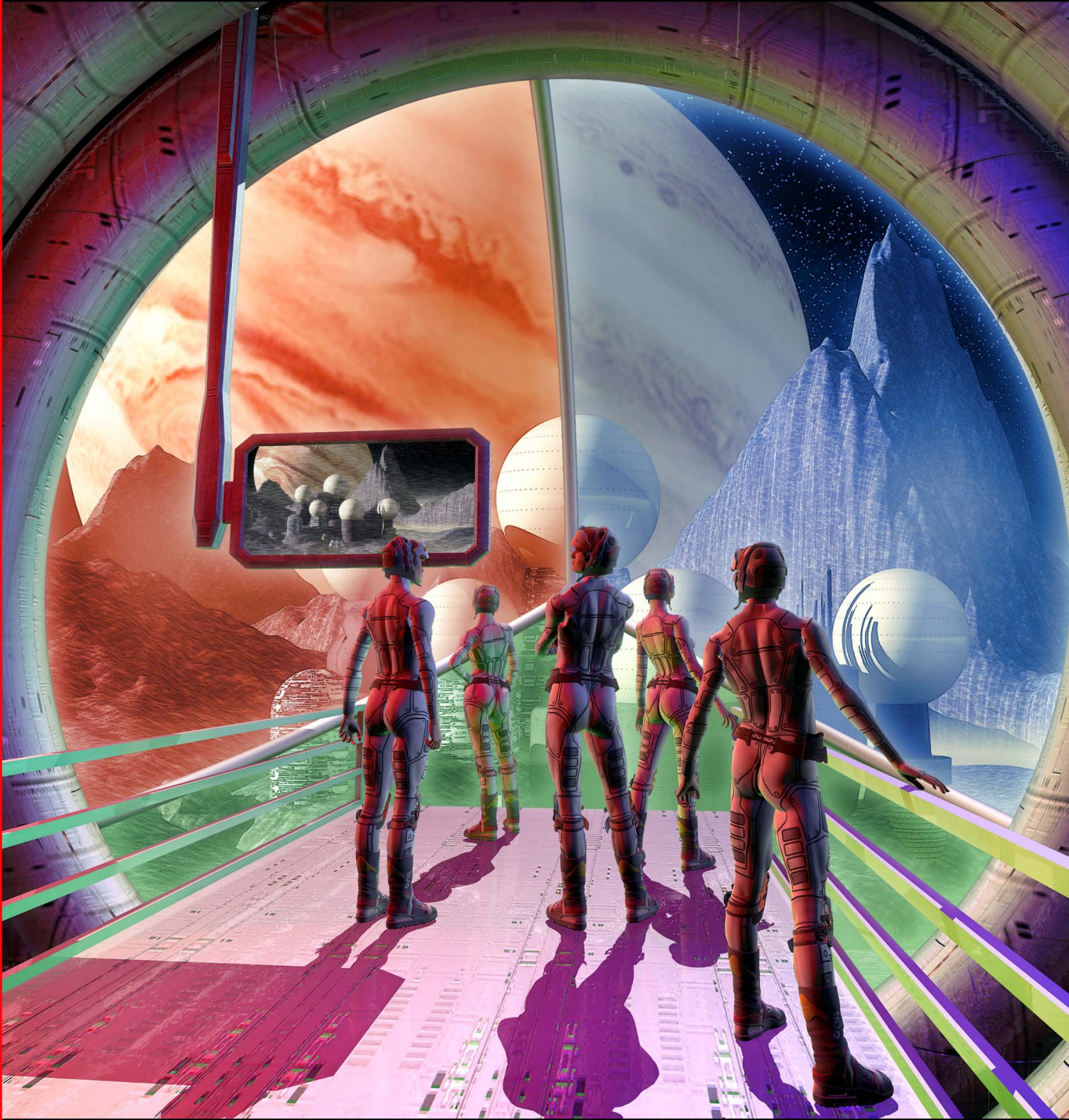


# 21 Organizations

STARGAZING



**TRAVELLER**

Compatible Product

*Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing.*

# *21 Organizations*

## *A Sourcebook*

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## 21 Organizations

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### *About this book*

This book outlines 21 different and varied organizations for use with Traveller. Each has its own distinct history, reason for being, and goals for the future.

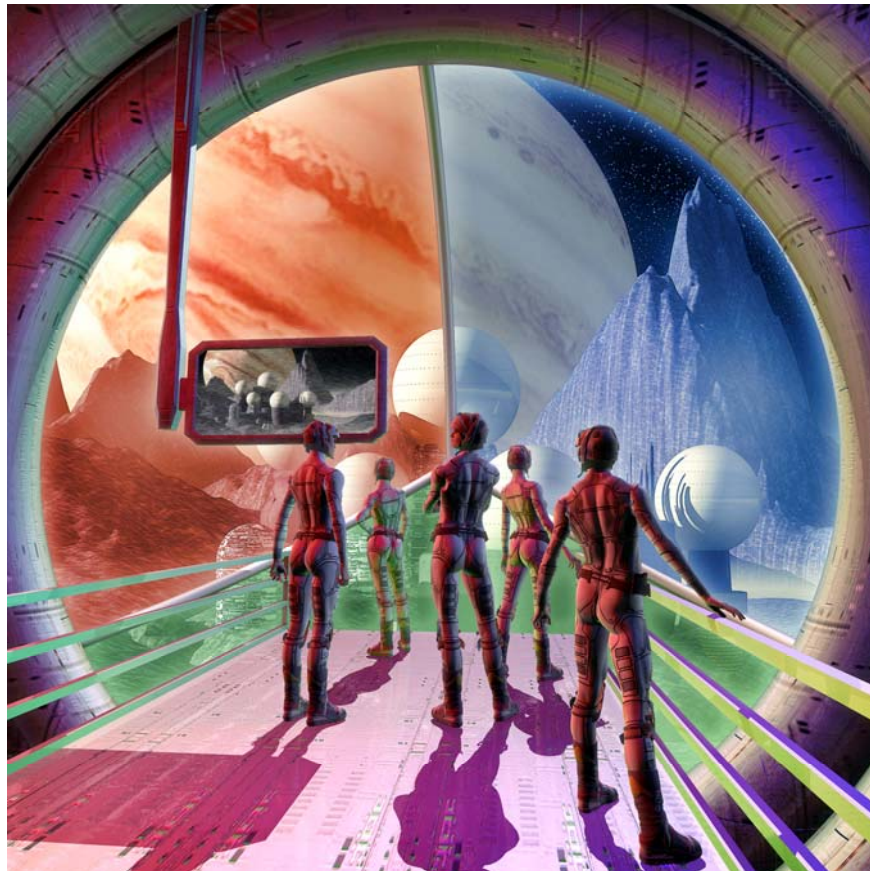
However, most of the history alluded to here is the alternate Traveller history which we are building with all Gypsy Knights Games' products. You can see references to this history throughout all of our products and much of it is outlined in **The Hub Federation**.

If, however, you choose not to use that alternate history, we believe that this book can still be useful as a collection of organizations and career tracks. You may simply

eliminate the references to our history and insert what would be best for your campaign.

Like all of our products, the main intention of this book is to provide an extra spark to the Referee's imagination. If you are need of a corporation, a small polity's navy, a shipping company, or even a group of doctors, we hope to provide a quick boost to make things a little easier.

We at Gypsy Knights Games hope this product is used and reused by you many times and that it is an aide to you in coming Traveller campaigns.



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# *The Hub Federation Navy*

### *The Past*

Prior to the Conduit Collapse, several of the nations of Earth had placed ships on the Clement side of the wormhole. When the wormhole collapsed, those ships were left stranded. Without orders or a clear mission, most of the nation's admirals simply joined with a planetary government. This was the case for the Hub Federation Navy.

Most of the stranded ships which joined the worlds which now make up the Hub Federation were European. German and British ships make up the bulk of the Hub force. When the Federation was formed, deals were made and alliances created to give up national loyalties in favor of a unified Federation Navy.

These vessels had been assigned to the region to protect shipping. With the vast numbers of independent worlds being settled, along with the national colonies, piracy became a major problem. These ships, many simply armed merchants, began to attack unarmed shipping.

Over time, more and more merchant vessels went armed, which, in some cases, increased the temptation for some to go into piracy. The governments, both local and back on Earth, felt the need to protect this shipping. Before long, the worlds which craved independence began to maintain their own fleets. Others simply called upon the Earth governments to help.

By the time of the Collapse, most of the navies (both the fledgling independents and the Earth nationals) in the Clement sector were already experienced pirate hunters. So the squadrons which joined with the Hub Federation after the Collapse already had experienced crews.

### *Colin Drake*

One of the most famous pirates of the colonization period was the infamous Colin Drake. Drake had begun life as a member of the United States Space Navy, but deserted the force once on the Clement side of The Conduit.

Drake joined a group of pirates as a gunner, but after a particularly heavy firefight ended up the captain of the ship. As time passed, Drake was able to gather other ships to his cause. By 2280, Drake commanded an entire fleet of armed merchants.

Drake's most famous raid was against an Egata Mining vessel *MV Disco Volante*. Egata had not only armed their ore carrier, but placed a group of armed troops on board as well. Drake and his compatriots were able to overpower the troops and not only steal the ore but also the vessel.

The large ore carrier was then outfitted with weapons and became Drake's flagship *The Shadow*. It was in this vessel in 2287 that he and his small fleet of armed merchants fought and lost their epic battle with a British ship, *HMS Endeavour*, in the Nyx system.

Drake is still remembered throughout the Clement sector. Many claim that Drake knew it was only a matter of time before someone caught up to him and he hid his pirate treasure. Some even claim that Drake had more than simply valuables, but even had some alien artifacts. So far no one has located it and most historians believe that, if he had a treasure at all, it perished with him.

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### *Structure*

The Hub Federation Navy consists of 5 former German cruiser squadrons and 2 former British cruiser squadrons. Each of these consisted of 3 cruisers and 6-8 escort craft. The squadron as a whole was commanded by a captain. Overseeing these squadrons was an admiral based at a starport. In the case of the German ships, their main base was at Hub. In the case of the British, it was on Wellington. All of these joined the Hub Federation following the Conduit Collapse.

The first Fleet Admiral of the Hub Federation Navy was Admiral Joshua Clement. This was part of a deal struck with the British which not only brought in Wellington, but gave Admiral Clement his position. Soon after, Admiral Clement took a position as the senator from Wellington. A few short years later, he ascended to the presidency.

The current Fleet Admiral is Dietrich Degenhart. Degenhart was the admiral of the German squadrons at the time of the Collapse. Both Degenhart and Clement were instrumental in the formation of the Navy and, indeed, the entire federation.

It is Degenhart who is most responsible for the current make-up of the Federation Navy. For instance, while ranks are often listed in English and German, they are German ranks (such as Bootsman and Frigate Captain) rather than English ones.

As crews and populations began to mix over time, most of the ships were installed with translators and bilingual markings. However, the vast majority of naval personnel speak German, either as their primary or second language.

The Hub Federation Naval Academy encourages the use of both languages, but all official communications are given in German so as to avoid confusion. Language, as

### *Where is the EU?*

With all this talk of Germany and Great Britain here, you might ask "Where is the European Union?". It is our supposition here that the EU doesn't last through the 21<sup>st</sup> Century. Germany, at the time of the Conduit Collapse, was the dominant power in Europe, followed by Britain and France.

As with all things in our products, feel free to modify this history if you believe it works better for your campaign or world view.

well as naval tactics, history, science, and leadership are among the top topics at the Academy. The Academy is located on Hub in the city of Kiel.

### *The Present*

The current Hub Federation Navy is a growing entity. The Anderson and Felix shipyards at Hub and Wilhelmveldt have been commissioned to build new cruisers to maintain the borders of the Federation. It is the belief of the current President that the navy should be used in a defensive role.

President Clement believes the navy should be used to protect the Federation worlds from piracy. It is also believed that small escort vessels should be fielded to protect trade vessels to nearby worlds when needed.

