

Subsector Sourcebook 3

Hub



TRAVELLER

Compatible Product

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

Hub

A Subsector Sourcebook

From Gypsy Knights Games

Author
John Watts

Editor
Curtis Rickman

Cover Art
© Luca Oleastri / Dreamstime.com

Interior Artists
Ian Stead (p.6,10,104), Matt Kerns (p.4), Dreamstime.com: Luca Oleastri (p.7,36,55,83), Angela Harburn (p.16), Jankaliciak (p.27,68), 3Quarks (p.33), Algol (p.2,67)

Gas Giants by Ian Stead

Playtesters
Wendy Watts, Mike Nixon, Erica Nixon, Alan Mullican, Greg Seaborn, Anthony Westbrook, Tom Howard, Missy Ledford, Bonnie Dodson, Randy Sutton, Lee Sizemore, Steve Johnson, Vaughn Wright, Chrissy Wright, Joey Wright, Tony Hicks, Matt Kerns, Dave Bell, Jay Wiegmann, Dan Callahan, Paul Santiago, Timothy Lee, Mike Osbahr, and Curtis Rickman

Subsector Sourcebook 3: Hub



Find us on Facebook (GypsyKnights Games), Google + (Gypsy Knights Games), and Twitter (@GKGGames).

Keep up with the latest from Gypsy Knights Games on our news blog gypsyknightsgames.blogspot.com

And you can find all of our products on our website www.gypsyknightsgames.com or at Drive-Thru RPG.

All rights reserved. Reproduction of this work by any means is expressly forbidden.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.

Subsector Sourcebook 3: Hub

About this book

This book is intended to provide a Traveller Referee with an interstellar polity full of adventure for his or her players. It can be used as an adjunct to an existing Traveller game or be used as the basis of a new campaign.

This book is a companion volume with **The Hub Federation**. In that book, we detailed not only a small polity in the center of the Hub subsector, but also much of the shared universe from which many of our Gypsy Knights Games products originate. Only the UWP chart will be repeated here from that book.

Most of our previous books have had allusions to this setting but we've tried very hard not to be too heavy-handed with the presentation. In this book, we will be a bit more open about the alternate setting. However, we intend this book to be useful to anyone who is refereeing a game of Traveller.

Of course, Referees can choose how and where to use this material as they see fit. This subsector, its history, culture, and people can all be imported into any existing Traveller game without too much pain.

At any rate, whether you choose to use the Gypsy Knights setting or not, we hope that this product can provide you and your gaming group with hours of fun and excitement.

In some places, you may note that not everything is detailed. This is entirely intentional and is done to allow Referees a bit of leeway with each world.

The text gives a general view of each system. This is, by necessity, a broad generalization. In every culture, there are those who do not go along with the established norm. On a world of millions or billions of inhabitants, keep in mind that some will simply not fit into the outline we are detailing. Referees are

The Shaded Areas

For the most part, the information concerning the systems, planets, governments, and people of the Hub Federation is presented in the manner of a travelogue. A largely neutral voice, along the lines of a guidebook, gives you the general idea of the subject matter.

In these shaded boxes, we talk directly to the Referee and the players as opposed to the travelogue writer speaking neutrally to your characters. So in places where we feel you need more detail, where we feel the need to let you in on something, or simply to point out a possible adventure idea, you'll see these shaded boxes.

advised that, while the overall culture might fit into these descriptions, a realistic portrayal will have variations from NPC to NPC.

About the Author

John Watts is the owner and president of Gypsy Knights Games, a third party, small press publisher creating supplements for the Traveller role-playing game. John is married to his wonderful wife, Wendy and lives with three cats, Ariel, Moneypenny, and Felix. He is a fan of many science fiction authors, the James Bond books and films, Blake's 7, Star Wars, Star Trek, Firefly, and football.

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. He has written a Traveller adventure "Winter of Discontent" which was published in the Journal of the Traveller's Aid Society by

Level of Detail

Something each reader should keep in mind when reading this book is that we are only giving a general look at each of these worlds. There are definite reasons for this.

First and foremost is time and space. We simply are not going to cover these worlds down to the minutest details. It would be impossible.

Each of these worlds could have an encyclopedia set devoted to all of the plant life, animal life, and so forth. We are simply not going to delve into that kind of detail.

In addition, we want to spark the Referee's imagination not think for him/her. We want to be sure that we give the Referee inspiration and room to move rather than create a rigid and unbendable background.

Steve Jackson Games in 2005. In February 2011, he founded Gypsy Knights Games. Since then, he has written 25 books in the "Quick Worlds" series, a Traveller career track for medical personnel, two subsector sourcebooks, The Hub Federation and two books in our 21 Plots series (a book

of varied gaming situations for adventures in Traveller).

About the Gypsy Knights

The Gypsy Knights are a gaming club based in the southeast United States. The club started around a game of Traveller at a hobby shop in Chattanooga, Tennessee called The Royal Tiger in 1991. The group formed the core of the crew of the merchant ship Gypsy Rose. At the end of that campaign, one of the members of the group, Alan Mullican, coined the name "Gypsy Knights". It stuck.

Since then the group has spread out across the southeast US, played many other games and campaigns, and has thrown some fantastic parties at several conventions (you may remember us at Magnum Opus Con or Sci Fi Summer).

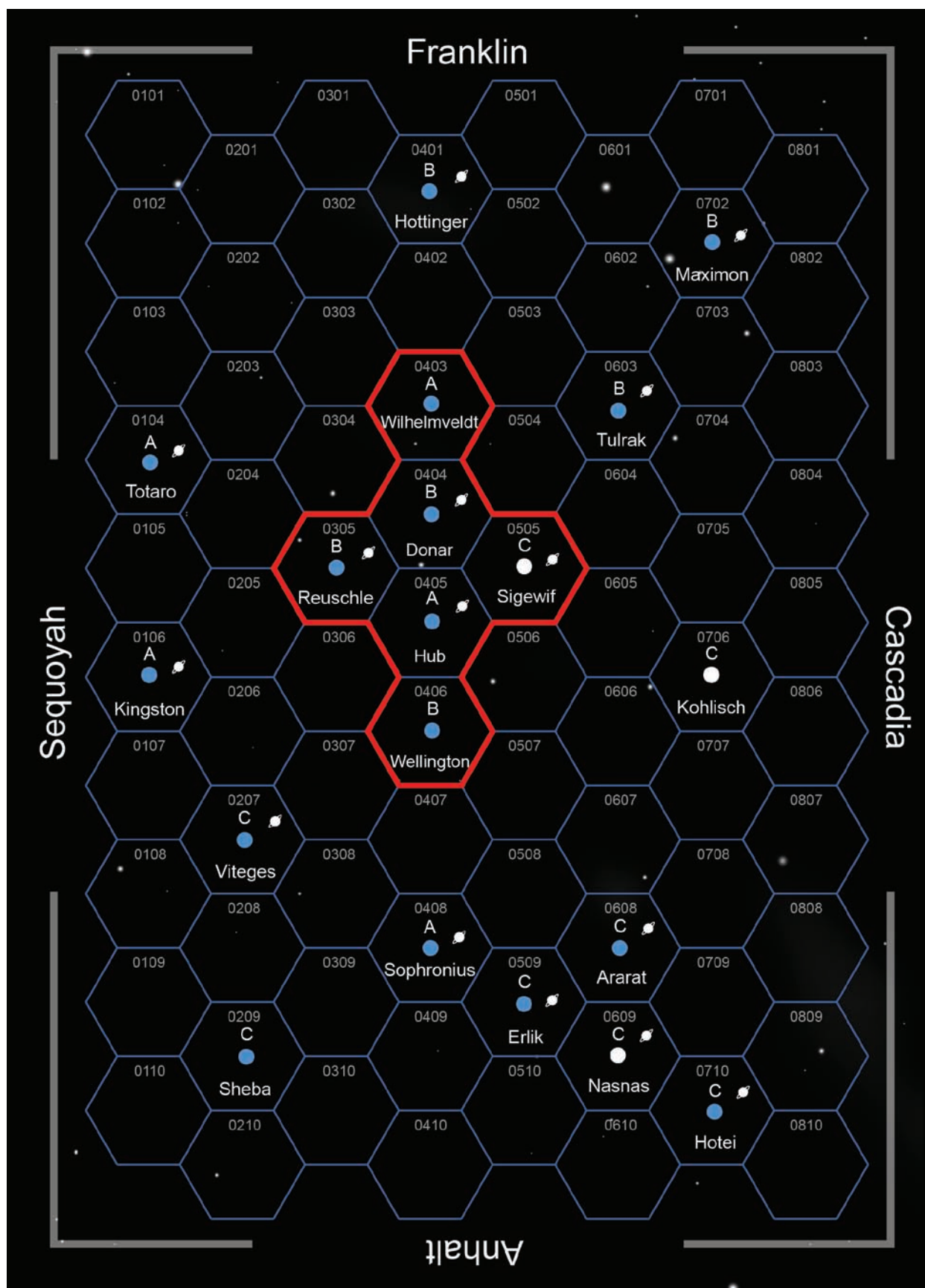
Now we have moved into a new phase that of creating products from some of those Traveller campaigns over the years. Our goal is to provide the "spark" for the imagination of a Referee, who can then go on to carry that flame to his/her gaming group. We hope our products perform this task.



Table of Contents

About This Book	3
About The Author	3
About The Gypsy Knights	4
Hub Subsector Map	6
Hub Subsector UWP Chart	7
Hub Overview	8
Totaro	10
Kingston	18
Viteges	27
Sheba	34
Hottinger	38
Sophronius	46
Erlik	60
Tulrakh	68
Ararat	75
Nasnas	83
Maximon	90
Kohlisch	98
Hotei	100
Printer/Copier Friendly Map	104
Background Skills	105

Subsector Sourcebook 3: Hub



The Hub Subsector

Hex	Name	UWP	Trade Codes	PBG	Sun(s)
0104	Totaro	A762743-B	Ag Ri	712	K7 V
0106	Kingston	A8868DA-A	Ga Ri	821	G7 V
0207	Viteges	C563554-A	Ni	531	M8 V
0209	Sheba	C762433-A	Ni	500	M6 V M6 V
0305	Reuschle	B965725-B	Ag Ga Ri	103	M2 V
0401	Hottinger	B767886-A	Ga Ri	603	G6 V
0403	Wilhelmveldt	A664837-B	Ga Ri	630	G8 V
0404	Donar	B9668A6-B	Ga Ri	333	K2 V
0405	Hub	A565946-B	Ga Hi	504	K7 V
0406	Wellington	B572643-A	Ni	900	M5 V M5 V M5 V
0408	Sophronius	A864876-B	Ga Ri	403	A8 V G2 V
0505	Sigewif	C320367-B	De Lo Po	610	K3 V
0509	Erlík	C764735-A	Ag Ga Ri	522	K3 V
0603	Tulrakh	B5646A7-B	Ag Ga Ri	421	F4 V
0608	Ararat	C799546-A	Ni	302	F9 V
0609	Nasnas	C440646-A	De Ni Po	201	K6 V
0702	Maximon	B865846-B	Ga Ri	314	K5 V
0706	Kohlisch	C420546-A	De Ni Po	500	M4 V
0710	Hotei	C9965B8-A	Ag Ga Ri	511	M5 V M7 V



Subsector Sourcebook 3: Hub

Overview

The Hub subsector is an area of space eight parsecs wide and ten parsecs long. Within this space are located nineteen inhabited solar systems. Each of these systems is named after the primary planet in that system. Each of the hexes on the map represents a parsec of space.

Located at the top of each hex is the class of starport one can expect to find at this destination. Systems containing gas giants will have a small representation of the gas giant in the top right corner. Centered in the hex is a representation of the world itself. Below this representation is the name of the system.

The chart on the previous page lists the universal world profiles (or UWP) for each of the systems in the book. While we will explain the details of each system within this book, Referees are encouraged to refer to the rules for the UWP located in the Traveller Main Rulebook beginning on page 167. The Traveller Main Rulebook is available from Mongoose Publishing.

This book contains information about thirteen of the nineteen systems located in the Hub subsector. The remaining six systems are detailed in **The Hub Federation**, which is available from Drive-Thru RPG.

Astrography

The Hub subsector is meant to be subsector G in the Clement sector. Hub attaches to the bottom (or rimward) of the map of the Franklin subsector. The top of Hex 0401 containing Hottinger connects to the bottom of hex 0410 in the Franklin subsector. This places Hottinger within 2 hexes of both Karnataka and Nyx.

The Cascadia subsector is located to the right (or trailing) of the Hub map. This placement should put Kohlisch (Hub 0706) within 2 hexes of Fairfax and Monroe.

Zimm Drive?

The Zimm Drive is the starship drive used in our alternate Traveller setting. If you would like more information on the Zimm Drive, it is described in more detail in the **The Hub Federation** also available from Gypsy Knights Games. It is roughly equivalent to a Jump-2 drive as used in the official Traveller universe.

Because of the two parsec limitation on the Zimm drive, travel within the Hub subsector is defined by certain travel routes. These routes define certain groupings of planets as regions.

The largest and most commonly known region is the Hub Federation in the center of the subsector. This region and the polity which has grown from it are the subject of the book **The Hub Federation**.

The Sophronius region is to rimward of the Hub Federation. This region consists of the independent worlds of Sophronius, Erlik, Ararat, Nasnas, and Hotei. While they do have strong trade connections to one another, they are not politically affiliated with one another.

The remaining worlds are usually referred to as "bridge worlds". These worlds are separated by a parsec from the regions and are often used as stopovers as one travels from region to region.

These worlds often benefit from such travel and capitalize on the increased trade due to their astrography.

Politics

The worlds of the Hub subsector surround The Hub Federation but remain independent. The reasons for their desire to be independent are as varied as the people and governments of the worlds themselves.

Subsector Sourcebook 3: Hub

The descriptions of the individual worlds later in the book will give insight into each world's desire to remain independent.

Following the Collapse in 2331, the worlds of the Hub Federation banded together in an alliance. Fyodor Hauser was able to secure several of the stranded national fleets to join his cause. Hauser also had the power of tradition and history on his side. At the time of the collapse, Hub had been the accepted center of the Clement sector for 121 years. Any trade or communications with the Earth-side of the Conduit had to pass through Hub. All of this presented a façade of strength which kept many within the fledgling polity from panicking.

However, many outside the Federation were unimpressed. Most of those systems determined early in the process that they intended to remain independent. Some did it because they had been founded as independent colonies and remained so thanks to the UN's Independent Worlds Treaty for ninety-six years. These worlds, such as Sophronius and Kingston, had no intention of suddenly joining a new interstellar polity simply because they had been cut off from Earth.

Others simply felt that, eventually, the Conduit to Earth would re-open. Either naturally or through the work of a group of scientists on one side of the Conduit or the other, the Conduit would reinstate the previous political situation.

Over the eleven years since the Collapse, it has become obvious to many that the Hub Federation is far too weak to exert control over them. For some, like the government of Kingston, this may spell opportunity. For others, like those on Hottinger, it just means that the outside influence with which it has a love/hate relationship changes names.

On other worlds, like Sophronius, independence has gone horribly wrong. Sophronius is now embroiled in a violent and deadly conflict with multiple factions fighting against a repressive government. As some worlds send help to one side or another, most turn away with indifference.

Setting Notes

Of course, all of this assumes you are using the history we put forward in **The Hub Federation** and are continuing to build upon here. This assumes that there is no grand central government, no core of strong assertive worlds. In this setting, even the strong governments of Earth could only maintain control of a few worlds. Now, with the Collapse, even that is gone. These are now just worlds, orphaned on the far side of the galaxy, living on the "raggedy edge" (so to speak).

There is no Galactic Empire here, no United Federation of Planets. Just four subsectors of humanity trying to survive being cut off from home. Some worlds are more prepared than others.

If you are using another setting, you can ignore all of this. These worlds can be changed or modified in whole or in part to suit your needs. We hope that we can both further the background of the setting which Gypsy Knights Games is building as well as satisfy the needs of those who are using a more traditional setting.

In the eleven years following the Collapse, the main goal of most of the worlds of Hub subsector is to simply continue surviving. Keep trade flowing. Stop piracy. For most, maintaining their own position is enough to keep the individual governments busy.

Totaro (Hub 0104) A762743-B

System Details

Totaro is located in the first orbit of its sun, Asakura, a K7 V, orange main sequence star. Totaro orbits Asakura at a distance of approximately 0.32 AU (48.2 million kilometers or 29.9 million miles).

The system has two gas giants. The closest to Asakura is Tanikaze. Tanikaze is located about 2.81 AU (422 million kilometers or 262.2 million miles). One of the moons of Tanikaze, Sendai, is the home of the Totaran Defense Navy.

In the final orbit lies Futabayama at a distance of 5.08 AU (762 million kilometers or 437.5 million miles). Two of the moons of Futabayama, Usa and Oita, are currently being mined for chemicals by Winterkorp.

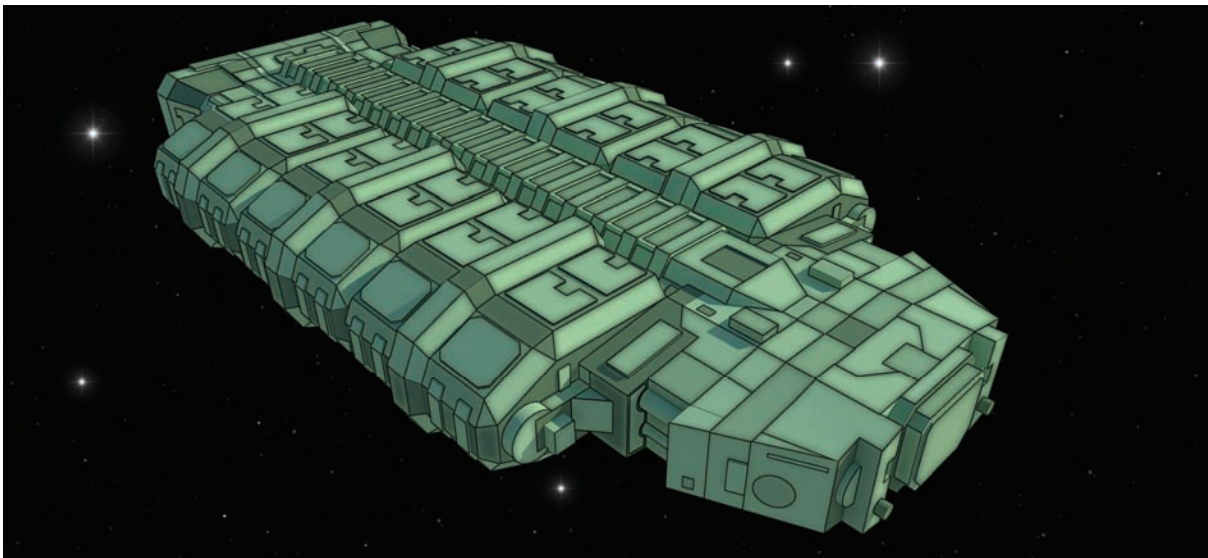
There is one planetoid belt in the system. Raiden's Belt is located in the second orbit at a distance of approximately 0.69 AU (104.1 million kilometers or 64.7 million miles). The belt is being leased for mining by the Egata Mining Corporation.

There is one other rocky body in the system. Hakuho orbits Asakura at a

distance of about 1.01 AU (152 million kilometers or 94.4 million miles). Hakuho has a dense carbon dioxide atmosphere with a surface air pressure of 17.28 standard. Hakuho is uninhabited, but has an orbital refueling base for insystem traffic.

Standard?

What, you may ask, is all this "standard" business in the physical data? This goes back to the background setting we are building. We are making the assumption that all the settlers of these worlds came from Earth. Therefore, all of the measures as to what the density, gravity, atmospheric pressure and so forth are measured in "standard Earths" or just "standard" for short.



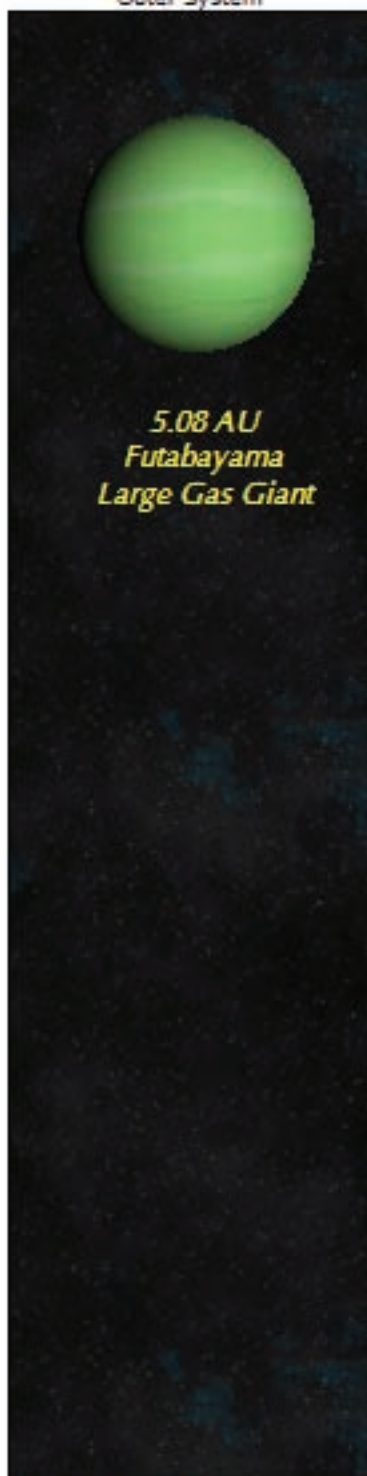
Totaro

Inner System



0 - 5.0 AU

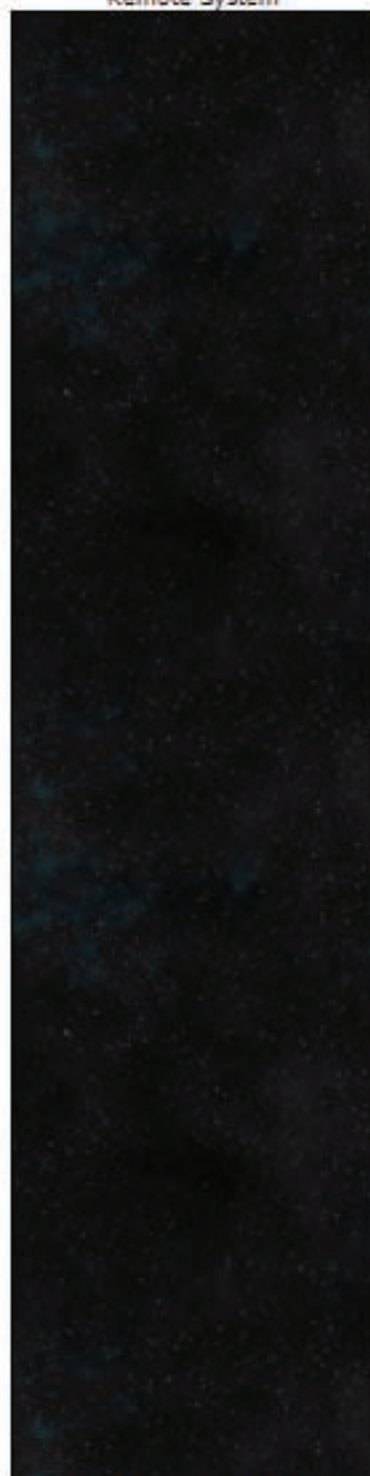
Outer System



5.1 AU - 77 AU

Hub 0104

Remote System



77.1 AU And Beyond

Physical Data

Totaro has a diameter of 10782 kilometers (6700 miles). Its molten core gives it a density of 1.2 standard. Totaro has a surface gravity of 1.01 standard.

Totaro has no moon.

Totaro has a rotation period of 24 hours, which is the same as a standard day.

Totaro has an orbital period of 90.25 standard days. This is referred to locally as a "kidou". Totarans regard four kidous to be one year (called a "nendo"). Each of the four kidous are known by their order (Ichiban, Niban, Sanban, and Shibban).

Atmospheric Details

Totaro has an atmosphere consisting of 72.90% nitrogen, 24.71% oxygen, 0.28% argon, 0.24% carbon dioxide, and 1.87% other trace gases. The surface air pressure at sea level is 1.18 standard.

Totaro has a warm and dry climate. Temperatures at the equator average 48 C (118.4 F) during the day and 36 C (96.8 F) at night. Summer polar temperatures average 2 C (35.6 F) during the day and -10 C (14 F) at night. In winter, this drops to -17 C (1.4 F) during the day and -29 C (-20.2 F) at night.

Hydrographic Details

23% of the surface of Totaro is covered in water. This water is mostly confined to two seas and a few small lakes. The largest of these is the Irahara Sea. The Irahara is located in the southern hemisphere and stretches across 4838 kilometers (3006 miles) east and west. The Irahara reaches a depth of 3412 meters (11194 feet) near its center.

The smallest of the two major seas is the Kosado Sea. The Kosado covers a distance of 2900 kilometers (1802 miles) east and west. The Kosado sinks to a maximum

depth of 2300 meters (7546 feet) near the southwest corner of the sea.

Both of these seas are salt seas and have salinities of 42% and 37% respectively. While there is native life which lives in these seas, life from other worlds often have a very difficult, if not impossible, life here. Even after specific engineering, importation of marine life to Totaro has failed each time it has been tried.

Geographic Details

Most of the surface of Totaro is hundreds of kilometers, if not thousands, away from water. This leaves much of the surface dry and largely unlivable without aid. There are very few native creatures that live beyond the seas and lakes.

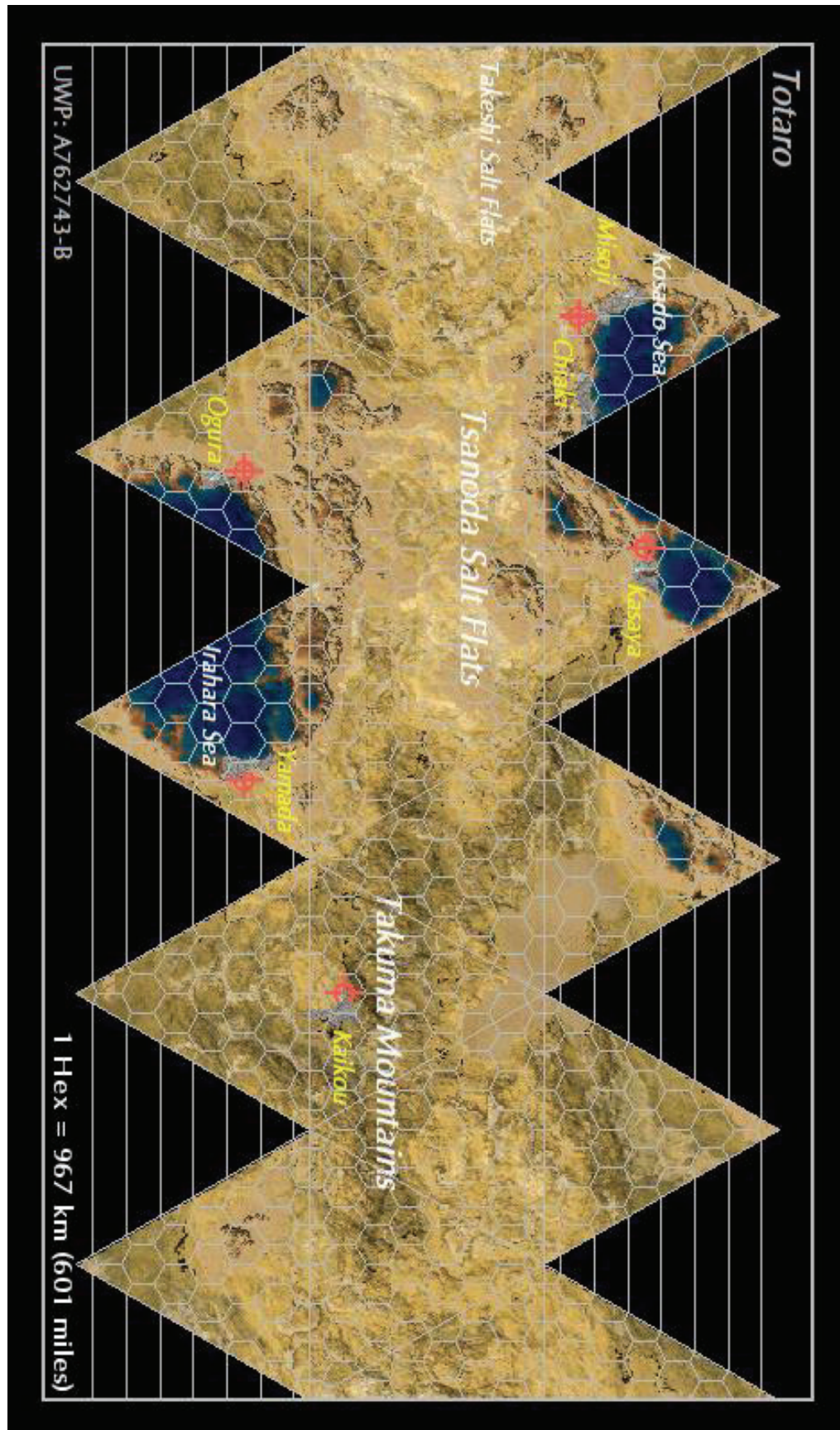
This dry area is dominated by the Takuma Mountains. These mountains are low and wind worn, often forming interesting formations. The mountains stretch from the eastern edge of the Kosado Sea south across the southern polar region and then north to the equatorial region.

Some of the rock formations in the Takumas are truly spectacular. There are several mesas with amazing views. Tunnels and land bridges cut out of large sandstone formations.

Perhaps oddest is a number of towering spires which have puzzled geologists. These spires can be up to 60-80 meters tall (197-262 feet).

The Tukamas are rich with silver, opals, turquoise, and copper. While the government owns most of these mines, some are leased to the Egata Mining Corporation and Paulsen Metals as well.

In other areas, the land is a great salt flat. In these areas, water was once present and has disappeared. Scientists disagree as to the reason why the water is no longer present.



Subsector Sourcebook 3: Hub

Population Details

Slightly over 700 million people live on Totaro. The vast majority of the population lives in the major cities located on the coasts of the two large seas. Some people live in mining cities located in the Takuma Mountains and still others live in the two orbital cities, Kimura and Mizuho.

Government Details

Totaro is ruled by a representative democracy. Power rests with the Totaran Diet, which is a bicameral legislative body. All laws originate in the House of Representatives and then must be approved in the House of Councilors. Those laws which are approved by the House of Councilors are then sent to the President. The President is then expected to oversee and carry out those laws.

The House of Representatives consists of 199 representatives. Each representative comes from a district consisting of approximately 3.5 million people. These districts are spread across the planet and the orbital cities as well. Representatives serve for a term of six nendos.

The House of Councilors consists of 51 councilors. Councilors are chosen by seniority from members of the House of Representatives. Councilors serve for twenty nendo terms or until they retire or die. When a councilor leaves the House, they are replaced by the representative with the most seniority. A special election is held in the representative's district to replace him/her.

The President is chosen by a vote of the House of Councilors. The President serves for a term of ten nendos and cannot serve more than two terms.

The President is the head of the executive branch of Totaran government. The President chooses his/her cabinet ministers who oversee certain aspects of the

Setting Notes

If you are using the alternate Traveller setting we detailed in **The Hub Federation**, Totaro was settled by the Japanese government shortly after the European nations began to cross the Conduit. Totaro was a Japanese colony until the Collapse in 2331.

The rich minerals of the mountain regions brought colonists of all nationalities to the planet along with several mining companies. While many aspects of the system have a Japanese flavor, the planet drew a wide variety of colonists before the Collapse. Today, most of the people living on Totaro were either born here or work for a mining corporation which moved them here.

government. These ministers are answerable directly to the President.

Legal Details

Compared to many worlds, Totaro has very few regulations. In some cases, this is because of the Totaran dedication to freedom and liberty. In other cases, it is simply because Totarans feel a law is not needed.

An example of a law that Totarans feel is unneeded is the idea of travel visas. Totarans and travellers alike are allowed to travel as they'd like on the planet. While it is suggested that starships only land at the starports, this is not required either. It is the belief of the average Totaran that anyone who wants to take their chances in the wilderness should be allowed to do so. So, while it is illegal to land your starship somewhere in the city, landing elsewhere on the planet is not.

Weapons are often a common sight on Totaro. Only weapons, such as energy weapons, rocket launchers and the like, are listed as "military only" and are illegal to carry

Subsector Sourcebook 3: Hub

for citizens and travellers on Totaro. Law enforcement and the military can carry such weapons but only while on duty and, in most cases, law enforcement will not carry such weapons.

Totaran law makes it illegal to sell, purchase or own any substance which “gives a loss of self”. This is defined by law as any drug which causes a person to lose complete control of their mental faculties. Such drugs as alcohol, marijuana, water dragon, and cocaine are legal here. Illegal drugs include such things as PCP, methamphetamine, combat drugs, and sternlight.

Trade is extremely open on Totaro. There are no import fees or tariffs with which to deal. Totaro does charge a 10% tax on the value of all metals and minerals exported from the system.

All outgoing ships are inspected by the system defense force. Incoming ships are often allowed to pass without such a detailed inspection.

Cultural Details

While Totaro has been settled by immigrants from many origins, Japanese culture has had the most effect on the world. The Japanese language is used extensively here and many aspects of Japanese culture such as the geisha, kubiki theater and martial arts have survived. Japanese influenced architecture is ubiquitous on the planet and in the orbital cities.

Japanese script is often seen side by side with Latin characters, particularly in the orbital cities and the starports. Most residents of Totaro are capable of using both systems of writing.

In addition, many who live here are adherents of both Buddhism and Shinto. The fusion of the two religions is often common as well with a majority practicing in this manner. Shinto shrines and Buddhist temples are common sights on Totaro.

Because of the dry climate of Totaro, fresh water is a valuable commodity. While the government does pride itself in the ability

Cultural Tags

Keep in mind that while we are postulating a Japanese origin for much of the culture here, Totaro is not Japan. According to the setting you are using, the population may be hundreds if not thousands of years away from its originating culture.

If you are using the alternate Traveller setting we outlined in **The Hub Federation**, the connection to Japan is still strong. However, there are some differences between Totaro and what one might find in modern Japan.

One major difference is the eating of seafood. Native sea life is not the most palatable and most here do not eat it. Therefore, any seafood such as sushi is going to have to be imported from another world. Such importation would cause the price to be much higher and thus the food would be less common.

