P) Allied Field Agent

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This agent is a member of the same organisation as one of the characters or they work for the same employer. He happens to be in the area and recognises the characters as allies.

REFEREE'S INFORMATION:

The allied field agent is (roll a d6)...

- 1 – 2: ...on his own mission that the characters might be able to help him finish, leaving him free to help them with theirs in turn.
- 3 – 4: ...seeking the characters to deliver them an important message.
- 5 – 6: ...not currently on assignment at all; he might be persuaded to help the characters with theirs if need be.

(56 – 61.A) Undercover Agent

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Working for another organisation secretly, this agent is posing as something else entirely in order to achieve his goals and finish his mission. There is no limit to what he will do to keep his cover from being blown – including killing the characters.

REFEREE'S INFORMATION:

The undercover agent is (roll a d6)...

- 1 – 2: ...working for an enemy agency and is targeting the characters for his maliciousness.
- 3 – 4: ...paranoid that one of the characters recognises him for what he really is.
- 5: ...setting up a massive move against the local government.
- 6: ...posing as a local criminal to get close to other criminals, making it easy for him to do illegal things while undercover.



(56 – 61.P) Agency Advisor

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

This specialist counsellor works for the same company or organisation as the characters and is paid to help employees understand the facets of a particular subject or area of expertise. He is not an agent exactly but most agents would be glad to have his advice when it comes to his proficiency.

REFEREE'S INFORMATION:

The agency advisor is (roll a d6)...

- 1 – 2: ...an advisor on combat tactics and techniques that will be especially needed in the near future.
- 3 – 4: ...a scientist that will teach the characters how to use a specific piece of technology integral to their next mission.
- 5 – 6: ...an emotional advisor sent to help the characters with any mental or social damage they might be suffering from.

(62 – 63.A) Former Ally

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This was once a close friend or ally within the organisation but now he has turned his colours around and the characters cannot help but deal with him as any other enemy. He knows a lot about the characters from their time as friends, making him terribly dangerous.

REFEREE'S INFORMATION:

The former ally is (roll a d6)...

- 1 – 2: ...focussed on the destruction of one particular character who he blames for some kind of negative current situation.
- 3 – 4: ...possibly not to blame for his turning against the characters; perhaps he could be convinced that they could be friends again.
- 5 – 6: ...nearly a perfect skill match for the character he has turned upon.

(62 – 63.P) Former Enemy

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This new ally of the organisation was once a bitter enemy employed by opposing forces. Something happened to shatter his old allegiances and now he works with the people he formerly called 'foes'. He is very knowledgeable about his old employers, making him a useful tool to exploit against them.

REFEREE'S INFORMATION:

The former enemy is (roll a d6)...

- 1 – 2: ...looking to find true friends amongst his new allies.
- 3 – 4: ...willing to take violent action against his old allies, especially if the characters will help him get back at the individual he blames for turning him against his ex-employers.
- 5 – 6: ...not completely trustworthy but seems to be truthful about his changing sides.

(64.A) Enemy Agent

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

An agent employed by enemies of the characters, this man is on a mission set against them. He will do whatever is in his ability to complete his mission and he will do so as quietly and efficiently as he can manage.

REFEREE'S INFORMATION:

The enemy agent is (roll a d6)...

- 1 – 2: ...a member of an opposing legal enforcement agency.
- 3 – 4: ...an intelligence officer trying to get blackmail-worthy secrets on the characters.
- 5 – 6: ...working for a corporation as a freelance operative seeking to inflict some commercial damage to their competition.

(64.P) Government Black Operator

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

There are certain missions that are too secret, too immoral or simply too important to be found on any records or any official listings. These 'black operations' are governmentally sanctioned in private and will never grace a docket or auto-biography when it is all over. This enigmatic man in a crisp, clean suit is who arranges for these operations to take place.

REFEREE'S INFORMATION:

The government black operator is (roll a d6)...

- 1: ...warning the characters about a black operation in their area that could endanger them.
- 2 – 5: ...looking for a decoy team to make some 'noise' while his unmentioned black operation takes place elsewhere in the local area.
- 6: ...seeking the characters to go on an unofficial and secretive black operation on his behalf.

(65.A) Loose End

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Even the best agents sometimes leave 'loose ends' behind after a mission that require tying up later. This person was unfortunately one of these niggling memories that the characters will have to take care of for their mission to be a true success.

REFEREE'S INFORMATION:

The loose end is (roll a d6)...

- 1 – 2: ...an unknown witness to the characters' less savoury activities.
- 3 – 4: ...fleeing across the galaxy from the characters and will likely never be found again.
- 5 – 6: ...already going to the authorities and a network of friends about the reason that the characters need to deal with him, making a chain of more loose ends.

(65.P) Commissioner

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

The highest office to be held in local law enforcement, most agents pay allegiance to this busy but practical man. He keeps track of all the legal actions and governmental procedures that his men get involved with but he tries to stay out of situations larger than he can handle.

REFEREE'S INFORMATION:

The commissioner is (roll a d6)...

- 1 – 2: ...a friend to the characters and will offer them assistance from his department whenever he can.
- 3 – 4: ...secretly an active agent for the same organisation as the characters.
- 5 – 6: ...looking to hire the characters for a mission 'off the books' to help even some scores out on the streets where his peacekeeping officers are suffering the most.

(66.A) Psionist Agent

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

There is little more dangerous in this galaxy than an agent with natural (or bio-enhanced) psionic talents. With the added abilities that such an anomaly offers them, their foes rarely know what is going on until it is far too late.

REFEREE'S INFORMATION:

The psionist agent is (roll a d6)...

- 1 – 2: ...looking to settle some unknown score with one of the characters for something he may not even know happened between them.
- 3 – 4: ...researching one of the characters for his agency's files.
- 5: ...not especially subtle when confronting the characters.
- 6: ...mentally unstable due to his 'talent'.

(66.P) Agency Director

Required Skills: Admin

Required Equipment: Starbase or Government Compound

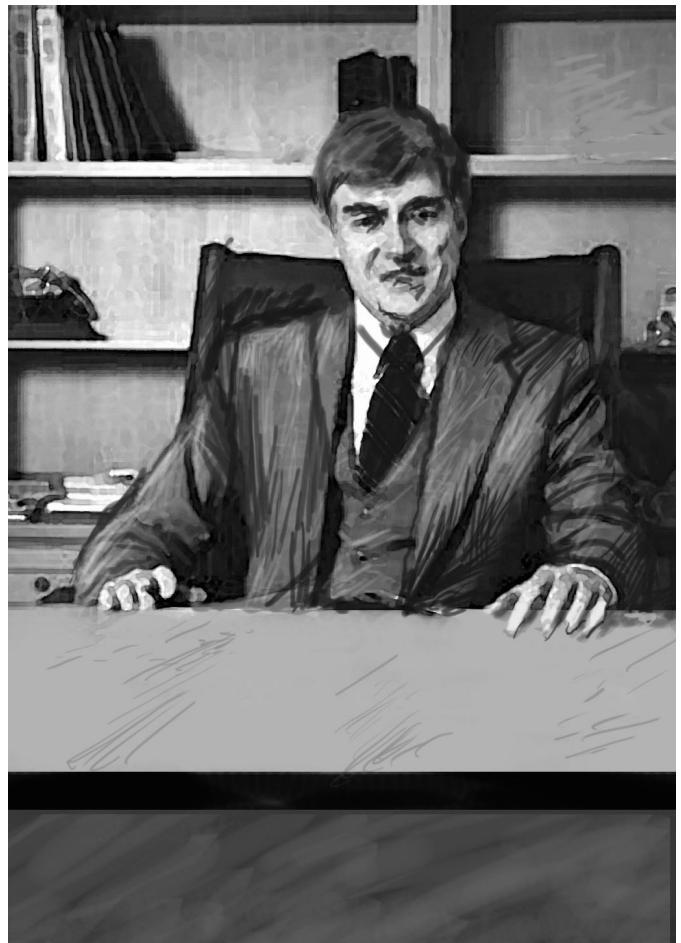
PLAYER'S INFORMATION:

Chief of all things that take place within his agency, this official head of the office is as much a governmental figure as he is an agent within his own organisation. It his job to make sure that all of his agents are safely hidden away from their enemies if need be and to make sure that the organisation keeps them all with missions they are suitable for.

REFEREE'S INFORMATION:

The agency director is (roll a d6)...

- 1 – 2: ...going to hand out a special mission to the first agent who shows true promise to him.
- 3 – 4: ...looking for one of the characters to give them a commendation and a lead on a promotion.
- 5 – 6: ...worried that one of his direct subordinates is a mole within the agency; he wants the characters to try and discover him and deal with it accordingly.



UPPER-CLASS PATRONS

Just as it tends to be in real world civilisations, social structures in Traveller are dynamic and interestingly important to how the culture interacts. This chapter focuses upon the types of lifestyles that were given good opportunities, excellent access to resources and an otherwise higher quality of living. The people born to the upper class do not commonly have to deal with the same conflicts as common folk but they have their own brand of allegiances and nemeses.

NOBILITY PATRON ENCOUNTERS

Characters in the Nobility career path are raised with money, resources, contacts and attentions that most others never have access to. They are powerful members of their society and frequently found in the local limelight, even if they do not deserve it. This brings a multitude of unique persons in contact with them throughout their lives.

Nobility Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Hedonist	Success Story
12 – 13	Freeloader	Artiste
14 – 15	Blue-Collar Worker	Debtor
16 – 21	Manor Servant	Friend-of-the-Family
22 – 23	Jealous Lover	Personal Trainer
24 – 25	Failed Businessman	Galactic Traveller
26 – 31	Family Gossip	Butler/Maid
32 – 33	Nosy Neighbour	Chauffeur
34 – 35	Competing Relative	Adventurous Cousin
36 – 41	Social Casualty	Socialite
42 – 43	Paparazzi	Assigned Guard
44 – 45	Fair-weather Friend	Alien Noble
46 – 51	Family Accountant	Party Animal
52 – 53	Royal Attaché	Free Soul
54 – 55	Dietician	Escapist
56 – 61	Black Sheep	Administrative Custodian
62 – 63	Neglected Ally	Bad Influence
64	Vendetta	Estate Attorney
65	Blackmail Artiste	Familial Ambassador
66	Forsworn Rival	Governmental Minister

(11.A) Hedonist

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

This fellow noble has truly given himself over to some strange and interesting ways to enjoy himself. Drugs, alien cultural practices and other pleasurable things take up all his time now and most of his money as well.

REFEREE'S INFORMATION:

The hedonist is (roll a d6)...

- 1 – 2: ...scandalously in love with an alien enemy of his family.
- 3 – 4: ...addicted to a powerful new synthetic drug; he will die without it and cannot acquire it himself anymore.
- 5 – 6: ...trying to get the characters involved in his most recent endeavours, something that will not likely end well for any parties.



(11.P) Success Story

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

It is rare when a noble was not handed his title and inheritance; rather he was a self-made upper class through years of hard work and determination. This practical and stalwart individual is amongst those 'from the ground up' successes.

REFEREE'S INFORMATION:

The success story is (roll a d6)...

- 1 - ...a lottery winner who got very lucky and is now rubbing elbows with the rich and powerful.
- 2 - 3: ...an industrialist that managed to make his company (or companies) into what it has become from almost nothing.
- 4 - 5: ...the inventor of a new weapon technology that has made him quite popular in military circles.
- 6: ...an unlikely inheritor that managed to do something amazing with a comparatively meagre estate inheritance.

(12 - 13.A) Freeloader

Required Skills: None

Required Equipment: Residence

PLAYER'S INFORMATION:

Everyone knows someone that lives solely on the good will and donations of others but it seems that the wealthy know more than their share. This person exists solely to sponge off of others, especially those who will not stop giving help.

REFEREE'S INFORMATION:

The freeloader is (roll a d6)...

- 1 - 2: ...in the area looking for a free meal, as always.
- 3 - 4: ...interested in taking advantage of more than just the characters' hospitality.
- 5 - 6: ...also a petty thief as well as an asset-parasite; nothing is safe when he is around.

(12 - 13.P) Artiste

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This eccentric person is a student and practitioner of the fine arts. He may be a singer, a painter, an actor or some other form of artiste. He is an example of what the finer things in life can bring along with some free time and some imagination.

REFEREE'S INFORMATION:

The artiste is (roll a d6)...

- 1 - 2: ...trying to arrange for a public show or appearance and would like the characters' help to make it safe.
- 3 - 4: ...looking for the perfect focus of his new piece or project.
- 5 - 6: ...suffering from a horrible block to his creativity; maybe if he tags along with the characters for a while he will see something that will spark it back to life.

(14 - 15.A) Blue-Collar Worker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Those who have to work hard for their living sometimes forget that not all wealthy people are spoiled rich kids that did not earn their place in the upper class. This individual does not only look down upon nobility, he downright hates the fact they exist in his area.

REFEREE'S INFORMATION:

The blue-collar worker is (roll a d6)...

- 1 - 2: ...drunk after his shift is over and looking to take out his troubles on a few 'rich kids'.
- 3 - 4: ...in the wake of receiving a notice of bad payments on his debts, putting him in a particularly bad mood.
- 5 - 6: ...looking for a good way to make easy credits and he feels the characters are the best source for them.

(14 - 15.P) Debtor

Required Skills: None

Required Equipment: Credits

PLAYER'S INFORMATION:

There is no one more easily influenced by the wealthy as someone who is in dire need of funds. This particular person is in need of enough money that he makes the perfect candidate for a makeshift or happenstance ally - if someone has the credits.

REFEREE'S INFORMATION:

The debtor is (roll a d6)...

- 1 – 2: ...desperate to pay off a loan shark.
- 3 – 4: ...in debt to the company that owns the ship he recently wrecked against an asteroid.
- 5: ...not comfortable telling anyone who he owns the money to but he will work hard to pay it off anyway.
- 6: ...an old friend that has landed on hard times.

(16 – 21.A) Manor Servant

Required Skills: None Required Equipment: Permanent Residence

PLAYER'S INFORMATION:

This poorly paid and often ignored employee of a household manor is rarely regarded as anything more than mobile furniture within the home but he sees a great deal more than anyone would like to think. From their places in the garden, the kitchen or just cleaning floors they gather staggering amounts of information on their employers.

REFEREE'S INFORMATION:

The manor servant is (roll a d6)...

- 1 – 2: ...looking for a good way to settle a score with his employer.
- 3 – 4: ...going to plant some items on the characters that he stole from his workplace.
- 5 – 6: ...a servant to one of the character's rivals and is looking for a pay raise through setting them up.



(16 – 21.P) Friend-of-the-Family

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Noble family lines normally go back many years and cross several times with one another, sometimes creating feuds and other times forging long lasting friendships. This person is one of these close friends of one of the character's family, making them allies through kinship.

REFEREE'S INFORMATION:

The friend-of-the-family is (roll a d6)...

- 1 – 2: ...on the search for a member of his family and thinks the connection with one of the characters will be enough to get them to help him.
- 3 – 4: ...in trouble with a few of the locals and would like the characters' help in dealing with them.
- 5 – 6: ...carrying a very special message for one of the characters sent from a distant member of his family. The friend-of-the-family was headed this way and chose to do the character's family a favour by delivering it.

(22 – 23.A) Jealous Lover

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are few people in the galaxy as frustrating and difficult to deal with as someone who feels romantically slighted. This person is carrying some serious jealousy toward one of the characters; justified or not.

REFEREE'S INFORMATION:

The jealous lover is (roll a d6)...

- 1 – 2: ...a completely deranged lunatic; the characters have no idea who he or she is.
- 3 – 4: ...bitter over some money he or she believes is owed to her from the past relationship.
- 5: ...looking for a public way to shame or disgrace one of the characters.
- 6: ...dedicated to getting the character back no matter what is going on at the time.

(22 – 23.P) Personal Trainer

Required Skills: Athletics

Required Equipment: None

PLAYER'S INFORMATION:

Many noble families hire or keep trainers like this one on retainer. He is a good resource for members of the family to have around to keep them physically fit and perhaps even trained at some martial skills.

REFEREE'S INFORMATION:

The personal trainer is (roll a d6)...

- 1 – 2: ...also a hand-to-hand instructor at the local kaijitsu school.

- 3 – 4: ...tough on his students but only so far as he thinks they can actually handle.
5 – 6: ...a longstanding friend of one of the characters and will help them in any way he can.

(24 – 25.A) Failed Businessman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

When finances fail and businesses are forced to close their doors it leaves plenty of skilled professionals out of work. This poor former executive of a failed company is depressed and somewhat desperate; a bad combination in any field.

REFEREE'S INFORMATION:

The failed businessman is (roll a d6)...

- 1 – 2: ...on the verge of a public suicide denouncing the reason his company failed.
3 – 4: ...blaming the actions of the characters for his current unemployment.
5 – 6: ...working for a local criminal to make ends meet after his company dissolved.



(24 – 25.P) Galactic Traveller

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Although the money of nobility allows them to frequently see the galaxy from within the safety of a passenger liner or from behind safari viewports, they rarely get a chance to get out and really experience it. This person has gone out into space, seen a great many things and has returned to talk about it.

REFEREE'S INFORMATION:

The galactic traveller is (roll a d6)...

- 1 – 2: ...looking for a new crew to follow him into the galactic frontier.
3 – 4: ...seeking financial support or backing for his next journey.
5 – 6: ...full of fantastic and particularly unbelievable stories from where he claims he has been.

(26 – 31.A) Family Gossip

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Every family has at least one of these types in it; who simply cannot stop talking about fellow family members behind their back.

REFEREE'S INFORMATION:

The family gossip is (roll a d6)...

- 1 – 2: ...exaggerating dramatically about something one of the characters has done.
3 – 4: ...jealous of one of the characters, making them the primary target for his lies.
5 – 6: ...leaking important family secrets to the press for money.

(26 – 31.P) Butler/Maid

Required Skills: None Required Equipment: Permanent Residence

PLAYER'S INFORMATION:

This most esteemed of house servants can be the best friend and confidante of any noble, especially considering the sheer amount of time that they spend together in the noble's younger years.

REFEREE'S INFORMATION:

The butler/maid is (roll a d6)...

- 1 – 3: ...aware of nearly all of the household matters at any given time.
4: ...hiding several of the characters' secrets from the owner of the estate.
5: ...remarkably wealthy but hides it in order to live a simple life.
6: ...willing to take the blame for something the characters had actually done, thereby filling the stereotypical 'the butler did it' motif.

(32 – 33.A) Nosy Neighbour

Required Skills: Stealth Required Equipment: Permanent Residence

PLAYER'S INFORMATION:

Always peeking over the fence or through the window at the character's home, this person is somewhat obsessed with what other people are doing. He cannot help but pay far too close attention to the things that his neighbours does.

REFEREE'S INFORMATION:

The nosy neighbour is (roll a d6)...

1 – 3: ...mostly harmless, just annoying.

4 – 5: ...willing to call the local authorities about nearly anything that he feels is 'suspicious'.

6: ...actually an informant for the media.

(32 – 33.P) Chauffeur

Required Skills: None Required Equipment: Civilian Vehicle

PLAYER'S INFORMATION:

This professional vehicular driver makes his living ferrying people around from place to place. He sees and hears a great deal, even though he is not supposed to pay any attention to his clients in such a way.



REFEREE'S INFORMATION:

The chauffeur is (roll a d6)...

1 – 2: ...on retainer with one of the characters' families, giving them access to his services.

3 – 4: ...willing to take bribes in exchange for what he has heard in his back seats.

5 – 6: ...aware of every side road and alley in his local community.

(34 – 35.A) Competing Relative

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

In some noble families it is customary for close cousins or even siblings to try and out-do one another for an unequal share of the love and adoration of the older family members. This relative of one of the characters has this quality in abundance.

REFEREE'S INFORMATION:

The competing relative is (roll a d6)...

1 – 2: ...focussed on competing in games and sports but tries to make it seem like it means more metaphorically.

3 – 4: ...willing to turn his competition to violence when he loses.

5 – 6: ...not focussed on winning as much as he is on making sure that the character loses.

(34 – 35.P) Adventurous Cousin

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This somewhat distant relative of one of the characters is often the talk of the family and a constant source of new stories and tales thanks to his adventures throughout the galaxy.

REFEREE'S INFORMATION:

The adventurous cousin is (roll a d6)...

1 – 2: ...a true and honest thrill-seeker that does whatever he feels like.

3 – 4: ...happy to bring the characters along on his next big adventure.

5 – 6: ...suffering from a minor injury that he received on his last adventure, so he may need help with the next one.

(36 – 41.A) Social Casualty

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Amidst the harsh social politics between noble families and the upper-class populace, there is a war being waged. Although it is a war of words, glances and scandals, it still has its dead and wounded that it causes. This unfortunate former socialite is one of them.

REFEREE'S INFORMATION:

The social casualty is (roll a d6)...

- 1 – 2: ...devastated by the events that removed them from the social circle and wants to do anything to get back in it.
- 3 – 4: ...the patsy for a series of social attacks that were deliberate and merciless.
- 5 – 6: ...so distraught over the ordeal that suicide is being contemplated.

(36 – 41.P) Socialite

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

This handsome or pretty young thing lives for the rush of an entrance to a cocktail party or the sound of tinkling crystal glasses being knocked together at the opening of a new club. If it is going to be high brow, high priced and highly effete, the socialite will be there.

REFEREE'S INFORMATION:

The socialite is (roll a d6)...

- 1 – 2: ...in need of an escort to the next big event on their schedule.
- 3 – 4: ...aware of a specifically important person attending an event that he has tickets to.
- 5: ...extremely wealthy and loves to spend it on close friends.
- 6: ...always connected and invited to the highest ranking social functions in the area.

(42 – 43.A) Paparazzi

Required Skills: None

Required Equipment: Ship



PLAYER'S INFORMATION:

This camera-happy media hound is one of the most feared and hated parts of celebrity life. He stalks famous people at all hours of the day, camera in hand, with the hopes of getting some kind of candid shot that he can then sell to the tabloids.

REFEREE'S INFORMATION:

The paparazzi is (roll a d6)...

- 1 – 2: ...not picky about his scandalous pictures; they do not have to be of celebrities for him to make money from blackmailing.
- 3 – 4: ...focussed upon a single celebrity in the area; so much so that he has become violently obsessed.
- 5 – 6: ...willing to sell photos to anyone, not just the press.

(42 – 43.P) Assigned Guard

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Assigned from a family's personal guardsmen pool, this loyal protector will stand by his ward for long hours and public appearances. It is his responsibility to make sure the family member stays safe; having probably been working for the family for many years.

REFEREE'S INFORMATION:

The assigned guard is (roll a d6)...

- 1 – 2: ...the son of a guard that served with the family and retains a high sense of duty and loyalty.
- 3 – 4: ...in for the money but he understands his duty and plans to fulfil it.
- 5 – 6: ...well-armed for a civilian, as that he has several smuggler friends.

(44 – 45.A) Fair-weather Friend

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person seems to only ever come around when things are going well for the characters. When times get rough again and the characters actually need a friend around, he is nowhere to be found.

REFEREE'S INFORMATION:

The fair-weather friend is (roll a d6)...

- 1 – 2: ...not being malicious; he just has no concept of true friendship.
- 3 – 4: ...plotting to take something important from the characters during his short and erratic visit.
- 5 – 6: ...playing several groups of his 'friends' off against each other in some sick game that he is secretly enjoying.

(44 – 45.P) Alien Noble

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

An important member of an alien race, this individual is actually the equivalent of a noble in their society. He might need some help adjusting to the local culture and society; something that a clever person would want to undertake if they want an 'in' with the alien nobility.

REFEREE'S INFORMATION:

The alien noble is (roll a d6)...

- 1 – 2: ...on a mission of peaceful social interaction.
- 3 – 4: ...looking forward to making some local friends and bringing them back to his homeworld in an exchange of hospitality.
- 5: ...having serious trouble with the local language and requires a translator.
- 6: ...actually royalty where he comes from but the translation to 'nobility' has downplayed his importance.

(46 – 51.A) Family Accountant

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Driven by money in his personal and professional life, this number-crunching conniver is one of the chief accountants in charge of a noble family estate. He does what he does to ensure he makes the most out of every deal but can be persuaded to help certain family members more than others.

REFEREE'S INFORMATION:

The family accountant is (roll a d6)...

- 1 – 2: ...stealing from the family through a series of smaller accounts that no one knows about.
- 3 – 4: ...accepting bribes from the younger family members to ensure they have swollen bank accounts.
- 5 – 6: ...romantically involved with a member of the family, padding her account for their supposed escape.

(46 – 51.P) Party Animal

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

This noble-born socialite gave up the cocktail parties for the thrill of excessive drinking, the opera events for the hum of music that is far too loud and turned in his black tie for a local sports jersey. He is the life of a party and he tries to get to all that he can before real life steps on his plans.

REFEREE'S INFORMATION:

The party animal is (roll a d6)...

- 1 – 2: ...throwing a big bash at his parents' estate and the characters are invited.
- 3 – 4: ...good for knowing who is with whom and why, at any social gathering.
- 5 – 6: ...in need of a large amount of controlled substances but cannot leave his own party, so he will pay double for the characters to go and get it.

(52 – 53.A) Royal Attaché

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not only is this a member of a noble family but this watchful and manipulative advisor is the direct assistant to a member of the royal family. There is little that goes on with his corner of the area without his seeing the orders for it.

REFEREE'S INFORMATION:

The royal attaché is (roll a d6)...

- 1 – 2: ...plotting the fall of his royal employers.
- 3 – 4: ...gathering all of the trinkets and personal effects that the royals leave lying around and is planning to sell them.
- 5 – 6: ...an elitist snob that looks down on anyone else that he crosses paths with.

(52 – 53.P) Free Soul

Required Skills: None

Required Equipment: None



PLAYER'S INFORMATION:

This unfettered member of the noble family is the personification of freedom. He does what he wants, when he wants and with whom he wants – all he had to do was cut him off from the rest of the family's assets to get there.

REFEREE'S INFORMATION:

The free soul is (roll a d6)...

- 1 – 2: ...going to take off on a galactic journey in a few days and offers to bring the characters along.
- 3 – 4: ...stopping by the area to see a sick family member, if they will have him for a few hours.
- 5 – 6: ...in the possession of several star maps and route charts from his travels.

(54 – 55.A) Dietician

Required Skills: None

Required Equipment: Residence

PLAYER'S INFORMATION:

One of the leading medical professionals taking care of the eating habits and restrictions for a noble family's estate, the staff dietician has a surprising amount of power within the household because of it.

REFEREE'S INFORMATION:

The dietician is (roll a d6)...

- 1 – 2: ...slowly poisoning one of the nobles in order to get a piece of the inheritance.
- 3 – 4: ...actually a fake; he failed culinary school and had his dietary license forged for him.
- 5 – 6: ...very sensitive about the reactions to his food suggestions; enough that he could become violent when engaged about it later.

(54 – 55.P) Escapist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This friend or member of the family has a very simple way of avoided trouble when it threatens him and his loved ones – he flees. Moving from one place to the next to avoid whatever trouble is happening to him at the time, he has seen more of the galaxy than one might think.

REFEREE'S INFORMATION:

The escapist is (roll a d6)...

- 1 – 2: ...lucky enough to know a smuggler that ferries people as well as goods without asking too many questions.
- 3 – 4: ...moving back to the area after being gone for several years, as the trouble he was in finally moved along.
- 5: ...getting ready to run away to a new location; unless the characters quickly help him out of his local bind.



- 6: ...finally thinking about permanently settling down but needs someone to go get the last of his possessions from his last home before he can.

(56 – 61.A) Black Sheep

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

No matter what this dilettante does it is not going to look good upon his family and friends. It seems this person has never been able to do what society and his family needed of him; on purpose or not.

REFEREE'S INFORMATION:

The black sheep is (roll a d6)...

- 1 – 2: ...in the middle of some big media scandal that seems to entangle everyone nearby in negative press.
- 3 – 4: ...only an outcast in his family because of circumstance but it has made him a hateful person.
- 5 – 6: ...purposefully standing against everything his family says is right for him; he has some kind of score to settle with his parents.

(56 – 61.P) Administrative Custodian

Required Skills: Admin

Required Equipment: Residence

PLAYER'S INFORMATION:

This hired official is given the sole and important duty of running the basic details of how a residential estate functions. Making sure that bills and taxes are sent to the accountant, security is covered by guardsmen and so forth.

REFEREE'S INFORMATION:

The administrative custodian is (roll a d6)...

- 1 – 2: ...looking to pay someone a small wage to run his orders around while the electronic communications system is being repaired.
- 3 – 4: ...swamped with additional duties and needs an assistant or two until he gets caught up.
- 5: ...an old friend of one of the characters willing to help them out with estate assets.
- 6: ...hiring a new series of staff members for the household because of a mass walk-out that has just occurred.

(62 – 63.A) Neglected Ally

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Once a minor ally to the characters, this perhaps forgotten old face has since become neglected and taken for granted. Someone can only be ignored for so long and now he looks to remind them exactly what they missed out on.

REFEREE'S INFORMATION:

The neglected ally is (roll a d6)...

- 1 – 2: ...going to use all of his talents to hinder the characters.
- 3 – 4: ...planning on just being around all the time to make the characters paranoid until they remember who he is.
- 5 – 6: ...accusing the character that has forgotten him of being an enemy.

(62 – 63.P) Bad Influence

Required Skills: Streetwise Required Equipment: None

PLAYER'S INFORMATION:

This charming and convincing person is every noble parent's nightmare. Born to a middle or lower class family, he has lived an eventful life that he has a talent of making seem glamorous or exciting. A few stories later and he will have the most sheltered of beings standing in the muck right next to him.

REFEREE'S INFORMATION:

The bad influence is (roll a d6)...

- 1 – 2: ...headed to a dangerous but exciting part of town for a night of drinking and debauchery.
- 3 – 4: ...a skilled liar; skilled enough to get he and anyone with him into nearly any private club.
- 5: ...in possession of some designer drugs that he wants to try but needs some sober friends around to make sure it all goes down safely.
- 6: ...aware of a secret pit fighting ring somewhere in town that allows amateur volunteers.

(64.A) Vendetta

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Someone from this person's family at some point in history was dishonoured by someone in one of the character's family. This dishonour was enough to force a feud of sorts, a vendetta, between the two families.

REFEREE'S INFORMATION:

The vendetta is (roll a d6)...

- 1 – 2: ...still researching what happened but believes he will have to kill the character when he finds the truth of it.
- 3 – 4: ...looking to settle the score as to what happened but not through bloodshed – through financial slaughter.
- 5 – 6: ...old-minded and traditional concerning matters of the family; he will request duels and contests over random violence.

(64.P) Estate Attorney

Required Skills: Advocate Required Equipment: An Estate

PLAYER'S INFORMATION:

This legal watchdog is actually on the side of the noble family or at least the part of it that keeps him well paid and on retainer. He looks after the wills, lawsuits and minor disputes that the family needs advice or regulated counsel with.

REFEREE'S INFORMATION:

The estate attorney is (roll a d6)...

- 1 – 2: ...loyal to the family and has been so for over 20 years.
- 3 – 4: ...worried that someone tampered with the last will of the most influential member of the family and he wants to know who it was.
- 5 – 6: ...looking for someone outside of the family to help him with a rather personal matter, so as to not bring shame upon his employers.

(65.A) Blackmail Artiste

Required Skills: Investigate Required Equipment: None

PLAYER'S INFORMATION:

There is nothing more fearsome to a popular noble as legitimate blackmail and this devious sleuth has somehow managed to make an art out of it. He gets the information he needs, the pictures or documents to prove it and then gets the money from the target – if it is even money he is looking for.

REFEREE'S INFORMATION:

The blackmail artiste is (roll a d6)...

- 1 – 2: ...running an investigation scam on a popular actress in the area.

- 3 – 4: ...targeting one of the characters for extortion due to some incriminating photos he has several copies of.
- 5: ...in between prime targets and decides to follow the characters around to see what happens.
- 6: ...in possession of some very incriminating video footage of one of the characters' good allies.



(65.P) Familial Ambassador

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Most nobles automatically become movers and shakers in politics but this one soared to the top. After struggling with the cutthroat world of diplomats and counsellors to important figures, he has reached the point where the family can be proud to call him 'ambassador'.

REFEREE'S INFORMATION:

The familial ambassador is (roll a d6)...

- 1 – 2: ...going to make a public appearance in an area where he does not trust his normal security detail; he wants the characters to protect him.
- 3 – 4: ...about to make a very important announcement to the local government and needs friends in the audience to keep things calm.
- 5 – 6: ...travelling to an alien homeworld for an anti-piracy summit; requiring a trusted crew to get him there safely.

(66.A) Forsworn Rival

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is nothing short of a bitter enemy that has vowed to bring about the complete and utter destruction of one of the characters. He will stop at nothing until his vow is fulfilled.

REFEREE'S INFORMATION:

The forsworn rival is (roll a d6)...

- 1 – 3: ...looking for revenge on account of a dead sibling or other close loved one.
- 4 – 5: ...willing to settle for the target of his hatred to be horribly and publicly humiliated.
- 6: ...ready to make the target, their friends and families suffer for his vindication.

(66.P) Governmental Minister

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

In charge of an entire ministry within the local government, this influential person pulls all of the strings in one branch of the local authority. A few calls and favours can mean that this person is having lunch with a galactic leader; being friends with him could earn someone a seat at that table, too.

REFEREE'S INFORMATION:

The governmental minister is (roll a d6)...

- 1 – 2: ...about to meet with an important alien diplomat and needs friends on his end of the negotiation table.
- 3 – 4: ...making a speech to a military assembly; he wants some rough-looking folk by his side or at least some people that look like they have seen more combat than he has.
- 5 – 6: ...in the area on a much needed vacation from politics. He just wants a week or so of having fun and enjoying the lack of stress.

SCHOLAR PATRON ENCOUNTERS

Characters in the Scholar career path are trained in the hard sciences, facts and theorems of the galaxy. They might hail from different universities or schools but they all spent long years with their noses in books and their minds open to learning. Even though much of their time was spent studying, it does not mean they could not have met interesting people along the way.

Scholar Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	University Secretary	Colleague
12 – 13	University Bully	Galactic Researcher
14 – 15	Unstable Patient	Lab Assistant
16 – 21	Ignoramus	Government Aide
22 – 23	Project Overseer	Patent Clerk
24 – 25	Intern	Document Manager
26 – 31	Expedition Labourer	Alien Benefactor
32 – 33	Experiment	Expedition Pilot
34 – 35	Field Specialist	Favoured Professor
36 – 41	Dean of Students	Bionicist
42 – 43	Counter-theorist	Medical Student
44 – 45	Lab Researcher	Samples Clerk
46 – 51	Storage Security	School Buddy
52 – 53	Metascientist	Cyber-Doc
54 – 55	Xenotech Supremacist	Weapon Researcher
56 – 61	Back-Alley Butcher	Chief of Medicine
62 – 63	Research Thief	Psionic Theorist
64	Technophobe	Grant Officer
65	Disproving Colleague	Government Project Leader
66	Religious Fanatic	Head of Field

(11.A) University Secretary

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This glorified personal assistant exists it seems to make the lives of anyone who comes or leaves the university he works for a nightmare of paperwork, hassles and mediocre public relations.

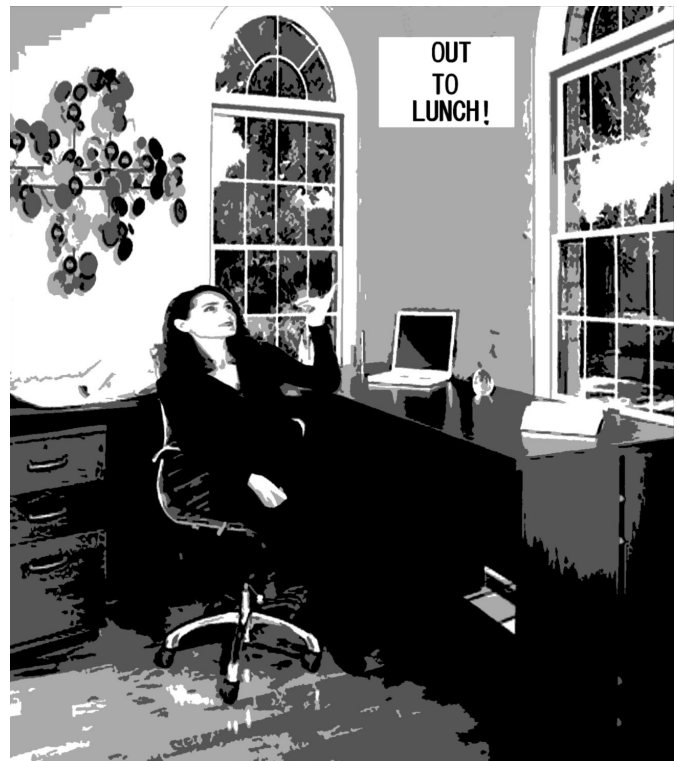
REFEREE'S INFORMATION:

The university secretary is (roll a d6)...

1 – 2: ...a dropout and resents all scholastic types.

3 – 4: ...going to make any transactions with his office unbelievably difficult for 'spacer folk'.

5 – 6: ...siphoning funds from his office to a personal account.



(11.P) Colleague

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Few people understand the life of a trained academic except other academics. This studious friend of one of the characters is employed in the same field and enjoys many of the same things.

REFEREE'S INFORMATION:

The colleague is (roll a d6)...

- 1 – 2: ...back from an academic sabbatical and wants to tell the characters all about it.
- 3 – 4: ...being recognised for his work in the character's field.
- 5: ...in need of funds for their project but will assuredly pay it back quickly.
- 6: ...looking for some action and excitement.

(12 – 13.A) University Bully

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

They come in many forms but the people like this small-minded but thick-limbed bully enjoy nothing more than making those weaker than they are cower with fear.

REFEREE'S INFORMATION:

The university bully is (roll a d6)...

- 1 – 2: ...always looking for someone to intimidate but will back down from a superior opponent.
- 3 – 4: ...a member of a local gang of upstarts trying to make a name for themselves.
- 5 – 6: ...looking to make a few extra credits shaking down his fellow students,

(12 – 13.P) Galactic Researcher

Required Skills: Science

Required Equipment: None

PLAYER'S INFORMATION:

Searching the galaxy for the pieces of the puzzles set in front of them by their administration, people like this professional researcher are specialised travellers seeking knowledge rather than fame or fortune.

REFEREE'S INFORMATION:

The galactic researcher is (roll a d6)...

- 1 – 2: ...going to need some escorts on his next research journey, which he will pay for if need be.
- 3 – 4: ...between missions and interested in what the characters have been up to.
- 5 – 6: ...underhanded and a rather scoundrel-like scholar in how he acquires his research.

(14 – 15.A) Unstable Patient

Required Skills: Persuade or Medic

Required Equipment:
Medical Facility

PLAYER'S INFORMATION:

This half-healed medical patient has recently been under the care of a doctor and is on the mend. The process is taking too long and is too frustrating for him though and it has caused a mental breakdown.

REFEREE'S INFORMATION:

The unstable patient is (roll a d6)...

- 1 – 2: ...in need of better pain medication to help him sleep, which he will be trying to steal if he cannot obtain it from the staff.
- 3 – 4: ...trying to escape the medical facility grounds.
- 5: ...actually the subject of psychiatric therapy as well as physical healing.
- 6: ...heavily augmented with combat implants.

(14 – 15.P) Lab Assistant

Required Skills: None

Required Equipment: Lab Facility

PLAYER'S INFORMATION:

Any doctor or technician will tell those who ask them how important a good assistant can be. This person is learning how to be a better lab technician the best way that there is, through experience.

REFEREE'S INFORMATION:

The lab assistant is (roll a d6)...

- 1 – 2: ...actually very skilled in his field; perhaps even more so than their supervisor.
- 3 – 4: ...willing to do whatever it takes to get better at his role.
- 5 – 6: ...too loyal to her lab and is willing to lie and cheat for the lab to succeed in its tasks.

(16 – 21.A) Ignoramus

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Simply put, this person simply does not understand what is going on in the realms of science.

REFEREE'S INFORMATION:

The ignoramus is (roll a d6)...

- 1 – 2: ...willing to go to blows over his lack of knowledge; it is just too frustrating for him.
- 3 – 4: ...a pest when he does not understand something; which is most of the time.

- 5: ...not going to ever quite 'get it' and will just get in the way of those who do.
6: ...not stupid at all. He simply does not want to understand the science behind things.



(16 – 21.P) Government Aide

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This appointed service person has been at least adequately trained in a particular scientific field and has been assigned by the government to aid a specific project in that field.

REFEREE'S INFORMATION:

- The government aide is (roll a d6)...
- 1 – 2: ...willing to play the assistant to one of the characters.
 - 3 – 4: ...filled with good ideas about the project but requires others to help implement them.
 - 5 – 6: ...actually on a governmental recruiting mission and wants one of the characters for his team.

(22 – 23.A) Project Overseer

Required Skills: Science Required Equipment: None

PLAYER'S INFORMATION:

When an outside client or agency sends this person to an ongoing scientific project they mean for him to manage and judge every piece of it along the way. He is not there to help; merely to 'supervise'.

REFEREE'S INFORMATION:

- The project overseer is (roll a d6)...
- 1 – 2: ...not going to give an inch when it comes to his opinions.
 - 3 – 4: ...actually unskilled in the project's field and was sent to oversee the project as a clerical error.
 - 5 – 6: ...willing to report even the tiniest of errors to the project's investors.

(22 – 23.P) Patent Clerk

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

In the scientific world of invention, no one has more power than the patent clerk. This low-paid paper pusher is the individual reason why one project's results can go on to become the biggest thing in the galaxy and others will fade into obscurity.

REFEREE'S INFORMATION:

- The patent clerk is (roll a d6)...
- 1 – 2: ...willing to accept friendly bribes.
 - 3 – 4: ...looking to help out a friend by pushing his ideas through the patent process faster.
 - 5 – 6: ...loose-lipped about the nature of projects that are through the initial patenting process, making for good trade information.

(24 – 25.A) Intern

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

In the cutthroat world of job-hunting, this post-graduate student has fought long and hard for his internship. There is little he will not do to turn it into a real job.

REFEREE'S INFORMATION:

- The intern is (roll a d6)...
- 1 – 2: ...valedictorian of his class and is not hesitant to explain why that is important.
 - 3 – 4: ...ruthless to his fellow interns and colleagues.
 - 5: ...not against using blackmail and threats to get one up on his competition.
 - 6: ...willing to kill for a job opportunity.

(24 – 25.P) Document Manager

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This clerical aide is surprisingly one of the most treasured people in the research storage department. If it is a data file, docket, fax or communiqué it is up to this office administrator to organise, find or lose it.

REFEREE'S INFORMATION:

The document manager is (roll a d6)...

- 1 – 2: ...capable of 'misplacing' an important file for their friends.
- 3 – 4: ...well-informed on the files in his storage facility from long hours and bored reading.
- 5 – 6: ...off duty for the evening but still has a file in his possession – the one that could help the characters with their mission.

(26 – 31.A) Expedition Labourer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Stereotypically the scientific minds that go on long expeditions are too occupied or less physically inclined to do much in the way of the heavy lifting and grunt work. People like this muscled labourer make up for this lacking.

REFEREE'S INFORMATION:

The expedition labourer is (roll a d6)...

- 1 – 2: ...intimidating and rude to the scientists he is working with or for.
- 3 – 4: ...a dullard that would rather punch or stab at anything he does not understand.
- 5 – 6: ...currently bribed by a competing expedition to make his current employment a failure.



(26 – 31.P) Alien Benefactor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This interested alien wants to help a scientific project in whatever ways he can; whether through funding, additional theorists and workers or perhaps a direct hands-on approach of help if he is capable.

REFEREE'S INFORMATION:

The alien benefactor is (roll a d6)...

- 1 – 2: ...extremely well-connected in the military as well as his government.
- 3 – 4: ...independently wealthy, has access to a private scientific landing yacht and wants the characters to perform a project for him.
- 5: ...being ordered to offer help from an even higher power in his culture.
- 6: ...an utter mystery and will not explain why he is helping until after the project is finished.

(32 – 33.A) Experiment

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Worked on by scientists and medical specialists in some way, this adjusted individual has a serious degree of dislike for the scholarly fields of study because of what was done to him.

REFEREE'S INFORMATION:

The experiment is (roll a d6)...

- 1 – 2: ...genetically augmented to be preternatural and unfortunately physically hideous.
- 3 – 4: ...an unwilling test subject for a chemical stimulant that has shortened his lifespan by 75%.
- 5 – 6: ...looking for revenge for the processes that he was subjected to, willing or not.

(32 – 33.P) Expedition Pilot

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This landing shuttle pilot is used to the demanding locations that he is required to set his yacht down on and he has no problems trying to set down anywhere as long as the pay is good enough.

REFEREE'S INFORMATION:

The expedition pilot is (roll a d6)...

- 1 – 2: ...a scientist in training and is always looking for hints and tips during an expedition.
- 3 – 4: ...willing to help out as extra manpower while landed; it gets boring inside the yacht for long hours.
- 5 – 6: ...ex-navy and very skilled behind the yoke of the ship and behind the trigger of a gun.