The President's opponents in the W-D block believe that the navy should be expanded and investments should be made in ships of larger size. This opinion usually comes hand-in-hand with a sense of destiny that the Hub Federation should expand its borders and annex nearby star systems.

## *21 Organizations*

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In either case, the prevailing opinion is that the Navy needs to be grown, but it is the direction of that growth which is the political sticking point. The President, however, is the final word on these topics.





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### Hub Federation Navy Career Track

**Enlistment:** INT 6+  
-2 to the roll if age 34+  
-1 per previous career

**Assignment:** Choose from the following:

**Crew/Line** – You served as a crew member or officer in the Hub Federation Navy.

**Engineer/Gunner** – You served as a technical specialist in the Hub Federation Navy.

**Flight** – You served as a pilot of a small vessel such a fighter or shuttle.

#### Career Progress

| Career  | Survival | Advancement |
|---------|----------|-------------|
| Crew    | INT 5+   | EDU 7+      |
| Eng/Gun | INT 6+   | EDU 6+      |
| Flight  | DEX 6+   | EDU 5+      |

**Commission:** SOC 8+

#### Mustering Out Benefits

| Roll | Cash  | Other Benefits |
|------|-------|----------------|
| 1    | 500   | 1 Ship Share   |
| 2    | 1000  | +1 INT         |
| 3    | 2000  | +1 EDU         |
| 4    | 5000  | Weapon         |
| 5    | 5000  | Weapon         |
| 6    | 10000 | 2 Ship Shares  |
| 7    | 20000 | +1 SOC         |

#### Skills and Training

| Roll | Personal Development | Service Skills   | Advanced Education (Minimum EDU 8+) | Officer Skills (Officers Only) |
|------|----------------------|------------------|-------------------------------------|--------------------------------|
| 1    | +1 STR               | Gunner (any)     | Computers                           | Tactics (Naval)                |
| 2    | +1 DEX               | Gun Combat (any) | Medic                               | Pilot (any)                    |
| 3    | +1 END               | Zero-G           | Sensors                             | Tactics (any)                  |
| 4    | +1 INT               | Pilot (any)      | Remote Operations                   | Leadership                     |
| 5    | +1 EDU               | Mechanic         | Engineer (any)                      | Admin                          |
| 6    | Athletics            | Vacc Suit        | Astrogration                        | Persuade                       |

| Roll | Specialist: Crew | Specialist: Eng/Gun | Specialist: Flight  |
|------|------------------|---------------------|---------------------|
| 1    | Gunner (any)     | Computer            | Flyer (any)         |
| 2    | Astrogration     | Mechanic            | Astrogration        |
| 3    | Pilot            | Engineer (any)      | Pilot (any)         |
| 4    | Sensors          | Gunner (any)        | Pilot (small craft) |
| 5    | Melee (any)      | Sensors             | Gunner (any)        |
| 6    | Comms            | Science (any)       | Zero-G              |



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### Ranks and Benefits

| Rank | NCO Rank          | Benefit      | Officer Rank     | Benefit                |
|------|-------------------|--------------|------------------|------------------------|
| 0    | Matrose           | Vacc Suit 1  | Ensign           | Language 1             |
| 1    | Maat              | Language 1   | Lieutenant       | Admin 1                |
| 2    | Obermaat          |              | Corvette Captain | Leadership 1           |
| 3    | Bootsman          | Mechanic 1   | Frigate Captain  |                        |
| 4    | Oberbootsman      |              | Captain          | Tactics (Naval)<br>1   |
| 5    | Stabsbootsman     | +1 END       | Admiral          |                        |
| 6    | Oberstabsbootsman | Leadership 1 | Fleet Admiral    | +2 SOC<br>(maximum 10) |

### Mishaps

| Roll | Mishap  |
|------|---|
| 1    | Severely Injured. Roll twice on the injury table (Traveller Main Rulebook, p. 37)   |
| 2    | You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.  |
| 3    | Your ship has been destroyed in battle. Roll on the injury table (Traveller Main Rulebook, p.37). You are discharged from the service following an inquiry board. |
| 4    | You are accidentally exposed to a dangerous atmosphere. Lose 1 END.   |
| 5    | You become embroiled in an argument with a superior. He has sought to end your career numerous times and has finally done so. Gain 1 rival.                       |
| 6    | Injured. Roll on the injury table (Traveller Main Rulebook, p.37)   |

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### Events

| Roll | Events  |
|------|---|
| 2    | Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.   |
| 3    | You have been recognized by the Hub Federation Navy for exemplary service. Gain 1 benefit roll.   |
| 4    | You have been chosen to spend part of the next term as an instructor at the Hub Federation Naval Academy on Hub. Gain 2 benefit rolls and +1 SOC.   |
| 5    | You spot a fellow crewperson doing something dangerous or illegal. If you choose to turn them in, gain +2 to next promotion roll. If you choose to instruct them to do otherwise, gain Leadership 1 or a roll on the service table. If you choose to ignore the action gain Streetwise 1 and an ally. |
| 6    | You have been selected for cross-training in an alternate assignment. Choose an alternate specialist table (Crew, Eng/Gun, or Flight) and roll for 1 skill.   |
| 7    | Life Event. Roll on the Life Event Table (Traveller Main Rulebook, p.34)  |
| 8    | You have been chosen for advanced training. Make a roll on the Advanced Education table.  |
| 9    | You take part in a boarding raid against a pirate vessel. Roll Gun Combat or Melee 8+. If you succeed, gain a level in Gun Combat (any) or Melee (any). If you fail, roll on the injury table (Traveller Main Rulebook, p.37)   |
| 10   | Your new commander is extremely strict and is dedicated to details. It's tough for you but you pull through. Gain 1 level in a specialist skill you already possess.  |
| 11   | You suffer a language barrier with one of your fellow crewpersons. Roll Language 8+. If you succeed, you gain an ally. If you fail, you gain an enemy.  |
| 12   | You have done exemplary work during this term. You are automatically promoted.  |

### *Anderson and Felix Shipbuilders*

#### *Overview*

The Anderson and Felix Shipbuilders Company was started on Hub in 2299 by Jamie Anderson and Reynaldo Felix. Both Anderson and Felix had started off working for the Atlantic Shipbuilding Corporation, which had built several vessels for travel between Earth and the Earth-side colonies. Anderson and Felix felt the same expertise could be used on the Clement side of the Conduit and departed for Hub.

A&F started off with headquarters in the city of Vogel. Using the start-up capital from investors, they began making shuttles for use in carrying passengers from the downport to the recently built highport. A&F were praised for the reliability and quality of their shuttles and were soon providing those shuttles to several worlds in the Hub subsector.

As time went on, A&F were able to expand their operations into space and create larger vessels. Their current main shipyard is in orbit around Hub. This shipyard has become the main shipyard in the subsector. A second A&F shipyard has been built in orbit around Wilhelmveldt

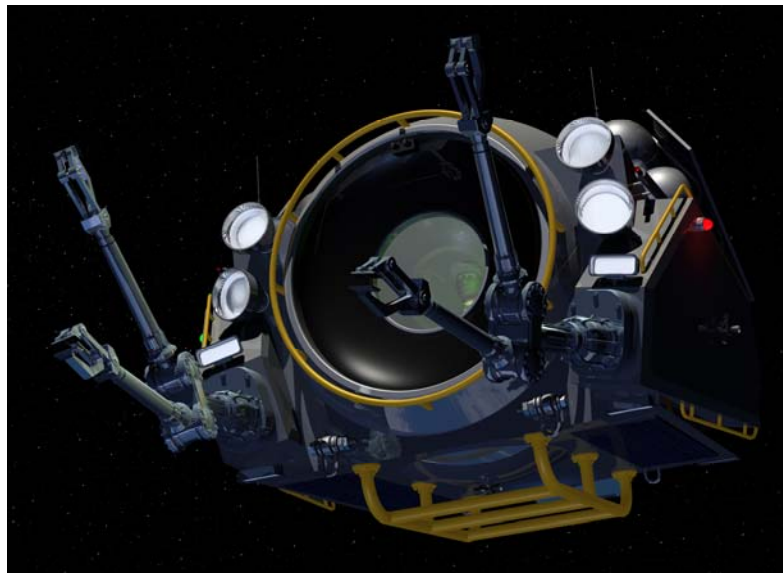
which is the second busiest shipyard in the subsector.

The majority of ships seen in the subsector today were built at one of these two shipyards. All of the Hub Federation Navy ships which were not leftovers from the pre-Collapse national fleets were built at Anderson and Felix. Many corporations, such as Blaylock Mining, the Blue Star Line, and Winterkorp have their ships built at these yards as well.

Jamie Anderson was born on Earth in 2249. Educated in the United Kingdom, Anderson went to work for Atlantic Shipbuilding Corporation in 2275. At the age of 50, Anderson joined with Felix to form A&F. Jamie Anderson still serves as an advisor to the company at the age of 93.

Reynaldo Felix was born in 2230 on Earth. Educated in the United States, Felix went to work for Atlantic Shipbuilding in 2276. Felix was 69 when he left the company to join Jamie Anderson in forming A&F.

Felix was on a business trip to Earth when the Conduit collapsed in 2331. It is unknown if he is still alive.



### *The Captain's Guild*

#### **Overview**

The Captain's Guild is an organization designed to meet the needs of the merchant captain. Whether you are an independent trader or the captain of a corporate freighter, you can become a member of the guild.

Membership in the guild comes with many privileges. One of the best known is the Guildhouse. The Guildhouse provides information, lodging, meals, and camaraderie. There is a Guildhouse located on every A or B class port and on some C class ports.

The Guildhouse features luxury accommodations for members only. Each Guildhouse has exactly 250 suites available without charge to members. Members can remain in the Guildhouse for up to 21 standard days. Suites are first-come, first-serve and no reservations are accepted.

Each Guildhouse features an exceptional restaurant which provides sumptuous meals to members and up to three guests. Meals for both members and guests are provided at no charge. Local foods are featured on the menu if possible.

The Guildhouse also features a lounge area (see next page) where members can meet and greet their fellow captains. Lounges are tastefully decorated with dark wood panels and leather seating.