However, the Japanese “flavor” still remains here. The cities portrayed here should have a very strong Japanese influence upon them. Watching something like *Blade Runner* or any number of futuristic anime titles would not go amiss for a Referee wishing to use this world in a campaign. The closer your campaign is the 21st century, the stronger the Japanese influence should be.

In addition, we'd like to recommend that Referees creating characters here consider giving those characters Language-0 if not Language-1. This reflects the dual nature of the Japanese and Latin scripts used by the population.

to provide water to its entire population through desalinization methods and importation, there are still those who maintain their own supply. It is not uncommon to see Totarans wearing a backpack with water or even bodysuits with water pockets. A tube in the mouth has even become a popular symbol of Totaran culture.

Another aspect of local culture is a strong belief that the settlers here were not the first to live on Totaro. While there has been no hard scientific proof of this, many of the residents here believe that there was a pre-colonization period civilization which existed here.

No one is really quite sure where this belief started, but it is a staple of popular entertainment on Totaro. Usually these stories involve one of the odd formations in the Takuma Mountains. Often this will revolve around one of the mesas being a starport or one of the spires being used as an alien worship center.

These stories often inspire amateurs to take to the wilderness in search of real proof. So far, however, this has only resulted in maintaining the job security of local rescue teams.

The Totaran Calendar

The Totaran Calendar is based off the central concept of the 90.25 standard days in which the planet orbits its sun. These are called kidous by locals.

The kidous are further broken up into seasons. These are referred to as summer and winter and last for about 45 days. While there are short transition periods between these two seasons, there is no proper name for them.

Four kidous equal one year or nendo. Each of the four kidous which make up a nendo have their own names (Ichiban, Niban, Sanban, and Shibana) which reflect their order.



Selected City Details

Kasaya

Kasaya is the location of the first settlement on Totaro. It is currently the capital of the planet and home to the House of Representatives, the House of Councilors, and the President. The current population of the city is just over 18 million.

The city is built around an inlet in the northeastern portion of the Kosado Sea. All of the buildings here are rounded to survive the high winds that come from the salt flats to the south of the city. Many of the buildings are quite tall and have measures in place to survive the winds such as wind conduits.

The city is home to a fine B-class downport. The downport is located to the east of the city. One can reach the downport by maglev train or shuttle.

Summer temperatures average 26 C (78.8 F) during the day and 14 C (57.2 F) at night. In winter, this drops to -5 C (23 F) during the day and -17 C (1.4 F) at night.

Yamada

Yamada is the second largest city on the planet. It is home to approximately 17.5 million people.

The city sprawls north and south along the east coast of the Irahara Sea. The city consists of much smaller buildings than are found in Kasaya, but they are still designed to survive the high winds common on Totaro.

The city has a C-class port to the east of the city. The downport can be reached by maglev train or shuttle.

Summer temperatures average 32 C (89.6 F) during the day and 20 C (68 F) at night. In winter, this drops to 1 C (33.8 F) during the day and -13 C (8.6 F) at night.

Kaikou

Kaikou is the smallest of the large cities on Totaro. It is home to about 3.4 million people.

Kaikou was built around the downport which serves the mining facilities in the nearby mountains. The majority of people who live here work in the mines, either for the Totaran government or one of the corporations which lease mines from the government.

Kaikou is known for its rough reputation. Many activities, such as gambling and prostitution occur here with frequency not seen in other cities. While such activities are legal planetwide, they are not nearly as prevalent in other locations.

The downport is rated C-class. While there are no laws or regulations concerning its use, most of the traffic consists of mining vessels.

Summer temperatures average 50 C (122 F) during the day and 38 C (100.4 F) at night. In winter, this drops to 29 C (84.2 F) during the day and 17 C (62.6 F) at night.

Mizuho

Mizuho is the largest of the orbital cities. It is home to approximately 12 million people. The structure is built as a large, rotating wheel.

Mizuho is attached to an A-class starport. The city has all of the amenities one would expect from such a port, including shipbuilding services which are owned by the local government. There is a Captain's Guild guildhouse located here as well.

Kingston (Hub 0106) A8868DA-A

System Details

Kingston is located in the third orbit of its sun, Fleming, a G7 V yellow main sequence star. Kingston orbits Fleming at a distance of 0.83 AU (124 million kilometers or 77 million miles).

The system has one gas giant, Montego. Montego orbits Fleming at a distance of approximately 1.61 AU (242 million kilometers or 150.4 million miles). One of its moons, Cromwell, is the second largest base for the system's naval defenses.

There are two planetoid belts in the system. Closest to Fleming is the aptly named Rockhaven. Rockhaven orbits Fleming at a distance of 0.25 AU (37 million kilometers or 23 million miles).

In the furthest orbit is the Morant Belt. The Morant Belt orbits at a distance of 3.24 AU (486 million kilometers or 302 million miles).

Both of the belts are mined exclusively by the Kingston government. Though rather lucrative offers have been made by several of the major mining corporations, the government has refused.

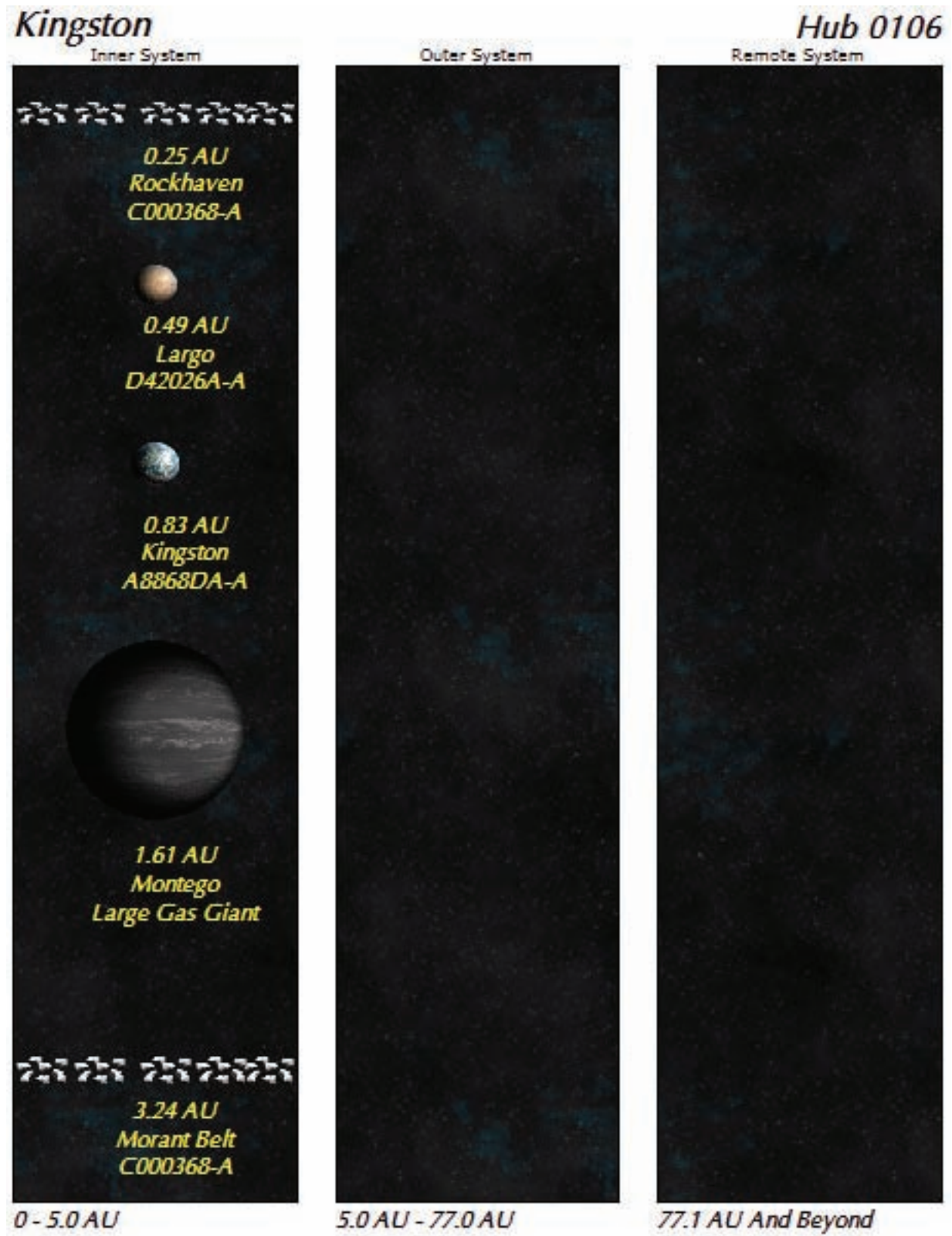
There is one other rocky body in the system. Largo orbits Fleming at a distance of 0.49 AU (74 million kilometers or 46 million miles). Largo has a slight carbon dioxide atmosphere. The Kingston government maintains a science station at Largo.

Intrigue

Many reasons have been attributed to the desire of the Kingston government to maintain full control of their resources. Most believe that they simply want to maintain a better control of these valuable commodities.

There are some analysts, however, who believe the Kingston government is maintaining control of the belts for a darker purpose. Many believe that the Kingston government is keen to build a military which could spread its religion across the subsector. Most reject these notions as alarmist.

Subsector Sourcebook 3: Hub



Physical Data

Kingston has a diameter of 12874 kilometers (7999 miles). Its molten core gives it a density of 1.2 standard. Kingston has a surface gravity of 1.21 standard.

Kingston has no moon.

Kingston has a rotation period of 32 hours. This is referred to locally as "one day".

Kingston has an orbital period of 397.33 standard or 298 local days. This is referred to locally as "one year".

Atmospheric Details

Kingston has an atmosphere consisting of 74.6% nitrogen, 22.8% oxygen, 0.40% carbon dioxide, 0.30% argon, and 1.60% other trace gases. Kingston has an atmospheric pressure of 2.1 standard at sea level.

This pressure often requires some acclimatization for most travellers. Those who live here have adapted to the pressure and have some trouble with leaving.

Equatorial temperatures average 33 C (91.4 F) during the day and 22 C (71.6 F) at night. Summer polar temperatures average -18 C (-0.4 F) during the day and -29 C (-20.2 F) at night. In winter, this drops to -41 C (-41.8 F) during the day and -52 C (-61.6 F) at night.

Hydrographic Details

59% of the surface of Kingston is covered in water. It is divided by the position of the continents into an ocean and several seas.

The largest body of water on Kingston is the Thomas Ocean. The Thomas stretches from the northern polar region to the southern polar region. At its widest point, the Thomas is 16762 kilometers (10415 miles) wide. At its greatest depth the Thomas reaches a depth of 8428 meters (27.650 feet).

Continuing north around the continent of Townsend, is the Mary Sea. The Mary is the largest of the seas. It continues to the Wu Sea to the southeast and to the north of the continent of Wemmer.

The Wu Sea is hemmed in by the continents of Townsend and Wemmer as well as Thacker Island. The Ledbetter Strait north of Thacker Island and the Zima Strait to the south feed the Wu from the Mary.

The Ericson Sea is similarly hemmed in by the two continents and an island. The Ericson is fed by the Wu through the Blue Strait and then flows outward around Andrews Island.

The Andrews Sea covers the area south of Wemmer and to the east of Townsend. It is bounded by the pack ice of the southern polar region to the south and the subcontinent of Boynton to the east. The Andrews is connected to the Thomas Ocean by the Boynton Strait, a narrow slip of water separating Boynton from Wemmer.

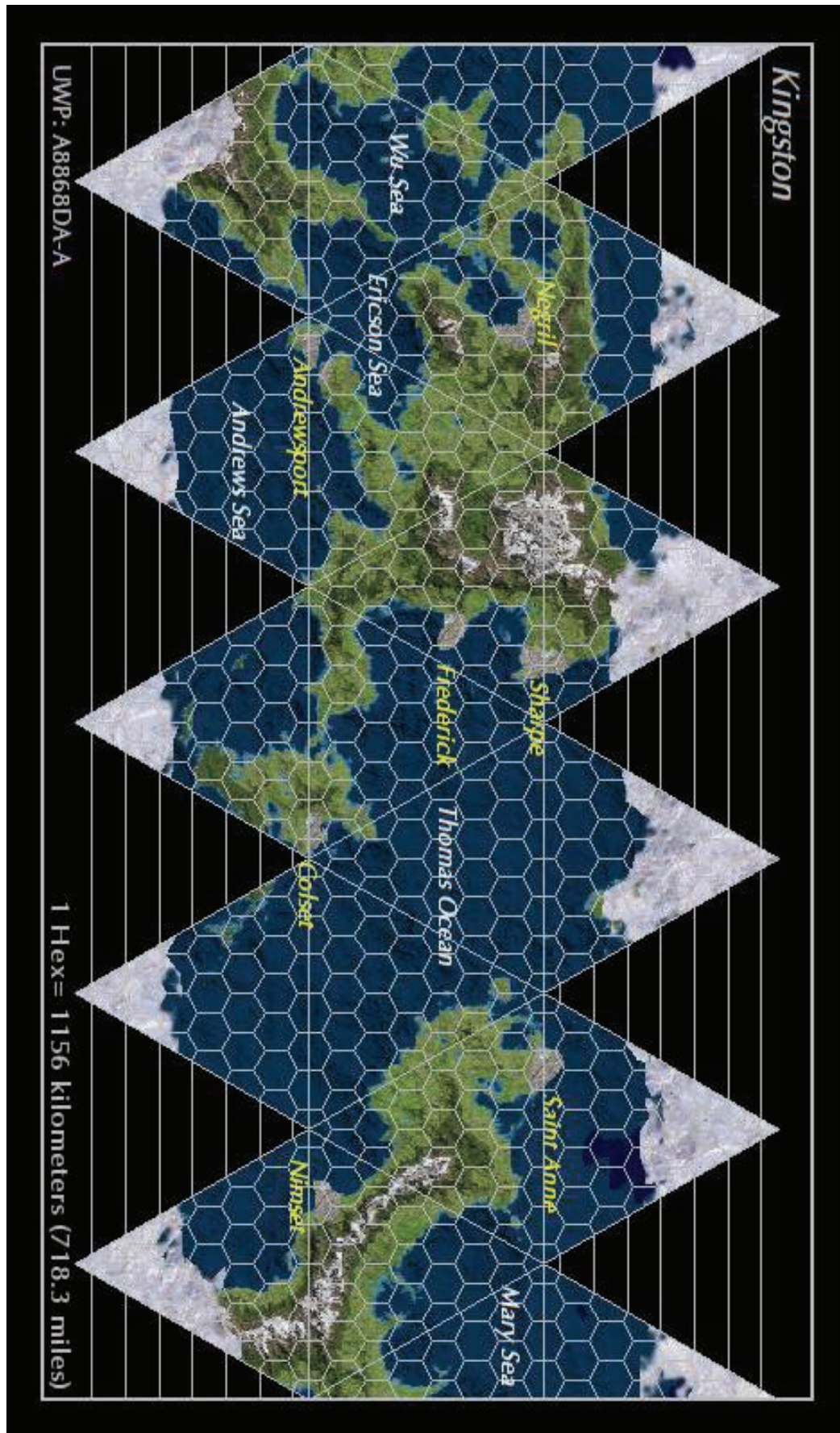
Geographic Details

The land area of Kingston is divided into two large continents and one subcontinent. The larger of these two continents is Wemmer. Wemmer is located mostly in the northern hemisphere.

Wemmer is dominated by the massive Johnson Mountains which run along the continent's east coast. The eastern edge of the mountains rises dramatically from the plains of the Wemmer east coast.

Many of the peaks in the range reach heights of over 6500 meters (21325 feet). Almost all of the peaks are covered in snow and glaciers. The highest of these peaks, Mount Wallen, reaches a height of 7230 meters (23720 feet) and is the highest point on Kingston.

The central region of the continent is a vast open plain. This plain is home to several forms of native life and has been used extensively by local farmers to import non-native species.



Subsector Sourcebook 3: Hub

Southwest of Wemmer is the continent of Townsend. Townsend runs north and south across the equator. The Ware Mountains run like a spine down the center of the continent.

Most of the peaks of the Ware Mountains reach heights of over 3800 meters (12467 feet). The highest of these peaks is Mount Durinda at a height of 4376 meters (14357 feet). Many of these peaks are covered in snow.

Southeast of Wemmer across the narrow Boynton Strait is the subcontinent of Boynton. The flat subcontinent is covered in a mossy peat called "substate" by locals.

Population Details

The population of Kingston is estimated to be about 700 million people. It is difficult to know an exact number due to the nature of the Kingston government.

It is believed that the majority of the population still works on farms spread across the planet as opposed to living in the major cities.

Government Details

Kingston is ruled by a religious dictatorship based on a local religion called Caxtonism. Caxtonism is based on the teachings of Ian Caxton.

Caxton was a popular religious figure on Earth in the late 22nd century who said that God had spoken to him in the form of an angel of light called Tralixi. In 2172, Caxton had been working outside the lunar city of Huang when he was approached by the angel. Tralixi is said to have touched Caxton's space suit and transferred a "Book of New Revelation" into the memory of his suit.

This "Book of New Revelation" was then copied by Caxton and given away free across Earth, Luna and Mars. By 2210 and

Setting Notes

The history of Caxtonism assumes you are using the history presented in **The Hub Federation**. If you are using a different setting, you may need to change the historical details a bit. If you are using something set further into the future, we recommend that you set the Caxtonist revival closer to that time period.

In addition, while there are no aliens in our setting, if you are using a setting with aliens, you should assume that the Caxtonists have hatred toward them. Caxtonists would be quite racist toward all non-humans.

the opening of the conduit, Caxtonism had gained millions of followers.

The "New Revelation" was a call for all humans to reject all other philosophies and live by the "original law of God". The "Book of New Revelation" essentially repeated the laws given in the Biblical book of Leviticus and added a few more that Tralixi said were "important to the modern age". Among these were a call for polygamy, a call for increased use of cyberware, a rejection of the false prophets (specifically mentioned are Christ, Muhammad, Joseph Smith, Elvis, Zorka and Murphy), a rejection of genetic engineering (with the exception of long life treatments) a rejection of animal uplift projects, and a ban of holography as a form of "graven image".

The Caxtonists spread their message across the solar system and, as the Zimm Drive allowed the colonization of other worlds, into the stars as well. Fourteen of the original German colonists who crossed the Conduit to Hub were Caxtonists.

Ian Caxton himself, at the age of 85, in 2225 crossed the Conduit to Hub with a colony ship full of followers. These followers were not met with enthusiasm by the German colony and the Caxtonists soon felt the need to leave.

A group of Britons had founded an independent colony at Kingston and several

among the government were either followers or sympathetic to the Caxtonists. The Caxtonist colony ship departed Hub in 2227 for Kingston.

Kingston was soon overrun by Caxtonists coming to the “New Holy Land”. By 2235 and the signing of the IWT, Kingston was already known as the Caxtonist colony rather than as an independent colony.

The previous government of Kingston was a representative democracy. The Caxtonists soon controlled a majority of the government. By 2237, they had full control of the government and had installed Caxton as their leader.

Caxton remained the leader of the world until his death in 2332. His trusted lieutenant Calvin Richmond assumed command and continued all of Caxton's policies.

Most Caxtonists believe that Caxton was “taken by God” into heaven and that he speaks to them and influences their lives. This is also the official history as told by the Caxtonist religion. Richmond often refers to Caxton in speeches which are sent out over the worldnet and Caxton is always referred to as if he were still alive.

Richmond, like Caxton before him, rules the planet completely. There is a Council of Elders, made up of elder members of the Caxtonist religion, but they serve only in an advisory role and at the pleasure of Chief Patriarch Richmond.

Legal Details

When a person reaches the age of five on Kingston or when a person converts to Caxtonism, a cybernetic implant is placed within their brain. Once the implant is in place, the person begins to receive not only The Book of New Revelation into their brain, but also daily suggestions as to how to live.

In addition, the implant monitors the person's daily life. If at any time, the person deviates from behavior which is advocated by Caxtonism, they receive pain. The pain is

Caxton's Afterlife

It is said by the government and religion of Caxtonism that Caxton was “taken into heaven” in 2322. Most Caxtonists believe this literally and that God simply took him, body and soul, into the hereafter. Most outsiders believe that this is a euphemism for his death.

However, there are others who believe that something else has occurred here. Some believe that Caxton may have downloaded his mind into the worldnet of Kingston. They postulate that the belief that he still exists and the influence felt by Caxtonists on Kingston is very real. There is a person working to guide them each day and he is inside the Kingston worldnet.

proportionate to how “wrong” the perceived behavior is. For instance, a person planning rebellion might receive an immense amount of pain whereas someone who simply used too much salt might experience discomfort. Repeated wrongdoers can be taken by the government for re-education or punishment.

No one without a Caxtonist implant is allowed to descend to the planet. Those without implants are only allowed to visit the main orbital port. Those who do go to the port are monitored at all times by electronic and physical means. In many cases, the government prefers for ship crews to remain onboard their vessels for purposes of refueling and minor repairs.

Those seeking major repairs will find that Kingston has excellent repair facilities, but that they will be sequestered in their ship or in a “visitor's home”. These “visitor's homes” consist of plush, beautiful rooms. However, these rooms have few amenities and all food served here will be to the Caxtonist standard.

The orbital port has no bars, no restaurants, or nightclubs. There is no Captain's Guild guildhouse here. However, there is a trade kiosk for those looking to buy/sell/trade cargo.

There are no weapons of any kind allowed on Kingston or on the orbital port. Members of the security force and military are allowed to carry weapons on duty, but not in their private lives.

Drugs and medications are only available if a physician deems their use necessary. If such a drug is deemed necessary, the implant will monitor the amount used and any deviation from the prescribed dose will result in pain.

Recreational drugs of any kind are not allowed on Kingston. Alcohol is in use only as a medicinal. However, long life treatments are required by the religion and these treatments are given free of charge to any who are members of the religion.

Cultural Details

Kingstonites live in accordance to the Caxtonist religion. The religion bans a great many behaviors and, through the implant placed in all citizens, modifies any behavior outside of the “right and proper”.

Kingston residents are monitored at all times. So much so that when something malfunctions with an implant, these citizens can be deeply affected. Many report a deep sense of loss.

While working on the mining colonies or in bases or starships where the worldnet would be lagged, specially ordained priests must create a localnet to maintain the level of control so the Caxtonist can live his/her normal life.

All men over the age of 18 are expected to be married or to be serving the government in some capacity. Those who are deemed to have an aptitude for it will become members of the military, the security forces, or an asteroid miner. By the age of 24, those men not placed in government service will likely have at least three wives and possibly as many as six. These marriages are arranged by local priests and monitored over the worldnet.

Each man is expected to work his assigned job and be compensated at the

Tech Level

The officially listed tech level of 10 is often not correct. In terms of the Kingston military, one can expect to encounter them armed and equipped to TL11. This is also true of any high religion/government official.

When it comes to the level of cybernetics enjoyed by the entire population of Kingston, the tech level is actually TL12. Caxtonists are dedicated to idea of cybernetics and encourage those who are members of the religion to engage in their use. As such, they are leading authorities in the colonized worlds on the subject.

The average tech level in the major cities is TL10. Those who are performing office work, administrative work and other such tasks in the major cities should be treated at this level.

For those citizens living on farms outside the major cities, the tech level is often more in the range of TL6-7 as far as living conditions. However, they can have farming implements of tech levels up to 10.

level deemed acceptable by the government. Each job has a “proper compensation” which allows those with higher aptitudes to work at more “important” jobs and for different pay levels. Those with more important jobs (such as government functionaries or priests) will have more wives as they will be allocated more funds to support them.

Women only work in support capacities and will rarely be placed into these sorts of jobs. Most women are placed in charge of children, which is often regaled by Richmond as the “most important job of all”.

Any sexual activity which is not directly involved with the creation of more children is strictly prohibited and punishable. As all such activities are monitored by the state, punishment is meted out for violations of these rules.

There are temples of worship in every major city on Kingston, in orbit, in the system,

and on every ship in their navy. Priest conduct sacrifices of animals to cleanse the sin of the city. Those who do not live in a major city are required to visit the temple once per year to have a priest perform a sacrifice for them.

The Kingston Calendar

The Kingston Calendar is based off the Kingston year of 298 32 hour days. Each day is divided into four eight hour periods: Night, Morning, Afternoon, and Evening. Night is exclusively for sleeping, except for essential personnel such as military and security forces. Morning and Afternoon are for work, except for those who worked during night. Evening is for personal time, which is assigned to study of the Book of New Revelation, quiet personal time, viewing of approved entertainment, and family time.

The calendar is based on the Gregorian calendar with the same division of the year into 12 months. The months each have 25 days, with the exception of February which only has 23.

August 5th was the birthdate of Ian Caxton and it is celebrated each year. Caxtonists celebrate the date with gift giving and feasts. Often meals are sent to other worlds which Caxtonists feel might not have adequate food. A recent mission went to Sophronius to aid those who might be low on food during the war there.

June 7th was the day which Caxton died or, according to believers, was taken into heaven. It is a day filled with worship and celebrations. Those who do not have a local temple often go into the major cities to visit the temple on this day.

Down on the Farm

While there are millions packed into the cities, the majority of people on Kingston live on farms in the open plains. These people live in much less modern homes than do their city-dwelling brethren. Most of these homes are built from basic materials such as wood and brick. Most use tech level 6-7 appliances.

It is a very simple existence for these people and their lives are constantly monitored by the local temple priests. These priests and their computers ensure that the people are living within the precepts of the church.

Each child born here is examined carefully. Those who are believed to have an aptitude for another job are then whisked away from their father and mothers to be properly educated. Those who do not remain behind to perform labor which does not require such an education.

Selected City Details

Kingston Orbital

Kingston Orbital is usually the only part of Kingston that the average traveller will visit. It orbits the planet at a distance of 380 thousand kilometers (236,121 miles). It is rated as an A-class port and has some of the finest repair and refueling facilities in the subsector.

However, many travellers will still avoid coming here if they can. There are few other amenities available outside of the basics. There are no hotels, restaurants, guildhouses, or nightclubs. There are facilities for those requiring a lengthy stay due to repairs, but, while plush, they are described as being more like prisons. Travellers are encouraged to remain on board their ship if possible.

Subsector Sourcebook 3: Hub

The orbital city itself is home to 23 million people. There is a priest with a localnet installed in the orbital so there is no light lag to disturb the connection to the cyberimplant.

Frederick

Frederick is home to approximately 46 million people. It is the largest and most populous city on the planet. Frederick was the second city to be founded on the planet.

The city takes up the entire 1161 kilometers (721.4 miles) of the Chancellor peninsula. It is filled with arcologies and large office buildings.

Most of the people who live here are involved in the administration of the rules of the church. The central temple, the Council of Elders and the home of the Chief Patriarch are located here.

Like all cities on Kingston, there is no starport nearby. There are individual landing areas for shuttles and small cargo haulers,

but no port. Those who are allowed to come and go can do so in one of the shuttles.

Temperatures average 33 C (91.4 F) during the day and 22 C (71.6 F) at night.

Andrewsport

Andrewsport is the site of the original colony and is the oldest city on the planet. It is also the second largest and most populous. The city is home to 36 million people.

The city takes up all of Andrews Island and extends into the surrounding sea. The tall buildings and arcologies surround factories and industry.

The city is often battered by storms. Andrewsport has an extensive flood and wave control system built around the island.

Summer temperatures average 31 C (87.8 F) during the day and 20 C (68 F) at night. In winter, this drops to 8 C (46.4 F) during the day and -3 C (26.6 F) at night.

Viteges (Hub 0207) C563554-A

System Details

Viteges is located in the first orbit of its sun, Ostra, an M8 V, red main sequence star. Viteges orbits Ostra at a distance of approximately 0.10 AU (15.6 million kilometers or 9.71 million miles).

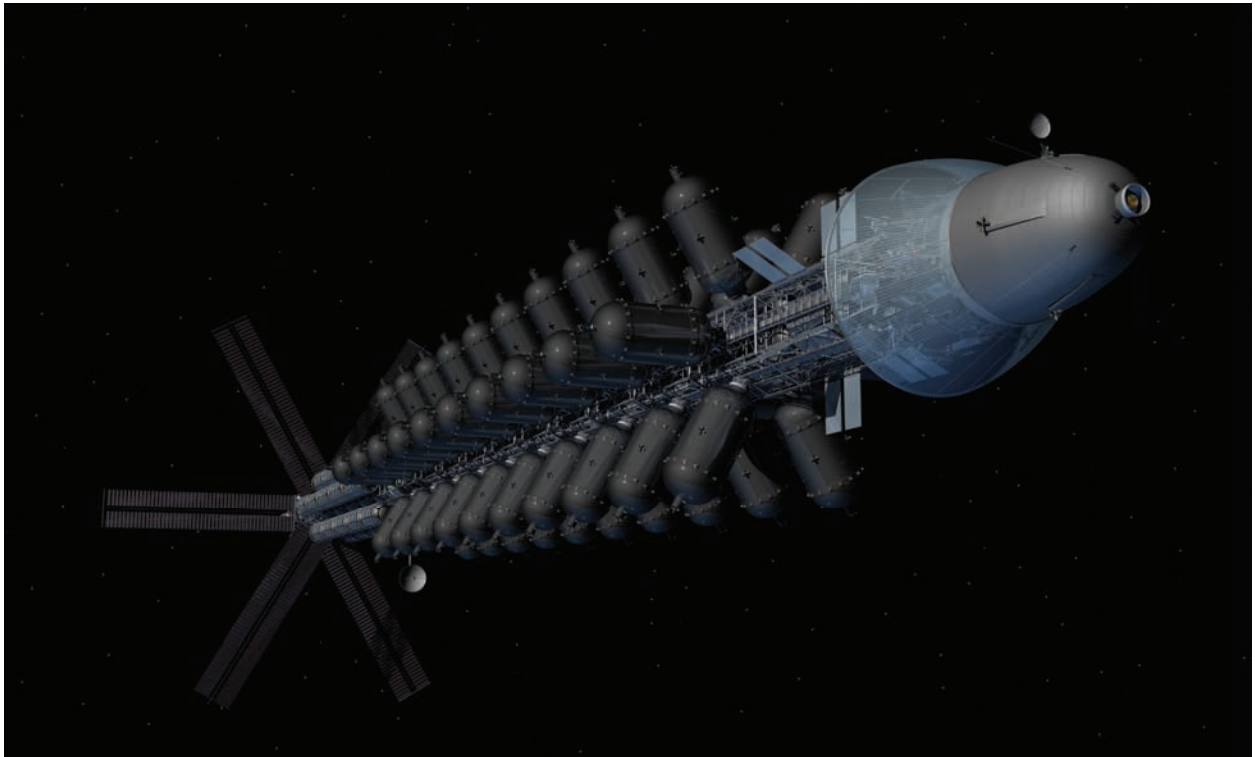
The system has one gas giant, Belisarius. Belisarius orbits Ostra at a distance of 1.02 AU (153 million kilometers or 95.1 million miles). Dara, one of the moons of Belisarius, serves as the system headquarters of Paulsen Metals.

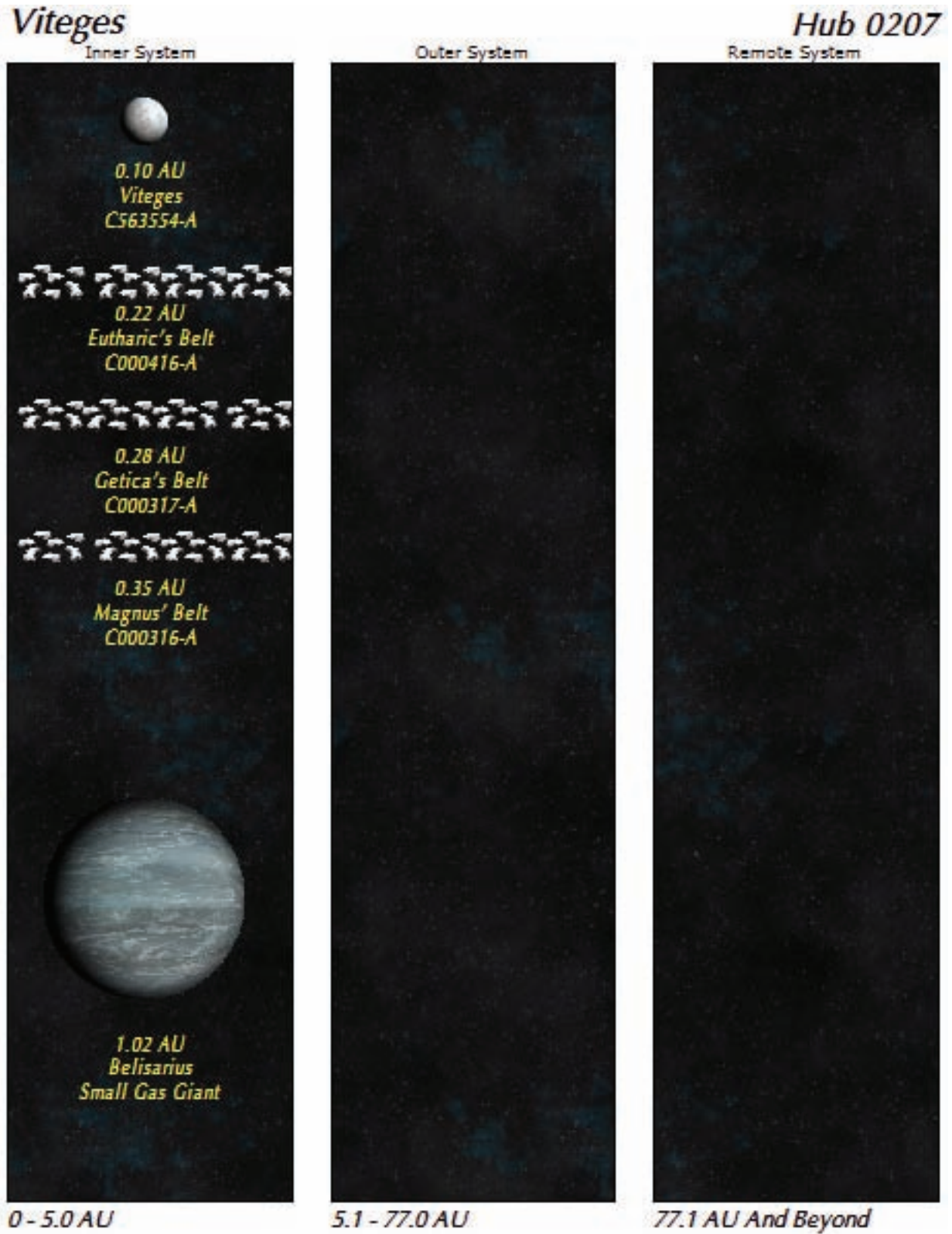
There are three planetoid belts in the system. The closest to Ostra is Eutharic's

Belt which is located approximately 0.22 AU (32.5 million kilometers or 20.2 million miles).