(34 – 35.A) Field Specialist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Truthfully believing that he knows the most there is to know in his chosen field, this scientific specialist refuses to believe anyone else's theories or trust anyone else's studies – if it is not his work, he simply disregards it.

REFEREE'S INFORMATION:

The field specialist is (roll a d6)...

- 1 – 2: ...a pompous, self-aggrandising and self-righteous scientist that is more trouble than he is worth.
- 3 – 4: ...actually not as good as he thinks he is.
- 5: ...trying to usurp control of the scientific project by any means necessary.
- 6: ...not really ready to work with the current project but will try anyway.

(34 – 35.P) Favoured Professor

Required Skills: Science

Required Equipment: None

PLAYER'S INFORMATION:

This is one of the most memorable people from a character's days at the university or academy and is always happy to hear from old students of theirs that have made something of themselves.

REFEREE'S INFORMATION:

The favoured professor is (roll a d6)...

- 1 – 2: ...retired from the school but still practices and experiments in his own time.
- 3 – 4: ...still teaching; he is also looking for ex-students to come and speak to his classes.
- 5 – 6: ...looking for someone to test his classroom theories out in the real worlds of the galaxy.

(36 – 41.A) Dean of Students

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

In charge of the student bodies of his academy or university, the dean of students does not often have much time to spare for random meetings or alumni coming to visit.

REFEREE'S INFORMATION:

The dean of students is (roll a d6)...

- 1 – 2: ...on a fund drive for tuition costs and will not take 'no' for an answer.
- 3 – 4: ...in need of a good patsy for some missing personnel files.
- 5 – 6: ...so busy with scholastic dealings that he cannot be 'bothered' with non-university meetings.

(36 – 41.P) Bionicist

Required Skills: None

Required Equipment: None

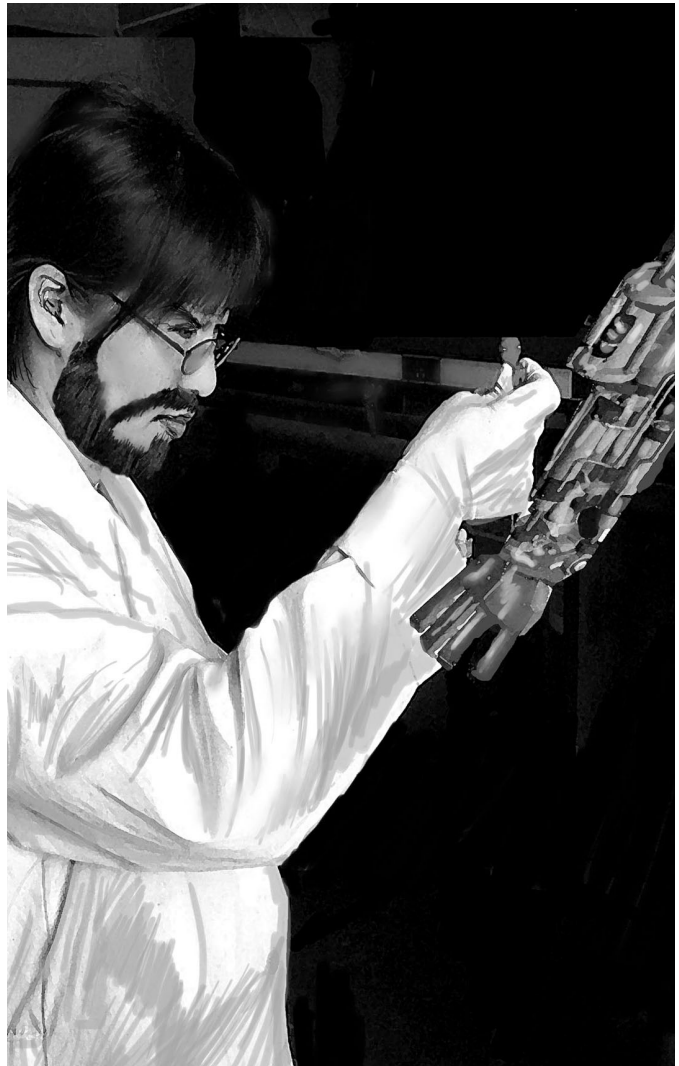
PLAYER'S INFORMATION:

The study of true bionics – the step beyond basic cybernetic implants – is a dangerous and cutting edge field. This scientist is specialised in the theories and invention processes of hopefully making bionic augmentation possible.

REFEREE'S INFORMATION:

The bionicist is (roll a d6)...

- 1 – 2: ...tight-lipped on his current projects but is interested in any existing implants the characters might have.
- 3 – 4: ...ready to discuss what he is working on with close friends; it is classified as military intelligence information but he knows the characters can be trusted.
- 5: ...testing the characters to see if they might have some ideas for new bionic augmentations to invent.
- 6: ...looking for someone to volunteer to test out his new bionic augmentation.



(42 – 43.A) Counter-theorist

Required Skills: Science

Required Equipment: None

PLAYER'S INFORMATION:

This dour and cynical scientist seems to only enjoy the discussion of scientific avenues when he can play the devil's advocate. No matter what is considered the current theory, he has something to say in order to dispel it.

REFEREE'S INFORMATION:

The counter-theorist is (roll a d6)...

- 1 – 2: ...a darkly humoured man that is the equivalent of a conversational sadist.
- 3 – 4: ...not currently employed on a project; which is why he disagrees with everyone all of the time.
- 5 – 6: ...just trying to make himself look better by foiling everyone else's theories.

(42 – 43.P) Medical Student

Required Skills: Medic

Required Equipment: None

PLAYER'S INFORMATION:

Eager to find a job at a good medical facility, this student of the medical arts is very capable and learned in how to heal people using the modern sciences. He cannot administer aid officially but is still tremendously useful to have around in case of emergency.

REFEREE'S INFORMATION:

The medical student is (roll a d6)...

- 1 – 2: ...about to graduate into their medical residency and will soon need a ride to wherever that may be.
- 3 – 4: ...always willing to give a hand with minor injuries and niggling illnesses.
- 5 – 6: ...looking for a freelance position with a ship's crew when he graduates.

(44 – 45.A) Lab Researcher

Required Skills: None

Required Equipment: Lab Facility

PLAYER'S INFORMATION:

Stuck in a lab when his colleagues are out on scientific expeditions, this jealous scientist is forced to work in an enclosed environment for long hours and few freedoms. He would give just about anything to get out into the field where 'the action' is.

REFEREE'S INFORMATION:

The lab researcher is (roll a d6)...

- 1 – 2: ...manipulating one field researcher's data to be faulty, trying to get them fired so he can replace them.
- 3 – 4: ...at the end of his patience from five consecutive double-shifts in the lab.

- 5 – 6: ...going to do something drastic for some time off from the lab, up to and including causing a laboratory 'accident' to shut the doors for a week or so.

(44 – 45.P) Samples Clerk

Required Skills: Persuade

Required Equipment:
Scientific Sample(s)

PLAYER'S INFORMATION:

The careful storing and organising of the biological and elemental samples taken by research gatherers falls on this vigilant office clerk to maintain. It is his responsibility to keep scientific samples from getting mixed up or contaminated, thereby safekeeping the entire scientific project.

REFEREE'S INFORMATION:

The samples clerk is (roll a d6)...

- 1 – 2: ...truthful and honest in his job and will not be subject to bribery.
- 3 – 4: ...aware of certain other clerks that make sloppy mistakes in cataloguing; he would chastise them for such shoddy work – if he could catch them in the act.
- 5: ...going on a trip to deliver some samples to a field facility and needs a good escort to protect them.
- 6: ...willing to discuss the sorts of things that his facility is storing with his friends, giving them foreknowledge as to what is being studied.

(46 – 51.A) Storage Security

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This hired security agent took his job at the scientific storage facility in order to enjoy an uneventful shift, which might enable him to catch some extra sleep when no one is looking but he never realised how many checks and re-checks his employers would require of him!

REFEREE'S INFORMATION:

The storage security is (roll a d6)...

- 1 – 2: ...lazy and careless, making the facility easy to break into and possibly rob.
- 3 – 4: ...only going to keep the job for a few more days.
- 5 – 6: ...stealing a few things at the end of each shift to sell on the black market.

(46 – 51.P) School Buddy

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

It could be months or even years since anyone has seen this familiar face but he was one of the character's best friends back in school.

REFEREE'S INFORMATION:

The school buddy is (roll a d6)...

- 1 – 2: ...in a little bit of trouble and needs a hand getting off planet.
- 3: ...always willing to help his old friends if he can.
- 4: ...an expert in his field; which could help with the characters' current mission.
- 5: ...looking for a few friendly faces to pal around with for a few days until his transport leaves.
- 6: ...on an important journey for a common ally.

(52 – 53.A) Metascientist

Required Skills: Science

Required Equipment: None

PLAYER'S INFORMATION:

The study of so-called 'metascience' is far-fetched, highly theoretical and a few logical leaps away from saying that magic is real and gods are just new elements in their periodic table. This staunch believer in metascience is all for its study, ridiculous as it may seem.

REFEREE'S INFORMATION:

The metascientist is (roll a d6)...

- 1 – 2: ...a firm believer that magic and science are the same thing and that he will soon discover the ability to create energy from nothingness like 'the mages of old'.
- 3 – 4: ...looking to disprove a locally renowned scientist using his metascientific theories.
- 5 – 6: ...nearly a fanatic about his belief in the existence of other dimensions and 'scientific deities'.

(52 – 53.P) Cyber-Doc

Required Skills: None

Required Equipment: Combat Implant(s)

PLAYER'S INFORMATION:

This skilled medical professional specialises in the addition, maintenance and potential removal of combat implants. He is good at what he does and has been cited several times as being a leader in his field.

REFEREE'S INFORMATION:

The cyber-doc is (roll a d6)...

- 1 – 2: ...willing to add 'outside' (not purchased from his facility) cybernetics to those who can pay his fees.
- 3 – 4: ...advertising group rates on implant repair and augmentation.
- 5: ...capable of swapping implants between characters relatively painlessly and with only half the normal recuperation time.
- 6: ...in need of a volunteer to test the newly finished combat implant that he designed himself; he needs field testers in order to get the patent finalised.

(54 – 55.A) Xenotech Supremacist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The use of alien technology in common cultures, called 'xenotech' by researchers and labellers, can be somewhat invigorating for those who do not possess much nationalism or patriotism toward their own species. This radically-minded user of xenotech believes that nothing else will do.

REFEREE'S INFORMATION:

The xenotech supremacist is (roll a d6)...

- 1 – 2: ...always packing a xenotech weapon and itching to demonstrate its superiority.
- 3 – 4: ...a charismatic speaker, making it difficult to not agree with what he says about his own culture's technological faults.
- 5 – 6: ...willing to go to extreme measures to try and stifle the growth of local technologies.

(54 – 55.P) Weapon Researcher

Required Skills: None

Required Equipment: Some kind of Weapon

PLAYER'S INFORMATION:

This devoted specialist in weapon and military technology is a good friend to have, especially if he can be kept close enough to share his newest and greatest breakthroughs.

REFEREE'S INFORMATION:

The weapon researcher is (roll a d6)...

- 1 – 2: ...looking for some good weapon ideas to implement in his next seasonal project.
- 3 – 4: ...willing to go on a field test of his latest devices with the characters, so long as they keep it regimented and scientific.
- 5 – 6: ...ready to sell a few off-the-books prototypes to his friends, so long as they make sure to give him detailed reports on how they work.

(56 – 61.A) Back-Alley Butcher

Required Skills: Medic

Required Equipment: None

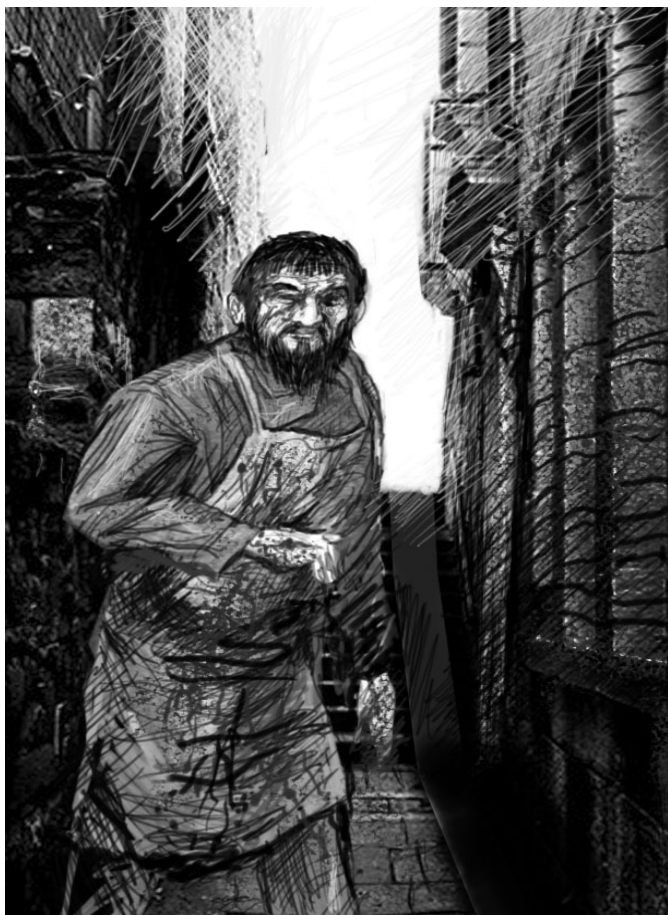
PLAYER'S INFORMATION:

When someone is low on credits and has nothing to barter but still needs a doctor for something they feel is important, they can go to this unlicensed practitioner. He is cheap and does not ask too many questions but that makes him dangerous and ultimately illegal.

REFEREE'S INFORMATION:

The back-alley butcher is (roll a d6)...

- 1 – 2: ...not even a very good medic who has a long list of operating table casualties.



- 3 – 4: ...always looking for new staff residents that can handle the workload.
- 5: ...in need of an escort for an important delivery from a neighbouring facility to his.
- 6: ...not only in charge of the medical facility but also of the government testing labs hidden in the sub-basements.

(62 – 63.A) Research Thief

Required Skills: None

Required Equipment: Acquired Scientific Data

PLAYER'S INFORMATION:

There are fewer people in the scientific industry that are fouler than those who would steal others' hard work and research for their own projects. This shady individual searches for and takes other scientists' collected data or samples and then uses them for their own desires.

REFEREE'S INFORMATION:

The research thief is (roll a d6)...

- 1 – 2: ...actually not even a scientist; he just sells the research data to other facilities.
- 3 – 4: ...too lazy to do his own research and finished most of his projects using stolen data.
- 5 – 6: ...not taking the data for anyone's actual use; he merely does not want the project he took it from to ever succeed.

(62 – 63.P) Psionic Theorist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This open-minded scientist has chosen the blossoming field of psionic study and theory as his field of interest. Although it is a hard 'science' to put too much research into, it is definitely one that needs devoted minds to look into it.

REFEREE'S INFORMATION:

The psionic theorist is (roll a d6)...

- 1 – 2: ...well funded by the local military programs seeking more efficient psionists.
- 3 – 4: ...looking for a psionist to join up with for a case study in the field.
- 5: ...searching for the link between psionic abilities and genetic structures in his own species.
- 6: ...actually a powerful psionist himself. He just wants to understand his gift better.

- 3 – 4: ...selling 'recently used' combat implants cheaply but does not warranty the implantation operation or the device itself in any way.

- 5 – 6: ...addicted to medical painkillers and always has a 50% chance of being too intoxicated to function.

(56 – 61.P) Chief of Medicine

Required Skills: Medic

Required Equipment: Medical Facility

PLAYER'S INFORMATION:

This is the absolute head of medical sciences at the local medical facility. He makes sure that all of the doctors, nurses and assistants remain skilled and schooled in the latest medical practices; as well as serving as a doctor himself.

REFEREE'S INFORMATION:

The chief of medicine is (roll a d6)...

- 1 – 2: ...a busy man but can find time to talk to the characters about medical procedures.

(64.A) Technophobe

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Terrified of advanced technology, this person goes out of his way to live a simple and technologically-free lifestyle.

REFEREE'S INFORMATION:

The technophobe is (roll a d6)...

- 1 – 2: ...ignorant and therefore afraid, of anything based in a higher technology level than he is.
- 3 – 4: ...afraid that using technology will somehow cheapen his natural ties to the environment around him.
- 5 – 6: ...an ex-scientist that saw how technology 'ruin' a culture, so he ran from his work and now steers clear of it.

(64.P) Grant Officer

Required Skills: Persuade, Science

Required Equipment: None

PLAYER'S INFORMATION:

All scientific projects, missions and expeditions require funding. Some of this funding comes from private sources but most comes from corporate entities or governmental agencies. They give this money to facilities or firms through agents like this one, grant officers.

REFEREE'S INFORMATION:

The grant officer is (roll a d6)...

- 1 – 2: ...checking up on a lead he was given, seeing if his employers might want to help fund a given project.
- 3 – 4: ...delivering the necessary forms to a scientific facility so they can request grant money from his employer.
- 5 – 6: ...looking for a way to make sure the characters get the money from the grant he represents.

(65.A) Disproving Colleague

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This member of the scientific community is sometimes called an executioner behind his back. It is his training and responsibility to try and punch holes in the theories and experiments of his team mates. Although a necessary part of the team, it does not make him well-liked.

REFEREE'S INFORMATION:

The disproving colleague is (roll a d6)...

- 1 – 2: ...too good at his job and the teams he is placed on seem to never finish a project before funding runs out.
- 3 – 4: ...a social outcast in the scientific community because of how much he enjoys disproving his colleagues' hard work.
- 5 – 6: ...a condescending and callous person who is generally rude and judgmental about his findings.

(65.P) Government Project Leader

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

An unemployed scholar hopes every day that this well-dressed man or someone like him walks through their door. He represents the local government and he brings with him the potential of a very lucrative opportunity.

REFEREE'S INFORMATION:

The government project leader is (roll a d6)...

- 1: ...seeking an explanation of how his last expedition went missing and is willing to pay handsomely for that information.
- 2 – 5: ...looking for a team to undergo a new scientific expedition for his government.
- 6: ...in need of a new crew to escort his science team into a hostile area for research.

(66.A) Religious Fanatic

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Sometimes the line between science and religion is thin, other times it is not; this blindly faithful zealot believes it is the equivalent of the battlements of a fortress under siege. He stands by the fact that his religion is faultless and cannot be mistaken, especially in the heretical light of modern sciences.

REFEREE'S INFORMATION:

The religious fanatic is (roll a d6)...

- 1: ...unwilling to even listen to anything that disputes his holy texts and scriptures.
- 2 – 4: ...ready to gather his congregation and hold protests and rallies against the upholders of science and scholarly thought if it goes against his religious beliefs.

5 – 6: ...devoted enough in his faith to martyr himself to strike a blow against scientific sacrileges.

(66.P) Head of Field

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

Ranked highest amongst all others in his chosen field of science or scholarly studies, this learned person is often considered the spoken law within it. If his experiments and theories have showed it so, it is most likely that way factually and scientifically.

REFEREE'S INFORMATION:

The head of field is (roll a d6)...

- 1 – 2: ...searching for a freelance team to help him with his latest idea.
- 3 – 4: ...thinking about branching out into another field of science; he needs one of the characters to help him decide which one.
- 5: ...interested in what the characters have been doing and has something to add to their research or findings.
- 6: ...afraid he might have been terribly wrong about something important and wants the characters to help him find that out.



MIDDLE-CLASS PATRONS

There is a vast majority amongst the civilisations found in the Traveller universe that make up the middle-class. By definition they assume the main portion of the average population, which makes them sometimes seem less exciting than the other social groupings but that simply is not so. There are dozens of interesting people that the average person can interact with; this chapter covers many of them.

ENTERTAINER PATRON ENCOUNTERS

Characters in the Entertainer career path are devoted to a life of making other people feel certain emotions. Some entertainers make people laugh, others make them cry and still others make a living out of scaring their audience half to death. It can be a lucrative business venture but it takes talent and individuality; two things that are sometimes scarce in the universe.

Entertainer Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Heckler	Venue Owner
12 – 13	Supplies Broker	Generous Admirer
14 – 15	Social Parasite	Nuevo Artiste
16 – 21	Cultureless Brute	Show Manager
22 – 23	Tour/Gallery Worker	Public Relations Manager
24 – 25	Charmer	Loyal Fan
26 – 31	Talent Judge	Entertainment Reporter
32 – 33	Alien Stalker	Award Committee Member
34 – 35	Popular Rival	True Friend
36 – 41	Controversial Acquaintance	Hotel Housekeeper
42 – 43	Displeased Audience Member	Journalistic Spy
44 – 45	Cross-Booking	Tour Partner
46 – 51	Exhibit Security	Freelance Agent
52 – 53	Hotel Manager	Transport Driver
54 – 55	Weird Artiste	Camera Handler
56 – 61	Unforgiving Fan	Top Story
62 – 63	Askew Visionary	New Fan
64	Media Critic	Talent Scout
65	Malicious Peer	Stable Director
66	Obsessed Fan	Galactic Ultra-Celebrity

(11.A) Heckler

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

There is little in an entertainer's life more frustrating and angering than a vocal heckler in their audiences. This one is no exception to that stereotype.

REFEREE'S INFORMATION:

The heckler is (roll a d6)...

- 1 – 2: ...not against using personal insults to get his distaste heard.
- 3 – 4: ...a friend of a rival and is only heckling because that rival asked him to.
- 5 – 6: ...drunk and belligerent as well as loud and obnoxious.



(11.P) Venue Owner

Required Skills: Art (any), Persuade Required Equipment: None

PLAYER'S INFORMATION:

Entertainers of all varieties know that they must perform in their chosen art in order to be considered successful. This requires the wheeling and dealing of owners of venues, just like this person.

REFEREE'S INFORMATION:

The venue owner is (roll a d6)...

- 1 – 2: ...looking for an emergency fill for a hole in his weekend schedule.
- 3 – 4: ...a friend of a friend who wants to help out in whatever way he can.
- 5 – 6: ...in need of a good face for his grand opening; the characters will need to 'wow' him.

(12 – 13.A) Supplies Broker

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Whether an emergency broadcast reporter or a sculptor of titanium-veined marble, every artiste needs supplies to do their job. This profiteering businessman knows that and also knows how to take advantage of it.

REFEREE'S INFORMATION:

The supplies broker is (roll a d6)...

- 1 – 2: ...low on all resources due to a pirate attack on his last shipment, making him very difficult to work with or for.
- 3 – 4: ...not willing to budge on any prices because he claims that everything is 'low on stock'.
- 5: ...embezzling from his own supply company, prompting him to raise prices to make a bigger cut.
- 6: ...verbally prejudiced against whatever type of entertainment the characters are having him supply.

(12 – 13.P) Generous Admirer

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This loyal fan of one of the characters has a deep and powerful admiration not just for their work but also for their person. This affection goes so deep that he often sends gifts to the character.

REFEREE'S INFORMATION:

The generous admirer is (roll a d6)...

- 1 – 2: ...sending several hundred credits worth of frivolous gifts to one of the characters.
- 3 – 4: ...brave enough to come forward and try to have a conversation or social interaction with the character.

- 5 – 6: ...truly smitten by the character.

(14 – 15.A) Social Parasite

Required Skills: Carouse Required Equipment: None

PLAYER'S INFORMATION:

Like sharks that have remoras clinging to them, sucking up the tiny food bits missed by the enormous predator, this manipulative tagalong nabs the tiny social leavings of greater social events.

REFEREE'S INFORMATION:

The social parasite is (roll a d6)...

- 1 – 2: ...looking for a new person to try to ride their social wake.
- 3 – 4: ...actually an informant for a ring of thieves; he goes to social events to make note of who should be robbed later.
- 5 – 6: ...damaging to anyone's social status that he attaches himself to.

(14 – 15.P) Nuevo Artiste

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

The entertainment business is extremely incestuous, with many branches of art and talent mixing liberally with one another. This person is a brand new face in the scene, which is always a fresh and good thing.

REFEREE'S INFORMATION:

The Nuevo artiste is (roll a d6)...

- 1 – 2: ...a practitioner of a mundane entertainment form.
- 3 – 4: ...a practitioner of an alien art form that might be considered dangerous to his species.
- 5: ...a practitioner of a mundane entertainment form but he does it in a way never seen before.
- 6: ...the first of his kind in entertainment form and personality.

(16 – 21.A) Cultureless Brute

Required Skills: Art (any) Required Equipment: None

PLAYER'S INFORMATION:

Some people do not understand or enjoy the fine arts and this dim witted, muscle bound thug is one of them. He cannot see why people look at art, nor does he understand why the news is important. He is thick-skulled and short-tempered.

REFEREE'S INFORMATION:

The cultureless brute is (roll a d6)...

- 1 – 2: ...only entertained by slapstick humour or when watching other people get hurt.
- 3 – 4: ...both verbally and physically abusive when agitated.

MIDDLE-CLASS PATRONS

5 – 6: ...not necessarily stupid or ignorant, he simply despises the idea of being immersed in art.



(16 – 21.P) Show Manager

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

This charismatic yet demanding professional makes it his life to arrange and organise entertainers for public shows, thereby making him every entertainer's closest ally when performing.

REFEREE'S INFORMATION:

The show manager is (roll a d6)...

- 1 – 2: ...also a professional headhunter for a small talent firm.
- 3 – 4: ...always wearing a smile and never seems to have a bad thing to say about anyone performing in his shows.
- 5 – 6: ...a harsh but fair taskmaster but his shows are some of the best in the industry.

(22 – 23.A) Tour/Gallery Worker

Required Skills: Art (any)

Required Equipment: Gallery/Venue

PLAYER'S INFORMATION:

There is a lot of work that goes into an entertainer's tour and/or gallery exhibit. The hard-working labourers that have to push, pull,

adjust and joist all of the various pieces of each one can tend to get a little grumpy with the arrogant types that often take their work for granted.

REFEREE'S INFORMATION:

The tour/gallery worker is (roll a d6)...

- 1 – 2: ...tired of being ignored by the management. Maybe if he breaks a few expensive things the workers will get some respect too.
- 3 – 4: ...stealing small pieces of art or trinkets from the tour whenever he can.
- 5 – 6: ...going to quit his job but not before spectacularly ruining a show.

(22 – 23.P) Public Relations Manager

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

An entertainer's life revolves around how the public feels about him and this helpful and often stressed individual tries to make the best out of every situation in that regards.

REFEREE'S INFORMATION:

The public relations manager is (roll a d6)...

- 1 – 2: ...scheduling a charity event for one of the characters to 'put forth a caring image'.
- 3 – 4: ...always on the lookout for the perfect photo opportunity to 'leak' to the press.
- 5: ...not employed at the moment but is looking for an entertainer to work for.
- 6: ...not above staging an event to make his client look good.

(24 – 25.A) Charmer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This attractive and smooth-talking young socialite has an uncanny knack for convincing others to do whatever he feels is the right course of action at the time, even if it might hurt their reputation afterwards.

REFEREE'S INFORMATION:

The charmer is (roll a d6)...

- 1 – 2: ...a true user and will find something that he wants from the characters and do his best to talk them out of it.
- 3 – 4: ...a publicity hound, using his silver tongue to get his face next to celebrities and media personalities.
- 5 – 6: ...selfish beyond reasoning. He will do anything to get his way and woe is the person who can resist him.

(24 – 25.P) Loyal Fan

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

The life of an entertainer revolves around the fans, so earning one like this one is a true prize. This person would follow their favoured entertainer for weeks at a time if they could.

REFEREE'S INFORMATION:

The loyal fan is (roll a d6)...

- 1 – 2: ...willing to go on errands for the character that they are loyal to.
- 3 – 4: ...free publicity and advertising wherever they go due to t-shirts and word of mouth.
- 5 – 6: ...ready to perform nearly any act on behalf of the entertainer.

(26 – 31.A) Talent Judge

Required Skills: Art (any), Persuade Required Equipment: None

PLAYER'S INFORMATION:

There are some professional roles that seem to only ever be filled by the most callous and condescending people in the industry; professional talent judges tend to have that stigma. This judge enjoys his job, especially when it crushes the dreams of a hopeful young artist.

REFEREE'S INFORMATION:

The talent judge is (roll a d6)...

- 1 – 2: ...undeniably mean when giving his opinions about someone's work.
- 3 – 4: ...additionally bitter when judging because of his own lack of true talent.
- 5 – 6: ...looking for someone's work to make a verbal example of, hopefully 'weeding out' the rest of the undesirables for the next contest.



(26 – 31.P) Entertainment Reporter

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

This media reporter is focussed solely on the world of entertainment and art. As an entertainer himself, he knows what kind of venues and shows the people want to hear about.

REFEREE'S INFORMATION:

The entertainment reporter is (roll a d6)...

- 1 – 2: ...looking for the next big story to make the headlines.
- 3 – 4: ...an old friend of the characters and only just got the job with the entertainment periodical.
- 5 – 6: ...doing a piece on one of the characters, meaning that they will be a central part of his story.

(32 – 33.A) Alien Stalker

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This member of an alien species managed to see one of the characters perform in some show or gallery somewhere and has been obsessed with them ever since. He travels great distances just to watch the character, which can get rather unsettling.



REFEREE'S INFORMATION:

The alien stalker is (roll a d6)...

- 1 – 2: ...a true fan of their work and is following the character to see more of it.
- 3 – 4: ...extremely jealous of the character but shows it through constant watching and appraisal.
- 5: ...always around when the character does not want them to be.
- 6: ...not going to be ignored, even it means violent measures.

(32 – 33.P) Award Committee Member

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

There are many different prestigious awards that an entertainer can win in their field on the merit of their works and it is this man's job to decide which ones win and which ones must try again later.

REFEREE'S INFORMATION:

The award committee member is (roll a d6)...

- 1 – 2: ...truly neutral in his findings; he cannot be bribed or intimidated.
- 3 – 4: ...a lover of specifically one type of art and can likely be swayed towards items of that style.
- 5 – 6: ...aware how important his decision is to every entertainer, so he is open to financial negotiations to acquire his committee votes.

(34 – 35.A) Popular Rival

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is one of the character's old rivals from their early years in the entertainment industry. Since that time he has gotten quite popular in their field and enjoys rubbing his success in the characters' faces.

REFEREE'S INFORMATION:

The popular rival is (roll a d6)...

- 1 – 2: ...actually very talented, making it even harder to compete against him.
- 3 – 4: ...riskily trying to out do the character he is rivals with, making room for a social counter-attack.
- 5 – 6: ...not terrible good at his chosen art form but he has an excellent manager and public relations employee.

(34 – 35.P) True Friend

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

No matter how famous an entertainer might get on an inter-galactic scale, there will always be a few good and true friends that have been there from the beginning.

REFEREE'S INFORMATION:

The true friend is (roll a d6)...

- 1 – 2: ...looking for a good way to help the characters without getting in their way.
- 3 – 4: ...willing to help them in their mission in any way he can, even if it means travelling with them.
- 5 – 6: ...on the trail of a veritable jackpot of cash and resources but he needs a hand getting it gathered.

(36 – 41.A) Controversial Acquaintance

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This scandalous person has been involved in numerous media debacles and unfavourable situations in the past and it seems that anyone who spends time with him soon gathers a similar reputation.

REFEREE'S INFORMATION:

The controversial acquaintance is (roll a d6)...

- 1 – 2: ...trying to get in close with the characters for some reason.
- 3 – 4: ...always appearing at the same functions or venues as the characters.
- 5 – 6: ...aware of his social stigmas and feels that he should use them as weapons instead of trying to fix his reputation.

(36 – 41.P) Hotel Housekeeper

Required Skills: Persuade

Required Equipment: Hotel

PLAYER'S INFORMATION:

People who stay in hotels and other similar establishments while on tour or transporting between missions may find it surprising how much the housekeeping staff can learn about them. This innocuous hotel employee knows much more than some might believe.

REFEREE'S INFORMATION:

The hotel housekeeper is (roll a d6)...

- 1 – 2: ...very good at remembering specific faces that come and go.
- 3 – 4: ...in possession of some very important information that was left behind by the last celebrity guest.
- 5: ...habitually picking up personal items of hotel guests, especially famous ones.
- 6: ...going to come forward about a crime she witnessed from down the hall.

(42 – 43.A) Displeased Audience Member

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

An entertainer cannot hope to please everyone all of the time and sometimes they have to deal with a disgruntled audience attendee. This person saw a show and was displeased enough by it that they just have to say something.

REFEREE'S INFORMATION:

The displeased audience member is (roll a d6)...

- 1 – 2: ...unhappy and wants some form of refund for his 'lost time'.
- 3 – 4: ...mad enough about the experience that he wants to discuss it with the entertainer, openly and preferably on some kind of media outlet.
- 5 – 6: ...planning on making some kind of physical assault on the entertainer.



(42 – 43.P) Journalistic Spy

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This cunning information gatherer is a spy for journalists and paparazzi, telling them all the best secrets they have uncovered in their eavesdropping and clever scheming. Making friends with him can open up a lot of doors in certain circles.

REFEREE'S INFORMATION:

The journalistic spy is (roll a d6)...

- 1 – 2: ...on to a great lead about a local club owner. Such information could be invaluable for getting past the door security.
- 3 – 4: ...paying for any hints or tips about what is going on with something secret that the characters are involved in.

- 5 – 6: ...blackmailing a very prominent figure in the local art community; he could be persuaded to help a budding entertainer or journalist to stop the blackmail.

(44 – 45.A) Cross-Booking

Required Skills: None

Required Equipment: Gallery/Venue

PLAYER'S INFORMATION:

Although it does not happen terribly often, sometimes a show is double-booked and someone has to get pushed off until next time. This time it was this unhappy entertainer that got bumped by one of the characters.

REFEREE'S INFORMATION:

The cross-booking is (roll a d6)...

- 1 – 2: ...going to hide in the audience and heckle.
- 3 – 4: ...likely to make their displeasure known verbally at first but perhaps through other schemes later.
- 5 – 6: ...mad enough to try and sabotage the whole event over getting bumped.

(44 – 45.P) Tour Partner

Required Skills: Art (any)

Required Equipment: Transport

PLAYER'S INFORMATION:

This fellow entertainer is on the same art tour as the characters and is performing all of the same venues as they are. He is talented and easy to get along with – a good combination when stuck for several weeks together in a tour transport.

REFEREE'S INFORMATION:

The tour partner is (roll a d6)...

- 1 – 2: ...new to the industry and wants to learn from the characters.
- 3 – 4: ...an enjoyable person to be around, making the tour an easy affair.
- 5: ...looking for a more permanent partner for his more domestic shows.
- 6: ...independently wealthy and willing to fund another tour when the current one ends.

(46 – 51.A) Exhibit Security

Required Skills: None

Required Equipment: Gallery

PLAYER'S INFORMATION:

Few security agents want to walk around and protect a collection of paintings or sculptures but those like this slightly overweight guard take whatever work they can get. Even looking after a bunch of high-priced baubles is better than being unemployed.

REFEREE'S INFORMATION:

The exhibit security is (roll a d6)...

- 1 – 2: ...careless concerning how the exhibit pieces are treated.

- 3 – 4: ...barely awake when he does his rounds, making it easy to break in and steal from the gallery.
 5 – 6: ...only doing the job for the money, which means he is highly susceptible to taking bribes.

(46 – 51.P) Freelance Agent

Required Skills: Art (any) Required Equipment: None

PLAYER'S INFORMATION:

Entertainers often get attached to agents in order to best arrange shows and venues. This particular agent is currently without a client, a perfect chance for a budding entertainer.

REFEREE'S INFORMATION:

The freelance agent is (roll a d6)...

- 1 – 2: ...looking for a specific style in his clients, which he is willing to pay for.
 3 – 4: ...already ready to sign a show but his original client backed out and now he is left talent-less.
 5 – 6: ...famous for his former clientele.

(52 – 53.A) Hotel Manager

Required Skills: None Required Equipment: Hotel

PLAYER'S INFORMATION:

It is unfortunate but true that most famous entertainers that come and go in public hotels often leave the place a shambles from late night partying. This member of hotel management has seen it all too many times.

REFEREE'S INFORMATION:

The hotel manager is (roll a d6)...

- 1 – 2: ...not going to wait to charge the characters for room damages; he wants a sizeable deposit up front for the room.
 3 – 4: ...wary of the characters and seems to always be spying on their activities within the hotel grounds.
 5 – 6: ...not above kicking even famous celebrities out of his hotel if things get out of hand, a subjective definition at best.

(52 – 53.P) Transport Driver

Required Skills: None Required Equipment: Transport

PLAYER'S INFORMATION:

When travelling the galaxy, especially on tour, an entertainer must be sure he gets to his shows on time and preferably well-rested and ready to work. Trained drivers such as this one help in this regard and make for good companions on long trips.

REFEREE'S INFORMATION:

The transport driver is (roll a d6)...

- 1 – 2: ...a safe but rather slow driver.
 3 – 4: ...always looking to socialise with the people that he is ferrying around, especially if they are famous.

- 5 – 6: ...aware of every shortcut that does not appear on the map or so he makes it seem.

(54 – 55.A) Weird Artiste

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This eccentric and strange artiste is why other artistes and entertainers are often cast in a light that makes people think they are abnormal. He is odd in looks, behaviour and performance. Everything this person does seems to raise eyebrows somewhere in the galaxy.

REFEREE'S INFORMATION:

The weird artiste is (roll a d6)...

- 1 – 2: ...putting on an elaborate act to drum up fans. Weird fans but fans nonetheless.
 3 – 4: ...on some heavy narcotics that are to blame for much of his strangeness.
 5: ...following a set of ancient writings or scripture that he believes to be the laws of the universe. All other ways of acting are flawed because they do not follow 'the true path'.
 6: ...actually and truly insane. He requires medication that he refuses to take because it 'stifles his creativity'.

(54 – 55.P) Camera Handler

Required Skills: None Required Equipment: Camera

PLAYER'S INFORMATION:

Although many high tech societies use gyroscopic grav-cams that auto track and focus as they fly through the air around the entertainer, this person is one of the old fashioned behind-the-camera types that enjoys being in charge of the photographic portion of the show.

REFEREE'S INFORMATION:

The camera handler is (roll a d6)...

- 1 – 2: ...talented and out of work. He comes with his own equipment and enjoys working in the entertainment industry.
 3 – 4: ...working for a different entertainer at the moment and enjoys spreading gossip and stories about them.
 5 – 6: ...in possession of an important clip of film that could be worth a lot of money to the right buyer.

(56 – 61.A) Unforgiving Fan

Required Skills: Art (any) Required Equipment: None

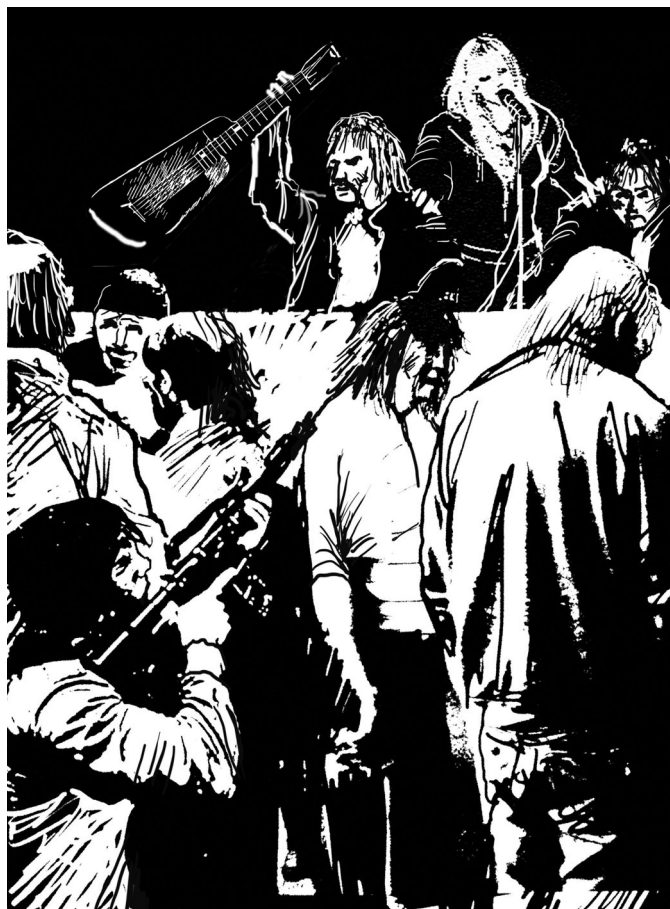
PLAYER'S INFORMATION:

To some, an entertainer's style of how they present their art is sacrosanct. Even the artiste himself cannot change it, as far as they are concerned. This fan has seen some minor change or difference in their favoured entertainer and now he has turned his love into hatred.

REFEREE'S INFORMATION:

The unforgiving fan is (roll a d6)...

- 1 – 2: ...boycotting all of the entertainer's goods and shows.
- 3 – 4: ...starting an advertising ring or public forum about how much the 'new' entertainer is inferior to the 'old' one.
- 5: ...actually showing up to the entertainer's events to cause problems for attendees.
- 6: ...planning to deal with the 'new' entertainer with deadly force.



(56 – 61.P) Top Story

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person's face is currently gracing the cover of most magazines and several media programs due to a recent happening that pulled them into the limelight and made them into a nearly household name.

REFEREE'S INFORMATION:

The top story is (roll a d6)...

- 1 – 2: ...a friend of the characters and has no idea why he has become such a big thing of late.
- 3 – 4: ...being targeted by the media as a good cover up story to glaze over darker headlines appearing deeper in their publications.
- 5 – 6: ...is on the downward slope of the fame of their story and

wants to use the characters to rekindle the media heat, so to speak.

(62 – 63.A) Askew Visionary

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Some entertainers have vision; others have a drive to see that vision through to the end. This visionary has both – but he also unfortunately has a much tilted view of the worlds and what his vision's completion will actually mean.

REFEREE'S INFORMATION:

The askew visionary is (roll a d6)...

- 1 – 2: ...trying to immortalise his work by making a huge and public crime out of it.
- 3 – 4: ...building a monument to a local war criminal out of the headstones of those he slaughtered.
- 5 – 6: ...going to try to turn a grisly mass murder into a work of art.

(62 – 63.P) New Fan

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

It is the goal of all entertainers not just to entertain but to hopefully attract true fans that will keep their work circulating. This is one of those special people who can call themselves a fan, if only for just the last few weeks.

REFEREE'S INFORMATION:

The new fan is (roll a d6)...

- 1 – 2: ...completely new to the entertainer's work and is really enjoying it.
- 3 – 4: ...wealthy and ready to make a contribution of some kind to the entertainer's tour or show assets.
- 5 – 6: ...an important member of the local social structure and will bring the entertainer's works to many new people in the days to come.

(64.A) Media Critic

Required Skills: Art (any)

Required Equipment: Gallery/Venue

PLAYER'S INFORMATION:

It is this reporter's job to scrutinise and pass judgement on the entertainment industry as a whole. His employer wants people to read his column or watch his show, so it means he will likely need to use strong terms and harsh language when he otherwise might have just said 'I liked it'.

REFEREE'S INFORMATION:

The media critic is (roll a d6)...

- 1: ...vehement about how much he disliked one of the character's shows or galleries.

- 2 – 5: ...lurking around taking notes and making everyone nervous. Exactly who he works for or what he is writing is a nerve-wracking mystery.
- 6: ...sad that he has to write a scathing review of the character's event because he actually enjoyed it but knows that good reviews do not get the numbers that the editor wants.



(64.P) Talent Scout

Required Skills: Art (any) Required Equipment: Gallery/Venue

PLAYER'S INFORMATION:

Every entertainer in the beginnings of their career looks to the crowds at their event and hopes that this man's eyes are staring back at them. He is a talent scout for a larger company or firm that employs entertainers and his presence often means a chance at fame and fortune.

REFEREE'S INFORMATION:

The talent scout is (roll a d6)...

- 1 – 2: ...looking for someone to impress him because he has a blank contract in his satchel.
- 3 – 4: ...attending the event just because he enjoys such things but might be persuaded into talking afterwards.
- 5: ...a representative of a multi-system talent agency that is responsible for dozens of intergalactic celebrities getting their first shot.
- 6: ...actually at the event to look at one of the character's work; he might make an offer if the character does well enough.

(65.A) Malicious Peer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

It is a mean world within the scope of the entertainment industry and few of people that the characters might call friends actually deserve the nomenclature. This mean-spirited individual works alongside one of the characters all of the time but he still carries a horrible grudge against him.

REFEREE'S INFORMATION:

The malicious peer is (roll a d6)...

- 1 – 2: ...just looking to cause a little reputation damage to the character, nothing more.
- 3 – 4: ...willing to sabotage sets, props and tools to try to cause embarrassment or even harm to the character.
- 5 – 6: ...not above causing physical harm to the character, so long as it gets him closer to filling the character's role.

(65.P) Stable Director

Required Skills: Art (any)

Required Equipment: None

PLAYER'S INFORMATION:

There are several stables of like-minded entertainers out there – actor's guilds, painting circles and journalism unions to name but a few. This person is the managing director for a stable of entertainers that do the same thing as one of the characters, making him a useful contact even if he is not hiring.