Guildhouses are staffed by some of the finest professionals in their fields. One of the most visible is the Purser. The Purser is available at the front desk and is available to answer any questions from members. Guild members are expected to take a moment and inform the Purser of certain information. This can include, but is not limited to, their previous port of call, their next planned port of call, and difficulties they may have faced at their previous locations. In this way, the Purser can

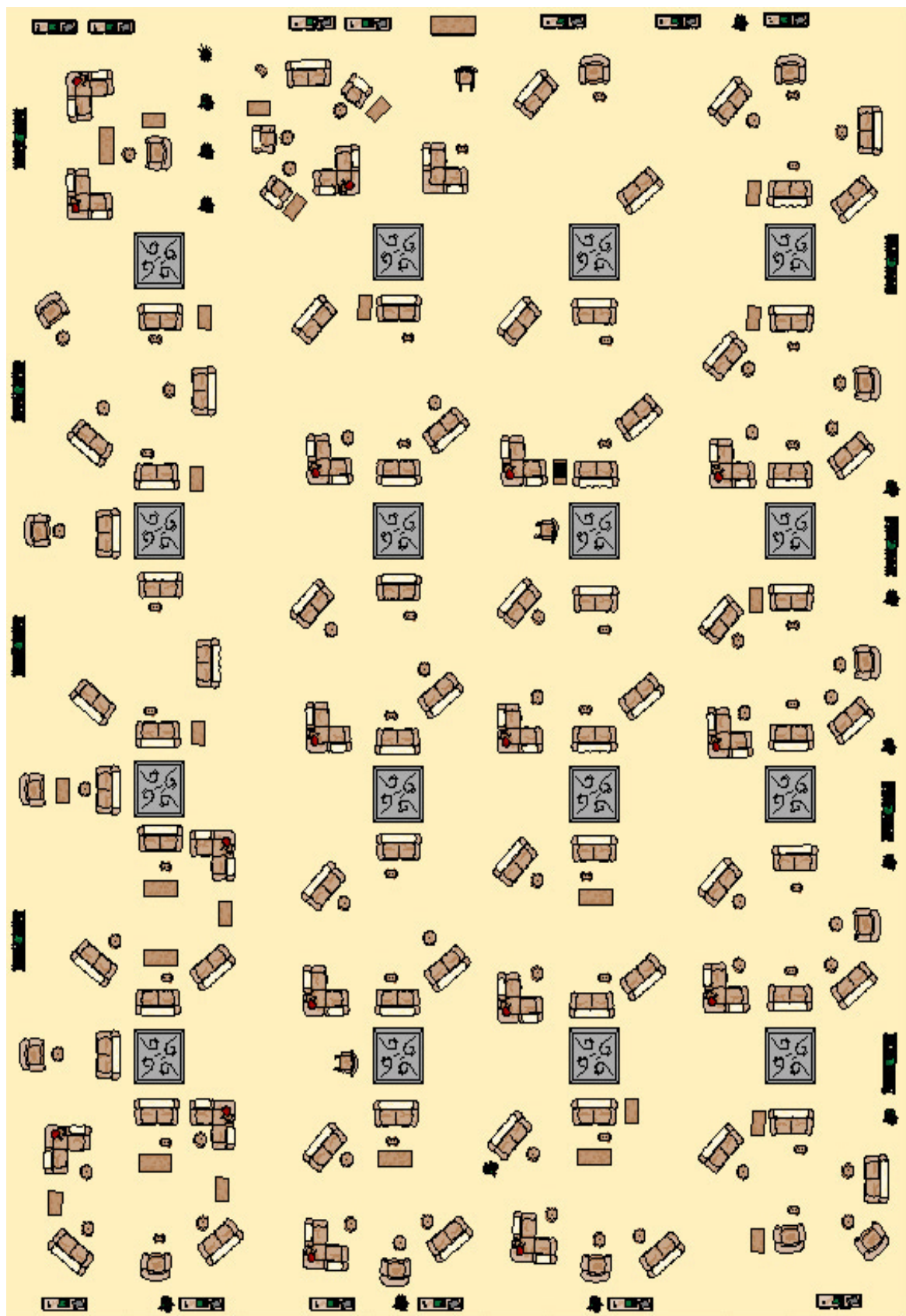
remain informed and be able to share this information with members.

Membership in the guild costs 625,000 credits per standard year. At no point will the Guild ever ask for more money from you once your membership is paid. All memberships must be paid in full when renewed.

Along with the membership holocard comes several vouchers for lessened fuel prices at all participating ports of call.



## 21 Organizations



# *Blaylock Mining Corporation*

## *Overview*

Blaylock Mining Corporation is the largest corporation in the Clement Sector. BMC employs millions of people from miners to administrators. BMC controls an entire star system, the Cybele system, where its main offices are located.

BMC was founded as a subsidiary of Cameron Mining, an Earth corporation which was founded in the mid-21<sup>st</sup> Century. When the Conduit was expanded and colonists were allowed to cross over, one of the first colonists, Andrew Blaylock, was a member of the Cameron Mining staff. Blaylock was allowed to set up his own subsidiary of the company on the Clement side of the wormhole.

Blaylock Mining Corporation met some initial resistance on the Clement side of the wormhole. The German and British governments had already sold rights to a British company, Paulsen Mining. Blaylock, undeterred, hired a ship and crew and began exploring for new areas to mine.

Arriving in what is now the Tulrakh system, Blaylock staked his claim to the two planetoid belts there. BMC expanded to control the two belts and move on to explore into the Franklin subsector. Within twenty years, BMC had moved its base of operations to the massive and rich belts of the Cybele system.

In 2235, Blaylock was able to purchase the company outright from Cameron Mining and become his own corporation. In truth, Blaylock had already begun to put back money and material in preparation for this split. BMC now controlled the belt mines and a large percentage of the capital moving through the colonized worlds.

## *The Company*

In the shared alternate history of our products (outlined in The Hub Federation), BMC is among the most powerful corporations in the setting. In your setting, a corporation controlling most of the mining in three subsectors might be much smaller compared to other megacorporations. While you could make BMC that much larger, we'd recommend that you keep them to their current scale.

However, we'd also like to recommend that you keep them lean and hungry as the BMC in the early parts of our setting was. As the mid-2300s approach our setting, BMC is a bit bloated. In a setting such as the Third Imperium, they would be much smaller fish and still driven to expand and fight for market share.

Blaylock turned over control of the company to his son, Thomas, on the occasion of Andrew's 100<sup>th</sup> birthday in 2268. Andrew Blaylock would live for another fifty-four years and would continue to act as an advisor to the company until his death.

BMC controls all aspects of its mining operations. The corporation owns everything including the means of production, the means of shipping, and the means of upkeep. BMC has its own fleet of cargo vessels to carry the ore and a fleet of escort ships to protect it from pirates.

Thomas Blaylock is now 129 years old and has passed on control of the company to his son Andrew Blaylock II. Following the lead of his father, Thomas passed the company to his son on his 100<sup>th</sup> birthday in 2313. Thomas has now retired and lives on Cybele.

### Sirius Bail Bonds

#### Overview

Sirius Bail Bonds was started in 2329 by Maxwell “The Apple” Chernowith. Chernowith, a resident of Nyx, discovered that often those who were accused of crimes could escape to another world. Many of the smaller independent worlds simply could not afford to spend valuable resources in tracking them down. Chernowith saw an opportunity.

Chernowith assembled a group of ex-military and ex-law enforcement to hunt down these law breakers on other worlds and have them returned. This would require a minor fee being paid up front by the government in question. Upon recovery of the lawbreaker, Sirius Bail Bonds would then charge a fee covering expenses. While this was not strictly a “bail and bond” arrangement, Chernowith liked the company name and continues to use it.

Chernowith’s hunters (he refers to them as “bounty hunters” though, technically, this too is incorrect) are trained to be unrelenting in their pursuit of fugitives. Sirius advertises a 96% success rate, though some experts say the true number is closer to 70%.

Chernowith still operates the main office on Nyx, but over the past 13 years, several branch offices have opened across the settled worlds. Their newest office is located on Talca.

Sirius will work only with governments and will refuse any private or corporate job. Chernowith has stated on numerous occasions that he is interested in chasing down criminals, not acting as a private detective agency. In some cases, Sirius will turn down government jobs as well due to the nature of the government. For instance, he has refused to hunt down anyone for

#### Max “The Apple” Chernowith

**STR 8 DEX 6 END 8 INT 9 EDU 6  
SOC 6  
Age: 67**

**Skills:** Admin-2, Advocate-2, Gun Combat (Slug Pistol)-2, Investigate-2, Streetwise-2, Athletics (Endurance)-1, Deception-1, Persuade-1, Computers-0

Max Chernowith is a former member of the Nyx security forces in the city of Ratri who specialized in criminal investigation. Following several cases in which the primary suspect simply left Nyx to avoid investigation, Chernowith left the security force and formed Sirius Bail Bonds.

Max was given the nickname “The Apple” because, in his initial days on the force, his face would become red while running. While this did embarrass him enough to seek extra endurance training (something he still keeps up with 47 years later), he embraced the nickname. He dislikes when anyone uses his last name and prefers to be called “The Apple” or “Max Apple”.

Chernowith is often described as quiet and deliberate by those who know him. He rarely jokes and holds a stern face at most times. If not in the office, he is often seen strolling the shores of Lake Antril with his wife, Jackie.

the government of Sophronius and has called that government “illegitimate”.

## 21 Organizations

### Hunter Career Track

**Enlistment:** INT 6+  
-2 to the roll if age 42+  
-1 per previous non-military or non-law enforcement career  
+2 per previous military or law enforcement career

**Assignment:** Choose from the following:

**Office** – You work at the office of Sirius or a similar company and occasionally accompany the hunters as support.

**Hunter** – You are one the pursuers of those attempting to escape law enforcement.

#### Career Progress

| Career | Survival | Advancement |
|--------|----------|-------------|
| Office | INT 4+   | EDU 7+      |
| Hunter | INT 6+   | EDU 6+      |

#### Mustering Out Benefits

| Roll | Cash  | Other Benefits |
|------|-------|----------------|
| 1    | 500   | 1 Ship Share   |
| 2    | 1000  | +1 INT         |
| 3    | 2000  | +1 EDU         |
| 4    | 5000  | Weapon         |
| 5    | 5000  | Weapon         |
| 6    | 10000 | Armor          |
| 7    | 20000 | 2 Ship Shares  |

#### Skills and Training

| Roll | Personal Development | Service Skills   | Advanced Education (Minimum EDU 8+) |
|------|----------------------|------------------|-------------------------------------|
| 1    | +1 STR               | Investigate      | Computers                           |
| 2    | +1 DEX               | Gun Combat (any) | Medic                               |
| 3    | +1 END               | Streetwise       | Sensors                             |
| 4    | +1 INT               | Deception        | Remote Operations                   |
| 5    | Carouse              | Melee (any)      | Social Science (Psychology)         |
| 6    | Athletics            | Recon            | Advocate                            |

| Roll | Specialist: Office | Specialist: Hunter |
|------|--------------------|--------------------|
| 1    | Admin              | Survival           |
| 2    | Persuade           | Tactics (Military) |
| 3    | Computers          | Stealth            |
| 4    | Streetwise         | Jack of All Trades |
| 5    | Sensors            | Gun Combat (any)   |
| 6    | Broker             | Recon              |



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### Ranks and Benefits

| Rank | Rank          | Benefit      |
|------|---------------|--------------|
| 0    | Rookie        | Streetwise 1 |
| 1    |               |              |
| 2    | Hunter        | Recon 1      |
| 3    |               |              |
| 4    | Journeyman    | Stealth 1    |
| 5    |               |              |
| 6    | Master Hunter | Persuade 1   |

### Mishaps

| Roll | Mishap  |
|------|---|
| 1    | Severely Injured. Roll twice on the injury table (Traveller Main Rulebook, p. 37)   |
| 2    | You have been accused of negligence resulting in the death of a team member. Lose 2 benefit rolls.  |
| 3    | The target of your pursuit gets the drop on you. Roll once on the injury table (Traveller Main Rulebook, p.37). The resulting psychological trauma forces you to leave the profession.            |
| 4    | You have broken a local law in your pursuit. The office is able to get you out of serving jail time, but the resulting costs and legal problems force you out of the career. Lose 1 benefit roll. |
| 5    | Constantly seeing the underbelly of human civilization finally gets to you. You simply can't take it anymore and quit.  |
| 6    | Injured. Roll on the injury table (Traveller Main Rulebook, p.37)   |

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### Events

| Roll | Events   |
|------|--|
| 2    | Injured. Roll on the injury table. (Traveller Main Rulebook, p.37) but you do not leave the career. If you are a hunter and the injury is severe, you will be forced to become a member of the Office. |
| 3    | Your success causes another employee to become angry. Gain a Rival.  |
| 4    | The target sets a trap for you. Roll Stealth 8+ or Recon 8+ to avoid the trap. If you fail, roll on the injury table. (Traveller Main Rulebook, p.37)  |
| 5    | You become involved in a race with fellow employees to catch the target. Roll Recon 8+. If you succeed, gain 1 benefit roll and an Enemy. If you fail, gain a Rival.                                   |
| 6    | Chasing a target requires you to become intimately familiar with the local culture. Gain your choice of Streetwise, Language, or Survival.   |
| 7    | Life Event. Roll on the Life Event Table (Traveller Main Rulebook, p.34)   |
| 8    | A job requires you to go undercover in a local operation. Gain your choice of Art (Acting) or Deception.   |
| 9    | The target you are chasing is particularly elusive. Roll Recon 8+ or Streetwise 8+. If you succeed, you are promoted.  |
| 10   | Your pursuit of a target becomes a chase. Roll Drive 8+ or Pilot 8+. Succeed and gain 1 benefit roll. Fail and roll on the injury table (Traveller Main Rulebook, p.37)                                |
| 11   | Family members of a target you captured vow to get revenge. Gain 1d6 enemies.  |
| 12   | You have done exemplary work during this term. You are automatically promoted.   |

### *The Cascadia Colonization Authority*

#### *Beginnings*

The Cascadia Colonization Authority was founded in 2240 by a group of colonists who wished to settle in the Clement sector, but independently away from the Hub Federation. Their intended target was a region now known as the Cascadia subsector. At the time, the nations of Earth had no claim or holdings in that region.