In the third orbit at 0.28 AU (42.1 million kilometers or 26.2 million miles) is Getica's Belt. In the fourth orbit is Magnus' Belt at a distance of 0.35 AU (53 million kilometers or 32.9 million miles).

All of these belts have mining colonies owned by Paulsen Metals. Paulsen Metals owns these belts outright and do not, as in other systems, lease the mining rights. This is a source of tension with the current government which does not approve of the deal made by the previous government. Paulsen Metals currently has armed vessels in the system.





Physical Data

Viteges has a diameter of 7360 kilometers (4600 miles). Its molten core gives it a density of 0.94 standard. Viteges has a surface gravity of 0.54 standard.

Viteges has no moon.

Viteges has a rotation period of 34 hours. This is referred to locally as "one day".

Viteges has an orbital period of 25.14 standard days or 17.75 local days. This period has no meaning to locals instead, the Gregorian calendar is used.

Atmospheric Details

Viteges has an atmosphere consisting of 74.30% nitrogen, 23.88% oxygen, 0.51% argon, 0.26% carbon dioxide, and 0.95% other trace gases. Viteges has an atmospheric pressure at ground level of 0.98 standard.

Viteges has a cold climate. Equatorial temperatures average 3 C (37.4 F) during the day and -16 C (3.2 F) at night. Summer polar temperatures average -42 C (-43.6 F) during the day and -61 C (-77.8 F) at night. In winter, this drops to -64 C (-83.2 F) during the day and -83 C (-117.4 F) at night.

Hydrographic Details

All of the surface water on Viteges is frozen. Surveys of the planet have found liquid seas located below the surface of the ice in several locations.

It is estimated that without the glacial coverage, these oceans would make up 33% of the surface of the planet. However, if the glaciers were to melt rather than simply be removed, the coverage would be closer to 72% of the surface.

Geographic Details

Most of the land area of Viteges lies beneath glacial ice. This ice covers the land from the polar regions to the equatorial regions. This ice is thick and can be up to 43 meters (141 feet) in some places.

The equatorial region contains some uncovered land. This land is made of sandy soil with no vegetation. The soil will often be taken into the wind and become sandstorms which can hinder visibility.

The ice is also broken by two mountain ranges. The larger of the two ranges is the Waldon Range which stretches across 15816 kilometers (9888 miles). The highest of these mountains is Mount Church at a height of 6962 meters (22841 feet).

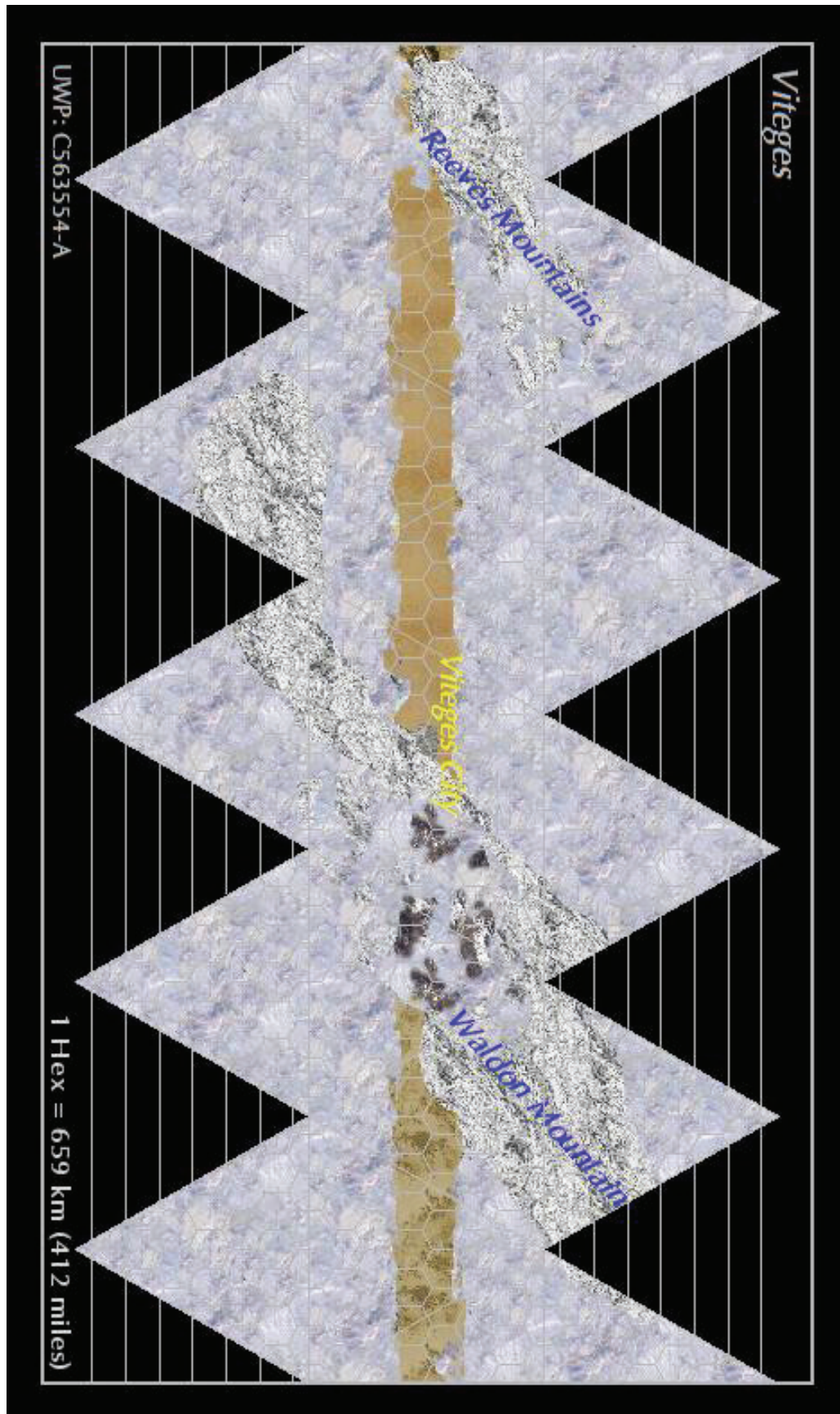
In addition, there are several volcanoes in this range, particularly in the north. There are none in the equatorial region.

The Reeves Mountains cover less area, but these mountains are somewhat taller. The tallest range here is Mount Nulent with a height of 7892 meters (25892 feet). There are several volcanoes in this range as well, particularly in the north.

These mountainous areas are rich in copper. Gold, silver, and lead are also common. This was the reasoning behind the original settlement, however, mining has slowed.

Population Details

There are currently just over 500,000 people who live on Viteges. Almost all of these live within Viteges City. A few live outside the city in abandoned mining camps near the Reeves Mountains.



Government Details

The government of Viteges is a technocracy made up of a group of professional scientists. These scientists took over from the original government which was only recently replaced.

The original government was made up the Debelle family, a wealthy French family who had funded the colony ship which settled here. The family intended to set themselves up as sole rulers of the world. The family maintained control from the 2213 until 2333. In 2332, the family's rule was overthrown by a popular revolution.

The Debelle family had grown accustomed to excess. Once the Conduit had closed and there was no chance of continuing trade of their copper with Earth, they felt they could continue to hold their home only be selling mining rights in the planetoid belts.

Paulsen Mining purchased these rights in full and took possession of the belts and the mining operation in 2331, only months after the Collapse. The public was outraged and the revolution began as soon as the news was known.

During and following the revolution, many who once worked the planetside mines began to move into space or find work on other worlds. There was a sense that the new government would soon collapse as well and the population dwindled.

Currently, the government consists of five men and two women who were chosen to be the interim government. The interim government was to rule only until elections could be held. However, the interim government remains ten years later. They have declared themselves the Council of Leaders and claim that they alone are intelligent enough and experienced enough to rule.

However, mining operations on the planet have slowed considerably. Mining in the Reeves Mountains has stopped completely. Operations in the Waldon Mountains continue but are a shadow of their former output.

Setting Notes

If you are using the history put forward in **The Hub Federation**, Viteges was an independent colony settled by persons from France. It was not a French government colony.

If you are using a more standard form of Traveller, consider making the Debelle family a group of lesser nobles attempting to make a name for themselves. It ended in disaster for them, but it is possible that others of their name or those in fealty to them might have something to say to the technocracy which replaced them.

Viteges is still a world in flux and a powder keg of potential problems. The confusion following the Collapse (or some other potential malady if you are not using our alternate universe) has left a world rich in precious metals nearly open for the taking. One can assume that this is not something the world's neighbors (now that they are getting settled themselves) will let sit for much longer. Of course, the corporations would love to get their hands on those deposits as well.

Adventures could easily be created to allow characters to defend the world, overthrow the Council of Leaders, or simply infiltrate on behalf of one the mining corporations.

Legal Details

The current government maintains order through the Viteges police force. This force consists of several hundred officers who patrol the city.

Weapons laws allow for handguns of all types, but do not allow for rifles to be owned by anyone not involved in the police or military. Handguns may be carried by those who are licensed to do so. Larger weapons such as rocket launchers, assault rifles and

Subsector Sourcebook 3: Hub

the like are also prohibited for average citizens.

Travellers may carry weapons onto Viteges only if they pay a fee of 200 credits and pass a competency test. Such a test can be taken at the starport. Those who have licenses to carry weapons on other worlds can simply pay a fee of 150 credits.

Drugs considered to be addictive narcotics are banned here. These include but are not limited to cocaine, LSD, water dragon, and marijuana. Alcohol is available here, but only to those over the age of 21 standard years.

Government regulations require that all vessels landing in the system land at the starport in the city. Vessels which do not abide by this regulation can be fired upon, boarded, and seized.

Cultural Details

Gloves are the height of fashion currently on Viteges. While once simply a requirement to protect one's hands in the cold environment, they have now become a fashion statement. The more decorative they are, the higher a person's social rank is thought to be.

Brighter colors are also desired for the gloves. The goal is to create a clash of colors with your overall outfit. Many choose darker colors for their overall color and something bright for the gloves. Black and yellow is a popular combination, but often one will see white paired with dark blue or even a dark orange paired with a light blue.

Those openly stating that they are from a mining corporation may also run into problems. Viteges' citizenry are currently somewhat biased against the mining companies due to the feeling of opposition. Many here feel that those who left to mine elsewhere betrayed those who stayed behind. It remains a touchy subject with many who live here.

Due to the 17 hour day experienced here, most residents choose to take a two hour mid-day break or siesta. This can often

Fashion Statement

In game terms, assume a penalty in SOC for those not wearing the proper fashion. Those wearing colors which match should take a -3 to their SOC. Those not wearing gloves at all should take a -5. Those persons who have seen the characters with matching gloves or not gloves at all will continue to regard the characters as a bit of a rube. Even after the characters find the proper gloves, they should have a -2 SOC penalty.

take the form of citizens closing their shops for a moment of rest. Travellers will discover that everything closes during this period, even starport operations. Only emergency services will respond during the midday.

The Vitegen Calendar

Vitegens use a 365 day calendar which is identical to the Gregorian calendar. The only modifications to the calendar are that each day is 34 hours long and there are no leap years.

Dates are denoted with the number of the day first, the month second, and the number of years since the revolution last. An example date could be 30 March 10.

Days are divided into day and night with each being 17 hours long. Time is referred to as the amount of hours since midnight and midday, with midnight and midday both referred to commonly as 17 o'clock.

Siesta begins at midday and lasts for two hours. Locals will do very little during this time period and all commercial enterprises cease operations during this period.

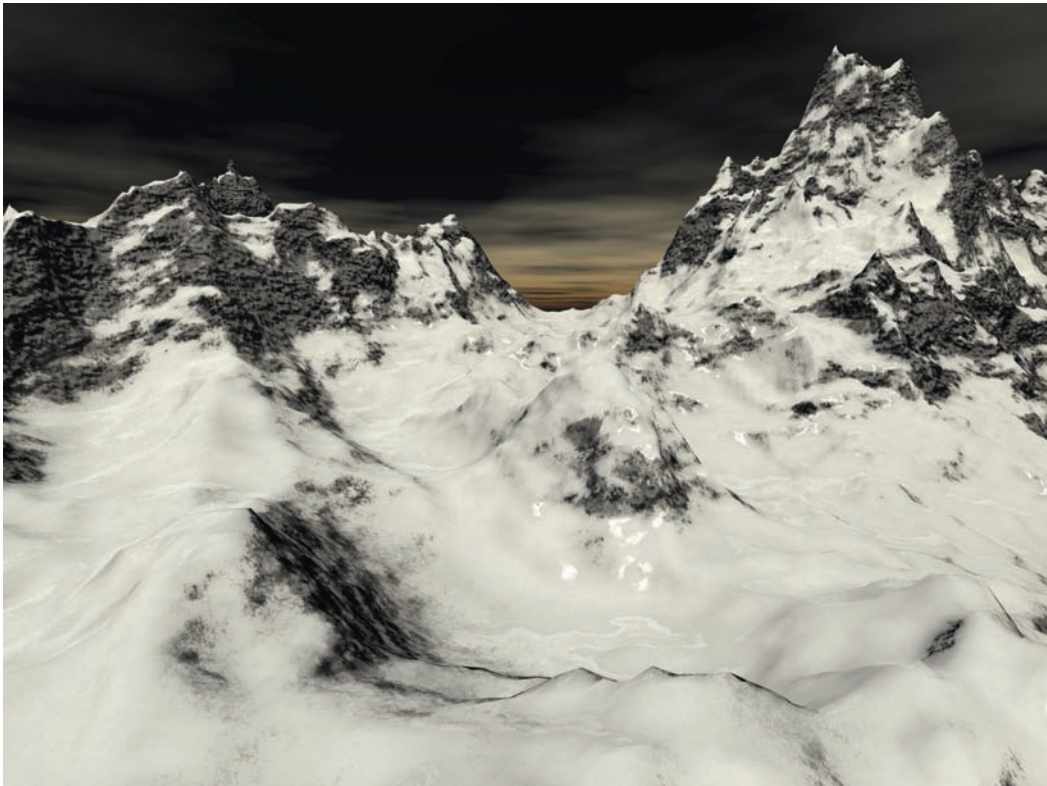
Viteges City

It is important to note that no local would ever refer to the city as “Viteges City”. Locals simply refer to Viteges and consider the city and planet to be one. It is denoted this way in the travelogue to avoid confusion.

The city is home to 493,000 people. Very few people on Viteges live outside the city and those who do are considered to be second-class citizens by those who live within the city.

The city hugs the foothills of the western side of the Waldon Mountains. The downport is located in the city center. There is an open area between the landing pads and the city. Beyond those few hundred meters, the city’s buildings sit in a circle around the port.

Temperatures average 3 C (37.4 F) during the day and -16 C (3.2 F) at night.



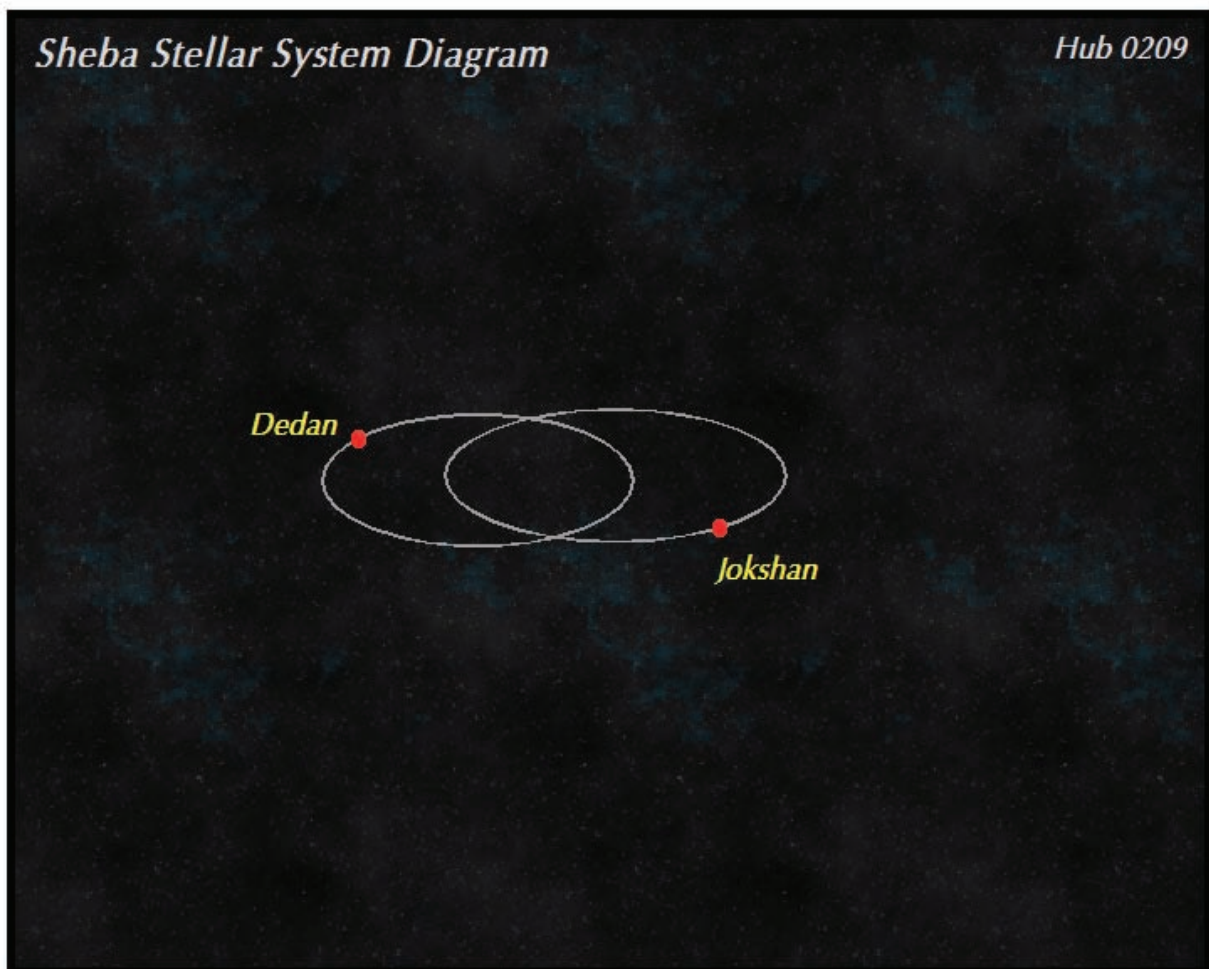
Sheba (Hub 0209) *C762433-A*

System Details

Sheba is located in the first and only orbit of its sun, Dedan, an M6 V, red main sequence star. Sheba orbits at a distance of 0.19 AU (29 million kilometers or 18 million miles).

Both Dedan and another star, Jokshan, orbit a central mass point. Jokshan and Dedan are separated by an average of

10 AU (1.5 billion kilometers). The pair travels in an eccentric orbit which actually takes them between 8.39 AU (1.258 billion kilometers or 781 million miles) and 13.5 AU (2.025 billion kilometers or 1.26 billion miles).



Subsector Sourcebook 3: Hub

Physical Data

Sheba has a diameter of 11680 kilometers (7300 miles). Its molten core gives it a density of 0.88 standard. Sheba has a surface gravity of 0.81 standard.

Sheba has no moon.

Sheba has a rotation period of 32 hours. This is divided into four eight hour periods called "morning", "day", "evening", and "night".

Sheba has an orbital period of 32.67 standard days or 24.5 local days. This is referred to simply as "one orbit".

Atmospheric Details

Sheba has an atmosphere consisting of 78.10% nitrogen, 21.24% oxygen, 0.32% carbon dioxide, 0.16% argon, and 0.18% other trace gases. The atmospheric pressure at sea level is 0.84 standard.

Equatorial temperatures average 43 C (109.4 F) during the day and 35 C (95 F) at night. Polar temperatures in summer average -2 C (28.4 F) during the day and -10 C (14 F). In winter, this drops to -42 C (-43.6 F) in the day and -50 C (-58 F) at night.

Hydrographic Details

22% of the planet's surface is covered in water. Most of this is in the Solomon Sea, located in the northern hemisphere. This sea has a high salinity and is home to several species of native fish life. Most of these are quite small, like the Sheba Shrimp.

Grant Lake is located near the equator and is the remnant of a once larger sea. The surrounding dry seabed suggests that the lake was once far larger. Like the Solomon, it has a high salinity, however, no life has ever been found here.

Setting Notes

If you are using the history put forward in **The Hub Federation**, the Sheba family is a Canadian family who made a large amount of money in the fossil fuel industry in the mid to late 21st century. The family continued to diversify their wealth over the years and was among the first settlers that came across the Conduit.

If you are using a more standard version of Traveller, consider making the Sheba family non-noble. In the more standard Traveller settings, the Shebas would be upstarts and working against the grain of noble society.

In either case, Sheba Station should be given a very small town feel. Everyone knows one another. Gossip abounds and, while the whole planet's economy depends on the travellers coming to the station, the locals seem apprehensive toward them.

Government Details

Sheba is ruled by the Sheba family. The family, a wealthy Earth family, moved to the world during the original settlement period of the subsector.

The family continues to maintain control of the planet. All members of the family (currently 46 people) are allowed to vote in the family council. The council is held once per standard year.

Decisions made by the family council are binding on the remaining residents of the planet.

Legal Details

The Sheba family maintains a police force referred to as the "constables". The constables maintain order by walking or riding

Subsector Sourcebook 3: Hub

grav bikes over a certain area for an eight hour shift. These constables are usually well-armed with a rifle or handgun.

Weapons are a common sight on Sheba. Most adults will be carrying a handgun of some sort. These weapons are worn openly, usually in elaborately designed holsters.

While only the most addictive drugs are illegal here, few seem to use any drug except alcohol. Alcohol is rather popular among the citizenry. Public drunkenness and accidental firearm discharges are the most common laws broken on the planet.

Population and City Details

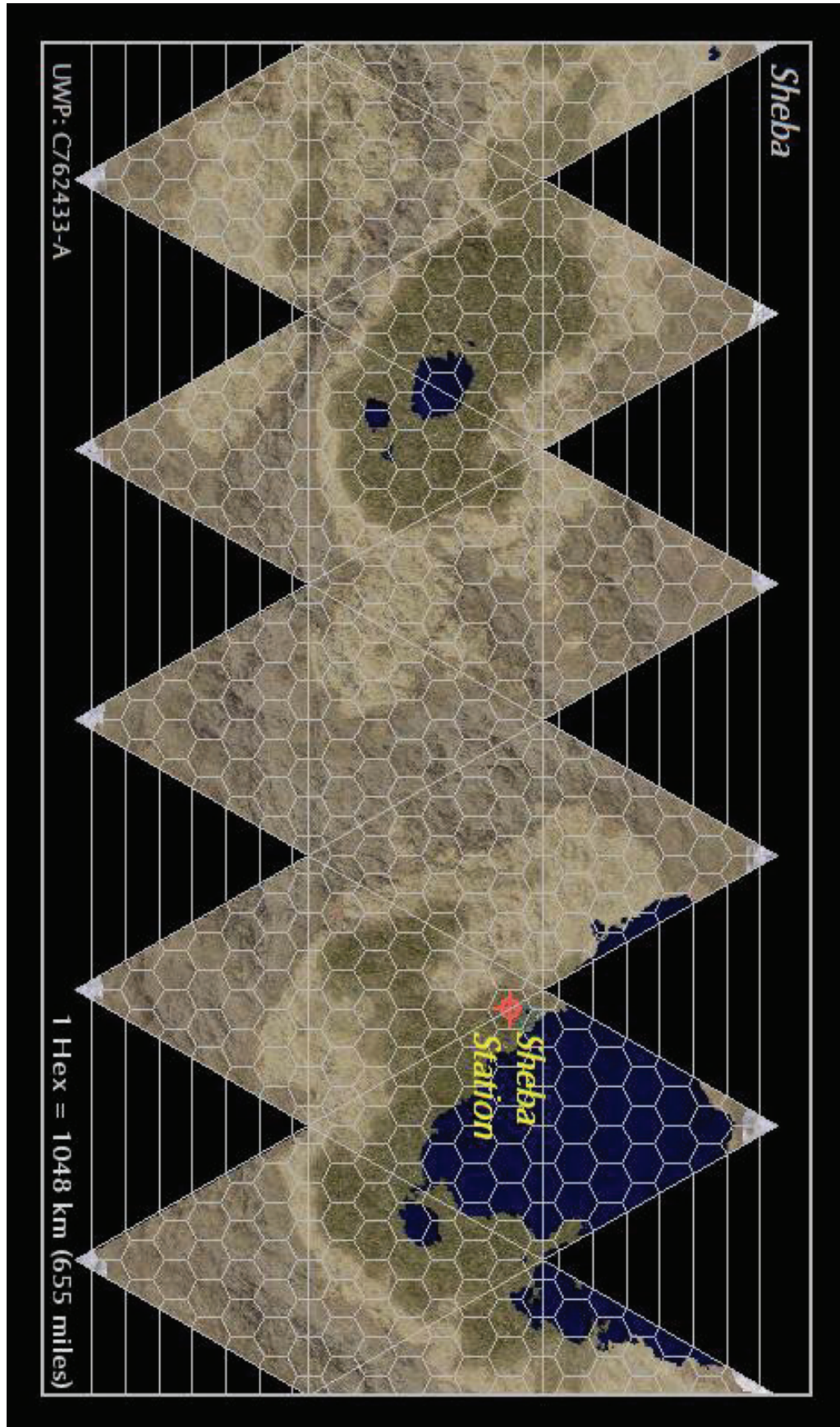
Sheba has a population of 52,403. The entire population lives in one city, Sheba Station.

Sheba Station is a city built around the single C-class downport. The city is located on the southwest coast of the Solomon Sea. The starport is located just a few kilometers inland. The rest of the city surrounds the port.

The great majority of the population works in or in a business dependent upon the starport. As a bridge world, the planet gets most of its economy from those who are going elsewhere. Although most realize this is the case, the locals are not always the most tolerant of travellers.

Temperatures average 36 C (96.8 F) during the day and 28 C (82.4 F) at night.





Hottinger (Hub 0401) B767886-A

System Details

Hottinger is located in the second orbit of its sun, Piple, a G6 V, yellow main sequence star. Hottinger orbits Piple at a distance of 0.75 AU (112.3 million kilometers or 69.8 million miles).

The system has three gas giants. The closest to Piple is Lucerne. This ringed gas giant orbits Piple at a distance of 5.29 AU (793.6 million kilometers or 493.1 million miles).

Three of Lucerne's moons are inhabited. Pilatus is currently being mined by the Department of Mining for mining purposes. Rigi is operated by the Department of the Navy as a refueling station. Mathis is a scientific research station being sponsored by The Department of Scientific Research.

Zollikon orbits Piple at a distance of 10.83 AU (1.6 billion kilometers or 994.2 million miles). One of Zollikon's moons, Rapperswil, is well-known as the former base of colonization era pirate Joanna Niarchos. Niarchos used the moon as a striking point against vessels using the system as a bridge into the Franklin subsector. In 2288, Niarchos and most of her pirate band were killed by a raid by German marines from Hub. It is now a base for the local system defense force.

Basel is the furthest gas giant in the system. Basel orbits Piple at a distance of 20.83 AU (3.1 billion kilometers or 1.9 million miles).

There are two other rocky bodies in the system. Orbiting in the first orbit at a distance of 0.18 AU (26.5 million kilometers or 16.5 million miles) is Conrad. Conrad has no atmosphere and is uninhabited.

Waseca orbits Piple at a distance of 1.02 AU (153 million kilometers or 95.1 million miles). Waseca has a carbon dioxide

Setting Notes

If you are using the history presented in **The Hub Federation**, Hottinger was settled by a group of Swiss, Italian, and French colonists. The world is fiercely independent.

During the colonization period in that history, the world was not as populous or as powerful as it is currently. Neither the pirates nor the German marines were desired presences in the system, but at that time, the fledgling government could do little to stop either.

If you are using a more traditional Traveller setting, we would simply suggest changing the years and nationality of the marines. Everything else should still work as presented.

The observant reader may have noted the change in UWP from what was presented in the chart in **The Hub Federation**. The UWP presented there had a lesser population for the world. This was a typographical error and the UWP presented here is the correct one.

atmosphere with a pressure of 10.7 standard. It is uninhabited.

Hottinger

Inner System

0.18 AU
Conrad
X300000-0

0.75 AU
Hottinger
B767886-A

1.02 AU
Waseca
X860000-0

0 - 5.0 AU

Outer System

5.29 AU
Lucerne
Large Gas Giant

10.83 AU
Zollikon
Large Gas Giant

20.83 AU
Basil
Large Gas Giant

5.1 AU - 77.0 AU

Hub 0401

Remote System

77.1 AU And Beyond

Physical Data

Hottinger has a diameter of 11,360 kilometers (7100 miles). Its molten core gives it a density of 1.06 standard. Hottinger has a surface gravity of 0.94 standard.

Hottinger has one moon. Rappi has a diameter of 2140 kilometers (1330 miles). Rappi orbits Hottinger at a distance of 0.002 AU (299 thousand kilometers or 185790 miles). Rappi is inhabited by approximately 6200 people.

Hottinger has a rotation period of 22 hours. This is referred to by locals as “one day”.

Hottinger has an orbital period of 247.5 standard days or 270 local days. This period is referred to as “one year”.

Atmospheric Details

Hottinger has an atmosphere consisting of 72.60% nitrogen, 24.87% oxygen, 0.29% argon, 0.13% carbon dioxide, and 2.11% other trace gases. Hottinger has an atmospheric pressure of 1.06 standard.

Hottinger has a temperate climate. Equatorial temperatures average 42 C (107.6 F) during the day and 29 C (84.2 F) at night. Summer polar temperatures average -4 C (24.8 F) during the day and -17 C (1.4 F) at night. In winter, this drops to -32 C (-25.6 F) during the day and -45 C (-49 F) at night.

Hydrographic Details

72% of the surface of Hottinger is covered in water. Most of this is contained in an ocean called “The Grand Sea” by locals. The Grand Sea is quite deep and reaches a depth of 12.1 kilometers (39,698 feet) at its deepest point.

The Grand Sea is filled with native life, much of which makes up the basics of the local diet. Vessels go out each day to attempt to capture more to feed not only the

local population but also those which receive the exported seafood which leaves ports here each day.

Geographic Details

The largest continent on the planet is Glarus, located at the southern polar region. The southern ice cap is attached to the southern coast of Glarus, though the continent itself does not continue on to the south pole.

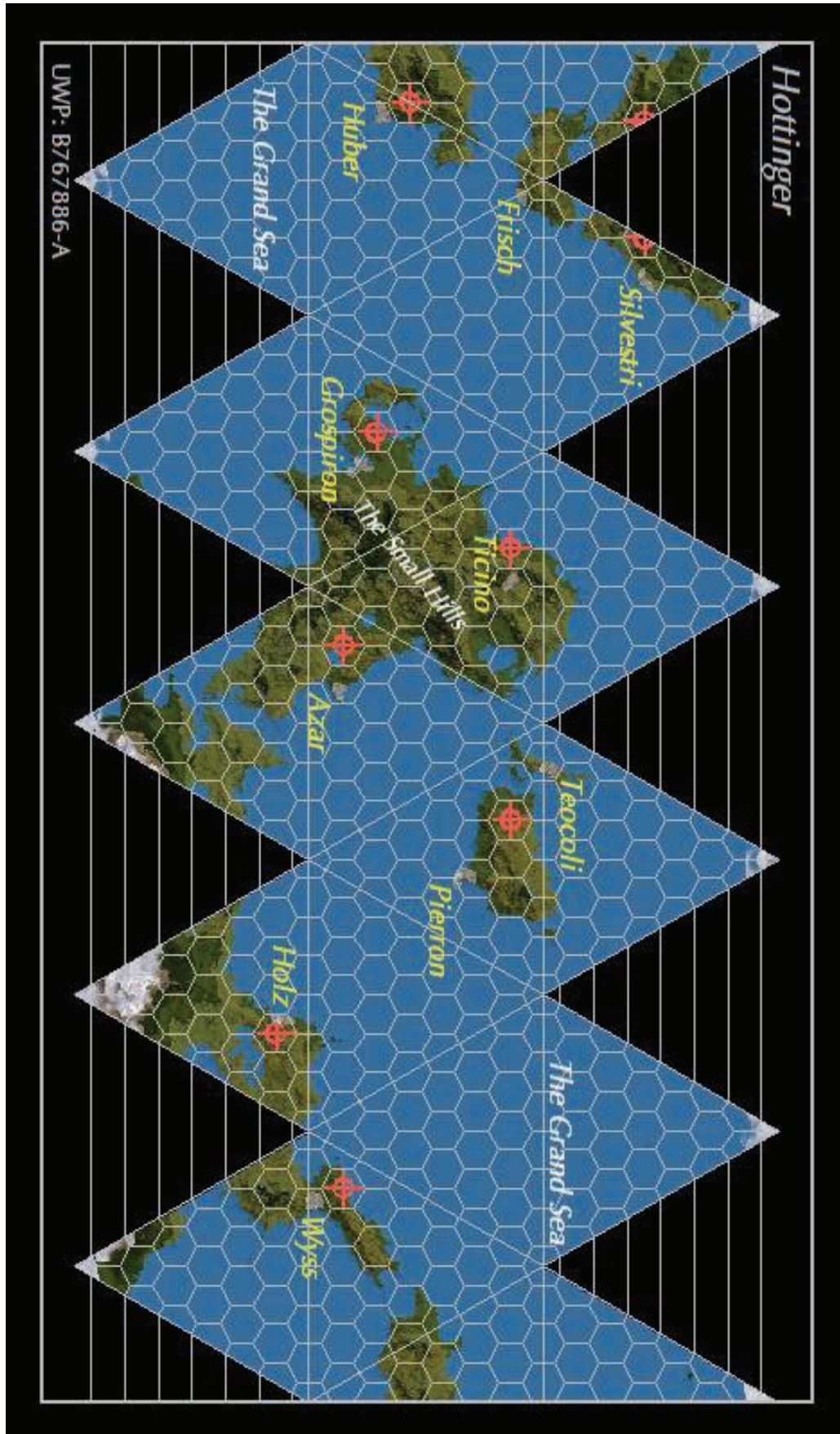
The southern coast is made up of jagged mountain peaks called the Berent Range. The peaks are often covered with snow and ice. Temperatures in the mountains remain below freezing year around.