REFEREE'S INFORMATION:

The stable director is (roll a d6)...

- 1 – 2: ...in need of a specific style of entertainer to fill a recent loss in his stable.
- 3 – 4: ...looking for the chief member of his stable who went mysteriously missing in the area and he will pay handsomely for her return.
- 5 – 6: ...investigating one of the characters as a potential member of the stable or at least an ally to it.

(66.A) Obsessed Fan

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A nightmare for any entertainer, this type of fan has devoted far too much of his life to the almost religious worship of the entertainer's works. He has tattoos, posters, fan artwork and an assortment of items based on the entertainer that even the entertainer was not aware existed. He also can be dangerous when rebuked...very dangerous.

REFEREE'S INFORMATION:

The obsessed fan is (roll a d6)...

- 1 – 2: ...stalking one of the characters in order to get 'unique personal items' from them.

- 3 – 4: ...not going to leave the entertainer character alone while he is in the area.
- 5: ...not above complete invasions of privacy, seeing the entertainer as his best friend even if they have never met before.
- 6: ...so deluded in his lust for the entertainer that he will turn homicidal if turned away from his worship of him.

(66.P) Galactic Ultra-Celebrity

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

There are faces and names out across the populated worlds that seem to resonate fame, fortune and popularity. Nothing can get

these ultra-celebrities down and when they do or say something it travels across the galaxy at the speed of light.

REFEREE'S INFORMATION:

The galactic ultra-celebrity is (roll a d6)...

- 1 – 2: ...on a local project that will bring him in contact with the characters.
- 3 – 4: ...enjoying a vacation from their normal day-to-day life.
- 5 – 6: ...actually aware somehow of the characters' existences and wants to talk to them about something important and inexplicably in line with their current lives.

CITIZEN PATRON ENCOUNTERS

Characters in the Citizen career path are living a normal, average life. This does not mean that they have to always interact with normal or average people. There is a cast of thousands of different personalities waiting to meet even the most mundane of citizens.

Citizen Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Petty Criminal	Good Samaritan
12 – 13	Tired Worker	Neighbourhood Constable
14 – 15	Local Curmudgeon	Streetside Salesman
16 – 21	Visiting Relative	Waitress
22 – 23	Peacekeeping Trooper	Beverage Stand Clerk
24 – 25	Repair Mechanic	Neighbour
26 – 31	Mugger	Comedian
32 – 33	Travelling Con Man	Fellow Citizen
34 – 35	Utility Repairman	Sanitation Worker
36 – 41	New Face in Town	Chef
42 – 43	Envious Homeowner	Shift Manager
44 – 45	Corporate Director	Chief of Police
46 – 51	Affluent Show-off	Firefighter
52 – 53	Temp	Go-to Man
54 – 55	Village Idiot	Shopping Mall Supervisor
56 – 61	Alien Settler	Passing Explorer
62 – 63	Recluse	Old Storyteller
64	Industrial Broker	Allied Spacer
65	Estranged Family Member	Lottery Commissioner
66	Sociopath	Famous Politician

(11.A) Petty Criminal

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This young adult has recently become enamoured with the idea of becoming a criminal and has turned to minor vandalism and petty theft to add to his 'street credit'.

REFEREE'S INFORMATION:

The petty criminal is (roll a d6)...

- 1 – 2: ...relatively harmless but could eventually turn into something more.
- 3 – 4: ...a nuisance to all law-abiding citizens in the vicinity.
- 5 – 6: ...looking for the target of his first major crime.

(11.P) Good Samaritan

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Although a human term, the idea still stands true. This person has the right morals built into him that make him willing and able to lend a hand to those in need.

REFEREE'S INFORMATION:

The good Samaritan is (roll a d6)...

- 1 – 2: ...in the area with exactly the right tools for whatever the characters are up to at the moment.
- 3 – 4: ...just passing by but will assuredly ask if the characters need anything.
- 5 – 6: ...a retired serviceman but his skills are still sharp enough to help the characters out of a pinch.



(12 – 13.A) Tired Worker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

After eight to ten hours of labour-intensive work at the local industrial complex, this worn out and unhappy worker just wants to go home, have a drink and watch some vidscreen events.

REFEREE'S INFORMATION:

The tired worker is (roll a d6)...

- 1 – 2: ...too tired to even react to anything but physical stimulus, ignoring all attempts at common communication.
- 3 – 4: ...displeased that anyone is standing in his way from getting home to his bed.
- 5: ...not above taking a swing or two at the next person to bother him.
- 6: ...walking home after being laid off. He has already had a few drinks at the local pub and he is not in the mood to deal with anyone.

(12 – 13.P) Neighbourhood Constable

Required Skills: None

Required Equipment: Residence

PLAYER'S INFORMATION:

This uniformed peace officer spends a great deal of time in the same general area as one of the character's home. He rarely works anywhere else and has become a local piece of shared resource.

REFEREE'S INFORMATION:

The neighbourhood constable is (roll a d6)...

- 1 – 2: ...on a steady patrol of the area, stopping by all of the houses just to 'check in'.
- 3 – 4: ...looking for a local miscreant hiding in the neighbourhood and might need some help.
- 5 – 6: ...off duty and passing out some flyers for his precinct's annual fundraiser.

(14 – 15.A) Local Curmudgeon

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Ill-tempered, cantankerous and verbally abusive to anyone who passes by him, this unhappy resident to the area seems to never have a good thing to say to anyone. He is rude, bitter and difficult to be around long.

REFEREE'S INFORMATION:

The local curmudgeon is (roll a d6)...

- 1 – 2: ...unhappy because of a lost loved one.
- 3 – 4: ...actively trying to stamp out other peoples' happiness because he feels so disgruntled all of the time.
- 5 – 6: ...an expert at picking out people's flaws, which he will assuredly announce loudly when he discovers them.

(14 – 15.P) Streetside Salesman

Required Skills: None

Required Equipment: Planetside Residence

PLAYER'S INFORMATION:

Selling his wares door-to-door on this part of his mercantile tour, this smiling solicitor is only ever turned away by a select group. He

offers something interesting for everyone, even if they did not know it when he came knocking.

REFEREE'S INFORMATION:

The streetside salesman is (roll a d6)...

- 1 – 2: ...selling basic household utility items at reasonable prices.
- 3 – 4: ...peddling a brand new invention that is useful in the home but could be put to use elsewhere too.
- 5 – 6: ...really a salesman of many things; every character can probably find something useful in his stock transport.

(16 – 21.A) Visiting Relative

Required Skills: None

Required Equipment: Residence

PLAYER'S INFORMATION:

Although it is assumptive to claim that every visiting relative is not a welcomed thing, this particular relative is unexpected, uninvited and utterly unwanted in the character's home at this time.

REFEREE'S INFORMATION:

The visiting relative is (roll a d6)...

- 1 – 2: ...a distant relative that the character barely knows but seems to owe a favour to.
- 3 – 4: ...a recovering drug addict – recently recovering.
- 5 – 6: ...just out of an abusive relationship and is using the character's home to 'get away'. However this will not prevent the ex from stopping by and causing trouble.

(16 – 21.P) Waitress

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The usefulness of a local diner or restaurant to a galactic traveller is without measure. For people like this kind and patient waitress, it is the best place for her to hear about the rest of the galaxy.

REFEREE'S INFORMATION:

The waitress is (roll a d6)...

- 1 – 2: ...eager to hear about the characters' travels and adventures.
- 3 – 4: ...very attractive and single, making her flirtatious methods of getting bigger tips very advantageous.
- 5: ...married to a local galactic explorer in need of work or at the very least, a good reference to an employer.
- 6: ...looking for a way off of this planet and into a more exciting life.

(22 – 23.A) Peacekeeping Trooper

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This is a standard soldier assigned to the local area to ensure public safety, which also means looking out for troublesome galactic-types that spend too much time off-world to know what 'peaceful' is.

REFEREE'S INFORMATION:

The peacekeeping trooper is (roll a d6)...

- 1 – 2: ...on a routine in the area and thinks the characters look like trouble.
- 3 – 4: ...packing an illegal firearm 'just in case'.
- 5 – 6: ...willing to quickly go to physical means when the safety of his community is perceived as being in risk.

(22 – 23.P) Beverage Stand Clerk

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Throughout the shopping centres and street bazaars of the universe, nice people like this budding businessman are operating a variety of beverage-producing machines to quench the collective thirst of the buyers and sellers that pass him by.

REFEREE'S INFORMATION:

The beverage stand clerk is (roll a d6)...

- 1 – 2: ...charging fairly inexpensive rates for a moderately good drink that he says is a 'family recipe'.
- 3 – 4: ...at the centre of an amazing gossip and eavesdropping network in his commercial centre.
- 5 – 6: ...convinced that the characters must help him deal with a handful of thugs that have been extorting money from his stand.

(24 – 25.A) Repair Mechanic

Required Skills: None

Required Equipment: Vehicle



PLAYER'S INFORMATION:

Unless someone is skilled enough to look under the hood of their own vehicle, this schooled mechanic has free reign to repair whatever he likes and claim as large a fee as he wishes. If his clients knew better, they would not be coming to his shop!

REFEREE'S INFORMATION:

The repair mechanic is (roll a d6)...

- 1 – 2: ...padding his billed hours by rounding up every job he does to the nearest hour.
- 3 – 4: ...smuggling illegal goods out of his shop through compartments in some of his repairs.
- 5 – 6: ...not going to let anyone slander his shop or his work without a fight, even if they are right.

(24 – 25.P) Neighbour

Required Skills: None

Required Equipment: Residence

PLAYER'S INFORMATION:

This is just the guy next door; the friendly person who occasionally watches over the character's house while they are off travelling the galaxy.

REFEREE'S INFORMATION:

The neighbour is (roll a d6)...

- 1 – 2: ...a little nosy at times but not to the point of annoyance.
- 3 – 4: ...a good source of neighbourhood rumours and stories that cropped up between the character's visits.
- 5: ...trusted enough to have a key to the character's home in order to bring in the mail, feed the pets and perform other necessary duties.
- 6: ...willing to actively ask the neighbourhood and workplace about something of interest to the characters.

(26 – 31.A) Mugger

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Making a free living off the pockets and wallets of those he can steal from, this criminal packs a knife and a bad attitude but does not like to engage in a straight up fight very often.

REFEREE'S INFORMATION:

The mugger is (roll a d6)...

- 1 – 2: ... only good at the sucker punch from out of the shadows and could be dealt with by anyone with a decent knowledge of self-defence.
- 3 – 4: ...trying to pay off a large debt to a gambling loan shark before he has his legs broken, making him desperate.
- 5 – 6: ...actually pretty skilled with a knife from his days in the army, before his dishonourable discharge.

(26 – 31.P) Comedian

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

There are few people in the galaxy that do not enjoy a good laugh and this artiste and entertainer uses that as the fuel for his career.

REFEREE'S INFORMATION:

The comedian is (roll a d6)...

- 1 – 2: ...giving a show locally and needs some extra stage hands and security.
- 3 – 4: ...an old friend of one of the characters; setting them up with front row tickets to his event.
- 5 – 6: ...worried about the politically-charged nature of his act and hopes the characters will tell him if he has gone too far.

(32 – 33.A) Travelling Con Man

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

A wise man once said that 'a sucker is born every minute' and this slimy charlatan holds that statement as his motto. He travels from place to place like a nomad, sowing the seeds of his confidence scams so he may return to reap the crops before vanishing once more.

REFEREE'S INFORMATION:

The travelling con man is (roll a d6)...

- 1 – 2: ...an expert at reading people's emotional weaknesses, preying on them to get them to invest in his scams.
- 3 – 4: ...on the run from the law and only sets up enough cons to live on; otherwise he may alert the men who are after him to his location.
- 5 – 6: ...targeting the characters for a massive scam that might cost them more than just a few credits.

(32 – 33.P) Fellow Citizen

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is just a normal, run-of-the-mill citizen found in many numbers throughout the local area.

REFEREE'S INFORMATION:

The fellow citizen is (roll a d6)...

- 1: ...unemployed and looking for a way to make a few spare credits.
- 2: ...interested in meeting the characters, as that they look like unique folk.
- 3 – 4: ...just passing by but could be enticed into a conversation quickly enough.
- 5: ...an old military retiree and veteran. He enjoys regaling others with stories about the 'old days' before fusion cannons and such.
- 6: ...more than he seems on the outside; he has a past that he does not talk about much.

(34 – 35.A) Utility Repairman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Working long hours in poor locations and dangerous situations can make this repairman's job tougher than it looks. He has to deal with unhappy customers that need their utilities worked on, who often take their frustrations out on him directly.

REFEREE'S INFORMATION:

The utility repairman is (roll a d6)...

- 1 – 2: ...extremely unhappy with his recent assignment and is not too shy about letting others know about it.
- 3 – 4: ...stealing from the homes that he has to work in, making high profits on jewellery and pieces of art.
- 5 – 6: ...so worn out and beat up from his last few shifts that he is going to make a bad mistake – one that could cost dozens of people their lives – if he is not stopped.

(34 – 35.P) Sanitation Worker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not the most prestigious of roles in a community but easily one of the most important, this government worker legitimately is the one who 'takes out the trash'. There is a lot to be learned from the rubbish someone throws out and the sanitation crew is an often untapped source of information.

REFEREE'S INFORMATION:

The sanitation worker is (roll a d6)...

- 1 – 2: ...doing his rounds but would happily stop for a few minutes if someone wanted to have a chat.
- 3 – 4: ...off duty and looking for a few stiff drinks at a table with his friends; he has some good 'listen to what I found in the trash' stories to tell.
- 5: ...in the possession of an important piece of equipment that was accidentally thrown away and is now hunted by the original owner. He needs help or at least someone to take the equipment off his hands.
- 6: ...torn about going to the police about a dead body he found in someone famous' bin. He wonders if he should try to get some money out of them instead.

(36 – 41.A) New Face in Town

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Most communities are rather tightly knit; between the gossips and the welcome wagons, everyone knows everyone rather quickly. Not this person though. He just got to the area and is a complete mystery.

REFEREE'S INFORMATION:

The new face in town is (roll a d6)...

- 1 – 2: ...just wanting to be left alone and not become the new attraction for the neighbours.
- 3 – 4: ...far too eager to make friends and blend in – which should raise some suspicions.
- 5 – 6: ...actually serving some kind of hidden purpose for the local government and has permission to kill in order to keep it secret.

(36 – 41.P) Chef

Required Skills: None

Required Equipment: None

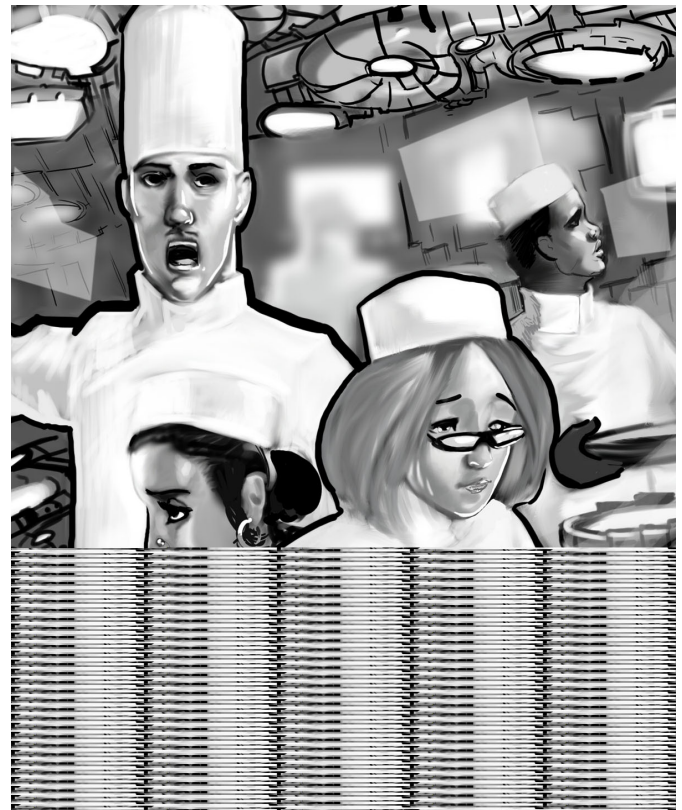
PLAYER'S INFORMATION:

This skilled culinary master runs the kitchen in one of the local restaurants and has made quite a name for himself through his proficiency with ingredients and presentation. He knows most of the upper crust in the area; a good ear to have listening.

REFEREE'S INFORMATION:

The chef is (roll a d6)...

- 1 – 2: ...going to name a new dessert he has created after one of the characters, whom he credits for giving him the initial idea.
- 3 – 4: ...always busy at his restaurant but knows that his social life is important as well.
- 5 – 6: ...preparing to make a special dinner for a very special and political guest in his restaurant and wants additional kitchen security to keep someone from tampering with it.



(42 – 43.A) Envious Homeowner

Required Skills: None

Required Equipment
Permanent Residence

PLAYER'S INFORMATION:

A neighbourhood is much like any larger social setting; there will always be someone who gets jealous of what the next person has and resents them for having it. This green-with-envy neighbour to one of the characters is not only resentful of their home – but angry about it.

REFEREE'S INFORMATION:

The envious homeowner is (roll a d6)...

- 1 – 2: ...tired of having the 'second largest' or 'second prettiest' house on the block and is not above petty vandalism to even the score.
- 3 – 4: ...friendly to the character's face but talks very badly about him behind his back.
- 5 – 6: ...getting ready to commit an act of arson.

(42 – 43.P) Shift Manager

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The corporate world of wage slaves and managerial whip-crackers has its occasional shining example of a decent supervisory employee. This mid-level shift manager worked his way up from the mail room, so he understands what it is like to be at the bottom.

REFEREE'S INFORMATION:

The shift manager is (roll a d6)...

- 1 – 2: ...looking for a new assistant.
- 3 – 4: ...able to give a very small raise to a small number of loyal employees; yet only if he is 'wowed' by their performances.
- 5: ...receiving a promotion soon and was given the okay to pick his own replacement.
- 6: ...actually an executive officer in the company but moves around in the guise of a shift manager to try to get a better feel for the company as a whole.

(44 – 45.A) Corporate Director

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Having lost all touch with the employees, this bottom-line executive recognises only two words when dealing with his employees – 'profit' and 'loss'.

REFEREE'S INFORMATION:

The corporate director is (roll a d6)...

- 1 – 2: ...an emotionless cog in the greater machine of the company; he is like talking to a cardboard cut out of a person.
- 3 – 4: ...going to assign one of the characters to a brain-numbing and lengthy assignment that will eat into his free time.

- 5 – 6: ...trying to weigh employees against one another in order to write down potential candidates for the next round of lay-offs.

(44 – 45.P) Chief of Police

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Knowing the man who runs the local police force is never a bad thing, especially when he is as good-natured and loyal as this one is.

REFEREE'S INFORMATION:

The chief of police is (roll a d6)...

- 1 – 2: ...going on a semi-working vacation and would like someone to watch over his house and pets while he is gone.
- 3 – 4: ...in need of an interesting favour; one that the chief of police cannot exactly be seen to be involved with.
- 5 – 6: ...throwing a large fundraiser party at the precinct and invites the characters to come and enjoy some drinks with the force.

(46 – 51.A) Affluent Show-off

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This massively wealthy individual has more money than much of the local populace combined and he has no problems flaunting his financial power through the purchase and abuse of expensive items, which he cares nothing at all about.

REFEREE'S INFORMATION:

The affluent show-off is (roll a d6)...

- 1 – 2: ...showing off his brand new luxury transport around town, telling everyone the tens of thousands of credits he spent on it and what sort of extras he wants to add to it next.
- 3 – 4: ...about to spend a ludicrous amount of money on what equates to a toy for him.
- 5 – 6: ...commonly known for discarding his second-latest frivolous purchase in favour of the first, making his storage facility a likely target for burglaries.

(46 – 51.P) Firefighter

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

One of the truest heroes in every sense of the word, this courageous and athletic person lives his life putting out structural fires and saving lives. He is still just a regular citizen underneath his fireproof suit but it is sometimes hard to forget how important he is.

REFEREE'S INFORMATION:

The firefighter is (roll a d6)...

- 1 – 2: ...taking it easy while 'on call' but could be called away to put out a blaze at any time.
- 3 – 4: ...looking for a group of seasoned travellers to spend some vacation time with, as he wants to see the galaxy without it always being on fire for him to do so.

5 – 6: ...thinking about taking up some galactic exploration with the Scouts or perhaps a freelance crew.

(52 – 53.A) Temp

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not against anyone else's progress by design, this unfortunate member of the staff is just a temporary fill-in for someone who is away on vacation or an extended illness. He is not especially good at the job, tends to be awkward and gets in the way and does more harm than good in the position.

REFEREE'S INFORMATION:

The temp is (roll a d6)...

- 1 – 2: ...going to be around for a long time due to a worker's maternity leave but he still refuses to learn any useful skills.
- 3 – 4: ...only filling the position for a little while but could not care any less about it.
- 5 – 6: ...really trying to do a good job and get hired on full-time. He is just too inept to make that really happen.

(52 – 53.P) Go-to Man

Required Skills: Persuade

Required Equipment: None



PLAYER'S INFORMATION:

Every company or neighbourhood has one and this man is the local one – a go-to man that seems to be able to get anything if given enough time. When something needs to get done, he is who they go to for help.

REFEREE'S INFORMATION:

The go-to man is (roll a d6)...

- 1 – 2: ...truly able to get anything taken care of; however that is only due to the fact that his brother-in-law is in an organised smuggler's ring.
- 3 – 4: ...better at acquiring things rather than getting things done but he will try nonetheless for a small price.
- 5: ...at the centre of a huge network of contacts and allies that would boggle most peoples' minds.
- 6: ...an ex-military fixer that left the service to go into business for himself.

(54 – 55.A) Village Idiot

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is the local dullard; he cannot necessarily help the fact that he is never in the right place at the right time – yet it seems not to matter when it becomes a problem.

REFEREE'S INFORMATION:

The village idiot is (roll a d6)...

- 1: ...mentally deficient due to an old injury. It makes his actions excusable but no less delusional and potentially dangerous.
- 2 – 3: ...staggeringly drunk most of the time.
- 4 – 5: ...curious about anyone he sees that looks like they have seen places elsewhere from his local community. He will cling to and bother them for as long as they can tolerate him – and then likely a little while longer.
- 6: ...not as dumb as he looks. It is a clever act he puts on in order to pickpocket from and eavesdrop on important people.

(54 – 55.P) Shopping Mall Supervisor

Required Skills: None

Required Equipment: Commercial Mall

PLAYER'S INFORMATION:

Often the gathering centre of a small community is its shopping centre and this executive member of the centre's staff is in charge of seeing that everything goes smoothly for the shoppers, the workers and any guests.

REFEREE'S INFORMATION:

The shopping mall supervisor is (roll a d6)...

- 1 – 2: ...always in need of 'secret shoppers' to go out and evaluate his workers for him.
- 3 – 4: ...worried that one of his co-management members is embezzling from the mall funds. He will hire the characters to investigate if they agree to it.
- 5 – 6: ...honestly just looking for a few hours away from the security monitors with some good conversation. He has a great deal of free meal coupons for the food court to bribe the characters with, if need be.

(56 – 61.A) Alien Settler

Required Skills: Language

Required Equipment: None

PLAYER'S INFORMATION:

This foreign alien sentient being has come to the area to carve out a settlement for he and his people travelling this way; whether the locals want them to or not.

REFEREE'S INFORMATION:

The alien settler is (roll a d6)...

- 1 – 2: ...trying to be elusive and secretive about his new settlement, arranging the necessary elements from the shadows.
- 3 – 4: ...unknowingly throwing the locals into a xenophobic panic.
- 5 – 6: ...militant and dangerous to the point where he will not take 'no, you cannot live here' as an answer.

(56 – 61.P) Passing Explorer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Scouts and explorers come and go in the galaxy commonly but they sometimes need to stop and re-supply. This one is in the area for a few days and he needs a handful of things.

REFEREE'S INFORMATION:

The passing explorer is (roll a d6)...

- 1 – 2: ...desperate for some money to keep funding his trip, so he might need to sell some of his frontier findings.
- 3 – 4: ...looking for someone to carry a few messages for him after he moves along.
- 5 – 6: ...currently carrying some important information for his employers and feels that he can pay handsomely for additional protection while on this planet.

(62 – 63.A) Recluse

Required Skills: Investigate, Persuade Required Equipment: None

PLAYER'S INFORMATION:

Living all alone and away from the other people of his area, this social outcast is not exactly the most social of people on the best of days – and downright territorial on the worst ones.

REFEREE'S INFORMATION:

The recluse is (roll a d6)...

- 1: ...a fugitive criminal that just wants to be left alone but will turn to his old ways if he is worried about actually getting caught.
- 2 – 4: ...angry with the greater area's government and has pulled away from society to avoid it.
- 5 – 6: ...a conspiracy theorist with a great deal of stockpiled guns, ammunition, survival gear and the skills to put them all to use against anyone foolish enough to come and bother him.

(62 – 63.P) Old Storyteller

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This old friend to the locals is well known for his ability to captivate any who stop by his home for a cup of tea, a biscuit or two and a long tale about faraway places and ancient times. It is almost as if he was really there.

REFEREE'S INFORMATION:

The old storyteller is (roll a d6)...

- 1 – 2: ...full of old war stories from the last generation's big war. He was definitely there by the descriptions in his stories or he knows someone who was.
- 3 – 4: ...reluctant to ever talk about current topics without spinning it into a story about 'old times'.
- 5 – 6: ...far too clear on matters that he should have no idea about; he is definitely more than he seems on the outside.

(64.A) Industrial Broker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The people of the community hates to see this suit-and-tie type come around, because he works for one of the interstellar industrial conglomerates that have been known to strip mine entire moons. He wears a sly smile and carries a mighty chequebook that has ended more lives than one might think.

REFEREE'S INFORMATION:

The industrial broker is (roll a d6)...

- 1 – 2: ...looking for a good site to put an expansion office and perhaps a resource collection point. For starters, that is.
- 3 – 4: ...going to offer the locals a chance to work for his company when it moves to the area but he does not say how dangerous the work will be.
- 5 – 6: ...in the area to try and persuade the locals to move away so his company can build a mining complex over their properties. With credits, fear or bullets – he has to get this done.

(64.P) Allied Spacer

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

This space jock comes and goes on his leased vessel all of the time, stopping by here and there to check in with old friends and allies. He has stopped here and thought it fortuitous that the characters were there too.

REFEREE'S INFORMATION:

The allied spacer is (roll a d6)...

- 1 – 2: ...here to bury a pair of locals that were serving in his ship with him and now he needs the extra hands.
- 3 – 4: ...between missions at the moment but happy to talk to his ship's captain in order to ferry the characters to theirs.
- 5 – 6: ...on an important mission to this planet and thinks he can trust the characters more than his fellow crewmates with helping him finish it.

(65.A) Estranged Family Member

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Events take place between the members of a family that can force people apart for very long amounts of time. This individual is biologically a family relative to one of the characters but was forced to put a huge distance between them a long time ago. Now he is back, making things awkward for the character.

REFEREE'S INFORMATION:

The estranged family member is (roll a d6)...

- 1 – 2: ...a victim of circumstance concerning why they were pushed away from the family and blames the character for the reason why.
- 3 – 4: ...mad at his family and will take it out on the character as soon as he can.
- 5: ...more or less over the estrangement situation but would rather ignore the character than interact with him if possible.
- 6: ...obsessed with getting harsh and violent revenge upon his family – starting apparently with the character and his friends.

(65.P) Lottery Commissioner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This bearer of good tidings only ever comes around when someone has chosen the right numbers, served on the right forum or maybe just filed the right sequence at the right time. He brings someone a great deal of good fortune and wealth.

REFEREE'S INFORMATION:

The lottery commissioner is (roll a d6)...

- 1 – 2: ...carrying a massive amount of credits for a local winner and is willing to pay for some protection in order to deliver it.
- 3 – 4: ...in the area to sell 'second chance' tickets, with a 100 to 1 chance at winning one MegaCredit from the unclaimed lottery pool.
- 5 – 6: ...bringing a small purse of winnings to one of the characters, who apparently entered some sweepstake accidentally.

(66.A) Sociopath

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Something is simply not right in this person's head; he has a twisted view of the world that causes him to go to great lengths to inflict pain, suffering and murders upon the populace.

REFEREE'S INFORMATION:

The sociopath is (roll a d6)...

- 1 – 3: ...'normal' most of the time, it is just when his special trigger gets flipped that he becomes the sick monster that has killed so many.

4: ...really into the use of high-power industrial tools – on anything that screams and bleeds.

5: ...addicted to body augmentation. Bionics, genetics, artistic modification and cybernetics are what keep his mind moving. He will do anything to acquire more to add to his almost unrecognisable body.

6: ...cold, calm and always carrying a sharp blade. Most of his kills are in private areas of public places like restrooms, closets and alleys. It cannot be guessed as to why or where he strikes; he simply does.



(66.P) Famous Politician

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

This baby-kissing hand-shaker has seen his face grace media outlets, posters and a variety of public appearances over the years. He is a famous member of the political government and he takes pride in his ability to get along with the general community.

REFEREE'S INFORMATION:

The famous politician is (roll a d6)...

1 – 2: ...on a public relations tour that brings him directly through where the characters happen to be at the moment. He might have interesting answers to their questions.

3 – 4: ...looking for additional security and escort protection while he is on the planet after receiving a realistic death threat from a radical group in the area.

5 – 6: ...holding a banquet, press conference and Q&A session locally and the characters somehow managed to get a few tickets. Security will be high but the number of important people at the event will be mind-boggling.

LOWER-CLASS PATRONS

Where the lights do not shine brightly, the credits are scarce and the world is just a little bit lax on the letter of the law the lower class is king. Generally this social caste of character lives in the Traveller universe by the skin of their teeth and the cut of their jib. Only through their skills and the grace of those who they meet can they hope to survive.

ROGUE PATRON ENCOUNTERS

Characters in the Rogue career path are criminals, miscreants and no-gooders who live on the credits that others earn. They are survivalists to the extreme but not in the common sense of the word. They spend their time with others of their ilk and stray from anyone with a badge or a legally-carried gun.

Rogue Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Honest Constable	Simple Mark
12 – 13	Witness	Warehouse Manager
14 – 15	Hero-in-Training	Security System Installer
16 – 21	Ambitious Henchman	Fence
22 – 23	Snitch	Open-Van Salesman
24 – 25	Dishonourable Thief	Organised Crime Agent
26 – 31	Double-Agent	Pimp/Madame
32 – 33	Undercover Investigator	Back-Alley Chemist
34 – 35	Self-Serving Cohort	Dirty Constable
36 – 41	Spiralling Addict	Unlicensed Medical Professional
42 – 43	Draftsman	Fugitive
44 – 45	Tough Mark	Entry Specialist
46 – 51	Paranoid Clerk	Getaway Driver
52 – 53	Late Night Janitor	Open-Palmed Executive
54 – 55	Honest Citizen	Gang Recruiter
56 – 61	Former Partner	Elite Inmate
62 – 63	Rival Enforcer	Evidence Officer
64	Military Investigator	Easy Whale
65	Authoritarian Agent	Pirate Captain
66	Bounty Hunter	Crimelord

(11.A) Honest Constable

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This pleasant-faced individual is the friend to all the people; all the people except criminals, that is. He cannot be bribed, will not look the other way and will risk his life to stop even the most minor of crimes.

REFEREE'S INFORMATION:

The honest constable is (roll a d6)...

1 – 2: ...on a long standing patrol assignment in the area and nothing gets by him.

3 – 4: ...an older member of the force with a lot of seniority and making an enemy of him brings new hardships to any rogue.

5 – 6: ...well known for his fast hands and precise aim.



(11.P) Simple Mark

Required Skills: Streetwise
or Deception

Required Equipment: None

PLAYER'S INFORMATION:

Gullible and not expecting to be stolen from, this poor sap is only one sleight-of-hand or fast-talk away from being a little poorer. Only a fool could not get one over on him.

REFEREE'S INFORMATION:

The simple mark is (roll a d6)...

- 1 – 2: ...carrying far too much cash credits on his person to be walking home alone.
- 3 – 4: ...advertising an expensive item in his carry-all and frequently stops to get a better grip upon it.
- 5 – 6: ...talking mindlessly on the personal communicator, leaving all of his possessions sitting behind him on a bench.

(12 – 13.A) Witness

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

The perfect crime is one that goes off without a hitch and without anyone knowing what happened until it is too late. The existence of

this person is a testament as to how rarely that can happen. He saw something the characters did and he must be dealt with.

REFEREE'S INFORMATION:

The witness is (roll a d6)...

- 1: ... already being watched by a private security force until he can make a full statement as to what he saw.
- 2 – 4: ...on his way to report what he saw; perhaps the characters can dissuade him from doing so.
- 5 – 6: ...carrying factual evidence of the character's criminal activity on his person. It cannot fall into the hands of the authorities.

(12 – 13.P) Warehouse Manager

Required Skills: Persuade

Required Equipment: Warehouse

PLAYER'S INFORMATION:

Knowing a man on the inside of a breaking and entering job is always a huge boon when trying to grab some illegally acquired goods from a warehouse or storage facility. This crooked manager will give the characters a hand with it for a small cut.

REFEREE'S INFORMATION:

The warehouse manager is (roll a d6)...

- 1 – 2: ...not willing to get directly involved but he will gladly leave a door open for the characters.
- 3 – 4: ...preparing a map to where all of the best goods are in his warehouse.
- 5: ...going to serve as an extra set of hands to carry things out of the warehouse, which not only speeds up the theft but also implicates him in the case of any video surveillance.
- 6: ...extremely disgruntled with his company and wants to clean them out – completely.

(14 – 15.A) Hero-in-Training

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

No criminal wants to see an easy crime go sour because of a citizen that thinks he is a hero but this gun-toting do-gooder is going to do just that. Whatever the reason, he is going to pull that pistol and try to stop the characters.

REFEREE'S INFORMATION:

The hero-in-training is (roll a d6)...

- 1 – 2: ...going to make a huge mess of an otherwise peaceful situation.
- 3 – 4: ...looking to get famous by 'being the big hero', even though it might mean it happens posthumously.
- 5 – 6: ...ex-military and actually knows what he is doing with that gun, which is apparent from how he handles himself in the unfolding situation.

LOWER-CLASS PATRONS

(14 – 15.P) Security System Installer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This specialised technician is employed by a prestigious security agency that outfits businesses and residences with their electronic security networks. Lucky for the characters, he is willing to sell codes and coverage diagrams for a hefty fee.

REFEREE'S INFORMATION:

The security system installer is (roll a d6)...

- 1 – 2: ...putting in a new system for a rich noble outside of town. He is going to make a window of about eight hours where the system will need to 'reboot'; as long as he gets paid, the characters can use it.
- 3 – 4: ...selling camera and scanner maps of several large banks and storage facilities for only Cr5,000 each.
- 5 – 6: ...about to leave the security industry to join a pirate crew and is about to do a really big job for a high-end jeweller. He is willing to leave an access code for the characters, as long as they give him 25% of the take.

(16 – 21.A) Ambitious Henchman

Required Skills: Streetwise
or Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Thieves and pirates know that they sometimes have to look lower on the criminal ladder for threats to their position, because they



likely had to crawl over a few casualties to get where they are. This lowly subordinate has eyes for their spot, making him dangerous and worrisome.

REFEREE'S INFORMATION:

The ambitious henchman is (roll a d6)...

- 1 – 2: ...playing up his friendship and servitude to the characters, waiting for his moment to strike.
- 3 – 4: ...not going to try to take the character's spot directly; he is instead going to try and set him up to fail spectacularly.
- 5 – 6: ...not opposed to a direct attack, if he thinks he can get away with it.

(16 – 21.P) Fence

Required Skills: Streetwise

Required Equipment: Stolen Goods

PLAYER'S INFORMATION:

This wealthy middle-man takes the stolen and ill-gotten goods from his rogue allies for a fair price, sells them to others for a slightly elevated price and asks no questions.

REFEREE'S INFORMATION:

The fence is (roll a d6)...

- 1 – 2: ...looking for a specific type of goods; he will pay double the usual going rate for them.
- 3 – 4: ...doing business in the area for a limited time, so he wants to do transactions quickly and with little haggling.
- 5: ...overstocked at the moment with military goods from a crashed assault lander. He will sell personal firearms and melee weapons for half the normal price until he gets back to normal stock levels.
- 6: ...actively running from the local authorities. He will sell his goods off at amazing discounts to be rid of the evidence.

(22 – 23.A) Snitch

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Always ready to tell the authorities what he has heard about the underworld activities, this loose-lipped snitch is one squawk too many away from an early grave.

REFEREE'S INFORMATION:

The snitch is (roll a d6)...

- 1 – 2: ...on the 'wanted' list of a local crime lord, making him paranoid and likely to stay near authority figures nearly all of the time.
- 3 – 4: ...going to play informant on an ally of the characters' and they have a chance to stop him before he gets to the authorities.
- 5 – 6: ...is aware of something extremely illegal that the characters are going to undertake and will assuredly use that information to get in better with the local investigators.

(22 – 23.P) Open-Van Salesman

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

This opportunistic retailer does not have access to a shop or a kiosk; instead he sells his likely stolen goods from behind his open van or transport. He has good deals and access to illicit goods but he is never found in the same place twice.

REFEREE'S INFORMATION:

The open-van salesman is (roll a d6)...

- 1 – 2: ...only in the area for a little while but he offers some unexpected items if the characters can find him.
- 3 – 4: ...stuck in an alley because of a badly parked municipal transport. He will give half-off of any one purchase to the characters if they can move that vehicle before the authorities realise why he is there.
- 5 – 6: ...about to move on to a bad area of town and thinks he could use a few bodyguards for the next few hours. He pays in merchandise but it is a good deal with what he has to offer at the moment.

(24 – 25.A) Dishonourable Thief

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

The old adage 'there is honour amongst thieves' means absolutely nothing to this malicious rogue. He is out for himself and himself only and he enjoys getting in close with other thieves before double-crossing them and taking their biggest hauls.

REFEREE'S INFORMATION:

The dishonourable thief is (roll a d6)...

- 1 – 2: ...targeting the characters for his next 'make-and-break-friends' scam.
- 3 – 4: ...known in most circles for his dishonest and unscrupulous practices amongst his allies, giving the characters some idea of how to deal with him.
- 5 – 6: ...very convincing about trying to make right on some old debts he owes; even if he is planning on using the characters' funds to do so!

(24 – 25.P) Organised Crime Agent

Required Skills: Streetwise, Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Most rogues work for themselves or in very small groups to avoid being caught but it is common knowledge that the organised crime syndicates are where the real money can be found. This level-headed man is an agent of the local one and he is all business.

REFEREE'S INFORMATION:

The organised crime agent is (roll a d6)...

- 1 – 2: ...running a local job that needs a few unaffiliated hands to function properly. He can make it worth the characters' while, even if they do not want to do it just for recognition.
- 3 – 4: ...on a personal task for his syndicate. He would like the characters to cause a distraction for him; drawing the authorities away while he works.
- 5: ... running from the law and will tap the characters' resources to hide, owing them quite a favour afterwards.
- 6: ...bearing an offer for the characters to come to work for the syndicate.

(26 – 31.A) Double-Agent

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

No one should ever trust a traitor; especially in the case of criminal life. This person works for a rival gang or even the authorities but he acts like he is one of the local crowd to get close and learn its secrets.

REFEREE'S INFORMATION:

The double-agent is (roll a d6)...

- 1 – 2: ...acting against the better needs of the characters and he is not very good at hiding his purposeful mistakes.
- 3 – 4: ...selling information about the local criminal circles to his true allegiances, which has resulted in several botched jobs and lost revenue.
- 5 – 6: ...pretty sure he has been found out. He will not return to his people a failure, so he is planning to make a final strike at the locals before he vanishes.

(26 – 31.P) Pimp/Madame

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This professional fleshmonger makes his or her living on the fees charged by the stable's prostitutes. The prostitutes get most of the money and he or she gets money, power and the knowledge of who is working with his wares.

REFEREE'S INFORMATION:

The pimp/madame is (roll a d6)...

- 1 – 2: ...aware of an important political client that frequents his or her employees and will happily sell that information to the characters for blackmail purposes.
- 3 – 4: ...also a part-time slaver that is not against selling or buying the workers.
- 5 – 6: ...afraid the establishment is going to be raided by the local authorities; it needs additional security and now.

(32 – 33.A) Undercover Investigator

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

It is an underhanded trick when the authorities act like criminals in order to bring down the real ones and this sneaky investigation officer is very good at it.

REFEREE'S INFORMATION:

The undercover investigator is (roll a d6)...

- 1 – 2: ...new to the job, so he wants to make quick arrests without too much trouble.
- 3 – 4: ...building a huge case on a local criminal figure that could put him away for a very long time; he will kill to protect that possibility if he has to.
- 5 – 6: ...about to be withdrawn from the assignment that he is on but he does not want to go. He has come to enjoy the freedom of criminal life and knows that he has to make some minor arrests or they will not let him stay.

(32 – 33.P) Back-Alley Chemist

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

Brewing up a variety of useful chemicals and not-so-useful drugs in his ramshackle laboratory located in a mobile home or abandoned warehouse, this scientist has a knack for new and interesting recipes.

REFEREE'S INFORMATION:

The back-alley chemist is (roll a d6)...

- 1 – 2: ...the main supplier of narcotics to the local crime bosses. He is always worried that he is going to get raided by the authorities or junkies.
- 3 – 4: ...behind on a shipment because he is lacking a specific set of ingredients. He could pay the characters to go out and get them but they would have to be quiet about it.
- 5 – 6: ...about to open up the samples on a new combat drug that he thinks he has perfected; maybe the characters would like to test its usefulness for him?

(34 – 35.A) Self-Serving Cohort

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This fellow rogue is a semi-allied acquaintance of one the characters but he is quite obviously only in the business for himself. He would sell out his own mother if the price was right.

REFEREE'S INFORMATION:

The self-serving cohort is (roll a d6)...

- 1 – 2: ...going to go on a mission that actually requires a few additional bodies to succeed – as unwilling decoys.

3 – 4: ...talking openly about double-crossing one of the characters' local acquaintances.

5 – 6: ...researching an endeavour that he wants to undertake on his own but the characters might be able to fulfil it faster if they do not mind upsetting him.

(34 – 35.P) Dirty Constable

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Always with a hand out for bribes, this local peacekeeping agent is not the typical legal enforcer depicted on all the posters and video dramas. He is crooked, underhanded and corrupt – a good ally for any rogue.

REFEREE'S INFORMATION:

The dirty constable is (roll a d6)...

- 1 – 2: ...being assigned a patrol in the characters' local area; it could be time to make an early offer to him.
- 3 – 4: ...a truly crooked policeman. He takes bribes, extorts money and favours from his arrests and habitually takes drugs.
- 5: ...aware of an honest patrolman in the area and cannot bring himself to 'do the kid in', even if it will hurt his profits. He does hope the characters will not have any problems doing so, however.
- 6: ...actually looking to hire the characters to take care of a few problems he is having with some old cohorts. He pays well but his favours are generally far more useful.

(36 – 41.A) Spiralling Addict

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Drugs are a hard road to travel on for too long and this broken addict knows that all too well.

REFEREE'S INFORMATION:

The spiralling addict is (roll a d6)...

- 1 – 2: ...a danger to anyone that he is around if they show any kind of wealth. He wants more of his fix and he will attack someone in an instant for the funds to get it.
- 3 – 4: ...an old acquaintance of one of the characters and he is a sad sight. If he recognises the character he will plead and beg for drugs, money or both, becoming hostile if refused.
- 5 – 6: ...currently on a heavy overdose of a powerful physical enhancement chemical called B8A-13. He is on the verge of a homicidal rage and he has to be put down before he hurts one of the characters.

(36 – 41.P) Unlicensed Medical Professional

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Helping those without insurance or connections, this doctor works off the records and out of the hospital in order to charge higher fees for the sorts of people that do not like paperwork.

REFEREE'S INFORMATION:

The unlicensed medical professional is (roll a d6)...

- 1 – 2: ...a former employee of a local clinic that got fired for malpractice but his prices are decent and he does not ask questions.
- 3 – 4: ...still employed at a prestigious medical facility – as a janitor. He does this on the side because he cannot afford medical school.
- 5 – 6: ...trained by the local syndicate. He has no official license but he is very good at patching up bullet wounds and laser burns.

(42 – 43.A) Draftsman

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

There is not a rogue alive looking forward to being drafted into the military, otherwise they would have signed up. This charming soldier is in charge of delivering the draft notices to those who do not want them.

REFEREE'S INFORMATION:

The draftsman is (roll a d6)...

- 1 – 2: ...not looking for anyone in particular, he is just handing out flyers in the area.
- 3 – 4: ...carrying a suitcase of draft notices for many of the characters' local friends and allies. Someone would surely reward them if he suddenly disappeared.
- 5 – 6: ...looking for one of the characters to serve them with a draft notice.