The United Nations in 2235 had established all regions outside the Hub subsector to be open for independent colonies. These worlds were to be havens for exploration away from the influence of the nations of Earth.

The founder of the CCA was Sir James Lancaster. Lancaster, the wealthy founder of Lancaster Shipping, already had a fleet of ships equipped with Zimm drives which had been trading with Earth colonies on either side of the Conduit. Taking advantage of the Independent Worlds Treaty, Lancaster saw an opportunity. Lancaster would ferry colonists (or, later, even sell them the ships) to these regions for a comparatively small fee. However, the colony would have to agree to exclusive rights for Lancaster Shipping to provide supplies for the next fifty years.

Colonists agreed to the terms and the first colony ships began moving across the Conduit in 2245. Most of the colonies were successful, though some failed. However, Lancaster's vision so appreciated that one of the colonies named their colony "Cascadia" in honor of the corporation. It is that colony for which the subsector is named.

All manner of groups looking for a new home and a new way of life began to take the CCA up on their offer to take them to a new world. Often, these worlds had been scouted by the CCA

#### *The Independent Worlds Treaty of 2235*

The Independent Worlds Treaty of 2235 was passed by the General Assembly of the United Nations on September 13, 2235. The IWT stated that any worlds outside the Hub subsector were to remain independent and outside national control. While it may seem counterintuitive that the nations of Earth would agree to such a treaty, there were many reasons for its passage.

While the lifespan and health standards of Earth improved, this also brought on other problems. The pressure of so many people on the planet pressed against the nations, many of whom could not afford to create a fleet of their own. Most of these nations wanted to be rid of some of their populace, but did not want to either create a navy to ferry them nor did they want them to be colonists for another nation's colony. All of these nations supported the treaty.

Other nations had more devious ideas in mind. Many of these felt that since colonization is a dangerous business, why not allow those willing to go independently to do so? Most of these nations felt that, for one reason or another, these independents would not be independent long. So why not allow these colonists to do the dirty work and then, once they needed help, the nations could then rewrite or ignore the treaty and take the already created colony.

only months before. All of these colonists were going forward and seeking a new homeland across the Conduit. Some were seeking opportunity while others simply to find a new life.

## 21 Organizations

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By the time of Lancaster's death at the age of 145 in 2330, he himself had become a colonist. Living in the city of Baker on Cascadia, Lancaster had become a living legend. His home is now visited by millions of tourists annually.

### *Trade and Colonies*

The CCA and Lancaster Shipping continued to plant colonies throughout the Cascadia subsector. Each time, this expanded Lancaster's monopoly on the region. So it became vital to Lancaster's interests to not only continue looking for other worlds, but also to protect the monopoly they currently possessed.

This required the organization to have a trained group of scouts on hand at all times. The stories of these brave explorers became known far and wide and many began to associate the CCA only with these explorers. Lancaster Shipping continued to move goods and colonists from Earth to the colonies while the CCA looked for new locations suitable for more colonies.

In the meantime, Lancaster Shipping began to arm their ships to protect against pirates and, in some cases, enforce their monopoly. Their distinctive red ships became ubiquitous in the region.

The success was not to last forever. By 2290, Sir Lancaster had lived a long life and now wanted to let that life end. Still strong of mind, Sir Lancaster, with no children to pass his business to, split his company, sold it in pieces and retired. These companies became The Blue Star Line, Diamond Enterprises, and Falcon Shipping to name a few.

The Cascadia Colonization Authority was given to the world

government which already bore its name. The CCA became an arm of the Cascadian government, answerable to the Cascadian Congress. By 2231 when the Conduit collapsed, the CCA was already melding into the Cascadian government, Lancaster Shipping was no more, and Sir Lancaster had been buried on his estate for over a year.

### *The CCA Today*

Today the CCA is an agency of the Cascadian government. With its offices in the government sector of the city of Baker, the CCA is now primarily an exploratory agency controlled by the Congress.

Of late, the CCA has been making forays into the Dade subsector just coreward of Cascadia and into the Lancaster subsector to trailing. So far, only a few small colonies have been established on the frontier.

There are three branches within the CCA: Crew, Escort, and Explorer. Explorers specialize in the exploration of new worlds. The explorers study, map, and explore the worlds both from orbit and planetside.

Escorts are troops trained to protect the Explorers from danger. This includes animals, pirates, or even rogue or angry colonists.

Crew mans the ships which take the Explorers to their assignments. Often, members of the crew will accompany the Explorers planetside to serve as aids or simply transport.



## 21 Organizations

### *Cascadia Colonization Authority Career Track*

**Enlistment:** INT 6+  
-2 to the roll if age 34+  
-1 per previous career

**Assignment:** Choose from the following:

**Crew** – You served as a crew member of an exploratory vessel of the CCA

**Escort** – You served as one of the armed escort or response teams of the CCA.

**Explorer** – You served as a member of one of the teams sent to study stars, systems, planets and planetary environments.

#### Career Progress

| Career   | Survival | Advancement |
|----------|----------|-------------|
| Crew     | INT 5+   | EDU 7+      |
| Escort   | END 6+   | EDU 7+      |
| Explorer | END 7+   | EDU 7+      |

**Commission:** SOC 8+

#### Mustering Out Benefits

| Roll | Cash  | Other Benefits |
|------|-------|----------------|
| 1    | 500   | 1 Ship Share   |
| 2    | 1000  | +1 INT         |
| 3    | 2000  | +1 EDU         |
| 4    | 5000  | Weapon         |
| 5    | 5000  | Weapon         |
| 6    | 10000 | 2 Ship Shares  |
| 7    | 20000 | +1 SOC         |

#### Skills and Training

| Roll | Personal Development | Service Skills   | Advanced Education (Minimum EDU 8+) | Officer Skills (Officers Only) |
|------|----------------------|------------------|-------------------------------------|--------------------------------|
| 1    | +1 STR               | Carouse          | Diplomat                            | Investigate                    |
| 2    | +1 DEX               | Gun Combat (any) | Medic                               | Diplomat                       |
| 3    | +1 END               | Zero-G           | Sensors                             | Tactics (any)                  |
| 4    | +1 INT               | Comms            | Science (any)                       | Leadership                     |
| 5    | +1 EDU               | Computers        | Investigate                         | Admin                          |
| 6    | Athletics            | Vacc Suit        | Advocate                            | Persuade                       |

| Roll | Specialist: Crew | Specialist: Escort | Specialist: Explorer |
|------|------------------|--------------------|----------------------|
| 1    | Gunner           | Explosives         | Language             |
| 2    | Astrogation      | Survival           | Navigation           |
| 3    | Pilot            | Heavy Weapons      | Science (any)        |
| 4    | Sensors          | Gun Combat         | Drive (any)          |
| 5    | Engineer (any)   | Stealth            | Survival             |
| 6    | Mechanic         | Recon              | Jack of All Trades   |

## 21 Organizations

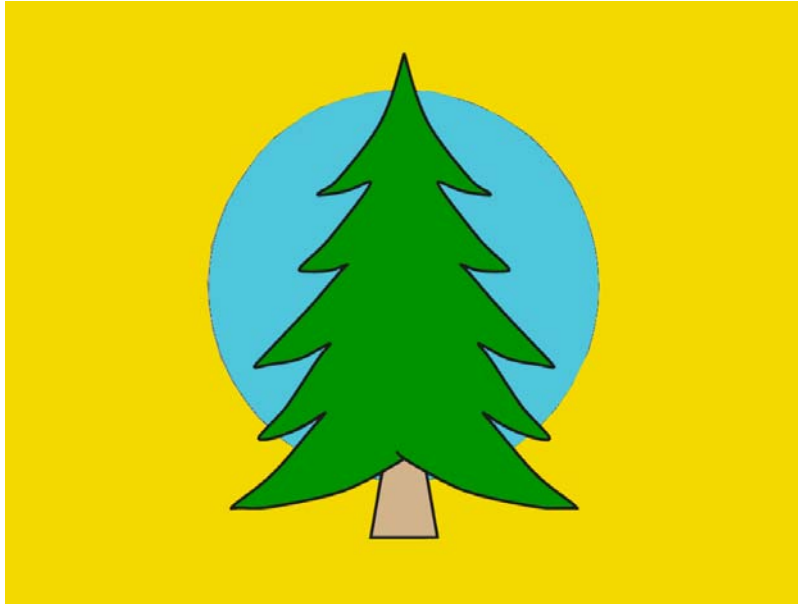
### Ranks and Benefits

| Rank | NCO Rank                            | Benefit      | Officer Rank  | Benefit                |
|------|-------------------------------------|--------------|---------------|------------------------|
| 0    | Crewman                             | Vacc Suit 1  | Ensign        | Science (any) 1        |
| 1    | Crewman 1 <sup>st</sup> Class       |              | Lieutenant    | Admin 1                |
| 2    | Petty Officer                       | Mechanic 1   | Commander     | Leadership 1           |
| 3    | Petty Officer 2 <sup>nd</sup> Class |              | Captain       |                        |
| 4    | Petty Officer 1 <sup>st</sup> Class | +1 END       | Commodore     | Tactics (Naval) 1      |
| 5    | Chief Petty Officer                 |              | Admiral       | Diplomat 1             |
| 6    | Master Chief                        | Leadership 1 | Fleet Admiral | +2 SOC<br>(maximum 10) |

### Mishaps

| Roll | Mishap  |
|------|---|
| 1    | Severely Injured. Roll twice on the injury table (Traveller Main Rulebook, p. 37)   |
| 2    | You have been accused of negligence which resulted in the death of a fellow crew member. Lose 2 benefit rolls.  |
| 3    | While exploring a new system, your ship experiences more radiation than it was designed to handle. You receive a damaging dose. Lose 1 STR and 2 END. |
| 4    | You are accidentally exposed to a dangerous atmosphere. Lose 1 END.   |
| 5    | You have contracted an alien disease or virus on a new world. Lose 3 END.   |
| 6    | Injured. Roll on the injury table (Traveller Main Rulebook, p.37)   |

## 21 Organizations



### Events

| Roll | Events   |
|------|--|
| 2    | Disaster Occurs. Roll on the Mishap table, but you are not ejected from the career.  |
| 3    | You have been recognized by the CCA for exemplary service. Gain 1 benefit roll.  |
| 4    | You have been chosen to spend part of the next term as an instructor at the CCA Academy on Cascadia. Gain 2 benefit rolls and +1 SOC.  |
| 5    | While exploring a new world, you encounter an odd beast that attacks you. Roll Gun Combat or Survival 8+ or suffer an injury (Traveller Main Rulebook, p.37)   |
| 6    | You have been selected for cross-training in an alternate assignment. Choose an alternate specialist table (Crew, Escort, or Explorer) and roll for 1 skill.   |
| 7    | Life Event. Roll on the Life Event Table (Traveller Main Rulebook, p.34)   |
| 8    | You have been chosen for advanced training. Make a roll on the Advanced Education table.   |
| 9    | You are caught in a violent weather event on a new world. Roll Survival 8+ or suffer an injury (Traveller Main Rulebook, p.37)   |
| 10   | Your ship (if you are Crew) or your planetary team (if you are Escort or Explorer) has stumbled on a pirate base. You may attempt Diplomacy or Persuade 10+ to talk them out of attacking. If this fails, roll 8+ (Gun Combat if on surface, Pilot or Gunner if in space). If you succeed, you have defeated the pirates. Gain one level of Tactics. If you fail, roll on the injury table (Traveller Main Rulebook, p.37). In either case, gain an enemy of either a surviving pirate or someone attached to the defeated band. |
| 11   | You have written a book or manual which is now being used for instruction at the CCA Academy. Gain 1 benefit roll.   |
| 12   | You are part of a crew that discovers a new world suitable for a colony. Not only is it a prime location for colonists, it is also astrogationally advantageous as its location will provide a needed bridge between two regions.  |

# *The Ducks of Death*

### *Overview*

The Ducks of Death are a popular musical act throughout Hub, Franklin, and Cascadia subsectors. The Ducks play a unique fusion of late 20<sup>th</sup> century rock and blues with touches of the swing resurgence of the late 21<sup>st</sup> and early 22<sup>nd</sup> centuries. Many musical experts credit the band with single-handedly resurrecting the styles for the 24<sup>th</sup> century listener.