On the northern slope of the Berents is an evergreen forest. These trees, which are reminiscent of conifers from Earth, cover the area. Called the Slope Pines, these trees are known for the minty smell of their bark. Often locals will use pieces of this bark to bring the pleasant smell to their home.

To the north and east of the Slope Forest is the Lake Region. Named for the many lakes which break up the plains, the region always seems wet. Whether from the lakes themselves or the rains which fall here frequently, it always seems damp.

The extreme northeast of the continent stretches nearly to the equator and follows the ridgeline known as the Bradler Ridge. The steep green cliffs, made so by the amount of short vegetation clinging to their sides, are both water and wind eroded.

Northwest of the Slope Forest and across the narrow Anheier Straits is the continent of Vernet. In the south, Vernet is much like the Bradler Ridge and covered in steep cliffs. Further north into the interior of the continent, one finds a collection of low hills. Called “The Small Hills” by locals, these rounded hills look much small humps. Some of these hills are no taller than 5 meters (15 feet) while others are as high as 24 meters (78 feet). Each is separated by a return to the flat plains before another is formed.



Some locals have said that the hills look as if a child ran across the landscape dumping out buckets of dirt. Others have likened it to looking at the humps of a great monster.

East of Vernet is the island of Belliotte. Belliotte has hills as well, but these are made of hard clay, which barely allows the grassy carpet to grow upon it. The hill is green and barren of any large vegetation.

Directly west of Vernet is the island of Langhausen. Named for the captain of the first colony ship to arrive, the island is much like Belliotte. There is no large vegetation, just the hard clay and the 3 centimeter tall clover-like plants. The locals call this “carpet”.

North of Langhausen is the continent of Thayer. The south of Thayer is much like Langhausen, but as one goes north the soil softens to a dark rich soil. Here grows the Scali Tree and its many cousins.

The Scali Tree is an oak-like broadleaf tree with hard bark on its trunk. These trees dominate the northern region of Thayer and their canopy creates a region called “The Dark Forest”. This forest is often used in local entertainment as a place of evil or dread.

Population Details

Approximately 600 million people live on Hottinger. Many of these live in the major cities, but the majority live in smaller towns spread across the planet. The smaller towns are mostly spread across The Little Hills and The Lake Region, but most any place other than the polar regions, the Berent Range, or the Dark Forest will find scattered settlements.

Government Details

Hottinger is ruled by a single party government which features several levels of party controlled bureaucracy which makes the decisions. This party is called the Hottinger People’s Party, but this is often shortened to HPP. All citizens of Hottinger are automatically entered into the HPP either by birth or when they declare an intent to immigrate to Hottinger.

At a young age, children are given aptitude tests to test their abilities. The results of these tests determine the education which will be received by the child in its life. These tests are given several times over the course of a child’s education and modifications can be made as they grow. At the age of 18, the Department of Education makes a final decision on the child’s future and places him/her into a certain occupation.

Each of these occupations is controlled by a department within the Hottinger government. For instance, if a child is deemed to be navy material, at 18 that child will become an employee of the Department of the Navy. Those chosen to work in agriculture will be sent to a government owned farm to become an employee of the Department of Agriculture. Each person is judged as to where they might best serve the society.

As one progresses within one’s job, more tests are given. These tests determine the level of pay received and the rank within the department. Each of these ranks (including the military and law enforcement) is given the abbreviation of the department and a number which increases as one attains higher rank. For instance, a new employee of the Hottinger Navy would have the rank of DHN-00. A high ranking employee of the Hottinger Navy might be ranked DHN-32.

These ranks are used in formal renderings of a person’s name. A person in charge of a farm might hold the rank of DAG (Department of Agriculture)-12. Their name might show up as DAG12 Robert Jones. There are no other names for the ranks and

while that person might serve as the director of a farm or the captain of a ship, they will never be called “director” or “captain” rather they would be referred to as “12” or “21”.

As one goes up the chain of command, the positions become fewer in number and, often, a person must wait for the person above them to be promoted, retire, or pass away. In a situation such as this, the next level test will be held back until the position is open. This can often lead to a situation called “position envy” in which a person does something rash in order to hasten the removal of the person blocking their ascent. Each department has 63 ranks with the exception of the Department of Aptitude Testing (DAT) which only has 62.

At the top of each department is the department head or, as it called here, the 63. The 63 of each department, with the exception of the DAT, not only serves as the chief executive of that department but also meets with the other department heads in the General Assembly of Hottinger. The General Assembly of Hottinger is most often referred to as its informal name: The 63 Council.

The 63 Council votes on decisions affecting the entire system. Concerns are brought before the Council by the 63s and put to a vote. Any tie is broken by the vote of the 64.

The 64 is the highest ranking person on Hottinger. Like all other positions on Hottinger, the 64 is chosen by giving an aptitude test to each of the 63s when the 64 decides to leave work or dies. The person determined to be best suited for the job (as determined by a computerized scoring system and the decision of the DAT-62) is then promoted to be the 64. The 64 has no other power aside from his/her tiebreaking vote. However, the 64 is often the public face of Hottinger and is often mistaken by offworlders to be the “leader of Hottinger”.

Legal Details

All laws are created by the Department of Legal Affairs (DLA). If another department determines these laws are unfair, too strict, too encumbering or sometimes just too inconvenient, the law is placed before the 63 Council for a vote. This decision can override or strengthen the law.

Laws are enforced by the Department of Law Enforcement (DLE). The employees of the DLE often use many tools to ensure compliance with the law, but the most common is to see a DLE employee walking and talking among the populace.

Firearms are illegal for anyone to carry on Hottinger who is not an employee of the DLE. Even those who are employees of the Hottinger Army (DHA) are allowed to carry their weapons away from a military base except in times of emergency. Travellers will not be allowed to carry any weapon other than a stunner or a bladed weapon.

All narcotics are illegal on Hottinger without a prescription from an employee of the Department of Medical Wellness (DMW) of rank 24 or higher. Recreational drugs which are legal and common on Hottinger include alcohol, nicotine, marijuana, and torla syrup.

Travel visas must be obtained by travellers wishing to go beyond the orbital port to a downport. These visas are usually granted unless the traveller has committed a crime on Hottinger in the past. Hottinger citizens must also obtain an exit visa to be allowed to leave the highport.

Inspections of incoming and outgoing vessels are thorough and can include scanning by armed vessels or boarding by employees of the Department of Import and Export (DIE). If boarded, travellers are expected to give full access to all sections of their vessel (including private rooms and property in those rooms) or face the consequences. Consequences can include being forced to purchase fuel from a tanker rather than the highport and asked to leave the system or seizure of the ship.

Cultural Details

One of the most commonly encountered cultural aspects of Hottinger is their embrace of holographic storytelling. The Department of Entertainment and Artistic Expression (DEAE) promotes this art form not only on Hottinger but also as an export to other worlds.

Holographic storytelling consists of realistic holograms silently performing a story while a narrator (often part of the recording, but in some instances a live performer) explains what is happening. Any dialogue is performed by the narrator, often taking on many varieties of voices and many times with a comic effect.

These stories often, but not always, involve a supernatural element such as strange creatures, ghosts, or magic. There is always a moral to each story and that moral must be approved by the DEAE before the story can be recorded or performed publically.

A common element of these stories is "The Dark Forests", an actual region on Hottinger which is widely believed to be haunted. However, there is no real agreement among the populace as to who is haunting these woods and the holographic stories often conflict with one another. Some say that the region is haunted by colonists of Hottinger, while others claim the remnant souls of a civilization which predates human arrival in the Clement sector. Still other stories use ancient stories from Earth concerning fairies, dwarves, and gnomes. In any case, the Hottinger government protects the Dark Forests as a park and many Hottingites visit them each year.

Hottingites are generally quite friendly to travellers and welcome visitors. While the people who work at the ports where chosen for the aptitude with dealing with visitors, most travellers will encounter friendly folk outside the ports as well.

However, Hottingites are also fiercely independent. Most enjoy the idea that Hottinger is an independent world and believe that it should remain so. Some, even

all these years later, are embarrassed that piracy was able to flourish here due to their inability to stop it. Particularly those within the navy will repeat the refrain "never again" when referring to the incident.

The Hottingite Calendar

The Hottingite Calendar has a year consisting of 270 of the local 22 hour days. The calendar is a modification of the Gregorian calendar which was well-known to the original colonists.

Month	# of days
January	26
February	20
March	24
April	22
May	24
June	22
July	22
August	24
September	20
October	20
November	20
December	26

Local Christians were instrumental in getting December lengthened to 26 days to preserve Christmas as 25 December each year. This was perceived to leave the holiday intact rather than move the holiday to a different date. This forced the somewhat odd arrangement of the number of days in each month.

Dates are given with the number of days first, then the month, then the year. The year is a bit trickier, as locals simply add local years to the standard year of the settlement of the planet. So, the planet was settled in 2212. 175 local years have passed since the settlement. So, locals state that the current year is not 2342, but 2387.

Selected City Details

Azar

Azar, with a population of 19 million is the largest and most populous city on the planet. It is the location of the first settlement on Hottinger and is the capital. The 63 Council meets here in the General Assembly building and The 64 maintains his office here as well.

The city sits on the east coast of the continent of Vernet. To the west is Lake Ingrid which is often used for recreation by the residents of the city.

The Azar downport is located on the far side of Lake Ingrid. The port is rated C-class. The terminal is well-known for its views of the lake.

Temperatures average 31 C (87.8 F) during the day and 18 C (64.4 F) at night.

Silvestri

Silvestri is the fifth largest city on the planet with a population of 9.75 million people. The city is the newest of the large cities to be founded.

The city sits on the east coast of the continent of Thayer. This places the city on the edge of the "Dark Forest" and the city capitalizes on the location and tourism. The Department of General Sales (DGS) and the Department of Intercontinental Travel (DICT) control much of the Silvestri economy. Tourism from Hottingites and travellers alike keeps money flowing.

There are theme parks, gift shops, holographic interactive displays, and fenced-in areas of the Dark Forest where robotic dwarves and gnomes interact with the tourist. Tour guides to see the actual Dark Forest can be found here as well.

Gambling is legal within the city of Silvestri. The DICT runs several themed casinos here as well.

The C-class Silvestri downport is located to the west of the city. Most of the tourist themed endeavors are located nearby. The downport can be reached by shuttle from the highport or another downport. In addition, there is a maglev train which runs from Frisch to the downport.

Temperatures in summer average 30 C (86 F) during the day and 17 C (62.6 F) at night. In winter, this drops to -8 C (17.6 F) during the day and -21 C (-5.8 F) at night.

Hottinger Highport

Hottinger Highport (or HH as it often called) is a B-class orbital port. It is also home to approximately 9 million people.

Each of these people has been chosen for their ability to serve the traveller. Many remark that this is the friendliest and most efficient starport they've ever visited. In addition, travellers will discover a port which is immaculately clean.

The design of the station is such that there are no corners. Everything is rounded to avoid edges in order to match with the station's torus structure.

Sophronius (Hub 0408) A864876-B

System Details

Sophronius is located in the fourth orbit of a binary star. The primary, Theodosius, is an A8 V, blue-white main sequence star. Theodosius has a companion star named Honorius, a G2 V, yellow main sequence star. Honorius orbits Theodosius at a distance of 0.025 AU (3.75 million kilometers or 2.33 million miles). Sophronius orbits these stars at a distance of 7.58 AU (1.1 billion kilometers or 706.4 million miles).

The system has three gas giants: Sardis, Joasaph, and Gemanos. Sardis orbits the binary at a distance of 38.69 AU (5.8 billion kilometers or 3.6 billion miles). One of Sardis' moons, Nimitz, is the former location of a naval base. Another, Vinson, is the former home of Camp Puller, a Marine base.

Joasaph orbits the binary at a distance of 83.73 AU (12.6 billion kilometers or 7.8 billion miles). One of its moons, Hamill, has an extensive mining colony owned by Torentil Mining.

Gemanos is in the final orbit at a distance of approximately 163.87 AU (24.6 billion kilometers or 15.3 billion miles). Barnes, one of its moons, is used as an outer system refueling base.

There are two other rocky bodies in the system. The closest of these to the binary is Modestus. Modestus bakes at a distance of 1.05 AU (158 million kilometers or 98.2 million miles). It is uninhabited.

Zacharius orbits the binary at a distance of 2.79 AU (419 million kilometers or 260.4 million miles). Zacharius is home to a small mining colony owned by Torentil Mining.

Setting Notes

If you are using this product in concert with the history put forward in **The Hub Federation**, Sophronius was settled by the United States early in the Colonization Period. It was a national colony and a territory of the US government.

The bases on Nimitz and Vinson are former US bases.

As usual, feel free to ignore all this if that conflicts with the setting you are using.

Braydon Swanson

**STR 5 DEX 6 END 7 INT 9 EDU 9
SOC 9 Age: 64**

Skills: Leadership-2, Admin-2,
Computer-1, Artisan (Painter)-1

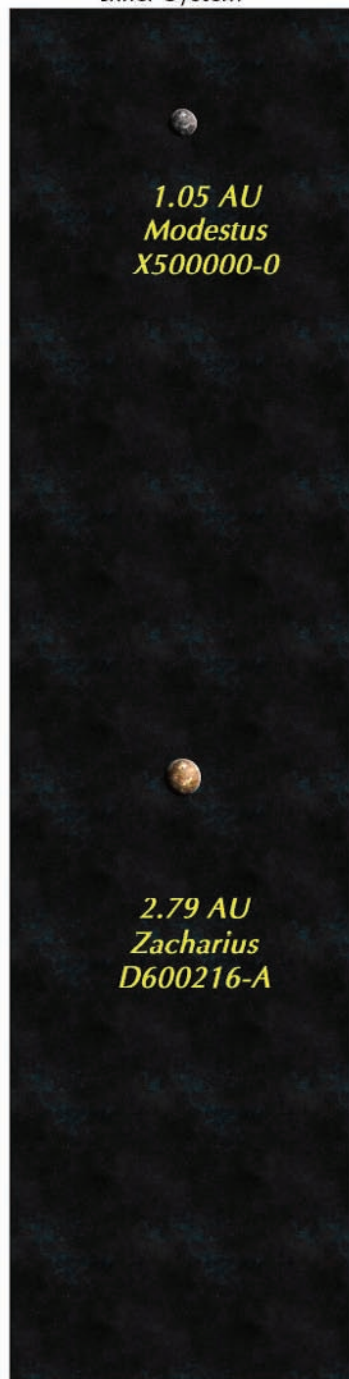
Braydon Swanson is the dictator of Sophronius. Prior to the Conduit Collapse, he was the US Territorial Governor. Following the Collapse, Swanson felt that his "lack of back-up" from the other side of The Conduit weakened his position. He sought to strengthen his position by declaring himself "Governor Throughout The Crisis" and instituting sweeping new laws designed to solidify his hold on power.

These moves backfired and many began to rebel. Today, Swanson remains in power but is still fighting those groups he terms "rebels" (although some have been recognized as the legitimate government by some other worlds).

Subsector Sourcebook 3: Hub

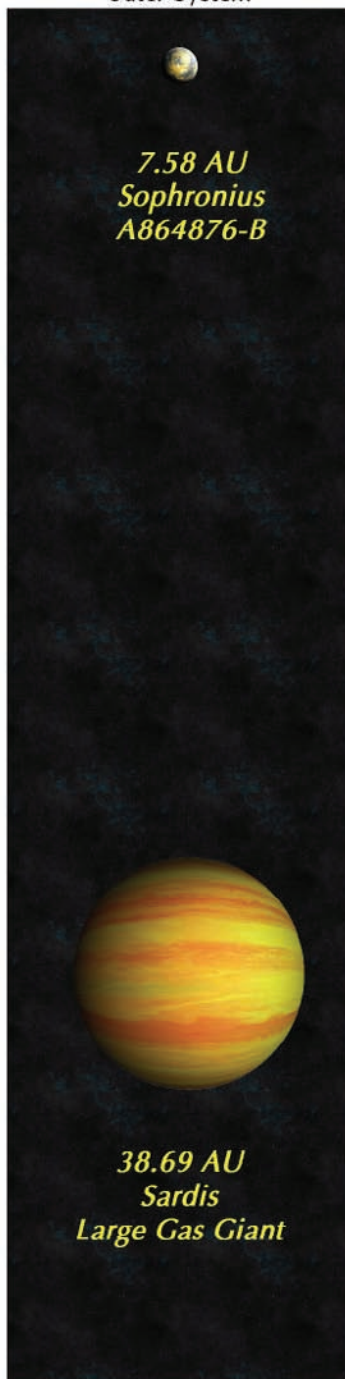
Sophronius

Inner System



0 - 5.0 AU

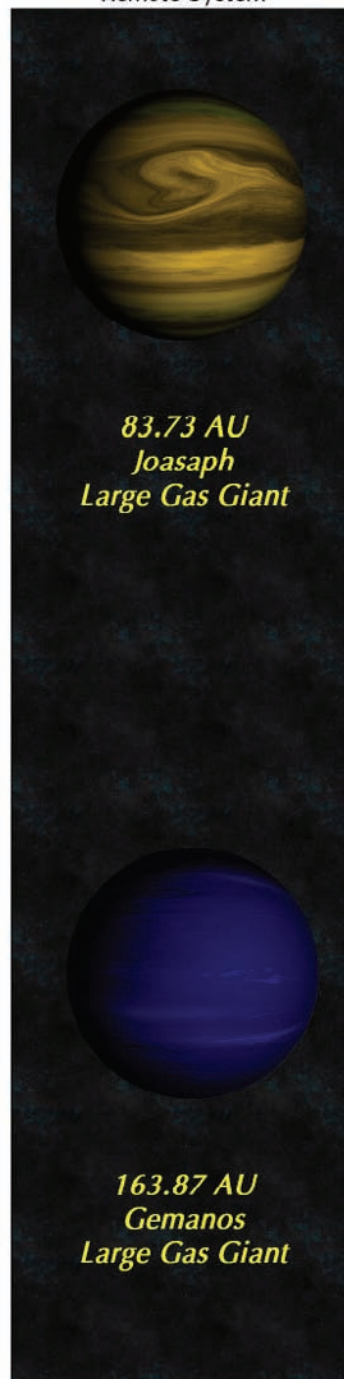
Outer System



5.1 AU - 77.0 AU

Hub 0408

Remote System



77.1 AU And Beyond

Subsector Sourcebook 3: Hub

Physical Data

Sophronius has a diameter of 12,480 kilometers (7800 miles). Its molten core gives it a density of 1.09 standard. Sophronius has a surface gravity of 1.07 standard.

Sophronius has one natural satellite, Rikard. Rikard has a diameter of 230 kilometers (143 miles). It orbits at a distance of approximately 74,880 kilometers (46,528 miles). Rikard orbits Sophronius once every 62.88 hours.

Sophronius has a rotation period of 38 hours. This is referred to by locals as “the long day” or a “superday”.

Sophronius has an orbital period of 5472 standard days or 3456 “superdays”. This is referred to by locals as the “the long year” or the “superyear”.

Atmospheric Details

Sophronius has an atmosphere consisting of 75.2% nitrogen, 22.4% oxygen, 0.31% argon, 0.26% carbon dioxide, and 1.83% other trace gases. The atmospheric pressure at sea level is 0.98 standard.

Equatorial temperatures average 46 C (114.8 F) during the day and 27 C (80.6 F) at night. Summer polar temperatures average -9 C (15.8 F) during the day and -28 C (-18.4 F) at night. In winter, this drops to -68 C (-90.4 F) during the day and -87 C (-124.6 F) at night.

The planet experiences four seasons: Winter, Spring, Summer, and Autumn. Each of these lasts 1368.75 standard days (or 3.75 standard years) or 864.5 local “superdays”.

Hydrographic Details

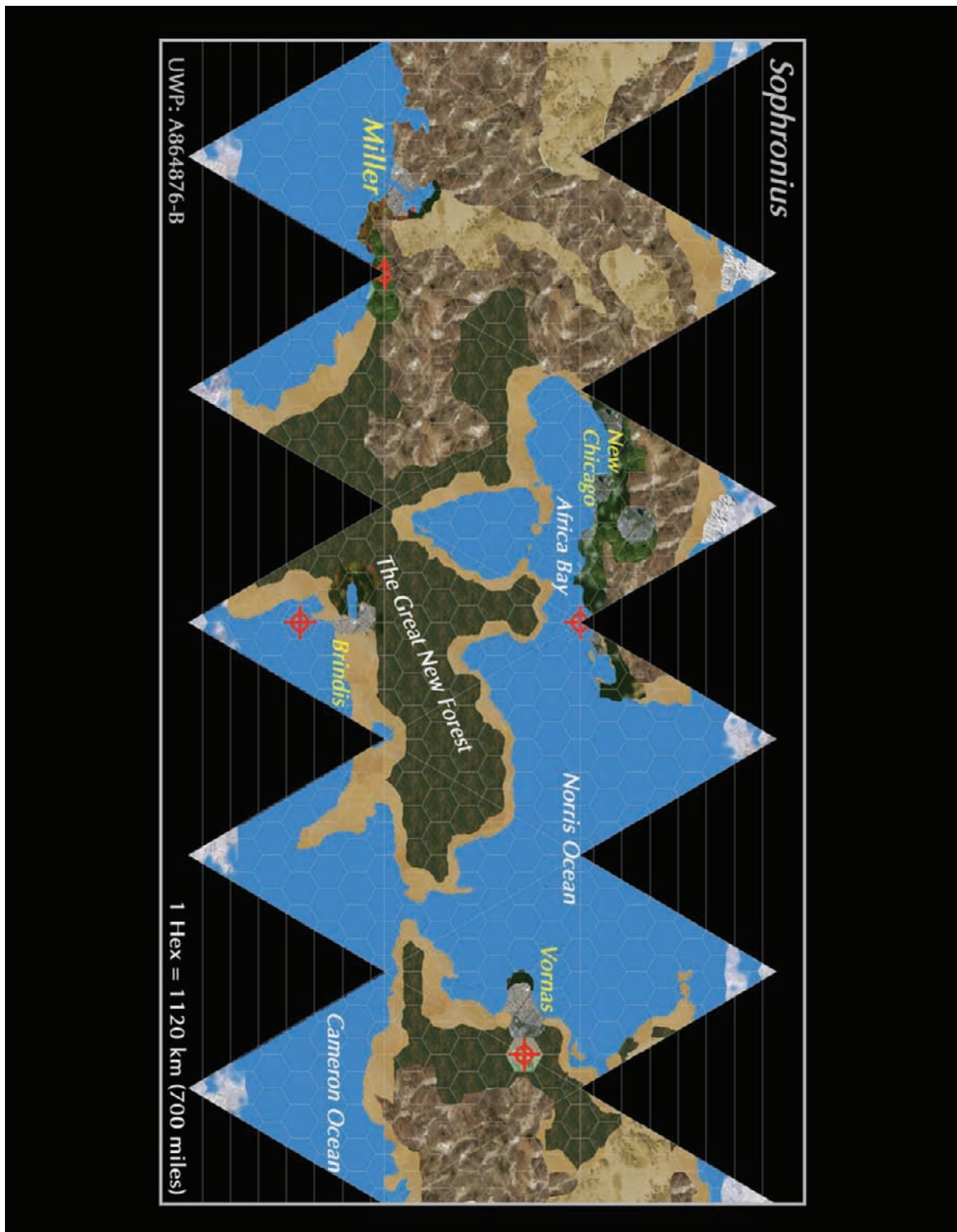
40% of the surface of Sophronius is covered in water. Locals divide this into four oceans: Norris, Cameron, Arctic, and Antarctic. The Arctic Ocean is considered to be the body of water which is beneath the northern polar ice cap. This is also true of the Antarctic Ocean in the southern polar region. These oceans are not considered to extend past the usual location for the ice cap.

The Cameron Ocean covers much of the southern hemisphere. It is considered to be any ocean area south of The Stern Straits and north of the southern polar ice cap. The Cameron has an average depth of 3926 meters (12,880 feet).

North of the Stern Strait is the Norris Ocean. The Norris is considered to be any ocean area north of the strait and south of the northern polar ice cap. It reaches its greatest depth near the center of the ocean in the Mason Trench, which reaches a depth of 7454 meters (24,460 feet).

The western portion of the Norris Ocean is referred to as Africa Bay. The bay was named by the original settlers who felt it bore a resemblance to the continent of Africa on Earth. Some would say this “reminder of home” played a large part in the first settlement being placed on its coastline.

Storms are common on these seas, especially the Norris. The Norris is well-known for hurricanes which most often hit the northeast coast of the supercontinent. Sometimes, these storms will enter Africa Bay and cause widespread damage to infrastructure there. Storms in the Cameron tend to be much smaller, but can still be quite dangerous.



Geographic Details

The majority of the surface landmass on the planet is made up of one supercontinent. This supercontinent is most often referred to as “Sophronius” though its actual name is Martinland. Only a few scientists and historians will use this name.

As there is no native life larger than the cellular level on the planet, the majority of the landmass is not covered in plant life. Most of this land consists of low mountains and hills made up of bare rock. These can have intricate cave systems created during a time when the planet was more volcanically active.

There are many places where the land simply breaks into isolated mesas, craggy points, and deep crevices. These areas are referred to as “No Man’s Land”. Appearing from orbit to be a series of broken brown and gray stripes, some colonists remarked on a resemblance to “rocky road” ice cream. Some will still refer to the area as the “rocky road” though there are few roads in the region of which to speak.

Interspersed with these rough areas are wide open salt flats. The most famous of these, the Petty Salt Flats, extends for approximately 8000 kilometers (4970 miles) north of the city of Miller. Until recently, this area was the home of an endurance race for ground vehicles.

The rest of the continent is made up of flat plains. These are covered in fine dusty soil and sand. These extend from the hills and salt flats to the seas. Windstorms can sometimes pick up this dust and sand and create havoc. Travellers are warned that these dust storms can be particularly dangerous during the autumn and spring.

Since the colonization, these dusty plains have largely been transformed. Genetically altered trees have been transplanted from Earth and planted over great swaths of the planet. The largest of these transplant forests is The Great New

Forest. This forest, consisting of altered elms, oaks, chestnut, and pine trees, now stretches over thousands of kilometers.

These trees have not only been genetically altered to make use of the local soil, but can also withstand the temperature changes experienced here. In addition, nearer to some of the cities, some fruit bearing trees have also been planted. These include apples, oranges, and, more recently, cashew trees.

Population Details

Until recently, the majority of the 400 million people who live here resided in and around the four major cities and the two orbital cities. While many still live in the cities, most have left and are making their homes in smaller settlements across the planet.

Government Details

The official government of the planet is still listed as Braydon Swanson, a local dictator who has attempted to hold power over the past few years. Unfortunately, this has led Swanson down a dark path of violence against the citizenry of Sophronius.

Operating from his seat of government in the city of Vornas, Swanson has ordered horrific attacks on rebellious forces across the planet. The most violent attacks came after one rebel force destroyed the orbital city of Griffith. It is estimated that the terror attack killed as many as 15 million people. Swanson's retaliation included the use of chemical, biological, and nanotech

Subsector Sourcebook 3: Hub

Setting Notes

If you are using **The Hub Federation** background history, Swanson is the United States Territorial Governor. Following the Conduit Collapse, several groups saw an opportunity to rule the planet and be rid of Swanson. Swanson, who was not well-loved prior to the collapse, saw most of the citizenry beginning to side with these groups.

Swanson made the decision to eradicate these groups and any citizens who went along with them. This war has been going on for the past four years with members of the United States military fighting alongside each of the groups.

If you are using a different setting, simply assume that Swanson was attacked by a coordinated rebel force that then splintered.

weapons on several suspected rebel strongholds. These attacks have resulted in mass casualties that call into question the quoted population figure. A great many of those who once lived in the cities have fled into the countryside.

Legal Details

Currently, one of the most hated men on the planet is Ruben Graham, Swanson's chief of security. Graham is a former marine who not only controls the military forces currently fighting the rebels but also the law enforcement community. Travellers are warned that the security forces can be particularly difficult with which to deal.

Firearms of all kinds are illegal to carry on Sophronius unless the citizen is a member of the security force or military. It

Ruben Graham

**STR 7 DEX 9 END 8 INT 8 EDU 8
SOC 7 Age: 56**

Skills: Investigate-2, Streetwise-2, Admin-1, Gun Combat-1, Carouse-1

If you are using **The Hub Federation** background history, Graham is a veteran of the United States Marines. Graham then left the Marines and became an independent security consultant. It was during this time that Graham met Swanson and began doing security work for him, including acting as his bodyguard.

When Swanson became the US Territorial Governor, he appointed Graham to be his Chief of Security. He has assumed this role with vigor. Most on the planet refer to him with terms like "vicious" and "sadistic". It is left to the Referee to determine if these terms are overblown. The intention of the product is that the assessment is correct.

If you are using a different setting, assume that Graham is a military veteran with corporate security experience.

was uncommon before the rebellion to see a person carrying a weapon; however, it is now commonplace to see security forces openly carrying weapons. Travellers will not be allowed to carry weapons unless given special permission from the Swanson regime.

Such permission is extremely rare and most requests are turned down, even if the person is a licensed firearm owner from another world.

Travellers wishing to visit Sophronius must first obtain a visa to go to the planet. This can only be obtained at Walker Orbital, the remaining orbital city and main highport. Visas can be difficult to obtain at this time and most applicants

Subsector Sourcebook 3: Hub

are turned away. Travellers may assume that they will be turned away if they have a background which seems to profile him/her as a mercenary, pirate, criminal, terrorist, or journalist.

In addition, the Sophronian government will turn away any humanitarian aid which, they feel, might simply be aiding the rebels. On the other hand, any cargo which they believe can be used to support their troops or pacify the local populace will be allowed to proceed.

However, in general, many other crimes are often ignored in favor of combating the rebellion. While this should not be taken to mean that there is no law enforcement taking place, travellers may find that a petty robbery may be seen as unimportant.

Security forces are seen often in the cities and in the starports. Travellers may be stopped multiple times by armed persons asking to see their visas.

In addition, travellers may also encounter rebel forces in the cities, across the planet and in the ports. Many of these may feel that anyone possessing a legal visa is a collaborator with the regime. This can often lead to a dangerous situation for travellers. Travellers have also been known to be caught in crossfire situations as well as simply being a victim of accident. Travellers are advised to be on their guard at all times on Sophronius.

The True Sons of Freedom

One of the first of the rebel groups to form, The True Sons of Freedom formed only weeks after Swanson declared martial law. Formed at first as a political group which objected to Swanson's power grabs, eventually the group began to form an armed resistance.

Admiral Christine Manning

**STR 6 DEX 7 END 6 INT 8 EDU 9
SOC 8 Age: 58**

Skills: Admin-2, Leadership-1, Pilot-1, Zero-G- 1, Engineering (Z-Drive)-1

Admiral Manning was the commander of the US Space Navy's squadron based at Sophronius. The squadron consisted of five ships, *USS Yorktown*, *USS Normandy*, *USS Straits of Hormuz*, *USS Hue City*, and *USS Chickamauga*. The ships had remained on station following the Collapse. At the beginning of the rebellion, Manning was commanded to attack rebel positions from orbit. Manning refused.

However, the captains of *Normandy*, *Hue City*, and *Yorktown* continued to follow orders from the governor. It is believed that the captains of these ships were offered positions, money, or both. In any case, those ships ignored Manning and began attacking positions on the planet from orbit.

Manning, on board *Chickamauga*, then moved in concert with *Straits of Hormuz* to stop her former colleagues and the only space battle of the rebellion began. This resulted in *Normandy* and *Straits of Hormuz* being destroyed. Manning, in no position to finish off the damaged *Yorktown* and *Hue City* retreated with her ship to Ararat.

Characters may meet Manning or see *Chickamauga* in other systems. Adventure opportunities may arise from her desire to help the rebels or retake Sophronius.

If you are not using **The Hub Federation**, you may wish to change the names of the vessels and consider Manning to be a member of the government's system defense force.

Subsector Sourcebook 3: Hub

The group formed in the city of Miller and much of the sympathy for them remains within that city. In the early days of the crackdown, security forces swarmed the city and shut down the downport. The True Sons and the security forces began to engage one another in house to house gun battles throughout the city. It was against the city of Miller that Swanson ordered ships in orbit to fire.

These battles took place on the ground, in the sea (especially Lewis Bay which separates one side of Miller from the other), and in the air. Eventually, the security forces drove the True Sons from the city. However, much of the city was damaged and in some cases reduced to rubble. Many civilians died and many moved out of the city and into the “rocky road” or even into the newly created forests.

The True Sons are still working to be rid of Swanson, though the group is now scattered and broken. Security forces are still in the process of hunting them down.

However, the True Sons have won some battles and done well on the diplomatic front. The True Sons have been able to secure recognition from The Hub Federation as being the rightful government of the planet. So far, however, this is the only aid they have received from the Hub Federation.

Olindae Knights

Formed in the capital city of Vornas, the Olindae Knights were perhaps the first of the groups to take note of the change from governorship to outright tyranny. The leaders of the Olindae began to secretly move resources into the Test Forest. The Test Forest was, as the name implies, a test region for the genetically enhanced trees. This thick forest was a perfect place to

Dante Hanson

**STR 8 DEX 9 END 9 INT 8 EDU 8
SOC 7 Age: 34**

Skills: Gun Combat-2, Leadership-2, Admin-1, Survival-1, Streetwise-1

Hanson was a member of law enforcement in the city of Miller. However, he was also quite politically active in the city as well. When the Conduit collapsed and Swanson began to take ever increasing powers, Hanson formed The True Sons of Freedom to take him on in the political arena.

However, Swanson sent Ruben Graham and some troops to Miller to eradicate the True Sons. Hanson held out as long as he could and then took his troops and others into the wilderness to escape.

Hanson still plots his revenge and ways to get Swanson out of power. Characters might meet some of Hanson’s followers in a downport or in one of the cities, especially Miller. Hanson might hire them to do anything from spying on security forces to planting a bomb.

begin hiding materiel and people to form the foundation of a coup to bring “social justice”.