(42 – 43.P) Fugitive

Required Skills: Stealth, Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Escaped and on the run, this fugitive from the law is a good ally to have if you are a criminal. He cannot go to the authorities to turn the characters in and he will be slightly desperate for help if they do come around.

REFEREE'S INFORMATION:

The fugitive is (roll a d6)...

- 1 – 2: ...actually innocent of his crime but nobody believes him.
- 3 – 4: ...running from a maximum security lock-up; he is running towards a huge stockpile of stolen money that he might share with anyone who helps him get to it safely.
- 5 – 6: ...an acquaintance from before he went to prison and he now has lots of contacts on the inside of the prison system that he might be willing to share.



(44 – 45.A) Tough Mark

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This person is tantalising to look upon with a thief's eyes due to his expensive jewellery and bloated wallet but he is in a situation that might prove too difficult to steal from him.

REFEREE'S INFORMATION:

The tough mark is (roll a d6)...

- 1 – 2: ...wearing a multi-thousand credit bracelet loosely on his wrist but has the uniform of a military agent draped over his shoulder in a dry cleaning bag.
- 3 – 5: ...paying for something in very large denominations but is also standing far too close to a patrol officer.
- 6: ...a psionist.

(44 – 45.P) Entry Specialist

Required Skills: Deception, Stealth

Required Equipment:
Targeted Structure

PLAYER'S INFORMATION:

Knowing someone that specialises in the getting in of locked or barred establishments is a benefit to any sticky-fingered rogue. This crafty locksmith of sorts charges reasonable rates but more importantly he does not ask too many questions.

REFEREE'S INFORMATION:

The entry specialist is (roll a d6)...

- 1 – 2: ...willing to sign up for a job for a small fee, as long as the characters do not try to get him to help with anything but the locked door.
- 3 – 4: ...planning a huge heist in a bank previously thought of as 'unbreachable'. He says he has a way in but that he will need a few partners to pull it off fast enough to not get caught.
- 5 – 6: ...happy to show off his remarkable lock slicing skills for a few credits but will demand more if he knows the level of profit the characters are to make.

(46 – 51.A) Paranoid Clerk

Required Skills: Stealth Required Equipment: Store/Shop

PLAYER'S INFORMATION:

Stealing from a manned shop or booth is difficult enough without this clerk's hawkng eyes watching a rogue's every move. Someone stole from him once before and now he cannot stop thinking that everyone might be trying to.

REFEREE'S INFORMATION:

The paranoid clerk is (roll a d6)...

- 1 – 2: ...not going to leave the characters alone unless they buy something; then he simply becomes suspicious rather than paranoid.
- 3 – 4: ...one finger away from setting off the store alarm if he sees anything shady going on.
- 5 – 6: ...also packing a small firearm just in case he needs to detain a would-be thief or robber. He is not skilled in its use and will be more likely to hurt a bystander than his actual target.

(46 – 51.P) Getaway Driver

Required Skills: None Required Equipment: Vehicle

PLAYER'S INFORMATION:

This agile and dexterous vehicle jock knows there is money in bringing people from point A to point B and that there is even more money in the kind of passengers that need to get there fast.

REFEREE'S INFORMATION:

The getaway driver is (roll a d6)...

- 1 – 2: ...a rogue himself and understands how important a fast escape can be.
- 3 – 4: ...willing to negotiate any form of travel, to any specifications. Duration, safety, secrecy – nothing is left out of this guy's contracts.
- 5 – 6: ...a professional driver that plans a course three times in his head and always drives it once to make sure everything goes smoothly. His fee is high but he is worth it.

(52 – 53.A) Late Night Janitor

Required Skills: Stealth, Deception Required Equipment: Targeted Structure

PLAYER'S INFORMATION:

Too many midnight robberies have been thwarted by employees just like this one, the third shift janitor who shows up at 11 and works long past dawn. He simply does not make enough money at his job to get killed but he will call the authorities if he does see something.

REFEREE'S INFORMATION:

The late night janitor is (roll a d6)...

- 1 – 2: ...old and unhappy with his career choices but he still views stealing as wrong and will stick to his morals if they are brought to question.
- 3 – 4: ...only working this job because of a prison-release program for his parole and he will not allow some other criminals' work to potentially put him back behind plastic barriers!
- 5 – 6: ... simple minded but physically enormous. He will not be an easy obstacle to get past during the late night activity.

(52 – 53.P) Open-Palmed Executive

Required Skills: Persuade Required Equipment: None

PLAYER'S INFORMATION:

This young business executive knows what really drives the universe – money. He knows that if he has more money than the next guy in his company that he will be more powerful and likely to succeed. This makes him quite easy to get along with on many levels.

REFEREE'S INFORMATION:

The open-palmed executive is (roll a d6)...

- 1 – 2: ...middle-management in his company but he has access to several avenues of resources that the characters do not.
- 3 – 4: ...going to make a play for a higher rank – one that has slush funds – but he needs to ensure that the existing body in that position is removed.
- 5: ...eager to start an ongoing this-for-that relationship with the characters; creating a sort of low-key criminal syndicate between he and them.
- 6: ...a distribution executive for a military arms company. His access to high-tech arms and ammunition makes him a priceless ally if the characters can afford his bribes.

(54 – 55.A) Honest Citizen

Required Skills: Stealth Required Equipment: None

PLAYER'S INFORMATION:

Most people, as events show, will turn their attentions elsewhere and 'not get involved' when confronted with criminal activity. Not this person though; his upbringing or moral compass points true North and he will always get involved if he can.

REFEREE'S INFORMATION:

The honest citizen is (roll a d6)...

- 1 – 2: ...just a bystander to a shady event that the characters are involved in and now he wants to report them.
- 3 – 4: ...willing to make a big public fuss in order to thwart the actions of the characters.
- 5 – 6: ...physically fit and has had some martial arts training. He could pose an actual problem when he chooses to try to stop the underhanded actions of the characters.



(54 – 55.P) Gang Recruiter

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

When someone is not prestigious enough to get recruited by an organised crime syndicate, this hard-case ruffian might come knocking instead. He is the mouth of a local street gang and if he vouches for a character they are as good as in.

REFEREE'S INFORMATION:

The gang recruiter is (roll a d6)...

- 1 – 2: ...under instructions from the boss not to come home without several new, worthy recruits. He is to include 'signing' bonuses if he has to.
- 3 – 4: ...stuck in a fire fight with some local patrolmen. He was bringing a few new recruits back to the gang's hideout when the troopers opened fire. Now he would be very helpful if the characters gave him a hand.

- 5 – 6: ...looking specifically to recruit one of the characters for a particular skill that the gang leader feels would be essential.

(56 – 61.A) Former Partner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This fellow rogue once worked alongside one of the characters. He knows the character's tricks, style and modus operandi. This makes him a dangerous rival to have loose on the street.

REFEREE'S INFORMATION:

The former partner is (roll a d6)...

- 1 – 2: ...seeking his fair share of a job he and the character did months or years ago, even if it is not really owed to him.
- 3 – 4: ...still angry about how he and the character stopped working together, and wants to share some of his discomfort.
- 5 – 6: ...fresh out of prison. He served a sentence that should have been shared with the character, but a technicality put it on his shoulders.

(56 – 61.P) Elite Inmate

Required Skills: Persuade

Required Equipment: Prison Facility

PLAYER'S INFORMATION:

He has catered meals, visits from beautiful women and the power to kill with a word...all from the confines of his prison cell. This inmate controls so many of the gaolers and wardens that prison is just another hotel to him.

REFEREE'S INFORMATION:

The elite inmate is (roll a d6)...

- 1 – 2: ...in need of a few more contacts outside of the prison. If the characters work for him, he can make their lives more exciting and more enjoyable.
- 3 – 4: ...claiming that he has heard something important to the characters from a jailhouse snitch but that they have to come and visit him in order to hear it.
- 5 – 6: ...going to be let out soon but he does not want to be outside for too long. He will pay the characters to arrange for a botched crime to fall upon his shoulders, which he will plead guilt to and get back in his comfy cell.

(62 – 63.A) Rival Enforcer

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Enforcers are people that hit, stab and generally hurt other people for their employers. This one is no different, except that he expressly works for one of the characters' rivals.

REFEREE'S INFORMATION:

The rival enforcer is (roll a d6)...

- 1 – 2: ...in the area looking to start something on purpose; his boss needs a reason to start a gang war.
- 3 – 4: ...just doing his job when he begins to shake down the locals but he seems pretty happy to be doing it.
- 5 – 6: ...coming with a hefty false bribe to the characters to switch allegiances but will double-cross them the second he gets them in his boss' territory.

(62 – 63.P) Evidence Officer

Required Skills: Persuade Required Equipment: Piece of Evidence

PLAYER'S INFORMATION:

This petty authority officer sits all day at a desk and labels all of the things the troopers and patrolmen bring in from their arrests. He has access to weapons, files, drugs and even confiscated money. No wonder it is a good idea to find a corrupt one.

REFEREE'S INFORMATION:

The evidence officer is (roll a d6)...

- 1 – 2: ...not a dirty officer by any means but he does not make enough money for his family to live comfortably. He does not like doing it but he sees it as stealing from criminals – which is okay in his book.
- 3 – 4: ...interested in making some heavy profits by skimming the drugs and money off the top, selling and using what he wants to get by. He needs friends on the street to help him.
- 5 – 6: ...sure that he knows how to make a powerful, high-tech weapon cache he has checked into evidence 'disappear', so long as he gets paid for the prestidigitation.

(64.A) Military Investigator

Required Skills: Deception Required Equipment: None

PLAYER'S INFORMATION:

Local detectives and patrolmen are one thing but this guy is another. He works for the military anti-crime support unit of the armed forces and he has new tools, tricks and legal exceptions he is willing to use to catch lawbreakers.

REFEREE'S INFORMATION:

The military investigator is (roll a d6)...

- 1 – 2: ...not on a case concerning the characters but would gladly include them in any investigation they get involved with.
- 3 – 4: ...looking for someone directly involved with something the characters actually did but has no real leads yet. When he does, he will come after the characters with focussed determination.
- 5 – 6: ...on to one of the characters for a very serious crime he may or may not have actually committed. It will likely end in violence – governmentally sanctioned violence.

(64.P) Easy Whale

Required Skills: Deception Required Equipment: None

PLAYER'S INFORMATION:

In the world of thieves and con men, a 'whale' is a rich or wealthy target that will be worth a fortune. This unfortunate person qualifies not only as a good 'whale' but an easy one to take for a large amount of money.

REFEREE'S INFORMATION:

The easy whale is (roll a d6)...

- 1 – 2: ...an elderly widow who inherited a fortune from her dead husband and now does not know what to do with it.
- 3 – 4: ...a lucky lottery winner that is happily flaunting his cash around town.
- 5 – 6: ...a commercial courier that is quite obviously delivering a large store's deposits to the bank but is choosing to take side streets to get there.

(65.A) Authoritarian Agent

Required Skills: Deception, Stealth Required Equipment: None

PLAYER'S INFORMATION:

This well-dressed man carries himself with an air of confidence and a knowing grace that hides the cold, nationalist devotion beneath his fake smile. He is a secret agent of the governmental authority and he exists above the laws.

REFEREE'S INFORMATION:

The authoritarian agent is (roll a d6)...

- 1 – 2: ...touring the local area in order to get a feel for it, as he must soon clear it of criminal activity for a political visit.
- 3 – 4: ...packing some very high-tech weaponry and surveillance equipment, making him a target – but a target that will not be easy to make good on.
- 5: ...searching for a specific member of the local population for questioning and he will not tolerate being lied to.
- 6: ...looking for the characters because he has been told they 'know something' he needs them to tell him. If they do not do it willingly, risking being labelled as snitches, he must extract the information.

(65.P) Pirate Captain

Required Skills: None Required Equipment: Pirate Vessel

PLAYER'S INFORMATION:

The leader of a ship full of rogues, this smarmy pirate captain sails the sea of stars in search of wayward vessels and potential salvage to liquidate and add to the loot account. He has seen his share of combat but he would prefer easier targets to hard ones.

REFEREE'S INFORMATION:

The pirate captain is (roll a d6)...

- 1 – 2: ...only stopping by to buy some supplies, drink some drinks, love a few ladies and then be off – but he might be willing to share his loot with some friends he makes along the way.

- 3 – 4: ...on the run from an interstellar authority cutter and he needs someone local to help him and his crew hide until he passes.
- 5 – 6: ...looking for some replacement crew and the characters could either fill the roles or introduce him to replacements. Either way there is money involved.

(66.A) Bounty Hunter

Required Skills: Stealth, Deception, Required Equipment: None
Any Combat

PLAYER'S INFORMATION:

More than just a hired gun, this professional soldier/investigator lives on the blood and bruises of criminals across the galaxy. He goes and gets the ones that the authorities cannot and he does not take 'no' for an answer.

REFEREE'S INFORMATION:

The bounty hunter is (roll a d6)...

- 1 – 2: ...doing some local research on possible criminals he could have to come after later but he is not advertising why he is snooping around. Getting in his way is an invitation for altercation but avoiding him is not easy.
- 3 – 4: ...looking for someone specific and has two high-tech pistols with his name on them.
- 5 – 6: ...after one of the characters for a crime they might have

committed far away from here but he does not seem to care about excuses.

(66.P) Crimelord

Required Skills: Streetwise, Persuade Required Equipment: None

PLAYER'S INFORMATION:

This is one of the most powerful men in the criminal underworld throughout the local scene. He makes decisions that cost people hundreds of thousands of credits every day and less than a gesture from him can cost someone a great deal more.

REFEREE'S INFORMATION:

The crimelord is (roll a d6)...

- 1: ...throwing an 'industry' party at one of his mansions and expects anyone who has broken the law in the past five years on his turf to attend.
- 2 – 3: ...relentlessly searching for the man who killed one of his sons, offering a massive bounty for the character that brings him in alive – only slightly less massive if he is dead.
- 4 – 5: ...looking at expanding into an unlikely field of influence and wants the characters to help lead the expansion.
- 6: ...interested in one of the characters joining his syndicate. He could not care less for the other characters but they can 'tagalong' if they want.

DRIFTER PATRON ENCOUNTERS

Characters in the Drifter career path are from all the corners of the galaxy, moving to and from each one like gypsies or nomads. They tend to meet the strangest of people...

Drifter Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Property Manager	Shelter Manager
12 – 13	Higher-class Troublemaker	Caring Soul
14 – 15	Public Servant	Traffic Constable
16 – 21	Political Activist	Delivery Driver
22 – 23	Park Ranger	Charity Fundamentalist
24 – 25	Street Cleaner	Professional Scavenger
26 – 31	High-brow Socialist	Unemployment Agent
32 – 33	Corporate Grocer	University Study Proctor
34 – 35	Hostile Local	Belter
36 – 41	Claim Jumper	Merciful Host
42 – 43	Organ Farmer	Travelling Companion
44 – 45	Corrupt Bureaucrat	Urban Scout
46 – 51	Territorial Homeless	Prostitute
52 – 53	Uncaring Criminal	Friendly Bestial
54 – 55	Betrayer	Illegal Clinical Medic
56 – 61	Former Somebody	Generous Passer-by
62 – 63	Alien Tormentor	Lonely Mogul
64	Alpha Vagrant	Prophet
65	Hunting Slaver	Ghost-in-the-Machine
66	Enemy Chieftain	Barbarian Chieftain

(11.A) Property Manager

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

When you are down on your luck and living from squatter's pad to flophouse, having a hard nosed property manager come by and kick you back out into the cold is never a good day.

REFEREE'S INFORMATION:

The property manager is (roll a d6)...

- 1 – 2: ...only doing his job; he might be reasoned with if the weather is extremely bad.
- 3 – 4: ...only asking once for his squatters to leave, then he is calling the authorities.
- 5 – 6: ...willing to pull a gun on anyone who will not listen to him.

(11.P) Shelter Manager

Required Skills: None

Required Equipment: Homeless Shelter

PLAYER'S INFORMATION:

Homeless shelters and soup kitchens are every drifter's godsend at one time or another. They cannot be permanent homes, especially for primitive barbarians but they warm up a wanderer and fill his belly. This kind person is what makes that possible.

REFEREE'S INFORMATION:

The shelter manager is (roll a d6)...

- 1 – 2: ...lenient enough to let the characters stay for longer than a few days, so long as they help out where they can.
- 3 – 4: ...on a mission to find gainful employment for all of those who stay in his shelter.
- 5 – 6: ...willing to give a few dozen credits to the characters or help them find a transport elsewhere if they ask him.

(12 – 13.A) Higher-class Troublemaker

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This sadistic young adult was raised in the lap of luxury and learned that the poor and homeless are nothing but playthings to be meddled with and mock. He has grown up to be a horrible person but he still torments the lower classes in his free time.

REFEREE'S INFORMATION:

The higher-class troublemaker is (roll a d6)...

- 1 – 2: ...slumming in low neighbourhoods looking for less fortunate people to laugh at and openly spurn.
- 3 – 4: ...working on a personal project that requires him to get the hopes up of poor street people by offering them money and then walking away laughing – he is trying to see if they will ever lash out at him more than verbally so his bodyguard can beat them senseless.
- 5 – 6: ...sneaking into the slums at night to beat and set fire to homeless.

(12 – 13.P) Caring Soul

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person generally cares for those who are less fortunate than him.

REFEREE'S INFORMATION:

The caring soul is (roll a d6)...

- 1 – 2: ...ready to give a downtrodden character a ride somewhere within reason, free of charge.
- 3 – 4: ...the owner of a labour service and could always use the extra muscle.
- 5 – 6: ...headed to work at a local storage facility. He will give the characters one of the empty storage bins to stay in for a few days, if they want to.

(14 – 15.A) Public Servant

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

Working for the government can make someone bitter and unpleasant but working in a thankless public office has made this person resentful to the populace it works for.

REFEREE'S INFORMATION:

The public servant is (roll a d6)...

- 1 – 2: ...so tired of being 'normal' that he is willing to pick a random fight on his way home to spend a few days in the medical facility.
- 3 – 4: ...carrying some files home from his hellish job, which might be worth some minor money.
- 5 – 6: ...in charge of certain street utilities and services that could make the characters' lives a living hell if he focussed their efforts in the area.

(14 – 15.P) Traffic Constable

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This authority officer somehow earned the basic responsibility of directing land transport traffic through busy intersections, likely because of pedestrian accidents that have occurred in the past. Having him on their side, the characters might be able to get around on foot that much faster.

REFEREE'S INFORMATION:

The traffic constable is (roll a d6)...

- 1 – 2: ...a patrolman that was demoted to traffic duty after he got into a yelling match with his sergeant. Ever since, he has wanted to make a nuisance of himself somehow without being blamed.
- 3 – 4: ...wary of foot traffic near his intersection, stopping all vehicles to let them pass whenever they are near.

5 – 6: ...not against the idea of playing pranks and writing false citations, if the target is worth the trouble.

(16 – 21.A) Political Activist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Making a fuss, standing out in public and turning normal people into shouting rabble – this is the normal course of a day for the political activist. He is a general nuisance to the average person with all of the picket lines, sit-ins and such. They may or may not get changes; although they definitely get in the way.

REFEREE'S INFORMATION:

The political activist is (roll a d6)...

- 1 – 2: ...hosting a public hunger strike that has food handouts to an all-time minimum, making the homeless restless.
- 3 – 4: ...shooting his anti-crime video. He is shoving a camera in places it is not wanted; like in the characters' faces.
- 5 – 6: ...ready to make a radical statement on the inferiority of their local government's peacekeeping force – by setting off a bomb in the characters' general area!

(16 – 21.P) Delivery Driver

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Every drifter finds food in their own way but making friends with the local delivery driver can be the easiest and cheapest way yet. He travels with food and money, both of which he could not care less about – it is just a job.

REFEREE'S INFORMATION:

The delivery driver is (roll a d6)...

- 1 – 2: ...new to the job and could make some mistakes, like missing orders, without getting too much heat from his bosses.
- 3 – 4: ...working for a company that allows the drivers to eat for free. He can bring fresh meals anywhere, anytime.
- 5: ...also making some minor illicit deals on the side for extra cash and he could use the characters to help him look out for the authorities when he does so.
- 6: ...driving deliveries for a family business; he can not only bring food to the characters but he might be able to get them some freelance work.

(22 – 23.A) Park Ranger

Required Skills: Stealth

Required Equipment: Wilderness Park or Survival

PLAYER'S INFORMATION:

Wilderness reserves and city parks are great places to duck in and hide out but not when they are frequently patrolled by this agent of the local ranger service. He may or may not care about the state of those staying in the park; he has to kick them out.

REFEREE'S INFORMATION:

The park ranger is (roll a d6)...

- 1 – 2: ...just doing his job but he is dedicated to it and will not listen to negotiation.
- 3 – 4: ...overprotective of the plants and animals in the park.
- 5 – 6: ...ready to resort to violence if he has to in order to take control of the situation.

(22 – 23.P) Charity Fundamentalist

Required Skills: Persuade

Required Equipment: None

or Deception

PLAYER'S INFORMATION:

This true believer in the ideal that sentient lifeforms should be better to one another can be very helpful to a drifter. When they need a place to stay or perhaps a small favour, the charitable person will often come through.

REFEREE'S INFORMATION:

The charity fundamentalist is (roll a d6)...

- 1 – 2: ...a member of a good-natured religious group that wants to elevate their society's moral codes.
- 3 – 4: ...a volunteer with the kind of group that could really help the characters.
- 5 – 6: ...looking to make a change in her charity's target focus group and could always use a few extra hands.

(24 – 25.A) Street Cleaner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Working a thankless job at the earliest hours of the morning, this man is in charge of keeping the refuse off of the streets and sidewalks. This sometimes includes people, if need be.

REFEREE'S INFORMATION:

The street cleaner is (roll a d6)...

- 1 – 2: ...working off some community service, putting him in a foul mood that he will take out on anyone he encounters.
- 3 – 4: ...a blue-collar bully who looks down on anyone not working a 'real job'.
- 5 – 6: ...a bit jumpy and armed with a pistol because of an early morning gang encounter he had a few weeks ago.

(24 – 25.P) Professional Scavenger

Required Skills: Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

This crafty survivalist has turned a necessary skill into a career choice. He knows how to make the most out of what others throw away or leave behind and can do so well enough to make money at it.

REFEREE'S INFORMATION:

The professional scavenger is (roll a d6)...

- 1 – 2: ...the local 'junk man' and is well-known to have great deals on 'slightly used' items.
- 3 – 4: ...not a thief and takes great pride in only claiming what other people do not want.
- 5: ...an artiste who makes amazing things out of what he salvages.
- 6: ...not well and wants to leave his collection of scavenged and repaired things to someone who can prove themselves worthy of it.



(26 – 31.A) High-brow Socialist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Few people look down upon drifters and low-techs with more disdain than this man and his friends. They live in a higher-class socialist society that wants to remove the lower class but cannot; instead they simply mock them.

REFEREE'S INFORMATION:

The high-brow socialist is (roll a d6)...

- 1 – 2: ...organising a large banquet against helping the homeless which they will specifically burn all of the leftovers afterwards.
- 3 – 4: ...eager to focus his teasing and mockery at a local member of the lower class; perhaps even one of the characters.
- 5 – 6: ...a twisted person who delights in the actual torture of homeless and destitute people he lures home with him.

(26 – 31.P) Unemployment Agent

Required Skills: Deception

Required Equipment: None

PLAYER'S INFORMATION:

An employee of the governmental agency that tries to help unemployed people find jobs, this low-paid clerk can be a big help to those who need credits fast and legally.

REFEREE'S INFORMATION:

The unemployment agent is (roll a d6)...

- 1 – 2: ...looking for someone to fill in on a temp job. It pays badly but it is easy work.
- 3 – 4: ...required to have a quota of persons fill out employment forms each week and will pay the characters a few credits per form to forge them.
- 5 – 6: ...putting together an involved scam to embezzle from the unemployment office and he needs the characters' help to do it.

(32 – 33.A) Corporate Grocer

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This manager of a large-scale corporate grocery store hates having to watch over his shipments and keep track of his employees' actions all of the time. He does this because of the amount of food that goes 'missing' during deliveries through the lower class parts of town.

REFEREE'S INFORMATION:

The corporate grocer is (roll a d6)...

- 1 – 2: ...hiring private, professional security guards for his deliveries that will be instructed to protect the shipment at all costs.
- 3 – 4: ...looking into several prominent members of the lower-class community to blame for his delayed or pilfered shipments – even if they have nothing to do with them.
- 5 – 6: ...almost ready to go so far as sending a decoy food shipment into the lower slums but making sure it is poisoned food.

(32 – 33.P) University Study Proctor

Required Skills: None

Required Equipment: University Facility

PLAYER'S INFORMATION:

When a local university needs volunteers for their case studies they frequently offer a small amount of money to compensate for the discomfort. This senior student on the study decides who undergoes the study and how much they are paid for it.

REFEREE'S INFORMATION:

The university study proctor is (roll a d6)...

- 1 – 2: ...looking for a control group – no medications taken or processes performed – of between five to ten volunteers.
- 3 – 4: ...testing the effects of a minor drug and wants a few people with drug-history to volunteer.

5 – 6: ...conducting a long-term sleep study at the university, requiring people to come and sleep in the university for a whole month.

(34 – 35.A) Hostile Local

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This local citizen really does not like the look of the characters for some reason.

REFEREE'S INFORMATION:

The hostile local is (roll a d6)...

- 1 – 2: ...only verbally hostile but he is capable of making quite a scene.
- 3 – 4: ...looking to make the characters' stay in his area as difficult as possible.
- 5 – 6: ...willing to threaten the characters to leave his territory and physically large enough to follow through on them.

(34 – 35.P) Belter

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

An asteroid belt miner, this spacer is in the area to re-supply or trade. He knows the value of the common person as well; belter organisations are often made from lower class folks.

REFEREE'S INFORMATION:

The belter is (roll a d6)...

- 1 – 2: ...here with a shipment of ores from his company, of which he might need some extra hands to unload.
- 3 – 4: ...stopping in for a drink to celebrate his anniversary on the job and will buy a few rounds in gratitude.
- 5 – 6: ...going to hide out with the characters until his company transport leaves to go back to the asteroid belt. He knows it will take weeks before they realise he is gone and he wants to get paid for a little while before they fire him.

(36 – 41.A) Claim Jumper

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Drifters move around a lot by nature of their lifestyle but when they find a place that they like they tend to stick around for a while. This unruly loner makes it a habit of finding other drifter's nice spots and taking them.

REFEREE'S INFORMATION:

The claim jumper is (roll a d6)...

- 1 – 2: ...stealthy and sneaky and will wait until the characters are busy before quickly moving into the area and making himself at home.

3 – 4: ...not above killing to usurp a claim.

5 – 6: ...a sort of 'scout' for a larger group of claim jumpers that wants to come and take the whole area for themselves.

(36 – 41.P) Merciful Host

Required Skills: Persuade

Required Equipment: Residence

PLAYER'S INFORMATION:

This friendly local has a large home and a welcoming mannerism. He likes to share his table and his shelter with others and rarely wants much in return.

REFEREE'S INFORMATION:

The merciful host is (roll a d6)...

- 1 – 2: ...sick and dying; he is trying to do good deeds to get himself into his culture's version of heaven.
- 3 – 4: ...lonely and enjoys the company in his huge mansion.
- 5: ...an eccentric noble that likes to hear how other people are living, recording all of the information in a massive data library.
- 6: ...actually trying to test the characters over the course of an evening or two at his house to see if they are worthy of an important and well-paying mission.

(42 – 43.A) Organ Farmer

Required Skills: Stealth, Investigate

Required Equipment:

Organs or Combat Implants



PLAYER'S INFORMATION:

There are many who would pay huge amounts of money for combat implants or replacement organs for their injured loved ones or unit mates and this cold creature acquires them. He stalks and sedates his prey, removing what his clients want before vanishing into the night.

REFEREE'S INFORMATION:

The organ farmer is (roll a d6)...

- 1 – 2: ...doing what he does for good reasons; even if they are sick and twisted. He wants to help those who cannot afford new organs.
- 3 – 4: ...targeting something that one of the characters has inside of them.
- 5 – 6: ...in the area trying to market his 'wares', causing a higher legal presence to appear.

(42 – 43.P) Travelling Companion

Required Skills: Carouse Required Equipment: None

PLAYER'S INFORMATION:

This person is a common galactic traveller looking to stick around a little while with the characters, as they are going where he is going too.

REFEREE'S INFORMATION:

The travelling companion is (roll a d6)...

- 1 – 2: ...willing to pay for his own fees and supplies.
- 3 – 4: ...quite skilled and a good temporary member of the characters' team.
- 5 – 6: ...actually a representative of the Traveller's Aid Society (TAS) and is looking to recruit a few new members.

(44 – 45.A) Corrupt Bureaucrat

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

A higher executive in a large corporation, this unscrupulous businessman is always looking for good scapegoats to his money-making schemes and unlikely get-rich-quick plans.

REFEREE'S INFORMATION:

The corrupt bureaucrat is (roll a d6)...

- 1 – 2: ...stealing expensive supplies from his building and needs someone to blame it on.
- 3 – 4: ...hatching a multi-tiered plan to embezzle millions of credits. He needs a few 'lucky individuals' to help him and hopefully take the fall.
- 5 – 6: ...emotionally bankrupt and looking for some new toys in his greater game of 'street pawns'.

(44 – 45.P) Urban Scout

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Nobody knows the frontier better than the scouts and nobody knows the streets better than a drifter. This guy is a combination of both.

REFEREE'S INFORMATION:

The urban scout is (roll a d6)...

- 1 – 2: ...mapping this area of the city's underground sewer and wants some extra eyes in the dark down there.
- 3 – 4: ...willing to show the characters how to get anywhere in town quickly and quietly for a small fee.
- 5 – 6: ...just passing through but still has some business to attend to as well. He will need locals to help him with it, as he only has a few days.

(46 – 51.A) Territorial Homeless

Required Skills: Streetwise Required Equipment: None

PLAYER'S INFORMATION:

There is little more ferocious than someone who has almost nothing trying to protect what little they can claim as theirs. This homeless person knows where he hangs his hat and nothing will take that from him.

REFEREE'S INFORMATION:

The territorial homeless is (roll a d6)...

- 1 – 2: ...in decent health considering his diet and will fight to defend his 'home'.
- 3 – 4: ...slightly mad from living in the streets and has marked himself and his territory with bodily fluids to keep claim jumpers away.
- 5 – 6: ...a savage thing capable of bestial strength and ferocity if threatened.

(46 – 51.P) Prostitute

Required Skills: Carouse Required Equipment: None

PLAYER'S INFORMATION:

This 'working girl' is a decent friend to have when you live on your heels and not even for the obvious reasons. She always has a place to stay at, generally has some money lying around and can keep secrets as well as the next guy can.

REFEREE'S INFORMATION:

The prostitute is (roll a d6)...

- 1 – 2: ...eager to have someone tough staying with her at night; she has been robbed a few times and would like the protection.
- 3 – 4: ...willing to put the characters up for a few days and help them meet with some important underworld types.
- 5 – 6: ...happy to let the characters stay with her but they will have to leave when she is working and pay half of the rent collectively.

(52 – 53.A) Uncaring Criminal

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Some crooks have a heart for their fellow downtrodden; others could not care any less for their fellow lower-class folk. This guy is definitely amongst the latter variety.

REFEREE'S INFORMATION:

The uncaring criminal is (roll a d6)...

- 1 – 2: ...a petty thief that will steal the shirt off of a character's back if he thinks he can.
- 3 – 4: ...looking for a new weapon for personal protection – like something that the characters might have!
- 5: ...high on a major narcotic and wants to confront the characters about something they may or may not have done.
- 6: ...a complete psychopath that has targeted the characters for slow, painful deaths for some reason – but could be persuaded not to with the right words.

(52 – 53.P) Friendly Bestial

Required Skills: Survival

Required Equipment: None

PLAYER'S INFORMATION:

This low-tech, low-class sentient being lives his life simply and naturally. He has given in to his barbaric, bestial side in order to survive in the tough outdoors – even in an urban setting.

REFEREE'S INFORMATION:

The friendly bestial is (roll a d6)...

- 1 – 2: ...pleased to see a particular item or resource on the characters, asking quickly what they want for it.
- 3 – 4: ...living so simply that he is astonished at the equipment and possessions of the characters. He wants to know more in order to deal with them better but he does not want the items at all.
- 5 – 6: ...being harassed or threatened by a much higher-tech adversary and wants the characters to help even the odds some.

(54 – 55.A) Betrayer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Life is hard enough for drifters before adding in honourless scum that would betray their friends for money or favours. This shifty-eyed cur is one of them and he has no loyalty whatsoever.

REFEREE'S INFORMATION:

The betrayer is (roll a d6)...

- 1 – 2: ...an old friend of a friend; a friend who died under mysterious circumstances on account of this person not helping them.
- 3 – 4: ...looking for a group to lead into a trap so he might profit from the loot on their bodies.
- 5 – 6: ...a friend or ally of one of the characters that he has not seen for a while – during which time he has grown a powerful grudge against the character.

(54 – 55.P) Illegal Clinical Medic

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Although they are few and far between, this doctor visits several illegal back-alley clinics in his 'rounds' each week. He heals the sick and mends their wounds for a pittance compared to what a medical facility would charge.

REFEREE'S INFORMATION:

The illegal clinical medic is (roll a d6)...

- 1 – 2: ...also a regular doctor; he only works in the illegal clinics during his free time.
- 3 – 4: ...skilled but not specialised, meaning that he cannot perform many higher-difficulty procedures.
- 5: ...the man responsible for the creation of most of the illegal clinics throughout the area.
- 6: ...performing medicine on the masses for free because of how many of his patients have died due to lack of funds for full health care.

(56 – 61.A) Former Somebody

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This street urchin might still wear his suit or perhaps have a particular glint in his eye from his days as a power broker or action-vid star and he is deeply bitter and thinks the world turned on him.



REFEREE'S INFORMATION:

The former somebody is (roll a d6)...

- 1 – 2: ...previously a banker or finance manager and remembers (sometimes audibly) the days where millions of credits would pass through his hands.
- 3 – 4: ...someone that can be recognised from famous ads and posters but now looks bad from months of living on nothing.
- 5 – 6: ...an ex-sports star that got injured and removed from his sport. He is still tough as nails and in great shape, he just has nothing left but memories and bitterness.

(56 – 61.P) Generous Passer-by

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This pleasant person sees that one of the characters might be down on his luck (or at least it seems that way) and offers a bit of free assistance in some way.

REFEREE'S INFORMATION:

The generous passer-by is (roll a d6)...

- 1 – 2: ...willing to give enough money to one of the characters to buy a new suit, a haircut and perhaps even a meal.
- 3 – 4: ...actually the owner of a large industrial warehouse. He will offer a paying job in his facility to anyone who looks like they need it.
- 5 – 6: ...happy to make sure the character is well fed and set up with a hotel room for the night.

(62 – 63.A) Alien Tormentor

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not all cultures tolerate homeless or financially destitute sub-populations, eliminating them from their society. This alien thinks this way but knows he cannot simply terminate the low-class character. Instead he plans on making life difficult until the character leaves.

REFEREE'S INFORMATION:

The alien tormentor is (roll a d6)...

- 1 – 2: ...going to hire thugs to harass the character.
- 3 – 4: ...just one of many of his kind in the area trying to 'clean up' all of the lower class from the vicinity.
- 5 – 6: ...patient and logical but can only hold out for so long before he turns to physical violence.

(62 – 63.P) Lonely Mogul

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

Money and power have only helped this elderly gentleman to the top – where he finds himself friendless and alone. He wants to rectify that; otherwise what good is all the toys if you have no one to play with?

REFEREE'S INFORMATION:

The lonely mogul is (roll a d6)...

- 1 – 2: ...going to contact a group of people to come and live at his manor and work for him by being his companions.
- 3 – 4: ...willing to spend thousands to transport the characters to a remote location to have a spontaneous vacation with him.
- 5 – 6: ...going to choose a friend that will become his sole inheritor – yet the characters cannot know that.

(64.A) Alpha Vagrant

Required Skills: Streetwise, Persuade Required Equipment: None

PLAYER'S INFORMATION:

When groups of homeless live in the same park or alley for a long time, a pecking order is created. This intimidating and tenacious lout has become the alpha dog in the local pack of unwashed masses and he is not to be ignored.

REFEREE'S INFORMATION:

The alpha vagrant is (roll a d6)...

- 1 – 2: ...trying to organise the local homeless to loot a local store for everything they need but he does not care who gets hurt as long as he gets what he wants.
- 3 – 4: ...angry because he believes that the characters are here to take his place as 'alpha' and will fight them for the spot.
- 5 – 6: ...covetous of something the characters have on them and are encouraging his friends to try to take it.

(64.P) Prophet

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This nondescript common citizen has a secret power that ties into his being a power psionist – he is a prophet of future events. He does not always understand his visions but he knows when he is having them.

REFEREE'S INFORMATION:

The prophet is (roll a d6)...

- 1: ...sure that one of the characters will die a horrible but heroic death, making him famous for all time.
- 2: ...trying to find the face that he saw in a recent vision – the face of the man who is to kill him.
- 3 – 4: ...setting up a fortune telling booth in the area and will offer free readings to those who help him open up shop.
- 5: ...aware of some intrinsic secret hidden away by one of the characters but will not tell anyone about it.
- 6: ...sure that one of the characters will go on to become powerful and wealthy.

(65.A) Hunting Slaver

Required Skills: Stealth or Any Combat Required Equipment: None

PLAYER'S INFORMATION:

Slavers frequently seek the downtrodden and unmissed to fill their cargo holds and this cold-hearted spacer is no exception.

REFEREE'S INFORMATION:

The hunting slaver is (roll a d6)...

- 1 – 2: ...looking for some new help wrangling fresh slaves on this planet but will try to sell the help rather than pay them!
- 3 – 4: ...being paid by one of the character's rivals to try and get chains on him.
- 5 – 6: ...worried that the characters are going to tell the authorities about his street-level kidnappings, so that he has to deal with them.

(65.P) Ghost-in-the-Machine

Required Skills: Investigate,
Computers

Required Equipment:
Computer Access

PLAYER'S INFORMATION:

Little more than an electronic signature in the main computer network of the local community, this person could be anyone in the flesh – but is godlike in the infinite realm of cyberspace.

REFEREE'S INFORMATION:

The ghost-in-the-machine is (roll a d6)...

- 1 – 2: ...actually a friend of the characters but he prefers to stay anonymous electronically. He will help them from his computer if he can but he will not tell them who he really is.
- 3 – 4: ...looking for able bodies to perform missions on his behalf in the real world while he arranges favours and payments from the electronic one.
- 5 – 6: ...looking to do major harm to one of the mega-corporations that keeps the lower class low but he needs someone to disconnect the fire-walling machine at the main compound.

(66.A) Enemy Chieftain

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are many low-tech drifter tribes in the galaxy that seem old fashioned and somewhat primitive and some of them are but the reality is that many are simply choosing to live like that to keep costs and worries down. This is the leader of one of those tribes.

REFEREE'S INFORMATION:

The enemy chieftain is (roll a d6)...

- 1 – 2: ...afraid that the characters will bring their higher-tech equipment around his tribe and seduce them to their ways.
- 3 – 4: ...extremely territorial, sending his warriors to dissuade the characters from coming around the tribe's land.
- 5 – 6: ...a former high-tech drifter that is hiding amongst the barbarians to avoid authoritarian agents.

(66.P) Barbarian Chieftain

Required Skills: Persuade

Required Equipment: A Gift

PLAYER'S INFORMATION:

This leader of a primitive people may not use high-tech firearms or wear plastisteel armour but he has a fierce command over his tribe and carries a very large, sharp sword.

REFEREE'S INFORMATION:

The barbarian chieftain is (roll a d6)...

- 1 – 2: ...pleased with the appearance of the characters and wants to find out if they will help in the hunting of a great predatory beast in the area.
- 3 – 4: ...willing to help teach the characters how to abandon their technology and fight with fist, sword and axe.
- 5: ...in need of a few outsiders to use their technology and learning to overcome a local industrial movement that is endangering the tribe's hunting and gathering lands.
- 6: ...looking to marry off one of his daughters to a 'high-tech' in order to spread the tribe into the stars.



MERCENARY PATRONS

The Traveller universe is host to a different type of soldier, hired and legalised armed forces, that come in the greater label of ‘mercenaries’. They are far more numerous than some might think and many governments use them for the missions – or tickets – that they do not wish to fund on their own. It is on these ticketed assignments that mercenaries run into a surprising host of encounters.

The Mercenary Career Paths

The following six mercenary career paths are found in the Traveller: Mercenary sourcebook. These patron lists are designed for their use, which would require owning or having access to that book as well. They can be used by anyone however, if the Referee allows it and could be substituted for other careers as well.

CADRE PATRON ENCOUNTERS

Characters in the Cadre career path are sent to faraway worlds and compounds to teach combat and military-esque skills to a variety of students. If they can pay for it, the cadre instructors will come and show them what they need to know. No matter who or what it might be.

Cadre Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Class Clown	Prestigious Student
12 – 13	Lacklustre Recruit	Unit Supplier
14 – 15	Rival Trainer	Facility Manager
16 – 21	Rogue Student	Potential Lead
22 – 23	Know-it-All	Influenced Student
24 – 25	Dropout	Allied Trainer
26 – 31	Argumentative Student	Impressed Colleague
32 – 33	Technique Thief	Fast Learner
34 – 35	Unit Spy	Respectful Critic
36 – 41	Knowing Target	Team Leader
42 – 43	Inquisitive Traveller	Legal Advisor
44 – 45	Anti-mercenary Patroller	Successful Alumni
46 – 51	Client’s Favourite	Eager Recruit
52 – 53	Troublemaker	Repeat Employer
54 – 55	Reluctant Student	Field Expert
56 – 61	Secondary Trainee	Agency Client
62 – 63	Casualty’s Family Member	Technology Instructor
64	Non-paying Client	High-Profile Employer
65	Prodigy	Impressed Client
66	Hidden Enemy	Prime Cadre Agent

(11.A) Class Clown

Required Skills: None

Required Equipment: None

PLAYER’S INFORMATION:

Every instruction class has one and every cadre instructor hopes he gets shot during training. This classroom comedian has a wisecrack for everything.

REFeree’S INFORMATION:

The class clown is (roll a d6)...

1 – 2: ...unafraid of the character’s wrath.

3 – 4: ...going to pass the class with flying colours despite his inability to keep his mouth shut.

5 – 6: ...likely to be the reason someone else gets hurt in training.



(11.P) Prestigious Student

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This recruit-in-training is someone that is well-known locally, perhaps even on a planetary scale. He is a good student but his progress is being well documented by the media.

REFEREE'S INFORMATION:

The prestigious student is (roll a d6)...

- 1 – 2: ...the son of a prominent noble family.
- 3 – 4: ...a local sports legend; he turned to his current career after a successful run in the league.
- 5: ...going to make teaching the rest of the class a little difficult because of all of the outside witnesses distracting the students.
- 6: ...adding credence and fame to the character's name.

(12 – 13.A) Lacklustre Recruit

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

No matter what this young mercenary does he seems to do it halfway and not with any sort of care to his work. He is an example of what a 'below-average' student turns out to be.

REFEREE'S INFORMATION:

The lacklustre recruit is (roll a d6)...

- 1 – 2: ...not going to survive his next mission if he is not shown exactly how to.

- 3 – 4: ...blaming the character who taught his last class on his inexperience.
- 5 – 6: ...going to be kicked out of his unit because of his performance; then he will come after the characters for 'not helping enough'.

(12 – 13.P) Unit Supplier

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This businessman makes his living by selling all of the necessary equipment to mercenary units at a bulk discount, no matter what they might need at the time.

REFEREE'S INFORMATION:

The unit supplier is (roll a d6)...

- 1 – 2: ...bringing a special deal of military equipment to the character's unit – half off all energy weapons!
- 3 – 4: ...in the possession of a series of amazing instructional aids that would give a great bonus to any classroom cadre trainer.
- 5 – 6: ...looking for an escort back to his supply station; he will pay handsomely if they get back without incident.

(14 – 15.A) Rival Trainer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Mercenaries are constantly jumping in on one another for tickets but this particular cadre member seems to be focussed on aiming for the characters' potential tickets.

REFEREE'S INFORMATION:

The rival trainer is (roll a d6)...

- 1 – 2: ...targeting the characters' cadre tickets because of an old debt that he feels is unsettled that the characters may or may not even remember.
- 3 – 4: ...an old student of one of the characters.
- 5 – 6: ...trying to become the most famous training option in the area, so he has to try and ruin the competition.

(14 – 15.P) Facility Manager

Required Skills: Persuade

Required Equipment: Education Facility

PLAYER'S INFORMATION:

A good educational compound is not always easy to find, especially with the kinds of lessons a mercenary might teach. It pays to make good friends with the managers of the ones a character likes to use.

REFEREE'S INFORMATION:

The facility manager is (roll a d6)...

- 1 – 2: ...always willing to let the characters use his compound; for a fair price.