Most of their stage shows involve large scale pyrotechnics and extensive use of holography (both on stage and in and above the audience). All of this is coupled with waving red banners and old style caskets which the band members emerge from at the beginning of each show.

The Ducks have a large following of so-called “duckies” which follow them from show to show. While the majority of these followers are young people, some are in their 40s and 50s, having followed the band since their early days.

### *The Beginning*

The Ducks of Death originally formed in 2320 at the University of Gagnon when three music students (lead singer Jeremy Byrd, guitarist Jambyn Makris and drummer Parham Bonner) decided to perform at a university function. The band called themselves “Corkscrew Assault” and quickly became popular among the university students.

Their first album was placed on holorecording in 2321. Called “The Mallard Fist”, the album was instantly popular throughout the University of Gagnon and the surrounding area. Following the success of this album, the band decided to tour Gagnon and put on several live shows across the planet. During this tour, the

band members came to the conclusion that they no longer liked their band name. After hours of arguments, the trio settled on the name “The Ducks of Death”.

### *The Crash*

One of the most famous incidents involving the band was a grav vehicle crash during a tour of Campbell supporting their third album “The Great Collapse”. The band had just arrived at the Portofino downport and was traveling to their hotel on a local shuttle. The shuttle ran into problems with high winds and had to attempt a landing. The landing became a crash.

Drummer Parham Bonner, two band assistants, and the pilot were killed in the crash. Lead singer Jeremy Byrd injured his left leg severely and had to have it replaced. Makris was uninjured physically, but was mentally scarred by the event.

The band stopped touring for two years, but during that time period made a fourth album “Tabacet Sea”. The album featured new drummer Tevin Panzera, keyboardist Lera Vitelli, and holographic artist Rendor Sabourin. The line-up has remained the same ever since.

Tabacet Sea featured one of the band’s most popular songs “Needless”, which focused on Makris’ recovery from Bonner’s death.

### *The Band Today*

Twenty-two years after their first concert at the University of Gagnon, the band still tours. The Ducks play to large crowds at each venue and are still one of the most popular musical acts. Their last album, featuring a tribute to the late singer Aron Cash, was still as popular as ever.



## 21 Organizations

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### *Jeremy Byrd*

**STR 6 DEX 6 END 6 INT 9 EDU A SOC 9 Age: 42**

**Skills:** Art (Music)-3, Science (History)-2, Carouse-2, Admin-1, Broker-1, Pilot-0, Computer-0

Byrd was born on Gagnon in the city of Missoula in 2300. Missoula is the home of the University of Gagnon and Byrd was born within sight of where the towers of the university would be built.

Byrd was one of the first to graduate from the University with top honors in 2322, already a member of the band which would make him famous. Byrd holds a degree in musical history and makes extensive use of this in his compositions for the group.

Byrd is not only the lead singer, but also the chief songwriter. In the early days of the band, he also served as the band's manager and agent. These days, however, he leaves the business of the group to their manager Birenda Azur.

The Ducks of Death has made Byrd a very wealthy man. Byrd often donates some of this wealth to charity organizations such as The Franklin Fund and Doctors Across The Stars. He is a member in good standing with The Order of the Loyal Mystic Platypus and often contributes to their causes and has been known to make personal appearances in their behalf.

Although Byrd is often on tour with the band, he owns a palatial home just to the southwest of Missoula.

### *Jambyn Makris*

**STR 5 DEX 5 END 4 INT 7 EDU 9 SOC 8 Age:42**

**Skills:** Art (Music)-2, Carouse-2, Medic-1, Computer-1, Remote Ops-1

Makris was born on Gagnon in the city of Weldon. One of the first chosen to go to the University of Gagnon by Major Calderon, he excelled in music.

It was in the university's music department that he met his best friend and future bandmate Jeremy Byrd. The two of them (and drummer Parham Bonner) formed a band that would become the Ducks of Death, one of the most popular bands in the history of the Clement sector.

Makris was deeply affected by the crash that killed Bonner. He reported later to journalist Madison Acuna that he witnessed Bonner's death. He blamed his own shock and inaction. Later he took several medical training courses in order to "never be caught offguard again".

Makris spends much of his time touring with the Ducks of Death. When he is not touring, he is most often relaxing at his home in the city of Weldon on Gagnon.

# Doctors Across The Stars

## Overview

Doctors Across The Stars was founded in 2336 by Doctor Ivo Mirmalek on Hub. Dr. Mirmalek felt that, on too many occasions, the governments of the post-Collapse colonized worlds neglected the health of their citizens.

The majority of the funding for DATS comes from private donations, although some government assistance has been given in the past. Dr. Mirmalek attempts to avoid donations from governments where the organization is employed, particularly in wartorn regions like Sophronius. The organization feels that this keeps them politically unfettered.

Many governments oppose DATS coming to aid their people. While Mirmalek attempts to gain the appropriate permissions, there are occasions when DATS will covertly gain access to the population. This will often mean that DATS will hire independent contractors to smuggle them onto certain worlds or provide security for their workers.

## Sophronius

One of the many locations where DATS has been active recently is the war torn planet of Sophronius. Following the terror attack on the orbital city of Griffith, a DATS owned ship *Olivia St. Albans* was among the vessels providing aid. While the Swanson regime has asked DATS not to come to Sophronius, the organization has doctors and nurses on the ground helping both sides of the conflict and the citizens caught in the middle.

## Dr. Ivo Mirmalek

**STR 5 DEX 8 END 6 INT 8 EDU B SOC 9**  
**Age: 47**

**Skills:** Medic-3, Life Science (Biology)-2, Diplomat-2, Admin-2, Deception-1, Computer-0, Streetwise-0

Doctor Mirmalek was born and educated on Hub. Following the end of his education, he left Hub and traveled across Hub, Franklin, and Cascadia subsectors. He visited many of the colonized worlds and what he saw on many of them troubled him.

Going back to Hub, he became a renowned surgeon, but the things he saw still troubled him. He had contributed to several charities, but it wasn't enough.

In 2336, Mirmalek founded Doctors Across The Stars. He was inspired by tales of organizations back on Earth which had provided aid to those who needed it. He began to work closely with several agencies, corporations, and individuals to secure funding. The organization now has regional offices on Bastiat and Cascadia, as well as the central office on Hub.

Last year, one DATS doctor, Dr. Declan Nordvig was killed while attempting to help citizens injured in a government raid on the city of Miller.

The government was trying to destroy a cell thought to be working with The True Sons of Freedom. The attack destroyed a local eatery and Dr. Nodrvig was there to help. A follow-up attack killed Dr. Nordvig.

### *Solar Purity*

#### *Overview*

Solar Purity is a radical group dedicated to the belief that humans should not be on this side of the Conduit. They believe that humans should have remained in the region surrounding Earth. Members feel that, since humans are now trapped on this side of the wormhole, they should attempt to keep the worlds as pristine as possible.

Solar Purity believes that humans are, by their presence, a destructive force to the natural order in the Clement sector. They point to the fact that no living intelligent life has been found in the Clement sector. They believe this signifies that the universe did not want intelligent life in this region and that humans interfered with the pristine nature of these worlds by expanding the Conduit.

Members of the organization are often seen protesting mining operations (both on worlds and in planetoid belts) and the importation of non-native plants and animals. These protests are usually non-violent, but violence has ensued in isolated incidents.

The more moderate members of Solar Purity believe that humans should live in harmony with nature. These members believe that human exploitation of the worlds, planetoid belts, and gas giants in the sector should be stopped. Most of these members are confident that changes can be made through political influence in The Hub Federation and other worlds where elections are present.

The more radical members of the organization believe that human life must be removed from the Clement Sector for good. Many believe that the human presence must be reduced by

#### *Setting Notes*

Solar Purity may be one of the most difficult of the 21 Organizations to use in another setting as is. Changes will need to be made as to the reason for their beliefs. In any setting where colonization is occurring, assume Solar Purity opposes this. They will be protesting the settlements and any changes made by human settlements.

With the diverse membership of Solar Purity, Referees can use the group in many ways. They can make excellent foils for those who are engaged in mining, farming, or the trade of those items. Referees can make Solar Purity a group of well-meaning protestors or have the characters encounter Solar Purity radicals operating as terrorists.

An interesting campaign could be built around characters who are moderate members of Solar Purity. The characters will have enemies both within and without. Corporate enemies trying to rid themselves of the group. More radical members who hate the characters for not being “more active” or “dedicated members”.

any means necessary and then placed in ships to be sent back to Earth. While such a journey would take an enormous amount of time, these members firmly believe that such actions would preserve the Clement sector.

Most members of Solar Purity are between these two positions and eschew violence. However, members of all sides often attend the same rallies and meetings. This allows critics to often paint the group with a broad brush.

### 236 Security

#### Overview

236 Security is a corporation located in the Franklin and Cascadia subsectors. The company specializes in providing incarceration services to those worlds which do not wish to do so themselves.

The company takes care of all aspect of prison life including the facility itself, the guards, care for the inmate, and transportation services. Many of these prisons are located in orbit or on moons, so considerations for safety and security for those installations are also handled by 236.

The company was founded in 2290 by Galina Gorletti as Gorletti Security Services. Gorletti had been a prison guard and warden before she was fired during a change in government on Cascadia. Gorletti decided that not only could she start her own company, but also that she could prove that private ownership of the penal system was beneficial to the people of a world. "A stable penal system leads to safety" she is often quoted as saying.

Gorletti got her first contract with the government of Hendershot in 2292. She was able to take most of the prisons on Hendershot and Gutierrez into her company. She changed the name to 236 Security, as this was the number assigned to the office space she purchased in the city of Merlin.

Following this successful contract, she was able to expand to several other worlds in Cascadia and Franklin. The company's main offices remain on Hendershot, but a regional office is located on Bastiat as well.

One of the more popular policies Gorletti has introduced is the idea of shipping the more dangerous criminals

from the system where they caused problems to a system with which they are unfamiliar. This policy has not only caused some governments to sleep easier knowing that a rebel or dissident has been moved a great distance away, but also makes recapturing any escapees somewhat easier. 236 prides itself in the few criminals which have escaped as well as the fact that most who have escaped have been quickly recaptured.

236 ships can be seen throughout the region as they ferry prisoners and supplies back and forth between locations. The ships are painted with an orange and gray stripes motif which is quite distinctive. These ships are often accompanied by escort vessels, also owned by 236, which are armed and ready to defend the prison ship against anyone who wishes to rescue one of the prisoners.