Unfortunately, infiltrators from the security forces learned of this plan and were able to kill several of the leaders. Those who survived began to fight a guerilla war against the security forces.

Supporters in the city of Vornas will often use paint or even holospray to place the letters “OK” on walls. The Olindae often attack buildings in Vornas with crude bombs, individual attacks with weapons, or even rocket attacks.

The Olindae have gotten support from The Seven on Erlik, but it is unclear if

Subsector Sourcebook 3: Hub

Erlík provided arms as well as moral support. The Seven have also officially recognized The Olindae as the “government in exile”.

The Big Stick Brigade

When Theodore “TR” Robertson learned of the orbital attacks on The True Sons of Freedom, Robertson was outraged. As a former navy veteran, he could not believe that other naval personnel would participate in such an attack or that they would mutiny against an admiral who he knew to be a serious and talented officer. Robertson began to look into ways to stop Swanson.

Robertson gathered other vets living near the city and attempted peaceful political discussions with local officials and finally with a member of Swanson’s staff. Unfortunately, this did little more than draw attention to himself. Robertson was captured by the regime, tortured and then killed.

A close friend of Robertson, Aimee Fuller, remarked (echoing Theodore Roosevelt) that “TR” had “tried to speak softly, now it was time to get out the big stick”.

Fuller rallied Robertson’s supporters and began making attacks on government controlled installations. These usually consisted of bombs placed in vehicles near those buildings, but sometimes involved commando-style raids and even a strafing from a grav vehicle.

It was against The Big Stick Brigade that Swanson first used chemical weapons. Using artillery shells with chlorine gas, the government forces attacked areas in No Man’s Land where the Brigade was believed to be hiding. Many were killed, but the resistance lives on.

Ashleigh Allen

**STR 6 DEX 8 END 7 INT 8 EDU 9
SOC 6 Age: 41**

Skills: Athletics-2, Gun Combat-1, Recon-1, Leadership-1, Tactics-1, Survival-1, Social Science (History)-1, Social Science (Politics)-1

Allen was one of the few Olindae Knights leaders to survive the initial government attack. She has since led them in making guerilla attacks on regime installations. Her current crowning achievement was the destruction of a supply ship bringing in weapons to troops stationed in the city of Vornas.

This was not always how life was Allen. She had been a two term veteran of the US Army (assuming you are using **The Hub Federation** history). Following that, she began to teach political science and history at The Sophronius Institute.

Some of Allen’s colleagues invited her to their meetings and she began to see what the group was planning. She agreed that Swanson was becoming a tyrant who needed to be stopped and soon gained a leadership position. She was present when the group was attacked in the Test Forest and forced to flee. Since then, she has become the leader of the group.

While she and her group are capable of making violent attacks, Allen attempts to not hurt civilians or anyone who might not be instrumental in the current government. Some see this as weak, but she defends it as “winning the hearts and minds”.



Sic Semper Tyrannis

By far the most violent of the rebel groups, Sic Semper Tyrannis (SST) consists of dedicated men and women seeking to overthrow not only the regime but any government which might replace it with anything other than what they term “a free and open society”.

While the Swanson government likes to portray the “rebellion” as one homogenous group, this is not the case. SST is one of the prime proofs of this as many in the SST feel other rebel groups are just as dangerous as Swanson. SST leader Sean Perry has been quoted as saying that True Sons leader Dante Hanson is “nothing but a statist fighting for his own power”.

Perry was the instigator of the attacks which annihilated the orbital city of Griffith. He was quoted as saying that the deaths of innocents was “regrettable but necessary” for the “cause of liberty”. The crashing of two merchant ships, both loaded with nuclear bombs, into the orbital city is reviled by the regime and the other rebels.

While it is known that Perry and the group originated in the New Chicago area, their current location is unknown.

Currently, the Swanson government is doing everything they can to attempt to locate and eradicate him and SST.

The Swanson regime currently has a 2.3 megacredit bounty on the body, dead or alive, of Sean Perry. So far, while there have been people who have attempted to cash in on it, no one has been able to even find evidence of his location.

Holographic messages frequently show up on the worldnet and attempts to trace their origin have failed. In these messages, Perry extols the virtues of “freedom and liberty” and condemns Swanson as a “petty tyrant”. Often the other rebel leaders are also criticized along with The Hub Federation and occasionally other planetary governments.

Aimee Fuller

**STR 5 DEX 6 END 6 INT 9 EDU A
SOC 7 Age: 43**

Skills: Leadership-2, Physical Science (Chemistry)-2, Advocate-1, Diplomat-1, Persuade-1

Aimee Fuller had been a chemist at a major corporation in New Chicago when she met Theodore Robertson. Robertson had become a close friend by the time the Swanson regime crackdowns began. Fuller aided Robertson with money and moral support, but following his arrest and death, she vowed revenge.

Fuller is often described as a woman dedicated to exacting revenge. Most who know her now would scarcely recognize her in comparison to the short, quiet mousy girl who had been a leading chemist.

area, their current location is unknown.

Currently, the Swanson government is doing everything they can to attempt to locate and eradicate him and SST.

The Swanson regime currently has a 2.3 megacredit bounty on the body, dead or alive, of Sean Perry. So far, while there have been people who have attempted to cash in on it, no one has been able to even find evidence of his location.

Holographic messages frequently show up on the worldnet and attempts to trace their origin have failed. In these messages, Perry extols the virtues of “freedom and liberty” and condemns Swanson as a “petty tyrant”. Often the other rebel leaders are also criticized along with The Hub Federation and occasionally other planetary governments.

Cultural Details

Though it may be difficult to believe it now, Sophronius was once a quiet and peaceful planet. Certainly Swanson was never well-loved, but he seemed a competent governor until someone could send a replacement.

Through the war torn image of the planet, some of the planet's culture still shines through. One of those ways is the love of music. Much of the popular music of the planet consists of a type of folk music that concentrates on ballads. Often, particularly now, these songs feature stories of oppressed or wronged people finding a way to gain an advantage or revenge upon those who wronged them.

These songs are known to tell a story starting with the description of the oppression or crime. The song will move on to describe the lows the person experienced and then move to the exultation experienced by the conclusion. This conclusion often involves exacting restitution or revenge.

One particular form of these ballads is the posthumous ballad or PH ballad. The PH ballad often ends with the protagonist having died and still finding ways to gain advantage on the evildoer from beyond the grave.

All of these ballads celebrate the cleverness, ingenuity, and determination of the protagonist. While before the rebellion these songs were mostly fictional or historical in nature, they now often serve as a way to tell the story of a hero in the war. These songs are sometimes used by the rebel groups as well as the government as propaganda.

A pre-rebellion practice that has been halted due to the war is the Great Salt Race. This was a race of ground vehicles from the city of Miller northward along the Petty Salt Flats. This race of speed and endurance was extremely popular. Holograms of the older races are still played in taverns across the planet and, despite the fact that everyone in the room knows the outcome, watched breathlessly by the patrons.

Sean Perry

**STR 7 DEX 8 END 7 INT 8 EDU 6
SOC 4 Age: 56**

Skills: Drive (Wheeled)-3, Leadership-2, Tactics-2, Survival-2, Gun Combat-1, Athletics-1

Sean Perry, an army veteran and Petty Salt Flats racer, is now the most wanted man on the planet by the Sophronian government. The current bounty on his head on his body (dead or alive) is 2.3 million credits (or megacredits or whatever currency your setting uses).

Many characters may wish to chase down Perry and attempt to get the bounty. This may prove difficult as he is very well-hidden. Referees may choose to place him in any hiding spot they wish (especially if a player has read this), but it is the intent of the author that Perry has left the system.

A common belief (and one a Referee might wish to use as a hiding place or a rumor to throw characters off the real trail) is that Perry is hiding in the Marine base on Vinson.

In general, a good way for travellers to gauge the loyalties of the tavern is to watch the reaction of the patrons when former racer Sean Perry crashes. Negative reactions to this may indicate that the tavern sympathizes with SST. Positive reactions may or may not mark the tavern as a place which sympathizes with the government.

The Sophronian Calendar

The Sophronian calendar is a source of much debate. While an actual calendar was devised in the early days of colonization, most ignored it in favor of a system of "years"

Subsector Sourcebook 3: Hub

and “superyears”. This “superyear” system is the most common system used today.

The “superyear” system makes use of the Gregorian calendar and modifies it to fit the Sophronian year. Each 38 hour day is split into four periods of 9.5 hours. These are known as “morning”, “daytime”, “evening” and “night”. Most Sophronians work in the morning, have leisure time in the daytime and evening, and sleep at night. In total, this is referred to as a “superday”.

The overall Sophronian year of 3456 of these 38 hour days is split into four seasons: Winter, Spring, Summer and Fall. Each of these seasons is 864 days long.

Within those seasons, are four “years” of 216 days. Each of these years is split into 12 18 day months. These months are given the Gregorian names (January, February, March, etc.).

It is this 216 day year that most Sophronians will refer to as a year. If you ask a Sophronian how old they are, they will tell you in reference to this 216 day year. The “superyear” is often ignored except as a way to gauge the length of the seasons.

Dates are denoted by the month, then the day of the month, and finally, the year since the colonization. So dates will be seen as December 12, 221 or July 4, 223.

Some loyalists to the Swanson government have moved to rename “May” to “Swanson” and have the years reset to reflect the amount of time he has ruled. This is highly unpopular even among most of Swanson’s supporters and it is not widely used.

City Details

Vornas

Pre-war estimates showed Vornas is home to approximately 87 million people spread across the wide area of the city. Many of these live in arcologies or in building spread wide across the area.

Vornas is also the capital of Sophronius and home to Governor Swanson. This has been the traditional home of the government of the planet since the city was started. Vornas is the third of the major cities to be founded.

The city takes up all of the Vornas Peninsula for which the city is named. The city extends from the peninsula eastward across the dusty plains and into the Test Forest. The Test Forest was the first place on the planet where genetically altered trees were used to create vegetation.

The city’s downport is located to the east of the city. The port is rated B-class. The port is connected to the other downports and to the highport by shuttles.

Temperatures here average 39 C (102.2) during the day and 20 C (68 F) at night.

New Chicago

New Chicago is the location of the first settlement and is currently the second most populous city on the planet. It is home to approximately 85 million people who live in the city or in smaller settlements which surround it.

New Chicago was built on the northern shore of Africa Bay. Many say the familiar shape of the bay may have played into the decision to locate here. The city extends along the coastline and includes many green areas provided by the use of genetically altered trees and shrubs.

One of the largest tourist attractions (before the war) is the old city. Much of the original settlement, including the colony ship, is still in existence. The entire area has been turned into a large museum and many people still live there. These people dress and act as if they are from the early colonization period. Despite the war, some still continue the practice.

The New Chicago downport is located to the east of the city in Africa Bay. The landing pads are mounted to the continental

Subsector Sourcebook 3: Hub

shelf below, as is the main concourse of the port. The port is rated C-class. It is connected to the city of New Chicago by a maglev train system and to the other ports by shuttle service.

Summer temperatures average 29 C (84.2 F) during the day and 10 C (50 F) at night. In winter, this drops to 1 C (33.8 F) during the day and -17 C (1.4 F) at night.

Miller

Miller is home to approximately 74 million people. It is the third of the major cities to be founded.

Miller is spread around the coast of Lewis Bay. The massive arcologies and towering buildings create a distinctive skyline from the sea which is often rendered in artwork.

The city is best known as the starting place of the Petty Salt Flats Race. This rally of endurance and speed has been halted due to the war, but remains popular despite the hiatus.

The Miller Downport is located to the east of the city. The C-class port is surrounded by a field of green grass, the product of genetic engineering and importation.

Summer temperatures average 32 C (89.6 F) during the day and 13 C (55.4 F) at night. In winter, this drops to 14 C (57.2 F) during the day and -5 C (23 F).

Brindis

Brindis is the fourth largest city on the planet and the last of the large cities to be founded. It is home to about 65 million people.

The city sits on the southern edge of the supercontinent. The city is located just south of the largest terraforming project on the planet, The Great New Forest.

The Brindis Downport is located to the south of the city on the Cameron Ocean. The

landing pads and the main terminal of the port are mounted to the seafloor. The port is C-class.

Summer temperatures average 29 C (84.2 F) during the day and 10 C (50 F) at night. In winter, this drops to 1 C (33.8 F) during the day and -17 C (1.4 F) at night.

Walker Orbital

Walker Orbital is the planet's A-class port and is home to approximately 23 million people. The massive torus structure is currently the only orbital city following the destruction of Griffith.

The port has become a bit rundown over the last few years as resources and manpower have focused on the war rather than upkeep. Security is ubiquitous and travellers can expect to be searched and questioned at random.

Erlik (Hub 0509) C764735-A

System Details

colony of approximately 2000 which call Ot home.

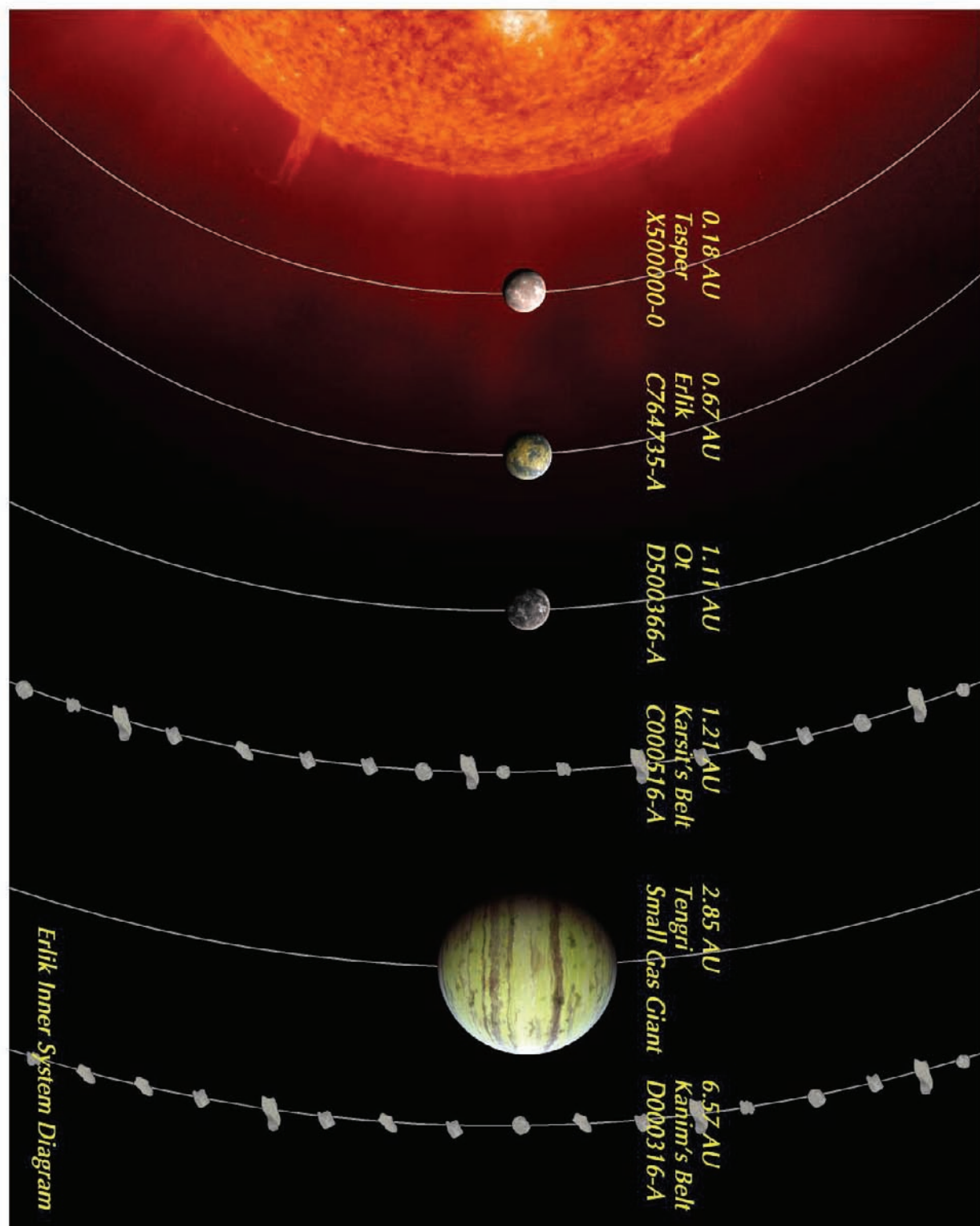
Erlik is located in the second orbit of its sun, Ulgan, a K3 V, orange main sequence star. Erlik orbits Ulgan at a distance of approximately 0.67 AU (100.3 million kilometers or 62.3 million miles).

The system has two gas giants: Tengri and Tanri. Tengri is the closest at 2.85 AU (427.2 million kilometers or 265.4 million miles). Tengri has a multitude of small moons. Among them are Ashina, a base used by the local navy, and Kaghan, a mining colony leased from the government by Torentil Mining. Tanri orbits Ulgan at a distance of about 16.33 AU (2.5 billion kilometers or 1.5 billion miles). Tanri also has a large number of small moons. The most prominent is Istami, a refueling base operated by the Erlik government.

There are two planetoid belts in the system. The closest to Ulgan is Karsit's Belt. Karsit's Belt is located approximately 1.21 AU (182.1 million kilometers or 113.2 million miles). Torentil Mining has an extensive presence in this belt and it is the location of their central offices. The company leases the belt from the local government.

Kanim's Belt is also leased by Torentil, but does not have the same level of activity. However, Torentil does hold exclusive mining rights to the belt, something which it guards jealously. Kanim's Belt orbits Ulgan at a distance of 6.57 AU (986 million kilometers or 612.7 million miles). There are two other rocky bodies in the system. The closest to Ulgan is Tasper. Tasper orbits Ulgan at a distance of approximately 0.18 AU (26.5 million kilometers or 16.5 million miles). Tasper is airless and uninhabited.

Ot lies in the third orbit at a distance of about 1.11 AU (167 million kilometers or 103.8 million miles). Like Tasper, it has no atmosphere. However, there is a small



Subsector Sourcebook 3: Hub

Physical Data

Erlik has a diameter of 11,840 kilometers (7400 miles). Its molten core gives it a density of 0.92 standard. Erlik has a surface gravity of 0.85 standard.

Erlik has no moon.

Erlik has a rotation period of 24 hours. This is referred to locally as one “day”.

Erlik has an orbital period of 244 days. This is referred to locally as one “year”.

Atmospheric Details

Erlik has an atmosphere consisting of 76% nitrogen, 22.35% oxygen, 0.92% carbon dioxide, 0.29% argon, and 0.44% other trace gases. The atmospheric pressure at sea level is 1.0 standard.

Erlik has a somewhat cool climate. Equatorial temperatures average 16 C (60.8 F) during the day and 4 C (39.2 F) at night. Polar temperatures in summer average at -25 C (-13 F) during the day and -37 C (-34.6 F) at night. In winter, this drops to -75 C (-103 F) during the day and -87 C (-124.6 F) at night.

Hydrographic Details

43% of the surface of Erlik is covered in water. A large ocean, called the Great Yanhan by locals, makes up most of this coverage. The Great Yanhan is filled with native life as well as some transplanted life forms.

The Great Yanhan reaches a depth of 7280 meters (23,819 feet) at its deepest point. In the northern polar region, it is covered in an ice cap.

The much smaller Yalik Sea is located in the southern hemisphere. It has a maximum depth of 2215 meters (7267 feet). The Yalik Sea is a popular destination for local tourists as its white sandy beaches provide beautiful holographic backdrops.

The Yalik Sea is becoming larger slowly over time as the supercontinent breaks. Currently, the northern half of what is called “The Hump” by locals is moving to the northwest. Eventually, this will cause the Yanhan to rush across where now there are several small lakes.

The Zanabar Sea is a natural bay which is also quite popular with tourists. Local sailors from the city of Khula can often be spotted on its surface.

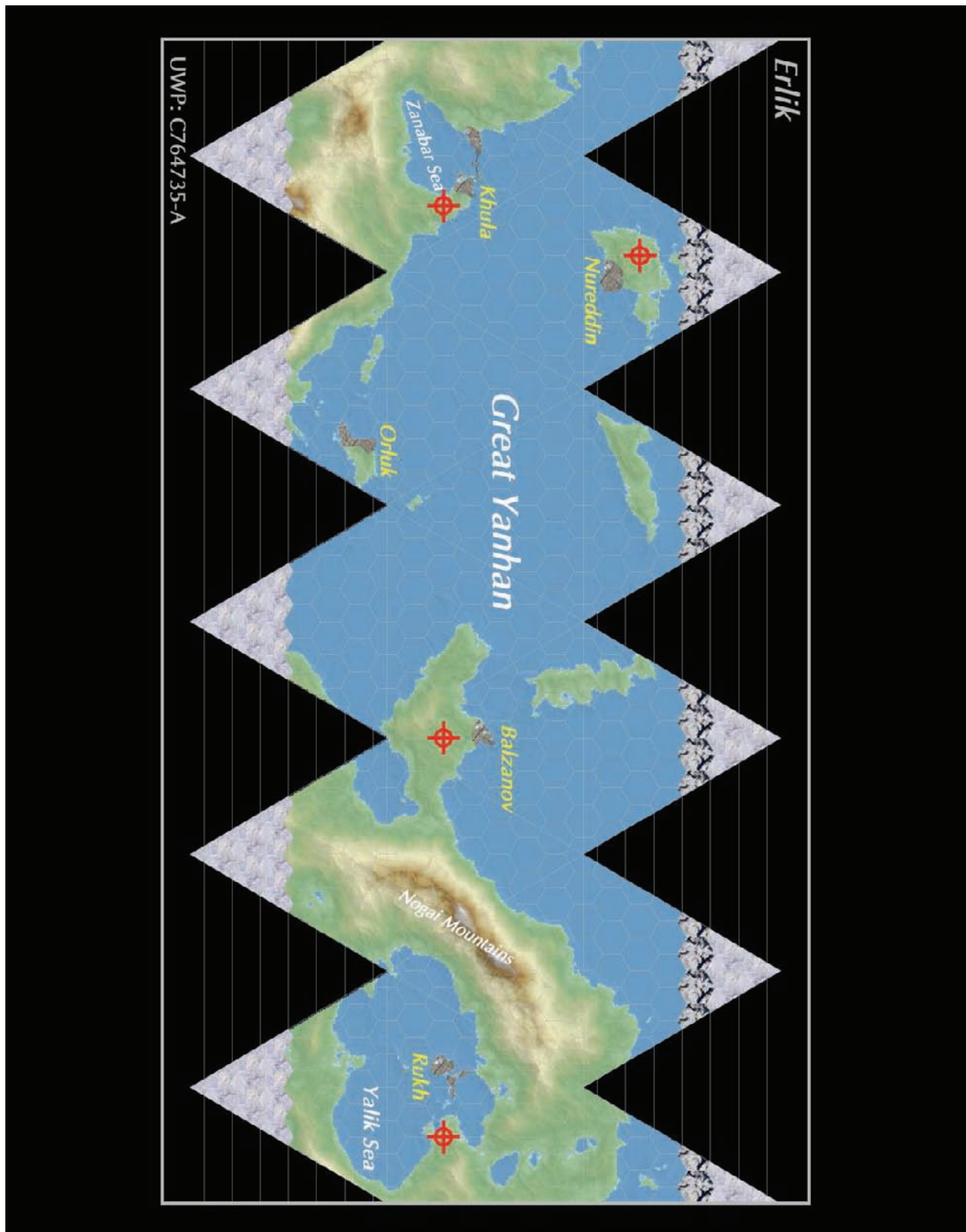
Geographic Details

Most of the land area of Erlik consists of the supercontinent known to locals as Delekei. Delekei takes up all of the southern polar region and most of the southern hemisphere. It juts into the northern hemisphere in a formation called “The Hump”.

The spine of the “the Hump” is formed by the Nogai Mountain range. This range, formed by an earlier collision of continental plates, is several million years old. The highest of these, Mount Otyrad, is located in the central region of the range. Mount Otyrad is 2037 meters (6684 feet) tall.

To the west of the Zanabar Sea lies the Dashdorj Forest. Much of this forest is made up of the native Trolap tree (more on this later). The Trolap is a tall tree and dominates the forest, though other smaller trees also exist here.

Much of the rest of the surface of Erlik consists of open fields and plains. While during the winter, these can often be covered in snow, most often they are covered in a tall grass called Bayama Grass. It is about 1 meter (3 feet) tall and has a prickly stalk.



Population Details

Erlik is home to approximately 52 million people. While many live in the five major cities, most live in small towns scattered across the landscape.

Most of the smaller towns average approximately 30 thousand people, with some going as small as 2000. Most of these towns consist of local industries and shops catering to the needs and wants of the townsfolk.

Government Details

Erlik is ruled by a group called The Seven. The Seven consists of seven men descended from the most prominent families among the original colonists. Each member is the eldest male heir to one of the families. Female heirs are not allowed to serve on the council. If a male heir is unavailable, the family loses their seat on the council and another family is elevated.

Families were originally listed by the perceived social rank at the time of the colonization. When the colony ship first arrive at Erlik, the captain of the vessel set about ranking the families in order to give better plots of land to those who he felt were more deserving. In some cases, he gave preferential treatment to those who were among the crew and in some cases among those he felt were of a "proper social class".

Since those early days several families have died out or have been removed from The Seven for one reason or another. This simply saw the rise of the family listed eighth on the list.

The Seven makes all of the decisions made on the planet. While they have many governmental departments which handle day to day tasks, each of those department heads have to answer to The Seven. All laws originate from a decision by The Seven.

Genealogy

This sort of political system has made genealogy a very important facet of life among those on Erlik. Most everyone on the planet can tell you how they are related to the current seven families. While many see this as simply a matter of pride, some see this as a route to power.

Those who are listed eighth or ninth on the list of families are quite motivated to get raised to a higher position. This can represent opportunities for characters that care to get mixed up in such things. According to how ruthless the Referee wishes to make the families (and, as we are presenting them, this is our intent), they might call on the characters to perform any number of overt and covert tasks in their pursuit of power.

Characters might be called upon to investigate the genealogical claims of a member of The Seven. Or they might be called upon to bolster a weak claim. A member of The Seven without an obvious heir may wish to find a lost child which he fathered on another world.

The eldest male heir may be less than capable to hold the post and another who feels more capable may want the characters to ensure he has an "accident".

Legal Details

Because all laws originate from The Seven and most members of The Seven are elderly men, many of the laws are often quite conservative. Many of the laws are aimed specifically at the young and sometimes specifically at women.

For instance, weapons laws are different for men, women, and the youth. Those under the age of 18 are prohibited from carrying a weapon of any kind (this includes such items as knives or toy weapons). Women are only allowed to carry concealable weapons (such as a small pistol

or blade). Men are allowed to openly carry handguns, shotguns, or rifles. This applies to travellers and citizens alike.

All energy weapons are illegal except for members of the military. Law enforcement is allowed to carry slug throwers and laser weapons. It is also for this reason that you will find no female members of either the military or law enforcement on Erlik.

All recreational drugs are strictly illegal. Medicinal drugs are controlled and may only be prescribed by a licensed medical practitioner. Drugs with a medicinal purpose that may be used as a recreational drug often become illegal over time.

Alcohol, tobacco, cannabis, and a local drug called torla are exceptions to this. All of these are perfectly legal for those over the age of 18 to consume. Both tobacco and cannabis were brought with the original colonists as possible crops. Along with wheat, barley, and corn these are among the most popular of the imported plants growing on Erlik.

All visitors to Erlik must first obtain a travel visa to leave the starport. This is often a mere formality unless the traveller has a past legal problem on Erlik. Anyone who has caused problems in the past will likely be refused entry by the Erlik government.

Cultural Details

As said above, Erlik can be a difficult place for a woman seeking advancement. Women are most often relegated to the home or to certain jobs. Female travellers may find that locals treat them as less than equal than males.

On the other hand, male travellers may find that female travellers are treated with an inherent courtesy that will not be afforded to them. Males are expected to “do it themselves” while females are expected to have a male “do it for her”. This is a prevalent view among Erlikans and while some will find it infuriating, others often

Torla

Torla comes from the sap produced by a local tree, the Torlap. The sap is taken from the interior of the tree and has a mildly intoxicating effect on those who consume it.

Torla is quite popular as an additive to many drinks and some foods. Often Torla is made as syrup and can be added to a drink to give it more of an intoxicating effect.

Even more popular is the creation of small cakes which are then covered in the Torla syrup. This is often consumed with butter spread across the cakes. This is a staple at most restaurants on Erlik.

take advantage of it. For instance, females are often viewed as being incapable of many crimes and thus a male must have been responsible for performing the crime.

Female living areas are never to be visited by a male for any reason. This extends not only to sleeping quarters but also to areas deemed to be “for women”.

There are many clubs, restaurants, and bars who serve one gender exclusively. Males only clubs are, however, most often reserved for the wealthy. Membership at these clubs is often a sign of prominence in Erlikan society.

The Erlikan Calendar

Erlik has a calendar consisting of 244 24 hour days. This period is referred to locally as one year. Each year is then divided into 12 periods called months. Many of these months have 20 days though some have 21.

Days are denoted by what month it is followed by what numbered day it is. For instance, one might refer to Tavdugaar 21 or Negdugger 1. This is sometimes followed by the number of years since colonization, but most often this is only in a formal document.

Subsector Sourcebook 3: Hub

Negdugeer	20
Hoyordugaar	20
Guravdugaar	21
Dorovdugeer	20
Tavdugaar	20
Zurgaddugaar	20
Doldugaar	21
Naimdugaar	20
Yosdugeer	20
Aravdugaar	20
Arvannegdugeer	21
Arvanhoyordugaar	21

City Details

Balzanov

Balzanov was the first city founded on Erlik and remains the most populous. It is home to about 7 million people. It is the seat of government and the meeting place of The Seven.

The city is located on a peninsula jutting northward across the equator. Further inland are located many farms growing imported crops like corn and wheat.

The main downport is located to the south of the city. Shuttles go back and forth from the city on a regular basis.

Temperatures average 17 C (62.6 F) during the day and 6 C (42.8 F) at night.

Rukh

Built on three islands in the Yalik Sea, Rukh is the youngest of the major cities. It is the second most populous and home to about 6 million people.

Originally built on the northernmost island of Bathkuu, the city swelled to include the island of Dorligjav and the larger island of Tsagan. The islands are connected not only by bridges from ground vehicles but also by shuttles.

Rukh has a D-class downport located to the east of the city on the mainland. Shuttles provide service to the port about once an hour.

Summer temperatures at Rukh average 15 C (59 F) during the day and 3 C (37.4 F) at night. In winter, this drops to 2 C (35.6 F) during the day and -10 C (14 F) at night.

Khula

Khula was the second city founded on the planet. It is currently the third most populous with 5 million people calling it home.

The city was originally built on a peninsula on the western side of the inlet to the Zanabar Sea. Since then, the city has expanded to a small island in the inlet and across to the eastern side. A large suspension bridge connects the two sides and the center island for ground traffic.

To the west of the city is a massive forest filled with the tall Torlap trees. Khula is famous planetwide for the amount of items which are made with Torla syrup.

A C-class port has been built on the easternmost peninsula. The port can be reached by ground or by shuttles.

Temperatures average 18 C (64.4 F) during the day and 7 C (44.6 F) at night.

Orluk

Orluk is the third city founded on Erlik. Orluk is home to approximately 3 million people.

Located on the island of Sukhbataar, Orluk was founded as a fishing village. The city grew from there on the popularity of the Gombo fish.

The city has no starport, but has shuttle services to the Khula starport.

Summer temperatures average 11 C (51.8 F) during the day and -1 C (30.2 F) at night. In winter, this drops to -39 C (-38.2 F) during the day and -51 C (-59.8 F) at night.

Nureddin

Nureddin is the fourth oldest of the major cities. It is home to 2.5 million people.

Located on the island Luvsanjav, Nureddin was founded to take advantage of the presence of petroleum. The city has since grown to its current size from the wealth produced from the commodity.

The city has an E-class port located to the northwest. The port often fights a losing battle against snow spreading across the landing pads.

Summer temperatures average 10 C (50 F) during the day and -2 C (28.4 F) at night. In winter, this drops to -40 C (-40 F) during the day and -52 C (-61.6 F) at night.



Tulrakh (Hub 0603) *B5646A7-B*

System Details

Tulrakh is located in the fourth orbit of its sun, Yoonir, an F4 V, yellow-white main sequence star. Tulrakh orbits Yoonir at a distance of 2.78 AU (416.5 million kilometers or 258.8 million miles).

There is one gas giant in the system. Fatick orbits Yoonir at a distance of 26 AU (3.9 billion kilometers or 2.4 billion miles). One of Fatick's moons, Gossas, is used as an outer system refueling station.