- 3 – 4: ...a friend of the characters' unit commander, making him an ally to the entire unit.
- 5 – 6: ...a powerful man that owns several institutions and facilities. Making an ally of him can grant access to most of them.

(16 – 21.A) Rogue Student

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This quiet and attentive student decided to vanish in the middle of a training exercise, vanishing into the surrounding area without a single word or warning sign.

REFEREE'S INFORMATION:

The rogue student is (roll a d6)...

- 1 – 2: ...tired of being shown how to do things and wants to show the class that he already knows a lot about being a cold-blooded killer for hire.
- 3 – 4: ...overwhelmed by the nature of the lessons being taught and simply wants to get away from it all.
- 5 – 6: ...upset about some minor remark the character made; now he has decided to take revenge upon him and the rest of his 'loyalist' students.

(16 – 21.P) Potential Lead

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

Mercenaries are always on the lookout for a good ticketing opportunity and this influential person speaks for a possible source of mission tickets. It is good to keep such a lead in touch until the ticketing process can begin.

REFEREE'S INFORMATION:

The potential lead is (roll a d6)...

- 1 – 2: ...a spokesman for an interstellar trade company known for hiring mercenaries to train their ship defence crews.
- 3 – 4: ...a member of the local government that has been cited as saying how much they need new tactics in their police force.
- 5 – 6: ...an alien ambassador that seems very interested in learning how to hire a local instructor for his entourage.

(22 – 23.A) Know-it-All

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This knowledgeable student is well-taught and well-informed and most of all proud of it. Even if he was not asked he will spout facts, trivia and answer questions that were not aimed at being answered. He will be good at what he does, if he survives his fellow students!

REFEREE'S INFORMATION:

The know-it-all is (roll a d6)...

- 1 – 2: ...willing to argue everything, so long as it gets someone to agree with his point of view.
- 3 – 4: ...actually wrong on a topic but is still arguing his original point. If proven wrong however, he is likely to become mean or even violent.
- 5 – 6: ...some kind of genius or has an eidetic memory, because he is never wrong about quoting his facts – something that makes him all the more infuriating to be around.

(22 – 23.P) Influenced Student

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Most cadre instructors know that their students will go on to do whatever it is that they are supposed to but this particular past student was remarkably influenced by the character's teachings and changed his life because of it.

REFEREE'S INFORMATION:

The influenced student is (roll a d6)...

- 1 – 2: ...going to join a cadre and become a fellow instructor in hopes of changing his students' lives.
- 3 – 4: ...joining the characters' mercenary unit and trying to make them all a little more money.
- 5: ...giving up on the idea of becoming a mercenary because of how realistic the character was during class but he is not sad – thankful that he did not make the mistake.
- 6: ...the inheritor of a massive fortune and has decided to use it to fund the character's unit for a long time to come.

(24 – 25.A) Dropout

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not all students can handle the character's instruction courses. This one did not and left because of it.

REFEREE'S INFORMATION:

The dropout is (roll a d6)...

- 1 – 2: ...blaming the character for his inability to understand what was going on.
- 3 – 4: ...sure that the character 'had it in for him' and now he wants to try and make him pay for making him look stupid.
- 5 – 6: ...having a bit of a nervous breakdown that could be very dangerous when dealing with a potentially armed man.

(24 – 25.P) Allied Trainer

Required Skills: Instruction

Required Equipment: None

PLAYER'S INFORMATION:

This fellow unit member has worked or is working in tandem with one of the characters to teach a single group of students. He knows the material and is a good way of getting multiple points of view on a topic.

REFEREE'S INFORMATION:

The allied trainer is (roll a d6)...

- 1 – 2: ...in need of someone to cover for him for a few days; he is willing to pay extra for the help.
- 3 – 4: ...around to help the characters in whatever ticket they are undergoing.
- 5 – 6: ...just back from a specialist course that he would gladly pass on to the characters if they have time.

(26 – 31.A) Argumentative Student

Required Skills: Instruction

Required Equipment: None

PLAYER'S INFORMATION:

Always offering a counterpoint to the character's lessons, teaching this student is like running uphill in wheeled shoes. He cannot end a sentence without a contrary opinion.

REFEREE'S INFORMATION:

The argumentative student is (roll a d6)...

- 1 – 2: ...nothing to truthfully worry about, he is just annoyingly abrasive and unapologetic for his rudeness.
- 3 – 4: ...not only contrary but oftentimes blatantly wrong in his opinions – yet will never admit it.
- 5 – 6: ...easily angered during his arguments and could even be brought to physical violence.

(26 – 31.P) Impressed Colleague

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This fellow mercenary employed by the unit is of an equal rank and generally receives similar assignments but he thinks very highly of one of the character's work.

REFEREE'S INFORMATION:

The impressed colleague is (roll a d6)...

- 1 – 2: ...trying to run a ticketed course together sometime with the character.
- 3 – 4: ...intrigued how the characters performed a specific ticket and wants to take them out for drinks to talk about it.
- 5 – 6: ...happy to say that he was selected for a high-value ticket but needs the character's help to finish it satisfactorily.

(32 – 33.A) Technique Thief

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Every cadre member has their own way of doing things but this trainer does not have the imagination to come up with one on his own. Instead, he simply steals others'.

REFEREE'S INFORMATION:

The technique thief is (roll a d6)...

- 1 – 2: ...recognisable for what he is and has no shame in taking other members' ideas and techniques.
- 3 – 4: ...telling everyone that the characters stole his techniques, rather than the other way around.
- 5: ...teaching a difficult field exercise that he took from a skilled instructor and he will likely hurt several of his students.
- 6: ...not only stealing techniques for himself but also selling them to competing units.

(32 – 33.P) Fast Learner

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This student picked up on the basics fast enough but the moderately difficult things seemed easier for him and now he is likely capable of helping the character teach his course.

REFEREE'S INFORMATION:

The fast learner is (roll a d6)...

- 1 – 2: ...always ready to help out, even when the ticketed exercises are done and the class is over.
- 3 – 4: ...already looking for a way to use the skills he has learned in a practical way; perhaps by joining the characters' unit.
- 5 – 6: ...secretly an experienced mercenary that already knows all of these skills – he is here to judge the character for a possible promotion.

(34 – 35.A) Unit Spy

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This sneaky agent is a hired spy for another mercenary unit sent to work alongside the characters in order to learn the unit's secrets and resource limits. Mercenary units may not fight directly often but it is good to know what the competition can call upon.

REFEREE'S INFORMATION:

The unit spy is (roll a d6)...

- 1 – 2: ...a coward that will run far and fast if discovered.
- 3 – 4: ...looking for personal information to use against the characters later.
- 5 – 6: ...interested in a layout of the unit's headquarters. What this is for is a mystery even to him.

(34 – 35.P) Respectful Critic

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

It takes a big man to take constructive criticism to heart without feeling hurt or angry and this person is remarkably good at delivering it in a way to bring the best reaction out of someone.

REFEREE'S INFORMATION:

The respectful critic is (roll a d6)...

- 1 – 2: ...aware of a specific problem the character makes for himself when instructing.
- 3 – 4: ...a higher-ranked cadre instructor and wants to help the character see the issues with his teaching style in order to replace him when he retires.
- 5 – 6: ...just very intuitive and knows the best way to get into his students' heads – as he is a psionist.

(36 – 41.A) Knowing Target

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This unfortunate person somehow learned that he is the target of a field exercise undertaken by the cadre unit and he is not going to let it happen easily or quietly.

REFEREE'S INFORMATION:

The knowing target is (roll a d6)...

- 1 – 2: ...preparing to deal with the characters' group with extreme prejudice.
- 3 – 4: ...looking forward to surprising the character with his own mercenaries – a ticket of security mercenaries to protect him.
- 5 – 6: ...not going to wait for the characters' group to come to him; he is planning on a direct assault of his own before the group is ready.

(36 – 41.P) Team Leader

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A leader of a specific team assigned to fulfil a given ticket, this seasoned mercenary is not one of the character's students, nor is he a teacher. He is just another member of the unit who happens to be in charge of several others.

REFEREE'S INFORMATION:

The team leader is (roll a d6)...

- 1 – 2: ...full of useful advice for any character about to go on a ticket in a hostile area.
- 3 – 4: ...looking for someone to take over his team for a few weeks while he gets some much deserved vacation.
- 5 – 6: ...in charge of setting up a specialist team to teach a group of alien berserkers how to fight using weapons instead of their claws and teeth.

(42 – 43.A) Inquisitive Traveller

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Some cadre lessons are best learned in private, behind closed doors. This wandering spacer picked up the extra activity on his scanner and decided to come and investigate.

REFEREE'S INFORMATION:

The inquisitive traveller is (roll a d6)...

- 1 – 2: ...mostly harmless but could relay what he saw to others when he is inevitably talking about his day to people at the local bar.
- 3 – 4: ...planning on staying around and learning what the cadre has to teach in the exercise by eavesdropping.
- 5 – 6: ...aware of the cadre group's greater intentions and decides to try to stop them before the students know too much.

(42 – 43.P) Legal Advisor

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

When acting upon tickets all across the galaxy, there is nobody more cherished to a cadre mercenary than his legal advisor. This attorney can make sure that the characters do not do, say or teach somebody that could get them into trouble.

REFEREE'S INFORMATION:

The legal advisor is (roll a d6)...

- 1 – 2: ...good at his job; not especially friendly but good nonetheless.
- 3 – 4: ...one shade away from being a criminal. He bends the laws to the point of creaking but never breaks them.
- 5 – 6: ...completely and utterly corrupt – however he is on the side of the characters and their unit, which makes him undeniably useful in legal matters.

(44 – 45.A) Anti-mercenary Patroller

Required Skills: Persuade or Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Some authority patrolmen think of any outside mercenary help as admitting their own deficiencies and issues, forcing them to resent those who are sent to help them do their job better.

REFEREE'S INFORMATION:

The anti-mercenary patroller is (roll a d6)...

- 1 – 2: ...one of the character's students; he is planning on disrupting the class as often as he can.
- 3 – 4: ...looking for a more permanent solution to getting rid of the cadre members.
- 5 – 6: ...going to make a statement to the press about the local use of mercenaries to teach combat skills, being sure to paint the cadre in the worst light he can.

(44 – 45.P) Successful Alumni

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This graduate of one of the character's classes has gone on to become something more because of the class. Now he wants to thank the character for his help.

REFEREE'S INFORMATION:

The successful alumni is (roll a d6)...

- 1 – 2: ...now a war veteran and a decorated hero; he wants to buy the characters something nice.
- 3 – 4: ...only alive today because of something one of the characters taught him how to do; he would like to arrange something special for them.
- 5: ...a private agent for a large corporate firm. He can arrange for quite a lot to be done in the characters' names.
- 6: ...an active Star Marine. He says he cannot do much for them financially but if the characters need him and his team – they will try to be there for them.

(46 – 51.A) Client's Favourite

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

When assigned a class or specific group, sometimes a trainer must deal with the fact that the client has a specific student enrolled who they prize above the others. This student is the lynch pin to future deals with the client, if any.

REFEREE'S INFORMATION:

The client's favourite is (roll a d6)...

- 1 – 2: ...a good student most of the time but 'knows' he is supposed to pass because of who he is.
- 3 – 4: ...causing the rest of the class to think that the character is giving him special treatment, even if that is not the case.
- 5 – 6: ...terrible at the training exercises and lessons; he is going to get someone hurt if the characters are not careful of his actions.

(46 – 51.P) Eager Recruit

Required Skills: Instruction

Required Equipment: None

PLAYER'S INFORMATION:

This first-ticket recruit to the mercenary unit really wants to be as helpful and as useful as he can to the characters; the first lesson learned is that friends are essential in this line of work.

REFEREE'S INFORMATION:

The eager recruit is (roll a d6)...

- 1 – 2: ...a little skittish and not ready for close conflict but he will do his best as long as the characters are with him.
- 3 – 4: ...a very good shot and best used as ranged support.
- 5 – 6: ...willing to risk his own life to impress the characters.

(52 – 53.A) Troublemaker

Required Skills: Investigate

Required Equipment: None

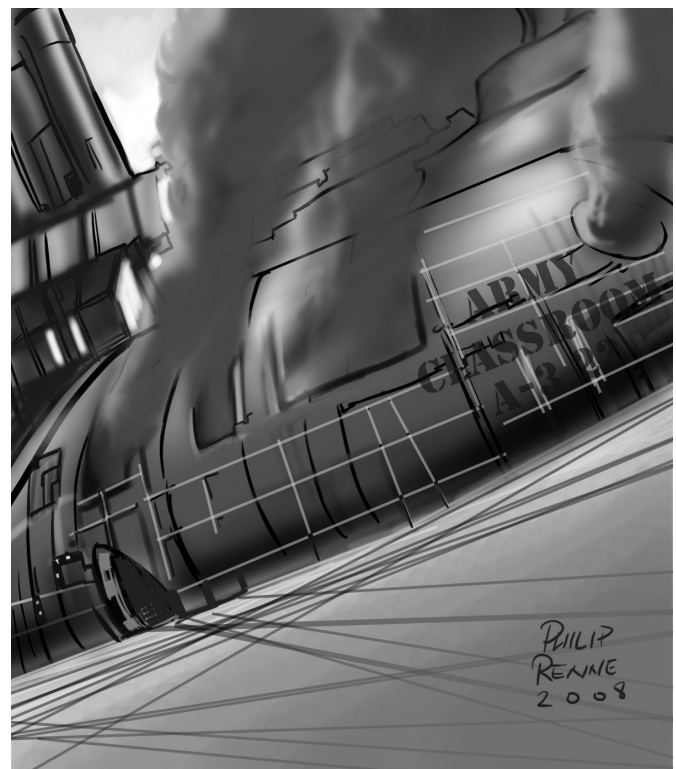
PLAYER'S INFORMATION:

Stealing supplies, sabotaging work projects and generally being a nuisance is this trainee's response to being taught. He causes trouble in any way he can but rarely is it dangerous.

REFEREE'S INFORMATION:

The troublemaker is (roll a d6)...

- 1 – 2: ...making sure that most of the training session is wasted cleaning up something he sabotaged.
- 3 – 4: ...planning an elaborate prank on his fellow students that could go horribly wrong.
- 5 – 6: ...trying to get kicked out of the training class.



(52 – 53.P) Repeat Employer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This person represents a firm or government that had hired the characters' unit before and wants to hire them again.

REFEREE'S INFORMATION:

The repeat employer is (roll a d6)...

- 1 – 2: ...putting together an easy and fast ticket that should earn a moderate amount.
- 3 – 4: ...putting together a more difficult ticket that should earn high wages.

- 5: ...interested in lining up a chain of linked tickets for a sizeable completion bonus.
- 6: ...arranging for a special ticket that could make the characters rich – if they survive the exercise.

(54 – 55.A) Reluctant Student

Required Skills: Instruction

Required Equipment: None

PLAYER'S INFORMATION:

Having been dropped into training with the characters by an employer, this trainee is not too pleased with the situation and would rather be doing 100 other things. He has no choice in the matter but it does not stop him from dragging his feet.

REFEREE'S INFORMATION:

The reluctant student is (roll a d6)...

- 1 – 2: ...holding the rest of his class back because he is so slow and unmotivated.
- 3 – 4: ...refusing to learn some of the basics being offered and it is frustrating the rest of his group to the point of complaining.
- 5 – 6: ...hopeful that the characters will remove him from the group if he shows an unwillingness to learn for long enough.

(54 – 55.P) Field Expert

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Lots of cadre instructors take their groups out into the field to learn certain lessons but this particular instructor has made an art form out of it. His students say he can do things in the field that no other trainer is capable of.

REFEREE'S INFORMATION:

The field expert is (roll a d6)...

- 1 – 2: ...taking a group of trainees out into a live fire field exercise and would like one of the characters to run the strafing platform.
- 3 – 4: ...actually stumped about a particular landing zone his class is supposed to go next week; he would like to drive the characters out and take a closer look.
- 5 – 6: ...nearly sure that he saw something he could not recognise while out on his last field exercise and he wants to bring a few experienced unit members with him to check it out.

(56 – 61.A) Secondary Trainee

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Sometimes a particularly overzealous trainee takes what he learned in the cadre's learning sessions and then tries to teach it to others. These secondary trainees believe they have acquired a new talent or skill, when all they have received is watered down information.

REFEREE'S INFORMATION:

The secondary trainee is (roll a d6)...

- 1 – 2: ...not at all familiar with how the technique taught to him is really supposed to work.
- 3 – 4: ...a danger to himself and others because of a lack of proper training.
- 5 – 6: ...so confident in his new learning that he is going to go out and teach it to others, diluting the lesson even further.

(56 – 61.P) Agency Client

Required Skills: Instruction

Required Equipment: None

PLAYER'S INFORMATION:

Most mercenaries are hired by governments or companies but this individual represents the employment wishes of a private agency. He brings promises of wealth and power but at what cost?

REFEREE'S INFORMATION:

The agency client is (roll a d6)...

- 1 – 2: ...ready to draw up a ticket on the spot if the characters are willing; he has urgent business for the cadre.
- 3 – 4: ...prepared to make a sizeable offer to the characters to come and train a private 'security' force in how to use heavy weapons and explosives.
- 5 – 6: ...expecting to have to negotiate high wages and difficult terms with the characters to get their services, especially with the ticket his employers have laid out for them.

(62 – 63.A) Casualty's Family Member

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Field exercises can be tricky and dangerous and sometimes someone is unlucky enough to catch a stray strafing round or get caught in a diffusible trap or tripwire. Although it is nearly always the trainee's fault that it happened, the family rarely takes it that way.

REFEREE'S INFORMATION:

The casualty's family member is (roll a d6)...

- 1 – 2: ...still in mourning and will cause a scene if they know that the characters were involved.
- 3 – 4: ...going to file a complaint with the unit's ticketed employer at the time, perhaps causing hiring difficulties later.
- 5: ...hysterical with grief, pointing out the characters and calling them 'monsters', 'devils' and 'heartless'.
- 6: ...so consumed with blame against the characters that he will actually try to attack them.

(62 – 63.P) Technology Instructor

Required Skills: None

Required Equipment: Education Facility

PLAYER'S INFORMATION:

This specialised cadre instructor has amassed a healthy knowledge about a particular type of technology. It is his responsibility to pass that knowledge on to the students, so long as he is being adequately paid to do so.

REFEREE'S INFORMATION:

The technology instructor is (roll a d6)...

- 1 – 2: ...teaching a class on a powerful new weapon that the unit would like to implement but needs some additional instructors to deal with larger groups.
- 3 – 4: ...looking to pick up a new piece of equipment and needs an escort to get it safely.
- 5 – 6: ...lucky to have been shipped a few extra samples of weapon technology and will part with them for a future favour.

(64.A) Non-paying Client

Required Skills: Advocate, Investigate Required Equipment: None

PLAYER'S INFORMATION:

Every mercenary has to deal with it eventually – a client that will not pay his tab. This one is not only choosing not to pay but he is trying to dodge the characters as well!

REFEREE'S INFORMATION:

The non-paying client is (roll a d6)...

- 1 – 2: ...not aware that the characters are around and will be suitably surprised if they approach him.
- 3 – 4: ...always ready with a good excuses as to why he cannot pay yet and they usually sound legitimate.
- 5 – 6: ...thinking about trying to erase his debts by dealing with the characters directly.

(64.P) High-Profile Employer

Required Skills: Persuade Required Equipment: None

PLAYER'S INFORMATION:

This ticketing employer is a member of the media-friendly elite; a corporation or government that is always in the news for one reason or another. It will be hard to work for them without also being noticed by the masses.

REFEREE'S INFORMATION:

The high-profile employer is (roll a d6)...

- 1 – 2: ...not getting the best coverage from the media but the focus on the unit's being there could increase its reputation.
- 3 – 4: ...viewed by the masses as a trendsetter who never does the wrong thing.
- 5 – 6: ...looking to hire someone who will take advantage of the press and the media, making both parties look like perfect angels when they are absolutely not.

(65.A) Prodigy

Required Skills: Instruction

Required Equipment: None

PLAYER'S INFORMATION:

When a trainer gets someone in his class that is honestly somehow better at the lessons than he is, there is little that can make him more frustrated. This young prodigy is remarkably good at everything in the class.

REFEREE'S INFORMATION:

The prodigy is (roll a d6)...

- 1 – 2: ...too good at the skills supposedly being taught; it seems as if he has had this training before.
- 3 – 4: ...making the rest of the class look bad enough that they are getting close to planning him bodily harm.
- 5 – 6: ...going to complain to the ticketed employer that he did not learn anything during the class and that the cadre is overpaid.

(65.P) Impressed Client

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This ticket client is not just pleased with the results of the course but is honestly impressed by the characters and how they instructed it.

REFEREE'S INFORMATION:

The impressed client is (roll a d6)...

- 1 – 2: ...going to arrange for a personal bonus for the characters.
- 3 – 4: ...looking to hire the characters for an expensive private ticket because of the results of the last one.
- 5 – 6: ...interested in supporting the unit's next major endeavour.

(66.A) Hidden Enemy

Required Skills: Investigate,
Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Mercenaries make a great deal of enemies in their line of work. Some they know about but the worst ones are the ones that can remain hidden from view until it is too late.

REFEREE'S INFORMATION:

The hidden enemy is (roll a d6)...

- 1 – 2: ...posing as a client or trainee to get close enough to the characters to strike.
- 3 – 4: ...planning to goad the characters into a trap of some kind.
- 5: ...not hiding at all but rather the characters do not know him as an enemy.
- 6: ...a shape shifting alien assassin hired to take out the characters.

(66.P) Prime Cadre Agent

Required Skills: Broker

Required Equipment: None

PLAYER'S INFORMATION:

This is someone who works for a secret organisation or powerful employer looking to pay insanely well for the use of the cadre's skills. He asks no questions and seems to have an endless pocketbook.

REFEREE'S INFORMATION:

The prime cadre agent is (roll a d6)...

- 1 – 2: ...not negotiating; he is here to simply pay the characters for what they need to do as his employer asks.
- 3 – 4: ...the representative of one of the most powerful men in the galaxy.
- 5 – 6: ...looking for someone to teach an entire interstellar army a specific skill over the courses of several courses – a very expensive ticket.

COMMANDO PATRON ENCOUNTERS

Characters in the Commando career path are the frontline enforcers with big guns and bigger appetites for destruction. They get their ticket, gear up and head in behind enemy lines if they have to in order to get the job done. They sometimes have to deal with the locals when they do so; sometimes not even through liberal use of firepower.

Commando Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Battlefield Memory	Helpful Local
12 – 13	Munitions Hoarder	Black Market Ally
14 – 15	Regular Army Soldier	Scarred Grunt
16 – 21	Shocked Civilian	Grav-Lander Pilot
22 – 23	Local Hero	Remote Jock
24 – 25	Collateral Bystander	Tactician
26 – 31	Enemy Guerrilla	Dress Support Commando
32 – 33	Ticketing Advocate	Experienced Technician
34 – 35	Wounded Teamsman	Minesweeper
36 – 41	Recalled Soldier	Tunnel Rat
42 – 43	Coward	Squad Leader
44 – 45	Remote Hacker	Idea Man
46 – 51	Aggressive Ally	Team Comms Officer
52 – 53	Fake Captive	Local Representative
54 – 55	Faulty Weapon Trader	Field Leader
56 – 61	Alien Obstacle	Unlikely Ally
62 – 63	Peacenik	Weapons Loader
64	Unit Slacker	Unit Problem-Solver
65	Past Foe	Unit Commander
66	Impossible Returning Target	Prime Commando Agent

(11.A) Battlefield Memory

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is someone that the characters had seen across the field of battle once before but who seems like a vague image in the haze of time that has passed.

REFEREE'S INFORMATION:

The battlefield memory is (roll a d6)...

- 1 – 2: ...only hazily aware that he knows the characters from somewhere else but is staring a lot anyway.

3 – 4: ...really upset to recall the characters shooting at him in the past!

- 5: ...an officer that the characters once took captive during a ticket.
- 6: ...still limping after their first encounter and wants to return the favour.

(11.P) Helpful Local

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Commandoes often get sent into foreign lands to stage their attacks and occasionally people like this local citizen can help them get adjusted.

REFEREE'S INFORMATION:

The helpful local is (roll a d6)...

- 1 – 2: ...a local bar owner; he will help the characters get some drinks and some food.
- 3 – 4: ...familiar with the layout of the local area and will gladly help the characters get around town and find someplace to rent a room or set up camp.
- 5 – 6: ...an old military man that knows what soldiers want when they first get into a new town – and he knows just where to find it.

(12 – 13.A) Munitions Hoarder

Required Skills: Investigate, Persuade

Required Equipment:
Non-energy Weapon

PLAYER'S INFORMATION:

This unit member has a horrible habit of requisitioning too much ammunition for his weapon but then refuses to share the excess with his fellow unit members who might actually need it.

REFEREE'S INFORMATION:

The munitions hoarder is (roll a d6)...

- 1 – 2: ...also possessive of his other belongings and equipment; he is always afraid that someone will steal it from him.
- 3 – 4: ...going to encumber himself with the amount of clips and cases he has strapped to him.
- 5 – 6: ...carrying a rucksack of volatile munitions, making himself into a selfish and precarious walking bomb.

(12 – 13.P) Black Market Ally

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

A commando's life is much easier when he can get the best and latest new weapons without having to wait for legal unit channels to bring it to him. This illegal retailer is good for that sort of thing.

REFEREE'S INFORMATION:

The black market ally is (roll a d6)...

- 1 – 2: ...getting a new shipment of 'experimentals' that he wants to offload rather cheaply, especially because he does not know exactly what they do.
- 3 – 4: ...willing to take special orders if the characters do not mind waiting for them.
- 5 – 6: ...going out of business and needs to pass on his contacts and resources to some of his best customers.

(14 – 15.A) Regular Army Soldier

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Regular army and commandoes rarely mix well and this soldier is proof of that. He has had to face against commando units in the past and does not remember those days fondly.

REFEREE'S INFORMATION:

The regular army soldier is (roll a d6)...

- 1 – 2: ...going to try his hardest to ignore the characters but will not hold his tongue if they start telling war stories or something similar.
- 3 – 4: ...going to make one snide comment and go back to what he was doing.
- 5: ...not stupid enough to tangle with a group of commandoes alone; he will go and get the rest of his squad and wait for them outside.
- 6: ...drunk and looking to make the characters hear what he has to say to them about their career choice.

(14 – 15.P) Scarred Grunt

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This gnarled face is a ticket-tested commando that saw the worse end of a disfiguring injury but he remains proud of what his unit accomplished and the money they made doing it.

REFEREE'S INFORMATION:

The scarred grunt is (roll a d6)...

- 1 – 2: ...an old friend of the characters and perhaps even served with them before he was wounded.
- 3 – 4: ...in the area looking to settle a score with the people who scarred him and he would love to have the characters give him a hand making that happen.
- 5 – 6: ...looking for work but cannot seem to find a ticketing agent around.

(16 – 21.A) Shocked Civilian

Required Skills: None

Required Equipment: Combat Equipment

PLAYER'S INFORMATION:

Even with the wars and chaos going in the galaxy, most civilians never see heavy weapons or powered armour. This civilian recognises the characters for what they are and is dumbfounded by their nonchalance.

REFEREE'S INFORMATION:

The shocked civilian is (roll a d6)...

- 1 – 2: ...in awe at the weaponry carried by the characters and is making a big deal about it.
- 3 – 4: ...afraid that the characters are there to start trouble and he is going to panic the first time one of them makes a sudden gesture.
- 5 – 6: ...unhappy about 'hired thugs' walking around armed in his community and will confront the characters about their open hostility.

(16 – 21.P) Grav-Lander Pilot

Required Skills: None

Required Equipment: Grav-Lander

PLAYER'S INFORMATION:

Commandoes are frequently ferried into combat zones by armoured grav-landers and this pilot has worked with them on several occasions. He may not ever want to leave his armoured vehicle when doing so but he is paid not to complain about it.

REFEREE'S INFORMATION:

The grav-lander pilot is (roll a d6)...

- 1 – 2: ...on an assignment that was postponed for a few days, so he can take the characters somewhere if they want.
- 3 – 4: ...looking for work and would like to offer a good deal to the characters if they can use him.
- 5 – 6: ...getting his lander fixed and needs something to do for the next week while it is in the shop.

(22 – 23.A) Local Hero

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The local populace look up to this man as if he was superhuman because of something that he did for them and being around him makes them all quite judgmental of those with less perceived moral supremacy.

REFEREE'S INFORMATION:

The local hero is (roll a d6)...

- 1 – 2: ...losing some of his following so he has to make himself look better by putting down the 'guns for hire'.
- 3 – 4: ...actually not much more than a coward who lucked into the title but he can talk the talk well enough to fool civilians.
- 5 – 6: ...honestly rather heroic in his everyday activities and will assuredly make the characters look like knaves when he is present.

(22 – 23.P) Remote Jock

Required Skills: None

Required Equipment: Remotes

PLAYER'S INFORMATION:

This specialised member of the characters' unit is not as physically tough or personally seasoned as they are but his ability to make combat and scout drones soar and fight is surpassed by few.

REFEREE'S INFORMATION:

The remote jock is (roll a d6)...

- 1 – 2: ...in need of a quick job to pay for the repairs on one of his assault remotes.
- 3 – 4: ...looking for new and interesting ways to use his remotes for extra-curricular entertainment.
- 5 – 6: ...being assigned to the characters' next ticket, so he wants to familiarise them with his 'metal and plastic children'.

(24 – 25.A) Collateral Bystander

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Standing too near to the action, this common civilian is in grave danger when the characters' plan begins to unfold and the shots begin to fly.

REFEREE'S INFORMATION:

The collateral bystander is (roll a d6)...

- 1 – 2: ...a young child that will freeze in terror and need to be saved.
- 3 – 4: ...getting in the way because they are not aware of the impending doom of their position.
- 5: ...an adolescent who is trying to see what is happening because it is exciting.
- 6: ...someone very important to the characters' employer; he cannot be allowed to get killed.

(24 – 25.P) Tactician

Required Skills: Tactics

Required Equipment: None

PLAYER'S INFORMATION:

This member of the unit is not normally a frontline soldier but rather a support team member. He is responsible for the planning and arrangement of attacks, not the attacking itself.

REFEREE'S INFORMATION:

The tactician is (roll a d6)...

- 1 – 2: ...preparing the characters' next plan of attack for their current ticket, giving them some insight as to how it will succeed.
- 3 – 4: ...going to accompany the characters on a scouting run to get more intelligence on a future mission site.
- 5 – 6: ...truly a battlefield genius; he seems to know what the characters will do before they do!

(26 – 31.A) Enemy Guerrilla

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

It is not uncommon for mercenaries to face off against mercenaries but a commando has to hate it most when it is against the underhanded defence tactics of the guerrillas.

REFEREE'S INFORMATION:

The enemy guerrilla is (roll a d6)...

- 1 – 2: ...a master trapper and demolitionist – finding and dealing with him will be dangerous.
- 3 – 4: ...working for the local community of civilians, which puts the characters in the local role of 'bad guys'.
- 5 – 6: ...a former unit member that defected to another unit in order to 'do the right thing', so he knows the characters personally.

(26 – 31.P) Dress Support Commando

Required Skills: None

Required Equipment: Battle Dress

PLAYER'S INFORMATION:

This esteemed commando in the unit has somehow managed to acquire an operational suit of battle dress, turning him into the unit's primary support asset.

REFEREE'S INFORMATION:

The dress support commando is (roll a d6)...

- 1 – 2: ...willing to train the characters in the fundamentals of battle dress operation and maintenance.
- 3 – 4: ...going on the next ticket with the characters – because they will need him.
- 5 – 6: ...interested in running a mission with the characters outside of the armour for a change and offers for someone else to use it instead.

(32 – 33.A) Ticketing Advocate

Required Skills: Advocate

Required Equipment: None

PLAYER'S INFORMATION:

Paid from the unit's profits during the ticket creation process, this contracting attorney normally has the best interests of the unit in mind when negotiating fees. This is not always the case when he thinks it will cost more to the unit in the long term.

REFEREE'S INFORMATION:

The ticketing advocate is (roll a d6)...

- 1 – 2: ...worried that fuel costs on the next ticket would be too high and believes that the unit should stay local for a while.
- 3 – 4: ...not sure if the characters can handle a 'serious' ticket at this time.
- 5 – 6: ...being paid under the table by the client to keep his end of the negotiations lower.

(32 – 33.P) Experienced Technician

Required Skills: Engineer

 Required Equipment:
Mechanical Equipment

PLAYER'S INFORMATION:

This unit member serves an important role for any technologically-savvy commando team – he keeps the gear running and the guns firing.

REFEREE'S INFORMATION:

The experienced technician is (roll a d6)...

- 1 – 2: ...currently looking into upgrading some of the characters' equipment but not enough to warrant new licensing.
- 3 – 4: ...being asked to go on the next ticket with the characters because there will be a vehicle in need of repair during its run.
- 5 – 6: ...not happy about the current state of affairs in the unit's equipment lockers and wants the characters to help him break a few things to get better replacements.

(34 – 35.A) Wounded Teamsman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A commando's job is to get into ultra-violent situations and deal with hostile threats; people sometimes get hurt. This unit member seemed to have forgotten that when he began to resent the characters for his recent injury.

REFEREE'S INFORMATION:

The wounded teamsman is (roll a d6)...

- 1 – 2: ...trying to get onto the characters' next ticket in order to see one of them get wounded.
- 3 – 4: ...a liability in the field and a tax on resources in the headquarters.
- 5: ...not physically ready for a new ticket but will not let the characters 'show him up'.
- 6: ...sure that it was friendly fire from one of the characters that wounded him and he cannot wait to pay him back tenfold.

(34 – 35.P) Minesweeper

Required Skills: None

Required Equipment: Personal Scanner

PLAYER'S INFORMATION:

Unfortunately few within the unit, these scanner technicians are trained to look for and defuse land and anti-personnel mines. It is a dangerous job that no one ever wants to do but every commando that does not have to worry about triggering a deadly trap thanks them for it.

REFEREE'S INFORMATION:

The minesweeper is (roll a d6)...

- 1 – 2: ...courageous and humble; shaking his head and blushing when his fellows toast his good work.
- 3 – 4: ...ready to go out on the ticket with the characters, meaning they will likely be needing him.
- 5 – 6: ...willing to teach one of the characters how to read the mine scanner.

(36 – 41.A) Recalled Soldier

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Army folk already generally dislike mercenaries; however those who were recalled from active duty because of mercenary involvement have reason to.

REFEREE'S INFORMATION:

The recalled soldier is (roll a d6)...

- 1 – 2: ...sitting around on half pay while the mercenaries make huge salaries from their ticket; this is not likely to sit well with him.
- 3 – 4: ...going to get drunk, find the characters and pick a fight.
- 5 – 6: ...more organised than most of his comrades. He is preparing a statement to the local media about how his position was reduced to standby because of mercenaries.

(36 – 41.P) Tunnel Rat

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This small-framed commando is an underground specialist. He spends most of his professional career in sewers, caverns, run-off pipes and catacombs. He is the best friend to have in these places; they are like his second home.

REFEREE'S INFORMATION:

The tunnel rat is (roll a d6)...

- 1 – 2: ...looking for a decent combat escort to the entrance of a cavern network that exists in the middle of hostile territory.
- 3 – 4: ...looking to see if anyone can recognise a piece of some kind of device that he found in the catacombs.
- 5 – 6: ...assigned to help the characters in their next ticket somehow.

(42 – 43.A) Coward

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Afraid to use the equipment he is trained to, this soft spoken mercenary cannot bring himself to set aside his terror when the bullets and lasers start flying.

REFEREE'S INFORMATION:

The coward is (roll a d6)...

- 1 – 2: ...aware of his confidence problem and tries to overcome it but cannot.
- 3 – 4: ...able to act like he is rough-n-tumble but falls apart under pressure.
- 5 – 6: ...a liability that tends to blindly fire his weapon and never stick to his part of the plan.

(42 – 43.P) Squad Leader

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

The main officer, for lack of a better term, for the entire squad, this grizzled veteran bears the weathering of hundreds of tickets and the scars from all of the bad ones. He decides who goes where during a ticket, so he is a good friend to have.

REFEREE'S INFORMATION:

The squad leader is (roll a d6)...

- 1 – 2: ...impressed by the characters' last ticket and wants to send them on an even tougher one but for much more pay.
- 3 – 4: ...looking for an honour guard to protect him at some unit banquet that the commander has invited him to.
- 5 – 6: ...arranging for a technological upgrade for the characters; it should go well with their new assignment.

(44 – 45.A) Remote Hacker

Required Skills: Remote Ops

 Required Equipment:
Remote Drones

PLAYER'S INFORMATION:

This crafty and mischievous hacker has learned the unit's frequencies that they use to control their remote drones and work robots. He can make them do all sorts of things, even things that they were never intended for.

REFEREE'S INFORMATION:

The remote hacker is (roll a d6)...

- 1 – 2: ...setting up shutdown protocols in all of the combat drones so they 'cannot hurt anyone else'.
- 3 – 4: ...just a troublemaker; causing the remote drones to go haywire and fly in odd patterns but not dangerously so.
- 5 – 6: ...being paid by the unit's enemy to sabotage their remote drones and make them into weapons that can be used against the unit.

(44 – 45.P) Idea Man

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Perfect plans and striking insight do not come from just anywhere; they tend to come from this young man's remarkable mind. He is creative, cunning and thankfully a friend of the characters'.

REFEREE'S INFORMATION:

The idea man is (roll a d6)...

- 1 – 2: ...where the unit gets most of its basic knowledge about the unknown.
- 3 – 4: ...in need of someone he trusts to attempt his latest theory but it will not be easy.
- 5: ...not sure about an upcoming ticket's potential-versus-risk and is not afraid to say so.
- 6: ...positive that he has the next big money making idea but it requires that the characters to do some strange things for him.

(46 – 51.A) Aggressive Ally

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This so-called ally of the characters' unit is forceful and rather foolhardy, always pushing too far into hostile situations and never thinking twice about engaging the enemy.

REFEREE'S INFORMATION:

The aggressive ally is (roll a d6)...

- 1 – 2: ...taking several personal firearms and weapons with him on the next ticket; some of which are going to do more harm than good.

- 3 – 4: ...incapable of logical thought when the action starts and it will get him or someone else killed someday.
 5 – 6: ...verbally abusive of the characters, claiming that they are 'too afraid' to follow him into battle anymore.

(46 – 51.P) Team Comms Officer

Required Skills: Comms

Required Equipment: Personal Commlink Station

PLAYER'S INFORMATION:

Serving as the routing centre and general security checkpoint for the entire team's communications equipment, this strong-shouldered mercenary knows how important his job is and will not risk it unintentionally.

REFEREE'S INFORMATION:

The team comms officer is (roll a d6)...

- 1 – 2: ...monitoring all communications traffic through his headset, waiting for something special to come through for one of the characters.
 3 – 4: ...good at cutting static and jamming, keeping communication connection even in the worst of conditions.
 5 – 6: ...going to need to show one of the characters how his gear works for the next ticket, in case he is wounded or killed.



(52 – 53.A) Fake Captive

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

An enemy who allows himself to be captured in order to get behind his enemy's lines is crafty, risky and dangerous. This man willingly gave himself up in order to complete some secret mission.

REFEREE'S INFORMATION:

The fake captive is (roll a d6)...

- 1 – 2: ...actually an assassin bent on taking out the unit's field leader.
 3 – 4: ...a spy with several hidden surveillance implants transmitting back to his headquarters.
 5 – 6: ...a local reporter trying to get the best story of his life before admitting his true nature to his captors.

(52 – 53.P) Local Representative

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This member of the close local authority works alongside the mercenary unit to ensure that the community is kept as safe as it can be, given the circumstances. He does not necessarily condone the violence but he understands its existence.

REFEREE'S INFORMATION:

The local representative is (roll a d6)...

- 1 – 2: ...happy to give the characters a full tour of the area, including several free amenities.
 3 – 4: ...worried that the characters are going to cause too much collateral damage, so he wants to wine and dine them to persuade them to be careful.
 5 – 6: ...looking to ask the characters some interesting questions about their careers, as if he was intrigued enough to join up.

(54 – 55.A) Faulty Weapon Trader

Required Skills: Investigate

Required Equipment: Faulty Weaponry

PLAYER'S INFORMATION:

Trading lowest-quality goods for low-quality prices is shady but doing it with the firearms that a commando unit will be using is just plain stupid. This trader has dealt a bad crate of goods to the characters and now he has to live with what happens.

REFEREE'S INFORMATION:

The faulty weapon trader is (roll a d6)...

- 1 – 2: ...not aware that his goods are faulty but has nothing to replace them with and the money is already invested elsewhere.
 3 – 4: ...sticking by his firm 'no refunds' policy, even if it means the characters get violent with him.
 5 – 6: ...wilfully sabotaging the weapons he sells in order to keep the conflict going as long as possible because it is good for his business.

(54 – 55.P) Field Leader

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

This is the highest ranking commando sent onto a specific ticket. He normally has several smaller teams and solos reporting back to him, one of which is probably the characters.

REFEREE'S INFORMATION:

The field leader is (roll a d6)...

- 1 – 2: ...a nice enough guy outside of a mission but is a demanding grump when it is time for business. Too many lives depend on his orders.
- 3 – 4: ...looking for a team to perform a very dangerous but very important mission for the unit.
- 5 – 6: ...looking for a field commando to promote onto his advisory staff.

(56 – 61.A) Alien Obstacle

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

When dealing with a foreign land or planet, commandoes often have to overcome the prejudices of the local populace. When that populace will not seemingly leave you alone, things can get frustrating and violent.

REFEREE'S INFORMATION:

The alien obstacle is (roll a d6)...

- 1 – 2: ...not hostile with the characters, just overly curious and has no concept of personal space.
- 3 – 4: ...carnivorous and not against eating the characters if he gets the chance.
- 5 – 6: ...just one of many local aliens that do not like the looks of the commandoes.

(56 – 61.P) Unlikely Ally

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This person came literally from out of nowhere to help the characters in their current mission, whatever it might be.

REFEREE'S INFORMATION:

The unlikely ally is (roll a d6)...

- 1: ...a normal civilian with a makeshift weapon.
- 2 – 3: ...a turncoat enemy that apparently is some kind of double-agent.
- 4 – 5: ...a former rival that has seen the error of his ways.
- 6: ...a prominent local figure that is risking a lot to help at all, let alone in a commando mission.

(62 – 63.A) Peacenik

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

No matter where the mercenaries go and what they are doing there, it seems that some anti-violence peacenik will emerge to ridicule them.

REFEREE'S INFORMATION:

The peacenik is (roll a d6)...

- 1 – 2: ...putting together a peaceful march or rally against the existence of hired soldiers in their community.
- 3 – 4: ...not above vandalising and sabotaging basic mercenary equipment when no one is looking.
- 5 – 6: ...slightly more radical, putting himself in harm's way in order to make his point against the ticketed action.

(62 – 63.P) Weapons Loader

Required Skills: None

Required Equipment: Ammunition
-fed Weaponry

PLAYER'S INFORMATION:

This junior recruit in the unit is trained in the rapid upkeep and reloading of his fellows' weaponry. It is his job to make sure that a commando team is never dry on ammunition.

REFEREE'S INFORMATION:

The weapons loader is (roll a d6)...

- 1 – 2: ...a big admirer of one of the characters, making sure that there is an extra clip or cell for each of his weapons at all times.
- 3 – 4: ...always pocketing shells and cartridges when the cases have extra in them; he has managed quite a stockpile by now.
- 5 – 6: ...ready to be promoted to full commando status but needs the characters' written approval.

(64.A) Unit Slacker

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Whenever the unit goes out on a ticket this guy always seems like he is last to arrive, last to report and last to do just about anything. He simply does not seem to try to make anything of himself.

REFEREE'S INFORMATION:

The unit slacker is (roll a d6)...

- 1 – 2: ...being attached to the characters' team for a ticket or two.
- 3 – 4: ...trying to get himself lightly injured so he does not have to work for a few weeks while he recuperates.
- 5 – 6: ...acting the way he does in order to slow the unit down and possibly mar their potential, just as his secret employer instructed him.

(64.P) Unit Problem-Solver

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is the single most important person on some unit's employment roster. He is part agent, part hero, part hitman and part terrorist. He takes care of the unit's issues – no matter what they are.

REFEREE'S INFORMATION:

The unit problem-solver is (roll a d6)...

- 1 – 2: ...here to make sure that the characters are successful in their ticket, as it just became far more important than first thought of.
- 3 – 4: ...not actively engaged at the moment and wants to find out if there is anything the characters might need of him.
- 5 – 6: ...delivering a delicate and powerful piece of equipment to one of the characters, which he explains must be used but protected with their collective lives.

(65.A) Past Foe

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Commandos make enemies every time they are active, as few people enjoy being shot at or assaulted. This particular person is someone who hates one of the characters from a past event; most likely that he even bears the scars from it.

REFEREE'S INFORMATION:

The past foe is (roll a d6)...