### *Egata Mining Corporation*

#### *Overview*

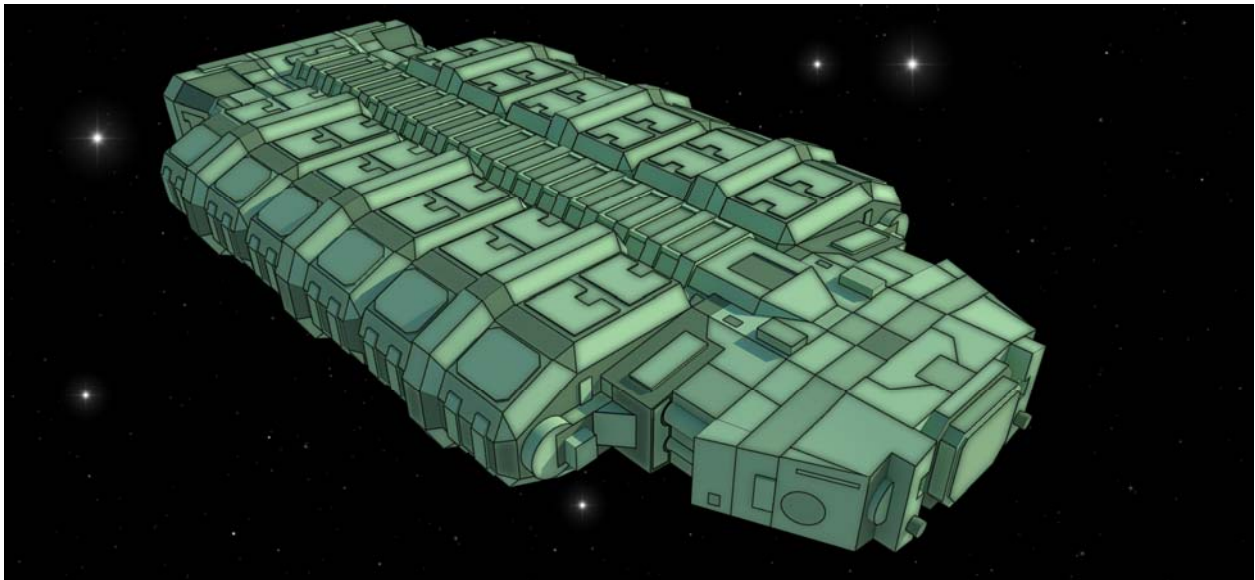
Egata Mining Corporation is a family owned resource mining company. It is based in the Marlowe system in the Cascadia subsector.

Egata was started by Arthur Egata in 2240. A few years earlier, Egata, a wealthy young man, had been an 18 year old colonist on board the colony ship *SS Garrett* which was on its way to the Talca system. The ship stopped to refuel at a small independent refueling base at Marlowe. Egata was inspired by the sight of the planetoid belt and vowed to return and mine it.

Egata did just that in 2241 when he joined a small company called Jeglum

Metals. Within two years, he had moved up to become a supervisor of the company. In 2250, when the results of the company's poor investments happened to coincide with the death of his wealthy father, Egata purchased the company for the price of its debts.

Egata immediately changed the name of the company and began to institute better working conditions for the workers as well as better management practices. In addition to this, he also began to adopt a green color scheme for all of his vessels. This distinctive green color would become the symbol of the company as it began to expand across the subsector.





## 21 Organizations

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By the 2280s, Egata was a powerful mining and shipping corporation. Of course, this drew the attention of pirates, specifically infamous pirate Colin Drake. Drake made a habit of attacking Egata Mining vessels. However, following the *MV Disco Volante* incident, Egata blamed Foreign Nobility for perpetrating a publicity stunt. Egata and Foreign Nobility have continued this rivalry until the present.

Currently 120 years old, Arthur Egata still consults with the company. However, most of his days are spent in retirement with his fourth and fifth wives, Michelle and Katarina on Chance.

His granddaughter, Rebecca, currently runs the company from its offices in the Marlowe system.

### *Rebecca Egata*

**STR 6 DEX 8 END 6 INT 8 EDU B SOC 9**  
**Age: 43**

**Skills:** Admin-3, Trader-2, Broker-2, Deception-2, Space Science (Astronomy)-1, Astrogation-1, Melee (Fencing)-1, Pilot-0, Computers-0

Rebecca Egata is the current head of Egata Mining Corporation. She is the third CEO of the company following the death of her father Sven. Sven was killed in a grav vehicle accident on Chance.

Rebecca was born on Alcatraz, the large asteroid in The Marlowe Belt where the Egata offices are located. When she reached the age of 18 in 2317, she went to Cascadia to be educated at Roosevelt College in the city of Coquihalla. After she graduated with a Master's in Business Administration 2324, she came back to her family's company.

She is quite well-known in business circles as a tough competitor. It is rumored that she has used Egata armed escort vessels to attack competitor's vessels. Some rumors even have her accompanying these attacks personally.

# *The Loyal Order of the Mystic Platypus*

### *Overview*

The Loyal Order of the Mystic Platypus was founded in 2282 on Hub by a group of people which included holoivid maker Richard Harbringer, physicist Dr. Rebekah Makas, and Yuri Smithson, the popular billionaire philanthropist. The central idea of the organization was that wealthy individuals could come together, enjoy themselves, and use some of their wealth to aid those who were less fortunate.

The name of the group was chosen for two reasons. The first reason was that the name sounded whimsical and reflected the entertainment aspect of the organization. “Party with the Platypus” was often an early motto used by Smithson in early invitations to their parties (which were often membership drives as well).

The second reason was the nature of the platypus itself. The animal had often been described as being the best parts of several different animals combined. This appealed to the founders of The Order, as they felt they were organizing several different types of people whose only commonality was their wealth. Harbringer was often quoted as saying “The parties bring people in and that brings money in. It is almost like fooling people into becoming charitable.”

In their sixty years of existence, the group has become well-known throughout the colonized worlds. The group has established three hospitals which treat underprivileged children free of charge. It is estimated that several thousand children have had their lives saved by these hospitals. Often corporations, governments, and independent traders will be asked by The Order to donate time, fuel, or simply cargo space to bring children or supplies to these hospitals.

The LOMPers (as they are often known) are also famous for the parties they

### *LOMP Hospitals*

The hospitals owned by The Order are located on Hub, Cascadia, and Franklin as these worlds are often seen as the leading worlds in their subsectors. There are currently plans to build a hospital on Sequoyah as well. The hospitals treat children under the age of 16 who are unable to afford or receive treatment in any other medical facility.

If you are using a different setting than the one outlined in **The Hub Federation** then assume the hospitals are located on a subsector capital or the most powerful or centrally located world in the subsector. Assume that in any Traveller setting which features nobles that they will likely be members or targets for membership. Certainly any dilettante characters will be approached or, at the least, be invited to the parties. Most dilettantes will see the need to be present at the “social event of the year”.

Characters that have a high Social Standing might be called upon to join the Order or to attend a party. Referees, especially if you are using **The Hub Federation** background, should consider giving a +1 SOC bonus to those who join the order (assuming this does not affect a noble rank if your setting has them).

Any character or character party who owns or operates a starship might encounter The Order as well. Characters might be asked to ferry a child to one of the hospitals. While this may not make them any money, it can give them powerful contacts in The Order and the wonderful feeling of helping a child in need.

throw as well. These are often wild and raucous affairs and attract the wealthy and famous. These parties are often thrown using the personal funds of Order members.

## 21 Organizations

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While there is a large fee for each party, that entire fee is then turned over to the Order to help pay for operations and the hospitals.

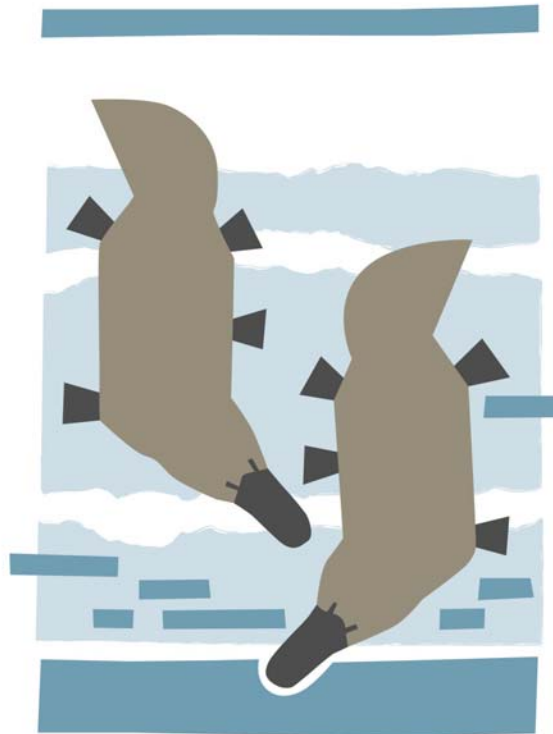
The membership in the LOMP grows every year. Members include political figures, sports stars, holovid stars, and corporate presidents and officials. In addition, parties thrown by The Order often attract those who are not members but simply want to be involved in a gathering of the wealthy and powerful.

Many worlds will have a meeting place called "The Platypus Burrow". The Burrows host meetings which take place every 30 standard days. Details of these meetings are often holorecorded and shipped to the "Central Burrow" for keeping and sometimes approval. Often these meetings will involve plans for smaller, more locally based charitable works.

Membership in The Order costs 750 thousand credits per year and members must attend meetings at least three times per standard year. Members must attend all parties (or throw one themselves) thrown in their subsector and be capable of paying the entrance fee. The entrance fee to the parties is often in the 10-25 thousand credit range.

Members are often asked to wear the "Duck Bill Hat". The Duck Bill Hat is a cap with a bill shaped much like a platypus' bill extending over the face. These hats are worn by members at meetings, charitable functions, and parties.

The LOMP logo is often seen across the colonized worlds as a symbol of entertainment, whimsy, and charity. The logo consists of two platypuses navigating across the "river of life".



### *Foreign Nobility Computers*

#### *The Company*

The Foreign Nobility Computer Company was founded in 2271 by Zanto Stance, an entrepreneur in the field of holographic imaging. Stance originally founded the company on Wellington, but within a few years had moved his operations rimward to the new colony of Sigyn in the Franklin subsector. By 2280, the company had moved again, this time to Bastiat where the headquarters is located today.

The company then, as now, specialized in the creation of realistic holographic interfaces. Their most popular product is the FN Mark IV interface which provides a fully interactive holographic avatar which, in concert with the ship's central computer, assists in control of a ship. Most crews find working with the interactive interface to be like having an additional member of the crew. On vessels which carry passengers, these interfaces are often used to interact with passengers in lieu of additional crew.

Other products include training simulators for the military and law enforcement, holomasking for actors attempting a new look, and holographic instructors for children. These products have been widely available for several years now and the company continues to improve upon them.

Foreign Nobility also owns a fleet of ships which haul not only their own products, but other cargo as well. These vessels are often armed to prevent piracy. In addition, Foreign Nobility also operates a fleet of small escort vessels to protect these shipments.

These ships are often colored in the company paint scheme which is black and red. Most often the ships are black with red stripes or accents. The company logo is a

#### *The Rivalry*

Egata Mining believes firmly that the only reason pirate Colin Drake was able to defeat their security on their ship *MV Disco Volante* was through the use of Foreign Nobility products. Indeed, it is Egata's position that Foreign Nobility was aiding Drake purposefully to test some of their newest products.

Foreign Nobility has denied that they were aiding Drake, but has stated proudly that their products aided the pirate. One advertising campaign even stated that if Egata had been using an FN avatar system within their ship, Drake might not have been successful.

This rivalry led to years of problems between the two companies. At one point, in 2304, it even led to armed conflict between vessels employed for escort duty.

Despite the fact that the *Disco Volante* incident was 57 years ago, the rivalry still continues. Though there have been no incidents of shooting matches, there have been intentional damage done to ships. Various practical jokes are often played by one company upon the ships of the other.

simple black field with the letters "FN" in red.

#### *The Owner*

Zanto Stance is currently 103 years old. Having founded the company when he was 32, he spent most of his 30s building the corporation. Following the death of his wife, Anastasia in 2280, Stance had a dark period for about five years where he refused

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to see visitors and the company was forced to replace him as CEO. In 2285, Stance came back and was able to retake control of the company. Both Foreign Nobility and Stance seemed to be more dynamic than ever before.