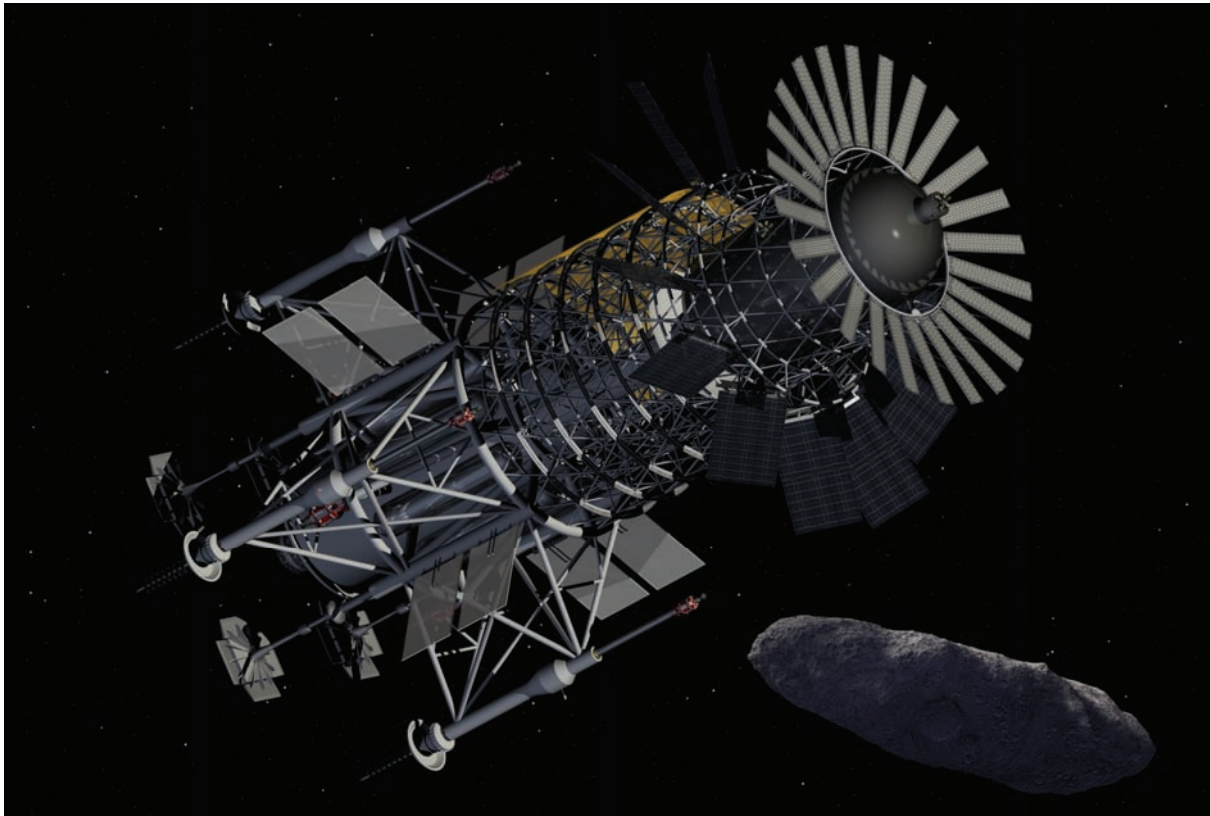
There are two planetoid belts in the system. Closest to Yoonir is the Saltigue Belt which orbits at a distance of 0.31 AU (46 million kilometers or 28.6 million miles).

In the fifth orbit is the Pangool Belt. The Pangool Belt orbits at a distance of 5.21 AU (762 million kilometers or 473.5 million miles).

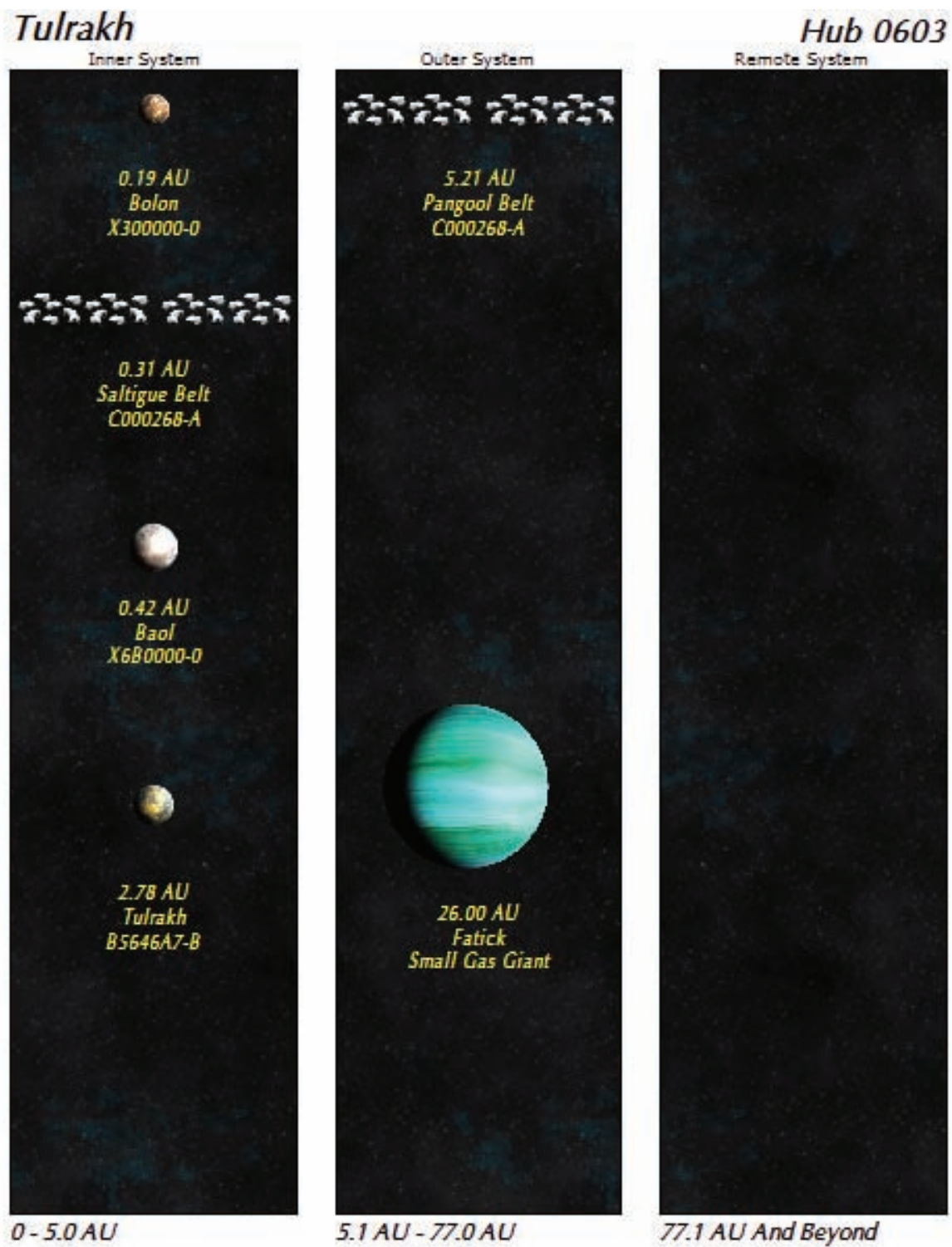
Both of these belts have mining colonies run by the local government. These colonies are small and provide only a fraction of what could be extracted by most corporations. All of the materials taken from the belts are taken to Tulrakh where they are used by local industry or sold to trading vessels.

There are two other rocky bodies in the system. Bolon orbits Yoonir at a distance of 0.19 AU (28 million kilometers or 17.4 million miles). Bolon is airless and uninhabited.

Orbiting in the third orbit is Baol. Baol orbits Yoonir at a distance of 0.42 AU (63 million kilometers or 39.1 million miles). Baol has a light carbon dioxide atmosphere with a surface pressure of 0.31 standard. Baol is uninhabited.



Subsector Sourcebook 3: Hub



Physical Data

Tulrakh has a diameter of 8320 kilometers (5200 miles). Its molten core gives it a density of .98 standard. Tulrakh has a surface gravity of 0.64 standard.

Tulrakh has one moon, Tula. Tula has a diameter of 300 kilometers (186 miles) and orbits at a distance of 49,920 kilometers (31,019 miles).

Tulrakh has a rotation period of 25 hours. This is referred to locally as "one day".

Tulrakh has an orbital period of 1441.7 standard days or 1384 local days. This is known locally as "Diabate's Year".

Atmospheric Details

Tulrakh has an atmosphere consisting of 76.55% nitrogen, 21.38% oxygen, 0.67% argon, 0.22% carbon dioxide, and 1.18% other trace gases. The atmospheric pressure at sea level is 0.96 standard.

Tulrakh has a very dynamic climate with seasons reaching the equator due to the 39 degree axial tilt of the planet. Summer equatorial temperatures average 45 C (113 F) during the day and 23 C (73.4 F) at night. In winter, this drops to 30 C (86 F) during the day and 8 C (46.4 F) at night.

Summer polar temperatures average at 13 C (55.4 F) during the day and -9 C (15.8 F) at night. In winter, this drops to -49 C (-56.2 F) during the day and -71 C (-95.8 F) at night.

Geographic Details

The land area of Tulrakh is one large supercontinent. This supercontinent covers almost the entire surface of the planet. The entire continent lies between the polar regions.

The northern half of the continent is dominated by the massive Bunda Range. These mountains are quite high with the

largest being Mount Okigbo at a height of 8760 meters (28,740 feet). The mountains are covered in glaciers which experience substantial runoff during the long Tulrakh summers. This can result in flooding and landslides throughout the areas surrounding the mountains.

The Andedoyin Range dominates much of the southern hemisphere. These mountains, while not as high as the Bundas, are still formidable. The highest of the Andedoyins, Mount Ikwue, has a height of 7999 meters (26,243 feet). Like the Bundas, the Andedoyins are covered in glaciers and experience runoff in the summer.

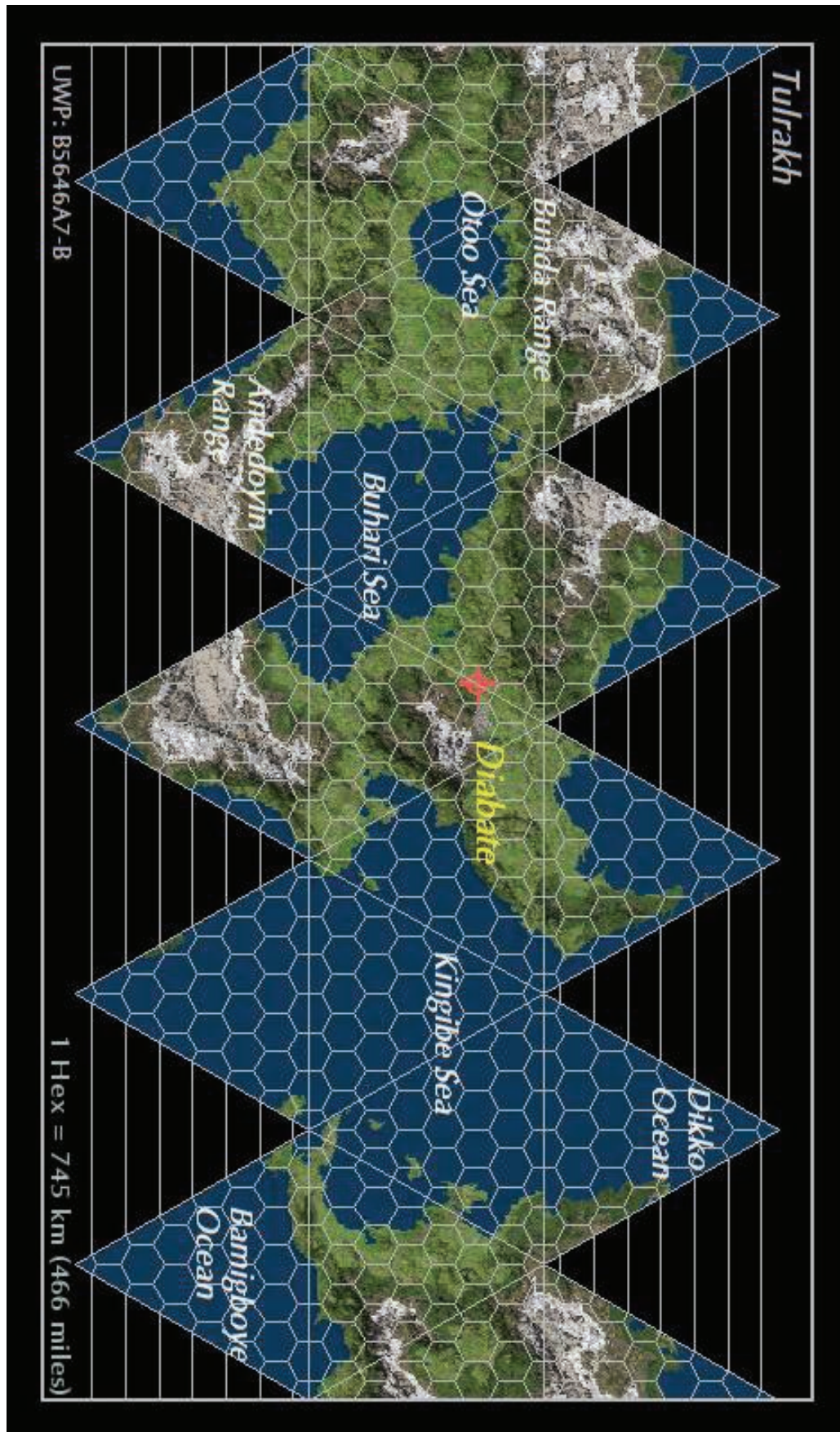
The Diabate Range is a smaller range of mountains on the equator. These mountains take up part of the east coast of the supercontinent. These peaks are still high, the largest, Mount Diabate is 7420 meters (24,343 feet) tall.

Much of the rest of the continent consists of open grassland with few plants taller than 3.5 meters (11.5 feet). The few trees of this height are never in a large enough group to form a canopy.

Most of the area is covered in a grass called "Dagri Grass". Dagri Grass is a tall, thick grass with thorny ridges along its side. The interior of the grass holds a milky fluid or latex which scientists believe it evolved to protect it from herbivores which previously roamed the area. This milky fluid contains an alkaloid similar to morphine.

Dagri Grass can be extremely dangerous to humans or other life forms. The thorny ridges on the sides of the grass can emit the latex and introduce it into the bloodstream. One scratch of the thorn can give a human a lethal dose.

The glacial floods which occur in the summer can also cause problems. The grass can break under the force of water and emit large quantities of the latex into the floodwater, thus creating a deadly mixture.



Hydrographic Details

38% of the surface of Tulrakh is covered in water. Most of this is in the polar regions where it remains without an ice cap for most of the year.

The hydrosphere is divided by locals into two major oceans and several seas. The northern portion of the ocean is called the Dikko Ocean. The Dikko reaches a maximum depth of 4100 meters (13451 feet). The southern portion is called the Bamigboye Ocean. The Bamigboye reaches a maximum depth of 4103 meters (13461 feet). Both of these oceans do gain an ice cap near the poles in the long Tulrakh winter.

Puzzlingly to some, locals do not call the largest division of the hydrosphere an ocean but rather a sea. The Kingibe Sea separates the east and west coasts of the supercontinent. The Kingibe reaches a depth of 5001 meters (16407 feet) in a long trench which runs the entire length of the sea.

The Buhari Sea sits in the center of the supercontinent. The Buhari was formed over the years by glacial runoff from both the large mountain ranges. This sea reaches a depth of 180 meters (590 feet).

However, during long summers, the sea can appear to expand. This is because the volume of runoff from the mountain range (either to the north or south, depending on the season) can flood the low lying grassland. This is an especially large problem in the northern hemisphere.

Population Details

There are approximately 4.7 million people living on Tulrakh. With few exceptions, all of these live in the city of Diabate.

Dagri Grass

Some reports concerning the Dagri Grass are a bit more interesting than the travelogue is saying. Referees can decide as to whether or not these rumors are true.

There have been scattered reports that the Dagri Grass actually attacks people and animals who are walking in its midst. Most of these reports are seen by scientists as delusional ravings of someone who has had a less than lethal dose of the latex, but the reports continue to be repeated.

Whether these reports are true or not, a majority of the Tulrakh population believes them. The average Tulrakhi will not, on his/her own volition, walk out into the grasslands without a bladed weapon to fight against the grass. Some refuse to go out there at all.

Characters might be called upon to investigate this phenomenon and see whether or not it is true. Even if it is true, not all of the grass will be functioning at even this low intelligence level. Unless, of course, that's just what the Grass wants you to think.

Specific statistics for the Grass are not listed here, as each Referee is free to determine if the Grass should even have stats or not. We do recommend that the thorns be given damage of 1d6. The latex should then have the effect of dropping INT by 4 and then continuing to cause 1d6 damage to the body until medical help can be found.

The current government of Tulrakh has begun to step up harvesting of the grass to gain access to the drug. The latex, once modified, can produce a morphine-like drug called "starlight". This drug is becoming an important export for the planet.

Government Details

Tulrakh is ruled by a dictator named Ezio Diabate. Diabate led a coup against the previous dictator's son, Alfredo Boigny, who proved to be an ineffectual leader. Diabate has ruled Tulrakh for seven seasons.

Diabate's whim is law here. This is most obvious in the amount of things he has named after himself. These include the city, the mountain range outside the city, the largest mountain in that range, the supercontinent itself (though most still call it Tulrakh), and the starport. Several of the buildings within the city are given names like Diabate Tower and Diabate Place. This is so common that it can become confusing to travellers.

Diabate has recently begun to synthesize the latex of the Dagri Grass into a drug called Starlight. Starlight, so named because of the "points of light" effect it creates in the vision of a user, is highly addictive and thus highly profitable for Diabate.

His predecessors refused to engage in this trade and this is one of the reasons for the ouster of Boigny. Most locals believe that not only can they improve the economy of the world by engaging in this trade, but also they can rid the world of the Grass. Of course, Diabate has no intention of destroying his cash crop, but many locals do believe this is more about a crusade against the alien plant life than the money to be made from Starlite.

Legal Details

For a world which has begun to make a substantial amount of money from Starlight, the world has very strict drug laws. Anything which is regarded as a drug by the regime (including non-narcotic pain killers such as acetaminophen and aspirin) must be prescribed by a government approved physician.

All firearms are tightly controlled by Diabate's security forces. This also includes stun weapons and shotguns.

Bladed weapons are widely held by the populace. Most of these are machetes used to clear (or defend) against Dagri Grass. These are openly carried by many within the city as well.

Tulrakh citizens are only allowed to leave the planet with special permission from the Diabate regime. There are no set parameters for who is allowed to stay or go, but is determined by the perceived need to keep or deport the person in question.

Travellers may not leave the starport without a visa issued by the government. In recent times, these visas are only issued to those traders which are engaging in trade of Starlight. Rarely will anyone else gain an entry visa.

Security is tight within the city and the starport. The security force serves as both military and police. Travellers and citizens alike will often be stopped and asked their business. Citizens will be asked to produce their identification cards and travellers will be asked to show their visas.

The regime controls a small fleet of patrol vessels which control the system. The government also maintains the asteroid mining in the belts, though none of this mining would be up to standards used by the mining corporations.

Cultural Details

While Diabate and his security forces live at TL11, many who live on Tulrakh live at tech levels closer to 7-8. This leads to a situation where many who live on Tulrakh are used to listening to radio and driving automobiles as opposed to holograms and grav vehicles.

Diabate's security forces do own some grav vehicles, but these are only used on occasion as a show of force. Most often, they are kept in their garages in the starport or the military base.

Locals tend to live in large homes with several families living under the same roof. This communal living system can, but not always, include polyamorous relationships between the adults in the home.

Travellers are warned that many locals are often distrustful and wary of outsiders. The previous and present regimes have often instilled an “us vs. them” mentality into the populace. This can result in attacks against those who appear to be obviously from offworld. Often the security forces, unless they have been asked to specifically protect the traveller, will be less than willing to help.

The Tulrakhi Calendar

The Tulrakhi calendar consists of 1384 25 hour days. Locals use the standard 12 hour clock system with an extra hour placed between 12:59pm and 1pm. This is referred to as Diabate's Hour and no work is to be done during this time period. On the first days of each season, this is often used as a time of parades or other activities to honor the dictator.

Tulrakhis divide the year (known locally as Diabate's Year) into seasons of 346 days. These seasons are known as Winter, Spring, Summer, and Diabate. Diabate is the last season of the full “Diabate's Year”. Days are referred to by their number within a season. So, locals will refer to a date as Summer 332 or Winter 64.

Years are referred to by the number of years it has been since Diabate took over. Current dates would have the year as 2. So full dates, which are used only in official documents or as history, would read Spring 127(2) or Diabate 231(2).

Diabate

Diabate is the only city on the planet and is the home of the vast majority of the world's population of 4.7 million.

The city consists of large communal homes and tall office buildings. The communal homes are often large circles with sections made for individual families to live under the same roof.

The planet's lone starport is located to the west of the city. This area is walled off by a 4 meter (13 feet) high concrete wall with razor wire across the top. There are guard stations every 300 meters (984 feet) to keep the wall secure. The port is a B-class port and has all the amenities one would expect from such a port. However, travellers may note that the workers at the port are often not locals. Few locals are allowed to work within the port.

Summer temperatures average at 46 C (114.8 F) during the day and 24 C (75.2 F) at night. In winter, this drops to 15 C (59 F) during the day and -7 C (19.4 F) at night.

Ararat (Hub 0608) C799546-A

System Details

Ararat is located in the second orbit of its sun, Urtu, an F9 V, yellow-white main sequence star. Ararat orbits Urtu at a distance of approximately 1.59 AU (238 million kilometers or 147.9 million miles).

The system has two gas giants: Qardu and Teyvat. Qardu is the closest to Urtu at a distance of about 5.23 AU (784.2 million kilometers or 487.3 million miles). One of Qardu's moons, Yohannan, is used as a base of operations for Ararat's small system defense force.

Teyvat is the furthest gas giant at a distance of 9.97 AU (1.49 billion kilometers or 925.8 million miles). One of Teyvat's moons, Igdir, is used as an outer system refueling base.

There are three rocky bodies in the system. The closest to Urtu is Silopi. Silopi orbits at a distance of 0.23 AU (34.2 million kilometers or 21.3 million miles). It is airless and uninhabited.

Located in the third orbit of Urtu is Durupinar. Durupinar is covered a frozen water world. The ice is several kilometers thick. A salty ocean exists below the surface ice. There is a population of about 4500 people who live on the surface.

Furthest out is Arzap. Arzap orbits at a 21 degree inclination off the orbital plane of the other planets. Arzap is home to a small colony of religious hermits. The population is said to be less than 400 and they do not welcome visitors.

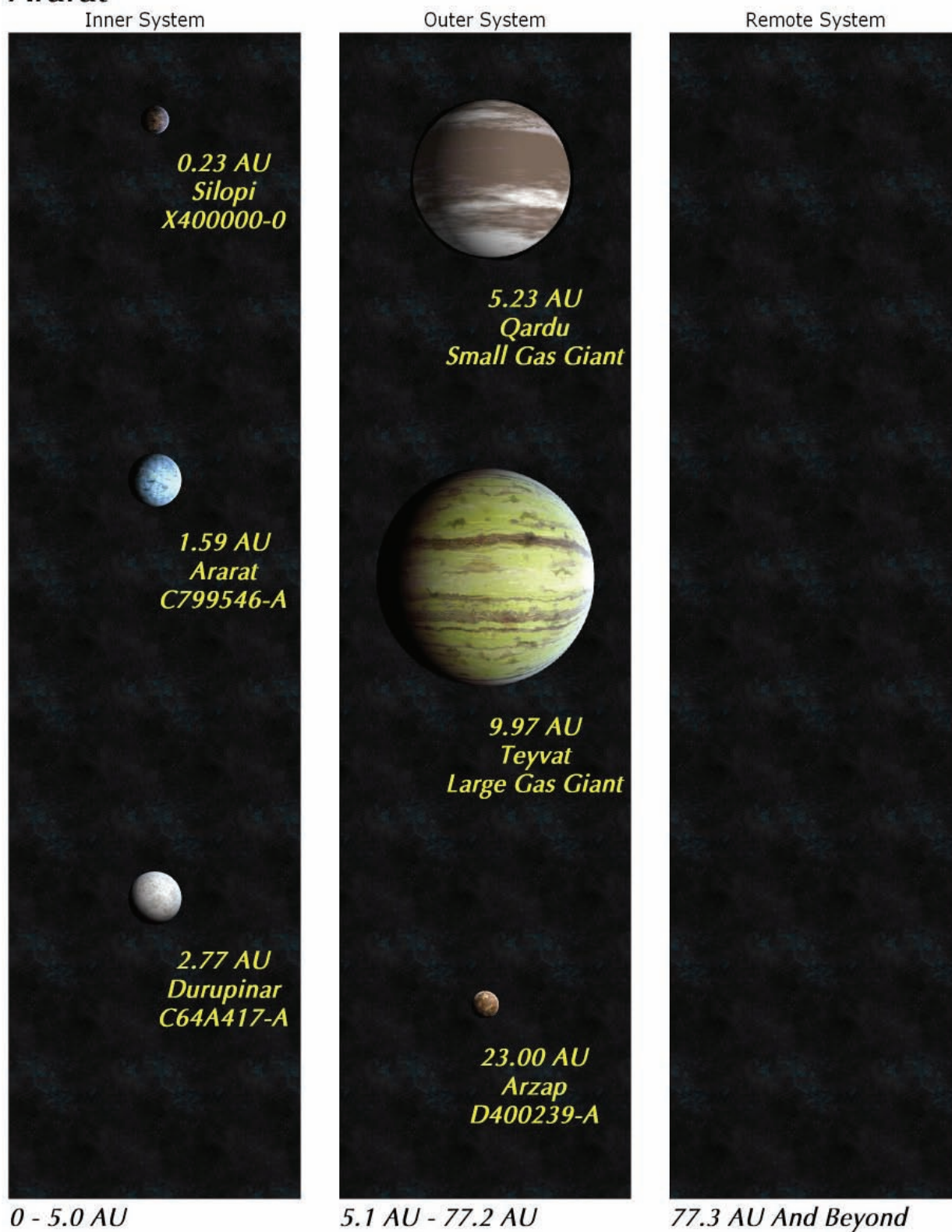
Ice Fishing

The 4500 people living on Durupinar are employed by the Jangir Food Processing Corporation (JFPC). The company has cut holes in the ice and regularly sends down submersibles which capture some of the ocean life for food and oils. Oil from one of the creatures, The Three Eye, is used in the creation of several popular skincare products.

The company has tight controls on the people who work for them. Working conditions are poor here, but the pay is high. Workers are only allowed to live on Durupinar for a maximum of four years. Following that, they must seek other employment in JFPC or leave the company altogether.

Tales have come back from people who have worked at Durupinar about fearsome creatures lurking below the ice. Some tell tales of alien bases beneath the ice or a city of lost human colonists. However, no evidence of anything like that has ever come to light.

Ararat



Physical Data

Ararat has a diameter of 11,200 kilometers (7000 miles). Its molten core gives it a density of 1.01 standard. Ararat has a surface gravity of 0.89 standard.

Ararat has two moons: Ozdemir and Yilmaz. Ozdemir has a diameter of 1600 kilometers (994 miles). Ozdemir orbits Ararat at a distance of 55,800 kilometers and takes 50 hours to complete one orbit.

Yilmaz has a diameter of 1520 kilometers (944 miles). Yilmaz orbits Ararat at a distance of 580,000 kilometers (360,395 miles). It completes one orbit of Ararat every 49.62 local days (62.03 standard days).

Ararat has a rotation period of 30 hours. This is referred to locally as one "day".

Ararat has an orbital period of 484 local days (605 standard days). This is referred to locally as one "year".

Atmospheric Details

Ararat has an atmosphere consisting of 78.2% nitrogen, 20.26% oxygen, 0.85% argon, 0.27% carbon dioxide, and 0.42% other trace gases. The high concentration of argon makes the use of a specialized filter mask necessary.

The atmospheric pressure at sea level is 2.0 standard. While many of the locals have become accustomed to this sort of pressure while outdoors, many travellers will find this uncomfortable. Many, as they will already be required to wear a mask, will choose to wear a suit as well.

Ararat has a somewhat warm climate. Average equatorial temperatures are 52 C (125.6 F) during the day and 36 C (96.8 F) at night. Summer polar temperatures average at -10 C (14 F) during the day and -25 C (-13 F) at night. In winter, this drops to -50 C (-58 F) during the day and -65 C (-85 F) at night.

Hydrographic Details

93% of the surface of Ararat is covered in water. This body of water is often referred to by locals simply as "The Deep". It is an apt name as, even close to the shoreline, the water is often can be up to 3 kilometers (1.86 miles) deep.

At its deepest point, Yusuf's Trench, the ocean has a depth of 19.5 kilometers (12.1 miles). Exploration of this trench has only been performed by an orbital survey. No one has ever attempted to reach this point.

Perhaps the most important division of "The Deep" to locals is Sidika Harbor. The city of Japeth is built around the harbor and has an average depth of about 6.4 meters (20.9 feet).

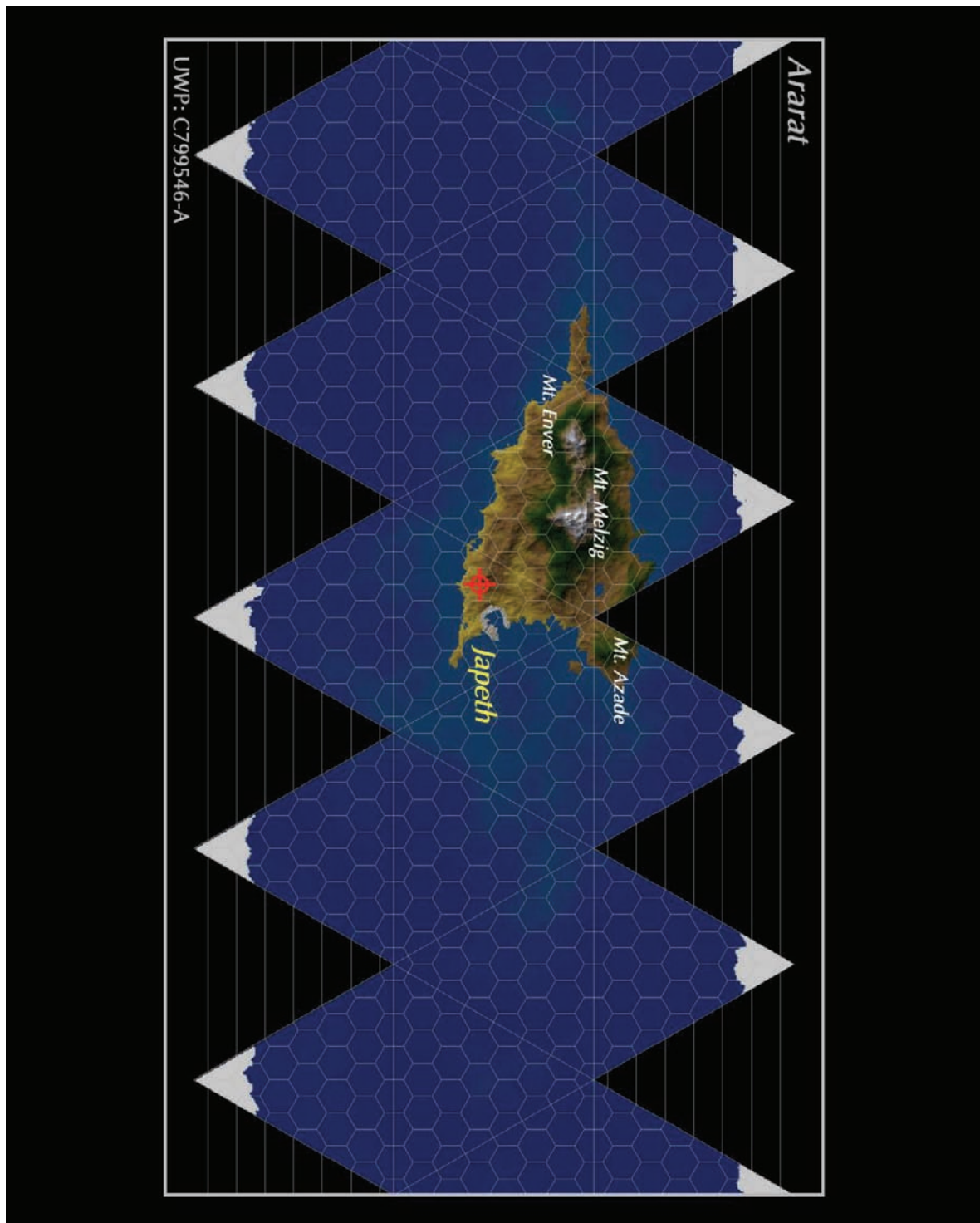
Most Aratians have an ingrained fear concerning The Deep. Locals will rarely, if ever, go out on the ocean past Sidika Harbor. This is also evident in the local culture as the fear permeates all aspects.

Geographic Details

The only land which is above water is the main continent, also called Ararat by the locals. The continent is dominated by the twin peaks of Mount Enver and Mount Melzig.

Near the peaks, Aratians have terraced much of the slopes for agriculture. The lessened air pressure, the cooler temperatures, and the better soil all make for excellent farming opportunities. In addition, many have chosen to build homes here, though winters can be harsh.

Lower in altitude means more of atmospheric pressure and warmer temperatures. Here, most of the local industry is devoted to robotic mining of the metals to be found here. This is where much of the wealth of the planet is derived. This region is rough and craggy and is often difficult going for land vehicles or even by foot.



Subsector Sourcebook 3: Hub

In dry conditions, this region is made up of hard clay embedded with rock. In wet conditions, this can become a slippery, muddy quagmire. Landslides are common and travellers are warned to use extreme caution if traveling by foot or ground vehicle. Roads have been placed here for the purposes of moving some heavy equipment, but most travel to and from the mines (or the farms above) is done by means of grav vehicle.

To the southeast, the land flattens to a plateau which is about 30 meters (98 feet) above sea level. This plateau leads to the coastline. This is the location of the city of Japeth, the home of most of the planet's population.

To the northeast of the twin peaks, the altitude drops sharply to a region just a few meters above sea level. This area is prone to flooding as rain waters from the clay surface above often flows down cutting sharp gashes into the ground.

Further northwest is Mount Azade. Mount Azade is substantially smaller than Enver or Melzig and is more of a ridgeline than a mountain. Azade is, like the slopes of those mountains, terraced and used for agriculture.

Population Details

The current population of Ararat is 354,467 people. Of these, the majority lives in the city of Japeth. The rest live in scattered towns dedicated to mining or agriculture.

Government Details

Ararat is ruled by a representative republic. The largest body of the government is the Aratian Senate. The Senate consists of 35 members each representing a constituency of approximately 10 thousand people. The Aratian Senate decides upon all laws and controls the Aratian budget. Each

senator serves a single term of two local years.

The Aratian Senate has no official meeting location. All senators are expected to stay within their districts in order to maintain a relationship with those people within it. In addition, there are no political parties allowed on Ararat. Senators are expected to stay away from one another and not contact each other in any way. Those members found to be colluding with other senators can be censured or removed from the senate.

All laws decided upon by the Aratian Senate originate with a three person panel called the Triumvirate.

The Triumvirate is made up of former senators. These members, called "tribunes", are elected every ten years. Tribunes can serve only one term.

The Triumvirate meets in a building called the Grand Hall located in the center of the city of Japeth. Here they fashion the laws, regulations, and general direction of the government. All decisions made by the Triumvirate are then voted upon by the Senate.

Legal Details

Laws which are passed in the Senate are then executed and enforced by the Triumvirate. The Triumvirate holds direct control of the Aratian Constabulary. The Constabulary has several precinct offices in the city of Japeth and in several of the smaller towns as well.