- 1 – 2: ...someone that the character fought against but could not possibly have picked out of the crowd.
- 3 – 4: ...trying to avenge someone that the character had killed in the course of his work.
- 5: ...an even match for the character in most ways but also has hatred in his favour.
- 6: ...finally done searching for the character; which he had been doing for a long time.

(65.P) Unit Commander

Required Skills: Admin

Required Equipment:
Mercenary Headquarters

PLAYER'S INFORMATION:

The topmost official in the entire mercenary unit, this professional soldier-of-soldiers has seen it all from the ground up. He has been part of the unit since he was just a grunt and now he controls the whole thing.

REFEREE'S INFORMATION:

The unit commander is (roll a d6)...

- 1 – 2: ...wanting to see more out of the characters because of 'something he heard' about them, if only to see if it is true.
- 3 – 4: ...looking for the perfect team to train for his new detachment – a battle dress detachment.
- 5 – 6: ...touring the ranks to make sure he is not paying a bunch of dead weights.

(66.A) Impossible Returning Target

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Against all odds and logical reasoning, a face has returned from the characters' past to haunt them – and he means them nothing but ill will and malice.

REFEREE'S INFORMATION:

The impossible returning target is (roll a d6)...

- 1 – 2: ...someone that the characters are sure that they killed. How he has managed to stay alive is well beyond their comprehension.
- 3 – 4: ...nearly head-to-toe bionic and cybernetic replacements to make up for what the characters had cut or blasted off of him.
- 5 – 6: ...actually the twin, clone or replicant of the individual they remember – yet he is just as upset at them for killing his 'other self'.

(66.P) Prime Commando Agent

Required Skills: Admin, Broker

Required Equipment: None

PLAYER'S INFORMATION:

This well-dressed businessman is an employee of a secret agency or powerful employer that wants to put the characters in a magnificently crafted ticket. It will pay a small fortune and seemingly for only an average amount of 'no questions asked' type work.

REFEREE'S INFORMATION:

The prime commando agent is (roll a d6)...

- 1 – 2: ...not able to answer detailed questions but he can offer half of the money up front.
- 3 – 4: ...a representative of one of the most powerful privatised governments in the galaxy.
- 5 – 6: ...looking for a team of crack operatives that will have no qualms over glassing an entire city if given the equipment and the training to do so, not to mention an insane amount of money.

GUERRILLA PATRON ENCOUNTERS

Characters in the Guerrilla career path are called upon to fight on the behalf of the downtrodden and the oppressed. They make few friends of tyrannical governments and rarely get good press after their tickets are over. The people? The people either love them or fear them.

Guerrilla Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Brave Civilian	Oppressed Worker
12 – 13	Patriotic Soldier	Explosives Retailer
14 – 15	Local Survivalist	Neutral Gun Runner
16 – 21	Agency Informant	Local Supporter
22 – 23	Loyalist Militiaman	Rural Farmer
24 – 25	Trapper	Disgruntled Mechanic
26 – 31	Supply Security	Conspiracy Theorist
32 – 33	Target's Bodyguard	Easy Target
34 – 35	Vigilant Patrolman	Ignorant Officer
36 – 41	Innocent Government Agent	Sympathiser
42 – 43	Frightened Witness	Rabble Rouser
44 – 45	Unexpected Obstacle	Media Connection
46 – 51	Enemy Medic	Yacht Pilot
52 – 53	Regimental Officer	Chemist
54 – 55	Night Security	Distraction
56 – 61	Perceptive Repairman	Citizen Group Leader
62 – 63	Government Supporter	Gangland Supporter
64	Enemy Commando	Inside Man
65	Agency Assassin	Vigilante
66	Head of State	Prime Guerrilla Agent

(11.A) Brave Civilian

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Most locals will get out of the way of a seasoned guerrilla but this particularly brave citizen seems capable of standing in the way of the characters.

REFEREE'S INFORMATION:

The brave civilian is (roll a d6)...

- 1 – 2: ...a family member to someone in the government.
- 3 – 4: ...physically fit and probably knows how to handle himself in a fight.
- 5: ...ex-military and carries a gun.
- 6: ...a patriot willing to put his life in danger for his government.

(11.P) Oppressed Worker

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This rugged labourer has worked for many long years in the local industrial complexes and factories; too long to see all of his hard work flushed away by the poor decisions of a corrupt government.

REFEREE'S INFORMATION:

The oppressed worker is (roll a d6)...

- 1 – 2: ...willing to support the characters' actions with supplies and a place to stay.
- 3 – 4: ...not terribly smart but he is loyal, big and tough.
- 5 – 6: ...an accomplished street fighter and barroom brawler and is willing to fight alongside the guerrillas.



(12 – 13.A) Patriotic Soldier

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Loyal to the ways of the government, this army soldier is a true upholder of his nation's beliefs and culture. He will not abide by the so-called 'legitimised' actions of the guerrillas and will fight them whenever he can.

REFEREE'S INFORMATION:

The patriotic soldier is (roll a d6)...

- 1 – 2: ...going to try and get as much intelligence on the characters as possible to report to his superiors.
- 3 – 4: ...willing to stall the characters while he signals the local authorities.
- 5 – 6: ...so devoted to his nation that he would sacrifice himself to stop its enemies.

(12 – 13.P) Explosives Retailer

Required Skills: Persuade

Required Equipment: Explosives

PLAYER'S INFORMATION:

An important individual to any saboteur or freedom fighter, this supplier of high-explosives is well aware what his wares are used for – and does not care at all.

REFEREE'S INFORMATION:

The explosives retailer is (roll a d6)...

- 1 – 2: ...having a sale on demolitions-grade equipment.
- 3 – 4: ...afraid he will get caught with some military devices without a proper license, so he will sell it cheap.
- 5 – 6: ...an ally of the characters and has supplied their unit before. He can be trusted not to say where his goods are going.

(14 – 15.A) Local Survivalist

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Moving about in the wilderness, trying to manoeuvre against the local powers, could bring the characters into the territory claimed by this reclusive survivalist. He distrusts anyone who he does not recognise, especially outsiders with guns.

REFEREE'S INFORMATION:

The local survivalist is (roll a d6)...

- 1 – 2: ...capable of all but vanishing in his local area and can track the characters with ease.
- 3 – 4: ...a danger to the characters' mission.
- 5 – 6: ...well-armed and ready to use whatever means he has to in order to get the characters off of his land.

(14 – 15.P) Neutral Gun Runner

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This is a wartime businessman who knows what both sides want – guns. He is willing to sell them to the opposing forces, no matter what side they are fighting for.

REFEREE'S INFORMATION:

The neutral gun runner is (roll a d6)...

- 1 – 2: ...willing to travel into hostile zones to make a sale.
- 3 – 4: ...open to negotiation for better deals on large orders but not on his political affiliation or lack thereof.
- 5 – 6: ...also a dealer in expensive vehicle armament and artillery platforms but at a much higher premium.

(16 – 21.A) Agency Informant

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Sneaky and perceptive, this local citizen may seem like just another passer by but he is actually a paid informant for the higher powers that the characters are fighting against.

REFEREE'S INFORMATION:

The agency informant is (roll a d6)...

- 1 – 2: ...watching the characters very carefully.
- 3 – 4: ...aware that the characters are actually guerrillas and he knows what they are capable of.
- 5 – 6: ...on orders to make note of everyone that the characters talk to so they can be questioned later.

(16 – 21.P) Local Supporter

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not willing to join the fight fully, this citizen would like to do all that he can for the characters in the meantime.

REFEREE'S INFORMATION:

The local supporter is (roll a d6)...

- 1 – 2: ...a leader to the local citizenry; what he says will likely go for most of them.
- 3 – 4: ...willing to open his doors for the characters to use his home.
- 5: ...a longstanding enemy of the state – even if he has not done anything openly against them.
- 6: ...able to put the characters in contact with several other anti-government groups in the area.

(22 – 23.A) Loyalist Militiaman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This member of the citizen levy is a true patriot to his government and his nation; he will not let his fellows down if he can help it.

REFEREE'S INFORMATION:

The loyalist militiaman is (roll a d6)...

- 1 – 2: ...doing his duty to protect his nation but he is not sure that he would be willing to die for it.
- 3 – 4: ...a capable soldier and trained well enough in the military arts to be a problem for the characters.
- 5 – 6: ...blindly devoted to his nation.

(22 – 23.P) Rural Farmer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Taxed and cornered in by urban programs and governmental rules, this simple agriculturalist does not have much to offer the fight against oppression but he will give what he can.

REFEREE'S INFORMATION:

The rural farmer is (roll a d6)...

- 1 – 2: ...supplying the characters' unit with food.
- 3 – 4: ...willing to let the characters use his barn and stables as a staging area to hide assets.
- 5 – 6: ...an old military man who understands that nearly everything is potentially a weapon against a superior foe.

(24 – 25.A) Trapper

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Moving through the wilderness to remain undetected by government troops can be hazardous due to this man's exceptional abilities to lay traps for hunting.

REFEREE'S INFORMATION:

The trapper is (roll a d6)...

- 1 – 2: ...not intentionally leaving dangerous traps where the characters are supposed to be travelling through but he is not sorry that he did.
- 3 – 4: ...an opportunist that would love to cause a few well-armed guerrillas to disappear so he could have their equipment.
- 5 – 6: ...placing additional traps in the most tactically sound areas in order to stop the characters.

(24 – 25.P) Disgruntled Mechanic

Required Skills: Mechanic, Persuade

Required Equipment: Tools

PLAYER'S INFORMATION:

This overworked and overtaxed local mechanic has access to the governmental motor pool through his job; access that he is willing to hand over to the characters if they promise to use it to hurt the government.

REFEREE'S INFORMATION:

The disgruntled mechanic is (roll a d6)...

- 1 – 2: ...sure that the characters will only have a few minutes' window to get in and past the first security checkpoint; beyond that he does not know.
- 3 – 4: ...angry with his government because of his brother's drafting and eventual death.
- 5 – 6: ...willing to give equipment and mechanical ideas to the characters to get their job done.

(26 – 31.A) Supply Security

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

A guard placed over a spot along the supply lines for the authority in power, this is not a soldier or a mercenary at all – he is just hired security.

REFEREE'S INFORMATION:

The supply security is (roll a d6)...

- 1 – 2: ...ready to alert the real authorities at the first sign of trouble.
- 3 – 4: ...just doing his job but he will try to stop the characters if he can.
- 5 – 6: ...armed and bored; a terrible combination for a semi-skilled security agent.

(26 – 31.P) Conspiracy Theorist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Help comes from strange places when fighting against a superior power and this half-paranoid delusional is about as strange as they come. He thinks that everyone is out to get him and that no one can be trusted – especially not the government.

REFEREE'S INFORMATION:

The conspiracy theorist is (roll a d6)...

- 1 – 2: ...sure that the government is being controlled by extra-dimensional beings.
- 3 – 4: ...aware of secret religious practices going on at local authoritarian levels.
- 5: ...sure that the characters work for a magnanimous higher power, although he does not know which entity.
- 6: ...going to show the characters where the government abducted him from when they needed to scan his brain for 'logisites'.

(32 – 33.A) Target's Bodyguard

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Sticking close to the intended target of an assassination ticket or just someone that needs to be removed, this dutiful bodyguard may need to be dealt with first.

REFEREE'S INFORMATION:

The target's bodyguard is (roll a d6)...

- 1 – 2: ...good at his job and only rarely lets down his guard.
- 3 – 4: ...willing to lay down his life for his employer, especially if he knows that it is an assassination attempt and not random violence.
- 5 – 6: ...going to take any attack on his employer personally, turning him into an aggressive enemy.

(32 – 33.P) Easy Target

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This person is listed as a potential target on the ticket the guerrilla unit signed against the local oppressors but he is unguarded and a remarkably simple one.

REFEREE'S INFORMATION:

The easy target is (roll a d6)...

- 1 – 2: ...foolishly spending a great deal of time alone and in the open.
- 3 – 4: ...apparently completely unaware that he could be targeted by the characters.
- 5 – 6: ...actually just a pawn used by the local government as a figurehead; a decoy to bring the characters out of hiding.

(34 – 35.A) Vigilant Patrolman

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This officer of the law is a shining example of what peacekeeping agents should be. This is not good for the characters however, as he will not stand aside for their action against the tyrants in power.

REFEREE'S INFORMATION:

The vigilant patrolman is (roll a d6)...

- 1 – 2: ...not about to let the characters pass by him if they are well-armed and not wearing a local uniform.
- 3 – 4: ...not afraid to use his weapon against the characters if he has to.
- 5 – 6: ...a local family man and he hates the idea of guerrillas escalating conflict when it does not need to happen.

(34 – 35.P) Ignorant Officer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

There is nothing better to help along a guerrilla mission than a governmental officer that is easily duped and misled; this unfortunate middle-man fits that description.

REFEREE'S INFORMATION:

The ignorant officer is (roll a d6)...

- 1 – 2: ...unaware that his government is being targeted by guerrillas at all, making him easily fooled.
- 3 – 4: ...friendly and helpful to the characters, even though he should not be.
- 5 – 6: ...not going to realise what he has helped to do until it is far too late to stop the characters.

(36 – 41.A) Innocent Government Agent

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Guerrillas often take the tickets they do because they feel that they are 'right' and when a truly innocent member of the government presents itself they seldom know what to do.

REFEREE'S INFORMATION:

The innocent government agent is (roll a d6)...

- 1 – 2: ...new on the job and still has his training tags on his security card.
- 3 – 4: ...in the wrong place at the worse time but he might be able to convince the characters that he has not done anything wrong.
- 5 – 6: ...actually not innocent at all but very skilled at making it seem that way before he begins to scream for help.

(36 – 41.P) Sympathiser

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This citizen is not brave enough or willing to directly help the guerrillas in their effort against the government, but he understands their fight and might make it easier on them if possible.

REFEREE'S INFORMATION:

The sympathiser is (roll a d6)...

- 1 – 2: ...going to leave a number of normally-secured doors open for the characters.
- 3 – 4: ...prepared to arrange for some supplies to be out in the open for them to take.
- 5 – 6: ...just one firearm away from being brave enough to help directly.

(42 – 43.A) Frightened Witness

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This citizen saw something important and dangerous to the characters but is currently too scared of them to say anything. That fear will pass however and then he will be a liability to the greater mission.

REFEREE'S INFORMATION:

The frightened witness is (roll a d6)...

- 1 – 2: ...aware of the kind of danger he really is in and will not likely leave his home until he is ready to go to the authorities.
- 3 – 4: ...not exactly sure what he saw but he knows that it was not good.
- 5 – 6: ...ready to go to the authorities about what he saw but will give the characters a chance to pay him off first.

(42 – 43.P) Rabble Rouser

Required Skills: Persuade Required Equipment: None

PLAYER'S INFORMATION:

The voice of the local people's displeasure, this loud-mouthed inciter is good at getting the populace up in arms against their own leaders.

REFEREE'S INFORMATION:

The rabble rouser is (roll a d6)...

- 1 – 2: ...a good mouthpiece for the guerrillas to use in order to cause disturbances away from where they will be active.
- 3 – 4: ...a member of the ticketing client that hired the characters.
- 5: ...good at recruiting new members for the unit out of the masses.
- 6: ...actually part of the characters' unit and knows exactly what his words are doing in concert with the ticket missions.

(44 – 45.A) Unexpected Obstacle

Required Skills: Stealth or Any Combat Required Equipment: None

PLAYER'S INFORMATION:

A plan never survives contact with the enemy, especially not with the likes of this person around. He is a case of getting involved when someone really ought not to.

REFEREE'S INFORMATION:

The unexpected obstacle is (roll a d6)...

- 1 – 2: ...a citizen labourer fixing something that was not supposed to be broken in the area.
- 3: ...a travelling salesman that happens to be at the same place during the same event.
- 4: ...a drunk who has stumbled into the wrong scene.
- 5: ...a political activist trying to make a statement to the government.
- 6: ...a fellow freedom fighter but from a different and more radical unit.

(44 – 45.P) Media Connection

Required Skills: Persuade

Required Equipment:
Recording Equipment

PLAYER'S INFORMATION:

Guerrilla warfare is hard to accomplish without public support and the quickest way to the hearts of the people is to get the mass media on their side. Using this connection to the press, that is quite possible.

REFEREE'S INFORMATION:

The media connection is (roll a d6)...

- 1 – 2: ...only a local reporter but he has better contacts higher up the media food chain.
- 3 – 4: ...a clerk with the media routing hub.
- 5 – 6: ...on the characters' side in the current conflict and will paint them as heroes before glorifying the government.

(46 – 51.A) Enemy Medic

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This support soldier for the characters' enemy is not normally a combatant but rather someone who heals the wounded and keeps the ill in fighting shape. This makes him a morally questionable target but a target nonetheless.

REFEREE'S INFORMATION:

The enemy medic is (roll a d6)...

- 1 – 2: ...also a well-trained soldier and will not ignore the characters' presence.
- 3 – 4: ...currently patching up a fallen comrade and will plead not to be interrupted.
- 5 – 6: ...not against using sedatives against the characters if it slows them down on their mission.

(46 – 51.P) Yacht Pilot

Required Skills: None

Required Equipment: Ship's Yacht

PLAYER'S INFORMATION:

A ship's yacht is a great way for a small unit of guerrillas to get around hopefully undetected but it requires a good pilot to 'fly casually'.

REFEREE'S INFORMATION:

The yacht pilot is (roll a d6)...

- 1 – 2: ...a friend of the characters and willing to drive them around so long as they do not get his yacht in a conflict where it could get damaged.
- 3 – 4: ...a daredevil that will gladly try to bring the characters into the thick of it if they will let him.
- 5 – 6: ...renowned in the area as politically neutral, which makes him a perfect cover for guerrilla transport.

(52 – 53.A) Regimental Officer

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This decorated officer is a member of the deployed regiment of regular army in the area and he will not be shaking because of the presence of a few guerrillas in his territory.

REFEREE'S INFORMATION:

The regimental officer is (roll a d6)...

- 1 – 2: ...the leader of an armoured company with numerous tanks and vehicular support.
- 3 – 4: ...a fair leader of his troops; they respect and follow him dutifully.
- 5 – 6: ...third generation military, all serving under the same government; he will not respond to 'terrorists' with anything but brute force.

(52 – 53.P) Chemist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Sometimes the only way for a guerrilla unit to get the upper hand on their enemies is to resort to special weapons and tactics. This wartime scientist is exactly who they need to speak to for that sort of thing.

REFEREE'S INFORMATION:

The chemist is (roll a d6)...

- 1 – 2: ...preparing a powerful combat stimulant that the characters could use if they wish to.
- 3 – 4: ...not working under any form of legal restrictions and knows how to make several chemical weapons.
- 5 – 6: ...not willing to mix up deadly reactants but has no qualms about making large doses of sedatives and knock-out gases.

(54 – 55.A) Night Security

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

This poor part-time security agent has the misfortune of being assigned a night shift at a location targeted by the characters. Guerrillas do their best work under the cover of darkness; placing him directly in their way.

REFEREE'S INFORMATION:

The night security is (roll a d6)...

- 1 – 2: ...not willing to die for his job but will run away to report activity.
- 3 – 4: ...going to hide if he can and just watch what the characters

do, reporting them later to the authorities when it is safe.

- 5 – 6: ...battle-trained and not afraid to make a fighting withdrawal to his office where he can call for backup.

(54 – 55.P) Distraction

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Fully aware that it could get him into a great deal of trouble or danger, this dedicated citizen is going to make himself into some kind of decoy to give the characters time to work.

REFEREE'S INFORMATION:

The distraction is (roll a d6)...

- 1 – 2: ...going to do something inane in a public place (streaking, drunken shouting and so on).
- 3 – 4: ...planning a spectacular show for the public that will assuredly get him arrested.
- 5: ...willing to call in a bomb or chemical threat to a different location.
- 6: ...not afraid to stage a fake attack or personal threat to a government location.

(56 – 61.A) Perceptive Repairman

Required Skills: Engineer or Mechanic

 Required Equipment:
A Sabotaged Machine

PLAYER'S INFORMATION:

This common repairman spends his whole day waist deep in engines, gears and other mechanical devices. When he sees that something is dangerously wrong with something, he inadvertently uncovers a saboteur's handiwork.

REFEREE'S INFORMATION:

The perceptive repairman is (roll a d6)...

- 1 – 2: ...not skilled enough to undo the saboteur's work without hurting a lot of people.
- 3 – 4: ...going to try to undo what has been done but not before reporting it to the authorities.
- 5 – 6: ...confident that he can neutralise what the saboteur did and will set to doing so immediately.

(56 – 61.P) Citizen Group Leader

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Guerrillas do their best work when the local populace is behind them and this esteemed social leader of the citizenry can bring dozens or even hundreds to their cause.

REFEREE'S INFORMATION:

The citizen group leader is (roll a d6)...

- 1 – 2: ...extremely charismatic and changes a crowd's mood in minutes.
- 3 – 4: ...a friend to the characters and definitely on their side.
- 5 – 6: ...willing to sacrifice several of his fellow citizens to see the characters succeed.

(62 – 63.P) Gangland Supporter

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

The street gangs and underworld thugs of the area can make for a useful tool in a conflict against the people who would arrest them and this member of their sub-culture is on the side of the characters.



(62 – 63.A) Government Supporter

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Not actually an employee of the government but rather just someone who helps their causes, this vocal and brave speaker can single-handedly erase what little approval a guerrilla unit has mustered.

REFEREE'S INFORMATION:

The government supporter is (roll a d6)...

- 1 – 2: ...making public speeches against the use of hired guerrillas in this conflict.
- 3 – 4: ...a prominent public figure, making it harder for common people to ignore him.
- 5 – 6: ...not above using lies and propaganda to steer public opinion.

REFEREE'S INFORMATION:

The gangland supporter is (roll a d6)...

- 1 – 2: ...churning out recruits for the current situation.
- 3 – 4: ...spreading the word amongst the gangs that the oppressors are to be attacked as often as possible.
- 5: ...willing to introduce the characters to the biggest crimelord in the area.
- 6: ...one of the reasons why the characters' unit has been ticketed to fight here at all.

(64.A) Enemy Commando

Required Skills: Tactics

Required Equipment: None

and Any Combat

PLAYER'S INFORMATION:

A guerrilla's war is supposed to be fast and behind the scenes and the presence of a ticketed commando to oppose them is never a good sign. This professional soldier makes things a lot more brutal and up front.

REFEREE'S INFORMATION:

The enemy commando is (roll a d6)...

- 1 – 2: ...not actually targeting the characters, merely their employers.
- 3 – 4: ...willing to come to a mercenary-to-mercenary agreement that means both tickets becoming voided and reputations smudged.
- 5 – 6: ...violent, mean and skilled at taking lots of lives in short order.

(64.P) Inside Man

Required Skills: Deception

Required Equipment: None

PLAYER'S INFORMATION:

This man works for the very people that the characters are fighting against but wants to see his employers' downfall and perhaps make a little money on the side by helping the guerrillas.

REFEREE'S INFORMATION:

The inside man is (roll a d6)...

- 1 – 2: ...only willing to open secure doors, give passcodes and turn off security measures; he does not want any blood directly on his hands.
- 3 – 4: ...aware that his role in this means that he is dead if the guerrillas do not win, so he will do what he has to in order to see that they succeed.
- 5 – 6: ...so tired of his boss that he actually is seeking out the characters to help them; just so long as he gets to pull the trigger on his supervisors.

(65.A) Agency Assassin

Required Skills: Investigate, Stealth Required Equipment: None

PLAYER'S INFORMATION:

One of the best ways to deal with a guerrilla unit harassing you is hire a counter-guerrilla to take out their cell leaders. This cold-blooded assassin is just the mercenary to do it.

REFEREE'S INFORMATION:

The agency assassin is (roll a d6)...

- 1 – 2: ...specialised in up-close-and-personal killing; making sure that the job is done right.
- 3 – 4: ...a trained sniper that will make being out in the open very hard for the characters.
- 5 – 6: ...someone that the characters actually know from a different ticket or tour of duty; they did not like him much then, either.

(65.P) Vigilante

Required Skills: Investigate, Persuade Required Equipment: None

PLAYER'S INFORMATION:

This local legend is a criminal wanted by the local authorities but he is only wanted because of his direct involvement with the murders of many true criminals – those who are hurting the populace.

REFEREE'S INFORMATION:

The vigilante is (roll a d6)...

- 1 – 2: ...unassuming and just a normal citizen on the outside but he is a skilled killer and a devout believer in his people.

- 3 – 4: ...notorious for focussing his actions against the same people that the characters are working against now.

- 5 – 6: ...interested in working alongside the characters but not as a fellow guerrilla just yet.

(66.A) Head of State

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

This is the mouth of the local government's power and he is often the primary target of all guerrilla activity in the area. The government might go on without him but it will not be quick or without a time of chaos.

REFEREE'S INFORMATION:

The head of state is (roll a d6)...

- 1: ...just a puppet figure that means nothing to the true power behind the curtain.
- 2 – 3: ...actually a look-alike or decoy being used to draw out would-be assassins.
- 4 – 5: ...making a public announcement about the current conflicts, likely denouncing them as terrorist attacks or mindless brutality.
- 6: ...appearing to publicly apologise to his people about the situation to cease the unrest. This situation is temporary of course but perhaps long enough to get the characters out of the picture.

(66.P) Prime Guerrilla Agent

Required Skills: Broker, Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

Armed with a touching story about the downtrodden and the oppressed along with a full docket of files showing atrocities and crimes against the citizenry, this ticket broker comes with every guerrilla's dream job.

REFEREE'S INFORMATION:

The prime guerrilla agent is (roll a d6)...

- 1 – 2: ...ready to have the characters and their belongings transported secretly and quickly to the location in 24 hours.
- 3 – 4: ...an elected representative of his planet's illegal underground government.
- 5 – 6: ...willing to pay the ticket weekly due to the nature of the work being described, as well as supply weapons and armour as needed.

SECURITY PATRON ENCOUNTERS

Characters in the Security career path are hired to protect their ticketed ward, be it a building, person or thing. Sometimes they travel with the target; other times they are put on local patrols. They have one of the more social mercenary roles, especially when escorting a person across the galaxy.

Security Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Trespasser	Helpful Client
12 – 13	Vandal	Line Agent
14 – 15	Demanding Ward	Tactical Agent
16 – 21	Loose-lipped Comrade	Surveillance Contact
22 – 23	Crafty Rogue	Guardsmen
24 – 25	Dedicated Problem	Animal Handler
26 – 31	Burglar	Lookout
32 – 33	Investigative Passer By	Technophile
34 – 35	Talkative Guard	Assisting Patrolman
36 – 41	High-Profile Client	Defender-for-Hire
42 – 43	Professional Sniper	Citizen Aide
44 – 45	Well-Informed Enemy	Shipside Monitor
46 – 51	Aggressive Ward	Unit Arranger
52 – 53	Hidden Threat	Defence Technology Dealer
54 – 55	Naval Ship's Captain	Sharpshooter
56 – 61	Collateral Damage Expert	Assault Expert
62 – 63	Psionic Intruder	Urban Trapper
64	Suicidal Aggressor	Supporting Officer
65	Legal Intruder	Defence Specialist
66	Organised Attacker	Prime Security Agent

(11.A) Trespasser

Required Skills: Investigate Required Equipment: Location Ward

PLAYER'S INFORMATION:

This unfortunate soul has chosen to sneak or break into the area protected by a security unit and probably does not know the trouble he is actually in.

REFEREE'S INFORMATION:

The trespasser is (roll a d6)...

- 1 – 2: ...completely unaware of the security agents.
- 3 – 4: ...not going to react well to armed guards being around and will likely draw weapons against them.
- 5 – 6: ...fully aware of the security mercenaries but needs to enter the grounds regardless.

(11.P) Helpful Client

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Being protected is this client's first priority and he will do anything he can to make sure the characters can do this.

REFEREE'S INFORMATION:

The helpful client is (roll a d6)...

- 1 – 2: ...wanted by very dangerous people and knows that making a mistake will cost him his life.
- 3 – 4: ...not necessarily helpful but he is too terrified of the characters not to follow their directions.
- 5 – 6: ...willing to help in a combat situation by using his small pistol but not if the characters say otherwise.

(12 – 13.A) Vandal

Required Skills: None Required Equipment: Location Ward

PLAYER'S INFORMATION:

When this person strolled onto the protected property watched over by the characters, he wanted to just spray some graffiti and maybe write some street-poetry. What he got was drastically different.

REFEREE'S INFORMATION:

The vandal is (roll a d6)...

- 1 – 2: ...a real coward who will run at the first sign of actual trouble.
- 3 – 4: ...armed with some low-grade weaponry but is not terribly confident in its use.
- 5 – 6: ...a local gang member who will call in some violent support if he has to.

(12 – 13.P) Line Agent

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This fellow member of the unit has joined the characters in their current ticket whether or not they felt they needed the help and he has made things a little easier.

REFEREE'S INFORMATION:

The line agent is (roll a d6)...

- 1 – 2: ...a new recruit and eager to learn the basics from someone who knows how things actually work in the field.
- 3 – 4: ...a friend of the characters who has not worked with them for several tickets.
- 5: ...a hot-headed mercenary who should probably be a commando rather than a security agent.
- 6: ...a cool, collected killing machine that is actually researching the characters' efficiency for the unit commander.

(14 – 15.A) Demanding Ward

Required Skills: None

Required Equipment: Living Ward

PLAYER'S INFORMATION:

Some bodyguard assignments are better than others and this is not one of them. This whining and complaining ward orders the characters around like he was much more important than he should be.

REFEREE'S INFORMATION:

The demanding ward is (roll a d6)...

- 1 – 2: ...nothing if not persistent in his orders.
- 3 – 4: ...going to be difficult to keep safe because of his wants and desires.
- 5 – 6: ...targeted by dangerous people who will take advantage of any mistakes that the characters make.

(14 – 15.P) Tactical Agent

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This unit member is trained to plan and prepare the best way to set guards, arrange patrols and look out for trouble. He is a one-man tactical spread and he will be invaluable to any ticket.

REFEREE'S INFORMATION:

The tactical agent is (roll a d6)...

- 1 – 2: ...being placed with the characters as an advisor.
- 3 – 4: ...concerned about the tactical soundness of the characters' current plan and he wants to go over it with them.
- 5 – 6: ...training one of the characters in the finer points of tactics awareness.

(16 – 21.A) Loose-lipped Comrade

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Security work is much easier when no one knows the location of the ward or the route in which it will be moved from place to place but this ally of the characters cannot help but occasionally say things he should not concerning these things.

REFEREE'S INFORMATION:

The loose-lipped comrade is (roll a d6)...

- 1 – 2: ...terribly forgetful; he is always linking back in with easily-overheard questions about the mission plan.
- 3 – 4: ...too talkative to be a good security agent.
- 5 – 6: ...responsible for letting an enemy of the ward know too much of the plan and now the whole ticket is in danger.

(16 – 21.P) Surveillance Contact

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This hawk-eyed civilian agent of a local surveillance firm has worked several times with the unit, offering his electronic satellite imagery and network of spy cams for their use.

REFEREE'S INFORMATION:

The surveillance contact is (roll a d6)...

- 1 – 2: ...patched in with the governmental high-tech satellite systems; he can read someone's nametag from orbit if need be.
- 3 – 4: ...helping the characters for a hefty side payment, as his employer would be upset to know he was using the equipment for 'personal' projects.
- 5 – 6: ...already working on the characters' ticket and has come up with a file full of possible security breaches and suspicious onlookers for them to investigate.

(22 – 23.A) Crafty Rogue

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

A security agent's job is difficult when having to work against someone who knows how to be unseen and this cunning criminal has been trained to blend in very well. He is dangerously clever.

REFEREE'S INFORMATION:

The crafty rogue is (roll a d6)...

- 1 – 2: ...an expert at disguises; if he wants to get past the characters, that is the way that he will do it.
- 3 – 4: ...looking to steal something from the characters' ward.
- 5: ...performing some kind of underhanded action on someone else's behalf – and payroll.
- 6: ...bloodthirsty and carrying a grudge against the characters' employers.

(22 – 23.P) Guardsman

Required Skills: None

Required

Equipment: None

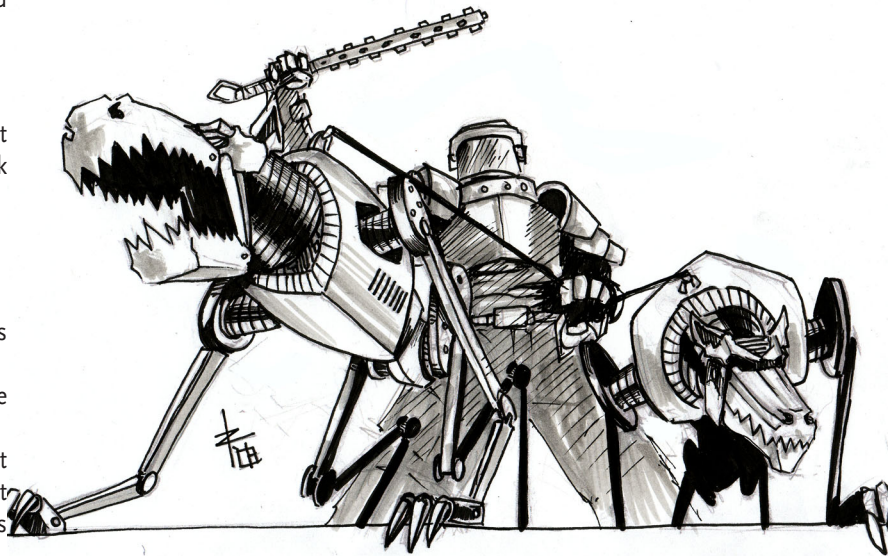
PLAYER'S INFORMATION:

This is a slightly experienced member of the unit who knows the characters and what kind of work they will need him to do.

REFEREE'S INFORMATION:

The guardsman is (roll a d6)...

- 1 – 2: ...an old friend of one of the characters; he is helping because he owes him a favour.
- 3 – 4: ...assigned to the same ticket as the characters but in a subordinate level.
- 5 – 6: ...looking to become a permanent attachment to the characters' team but knows that he might be imposing, so he has something special to offer them.



(24 – 25.A) Dedicated Problem

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Like a cockroach, this person keeps returning every time he is chased off or shooed away to cause more trouble for the characters.

REFEREE'S INFORMATION:

The dedicated problem is (roll a d6)...

- 1 – 2: ...being paid to be a nuisance as cover for a bigger threat elsewhere.
- 3 – 4: ...not dangerous but a waste of resources to deal with on a nightly basis.
- 5 – 6: ...waiting for the perfect time to strike and reveal that he is much more than just a happenstance encounter.

(24 – 25.P) Animal Handler

Required Skills: Animals

Required Equipment: None

PLAYER'S INFORMATION:

Having a few guard dogs or whatever passes as the local patrol animal around can be a big help when defending something, and this specialist agent has a team of them at his disposal.

REFEREE'S INFORMATION:

The animal handler is (roll a d6)...

- 1 – 2: ...the sole person responsible for his animals but they are very well trained and useful.
- 3 – 4: ...in possession of a rare and very dangerous animal that is scarcely able to be called domesticated but it is extremely good at being on guard.

- 5 – 6: ...actually the leader of an entire animalist team being placed under the command of the characters.

(26 – 31.A) Burglar

Required Skills: Investigate

Required Equipment: Location Ward

PLAYER'S INFORMATION:

This skilled criminal has decided that the client location of the characters' security ticket is going to be the next target on his list of places to rob.

REFEREE'S INFORMATION:

The burglar is (roll a d6)...

- 1 – 2: ...not terribly quiet about his job and is likely to get caught in the process of breaking in.
- 3 – 4: ...a professional on the payroll of an enemy of the characters; he was hired to steal something specific from the location.
- 5 – 6: ...armed just in case of emergency and will use it if he thinks that it will help him to get away.

(26 – 31.P) Lookout

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Hired specifically as an extra set of eyes and ears, this sub-employee of the characters stays in constant communication in case he sees or hears something suspicious.

REFEREE'S INFORMATION:

The lookout is (roll a d6)...

- 1 – 2: ...just a local teenager working for a few credits but he is more or less loyal.
- 3 – 4: ...working for the characters' employer as well on a separate contract.
- 5 – 6: ...pretty sure that he is being watched by a stationary transport vehicle and thinks it means trouble.

(32 – 33.A) Investigative Passer By

Required Skills: Deception, Investigate Required Equipment: None

PLAYER'S INFORMATION:

This happenstance citizen is just a little bit too curious of the characters and their situation as he passes by, causing them to be on alert.

REFEREE'S INFORMATION:

The investigative passer by is (roll a d6)...

- 1 – 2: ...just walking his pet but they did happen to stop perfectly in front of the characters' position.
- 3 – 4: ...on an exercise run and listening to headphones – or is patched into a cleverly disguised secure communications network.
- 5 – 6: ...actually a real agent working for someone targeting the characters' ward. Unless they can catch him quickly, he will bring back some well-informed foes.

(32 – 33.P) Technophile

Required Skills: None Required Equipment: High-Tech Equipment

PLAYER'S INFORMATION:

The sorts of equipment that this unit member desires to use are always of a higher technology than that of the rest of the team, even if it is expensive and rare – actually, especially so.

REFEREE'S INFORMATION:

The technophile is (roll a d6)...

- 1 – 2: ...so well equipped that he is a one-man army and a good addition to any ticketed team.
- 3 – 4: ...researching a lead he has on a smuggler who is selling tons of high-tech weapons and gadgets.
- 5 – 6: ...loyal to the unit and does not mind sharing some of his 'toys'.

(34 – 35.A) Talkative Guard

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Security work does not have to be silent and without conversation but this low-ranking guardsman does not know when it is time to be quiet.

REFEREE'S INFORMATION:

The talkative guard is (roll a d6)...

- 1 – 2: ...always going on about the negative parts of the job; he is a non-stop complainer.
- 3 – 4: ...nervously chattering on about this and that into the team's communications network, making it difficult to hear anything else.
- 5 – 6: ...just annoying enough to make team members assigned with him wonder if they could arrange an 'accident' for him.

(34 – 35.P) Assisting Patrolman

Required Skills: None Required Equipment: Location Ward

PLAYER'S INFORMATION:

This local patrolman has offered his assistance in keeping a close eye on the characters' ward location. He knows the area well from years of patrol duty and little will get by him.

REFEREE'S INFORMATION:

The assisting patrolman is (roll a d6)...

- 1 – 2: ...thinking about retiring early and starting his own privatised security force.
- 3 – 4: ...a seasoned officer that is not likely to be fooled by those looking to sneak onto the property.
- 5 – 6: ...a fast thinker and a good problem solver; he will be helpful if someone does try to break into the ward location.

(36 – 41.A) High-Profile Client

Required Skills: Stealth Required Equipment: Living Ward

PLAYER'S INFORMATION:

The person that the unit was hired to protect is not just any face in a crowd; he is someone well-known and easily recognisable. Keeping him secure will be a difficult task.

REFEREE'S INFORMATION:

The high-profile client is (roll a d6)...

- 1 – 2: ...not making his security a priority above public appearances and random breaks away from the plan.
- 3 – 4: ...almost universally hated in the local area.
- 5 – 6: ...targeted by a suitably high-profile and powerful enemy that are not shy about their intentions toward him.

(36 – 41.P) Defender-for-Hire

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Skilled and knowledgeable about how the industry works, this security mercenary brings experience and dependability to the team.

REFEREE'S INFORMATION:

The defender-for-hire is (roll a d6)...

- 1 – 2: ...helping the characters for a few weeks while his team's next ticket gets through legal administration.
- 3 – 4: ...well-versed in how the characters normally work but he thinks they could do better if they try the next ticket 'his way'.
- 5 – 6: ...aware of a plot against the characters from another team previously hired by the same client. He was on that team and knows what they are planning.

(42 – 43.A) Professional Sniper

Required Skills: Stealth

Required Equipment: Living Ward

PLAYER'S INFORMATION:

Someone has hired a professional assassin – a sniper – to end the life of the characters' ward.

REFEREE'S INFORMATION:

The professional sniper is (roll a d6)...

- 1 – 2: ...a skilled shot but he will not take it unless he is assured a clean kill.
- 3 – 4: ...using a unique and powerful rifle that will make him easy to track if the characters need to.
- 5 – 6: ...actually hired to take shots at the characters protecting the ward, who is to be kidnapped shortly after the security has been neutralised.



(42 – 43.P) Citizen Aide

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

A local citizen has been assigned to help the characters in some way by the client. He knows the dangers but continues in his duty nonetheless.

REFEREE'S INFORMATION:

The citizen aide is (roll a d6)...

- 1 – 2: ...a glorified personal assistant that is to help the characters get anything they need to do their job.
- 3 – 4: ...being paid to serve the characters' every need while they are on assignment.
- 5: ...trained as a private bodyguard as well as an aide.
- 6: ...the only person besides the characters that are allowed in and out of the protected area without being detained for inquiry.

(44 – 45.A) Well-Informed Enemy

Required Skills: Deception

Required Equipment: None

PLAYER'S INFORMATION:

The security industry only works because one side hides the facts from the other side but this enemy of the characters' employer seems to know all of the details ahead of time.

REFEREE'S INFORMATION:

The well-informed enemy is (roll a d6)...

- 1 – 2: ...being fed information from someone on the inside of the ticket.
- 3 – 4: ...going to try to sneak through the holes in the characters' security perimeter without them ever knowing.
- 5 – 6: ...planning a major assault using what they know, making defending against their precision attacks difficult to say the least.

(44 – 45.P) Shiptside Monitor

Required Skills: None

Required Equipment: Shiptside Ward

PLAYER'S INFORMATION:

This member of the ship's assigned security crew is in charge of watching all of the electronic monitoring feeds. He sees so much of what is going on throughout the ship, he could be indispensable for a common shiptside ticket.

REFEREE'S INFORMATION:

The shiptside monitor is (roll a d6)...

- 1 – 2: ...not employed under the confines of the ticket; he must be paid out of pocket for his terribly useful services.
- 3 – 4: ...aware of some suspicious activity in the engine room of the ship but could not make out what it was before the monitor feed went dead.
- 5 – 6: ...eager to help the characters however he can; he is just happy to be doing something besides spying on people walking down hallways.

(46 – 51.A) Aggressive Ward

Required Skills: Persuade

Required Equipment: Living Ward

PLAYER'S INFORMATION:

Protecting a client is much easier when the client recognises the danger that they are in and act accordingly but this hot-headed fool wants to run out and meet his foes directly instead of letting the characters do their jobs.

REFEREE'S INFORMATION:

The aggressive ward is (roll a d6)...

- 1 – 2: ...constantly throwing insults and profanities at people, even if they are not paying any attention to him.
- 3 – 4: ...mean and rude even to the characters because they will not let him 'deal' with his enemies.
- 5: ...carrying a weapon unknown to the characters; he will draw it at an inopportune time and make threats when agitated.
- 6: ...willing to sneak away from the characters to confront his enemies.

(46 – 51.P) Unit Arranger

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This unit officer is the one in charge of taking the decisions of the unit's ticket administration and unit commander and assigning the right team to the job.

REFEREE'S INFORMATION:

The unit arranger is (roll a d6)...

- 1 – 2: ...friendly with the characters and wants to sit down and talk to them about what sort of new ticket they want to be on.
- 3 – 4: ...lining up a new ticket for the characters and thinks he should arrange something special for them.
- 5 – 6: ...one of the only people that the unit commander will listen to when it comes time for promotions and specialist assignment training.

(52 – 53.A) Hidden Threat

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Someone currently close to the characters is a threat to them, their safety or the safety of their current client.

REFEREE'S INFORMATION:

The hidden threat is (roll a d6)...

- 1 – 2: ...one of the local citizens who is going to do something unexpected and assault the client.
- 3 – 4: ...present in the form of a double-crossing member of the security unit.
- 5 – 6: ...actually from the client itself. Something is wrong with it that can only be described as 'self-destructive'.

(52 – 53.P) Defence Technology Dealer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Appropriating and selling defence technology such as surveillance, armour and remote drones is this retailer's primary business. If it is useful in keeping something or someone safe, he probably has one.

REFEREE'S INFORMATION:

The defence technology dealer is (roll a d6)...

- 1 – 2: ...on his way to pick up a new shipment of 'less-lethal' IR-triggered defence mines and he will trade the characters a few of them for their escort to and from the pickup point.
- 3 – 4: ...an ally of the security unit, offering them a standing 10% discount.
- 5 – 6: ...an old security mercenary himself and he will tell the characters exactly what he thinks about what he has to offer if they ask.

(54 – 55.A) Naval Ship's Captain

Required Skills: Admin

Required Equipment: Shippside Ward

PLAYER'S INFORMATION:

While assigned to a ticket with shippside duty, the naval officers onboard rarely have good things to say about the 'hired muscle'. This is the ringleader of the negative thinking, the captain of the ship, who hates that he has been saddled with the characters.

REFEREE'S INFORMATION:

The naval ship's captain is (roll a d6)...

- 1 – 2: ...upset that his own government thinks that his crew cannot protect the ship well enough.
- 3 – 4: ...looking for a good way to make the characters look bad to his superiors, perhaps even by staging an attack on the ward.
- 5 – 6: ...not quiet about his displeasure, spreading an ill reputation and demeanour to everyone on the ship except for the characters.