However, Stance became widely known as a womanizer during this period as well. His romantic exploits caused many to doubt his wisdom; however, he rarely allowed these pursuits to interfere with the operations of the company. This sort of activity did win him many detractors and several companies refused to continue to do business with FN on that basis.

Stance built a spacious mansion just outside the city of Bayonne on Bastiat. Rumor has it that he keeps a number of companions there to provide his entertainment, though others say this is a rumor started by rivals.

### *Zanto Stance*

**STR 4 DEX 4 END 4 INT 9 EDU 9 SOC 9**  
**Age: 103**

**Skills:** Computer-3, Admin-2, Remote Ops-2, Carouse-2, Persuade-1, Streetwise-0, Pilot-0

Stance, despite his age, continues to attempt to live his playboy lifestyle. However, most of this is now relegated to his mansion on Bastiat. He is rarely seen outside of it and, when he is, he often uses a holomask which shows him to be much younger than his current age.

Many contend this is because he prefers to live in isolation, surrounded by young women and servants who treat him as royalty. Others say the rumors of his lifestyle at home are exaggerated and he is simply an older man living a simpler life.



FN



# The Cascadia Football League

## Overview

The Cascadia Football League is an organization of 12 teams dedicated to the idea that sport can foster friendship across the stars. The current league includes teams from across the Cascadia subsector.

The league was founded on Tlix during the offtime of many workers who lived there. The rules used are a variation of Canadian football, which had gained in popularity on Tlix with the number of Canadian settlers there.

The original league contained only two teams: The Poole Devils and the Blake Thunder. These two teams would meet and play once a year. In 2325, when it was discovered by Robert Renoir, the owner of the Devils, that there were two teams on Cascadia who were playing the game as well, the league expanded to include those teams.

Soon, there were eight teams formed in the subsector and the league had gained sponsorship from several corporations (including the Slaren Brewing Company, which remains one of the league's chief sponsors). Because there are huge travel expenses, sponsorship is often paramount to a team's survival.

Teams are given a set schedule of 11 games. Each team plays each of the opposing teams once per season. Teams travel by jump to the location of the match. These matches are holorecorded and then shipped to worlds where the league had sold the rights to show the games.

Since the early days, many teams have come and gone. Only one of the first four teams, the Poole Devils, still exists. The Blake Thunder folded and the two Cascadia teams merged to become the Cascadia Marshals.

The sport is popular across the Cascadia subsector and holorecordings of the matches are often played in starports,

restaurants, or lounges. Some fans of the sport that live outside Cascadia will even pay large sums to have the holorecordings shipped to their location.

In addition, betting on the outcome of the matches is very popular on Chance. Often the betting will not only include the outcome of the game, but also aspects of the game such as when the first pass is dropped or the first player to be injured.

Matches are held inside enclosed venues with artificial gravity installed in the field to standardize the playing surface and conditions. Most of these venues will hold up to 50 thousand spectators and on many worlds this can be one of the most important social events of the year.

| Team                      | City (Planet)        |
|---------------------------|----------------------|
| <b>Poole Devils</b>       | Poole (Tlix)         |
| <b>Cascadia Marshals</b>  | Baker (Cascadia)     |
| <b>Fairfax Skeletons</b>  | Anandale (Farifax)   |
| <b>Logan Elks</b>         | Logan (Monroe)       |
| <b>Edison Geniuses</b>    | Edison (Monroe)      |
| <b>Gutierrez Sharks</b>   | Laughlin (Gutierrez) |
| <b>Weldon Gunners</b>     | Weldon (Gagnon)      |
| <b>Campbell Lions</b>     | Aohsec (Campbell)    |
| <b>Megaran Betas</b>      | Thebes (Megara)      |
| <b>Hendershot Wizards</b> | Merlin (Hendershot)  |
| <b>Slaren Brewers</b>     | Stanton (Slaren)     |
| <b>Jensen Swords</b>      | Jensen (Roskilde)    |

# *Alien Research Network*

### *Overview*

The Alien Research Network was founded by archaeologist Aria Sacratini and anthropologist Ikaros Duffy in 2336. They have offices on Fairfax, Tal'Kalares, and Franklin. The Alien Research Network believes that there has been and still is a non-human civilization in the Clement Sector. They also believe that this civilization has been in contact with humans in the past and may still be in contact with them today.

The current ARN membership is about 22,000 people. Membership includes people from all backgrounds and disciplines. While some are ardent members who are dedicated to the research, others are simply members to receive the holorecording sent out by ARN to members. This holorecording, often made by Sacratini and Duffy themselves, outlines the newest information uncovered by ARN.

While there are many mainstream scientists who believe there was once a non-human presence in the Clement Sector, there are few who believe that civilization is still present. The prevailing scientific opinion is that the skeletons located on Fairfax are the remnants of a non-human civilization which did not get beyond the use of rudimentary stone tools before dying out.

In the case of Tal'Kalares, it is common knowledge that there was once an alien presence there. However, the alien tools found there in "The Big Find" are believed to be hundreds of years old. As no other certifiable traces of aliens have been found, the mainstream scientific opinion is that this was the remains of an exploration team from an extinct civilization.

The Alien Research Network rejects these positions. ARN believes that the skeletons found on Fairfax are the predecessors of a powerful alien civilization.

They believe that the aliens continued to evolve and then left Fairfax, establishing a vast interstellar civilization. It is believed that Tal'Kalares and Franklin were colonies of that civilization.

In addition, most ARN members believe that the Conduit was left by this civilization for humans to find. These theories usually include the idea that these aliens visited Earth and perhaps influenced civilizations there. They believe this is why the Conduit was large enough for scientists to locate.

Many of the ARN membership also hold the belief that these aliens may also be among us. A popular theory is that these aliens are shapeshifters and walk among humans on a regular basis. Some even believe that many of the governments, corporations, and organizations in the region are controlled secretly by these aliens.

Most in the colonized worlds believe these theories to be nonsense. While ARN does uncover some compelling evidence, this is often undermined by some truly bizarre and paranoid conspiracy theories which they also embrace. Sacratini and Duffy, in particular, have had their careers in the scientific community damaged by their theories.

However, the search for aliens continues. ARN has teams on many worlds actively looking for evidence to support their theories.

# Diamond Enterprises

### Overview

Diamond Enterprises began on Bastiat in 2290 when Maxwell Chandra purchased a portion of Lancaster Shipping. Chandra's original purchase gave him the rights to Lancaster shipping routes in the Franklin subsector. These routes, the ships (including the armed escorts), and the crew members were thought to be well worth the 1.2 gigacredits Chandra and his investors paid for them.

Diamond began shipping cargo from the Franklin subsector to Hub and then onward to Earth returning materials and often colonists back to Franklin. In addition to this trade route, Diamond shipped materials, information and cargo around the Franklin subsector as well as to other subsectors such as Cascadia and Sequoyah.

Often other companies felt that Diamond was attempting to steal their routes and in many cases they were correct. This sort of "route jumping" would often occur when a ship would arrive before the scheduled transport. A few credits spread by the captain of the ship to the local cargo handlers and the cargo would get "mistakenly" loaded onto the wrong company's ship.

These sorts of tactics would often lead to disagreements between the companies. These disagreements often led to fistfights at bars and night clubs (and even a Captain's Guild lounge or two). In a few incidents, the armed escort vessels have fired upon one another.

In 2331, just before the Collapse, Diamond was accused by the Blue Star Line of engaging in piracy. Two captains of the BSL accused Diamond Enterprises escort vessels of attacking BSL ships and stealing their cargo. The accusation was never proven, but it did cast a shadow on the company for several years to come.

### Maxwell Chandra

**STR 1 DEX 6 END 5 INT 8 EDU 8 SOC 7**  
**Age: 100**

**Skills:** Admin-3, Broker-3, Trader-2, Life Science (Horticulture)-2, Carouse-1, Computers-0, Advocate-0, Astrogation-0

Maxwell Chandra was born in 2242. He soon left Earth with his parents and moved to Bastiat. His father, a local politician, was able to secure quite a fortune to pass on to his son. Upon his father's death in 2267, Chandra became a multimillionaire.

Chandra invested in several corporations and start-up businesses and was able to turn his millions into billions. By 2290, Chandra was able to use some of his personal fortune (and that of a few carefully chosen investors) to purchase a portion of Lancaster Shipping. Chandra is now the sole owner of the company having bought out his partners at a substantial profit to them.

Chandra was injured in a crash of a Diamond Enterprises freighter in 2305. He was traveling on the maiden voyage of the ship from its berth at the Anderson and Felix shipyards at Hub. Chandra suffered the loss of both legs. Chandra refused prosthetic legs and instead opted for a chair which floats with the assistance of anti-grav technology.

Chandra is still active in the day to day operations of Diamond Enterprises, although often he can be seen at his home on Bastiat tending to his prized garden of flowers. He lives with his partner Owen Warner, his daughter Joanna Chandra, and his personal assistant, Phillip Niven.

### *Randy's Raiders*

#### *Overview*

Randy's Raiders are a mercenary company operating in the colonized worlds. Their home offices are on Karnataka in the Franklin subsector. However, most of the troops feel at home on board one of the troop carriers owned by the company. The company was founded in 2337.

The founder of the company is Randy O'Callahan. O'Callahan is also the leader of the military operations engaged in by the company.

Recently, the company has seen a great deal of action on Sophronius where they have acted in support of The True Sons of Freedom. Over the past two years, the Raiders have trained members of the group, acted as advisors for the group's action, and have gone into battle in support of their actions.

In the past, the company has aided in similar revolutions and acted to help put down revolutions in others. While politics do play a minor role in some of the company's decisions, most often it is the economics of the situation which interest O'Callahan.

Most of the members of the Raiders are veterans of planetary militaries or security forces. Several of the officers were members of various Earth national militaries prior to the Collapse.

Currently, the company is made of 750 fighting men and women as well as 265 support staff. The support staff is made of those who work in the offices on Karnataka and crew the troop carrier vessels.

Randy's Raiders currently own two 1000 ton ships, *Lug* and *Aengis*. These vessels were purchased by O'Callahan and specially built at Anderson and Felix at Wilhelmveldt.

#### *Randy O'Callahan*

**STR 8 DEX 7 END 7 INT 7 EDU 6 SOC 6**  
**Age: 45**

**Skills:** Admin-2, Broker-2, Leadership-2, Tactics (Military)-2, Gun Combat (Rifle)-2, Athletics-1, Diplomat-0, Advocate-0

The company's founder, Randy O'Callahan, was born on Dagda in 2297. He was educated on Dagda and at age 16 went to work for the Blaylock Mining Corporation. After working in the mines for two years, O'Callahan left Dagda and joined the Minervan military.

In the Minervan military, he learned discipline and the talents which would serve him later in life. O'Callahan stayed in the Minervan military for twenty-two years and saw first-hand the sort of internal strife which can change a government. He achieved the rank of sergeant major.

In 2337, O'Callahan took on a personal loan and approached Anderson and Felix with deckplans for a new ship. O'Callahan assembled other veterans of the Minervan military as well as members of other militaries he had met during his career and founded Randy's Raiders.

O'Callahan still insists on leading from the front, something which has often led to serious injury. O'Callahan currently has a replacement right leg and left eye and has been shot numerous times.

O'Callahan will bristle at being called "sir" and prefers that his troops refer to him as "Sarge", despite the fact that he is the commander of the force. Once when asked how he could command officers and be called "sarge", he replied "I always have."

### *The Blue Star Line*

#### **Overview**

The Blue Star Line was founded in 2290 when owner Dalia Sterk purchased the Cascadia-Hub routes from Lancaster Shipping. The company operates from its two main offices on Chance and Hub. Blue Star specializes in transporting cargo, information, and passengers along a route from The Hub Federation to Cascadia.