Aratian constables are common sights and are known for their distinctive dark brown pressure suits and uniforms. Many of them, particular in the small towns, will be unarmed. However, all of them have access to armed backup if needed.

Rifles, handguns, laser weapons and energy weapons are all illegal to carry on Ararat. Shotguns are legal to carry, provided the person has a permit. However, permits are generally only given to Ararat citizens with few exceptions.

Bladed weapons, in public settings, are illegal only if they are concealed. Note that this means that some implements normally regarded as tools rather than weapons (pocket knives for instance) are covered by this law as well. This includes places like public restaurant kitchens but not the kitchens of private homes.

Most drugs are legal here provided that one has a valid prescription from a government approved doctor. Constables will often stop anyone who appears to be under the influence of any substance. If the person appears to be unwell, they will escort him/her to their physician. If there is no physician listed for them, they will likely be arrested and an investigation launched into the cause of the impairment.

Alcohol, nicotine, and caffeine are often the drugs of choice on Ararat. All are legal and commonly found in restaurants and shops across Ararat. Public drunkenness, however, will often result in a constable's attention.

All incoming vessels are required to land at the starport. Travellers will be required to obtain a permit to visit Ararat outside the starport. These permits are usually easy to obtain and require only a background check to see if the visitor has a criminal record on Ararat. Those with criminal records are denied a permit.

Cultural Details

Much of the Aratian culture is centered on the fear of the ocean. For many, simply contemplating the amount of distance between the surface and the bottom will cause an upwelling of fear. This is evident in songs, holoshows, stories, and even local slang.

Most who have studied this phenomenon seem to have traced it to an accident involving a submersible in the early days of colonization. The survey was being simulcast as a holographic projection in the town center. Unfortunately, within a few hours of the survey mission, an accident

Irrational Fear?

Many leading psychologists and sociologists have looked into the puzzle of Ararat. It does seem somewhat odd to have residents of a near waterworld being afraid of water. Even more puzzling to others is that these people who have been so afflicted with a culture-wide claustrophobia would choose to spend much of their lives inside or inside a pressure suit.

While most just see it as an oddity of human behavior or simply ironic, some choose to see something else entirely. Many believe that there may be more diabolic forces at hand. Some believe that aliens may have a secret cache hidden on the ocean floor which is sending out psionic messages to keep the Aratians away from it. Others maintain that the aliens are still there and there is a cloaked society living under the sea and using human emotion as a sort of "electronic fence".

While any of these options might provide for an excellent adventure opportunity for your characters, the truth of the matter is that either way, Aratians will refuse to go into or onto The Deep. Most of them will even be uncomfortable flying over it.

Referees, even those not intending to use the "conspiracy minded" hooks, should feel free to try to build a sense of foreboding about the ocean. After all, the locals DO believe there is something fearsome going on whether there really is or not.

caused the submersible to begin sinking to greater depths. All of this was viewed (some would say experienced) by the entire population of the city of Japeth at that time.

The crushing deaths of the submersible team left an indelible mark on those who witnessed it. Since then, the themes of claustrophobia, entrapment, and drowning have been common in the culture. Most of the people alive now were not alive

Subsector Sourcebook 3: Hub

when this happened, but the fear of The Deep remains.

Locals will use slang terms such as “gone to The Deep” to mean dead and “swimming” to mean trying to stay alive. “Keeping one’s head above water” is a favorite term as well for those who are struggling with something.

As a result of this kind of institutionalized claustrophobia, most buildings will have open, clear walls. There will be very enclosed spaces without a wide and spacious view. This includes situations and places that most human societies would keep out of view of others. This can prove embarrassing to some travellers.

In addition, when people do go outside, due to the levels of argon in the atmosphere, they must wear a filter mask. These masks are often highly decorated and personalized. It is not unusual to find Aratians with multi-colored masks with slogans or quotes painted upon them.

A newer trend is to have a loose fitting hood which covers the back of the head. These will never cover the front of the head but will rest on the top of the head and be connected to the clothing. These hoods are often an extension of the color or theme of the filter mask.

In addition, social status is often expressed with the masks as well. It is not uncommon to see masks which are encrusted with jewels or adorned with feathers. The more gaudy the mask color and decoration, the more wealthy the wearer is considered to be.

a local might give a date like 24 Beran 375 or 30 Gullan 322.

Beran 4 is a day of remembrance and solemnity. This is the day in which Aratians remember those who have been lost to The Deep since the colonization. Most Aratians will choose to wear black and most will refrain from any activity that involves water (this includes drinking water, bathing and watering crops). Most businesses will be closed on that day and travellers will find that all governmental functions will shut down (this includes starport operations).

Month	# of Days	Season
Jejhnan	31	Spring
Gullan	30	Spring
Gursoy	30	Spring
Zerdan	30	Spring/Summer
Pushperr	31	Summer
Gelawejh	30	Summer
Zeynap	30	Summer
Xermanan	30	Summer/Autumn
Beran	31	Autumn
Xezan	30	Autumn
Ayekin	30	Autumn
Saran	30	Autumn/Winter
Befran	31	Winter
Rebendan	30	Winter
Feride	30	Winter
Resheme	30	Winter/Spring

The Aratian Calendar

The Aratian Calendar is made up of 484 days of 30 hours each. These days are divided into 17 periods called “months” by the locals. 13 of these months consist of 30 days and 4 months consist of 31 days.

Dates are referred to by the number of the day, the name of the month, followed by the year since the colonization. For instance,

City Details

Japeth

Japeth is home to approximately 190 thousand people. Most of them live in homes located on the heights overlooking Sidika Harbor (the only part of The Deep not feared by the Aratians). Most businesses are located nearer to the shoreline. The Grand Hall of the Triumvirate is located in “the curve of the C”.

Most travellers are struck by the many windows in the city. All buildings are almost entirely transparent with only load bearing areas being opaque. This has led to certain openness about private affairs that will make some travellers feel uncomfortable.

The planet's only starport is a downport located to the southeast of the city. The downport is connected by grav shuttle service and a maglev train to the city.

Temperatures average 42 C (107.6 F) during the day and 26 C (78.8 F) at night.

JFPC

Currently, the Jangir Food Processing Corporation is attempting to gain access to the seas of Ararat for fishing purposes. As it stands currently, the Ararat government refuses to allow the company to do this. Repeated attempts from JFPC have been mounted to come to a mutually agreeable solution, but the government simply will not budge on this.

Characters could find opportunity working for JFPC. Those with a legal, mercantile or diplomatic background may be called in to attempt to overcome the superstition of the locals concerning The Deep.

Scoundrel characters may be called in by JFPC to attempt more underhanded ways to get The Triumvirate to change their mind.



Nasnas (Hub 0609) *C440646-A*

System Details

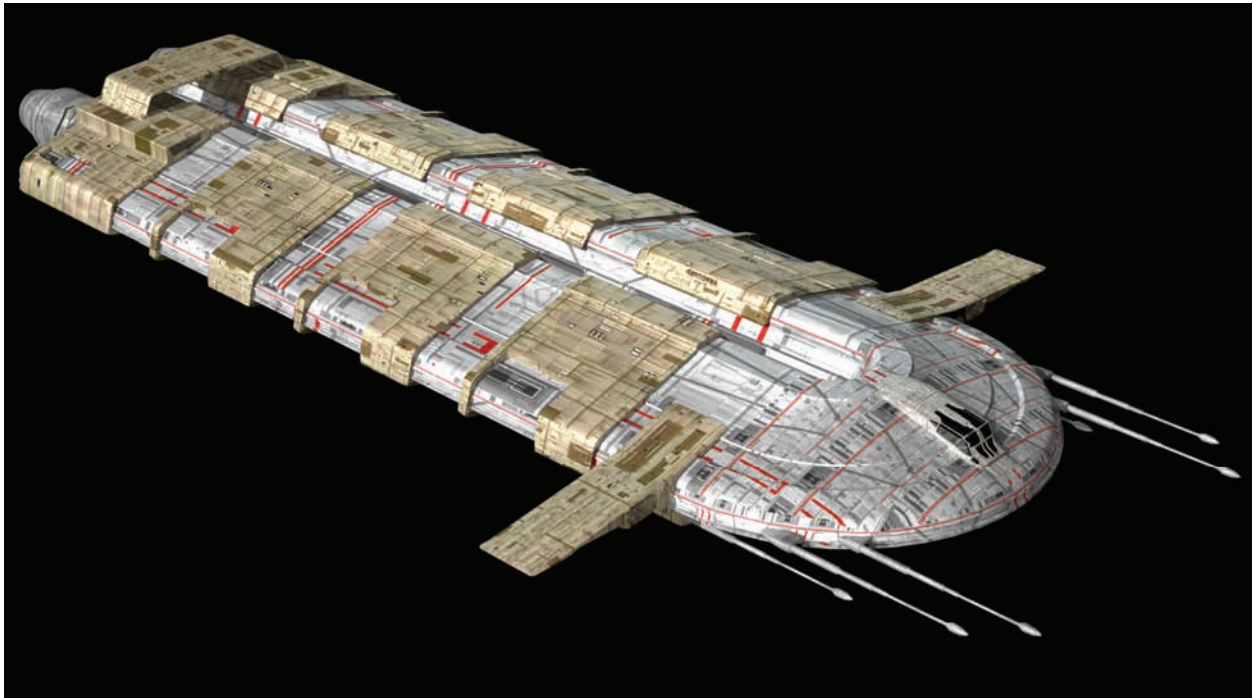
Nasnas is located in the first orbit of its sun, Shikk, a K6 V, orange main sequence star. Nasnas orbits Shikk at a distance of 0.28 AU (41.3 million kilometers or 25.7 million miles).

There is one gas giant in the system. Vathek orbits Shikk at a distance of 15.73 AU (2.4 billion kilometers or 1.5 billion miles). The moons of Vathek are uninhabited.

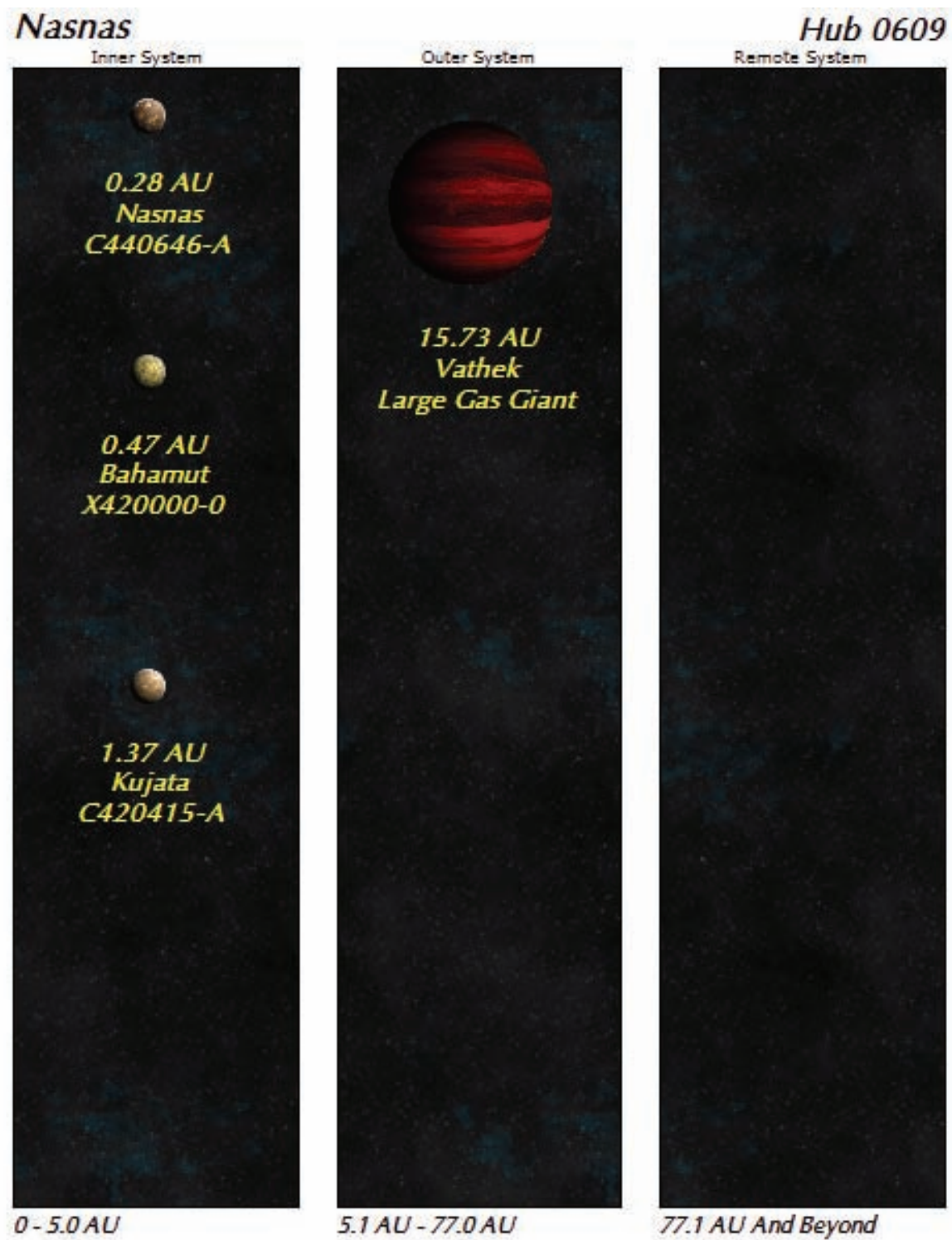
There are two other rocky bodies in the system. The closest of these to Shikk is Bahamut. Bahamut orbits Shikk at a distance

of 0.47 AU (69.9 million kilometers or 43.4 million miles). Bahamut has a slight carbon dioxide atmosphere with air pressure at surface level of 0.25 standard. Bahamut is uninhabited.

Kujata orbits Shikk at a distance of 1.37 AU (206 million kilometers or 128 million miles). Kujata, like Bahamut, has a slight carbon dioxide atmosphere. The air pressure on Kujata at surface level is 0.29 standard. Kujata is inhabited by a mining colony owned by Sorensen Metals.



Subsector Sourcebook 3: Hub



Physical Data

Nasnas has a diameter of 6080 kilometers (3800 miles). Its molten core gives it a density of 0.84 standard. Nasnas has a surface gravity of 0.40 standard.

Nasnas has one moon. Shawa orbits Nasnas at a distance of 97,420 kilometers (60,534 miles). Shawa has a diameter of 380 kilometers (236 miles) and has no atmosphere. Shawa orbits Nasnas once every 12 standard days.

Nasnas has a rotation period of 16 hours. This is referred to locally as the “short day”.

Nasnas has an orbital period of 76 standard days or 114 local days. This is referred to locally as “the short year”.

Most of the residents of Nasnas use the standard Gregorian calendar and the standard day. However, a local calendar has been devised which is also used.

Atmospheric Details

Nasnas has an atmosphere consisting of 75.00% nitrogen, 18.05% oxygen, 5.10% sulfur dioxide, 0.46% carbon dioxide, 0.29% argon and 1.10% other trace gases. The surface atmospheric pressure is 0.60 standard.

Anyone who goes out into the Nasnas atmosphere must be wearing a vacuum suit to compensate for the strong sulfur dioxide taint, dust in the air and low pressure. Many who live here opt to spend most of their lives inside pressurized areas.

Due to the high axial tilt (36 degrees) the seasons reach the equator. Summer equatorial temperatures average 53 C (127.4 F) during the day and 27 C (80.6 F) at night. In winter, this drops to 38 C (100.4 F) during the day and 12 C (53.6 F) at night.

Summer polar temperatures average 19 C (66.2 F) during the day and -7 C (19.4 F) at night. In winter, this drops to -39 C (-38.2 F) during the day and -65 C (-85 F) at night.

Hydrographic Details

There are no bodies of water on the surface of Nasnas. Some small pools of water have been located beneath the surface of the planet. However, this water has a strong sulfuric taint.

Geographic Details

Nasnas has a rough and uneven surface. The surface is broken, particularly along the equatorial region, into ridges and chasms.

Nasnas is volcanically active. There are several large volcanoes along the equatorial region. These volcanoes leave lava flows cut into some regions and smooth others.

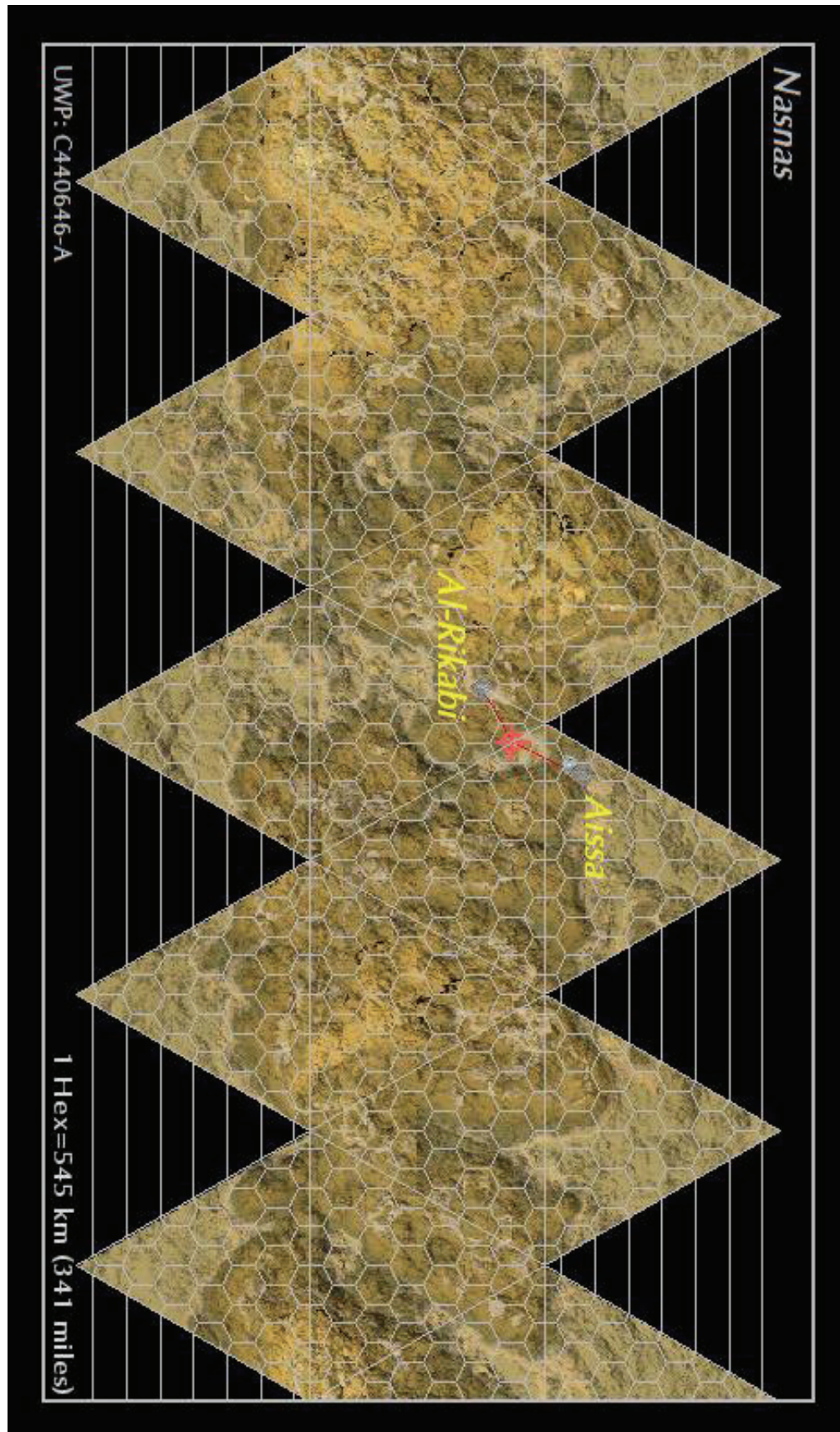
Volcanic ash of silica, iron, and magnesium is common across the planet. This combines with an iron-titanium dust which, when blown by the winds, can scour surfaces. For these reasons, extra precautions should be taken by anyone exposed to the surface of the planet. All habitations on Nasnas are enclosed for this reason.

Most of the regions on Nasnas have no official names. Only the areas near the cities have names and even then some still have names such as “Ridge 345”. Many of these were given by the initial iron ore miners who settled the world.

Population Details

Just over 2 million people live on Nasnas. Most of these are connected to the iron ore mining industry in some fashion. All of the population lives within one of the two underground cities.

The population of Nasnas has been steadily decreasing over the past twenty years. Fewer and fewer of the native-born Nasians are remaining on the world. Many



get to the age of higher education, leave the planet and are educated elsewhere and simply never return. Others have taken their families and left the system looking for better opportunities elsewhere.

Government Details

Nasnas is ruled by a representative democracy. The Nasian government is split into two branches: Legislative and Executive.

The legislative branch is known as the Council of Representatives. The Council consists of representatives who serve a four standard year term and represent their constituency.

Each constituency, or “bloc” as it called here, is made of approximately 100 thousand voters. Currently, there are 21 representatives on the council. These representatives pass laws and oversee the executive branch whom they elect.

The High Councilor is the leader of the executive branch of the Nasian government. The High Councilor serves a term of six standard years and may serve maximum of three total terms.

The High Councilor directs all agencies (such as law enforcement, health services, and the starport agency) which abide by laws set down by the Council. The High Councilor is also the final arbitrator of all judicial disputes which cannot be settled in a lower court.

Legal Details

Nasian law can be quite strict, particularly in matters of safety. Law enforcement makes continuous checks of the city interiors to ensure that all safety protocols are being followed.

Doors leading out of the underground cities are all airlocks, but all interior doors are sealed as well. These seals attempt to combat any of the dust which does occasionally come inside on those who have

spent time in the open air. All public spaces will have an airlock like system in which the person enters and is sealed in, but not pressurized. Blasts of air and suction fans will then attempt to clean the person or persons any lingering dust.

This is a bit overkill in practice, as most dust is removed by cleaning procedures at the airlocks. However, this extra precaution has become part of the culture. Indeed, while they are not legally bound to do so, many private residences also have this system in place.

Behaviors seen as risky are often illegal as well. Safety helmets must be worn while traveling in a vehicle (including the maglev train which connects the cities) outside the starport. Gambling, in all forms, is illegal on Nasnas.

Most firearms are prohibited for private ownership on Nasnas. Citizens of Nasnas may get a permit to carry a shotgun or stunner, but all other forms of firearms or energy weapons are prohibited. Offworlders are not allowed to carry weapons unless given a special permit from the office of the High Councilor and these are quite rare.

Narcotics are illegal here except by prescription from a licensed physician. Intake of alcohol and cannabis are also controlled in public locations. All doors leading out of public and private places alike have analyzers which check for intoxication. Those who are too intoxicated will not be permitted to enter the door system due to being a hazard to public safety. Most places which serve these intoxicants also provide locations to “sleep them off” for a small fee.

Visas must be obtained for offworlders to leave the starport. Without a visa, offworlders will be allowed to board one of the maglev trains which connect the starport to the two underground cities.

Citizens of Nasnas are free to come and go as they like provided they are carrying their identification card. This card is only needed to access the maglev trains to travel outside the cities and is rarely used for any other function.

Cultural Details

As stated before, Nasians are obsessed with safety. Warnings are placed on most items detailing dangers which could occur if something goes horribly wrong. Nasians, as a group, often avoid risk and risky behaviors. Those who take part in these risky activities are often seen as unusual. In some cases, these activities are illegal.

However, those who risk their lives for the safety of others are revered. Those who perform such a selfless act for the safety of the people of Nasnas are honored each standard year by the population. Each standard year people are nominated by the Council and a vote is held. The winner of this vote is named the Safety Hero of the Year.

The Safety Hero of the Year is then, by law, given lavish gifts by the population. Each family and each business on the planet is legally bound to send something to the Safety Hero. While the law does not state a value of the gift, most Nasians give generously.

Note that this prize is not given posthumously. To be regarded as a hero on Nasnas, one must live. A person who dies in the attempt does not gain the reverence of the Nasian people.

Many Nasians also revere the number seven. The number appears over and over in the Nasian culture and is believed to be a number which provides greater safety. Homes are built with seven interior doors, excluding the outer door. Airlocks have seven lights to give the progress of the cycle. Prices will often be given as a multiple of 7 (for example, rarely is something 15 credits when it could 14 or 21). All maglev trains have seven cars and leave at times ending in 7.

At 7pm each evening (using the standard clock), each person is required by law to participate in seven minutes of exercise. There are seven exercise forms in the regimen and each Nasian is required to participate unless they have a medical excuse as to why they cannot. Travellers are

exempted from the requirement, but are often viewed with contempt by the locals if choose not to participate.

The Nasian Calendar

There are two Nasian calendars in use on the planet. In most cases, the standard Gregorian calendar and standard clock are used. If one is going outside the underground, then one uses the local Nasian calendar and clock. This can be quite confusing to those unfamiliar with the dual system.

The average Nasian, if asked what time it is, will quote the standard time as based on what the standard time was given from the original colony ship which landed here. The 24 hour standard clock is divided into 2 12 hour increments of AM and PM.

If asked for the date, Nasians will respond with the standard Gregorian calendar date, also based on the measurement as given by the original colonists. For example, a date might be given as 30 July 2342 or 3 April 2342.

The Nasian date and time is, in general, only kept by computers for exterior excursions and keeping track of the position of planets in the local system. If a Nasian refers to this at all, the response will be something like "Day 56 of the short year" or "45 on the Short".

City Details

Aissa

Aissa is the capital of Nasnas. It is the first city settled on the planet and is currently the largest and most populous. Aissa is home to approximately 1.3 million people.

The city is made up of large caverns cut into the rock of the planet by engineers associated with the original colony. Smaller

Subsector Sourcebook 3: Hub

structures have been built within the caverns or into alcoves made into the existing rock walls. Each cavern is then connected to another cavern by a small corridor which can be sealed off from others.

The city can be reached only by maglev train travel from the downport or through one of three airlocks. These airlocks are constantly monitored and guarded by law enforcement and safety engineers.

Inside the city, the temperature is maintained at an average 26 C (78.8 F). Outside the city, summer temperatures average 49 C (120.2 F) during the day and 23 C (73.4 F) at night. Outside winter temperatures average -9 C (15.8 F) during the day and -35 C (-31 F) at night.

It is a C-class port and features unrefined fuel and limited repair facilities. The port is located completely underground. Each landing bay has retractable doors and the ship lands into the bay. A system of floor vents and fans then clean the dust from the ship and the bay.

The facilities are limited to vessel of less than five thousand tons. In addition, there are only a total of 42 bays.

Al-Rikabi

Al-Rikabi is the location of the first iron mine on the planet and is now home to about 710,000 people.

The city was created from the large shafts made within two ridges. These shafts are now connected by long corridors. Each corridor has alcoves of varying sizes which have become homes, shops, and even smaller communities.

The city can only be accessed from two airlocks and the maglev train from the starport. These locations are staffed and heavily guarded.

Inside the city is kept at a near constant 23 C (73.4 F). Exterior summer temperatures average 53 C (127.4 F) during the day and 27 C (80.6 F) at night. In winter, the exterior temperatures drop to 24 C (75.2 F) during the day and -2 C (28.4 F) at night.

Nasnas Downport

Nasnas Downport is the only starport on Nasnas. It is located between the two cities in the northern hemisphere of the planet.

Maximon (Hub 0702) B865846-B

System Details

Maximon is located in the first orbit of its sun Mam, a K5 V, orange main sequence star. Maximon orbits Mam at a distance of 0.32 AU (48 million kilometers or 29.8 million miles).

The system has four gas giants. The closest to Mam is Xibalba. Xibalba orbits Mam at a distance of 2.64 AU (396 million kilometers or 246 million miles). One of the Xibalban moons, Ahalpuh, is home to a Blaylock Mining Corporation mining colony.

Bitol orbits Mam at a distance of 5.59 AU (839 million kilometers or 521.3 million miles). Bitol has an extensive ring system. One of Bitol's moons, Akan, serves as a refueling station operated by the Maximon government.

Zunil orbits Mam at a distance of 11.2 AU (1.7 billion kilometers or 1.1 billion miles). One of Zunil's moons, Quetzaltenango, serves as an outer system naval base for the Maximon System Defense Force.

Copan orbits Mam at a distance of 19.53 AU (2.9 billion kilometers or 1.8 billion miles). Copan has two inhabited moons. Oxwitik is a mining colony leased from the Maximon government by Blaylock Mining. Quirigua is the home of a private research station.

The system has one planetoid belt. The Cofraida Belt orbits at a distance of 0.55 AU (82 million kilometers or 50.9 million miles). The belt is home to an extensive mining operation leased from the Maximon government by the Egata Mining Corporation.

Quirigua

Quirigua is a moon of Copan which is owned by a scientist named Dr. Oreste Montilla. Montilla purchased the moon from the Maximon government twenty-one years ago and has maintained ownership since. No one is quite sure what sort of research that Montilla is performing here and Montilla refuses visitors.

All that is known about Montilla is that he studied computer science and artificial intelligence at two universities in Spain on Earth. He immigrated across the Conduit in 2310 and purchased the moon in 2322 for 37.2 billion credits. It is unknown how he came into possession of such a sum or why the Maximon government agreed to sell it rather than lease.

Montilla has hired a group of mercenaries in armed trading ships to guard the space near the moon. It is believed that there may be additional forces on the moon itself. In addition, the Maximon government aids in maintaining the doctor's privacy.

Theories abound on what Montilla is researching or if he is researching anything at all. Some believe that Montilla is working on recovered alien technology, possibly something from Tal'Kalares or Fairfax. Others say that he is close to a breakthrough on improvements to the Zimm Drive or that he may be working on a way to re-open the Conduit (despite the fact that he has owned the moon since before the Conduit collapsed).

Referees are encouraged to allow Montilla to be working on whatever passes for super science in their setting. Whether or not Montilla is actually succeeding at anything or simply enjoying his privacy is another matter entirely.

Maximon

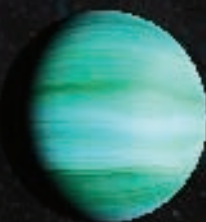
Inner System



0.32 AU
Maximon
B865846-B



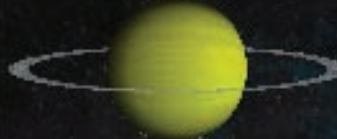
0.55 AU
Cofraida Belt
C000417-B



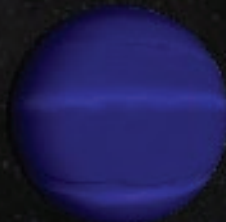
2.64 AU
Xibalba
Small Gas Giant

0 - 5.0 AU

Outer System



5.59 AU
Bitol
Small Gas Giant



11.20 AU
Zunil
Small Gas Giant

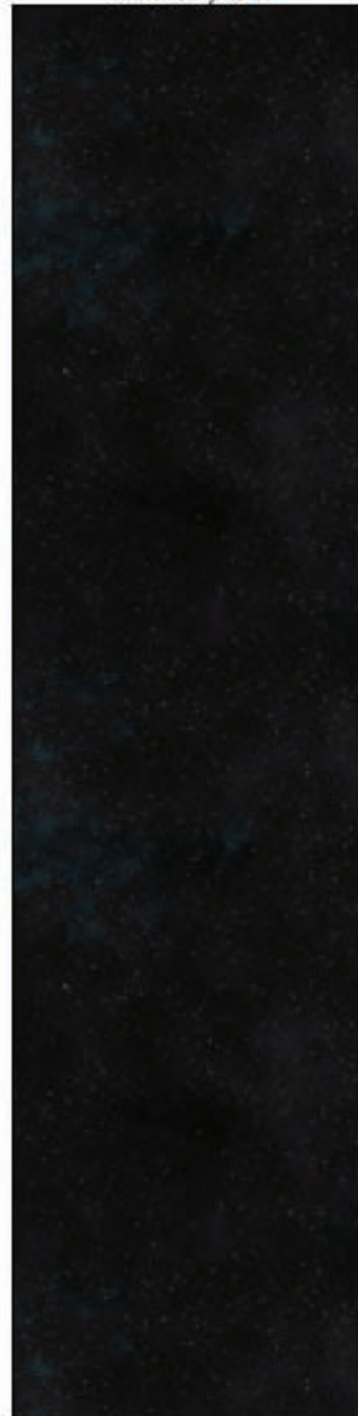


19.53 AU
Copan
Small Gas Giant

5.0 AU - 77.0 AU

Hub 0702

Remote System



77.1 AU And Beyond

Physical Data

Maximon has a diameter of 13,120 kilometers (8200 miles). Its molten core gives it a density of 0.92 standard. Maximon has a surface gravity of 0.95 standard.

Maximon has one moon. Shakshmi orbits Maximon at a distance of 0.004 AU (582,140 kilometers or 361,725 miles). Shakshmi has a diameter of 1375 kilometers (854.4 miles). Shakshmi orbits Maximon once every 51 standard days.

Maximon has a rotation period of 60 hours. This is referred to locally as a “full day”.

Maximon has an orbital period of 87.5 standard days or 35 local “full” days. This period is referred to locally as one “cycle”.

Atmospheric Details

Maximon has an atmosphere consisting of 73.6% nitrogen, 25.34% oxygen, 0.17% argon, 0.11% carbon dioxide, and 0.78% other trace gases. The atmospheric pressure at sea level is 1.02 standard.

Maximon has an often turbulent climate. This is due to the length of the day and night which can result in vastly different temperatures between the two.

Equatorial temperatures average 36 C (96.8 F) during the day and -2 C (28.4 F) at night. Summer polar temperatures average -21 C (-5.8 F) during the day and -59 C (-74.2 F) at night. In winter, this drops to -55 C (-67 F) during the day and -93 C (-135.4 F) at night.

Hydrographic Details

48% of the surface of Maximon is covered in water. In the polar regions, this water is covered in an ice cap. This ice cap extends for an average of 5885 kilometers (3680 miles) from the poles. Glaciers extend

onto the surface land which extends from near the polar regions. This continues into the mountain ranges where the glaciers continue to expand away from the poles.

The ocean is divided by locals into four seas. The largest of these seas is the Maler Sea which covers a large portion of the southern hemisphere. Locals consider the area below the southern ice cap to also be part of the Maler Sea.