(54 – 55.P) Sharpshooter

Required Skills: Tactics

Required Equipment: None

PLAYER'S INFORMATION:

This unit specialist has extensive training with a number of long-ranged firearms. He is called upon to use these skills when open areas or firing lanes permit the use of supporting cover. When a problem arises and he gets the order, it rarely takes more than one shot.

REFEREE'S INFORMATION:

The sharpshooter is (roll a d6)...

- 1 – 2: ...a former sniper, having transferred to the security unit to avoid moral dilemmas.
- 3 – 4: ...being attached to the characters' team due to an increased chance of personnel assaults but he will wait for the highest ranking character's signal before shooting.

- 5: ...quiet and cold to people but he can be heard occasionally talking to his rifle in soft and loving tones.
- 6: ...in the job to save lives, not take them. He often goes for disarming shots and incapacitation rather than killing hits.

(56 – 61.A) Collateral Damage Expert

Required Skills: None Required Equipment: Location Ward

PLAYER'S INFORMATION:

Intelligent and coldly logical, this enemy of the characters' employer is good at using mass-effect weaponry to exactly the effect he needs.

REFEREE'S INFORMATION:

The collateral damage expert is (roll a d6)...

- 1 – 2: ...a demolitionist that modifies all of his grenades and detonators himself, making sure that they cause as much or as little additional damage as he needs.
- 3 – 4: ...a professional arsonist by hobby and construction wrecker by trade; he knows how to burn a building down without so much as discolouring the neighbours' houses.
- 5 – 6: ...utterly careless of sentient life, making sure that his attacks endanger as many bystanders as possible to help add to the chaos so that he is free to make his escape.

(56 – 61.P) Assault Expert

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Specialising in the actual offensive strikes that are often a security agent's worry, this unit member can better prepare for an assault because he knows how he would do it if the tables were reversed.

REFEREE'S INFORMATION:

The assault expert is (roll a d6)...

- 1 – 2: ...taking a look at the characters' current defence scheme for their ticket, giving them a few pointers here and there.
- 3 – 4: ...going to lead a 'mock assault' exercise on a supposedly defended position and wants the characters to join him as his fellow assaulters.
- 5 – 6: ...looking for someone to test his newly designed anti-riot powered armour – in an actual riot occurring a few cities away.

(62 – 63.A) Psionic Intruder

Required Skills: Investigate Required Equipment: None

PLAYER'S INFORMATION:

This mentally-enhanced trespasser can break into any location or get at anybody he wants simply by sending his mind there but he requires the weak-minded to interact with it.

REFEREE'S INFORMATION:

The psionic intruder is (roll a d6)...

- 1 – 2: ...just a mental spy, getting a layout and security diagram of the area before the actual intrusion force comes.
- 3 – 4: ...a powerful dismantler of memories; he could walk in and walk out without anyone ever remembering that he was there.
- 5 – 6: ...assaulting the willpower of one the characters to control them, getting him to do the damage to the client himself.



(62 – 63.P) Urban Trapper

Required Skills: Persuade, Tactics Required Equipment: None

PLAYER'S INFORMATION:

Setting mines, barricades, sensors and other traps and catches for potential enemies is this security agent's primary skill. He can defend an area single-handedly if he has a few hours to prepare the surrounding perimeter.

REFEREE'S INFORMATION:

The urban trapper is (roll a d6)...

- 1 – 2: ...not equipped to set up a proper perimeter but will help the characters use what already exists in the area to set up a few simple traps and tricks.
- 3 – 4: ...prepared to help the characters create a dangerous zone in which they are to funnel any enemies into and watch the traps take care of them.
- 5 – 6: ...not here to help them directly but rather to deliver a trio of automated defence turrets and remote drones that he will set up before leaving.

(64.A) Suicidal Aggressor

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Nothing will stop this crazed attacker from trying to harm the client, not even the threat of his own impending demise.

REFEREE'S INFORMATION:

The suicidal aggressor is (roll a d6)...

- 1 – 2: ...a member of an ultra-radical sect that does not waver at self-sacrifice.
- 3 – 4: ...planning on finding the target and eliminating it at all costs, even though he will never make it out of the area again.
- 5 – 6: ...just a lunatic looking to go out in a blaze of gunfire and glory.

(64.P) Supporting Officer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

The local peacekeeping office of the operational authority is a good source of help and this high-ranking officer within that organisation is amenable to supporting the security unit in its endeavours.

REFEREE'S INFORMATION:

The supporting officer is (roll a d6)...

- 1 – 2: ...good friends with the chief of his organisation, relaying any requests that the characters might have directly to him.
- 3 – 4: ...intrigued about the life of a security mercenary and wants to spend a great deal of time helping the team out as research.
- 5 – 6: ...going to serve as the local liaison to the peacekeeping force for the team but will also use his local power of authority against any enemies if the situation calls for it.

(65.A) Legal Intruder

Required Skills: Advocate

Required Equipment: Location Ward

PLAYER'S INFORMATION:

Whatever the reasons, this person is allowed freely to enter the protected area without fear of being hindered in any way by the security team. He has nearly no rights other than to enter but that could be enough to cause problems.

REFEREE'S INFORMATION:

The legal intruder is (roll a d6)...

- 1 – 2: ...a local authoritarian trooper that has a warrant to search the premises for information unrelated to the characters' ticket.
- 3 – 4: ...someone that works for the client too; he bears a writ that demands his immediate entrance to the location.
- 5: ...a governmental official that has all the right paperwork that says he can come in and look around.
- 6: ...carrying paperwork – forged paperwork. He is actually an enemy of the client trying to get inside and plant a destructive device but not if he gets caught first.

(65.P) Defence Specialist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

A high-ranking member of the security unit, this mercenary shows that there is a great deal to be learned and earned in this line of work. He bears a few scars from hostile tickets and he has even lost his share of wards in the past but he remains part of the backbone of the unit.

REFEREE'S INFORMATION:

The defence specialist is (roll a d6)...

- 1 – 2: ...looking for a team of security mercenaries willing to protect an important alien ambassador for triple the normal share in the ticket compensation.
- 3 – 4: ...giving out commendations and potential promotions to security teams that have yet to lose a ward.
- 5 – 6: ...thinking about retiring soon but wants to go on one last ticket. He chooses the characters to be his team for the ticket, which will prove to be an interesting assignment, if they accept.

(66.A) Organised Attacker

Required Skills: Tactics, Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This is a powerful enemy of the client seeking to do real damage to the ward and anyone standing between him and it. He has a great deal of training on how to perform these attacks and lots of good intelligence and support on his side.

REFEREE'S INFORMATION:

The organised attacker is (roll a d6)...

- 1 – 2: ...willing to offer the characters a sizeable financial amount to back out of their ticket and leave the ward to him and his employees.
- 3 – 4: ...obviously a former striker or commando, as he has access to some serious firepower and knows the tactics and training to use them.
- 5 – 6: ...the leader of a religious cult opposed to the existence of the client, the ward, the characters....anyone that gets in the way of their dastardly crusade!

(66.P) Prime Security Agent

Required Skills: Admin, Broker

Required Equipment: None

PLAYER'S INFORMATION:

This mysterious man with a heavy briefcase and a gentle smile comes bearing a possible protection contract that seems like the most ideal arrangement that the characters have ever seen. They have done something to deserve the chance to enter into this agreement and now it stares them in the face.

REFEREE'S INFORMATION:

The prime security agent is (roll a d6)...

- 1 – 2: ...offering an entire starship and not one of those little scout vessels, to the characters as pre-ticket payment if they take it to his employer's planet and serve as royal escorts for a galactic tour.
- 3 – 4: ...looking for someone to protect the royal heir to the throne of a powerful empire until his ascendancy in one year.
- 5 – 6: ...carrying a small package the characters would need to protect – unopened – for a period of 90 days before being paid a fortune. The package cannot be opened at all or the ticket is null and voided.

STRIKER PATRON ENCOUNTERS

Characters in the Striker career path are the infantry-for-hire in the mercenary ranks. They are called in for rapid assaults and lightning strikes; rarely do they get called in for a long term ticket. They come and go and they get a lot of free time in foreign lands because of it. They meet a lot of new faces and sometimes get called upon to put a bullet in them.

Striker Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Enemy Line Soldier	Arms Supplier
12 – 13	Heavy Gunner	APC Driver
14 – 15	Site Defender	Drop Pilot
16 – 21	Trench Runner	Pugilist
22 – 23	Local Conscript	Squadmate
24 – 25	Battlefield Psycho	Headquarters Messenger
26 – 31	Enemy Wounded	Arms Requisition Officer
32 – 33	Platoon Leader	Strike Leader
34 – 35	Accurate Grenadier	Unit Medic
36 – 41	Armoured Trooper	Civilian Scout
42 – 43	Military Psionist	Unit Leader
44 – 45	Savage Combatant	Amphibious Striker
46 – 51	Enemy Weapon Specialist	Ortillery Officer
52 – 53	Cyber-soldier	Local Supporter
54 – 55	Alien Commando	Strike Commander
56 – 61	Overshooter	Breach Leader
62 – 63	Family Man	Anti-Armour Specialist
64	Opposing Striker	Client General
65	Professional Soldier	Primary Commander
66	Enemy Commander	Prime Striker Agent

(11.A) Enemy Line Soldier

Required Skills: Any Combat Required Equipment: Any Weapon

PLAYER'S INFORMATION:

The most common foe that a striker has to deal with is the horde of common infantry that waits across a battlefield from them, just like this common soldier.

REFEREE'S INFORMATION:

The enemy line soldier is (roll a d6)...

- 1 – 2: ...just doing his job but he is pretty good at it.
- 3 – 4: ...on his way to a promotion for valorous service, not to mention his unerring aim.
- 5 – 6: ...armed and equipped better than the average soldier, which will make him more difficult to overcome.

(11.P) Arms Supplier

Required Skills: Persuade Required Equipment: None

PLAYER'S INFORMATION:

Mercenary units have to get their guns and ammunition from someone and this charming galactic trader is happy to be the one who does it.

REFEREE'S INFORMATION:

The arms supplier is (roll a d6)...

- 1 – 2: ...best when dealing in bulk, which is why he likes selling to the unit as a whole.
- 3 – 4: ...offering the characters a special deal on some rare equipment.
- 5 – 6: ...pleased to say that he has a new type of ammunition that he has never seen before and he wants the characters to run a 'test drive' for him.

(12 – 13.A) Heavy Gunner

Required Skills: Any Combat Required Equipment: Any Weapon

PLAYER'S INFORMATION:

Facing off against a normal enemy is challenging enough but even the hardest strikers in the business do not often choose to stand against this heavy weapon-toting infantryman.

REFEREE'S INFORMATION:

The heavy gunner is (roll a d6)...

- 1 – 2: ...not with the rest of his squad but is a lethal foe regardless of that fact.

- 3 – 4: ...weighed down with his specialist gear and will not pursue a fleeing foe; however he will not stop firing at them.
- 5 – 6: ...actually looking to switch sides because of some internal politics; can the characters believe him and risk bringing a heavy gun back to base?

(12 – 13.P) APC Driver

Required Skills: None

Required Equipment:
Armoured Transport Vehicle

PLAYER'S INFORMATION:

This brave soldier is in charge of the invaluable vehicular assets responsible for delivering the striker teams into hostile zones on the ground. He drives, drops them off and normally drives away to wait for a call for pickup.

REFEREE'S INFORMATION:

The APC Driver is (roll a d6)...

- 1 – 2: ...a good driver of many varieties of vehicles and he sticks with the characters' team as often as he can.
- 3 – 4: ...looking for an excuse to stick around and shoot a few things on one of his missions.
- 5 – 6: ...reckless and slightly foolhardy behind the control yoke of anything with external armour but he always gets the job done – even at the expense of the integrity of the vehicle.

(14 – 15.A) Site Defender

Required Skills: Tactics

Required Equipment: None

PLAYER'S INFORMATION:

A striker's worst nightmare is to assault a heavily fortified position, especially if it has been fortified by the designs of someone like this man. He is a trained defence specialist, perhaps even a security mercenary.

REFEREE'S INFORMATION:

The site defender is (roll a d6)...

- 1 – 2: ...well prepared for the characters; seemingly for anything they might have in store.
- 3 – 4: ...a master trapper as well as a defence technician; the whole area surrounding where he is located is dangerous.
- 5: ...actually part of a security mercenary unit hired to oppose the characters.
- 6: ...quite enamoured with the characters' past experiences. He could be considered an expert upon them.

(14 – 15.P) Drop Pilot

Required Skills: None

Required Equipment: Drop
Deployment Vessel

PLAYER'S INFORMATION:

For sixty-five seconds on average, this striker specialist pilots a rapidly descending craft through the atmosphere of a planet, directly

into a hostile sector, to let out an entire team of infantrymen into the combat.

REFEREE'S INFORMATION:

The drop pilot is (roll a d6)...

- 1 – 2: ...a fun-loving and slightly demented fellow that lives for the feeling of drop-ship impacts.
- 3 – 4: ...looking for something entertaining to do between drops but nothing short of a good fight will do.
- 5 – 6: ...sitting on a ticket, for which he will require a particularly crazy team to follow him, against unbelievable odds.

(16 – 21.A) Trench Runner

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This fast-footed enemy seems to always be in the right place at the wrong time, for the characters anyway. He brings supplies, ammunition and messages to and from the enemy troops – he is their lifeline.

REFEREE'S INFORMATION:

The trench runner is (roll a d6)...

- 1 – 2: ...carrying the orders to the front lines of a conflict that could cause serious problems for the characters.
- 3 – 4: ...the primary target for another striker team's ticket but the characters could choose to help them.
- 5 – 6: ...actually targeting the characters for a major offensive against them and is currently spreading the word about it. The farther it gets the more people to oppose the characters.

(16 – 21.P) Pugilist

Required Skills: Melee (Brawling)

Required Equipment: None



PLAYER'S INFORMATION:

Strikers generally use guns, grenades and blades to win their battles but this brawny unit member knows that fists and feet can potentially be just as deadly.

REFEREE'S INFORMATION:

The pugilist is (roll a d6)...

- 1 – 2: ...well known for having at least a dozen close quarters kills during his tickets.
- 3 – 4: ...holding a unit class on hand-to-hand fighting that he feels the characters should attend.
- 5: ...augmented with some combat implants that have turned his fists into even deadlier weapons.
- 6: ...a skilled student of an alien martial art that he will teach to the characters if they pass his rigorous tests first.

(22 – 23.A) Local Conscript

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Highly trained mercenary warriors, strikers do not often enjoy facing against unskilled citizen levies and penal legions. This untested soldier was pulled out of the local draft centre and handed a gun before ever seeing basic training.

REFEREE'S INFORMATION:

The local conscript is (roll a d6)...

- 1 – 2: ...looking for the first chance to flee from a combat situation; even going so far as turning his back on the characters to do so.
- 3 – 4: ...willing to go to the characters and ask for leniency when his unit is overrun, placing them in a moral dilemma.
- 5 – 6: ...still under the impression that he is an action star in a vid-drama and he will try to be the big hero by charging the characters.

(22 – 23.P) Squadmate

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This is another striker within the unit who is currently assigned to the characters' squad. He is not anything special but he is useful to have around.

REFEREE'S INFORMATION:

The squadmate is (roll a d6)...

- 1 – 2: ...a good and friendly guy to have around; he has already made several friends amongst the locals.
- 3 – 4: ...assigned to the characters' squad because he needed them to accompany him on a small ticket.
- 5 – 6: ...a real crack shot that is terribly useful on the battlefield but also can serve as a trainer for rifle techniques.

(24 – 25.A) Battlefield Psycho

Required Skills: Investigate,
Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

War can tax people in different ways and this strung out psychopath is the poster boy for the worst of it. Somewhere during his tour of duty he just snapped and now he goes about trying to sate some unnatural desires.

REFEREE'S INFORMATION:

The battlefield psycho is (roll a d6)...

- 1 – 2: ...currently wearing the skins and body parts of several different corpses. He is otherwise the same as he was; he simply wears his grisly trophies around.
- 3 – 4: ...trying to get himself killed but is doing so by asking the characters.
- 5: ...adorned with jagged scars and savage piercings made of scrap metal, bullets and wire.
- 6: ...seemingly innocent and child-like after his breakdown.

(24 – 25.P) Headquarters Messenger

Required Skills: Admin, Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Being able to communicate with the mercenary headquarters is invaluable for a striker unit stuck in the thick of it and this brave runner makes his living facilitating those messages back and forth.

REFEREE'S INFORMATION:

The headquarters messenger is (roll a d6)...

- 1 – 2: ...about to run back to the headquarters and will go ahead and take anything the characters need him to as well.
- 3 – 4: ...on his way back from command with a brand new set of secret manoeuvres for the characters.
- 5 – 6: ...kind of a scoundrel who frequently reads the messages that he is given and can be bribed to talk about what he knows.

(26 – 31.A) Enemy Wounded

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There is little more that strikes a moral dilemma to a mercenary than coming across a wounded enemy soldier. This former combatant looks badly hurt and unarmed but he is still an enemy soldier.

REFEREE'S INFORMATION:

The enemy wounded is (roll a d6)...

- 1 – 2: ...badly injured and likely to die. He will not be a problem for the characters but he will plead for them to spare him regardless.

- 3 – 4: ...suffering from a painful belly wound and begging for the characters to just kill him.
- 5 – 6: ...not as bad off as he seems and has a pistol tucked under his heat-blanket; he will use it on the characters as soon as he has an easy shot.

(26 – 31.P) Army Requisition Officer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Befriending this regular army clerk is a good idea for any striker, as he has the ability to make cases of ammunition appear or entire shipments of firearms disappear with the stroke of his pen.

REFEREE'S INFORMATION:

The army requisition officer is (roll a d6)...

- 1 – 2: ...interested in making profits outside of his paycheques and is happy to sell 'unused' stock.
- 3 – 4: ...an expert at ensuring paperwork hides even the largest of discrepancies in his inventory.
- 5 – 6: ...pleased to do business with the striker unit but will not sell them anything large enough to backfire on him at a later date.

(32 – 33.A) Platoon Leader

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This officer in the enemy's army is in charge of a large collection of military assets that he has to set against the actions of the strikers. He is a local leader and tactician and he is normally well protected.

REFEREE'S INFORMATION:

The platoon leader is (roll a d6)...

- 1 – 2: ...leading from the front in an effort to raise morale and it is working.
- 3 – 4: ...a decorated war hero who wears full battle dress and is calling for the characters to come to the front line in a challenge.
- 5 – 6: ...commonly found leading from behind a thick bunker wall and a row of tactical monitors and maps.

(32 – 33.P) Strike Leader

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

In charge of several small teams of strikers at a time, this mercenary officer is a veteran of several insertions and hostile events. He knows a lot about war and how it is waged properly.

REFEREE'S INFORMATION:

The strike leader is (roll a d6)...

- 1 – 2: ...counting on the characters to break through an enemy defence line but has arranged for some special equipment to make it easier.

- 3 – 4: ...joining the characters on the next part of their ticket; it is apparently too important to not see personally.
- 5 – 6: ...unhappy with how the course of the ticket has gone thus far and wants to change things for the better – so he is issuing a full offensive; one that the characters must be part of.

(34 – 35.A) Accurate Grenadier

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The enemy has unveiled this capable trooper through his liberal use of launched explosive devices. The worst part of the situation is that the guy is really good at putting them where he needs them to be.

REFEREE'S INFORMATION:

The accurate grenadier is (roll a d6)...

- 1 – 2: ...trying to wound his targets rather than killing them in order to take prisoners.
- 3 – 4: ...outfitted for anti-armour targeting, which would cause the characters' evacuation transport issues when it comes to getting out of there.
- 5 – 6: ...equipped with a high-tech multi-launcher; he will not be an easy target to eliminate.

(34 – 35.P) Unit Medic

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This specially-trained striker is good with a first aid kit and can make even the most grievous – yet non-fatal – wounds passable for a few hours until he can get them to the triage hab-tents.

REFEREE'S INFORMATION:

The unit medic is (roll a d6)...

- 1 – 2: ...attached to the characters' team due to their importance to the ticket's outcome.
- 3 – 4: ...looking for a good team to run with for a little while, just until he gets official orders.
- 5: ...equipped with several illegal narcotics that can help a wounded man fight on for hours before dropping.
- 6: ...a capable striker as well as a medic, stitching with one hand while shooting with the other.

(36 – 41.A) Armoured Trooper

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Outfitted with thick powered armour or even battle dress, this enemy soldier will be more difficult to deal with if the strikers are not equipped with suitable weaponry to crack his shell.

REFEREE'S INFORMATION:

The armoured trooper is (roll a d6)...

- 1 – 2: ...not going to hold the same firing line as his fellow soldiers; he will advance ahead of them.
- 3 – 4: ...equipped as he is because of his additional experience and training. He will be a bigger threat than any of his squadmates.
- 5 – 6: ...not only well-protected but also well-armed.

(36 – 41.P) Civilian Scout

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This local citizen has been paid by the striker unit to help them find the best place to set up preparation camps and a mobile headquarters or perhaps just to help them find their way around the area. He is not a full unit member but is still a great asset.

REFEREE'S INFORMATION:

The civilian scout is (roll a d6)...

- 1 – 2: ...brave enough to show the characters how to get to the enemy's supply lines.
- 3 – 4: ...from the area originally and knows more about the surrounding terrain than anyone else.
- 5 – 6: ...armed and willing to fight if the characters are there to help him.

(42 – 43.A) Military Psionist

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

There are few cultures that recognise the powers of psionists that do not utilise them in a military role. This mentalist soldier wears a different marking on his uniform and wields the power of his mind on the battlefield.

REFEREE'S INFORMATION:

The military psionist is (roll a d6)...

- 1: ...a telepath in military intelligence that uses his gift to misdirect the enemy.
- 2: ...a clairvoyant that uses his talents to spy on enemy plans.
- 3: ...a telekinetic that is like a one-man artillery unit on the front lines.
- 4: ...skilled in psionic awareness and is an army of one that leaps into the enemy and tears them limb from limb.
- 5: ...a psychoportation expert that makes for a powerful saboteur because of his ability to get into enemy lines.
- 6: ...an experimental cyberpath that mixes cybernetics and psionic talent into one deadly being.

(42 – 43.P) Unit Leader

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

The commander of the striker unit as a whole, this mercenary controls all of the back end happenings in the whole unit. He is the orchestration behind all tickets, actions and negotiations.

REFEREE'S INFORMATION:

The unit leader is (roll a d6)...

- 1 – 2: ...looking for a group of field advisors on the current ticket; they would have to wear personal surveillance equipment but they would have the unit leader's ear.
- 3 – 4: ...interested in getting back on the battlefield, wondering if the characters will be a good team to work with.
- 5 – 6: ...in need of setting up a trusted team with powered armour and a specific target to destroy.

(44 – 45.A) Savage Combatant

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This skilled and brutal soldier knows how to survive during a battle as well as any other military man but when he gets in close with his enemies – they will not leave him in one piece.

REFEREE'S INFORMATION:

The savage combatant is (roll a d6)...

- 1 – 2: ...a skilled knife fighter that is capable of holding off several opponents at once, slicing up most in the first few seconds of a fight.
- 3 – 4: ...implanted with body-weaponry that allows him to fight like an animal or bestial alien.
- 5 – 6: ...on a cocktail of combat drugs that make him tougher, stronger and more ferocious.

(44 – 45.P) Amphibious Striker

Required Skills: Athletics Required Equipment: Aquatic Equipment

PLAYER'S INFORMATION:

Trained in amphibious drops and beachfront assaults, this aquatic striker is a deadly foe that is frequently used in precision attacks or flanking manoeuvres.

REFEREE'S INFORMATION:

The amphibious striker is (roll a d6)...

- 1 – 2: ...looking for a team to help him on his next mission, which will require some special equipment and training.
- 3 – 4: ...holding a local course on how to best use an aquatic assault.
- 5 – 6: ...augmented either bionically or cybernetically with a set of high-pressure gills and retractable swimming fins on his hands and feet.

(46 – 51.A) Enemy Weapon Specialist

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This enemy support technician has a knack for doctoring his allies weaponry, making it all the more deadly when wielded against the characters.

REFEREE'S INFORMATION:

The enemy weapon specialist is (roll a d6)...

- 1 – 2: ...not actually enrolled with the enemy armed forces; he is just a local scientist that they have tapped for his skills.
- 3 – 4: ...outfitting all of his comrades' weapons with close quarters attachments for some strange reason.
- 5 – 6: ...not a frontline soldier and hates to be where the real action is but sometimes has to go to repair his own handiwork.

(46 – 51.P) Ortilery Officer

Required Skills: Persuade

Required Equipment: Starship

PLAYER'S INFORMATION:

Getting this gunnery officer on an allied starship on the characters' side during a major conflict could be paramount to a quick and decisive victory. When the fusion blasts begin to rain down from above, it is better to have them aimed at the enemy.

REFEREE'S INFORMATION:

The ortillery officer is (roll a d6)...

- 1 – 2: ...inviting the characters to come and spend a few hours on his ship to point out several potential targets on the battlefield maps.
- 3 – 4: ...willing to try and hit the designated enemy fortifications laser-spotted by the characters.
- 5 – 6: ...giving the characters one free target of their choice, no matter how insignificant.

(52 – 53.A) Cyber-soldier

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

An enemy soldier that has been heavily augmented with combat implants and enhancement cybernetics, this monster is more metal than meat.

REFEREE'S INFORMATION:

The cyber-soldier is (roll a d6)...

- 1 – 2: ...augmented, armoured and armed with equipment designed to go after the characters and their friends.
- 3 – 4: ...loaded with hundreds of thousands of credits worth of high-grade cybernetics.
- 5 – 6: ...actually a soldier-of-fortune mercenary signed on with the enemy to make examples out of the characters.

(52 – 53.P) Local Supporter

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

A local civilian that wants to help out the strikers' side of the conflict in some way, this friendly person is not a combatant but thinks he can aid those who are.

REFEREE'S INFORMATION:

The local supporter is (roll a d6)...

- 1 – 2: ...a farmstead owner that will open his doors and let the unit borrow his barn to serve as a hidden headquarters.
- 3 – 4: ...a well-liked socialite that keeps the public opinion of the characters' unit high.
- 5 – 6: ...the owner of several industrial warehouses that could be used to store vehicles, munitions and equipment without fear of being targeted by enemy fire.

(54 – 55.A) Alien Commando

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This alien mercenary hails from a species of militant warriors that thrive on carnage and destruction. He will not be easy to avoid, nor will he necessarily accept terms of surrender – there are no translations for this word in his native tongue!

REFEREE'S INFORMATION:

The alien commando is (roll a d6)...

- 1 – 2: ...hired to try to neutralise the characters like a battlefield assassin of sorts.
- 3 – 4: ...wielding alien and previously unseen weapon technologies that far surpass the characters'.
- 5 – 6: ...doing what he is told to do on his ticket, nothing more.

(54 – 55.P) Strike Commander

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

A unit commander that has been placed in charge of a large ticket will sometimes delegate a secondary officer to serve as that strike's commander, as it has been in this mercenary's case. He leads from within his hand-picked team.

REFEREE'S INFORMATION:

The strike commander is (roll a d6)...

- 1 – 2: ...a seasoned war veteran that will not lead the characters astray on this mission.
- 3 – 4: ...interested in having the characters serve as his team in the next offensive.
- 5 – 6: ...favourable to surgical strikes rather than all-out charges and will try to get the characters to work that way as well.

(56 – 61.A) Overshooter

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Some soldiers simply cannot keep their finger off the trigger, hurling out a hail of gunfire every time they have a chance to fire. While it is a total waste of ammunition, it makes for an impressive obstacle to overcome.

REFEREE'S INFORMATION:

The overshooter is (roll a d6)...

- 1 – 2: ...going to keep laying down fire in steady streams until he runs out of ammunition completely.
- 3 – 4: ...dangerous to face because he has little or no control over his weapon.
- 5 – 6: ...too afraid of what is happening all around him to realise what he is doing when he fires and can be deftly avoided.

(56 – 61.P) Breach Leader

Required Skills: None

Required Equipment: Starship

PLAYER'S INFORMATION:

The first vacc-suited soldier to cross the void and storm a hostile starship, the breach leader is a brave and well-equipped wall of muscle and attitude that the characters should be happy to have on their side.

REFEREE'S INFORMATION:

The breach leader is (roll a d6)...

- 1 – 2: ...headed into action once again in a few hours but wants to have a few drinks with the characters in case he does not come back.
- 3 – 4: ...looking for some brave strikers to suit up and follow his squad into the breach, serving as clean up crew wherever they storm off into.
- 5: ...looking at some deck plans of the enemy ship that his squad is going to breach; he would like some second tactical opinions about their route of insertion.
- 6: ...on a few days of downtime and would enjoy teaching the characters how to use some of the specialised breaching equipment.

(62 – 63.A) Family Man

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This enemy soldier is one of the hardest ones to deal with in a combat situation, as he is obviously the patriarch of a local family and does not truly want to be fighting this war except to protect them.

REFEREE'S INFORMATION:

The family man is (roll a d6)...

- 1 – 2: ...carrying around a glossy picture of his kids tucked into his helmet's sizing band.

- 3 – 4: ...fighting under the impression that if his side loses his family will be killed horribly.

- 5 – 6: ...trying not to be too involved in the fighting so he can get back home, perhaps even by going AWOL.

(62 – 63.P) Anti-Armour Specialist

Required Skills: Persuade Required Equipment: Armoured Enemies

PLAYER'S INFORMATION:

Armed with the latest and greatest in anti-armour weaponry and equipment, this striker specialist has his eyes set on one type of target – the kind that are covered in thick plating and are the bane of normal infantry.

REFEREE'S INFORMATION:

The anti-armour specialist is (roll a d6)...

- 1 – 2: ...trying out a new fusion-based platform weapon that requires a few hours to set up properly, so he will need the characters to hold off the enemy until he is done.
- 3 – 4: ...loaded down with limpet mines and shaped charges – he plans to deal with the armoured targets directly and will need the characters to open him up a lane of movement.
- 5 – 6: ...being attached to the characters' team in order to deal with the armoured targets currently standing in their way and any others that might hinder their completion of the current ticket.



(64.A) Opposing Striker

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

There are fewer battles as bloody as when striker units clash over contradictory tickets and this mercenary is just one man in a larger team working against the characters and their team.

REFEREE'S INFORMATION:

The opposing striker is (roll a d6)...

- 1 – 2: ...willing to discuss a possible cease fire between the two units to save on funds and assets while they work out a mutual way of determining a 'winner' of the conflict around them.
- 3 – 4: ...uncaring about his fellow mercenaries; as far as he is concerned they knew what they signed up for and he is not going to give any mercy.
- 5 – 6: ...someone the characters trained or fought with before and now they are supposed to kill him.

(64.P) Client General

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

When the local governmental army hires a striker unit to fight their battles with or for them, the unit commander often meets with this person – the topmost commander of the local armed forces.

REFEREE'S INFORMATION:

The client general is (roll a d6)...

- 1 – 2: ...bossy but clear in how he wants the characters to handle their end of the ticket, which is helpful once the chaos of battle begins.
- 3 – 4: ...looking for a select team of strikers within the unit to help him with a special side-mission; for additional payment of course.
- 5 – 6: ...sure that he knows the best way of delivering a powerful first strike against the enemy forces but simply does not have the manpower to pull it off.

(65.A) Professional Soldier

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This person belongs to no unit or no team; not even a club that discusses tactics. He is a cold-hearted wartime freelancer that does not use tickets or contracts to fight wars – he simply asks a price and then kills enough enemies to make it worth his time.

REFEREE'S INFORMATION:

The professional soldier is (roll a d6)...

- 1 – 2: ...an ex-warmlonger, particularly a soldier-of-fortune that lost the thrill of the battle to the glitter of gold and the clack of credit chips.
- 3 – 4: ...terribly skilled with a variety of weaponry, making him difficult to surpass in any theatre of a battle.
- 5 – 6: ...working for a small fortune at the moment but could switch sides in an instant if he was offered more from the other side.

(65.P) Primary Commander

Required Skills: Admin

Required Equipment: None

PLAYER'S INFORMATION:

Placed in command of the ticket's forces, both mercenary and regular army, this man is the collective officer in charge of the battle on a much larger level. He must coordinate all facets at once, balancing mercenary lives versus those of the local force.

REFEREE'S INFORMATION:

The primary commander is (roll a d6)...

- 1 – 2: ...a civilian tactical genius.
- 3 – 4: ...governmentally assigned from a list of generals and commanders, which may or may not have included the characters' superiors.
- 5: ...the leader of the local armed forces.
- 6: ...the strike commander of the characters' ticketed forces.

(66.A) Enemy Commander

Required Skills: Stealth, Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

The head of the enemy forces is not someone that can be often found in the open where a sniper could eliminate him but this one occasionally makes his voice heard in several other ways that are just as dangerous to the war effort.

REFEREE'S INFORMATION:

The enemy commander is (roll a d6)...

- 1 – 2: ...making a press conference in the morning, meaning that he will be exposed for several minutes while he discusses the people's responsibility to deal with the mercenaries.
- 3 – 4: ...brave enough to show up on the front lines but only in a mobile armoured command tank.
- 5 – 6: ...trying to get the characters' unit to come forward for a negotiation of surrender, which may or may not be a trick to get them all in one place for a trap.

(66.P) Prime Striker Agent

Required Skills: Admin, Broker

Required Equipment: None

PLAYER'S INFORMATION:

Coming through all of the proper channels to the unit commander, this generous ticket agent believes he has the perfect opportunity for the characters to undertake. He has a proposal that simply cannot be ignored.

REFEREE'S INFORMATION:

The prime striker agent is (roll a d6)...

- 1 – 2: ...bringing an easy assault against a lower-tech fortress to the table but it would require the characters using matching lower tech – to avoid frightening the locals.
- 3 – 4: ...in need of a morally flexible unit to eliminate a royal family in a neighbouring nation. It pays very well – almost too well – to be as easy as it sounds.
- 5 – 6: ...ready to add any number of financial and compensation adjustments to the ticket if they agree to fly halfway around the galaxy to fight several foes for the client.

WARMONGER PATRON ENCOUNTERS

Characters in the Warmonger career path are the profiteers of wartime commerce. They make their fortunes on guns, armour, vehicles and spare parts. Bandages and bullets alike make them powerful and people from far and wide will come and see a warmonger when they are in town.

Warmonger Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Bickering Buyer	Small Time Buyer
12 – 13	Commercial Nuisance	Allied Profiteer
14 – 15	Rival Gunman	Relations Manager
16 – 21	Dishonest Dealer	Industrial Gunsmith
22 – 23	Corrupt Broker	Route Mapper
24 – 25	Competing Warrior-for-Hire	Starship Modifier
26 – 31	Inquisitive Taxation Officer	Professional Smuggler
32 – 33	Legitimate Arms Trader	Governmental Buyer
34 – 35	Judgmental Soldier	Free Advertiser
36 – 41	Washed Out Dealer	Fiscal Backer
42 – 43	Selfish Client	Big Time Contact
44 – 45	Contract Soldier	Allied Corsair
46 – 51	Unrealistic Buyer	Vehicular Dealer
52 – 53	Scheming Thief	Inventor
54 – 55	Belligerent Spokesman	Grateful Client
56 – 61	Debtor	Needy Requisition Clerk
62 – 63	Space Raider	Ringleader
64	Black Market Boss	Allied Warlord
65	Customs Agent	Sale of a Lifetime
66	Vengeful Client	Prime Warmonger Agent

(11.A) Bickering Buyer

Required Skills: Trade

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

Some people just cannot leave the price where it should be and want to fight over it. This sharp-tongued client is one of them and no price is low enough and when he finally agrees it is merely 'robbery'.

REFEREE'S INFORMATION:

The bickering buyer is (roll a d6)...

- 1 – 2: ...not looking to purchase a large order but is still complaining about prices.

- 3 – 4: ...very wealthy and can afford to pay higher prices.

- 5 – 6: ...going to shop with another arms dealer if he does not get his way.

(11.P) Small Time Buyer

Required Skills: Trade

Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

Even though he does not buy much at any given time, this client is good for a few minor sales every year and keeps coming back to the characters for his weaponry.

REFEREE'S INFORMATION:

The small time buyer is (roll a d6)...

- 1 – 2: ...not sure what he wants; he needs the characters to show him something.
- 3: ...looking for a new pistol and ammunition.
- 4: ...looking for a new carbine or rifle, plus the ammunition.
- 5: ...looking for a new energy weapon.
- 6: ...looking for new armour, preferably better than what he has on.

(12 – 13.A) Commercial Nuisance

Required Skills: Persuade Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

Anytime a new retailer or businessman comes into someone else's commercial territory, people like this commercial executive get hot under their collars. They try to make an annoyance of themselves to dissuade the new outlet from doing any sales but it normally only succeeds in making their prices drop.

REFEREE'S INFORMATION:

The commercial nuisance is (roll a d6)...

- 1 – 2: ...telling lies about the characters to dissuade potential customers.
- 3 – 4: ...actively advertising that he can beat the characters' prices at his location.
- 5 – 6: ...making a scene in front of the character's sales location or office, making it uncomfortable to shop with him.

(12 – 13.P) Allied Profiteer

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This likeminded warmonger mercenary has no qualms about coordinating business strengths and trying to make the most of the sales an area has to offer.

REFEREE'S INFORMATION:

The allied profiteer is (roll a d6)...

- 1 – 2: ...willing to adjust his prices to stay in league with those of the characters.
- 3 – 4: ...thinking that a joint venture as far as offices and selling space could make a convincing show of stability.
- 5 – 6: ...a little down on his luck lately and is very glad to have the characters' help in the next few weeks.

(14 – 15.A) Rival Gunman

Required Skills: Stealth, Any Combat Required Equipment: None

PLAYER'S INFORMATION:

Even if he does not actually use one, this rival warmonger calls himself a gunman. He does not like that the characters are taking tickets in his general vicinity, tickets that he could be taking on, so he is going to hurt the characters somehow.

REFEREE'S INFORMATION:

The rival gunman is (roll a d6)...

- 1 – 2: ...a straightforward soldier-of-fortune who will come at the characters directly.
- 3 – 4: ...simply looking to put the characters out of business.
- 5 – 6: ...callous and sadistic; he will not let the characters continue taking tickets without trying to make their lives hellish.

(14 – 15.P) Relations Manager

Required Skills: Carouse or Persuade Required Equipment: None

PLAYER'S INFORMATION:

Warmongers need the public to do their business; they cannot hope to live on wartime contracts alone. This professional image manager could try to make the characters look as good as possible.

REFEREE'S INFORMATION:

The relations manager is (roll a d6)...

- 1 – 2: ...setting up a press conference for the characters to talk about their deals, legal adherence and prices to the local media.
- 3 – 4: ...using the characters' names all over the sector in order to make them seem bigger and more influential.
- 5 – 6: ...in charge of making the characters look good before they can take their next high-profile ticket.

(16 – 21.A) Dishonest Dealer

Required Skills: Investigate Required Equipment: Goods for Purchase

PLAYER'S INFORMATION:

Arms dealers and smugglers have to get their wares somewhere and nothing is more tragic and disheartening in the industry as a dishonest arms dealer.

REFEREE'S INFORMATION:

The dishonest dealer is (roll a d6)...

- 1 – 2: ...selling second-rate weaponry that is prone to misfiring and jamming.
- 3 – 4: ...handing out power packs and fusion cells for energy weapons that have miscalculated charge readers and will only fire once or twice before needing to be recharged.
- 5 – 6: ...claiming to his angry clients that all of his bad equipment is coming from the characters.

(16 – 21.P) Industrial Gunsmith

Required Skills: Trade Required Equipment: None

PLAYER'S INFORMATION:

This ranking executive and tradesman of a gunsmithing foundry is a good supplier of firearms and ammunition in large numbers. Although he can be persuaded to work on a short run of a project or even a unique one, his most common work comes out of the assembly lines.

REFEREE'S INFORMATION:

The industrial gunsmith is (roll a d6)...

- 1 – 2: ...offering a 25% discount on orders of a single item in quantities of 100 or more.
- 3 – 4: ...the primary supplier of the characters' firearm wares, so he gives them first pick of a new run and a 10% discount when they need to order straight from the factory.
- 5: ...doing a short run of an experimental energy/projectile firearm that he is sure will be just short of spectacular.
- 6: ...willing to make a unique pistol for one of the characters, so long as they make sure to give him credit for it once they're rich and famous.

(22 – 23.A) Corrupt Broker

Required Skills: Broker

Required Equipment: None

PLAYER'S INFORMATION:

When someone is looking to simply make a profit in any way they can, they do not care about the people who they lie to or cheat. In fact, this man happily steals and misdirects his clients all of the time.

REFEREE'S INFORMATION:

The corrupt broker is (roll a d6)...

- 1 – 2: ...looking to put together a false deal for the characters during which they will actually lose money.
- 3 – 4: ...going to use the characters as some form of patsy to blame his current bad deal upon.
- 5 – 6: ...never planning on trying to deal with the characters again, so he can be as dishonest and unbelievable as he likes.

(22 – 23.P) Route Mapper

Required Skills: Persuade

Required Equipment: Ship

PLAYER'S INFORMATION:

Either through a need for work or just a general love of outer space, this starship pilot runs around the galaxy mapping out potential space routes for others to follow later.

REFEREE'S INFORMATION:

The route mapper is (roll a d6)...

- 1 – 2: ...just finishing a run through a veritable interplanetary war zone, which could be very profitable for the characters.
- 3 – 4: ...friends with the characters' unit and would like to tell them the best ways to get through the neighbouring systems.
- 5 – 6: ...aware of a dangerous place in the local space lanes full of raiders and pirates; he will warn the characters about them.

(24 – 25.A) Competing Warrior-for-Hire

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This ranking soldier-of-fortune has recently moved into the same territory as the characters and he seems to be trying his best to edge out all of his competition.

REFEREE'S INFORMATION:

The competing warrior-for-hire is (roll a d6)...

- 1 – 2: ...not going to cross blades with the characters but he will gladly poach or ruin a ticket, if he can.
- 3 – 4: ...looking to make a name for himself by eliminating his competition openly.
- 5 – 6: ...a murderous beast of a mercenary who has no loyalty at all.

(24 – 25.P) Starship Modifier

Required Skills: None

Required Equipment: Ship

PLAYER'S INFORMATION:

Smugglers and heavily armed mercenaries need the tricks of this man's trade to do their jobs without the hassle of customs searches and troublesome supply scans.

REFEREE'S INFORMATION:

The starship modifier is (roll a d6)...

- 1 – 2: ...a supporter of rogues and other criminals that will alter things in illegal ways rather cheaply.
- 3 – 4: ...aware of some new modifications to a vessel that will make it 'unsearchable'.
- 5 – 6: ...willing to trade safe and free passage to the characters for a few minor adjustments to their craft.

(26 – 31.A) Inquisitive Taxation Officer

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Paying taxes on several million credits worth of merchandise is more than a little frustrating and this collector of taxes waits daily for the chance to hand someone that bill – if only for the face they will make.

REFEREE'S INFORMATION:

The inquisitive taxation officer is (roll a d6)...

- 1 – 2: ...trying to beat a personal record with the number of tariffs charged to one person.
- 3 – 4: ...always happy to take a bribe, he just does not seem to pay attention to them after the fact.
- 5 – 6: ...being paid by a rival or enemy of the characters to harass and hinder them with rigorous searches.

(26 – 31.P) Professional Smuggler

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This fast-throttled pilot is a well-known smuggler and has no rules regarding what belongs where, merely a healthy appetite for the life and the money that it brings.

REFEREE'S INFORMATION:

The professional smuggler is (roll a d6)...

- 1 – 2: ...always willing to take the characters where they need to go for a few credits.
- 3 – 4: ...trying to get past the local customs officials and needs a distraction.
- 5: ...willing to negotiate any trip for any item – setting the prices accordingly.
- 6: ...looking to set up a constant smuggling deal with the characters.

(32 – 33.A) Legitimate Arms Trader

Required Skills: Trade Required Equipment: Arms for Sale

PLAYER'S INFORMATION:

Gun runners rarely make friends amongst the honest industrialists and 'suitcase salesman' who have licenses and do not have to rely on commercial tickets; like this local trader who feels threatened by the character's business.

REFEREE'S INFORMATION:

The legitimate arms trader is (roll a d6)...

- 1 – 2: ...willing to sit down and negotiate the characters' commercial withdrawal but nothing else.
- 3 – 4: ...going to hire thugs and locals to try to push the characters out of the area.
- 5 – 6: ...also quite skilled with the weapons that he sells.

(32 – 33.P) Governmental Buyer

Required Skills: Trade Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

This agent for a friendly or neutral government is much like any other ticketed client, except this one solely wants to deal with the characters for their goods.

REFEREE'S INFORMATION:

The governmental buyer is (roll a d6)...

- 1 – 2: ...looking for a major ticket deal.
- 3 – 4: ...ready to arrange a large order with the characters, so long as they can get what his employers need.
- 5 – 6: ...ready to bankroll a major arms run but he needs the characters to perform the leg work.