None of the original vessels purchased from Lancaster Shipping remain in service, but have been replaced by the 40 thousand ton *Cascadia*-class ships built by Anderson and Felix at Hub. Blue Star currently operates ten of these ships (*Cascadia*, *Britannia*, *Olympia*, *Titania*, *Abyssinia*, *Persia*, *Virginia*, *Avicenna*, *Catalunya*, and *Carpathia*).

While the ships of Blue Star are capable of carrying large amounts of cargo, the ships are best known for the luxury accommodations provided to passengers. Each ship is capable of carrying up to five hundred passengers in style and elegance.

Blue Star keeps cargo prices between low and reasonable. However, passenger prices are set quite high and are rated not by the full distance travelled, but by the number of stops made by the ship. As, in some cases, the ship does not travel its full two parsec range in one jump. For instance, to travel from Hub to Kohlisch, one would need to stop at Sigewif. This would be charged as two systems visited.

A "high passage", which is a first class suite, costs 36,000 credits per system visited. Medium passage, which consists of a 4 meter by 4 meter room, costs 18 thousand credits per system visit. Low passage, which consists of being placed in cold sleep and stored with cargo, is the most economical at 1500 credits per system. Thus, a journey from Hub to Cascadia would take seven stops and thus cost 252,000/126,000/10,500 credits

respectively. For this sum, one can expect the finest treatment to be found in the colonized worlds.

In the case of low passage, this means that a team of doctors are on stand-by at all times to monitor your voyage. In the case of middle passage, one can expect a steward to be available to you at all times. Middle passages can experience fine dining, a plush casino, and sonic showers in each stateroom.

High passage holders can expect the finest in luxury. A steward is dispatched to each room to act as a personal servant for the traveler during their stay on the voyage. High passage holders are treated to the finest foods and wines. Each high passenger is given access to an exclusive restaurant, three exclusive bars, an exclusive casino, and the observation deck.



# *The Church of The Holy Light*

### *Overview*

The Church of The Holy Light was founded in 2331 by The Holy Receiver Erich Hauk. Hauk was a member of the German Navy who witnessed the Collapse of the Conduit at Hub. During the collapse, Hauk reported that a light shone from the center of the Conduit into his face. According to Hauk, the light spoke to him and told him that he must save everyone on this side of the Conduit from the Great Unspeakable Evil.

Hauk reported that The Light informed him that this Great Unspeakable Evil was present on this side of the Conduit and that The Light was closing The Conduit to keep The Great Unspeakable Evil from crossing. Hauk was told, in detail, how to save his fellow humans from The Evil.

Hauk outlines this method of keeping The Evil at bay in a book called *The Book of The Holy Light*. Hauk took three years following The Collapse to write the book while still serving in what would become the Hub Federation Navy. It is a carefully detailed instruction manual concerning how to live one's life to be saved from The Evil.

The Book gives readers a detailed exercise regimen, tips for a healthy diet, advice for avoiding relationship problems, and a guide on "psychic defense methods". It also includes instructions on how to build temples, homes, farms, and even military defenses to guard against The Evil.

Over 265 pages, The Evil is never clearly defined. The Evil seems to be among humans at all times and could strike at any moment. At times in The Book, The Evil is described as being a spirit-like being calling humans to do evil in its name. At other times, it seems to be a person or group of people actively working to destroy the plans of The Light.

The Light is described in The Book as a benevolent figure who originates from within The Conduit. Hauk wrote that The Light did not tell him its location, but that it seemed to indicate that it lived within extradimensional space. Hauk himself never specified the location of The Light beyond those words.

Hauk finished The Book at the same time as he was leaving The Hub Federation Navy. Following this, he had the book made into several forms including hardcopy books, audio recordings, and holographic renderings. Hauk traveled across The Hub Federation spreading the account of his experiences and giving away copies of The Book.

Temples built to the specifications given in The Book were built on all of the worlds in The Hub Federation except Sigewif. Temples were later built on other worlds in Hub subsector as well.

In 2337, he began to travel into Cascadia subsector spreading his message there as well. During a jump from Antryl to Kyiv, Hauk's vessel was lost. To this day, no one is sure what happened to the ship.

Hauk's following continued to grow after his death. Much of the continued interest in his teachings came from one of his converts, Thakur Menis. Menis had been converted during one of Hauk's seminars on The Book and had become an ardent follower. Menis recorded several speeches concerning his belief that Hauk had "been taken by The Light" for "more instructions". Menis advised that they continue Hauk's work for him until his return.

Menis worked tirelessly to do just that. Menis oversaw the building of temples to worship The Light and teach The Light principles across Cascadia, Franklin, and into Sequoyah subsectors. In 2340, Menis was also instrumental in the construction of The Holy Light Primary Temple on Hub in the city of Vogel.

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Today, the temple is two years old and is a learning center for The Light's teachings. Members of the church visit the temple from all over the colonized worlds. Plans are moving forward for the construction of a university dedicated to training members not only in the teaching of The Light but also in general education.

Members of the church can be found now in all walks of life across the Clement sector. For some, the teachings of The Light are a valuable map to life and a comfort to them in difficult times.

The church has also faced a great deal of ridicule. Some have been ostracized for their belief in the church's teachings. Much of the population of the colonized worlds scoffs at the notion of a light from within The Conduit speaking to anyone. Others point to Hauk's poor service record in both the German Space Navy and The Hub Federation Navy as proof that he was a charlatan.

Although the Hub Federation has been generally accepting of the religion, The Hub Federation government and The Church have faced off against one another on occasion. One of those instances happened just after Hauk's disappearance.

When the news arrived at Hub concerning Hauk, around 350 members of The Church traveled to Terminal. The members parked their vessel near Terminal and waited for Hauk to return through the re-opened Conduit. When the Conduit failed to re-open, the church members attempted to board Terminal. Hub Federation military members were then forced to fire warning shots at the church ship. Finally, the vessel returned to its original parking station and waited for five days before being convinced to go back to Hub.

### *Thakur Menis*

**STR 7 DEX 8 END 7 INT 8 EDU 6 SOC 8**  
**Age: 37**

**Skills:** Art (Public Speaking)-3, Persuade-3, Admin-2, Athletics-1, Language-1, Pilot-0

Thakur Menis was an apprentice pilot on a Blue Star Line ship, *SS Virginia*, when he met The Holy Receiver Erich Hauk on board the vessel. Menis was struck by Hauk's demeanor and passion to his beliefs. Hauk, upon seeing potential in the young man, took it upon himself to personally mentor him in the teachings of The Light.

Menis was a quick study and had already begun to gain converts during the long voyage from Cascadia to Hub. Menis left his employment with Blue Star and began to follow Hauk on all of his journeys.

Upon Hauk's death (or disappearance as the Church would say), Menis was heartbroken but continued to be driven. Menis quickly took it upon himself to calm the faithful with his message that Hauk had simply been taken for more instruction by The Light.

Some cynics claim that Hauk was a shyster and Menis was simply his apprentice continuing the grift. However, those who have met Menis claim that he is a true believer and a dedicated member of the Church. As one reporter said, "It is unknown if Hauk was telling the truth or running a scam, but Menis believed in the man and the message".

# The Annie Feingold Show

## Overview

The Annie Feingold Show is one of many travelling entertainment acts that perform for live audiences across the colonized worlds. Feingold's show consists of a variety of performances as varied as spoken historical accounts to ribald comedy acts.

The show started in 2338 on Franklin and has traveled across the colonized areas of the Clement Sector. The performances in the original show included anti-grav gymnastics, two strippers, a two person comedy act, a dramatic reading of Shakespeare, a holography-based history lesson and Annie Feingold's comedy routine. Changes are often made in the line-up and content due to the many different cultural rules and requirements across the colonized worlds.

Even still the show sometimes runs into problems. Despite the fact that the show sends advance teams to the world ahead of the show to gauge the sensitivities of a possible audience, there can still be problems. The Annie Feingold Show is still banned from returning to Gagnon because of a joke Feingold made which Major Calderon took personally.

On many occasions, Feingold will pepper her comedy with her own political sentiments. Such sentiments as the desire to keep all of the worlds independent and not "under some central government" have made her unpopular with some officials in The Hub Federation. She often irreverently lampoons corporations and governments with stories of their perceived incompetence.

All of these have made The Annie Feingold show wildly popular among the people of the colonized worlds. Shows sell out in large venues. In places where the show is banned from performing, there is a strong black market for holorecordings of

## Annie Feingold

**STR 5 DEX 8 END 7 INT 8 EDU 7 SOC 8**  
**Age: 35**

**Skills:** Art (Comedy)-3, Admin-2, Social Science (History)-2, Persuade-2, Carouse-2, Broker-1, Gambler-0, Astrogation-0

Annie Feingold is the lead act of The Annie Feingold Show. Born on Bastiat in 2307, Feingold pursued comedy at an early age. Following her formal education, she began traveling across Bastiat and entertaining in gathering places in each of the city-states of the world. Most of this early comedy consisted of parody of local officials and celebrities as well as social observations concerning everyday life on Bastiat.

In 2330, she performed several comedy shows on Franklin and met a group of traveling entertainers. Feingold chose to follow the group and was dismayed at the lack of organization. Gathering some of performers together, in 2335, she formed *The Travel Show* in which she performed and acted as manager. In 2338, she took full control of the show, changed some of the line-up, and added her name to the title of the show.

Feingold's performance is always the final act in the show. Over time, this performance has become less about situational comedy and more about social commentary and biting satire.

the show. Tickets to the show often sell out well in advance of the show's arrival in a system.

# The Gypsy Knights

### Overview

The Gypsy Knights are a group formed to travel across the colonized worlds helping those who are in need. The Knights travel separately or in teams across Clement Sector using their talents to resolve situations.

The Gypsy Knights are chosen by the leader of the order. It is a closed organization with only a few select members, many of whom do not publicize their membership in the order. Each potential member is evaluated to insure their usefulness as well as potential loyalty to the order and the desire to aid others. The current membership in the order is believed to be fifty persons.

Each Knight is expected to travel extensively across the colonized worlds providing services without requiring compensation from the aided person. Knights have their expenses covered by the order, which is funded by the leader of the organization as well as donations. However, the Knights never solicit donations.

These services can take many forms. For instance, a Knight who is a former businessman might aid a failed business with advice. A Knight who is a former pilot might aid an independent trader whose pilot has fallen ill. A Knight with a military background might seek to defend a person whose home is threatened by local gang members.

Gypsy Knights work to solve these problems and then are expected to move on to another location and help to solve problems there. While many travel alone, there are times when the order comes together to aid a large-scale disaster.

The order was founded in 2322 by Jefferson Atkins, a wealthy businessman living on Bastiat. Atkins was born into a wealthy family and then built his fortune

### Jefferson Atkins

**STR 6 DEX 6 END 5 INT 8 EDU 8 SOC 8**  
**Age:74**

**Skills:** Admin-2, Broker-2, Trader-2, Social Science (History)-1, Pilot-1, Investigate-1, Leadership-1, Persuade-1

Jefferson Atkins was born on Bastiat in 2268 and was the heir to the Atkins Chemical Corporation fortune. Using this fortune as a base for his own endeavors, Atkins was able to start Haven Shipping.

Haven Shipping was moderately successful as a shipping company. Indeed, some said the company was only successful due to piracy being engaged in by some of its armed trade ships. Atkins has always denied this, but some point to guilt over this piracy as the reason he began the Gypsy Knights order.

Atkins continues to be the leader of the order and handpicks the membership. Atkins only picks those who he feels have already been a success in their chosen fields, but, like himself, might have a reason to no longer be in that field. Some will be willing to enter this new career because of a new found freedom while others may be trying to repay society for some perceived wrong. Atkins will approach them personally and offer them membership in the order.

through a small shipping company, Haven Shipping. Atkins felt that he needed to assist those who were in need of assistance but were unable to afford or find such aid. Atkins' fortune still continues to fund the order.

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