(34 – 35.A) Judgmental Soldier

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This soldier despises the existence of warmongers, believing that they are all money-hungry and morally bankrupt – even when they are not.

REFEREE'S INFORMATION:

The judgmental soldier is (roll a d6)...

- 1 – 2: ...a front line infantryman who has seen what the presence of mercenaries can mean to a battle.
- 3 – 4: ...looking to trap the characters somewhere that he can deal with them at his leisure.
- 5 – 6: ...making a huge protest against mercenary use within his military unit.

(34 – 35.P) Free Advertiser

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Always talking about the work that the characters do and how good it is for the cost, this former client brings in more customers and potential employers than most paid advertisements.

REFEREE'S INFORMATION:

The free advertiser is (roll a d6)...

- 1 – 2: ...a good customer that frequently uses the characters' equipment openly to show its quality.
- 3 – 4: ...friends with some wealthy individuals who might be able to do some large-scale business with the characters.
- 5 – 6: ...linked somehow to the media.

(36 – 41.A) Washed Out Dealer

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

An arms dealer who is no longer working in the market, likely due to an unexpected arrest, this guy does not want any other warmongers to make any money either.

REFEREE'S INFORMATION:

The washed out dealer is (roll a d6)...

- 1 – 2: ...conniving and cruel and will sabotage the characters in whatever way he can.
- 3 – 4: ...a former rival seller who wants some revenge on the characters.
- 5 – 6: ...looking for a way back into the business using the goods that the characters are currently trying to sell!

(36 – 41.P) Fiscal Backer

Required Skills: Broker, Persuade Required Equipment: None

PLAYER'S INFORMATION:

This wealthy or well-connected individual is most warmongers' dream – a person who does not want their services but wants to help pay for them to stay in business.

REFEREE'S INFORMATION:

The fiscal backer is (roll a d6)...

- 1 – 2: ...nothing more than the wallet of a powerful individual who wants to stay anonymous.
- 3 – 4: ...a representative of a company that wants the characters to use their equipment; they want to sponsor them.
- 5 – 6: ...prepared to make a sizeable donation to the characters, so long as they ignore a certain government's request for tickets.



(42 – 43.A) Selfish Client

Required Skills: Broker

Required Equipment: None

PLAYER'S INFORMATION:

Most governments or military clients never want their dealers and soldiers-for-hire to be working for their enemies but this client is rude and pushy about it.

REFEREE'S INFORMATION:

The selfish client is (roll a d6)...

- 1 – 2: ...not willing to pay his bills with the characters if he knows that they are working elsewhere as well.
- 3 – 4: ...self-centred enough to go out and forcibly dissuade other clients of the characters.
- 5 – 6: ...angry and wants a special deal for their troubles – or else.

(42 – 43.P) Big Time Contact

Required Skills: Carouse

Required Equipment: None

PLAYER'S INFORMATION:

There are warmongers that enter the 'big time' only deals with high-credit accounts and clients and this person is the key to meeting and rubbing elbows with several of these types.

REFEREE'S INFORMATION:

The big time contact is (roll a d6)...

- 1 – 2: ...a fellow warmonger mercenary that feels he owes the characters a few favours.
- 3 – 4: ...a legal advocate with several powerful friends.
- 5: ...headed to a business luncheon that he thinks the characters might do well to visit.
- 6: ...an elderly gun runner that does not want his contacts to go without a mercenary outlet when he passes away.

(44 – 45.A) Contract Soldier

Required Skills: Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

Marching to a government's drum for the cash of a private contract, this freelance soldier-of-fortune will do everything he can to make the most out of his time on the battlefield. He is doing for the money but his reputation is also at stake.

REFEREE'S INFORMATION:

The contract soldier is (roll a d6)...

- 1 – 2: ...a former ally of the characters; however his ticket says that he must fight them.
- 3 – 4: ...an amazing soldier that does not seem to have an obvious weakness.
- 5 – 6: ...not hired to fight his client's war but to specifically deal with the characters.

(44 – 45.P) Allied Corsair

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

The owner of a fast-moving ship, the corsair is always ready to help out his 'favourite mercenary types'. He has a good ship, loose morals and big guns – everything a warmonger wants in space.

REFEREE'S INFORMATION:

The allied corsair is (roll a d6)...

- 1 – 2: ...making a quick run to a nearby planet full of possibilities.
- 3 – 4: ...in a bit of a bind with some people that he owes money to; he would like a loan or help discouraging them from their debt collection.
- 5 – 6: ...making room on his ship for a few new steady crew members and he would like them to be the characters.

(46 – 51.A) Unrealistic Buyer

Required Skills: Trade Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

This purchaser seems to think that the characters are stupid or that his credits are worth much more than they are.

REFEREE'S INFORMATION:

The unrealistic buyer is (roll a d6)...

- 1 – 2: ...never going to pay more than 50% of market price for anything, no matter how good the deal.
- 3 – 4: ...always on the verge of storming off when haggling over a price.
- 5 – 6: ...easily angered when he does not get his way, sometimes to the point of threats.

(46 – 51.P) Vehicular Dealer

Required Skills: Broker, Trade Required Equipment: None

PLAYER'S INFORMATION:

This is a supplier of fine vehicles and vehicle accessories that can be used as a good source for the characters or their clients.

REFEREE'S INFORMATION:

The vehicular dealer is (roll a d6)...

- 1 – 2: ...a straight negotiator and a good person to do business with.
- 3 – 4: ...able to get his hands on military vehicles.
- 5 – 6: ...an expert on making stolen vehicles vanish while turning them into liquid credits.

(52 – 53.A) Scheming Thief

Required Skills: Investigate Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

The characters' material possessions and stocks for sale are not safe when this crafty rogue is around. He has a plan to take a great deal from them but only if it works.

REFEREE'S INFORMATION:

The scheming thief is (roll a d6)...

- 1 – 2: ...going to try and become friends with the characters before robbing them blind.
- 3 – 4: ...little more than a skilled sleight-of-hand artiste and he wants to get his hands on something small belonging to the characters'.
- 5 – 6: ...part of a larger guild of rogues looking to steal the characters' business.

(52 – 53.P) Inventor

Required Skills: Persuade Required Equipment: None

PLAYER'S INFORMATION:

Sometimes the best way for this inventive research scientist to get his projects out into the public eye is to sell them illegally through smugglers and arms dealers.

REFEREE'S INFORMATION:

The inventor is (roll a d6)...

- 1 – 2: ...not trying to sell the types of things that the characters normally deal in but he has a great product.
- 3 – 4: ...a master of energy weapon theory.
- 5 – 6: ...trying to get around the legality of patents and commerce laws because of the extreme nature of his invention.

(54 – 55.A) Belligerent Spokesman

Required Skills: Broker Required Equipment: None

PLAYER'S INFORMATION:

This speaker for a would-be client is not in a good mood and rarely ever is; he thinks that by bullying the characters he can get a lowered ticket compensation package.

REFEREE'S INFORMATION:

The belligerent spokesman is (roll a d6)...

- 1 – 2: ...trying to cease using a powerful narcotic, his withdrawal symptoms making him unruly.
- 3 – 4: ...willing to separate his employer from the ticket if he does not get his way.
- 5 – 6: ...actually an ally of a different warmonger unit, which is why he tries so hard to anger the characters.

(54 – 55.P) Grateful Client

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Happy from past services and tickets rendered, this representative of a former client thinks very highly of the characters.

REFEREE'S INFORMATION:

The grateful client is (roll a d6)...

- 1 – 2: ...already looking for another ticket negotiation with the characters, even if it is a little one.
- 3 – 4: ...desperate to set up a special circumstance ticket for 25% higher compensation.
- 5 – 6: ...in need of the characters for a completely different reason than they normally would but are willing to pay the normal rate.

(56 – 61.A) Debtor

Required Skills: Investigate, Persuade Required Equipment: None

PLAYER'S INFORMATION:

This former client has yet to settle his bill with the characters; it is long overdue.

MERCENARY PATRONS

REFEREE'S INFORMATION:

The debtor is (roll a d6)...

- 1 – 2: ...running from the characters over less than Cr 5,000.
- 3 – 4: ...willing to battle with the characters over their current balance.
- 5: ...crafty and clever enough to likely hide from the characters.
- 6: ...an important person locally, making it hard to hide but easy to align the locals against the characters.

(56 – 61.P) Needy Requisition Clerk

Required Skills: Trade

Required Equipment: None

PLAYER'S INFORMATION:

Either because of bad paperwork or loose ethics, this agency requisition clerk is in need of some specific supplies that his manifest has come up short upon.

REFEREE'S INFORMATION:

The needy requisition clerk is (roll a d6)...

- 1 – 2: ...low on basic supplies that are important to his agency.
- 3 – 4: ...in need of several sets of common weapons in a short amount of time.
- 5 – 6: ...desperate to replace one specific piece of equipment that his superior officer has been looking for recently.

(62 – 63.A) Space Raider

Required Skills: Any Combat

Required Equipment:
Ship, Goods for Sale

PLAYER'S INFORMATION:

Looking to take the characters' goods by force, this starship brigand of the space lanes is not taking 'no' for an answer. He is mean, intimidating and most of all – good at his job.

REFEREE'S INFORMATION:

The space raider is (roll a d6)...

- 1 – 2: ...not after the characters at all, just their primary sales stock.
- 3 – 4: ...willing to kill anyone or anything that gets in the way of his profits.
- 5 – 6: ...on the hunt for a specific item or piece of equipment that he thinks the characters might have.

(62 – 63.P) Ringleader

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

This experienced warmonger has created a decent network of other smugglers, gun runners and soldiers-for-hire that he can help nearly any other mercenary in some way if asked nicely.

REFEREE'S INFORMATION:

The ringleader is (roll a d6)...

- 1 – 2: ...looking for some new blood for his web of contacts.

- 3 – 4: ...sure that he has a ticket ready that he does not want his own people working on but he would like to see fulfilled.

- 5 – 6: ...in the possession of something that the characters have mentioned that they wanted in the past.

(64.A) Black Market Boss

Required Skills: Stealth, Streetwise

Required Equipment: None

PLAYER'S INFORMATION:

The local criminally organised black market is tired of having their profits cut into by the characters' business, legal tickets or not. The boss of the market has taken special interest in rectifying the situation.

REFEREE'S INFORMATION:

The black market boss is (roll a d6)...

- 1 – 2: ...going to make the characters an offer to leave the area that is one-sided and not at all pleasant for them.
- 3 – 4: ...reducing his prices to try and edge out the characters.
- 5 – 6: ...sending fake clients to the characters to 'buy' their goods and then skip out on the payment.

(64.P) Allied Warlord

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

The master of a large privatised army, this ruthless and powerful soldier has many potential uses for mercenaries – especially those who are not squeamish about assisting in war activities.

REFEREE'S INFORMATION:

The allied warlord is (roll a d6)...

- 1 – 2: ...happy to arrange tickets with the characters to help him in his current war or conflict in progress.
- 3 – 4: ...looking for an arrangement with the characters that will put them fully in his pocket – yet at a fantastic wage.
- 5: ...in need of alien technology on his front lines.
- 6: ...offering a special ticket that is not a normal affair for the characters, however it pays three times the normal rate.

(65.A) Customs Agent

Required Skills: Deception or Persuade

Required Equipment:
Goods for Sale

PLAYER'S INFORMATION:

This average-looking government agent is greatly feared by interstellar traders and transporters, as he is the one that looks for and puts prices on the goods that starships carry.

REFEREE'S INFORMATION:

The customs agent is (roll a d6)...

- 1 – 2: ...honest and will not accept bribery.

- 3 – 4: ...heavy-handed and unforgiving about any form of tariff or tax that he can charge.
 5 – 6: ...paranoid about smuggling and illegal goods, making him too thorough.

(65.P) Sale of a Lifetime

Required Skills: Broker Required Equipment: Goods for Sale

PLAYER'S INFORMATION:

It is rare that a warmonger gets to make all of the money with none of the problems or stress – however this buyer represents just that instance.

REFEREE'S INFORMATION:

The sale of a lifetime is (roll a d6)...

- 1 – 2: ...willing to pay 10 times the market price for a normal item for mysterious reasons.
 3 – 4: ...looking to avoid setting up a full ticket for the sale; he just wants to pay for the item and keep away from the paperwork – saving the characters thousands in fees.
 5 – 6: ...going to make an offer for all of the characters' current stock – at a meagre 10% discount, of course.

(66.A) Vengeful Client

Required Skills: Investigate, Required Equipment: None
 Any Combat

PLAYER'S INFORMATION:

Something went badly in a former ticket and this client took it very personally. So much so that he has made it a personal goal to get back at the characters over the affair.

REFEREE'S INFORMATION:

The vengeful client is (roll a d6)...

- 1 – 2: ...not looking to harm the characters physically, just financially.
 3 – 4: ...angry enough to try to cause a great deal of damage to the characters' business – perhaps permanent damage.
 5 – 6: ...ready to end the lives of anyone involved even partially with the ticket.

(66.P) Prime Warmonger Agent

Required Skills: Admin, Broker Required Equipment: None

PLAYER'S INFORMATION:

The power of the credit can be overwhelming to most beings and this individual knows it. He comes with the promise of remarkable payment for seemingly innocent enough tasks. He has a ticket in mind that only comes along once.

REFEREE'S INFORMATION:

The prime warmonger agent is (roll a d6)...

- 1 – 2: ...ready to arrange a negotiation between the characters and his employer that could mean MegaCredits for them as a bonus.
 3 – 4: ...looking for a mercenary team willing to go into a potential war zone with specific items that his employer will supply – all they need to do is sell them to the locals.
 5 – 6: ...excited to put the characters in the employ of his company; he says that they are the most powerful conglomerate in the sector and he has the credits to back the claim.



WILD CARD PATRONS

In the vast universe that comprises the Traveller game system, there will be times and events that just do not warrant a simple explanation. Within the scope of these weird events, Referees will need to draw upon a different bank of social interactions and plot possibilities. This chapter gathers a number of them in one place.

It should be noted that the wild card Patrons are not to be used commonly or without first looking at them deeply. They are potentially game altering and unique, to put it lightly.

WILD CARD PATRON ENCOUNTERS

Characters in all career paths are likely to eventually come to an impasse with fate and they will get dealt an odd hand in an unlikely situation. These are the wild card events – and they live up to their name through the sheer strangeness and randomness of their existence and appearances.

Wild Card Patrons

D66 Result	Antagonist Patron	Protagonist Patron
11	Cannibal	Faith Healer
12 – 13	Madman	Knight
14 – 15	Collector	Heroic Captain
16 – 21	The Possessed	Divine Messenger
22 – 23	Enigmatic Villain	Unexpected Guest
24 – 25	Lost Adolescent	Great Seeker
26 – 31	Cultural Anomaly	Model of the Community
32 – 33	Psychotic Mutant	Genetic Perfection
34 – 35	Bio-segregate	Adrenaline Junkie
36 – 41	Throwback	Advanced Evolution
42 – 43	Mad Scientist	Magician
44 – 45	Extreme Sadomasochist	Do-Gooder
46 – 51	Serial Killer	Obsessed Hunter
52 – 53	Beast Keeper	Animist
54 – 55	Raving Oracle	Mystic
56 – 61	Challenger	Dying Courier
62 – 63	Temporal Thief	Time-Agent
64	Host to Parasites	Galactic Purifier
65	Psion Hunter	Ancient Being
66	Infernal Presence	Holy Avatar

(11.A) Cannibal

Required Skills: Stealth or Any Combat Required Equipment: None

PLAYER'S INFORMATION:

This beastly being has a hunger for the flesh of its kind. It can only sate this hunger through feasting on their fellows.

REFeree'S INFORMATION:

The cannibal is (roll a d6)...

- 1 – 2: ...otherwise considered socially acceptable, hiding his proclivities from the public view.
- 3 – 4: ...a tribal that spiritualises the eating of its brethren.
- 5 – 6: ...a wretched thing that has turned to eating its own kind initially out of desperation but now out of addiction.



(12 – 13.P) Knight

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This upstanding member of a royal military unit has been given the title of knight. With that title come antiquated responsibilities, a model of valour and a desire to do well by the common people that he cross paths with.

REFEREE'S INFORMATION:

The knight is (roll a d6)...

- 1 – 2: ...a traditional sort of armour-and-sword type of knight from a lower-tech society.
- 3 – 4: ...looking for someone that has run from his justice and fled to the local area.
- 5 – 6: ...a high-tech style of knight whose armour is powered and his 'sword' is a tuned-up energy pistol.

(11.P) Faith Healer

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Using a connection to a powerful faith that many galactic populations would raise an eyebrow to, this unremarkable-looking person can mend the flesh of the wounded and remove the ailments of the ill.

REFEREE'S INFORMATION:

The faith healer is (roll a d6)...

- 1 – 2: ...an adept doctor that can mend wounds normally but there is something special that goes into the procedures.
- 3 – 4: ...capable of channelling positive energy through his faith as a result of some beneficial mutation.
- 5 – 6: ...actually a special mutation of psionist that can mend flesh through the application of mental 'cellular telekinesis'.

(12 – 13.A) Madman

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Something shattered this poor man's sanity a long time ago and now he changes from a laughing frenzy of activity to periods of gibbering sadness.

REFEREE'S INFORMATION:

The madman is (roll a d6)...

- 1 – 2: ...a suicidal danger to himself.
- 3 – 4: ...capable of brief moments of lucid clarity but they are found between explosions of frantic insanity.
- 5 – 6: ...fuelled by a deadly bloodlust that can only be sated through vicious acts of savagery.

(14 – 15.A) Collector

Required Skills: Stealth

Required Equipment: None

PLAYER'S INFORMATION:

Obsessed personally or culturally with the acquiring of interesting or unique items or people, this enigmatic alien is a thief and a kidnapper of the highest calibre.

REFEREE'S INFORMATION:

The collector is (roll a d6)...

- 1 – 2: ...seeking something specific from one of the characters and will gladly kill them to get it.
- 3 – 4: ...in possession of hundreds of species that were thought to be extinct and items that are one-of-a-kind. These items are all on the collector's ship and could fetch a priceless sum.
- 5 – 6: ...interested in taking possession of one of the characters.

(14 – 15.P) Heroic Captain

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Always ready to stand in the way of danger and villainy in the name of justice and the greater galactic people, this handsome and brave ship captain is the very definition of the word 'hero'.

REFEREE'S INFORMATION:

The heroic captain is (roll a d6)...

- 1 – 2: ...in the area to look for unfortunate souls that he can save or rescue, asking the characters if they can help him to find people who are in such plight.

- 3 – 4: ...the nemesis of a local major criminal. He needs assistance finding this enemy but he wants to cross swords with him alone.
- 5 – 6: ...here to help the characters in their current heroic mission – or else to put a heroic spin on it.

(16 – 21.A) The Possessed

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Some kind of energy being from another dimension has chosen to settle in the body of this otherwise normal citizen. It grants him knowledge that he should not possess and powers that betray the laws of reality.

REFEREE'S INFORMATION:

The possessed is (roll a d6)...

- 1 – 2: ...seeking the corruption and destruction of its host through a number of unlikely passions.
- 3 – 4: ...just a scouting presence into this dimension for a much larger invasion force.
- 5 – 6: ...a body-jumper that will possess the next person to make a specific type of contact with the individual (kiss, firm handshake and so on).



(16 – 21.P) Divine Messenger

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Whether or not the characters believe in a higher power, this individual does – and believes that he is carrying an important message from it.

REFEREE'S INFORMATION:

The divine messenger is (roll a d6)...

- 1 – 2: ...not sure who needs to hear the message that he carries but knows that the person's life is at risk if they do not.
- 3 – 4: ...seeking someone that the characters know to give them a message from his god.
- 5 – 6: ...carrying an important view to the future for one of the characters.

(22 – 23.A) Enigmatic Villain

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This scoundrel has bent his life toward corruption and manipulation; trying to force the worlds that he touches to serve his greater will despite their needs or wishes. His motives are obscure but his intentions are clear.

REFEREE'S INFORMATION:

The enigmatic villain is (roll a d6)...

- 1 – 2: ...sure that the characters are going to be a problem, so he constructed an elaborate plot to eliminate them.
- 3 – 4: ...the leader of a large ring of other malicious villains that goes by a foreboding name well-known to the local people.
- 5 – 6: ...going to give the characters one chance to join him – otherwise they are to be destroyed.

(22 – 23.P) Unexpected Guest

Required Skills: Persuade

Required Equipment: Residence

PLAYER'S INFORMATION:

Stopping by at the characters' home without invitation or warning, this old ally or acquaintance is expecting to stay with them for a while.

REFEREE'S INFORMATION:

The unexpected guest is (roll a d6)...

- 1 – 2: ...bearing an expensive piece of equipment that he would like to hide with the characters for a while.
- 3 – 4: ...actually a family member that brings news about the greater bloodline.
- 5 – 6: ...willing to pay handsomely for a few days or weeks rent.

(24 – 25.A) Lost Adolescent

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

This wayward youth has separated from anything he recognises and has gotten himself terribly lost in the sprawling outdoors.

REFEREE'S INFORMATION:

The lost adolescent is (roll a d6)...

- 1 – 2: ...a runaway that simply does not want to be found.
- 3 – 4: ...old enough to handle a weapon, adding to his survival chances but making him more likely to accidentally shoot the characters.
- 5 – 6: ...thankful to be found but demands to be taken home 'immediately'.

(24 – 25.P) Great Seeker

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Wandering the galaxy at large looking for something specific, unique and elusive, the great seeker is on a lifelong quest for his quarry. He will not rest until he finds it, even if that means dying.

REFEREE'S INFORMATION:

The great seeker is (roll a d6)...

- 1 – 2: ...looking for a holy relic that was supposedly lost an eon ago but he and his fellows know that it is still out there...somewhere.
- 3 – 4: ...in need of an escort into a very dangerous area of the planet; this is where the target of his quest is said to rest.
- 5 – 6: ...growing old and tired; he needs to train new replacements to try to find the sought-after item once he has passed on.

(26 – 31.A) Cultural Anomaly

Required Skills: Investigate

Required Equipment: None or Streetwise

PLAYER'S INFORMATION:

Something strange happened with this person but he does not fit in with the common look, feel or tradition of the rest of his people. This makes him erratic and somewhat dangerous.

REFEREE'S INFORMATION:

The cultural anomaly is (roll a d6)...

- 1 – 2: ...a dangerous example of what can happen when social exclusion and primitive thinking overcomes logic and reason.
- 3 – 4: ...used to eating the exact opposite dietary requirements than that of his common species members.
- 5 – 6: ...aware of the oddity that it represents and takes the mention of it personally.

(26 – 31.P) Model of the Community

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This person is the utmost example of what the local citizenry can offer. Morally, physically and socially peaked in comparison to his brethren, he is the best the locals have to offer.

REFEREE'S INFORMATION:

The model of the community is (roll a d6)...

- 1 – 2: ...also a leader within the community, linking the characters to the whole populace with just a salutation and a respectful bow.
- 3 – 4: ...coming to the characters to ask them for help on behalf of the entire community.
- 5 – 6: ...interested in joining the characters for a few weeks to learn from them and bring those skills back to his people.

(32 – 33.A) Psychotic Mutant

Required Skills: Investigate,

Required Equipment: None Any Combat

PLAYER'S INFORMATION:

Twisted, cruel and demented because of unstable genetic structures doubling and re-doubling inside of it, this horrific creature was once a member of the local species until something went unexpectedly wrong within it.

REFEREE'S INFORMATION:

The psychotic mutant is (roll a d6)...

- 1 – 2: ...tremendously physically powerful but bears the broken mind of a child.
- 3 – 4: ...so physically hideous that it can be scarcely called a member of its former race; it hates its parent race and wants to see it destroyed.
- 5 – 6: ...only altered as he is because of a scientific experiment, causing him to have a deep hatred for anyone bearing higher technology equipment.

(32 – 33.P) Genetic Perfection

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Having been manipulated by genetic super-science, this being is bigger, faster, stronger and more attractive than any of his cultural brethren. He is essentially perfect in comparison to his fellows and he must live up to that label of perfection.

REFEREE'S INFORMATION:

The genetic perfection is (roll a d6)...

- 1 – 2: ...innocent from living a rather sheltered life despite his physical superiority and looks to the characters for guidance about the galaxy.

- 3 – 4: ...ready to strap on the best equipment his people could muster and seek adventure in the outside world.
- 5 – 6: ...the protector and willing servant of the people around him. He is happy to work with the characters while they are here, so long as it does not go against his people.

(34 – 35.A) Bio-segregate

Required Skills: Investigate

Required Equipment: None

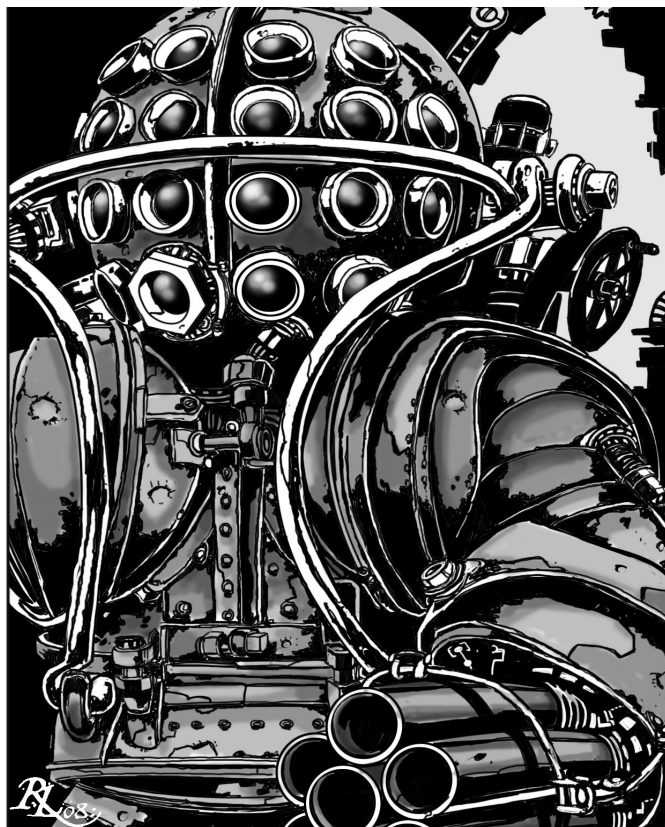
PLAYER'S INFORMATION:

This poor creature has been afflicted with an inability to breathe the air or microscopic particles of its own atmosphere. He has been sealed inside an environmental suit that protects him from the world but also forms a palpable wall between him and the rest of the community.

REFEREE'S INFORMATION:

The bio-segregate is (roll a d6)...

- 1 – 2: ...actually not sealed from the outside air but the other way around. He carries a deadly virus that is somehow keeping him alive as a carrier – yet would wreak havoc on the planet if his suit were to be opened.
- 3 – 4: ...depressed and angry from years of never being able to touch the world without gloved hands.
- 5 – 6: ...making the most of his predicament. He turned his environmental armour into a combat suit and now wields it against his own people.



(34 – 35.P) Adrenaline Junkie

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Fuelled by action, adventure, excitement and danger, this fun-loving thrill-seeker goes out of his way to feel the rush. The word 'no' does not appear in his vocabulary and fear is only another emotion to be enjoyed.

REFEREE'S INFORMATION:

The adrenaline junkie is (roll a d6)...

- 1 – 2: ...a whiz behind the wheel, yoke or control console of a high-speed vehicle. If it goes fast, he can drive it that way.
- 3 – 4: ...always looking for a new local sport to get involved in.
- 5 – 6: ...looking to get into a fire fight with some local scumbags and wants the characters to back him up.

(36 – 41.A) Throwback

Required Skills: Survival, Any Combat

Required Equipment: None

PLAYER'S INFORMATION:

This genetic look-back-in-time is primitive, dangerous and easily confused. The lights and sounds of today's technologies distract and anger him and his solution for most dilemmas is to strike it. If that does not work – strike it harder.

REFEREE'S INFORMATION:

The throwback is (roll a d6)...

- 1 – 2: ...the result of scientific experimentation and genetic research, making the creature rather unstable.
- 3 – 4: ...a wild example of something that never evolved beyond rudimentary sentience. It is more animal than humanoid and it reacts in a similar fashion.
- 5 – 6: ...physically powerful and mentally diminutive; it will almost assuredly attack anything that comes into its territory uninvited.

(36 – 41.P) Advanced Evolution

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Something wonderful happened in this being's family genetic structure over the last few generations, slowly creating a divergent trait that showed promise. It has finally peaked in this generation and it shows in the current bloodline.

REFEREE'S INFORMATION:

The advanced evolution is (roll a d6)...

- 1 – 2: ...gifted with extremely powerful and unique psionic talents.
- 3 – 4: ...immune to all natural poisons, toxins and diseases; his blood is a cure for these things.
- 5 – 6: ...blessed with a strange and wonderful ability that no one else in his species has (wings for flight, cellular regeneration and so on).

(42 – 43.A) Mad Scientist

Required Skills: Stealth or Deception Required Equipment: None

PLAYER'S INFORMATION:

This twisted mind was once a servant of the high sciences, creating wondrous things and solving his people's problems. Something happened to him however and now he devotes his time to unbelievable pursuits and fanciful hypotheses.

REFEREE'S INFORMATION:

The mad scientist is (roll a d6)...

- 1 – 2: ...creating a powerful new breed of mutant from the local population.
- 3 – 4: ...about to finish inventing a device that will animate the dead and force their bodies to do his will.
- 5 – 6: ...sure that he has created a gateway to another dimension – even though he has no idea where it will go or what kind it may be.

(42 – 43.P) Magician

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Whether through prestidigitation, chicanery or simple slight-of-hand, this skilled individual makes the simplest of tricks seem like a grandiose art form. He is part entertainer, part wonder and part mystery.

REFEREE'S INFORMATION:

The magician is (roll a d6)...

- 1 – 2: ...always looking for assistants to help him with his shows.
- 3 – 4: ...not a performer in the strictest sense; he uses his magician's skills to make an underhanded living from those he believes deserve the loss.
- 5 – 6: ...a real magician; he knows how to wield true magic like the wizards and warlocks of mythology.

(44 – 45.A) Extreme SadoMasochist

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

Pierced, tattooed, scarred and almost otherworldly from the amount of body modifications done to him, this eccentric being is honestly and truly addicted to the causing and bearing of physical pain.

REFEREE'S INFORMATION:

The extreme sadoMasochist is (roll a d6)...

- 1 – 2: ...so addicted to being hurt that he frequently starts fights with armed men in the hopes of being stabbed or bludgeoned.
- 3 – 4: ...actively trying to recruit the characters to come and join his 'cult of pain'.
- 5 – 6: ...not above kidnapping innocent people to subject to his tortures and extremes.



(44 – 45.P) Do-Gooder

Required Skills: None Required Equipment: None

PLAYER'S INFORMATION:

This local common person has a heart of gold that he polishes every day through the application of good deeds. He does these things for no other reason than to better his world; a strange lack of selfishness apparent in all of his actions.

REFEREE'S INFORMATION:

The do-gooder is (roll a d6)...

- 1 – 2: ...willing to do anything for the characters, as long as it does not hurt anyone or anything else.
- 3 – 4: ...remarkably wealthy from generations of industrialist inheritors and now wants to use that money and power to help the unfortunates of the world.
- 5 – 6: ...looking for a new crusade or goal to undertake; which could be something that the characters wish to see succeed as well.

(46 – 51.A) Serial Killer

Required Skills: Stealth, Required Equipment: Store/Shop
Investigate or Any Combat

PLAYER'S INFORMATION:

Deep within the mind of this cold-hearted being lays a hunger or need for murder. He is focussed upon a particular type or pattern in his kills and his work is recognised and feared all over the planet.

REFEREE'S INFORMATION:

The serial killer is (roll a d6)...

- 1 – 2: ...making a new pattern of kills in the local area after a long period of hiatus; he had to cool down for a while because the authorities were getting close.
- 3 – 4: ...someone that no one would ever think is a deadly killer, especially not the characters.
- 5 – 6: ...careless in the clues that he leaves behind because the 'work' is all that matters to him anymore.

(46 – 51.P) Obsessed Hunter

Required Skills: Persuade Required Equipment: None

PLAYER'S INFORMATION:

This searcher of the elusive has dedicated much of his later life to the finding and elimination of a specific individual, creature or thing. He thinks of nothing else.

REFEREE'S INFORMATION:

The obsessed hunter is (roll a d6)...

- 1 – 2: ...looking for a derelict vessel lost a hundred years ago that would be worth billions.
- 3 – 4: ...searching for a creature that killed someone close to him when he was young and now he wants to kill it to finally find vengeance.
- 5 – 6: ...scouring the galaxy in search of a single person who has been eluding him for decades.

(52 – 53.A) Beast Keeper

Required Skills: Stealth or Required Equipment: None
Any Combat

PLAYER'S INFORMATION:

Whether it is on leashes, in cages or roaming around in corrals, this dedicated person keeps a host of dangerous beasts on his property. They are all deadly and still very wild but through drugs and technological persuasion he can steer them at his desired targets.

REFEREE'S INFORMATION:

The beast keeper is (roll a d6)...

- 1 – 2: ...a despicable person who raises these animals for bloody pit fights and gladiatorial combat.
- 3 – 4: ...raising several illegal breeds of animal; he will use them to protect his operation if the characters seem too inquisitive about his business.
- 5 – 6: ...combining the worst traits of all of his beasts to genetically create the most ill-tempered, uncontrollable and deadly creature his planet has ever seen.

(52 – 53.P) Animist

Required Skills: Persuade, Survival Required Equipment: None

PLAYER'S INFORMATION:

This interesting nature-lover has turned to listening to the spirits of the animals themselves for guidance and prophecy. He believes that all animals bear a powerful spirit that he can share 'energy' with in order to live better in tune with the world around him.

REFEREE'S INFORMATION:

The animist is (roll a d6)...

- 1 – 2: ...living in the midst of several predatory or vicious animals towards which he shows no fear at all; he is living as one of them and they are accepting him.
- 3 – 4: ...looking to ask the characters for help in dealing with a group of hunters and poachers that are hurting his 'friends'.
- 5 – 6: ...a strange form of psionist that has empathy and telepathy with the animal kingdom.

(54 – 55.A) Raving Oracle

Required Skills: Investigate Required Equipment: None

PLAYER'S INFORMATION:

Shouting, mumbling and frothing about some event that has yet to pass – yet will change the universe forever – this seemingly insane person is supposed to have vision into the future. If that is the case, dire things are coming.

REFEREE'S INFORMATION:

The raving oracle is (roll a d6)...

- 1 – 2: ...talking about the destruction of the entire planet; causing major panic amongst the common people of the community.
- 3 – 4: ...pointing at the characters as the bringers of death and pain. The locals that believe in the oracle are already beginning to look angry in response.
- 5 – 6: ...proclaiming that the characters are 'just the first' and that 'they will follow their tracks through the stars'. This enigmatic prophecy is being pored over by the locals to figure out if the characters are an evil sign or the heralds of something great.

(54 – 55.P) Mystic

Required Skills: Investigate, Survival Required Equipment: None

PLAYER'S INFORMATION:

Only being discovered in the wilderness if actively sought after, this strange old mystic is said to have powers over the old energies of the planet. He is said to steer the fates and alter reality at his leisure and that no one comes back from a visit unchanged.

REFEREE'S INFORMATION:

The mystic is (roll a d6)...

- 1 – 2: ...a very powerful clairvoyant that can indeed see the answers to the characters' questions if they ask nicely and without malice.

- 3 – 4: ...a charlatan and a fake as far as his powers are concerned but he has several interstellar communication links that he uses to 'know' about the galaxy in such a low-tech setting.
- 5 – 6: ...a disguised member of a truly ancient alien race with godlike powers on a cellular level.



(56 – 61.A) Challenger

Required Skills: Any

Required Equipment: None

PLAYER'S INFORMATION:

This person has one goal on his mind, to challenge one of the characters to some kind of duel or contest that will bring a single skill to test. Arm wrestling, swimming, shooting, musical talent or even theoretical magnetic physics; he just wants to show that he is better at it.

REFEREE'S INFORMATION:

The challenger is (roll a d6)...

- 1 – 2: ...good at what he is challenging the character to but he is actually just a decoy for a larger plot against the characters.
- 3 – 4: ...extremely talented in the skill that he is challenging the character at.
- 5 – 6: ...not skilled at all in the skill he is challenging the character at but he hopes that it allows him to get close enough to the character to make a surprise attack; he is a paid assassin aimed at the character!

(56 – 61.P) Dying Courier

Required Skills: None

Required Equipment: Ship or Transport Vehicle

PLAYER'S INFORMATION:

Wounded or ill thanks to an unknown source, this interstellar courier cannot hope to finish his appointed delivery. He needs someone else to take over for him, even if the package might seem more attractive than delivering it.

REFEREE'S INFORMATION:

The dying courier is (roll a d6)...

- 1 – 2: ...carrying the cure for a deadly virus that is ravaging somewhere not too far from where the characters are. He says the cure is worth millions but the infected people need it soon or they will die.
- 3 – 4: ...supposed to deliver a key component to an alien device. He does not know what it will do or why his employer needs it to be activated, merely that they were paying very well to get it brought to them quickly.
- 5 – 6: ...holding a message that can mean the end of a tyrannical – yet very wealthy – governmental authority.

(62 – 63.A) Temporal Thief

Required Skills: Investigate

Required Equipment: None

PLAYER'S INFORMATION:

Using super-advanced time travel capabilities that occur an age later than this one, this criminal has leapt into the current time in order to steal precious artwork and items that will later be priceless in his own time.

REFEREE'S INFORMATION:

The temporal thief is (roll a d6)...

- 1 – 2: ...back in time to steal precious metals from the local depository.
- 3 – 4: ...willing to risk changing the future by interacting with the characters, even telling them where he is from.
- 5 – 6: ...from a time that weapons are utterly illegal and therefore utterly priceless. He wants to steal the weapons from the characters and leap forward in time but he knows that he might have to fight them to do so.

(62 – 63.P) Time-Agent

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

Charged with trying to collect wayward time travellers and erase unwanted 'temporal fluxes', this future agent of a time-travelling governmental authority has weapons and equipment that is even more advanced than that of the Imperium of Man.

REFEREE'S INFORMATION:

The time-agent is (roll a d6)...

- 1 – 2: ...looking for help rounding up a missing time traveller. He will not tell the characters why he has to arrest him, just that he must be stopped before he causes 'too much damage'.
- 3 – 4: ...not sure how his time-travel equipment got damaged but it is. He needs the characters' help in getting him the obscure parts that he needs to fix it.
- 5 – 6: ...searching for a temporal murderer that enjoys going back in time to kill prominent figures and change history.

(64.A) Host to Parasites

Required Skills: Investigate, Medic Required Equipment: None

PLAYER'S INFORMATION:

This normal-looking individual has been exposed to a colony of invasive parasites that have infested his body and control his nervous system. If he cannot be freed of their control, they will steer him to a bigger population to spread the infection.

REFEREE'S INFORMATION:

The host to parasites is (roll a d6)...

- 1 – 2: ...only contagious to those who touch his blood. He is planning to dive into the local reservoir holding an armed concussion grenade – making sure that he infects the water supply.
- 3 – 4: ...curable with subtle applications of mild poisons into the bloodstream but the process is painful and must be exact or it could kill the host.
- 5 – 6: ...not aware of being controlled by the parasites at all; he believes that all of these strange decisions are somehow his idea.



(64.P) Galactic Purifier

Required Skills: Any Combat Required Equipment: Any Weapons

PLAYER'S INFORMATION:

Something dangerous has gotten loose from this stoic hunter's planet and he has been sent to make sure that it does not spread any further. He is the hunter, they are the hunted but he knows that he will need help to ensure galactic purity.

REFEREE'S INFORMATION:

The galactic purifier is (roll a d6)...

- 1 – 2: ...hunting a race of rapidly reproducing creatures that his people have kept quarantined for generations due to their destructive instincts.
- 3 – 4: ...in need of the characters' help to get him familiarised with the local terrain and culture if he wants to find and kill the escapees.
- 5 – 6: ...a medical warrior that is actually hunting down an escaped infection – which is why he needs the characters to serve as his guides amongst the population.

(65.A) Psion Hunter

Required Skills: Stealth or Deception Required Equipment: None

PLAYER'S INFORMATION:

A deadly foe to anyone with mental talents, this devoted killer of psionists has some kind of grudge. He is trained against psionic intrusions and attacks, knowing how to fight his nemeses.

REFEREE'S INFORMATION:

The psion hunter is (roll a d6)...

- 1 – 2: ...good at killing them but cannot tell a psionist from a normal member of the species. This is why he is suddenly after the characters for being psionists, even if they are not.
- 3 – 4: ...well-equipped and probably sponsored by a secret agency or government that wants to see psionist talents eliminated from the galaxy.
- 5 – 6: ...single-minded and dedicated because of someone in his family being mentally tortured to madness by an evil psionist years ago.

(65.P) Ancient Being

Required Skills: Persuade

Required Equipment: None

PLAYER'S INFORMATION:

A survivor of a race that was thought to be extinct a thousand years before mankind could write, this ancient and powerful alien being believes that the galaxy has forgotten about him. Discovering him could change the universe, especially if the characters manage to bring him out of hiding.

REFEREE'S INFORMATION:

The ancient being is (roll a d6)...

- 1 – 2: ...powerful enough that lesser species in the past have mistaken him for a god and the characters could find his image and name in many local ancient history books.
- 3 – 4: ...not ready for the universe to know that he still exists; he will grant each character a single request if he is capable (which is likely) if they swear to keep his location a secret.
- 5 – 6: ...going to re-enter galactic society and needs a team of heralds to serve as his entourage; the characters would do well to fill these roles.

(66.A) Infernal Presence

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

This being claims to be hellish and daemonic in origin; a true devil or hell spawn living on the plane of mere mortals in order to corrupt and ultimately destroy them.

REFEREE'S INFORMATION:

The infernal presence is (roll a d6)...

- 1 – 2: ...a truly energetic being made of radiation, heat and telekinetic force – there is no reason why someone could not think that has the makeup of a 'daemon'.
- 3 – 4: ...a destructive force to be reckoned with that cares nothing for any form of life other than its own. It must be stopped before it scours the area of all life.
- 5 – 6: ...looking to make deals and contracts with the characters. These deals will grant power and ability but will come with a terrible price later in their lives...

(66.P) Holy Avatar

Required Skills: None

Required Equipment: None

PLAYER'S INFORMATION:

Claiming to be the physical manifestation of a holy force or higher power, this 'angel' is a powerful being rooted in the desire to avenge injustice and smite evil. If it is not actually a servant of a god, it makes sense that it could be.

REFEREE'S INFORMATION:

The holy avatar is (roll a d6)...

- 1 – 2: ...an entity that radiates confidence and warmth. It knows the characters by name even before they introduce themselves and it knows some of their greatest achievements. It wants their help in vanquishing a villain, if only to prove their goodness.
- 3 – 4: ...an avenging 'angel' that is frightening to behold; it is bloodthirsty and ferocious – all evil cannot hope to stand before it.
- 5 – 6: ...on the mortal plane to seek a single worthy soul in a sea of sin and depravity. Perhaps the characters can help him find one and earn whatever reward he claims is waiting for those who aid his 'lord'.



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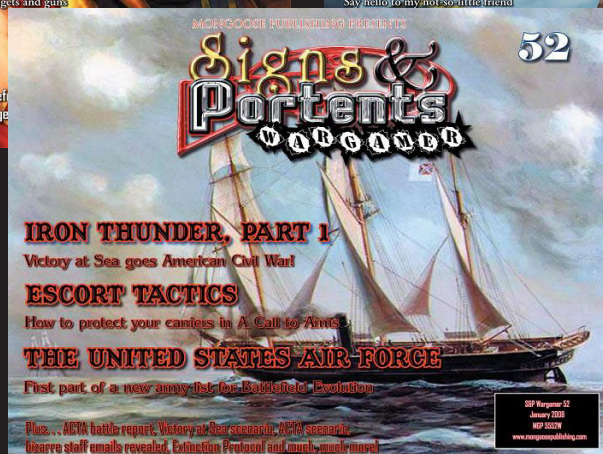
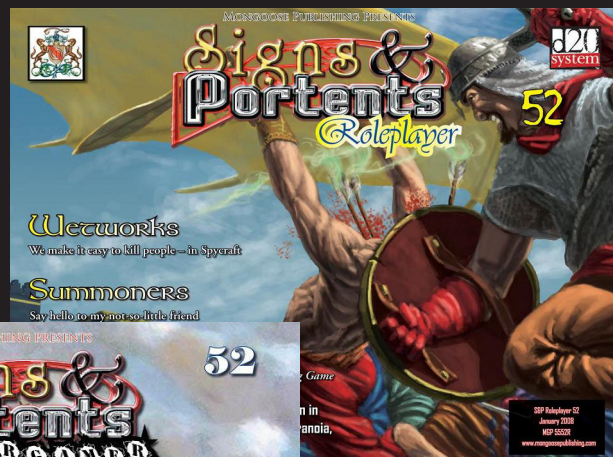
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