Named for one of the first explorers to land on Maximon, the sea is not only the largest but the deepest. The Maler Trench, which runs east-west beneath the leading edge of the southern ice cap, reaches a depth of 10.2 kilometers (6.3 miles).

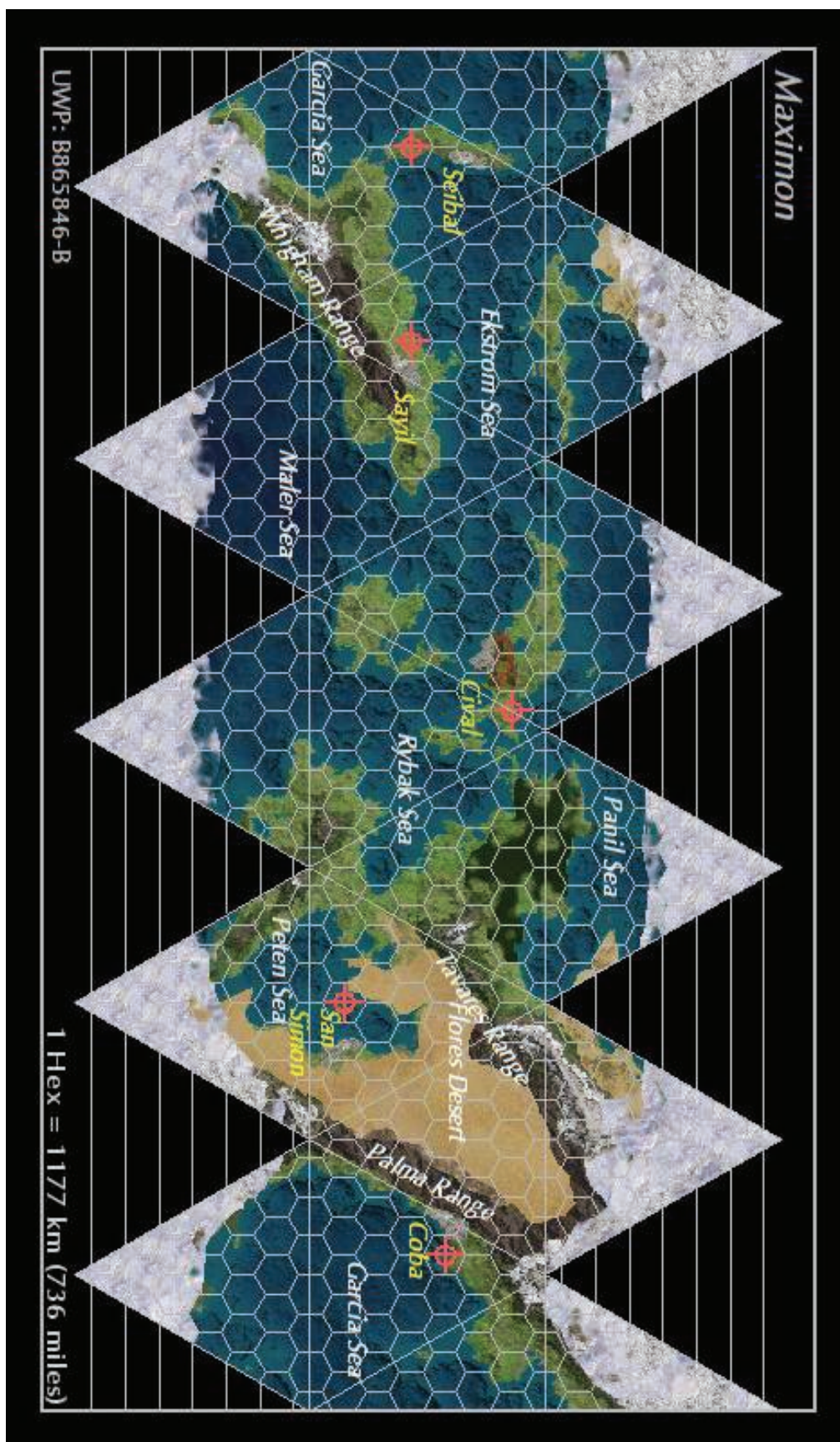
Northeast of the Maler Sea is the Rybak Sea. The Rybak was also named for a member of the exploration team. The Rybak is considered to be the area of the ocean between the continent of Heiss and the islands to the west.

Passing through the Chamoro Straits to the north, one arrives at the Panil Sea. Named for one of the first colonists, the Panil Sea extends across the northern hemisphere. The Panil is considered to include the area of ocean beneath the northern ice cap as well.

To the southwest is the Ekstrom Sea. The Ekstrom is considered to be the body of water between the continent of Haage to the south and the islands to the east, north, and west.

To the west and across Seibal Island, one arrives at the Garcia Sea. The Garcia is considered to be the body of water between the ice cap to the south and the continents of Heiss and Haage. The Garcia is well-known for its storms which batter the east coast of Heiss.

The Peten Sea is a landlocked sea which stretches from the equator south within the continent of Heiss. It is encompassed by the grassland plains to the west and the Flores Desert to the north and east.



Geographic Details

The largest of the continents is Heiss. The continent extends from the southern ice cap to the northern ice cap. The continent is dominated by two mountain ranges and the large desert between them.

The Palma Range runs along the east coast of Heiss. The range extends the entire length of the continent and is known for its rugged peaks. The highest of the peaks, Mount Cabaras in the southern region, reaches a height of 7492 meters (24,580 feet).

To the northwest of the Palmas is the Tavares Range. The Tavares is a smaller range of mountains which run along the northwestern edge of the Flores Desert. The highest peak here, Mount Lesterbrook, reaches a height of 2764 meters (9068 feet).

Between these mountain ranges and the Peten Sea to the south is the Flores Desert. This dry region gets very little rainfall and consists of wide spaces of loose, sandy soil. It is believed that the Flores might have once been a sea which has now shrunk to become the Peten.

To the west and southwest of the Flores, the land becomes a richer soil covered in a short (0.4 meters tall (1.3 feet)) grass-like plant called Jelica Grass. This grass covers much of the region of the west coast of Heiss.

Along the southwestern region of the continent, the grassland gives way to steep, chalky ridges. These ridges are covered in a lichen which holds fast to the tops of the ridgeline. The faces of the cliffs are a white, chalk-like rock which is wearing away yearly by erosion.

In the northwest, the grassland is taken over by the Arevalo Forest. The Arevalo Forest has a wide variety of trees which cover the area. The most celebrated is the Avalos Tree.

The Avalos Tree gives forth a large red round fruit reminiscent of an apple. However, while it appears as an apple on its outside, the interior is far different. This fruit is hollow and filled with seeds, much like a

pepper. These seeds are used in local cuisine and add both a spicy and crunchy element to the food. The meat of the Avalos Fruit is used as well and has a somewhat spicy taste.

West of Heiss is the islands of the north Rybak Sea. The largest of these is the island of Cival. Cival is covered in Jelica Grass and largely flat. The Jelica Grass has been overrun in recent years by the agricultural work surrounding the city of Cival.

The continent of Haage lies to the east across the Garcia Sea from Heiss. This continent extends from the edge of the southern ice cap to the equator.

The spine of Haage is the Whigham Range. This range of mountains was formed by the collision of Haage with Heiss in the distant past. The tallest of these, Mount Hoffer, reaches a height of 4090 meters (13,419 feet).

Population Details

Maximon is home to just over 300 million people. While many live in the major cities detailed here, there are many who live in smaller communities located across the planet. Many of these communities are built around farming which is done with domed farms as well as hydroponics and other means.

Government Details

Maximon is ruled by a democratic republic with three branches of government. These branches are the legislative, judicial, and executive branches.

The legislative branch is the Maximon Congress. The Congress is divided into two bodies: The Senate and the Chamber of Deputies.

The Chamber of Deputies is composed of two types of office holders or deputies. Some are representatives from districts consisting of approximately 800

thousand people. There are currently 375 of these District Deputies and there no limits to the number of terms they may serve.

The second type is the Percentage Deputy. Percentage Deputies are chosen by the percentage gained by the political parties involved overall in the election of the District Deputies. There are 100 of these Percentage Deputies and each full percentage point gained in the election garners one seat in the Chamber. No Percentage Deputy main serve more than three consecutive terms.

For instance, all election returns for all deputy races are tabulated. The Institution Party garners 45% of the vote, The Maximon Unity Party gains 35% of the vote, The Labor Party gets 10% of the vote, The Social Democrats gain 5% of the party, The Maximon Monarchist Party gains 4% and the Maximon Liberty Party take in 1%. Each would gain 1 seat for each percentage point. Thus, IP would gain 45 additional seats, MUP would gain 35 extra seats, LP would get 10, SD would get 5, MMP would gain 4, and the MLP would gain 1. This system allows for minority parties to gain a voice within the Chamber. Percentage Deputies are chosen by the heads of the individual parties.

The Deputies serve a sixteen cycle term and all District Deputies stand for re-election at the same time. All laws passed by the Chamber of Deputies are then sent to the Maximon Senate for approval.

The Maximon Senate consists of 100 members chosen as a percentage of total votes cast for a political party. Voters are asked to choose a political party they would like to see hold seats in the Senate rather than choose an individual to be elected to a specific seat. For instance, one would simply vote "Maximon Monarchist Party" or "MMP" rather than an individual running for a seat. Seats are given in the same manner as the Percentage Deputy seats in the Chamber. These elections are held every 31 cycles. Senators may only serve a maximum of three of these terms.

The Judicial Branch consists of one individual elected by the Maximon Senate. This person, known as the High Judge, is responsible for law enforcement, the court

system, and is required to sign off on all the laws which make it out of the Maximon Senate. The High Judge serves a term of 32 cycles and may only serve one term in his/her lifetime.

The Executive Branch consists of one person, the President of Maximon, who is chosen by a vote of the Chamber of Deputies. The President controls the Maximon military, the many departments which carry out (but not enforce) the laws passed by the Congress, as well as interstellar relations and diplomacy. The President also holds the final word on all laws which are passed by the Congress and approved by the High Judge. The President serves a term of 37 cycles and may only serve one term in his/her lifetime.

Legal Details

Maximon law is enforced by the Department of Law Enforcement which is directly controlled by The High Judge. This leads to an organization which is quite efficient with dealing with law breakers. However, it is also an organization which is often criticized by outsiders as being "judge, jury, and executioner".

All firearms are illegal to carry for any citizen without a permit to do so. Permits are only granted to those citizens with a complete lack of criminal activity on their record. These permits allow a citizen to carry one handgun, concealed or openly carried. No other weapon is allowed to be carried.

Travellers may request a permit, but must file the permit in person at the Department of Law Enforcement Office located within a starport. Travellers must wait a minimum of ten "full days" (25 standard days) to gain the permit. These permits are only given to those with a military or law enforcement background who also have a local record clean of criminal infractions.

All narcotics are illegal on Maximon without a prescription from a physician licensed with the Maximon Department of Health. Prescriptions are only given for drugs

with a clear medicinal benefit to the person taking it. Recreational drugs are strictly prohibited and physicians giving prescriptions for recreational purposes are investigated and often stripped of their license to practice medicine. Recreational drugs include but are not limited to cocaine, cannabis, starlight, water dragon, and torla syrup.

A visa is required for anyone wishing to visit Maximon beyond the starports. Travellers may stop and visit either a downport or the orbital highport without a visa. These travel visas are often a mere formality. Anyone with a criminal record in existence on Maximon will be turned away. All others are usually granted a visa within a few hours.

Cultural Details

One of the things that is most associated with Maximon is the populace's penchant for body art. Most members of the population have some (often many) sort of tattoo on their body. It is not uncommon to see locals on Maximon with art covering their entire bodies.

Often these tattoos will encompass an element of holography as well which will cause the artwork to appear to move or even interact with the viewer from a location away from the subject's body. This is particularly common with the youth on Maximon, but persons of all ages will be encountered who have these sorts of body art.

Many Maximonians also choose to grow their fingernails to be rather long. While the usual length is approximately 5 cm (2 inches) from the base to tip, some grow theirs even longer. Men and women alike paint these nails and will often attempt to match their mood with the color presented.

Red nails often signify that the person wearing the color is actively seeking an amorous encounter while black nails signify they are actively avoiding one. Green nails often indicate a happy mood while blue nails often indicate sadness. The darkness of the color often indicates the intensity of the

emotion being felt. So someone with light blue colored nails is only feeling slightly sad, while someone with dark blue nails is usually in mourning.

The Maximonian Calendar

The Maximonian calendar is based on the 60 hour local "full" day and the "cycle" of 35 of these days. Only those who deal with persons from other worlds will use the standard Gregorian calendar and many of those will require a computer program to make the conversion.

Locals divide the 60 hour day into four 15 hour periods. These periods are "night", "evening", "morning" and "daytime". Night begins at "zero hour" (the average time of nightfall in that time zone) and proceeds for the next 15 hours. This is, for the vast majority of residents, a time of sleep and relaxation.

At 15:00 begins "evening". Evening lasts from 15:00 to 29:59. This period is, for most people, a time a work. Most who work during this period perform an 8-10 hour shift at their place of employment.

"Morning" begins at 30:00. For some, this is a time of work, but for most, it is a time of sleep and relaxation. Most homes on Maximon come equipped with the ability to shut out the sunlight.

"Daytime" begins at 45:00. This is a time of work for most people, but can be a time of sleep for others.

Some locals will use the term "day" for the period of both "morning" and "daytime". This is often used to simply denote the time when the sun is shining. "Night" will sometimes be used for both "night" and "evening". This can sometimes confuse travellers who are not fully versed in the usage.

Maximonians will not refer to a year, but rather a "cycle" or more archaically, an "orbit". The cycle consists of 35 60 hour days. Each of these cycles is numbered from the time of the original colonization. Each day is numbered for the amount of days

which have passed in that particular cycle. For instance, some would say “Day 32, Cycle 442” or simply 32(442). If asked, most Maximonians will give their age in cycles rather than standard years.

Selected City Details

Maximon Orbital

Maximon Orbital is a B-class port with a city of 14 million built into the port. This is the most likely stopping point for travellers visiting Maximon as they travel to Cascadia or Franklin.

The Maximon Orbital is a torus shaped structure. The city is deemed to be part of the port so no visa is needed to visit any portion of the city.

San Simon

San Simon is the most populous city on the planet. The city is home to approximately 24 million people.

The city was originally founded as a home for miners who were mining the nearby Palma Range. Locals could board shuttles and be at the mines during a work period and back home looking at the sea in rest times.

The calm waters of the Peten Sea hold the local downport. The downport is accessible by boat or by shuttles. The downport is C-class.

Temperatures average 22 C (71.6 F) during the day and -16 C (3.2 F) at night.

Cival

Cival is the location of the original settlement, the capital of the world, and the second most populous city on the planet. The city is home to 21 million people.

The city covers much of the south end of Cival Island. The city's arcologies and tall

buildings stand in stark contrast to the flat landscape of the island.

The city is home to the government of Maximon. The residences of both the President and the High Judge are located on the outskirts of the city. The Chamber and the Senate are located in the center of the city.

Much of the area surrounding the city is now being used for farming. The soil is enriched by the residents and the crops are enclosed in domes to protect them from the changes in temperature and the storms which frequent the area.

There is a local downport which has built spanning three islands off to the east of the city. This port is C-class and can be reached by boat or by shuttle.

Temperatures at Cival average 29 C (84.2 F) during the day and -9 C (15.8 F) at night.

Sayil

Sayil was the second city to be settled on the planet and is now the third most populous. Sayil is known for being the cultural capital of the planet.

Most believe that the most talented body artists live in Sayil. The city is renowned not just on Maximon but throughout the Colonized Worlds. The word “Sayil” added to body art is often regarded as a mark of quality.

The city is located on the northern coast of Haage and is home to approximately 19.8 million people. The city sprawls along the foothills of the Whigham Range to the grasslands along the coast.

Temperatures average 35 C (95 F) during the day and -3 C (26.6 F) at night.

Kohlisch (Hub 0706) C420546-A

System Details

Kohlisch is located in the first orbit of its sun, Alten, an M4 V, red main sequence star. Kohlisch orbits Alten at a distance of 0.21 AU (31 million kilometers or 19.3 million miles).

There are two other rocky bodies in the system as well. Chemnitz, in the second orbits, orbits at a distance of 0.41 AU (62 million kilometers or 38.5 million miles). Chemnitz is uninhabited.

Erdmann, in the final orbit, orbits Alten at a distance of 0.71 AU (107 million kilometers or 66.5 million miles). Erdmann is uninhabited.

All three of these rocky bodies have similar atmospheres. Each has a thin carbon dioxide dominated atmosphere.

Physical Data

Kohlisch has a diameter of 6400 kilometers (4000 miles). Its rocky core gives it a density of 0.34 standard. Kohlisch has a surface gravity of 0.19 standard.

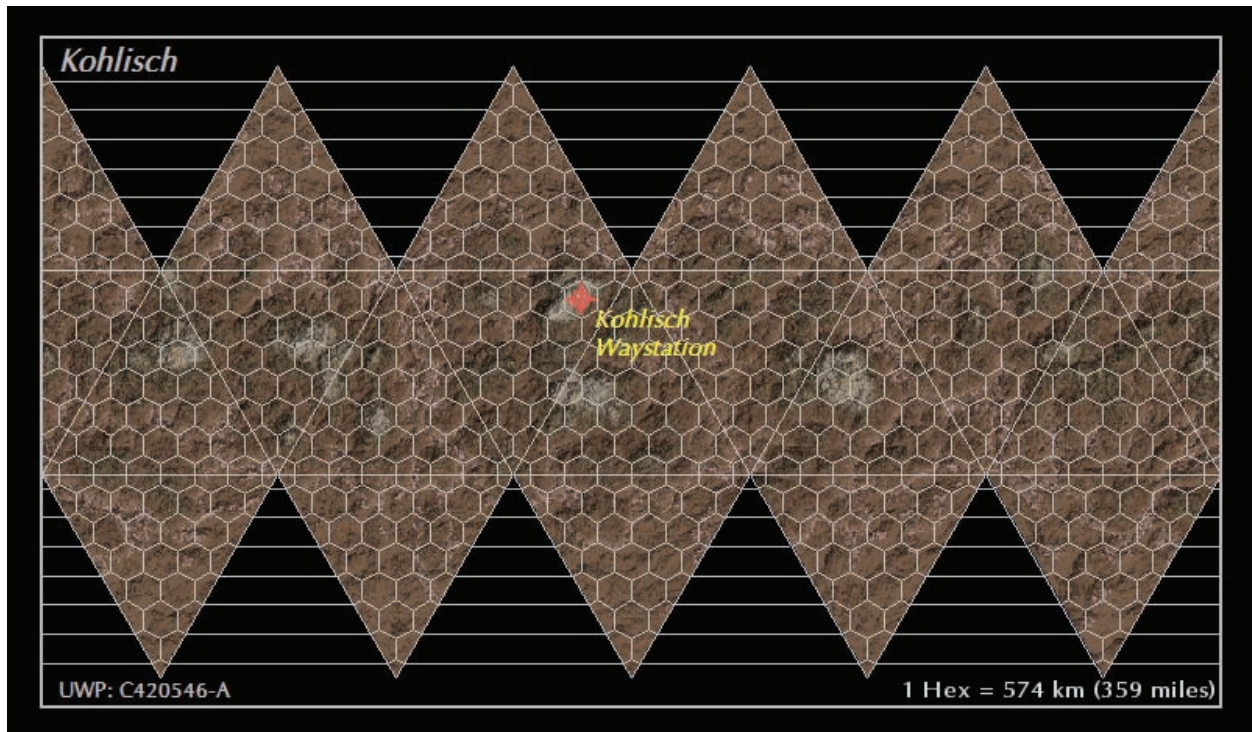
Kohlisch has no moon.

Kohlisch has a rotation period of 27.22 hours. Locals, however, use the standard 24 hour day.

Kohlisch has an orbital period of 57.38 standard days. Locals, however, use the Hubbian calendar.

Hydrographic Details

There is no standing water on Kohlisch.



Subsector Sourcebook 3: Hub

Atmospheric Details

Kohlisch has a slight atmosphere consisting of 82.9% carbon dioxide, 12.69% nitrogen, 2.49% argon and 1.92% other trace gases.

Geographic Details

Kohlisch has a rough service with several low hills. Kohlisch has several impact craters along its equatorial band, one of which has been used to construct the starport.

Population Details

Just fewer than 500 thousand people make their home on Kohlisch. All of them live within the city of Kohlisch Waystation. Most of the population is involved in work at the starport while some are involved in mining interests.

Government Details

Kohlisch Waystation is ruled by the Waystation Committee. This Committee consists of five people who are elected every six standard years from the citizenry of the planet. This Committee is directly responsible for the daily operations and security of the downport and those who work in and around it.

Legal Details

Firearms are not allowed to be carried on the station or in the surrounding city. Only Waystation law enforcement is allowed to carry firearms in the station.

Narcotics are not allowed to be used on the station. There is no ban on storing

Bridge

Kohlisch's primary value is that of being a bridge world from The Hub Federation into the Cascadia subsector. The Jump-2 restriction on the Z-Drive has made this location valuable to any vessels wishing to travel from Cascadia further into Hub. While there are two other routes, Kohlisch is the most popular and the shortest for most vessels traveling to the Federation.

While there is some discussion of ship seizure and ship inspections in the travelogue, understand that the vast majority of this world's economy comes from passing vessels. Referees are encouraged to factor that in to their thoughts on how concerned the authorities are about stolen vessels.

On the other hand, Referees might consider that once you've jumped into the Kohlisch system, you have very little choice but to pay any price they ask. While they don't wish to become too exorbitant (after all, you could simply go one of the other routes next time), prices should be regarded as being about 1.25 times normal.

them in warehouses or moving them from ship to ship inside the port.

All vessels which arrive at the downport are required to show proper vessel ownership documents to the security staff. This is done to prevent the use of stolen vessels. Each vessel is subject to random inspections.

Hotei (Hub 0710) C9965B8-A

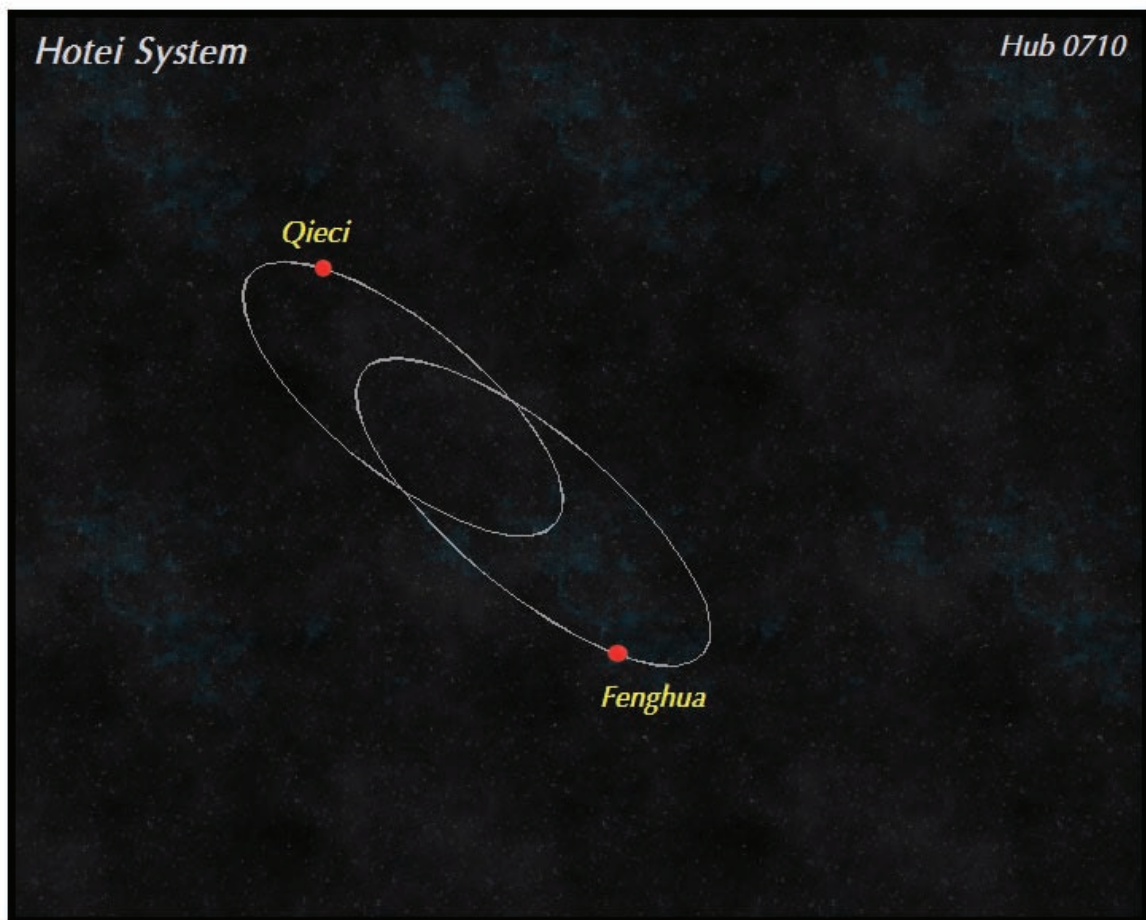
System Details

Hotei is located in the first orbit of its sun, Qieci, an M5 V, red main sequence star. Hotei orbits Qieci at a distance of 0.23 AU (34.5 million kilometers or 21.4 million miles).

Qieci has a companion star, Fenghua. Fenghua is an M7 V, red main sequence star. The separation between the two stars varies from 2.9 AU (435 million kilometers or 270.2

million miles) to 4.4 AU (660 million kilometers or 410.1 million miles).

There is a rocky body in orbit around Fenghua as well. Ebisu orbits Fenghua at a distance of 0.17 AU (25.5 million kilometers or 15.8 million miles). Ebisu is airless and uninhabited.



Physical Data

Hotei has a diameter of 14,720 kilometers (9200 miles). Hotei's molten core gives it a density of 0.92 standard. Hotei has a surface gravity of 1.08 standard.

Hotei has no moon.

Hotei has a rotation period of 24 hours. This is known locally as one "day".

Hotei has an orbital period of 71 standard days. This is known locally as one "Okada".

Atmospheric Details

Hotei has an atmosphere consisting of 73.60% nitrogen, 23.55% oxygen, 1.81% carbon dioxide, 0.26% argon, and 0.78% other trace gases. Hotei has a surface atmospheric pressure of 2.3 standard.

The high concentration of carbon dioxide in the atmosphere requires the use of a filter mask to breathe. The high pressure can also necessitate the use of a full body suit, though some become acclimatized to it. Most that live and visit here choose to use a suit if going outside a habitation.

Hotei has a cold climate which also requires many to wear a full body suit when making an outdoor excursion. Equatorial temperatures average -30 C (-22 F) during the day and -41 C (-41.8 F) at night. Summer polar temperatures average -77 C (-106.6 F) during the day and -81 C (-113.8 F) at night. In winter, this drops to -89 C (-128.2 F) during the day and -93 C (-135.4 F).

Geographic Details

Hotei is covered in ice. The entire planet is covered in ice that has an average thickness of 2.1 kilometers (1.3 miles).

Travel across the open areas of the ice sheet can be dangerous. There are many hazards such as crevasses and seracs.

Setting Notes

If you are using the history from **The Hub Federation**, Hotei was settled in 2236 by the Japanese government. The planet was a Japanese colony until the Collapse in 2331 when the planet was left stranded like the rest of the worlds in the sector.

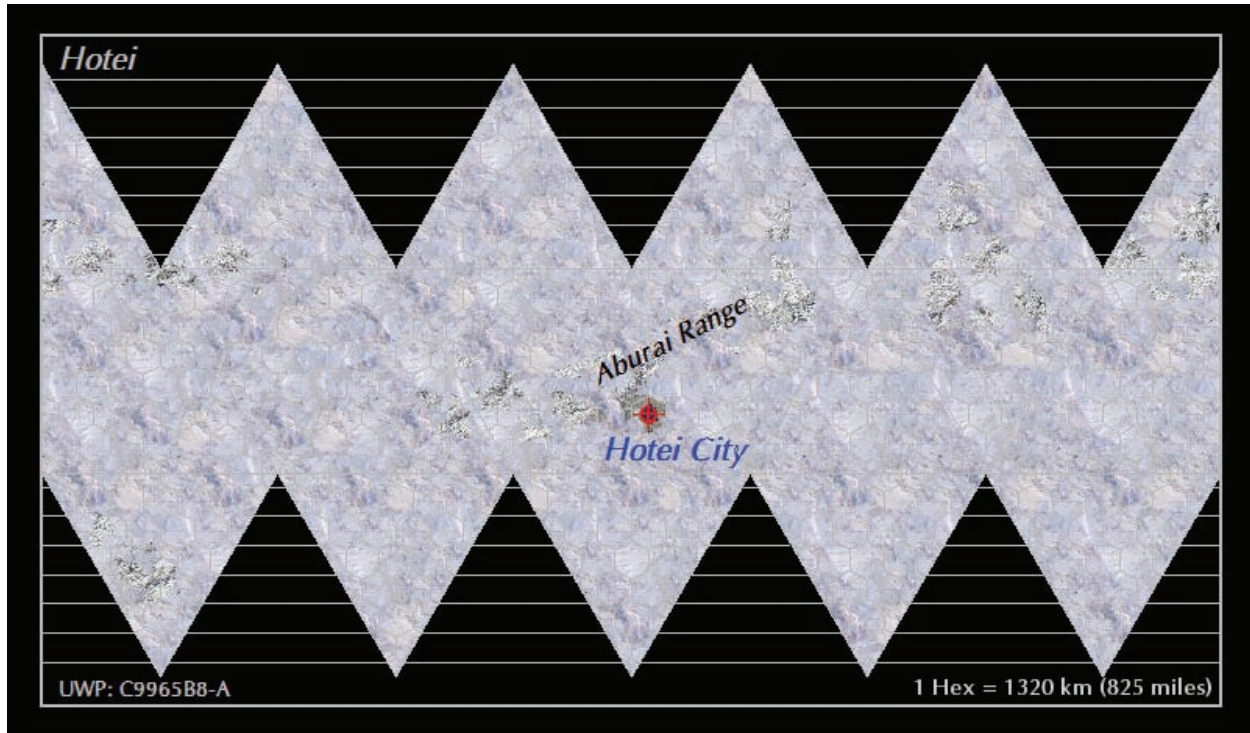
Of course, if you are using a different setting, feel free to ignore this in favor of a world with a bit of Japanese flavor. One could easily place this world within several different types of settings without problem.

The observant reader may have noted the change in UWP from what was presented in the chart in **The Hub Federation**. The UWP presented there had a larger population and different government for the world. This was a typographical error and the UWP presented here is the correct one. This information should be considered to supersede what was presented on the earlier chart.

Crevasses can be large cracks in the ice which become hazardous to those attempting to travel across the ice sheet. Seracs are series of crevasses which can also pose a danger to travellers.

The Aburai Range penetrates the ice cap near the equator. The highest of these mountains, Mount Kano, reaches a height of 4528 meters (14,856 feet) above the ice sheet.

There are several volcanoes on the planet as well. One of the most notable, Mount Tsutani, is located in the northeastern portion of the Aburai Range. It is active and has erupted twice within the 106 standard years humans have lived on Hotei.



Population Details

Just over 500 thousand people live on Hotei. All of these live within the city of Hotei near the equator.

Government Details

Hotei is ruled by a man named Takuma Okada. Okada's father, Taro, was the Japanese governor of the colony during the Collapse in 2331. Taro Okada continued to rule the colony until his death in 2340. At that point, by popular demand, his son took over the governorship and retains the title "Governor". Takuma Okada is not as well-loved as his father, but he still maintains a firm grip on power.

Okada's will is law on Hotei. While he does hold absolute power here, most on Hotei feel that his rule has been reasonable. While most also feel that he is not as effective

as his father, most still maintain that the younger Okada is a capable ruler.

Legal Details

Okada maintains an almost ever-present security force which also acts as a law enforcement agency. This includes armed security in the city and port as well as electronic surveillance.

All firearms are illegal to carry while on Hotei. Permits can be obtained to allow a person to carry a bladed weapon; however, these are very difficult for citizens to obtain. Bladed weapons permits are not given to offworlders.

All drugs are tightly controlled on Hotei. Approved medical facilities can dispense medicinal drugs, but quantities are monitored.

Alcohol and sugar levels are also monitored. Scanning equipment is located throughout the city to scan for levels which are deemed too high. Offworlders who are

found to have too much in their system may find themselves sent back to their vessel in port or locked into prison. Locals will be sent to a nutrition education center and repeat offenders will find themselves incarcerated.

Offworlders are permitted to land at the downport and may take excursions throughout the port facility. Entrance to the city surrounding the port is prohibited. Armed and armored members of the security force stand vigilant at all exits.

Cultural Details

Following the Collapse, the Okadas (father and son) instituted several rules for living to improve the lifestyle of the populace. One of these is enforced exercise. Each morning at 09:00, all citizens of Hotei must participate in a series of callisthenic exercises. Exemption from these exercises is only permitted for those deemed incapable by an approved medical professional.

Following each meal, each citizen is required to perform a cleansing routine. Citizens are monitored in their homes and in public to ensure compliance. Alcohol wipes are given to each family by the government for this use. The hands, face, and arms must be cleansed with these wipes.

Health is deemed very important to the government and has become an obsession with many citizens as well. Weight, heart rate, blood pressure and many other health factors are constantly monitored by health professionals employed by the government.

Public meals are rare for Hoteians. While there are government owned and operated meal stations, there are no restaurants in the traditional sense. This includes in the downport where many first time visitors to Hotei are often surprised by the lack of such facilities. Only the Captain's Guild guildhouse is permitted to operate a restaurant and then only for its membership.

Education facilities exist to aid those citizens who have difficulty or refuse to comply with these health standards.

Psychological techniques are employed here to ensure the citizen is more compliant in the future.

The Hoteian Calendar

The Hoteian calendar is based on the 24 hour day and the orbital period of the planet called "an Okada". An Okada is 71 standard days in length. Five Okadas comprise one year.

Hoteians will refer to the date as the name of the Okada, the number of the day within that Okada, and the year since the colonization. For example, a local might give a date of Taro 65, 108. Note that this is a local year of 355 days, not the standard year.

Okadas are named Okada, Taro, Takuma, Shoko, and Kazue. These are named after the current Governor, his wife, his father, his mother, and the family name. Note that one of the Okadas is named Okada and this can confuse some travellers.

City Details

Hotei City

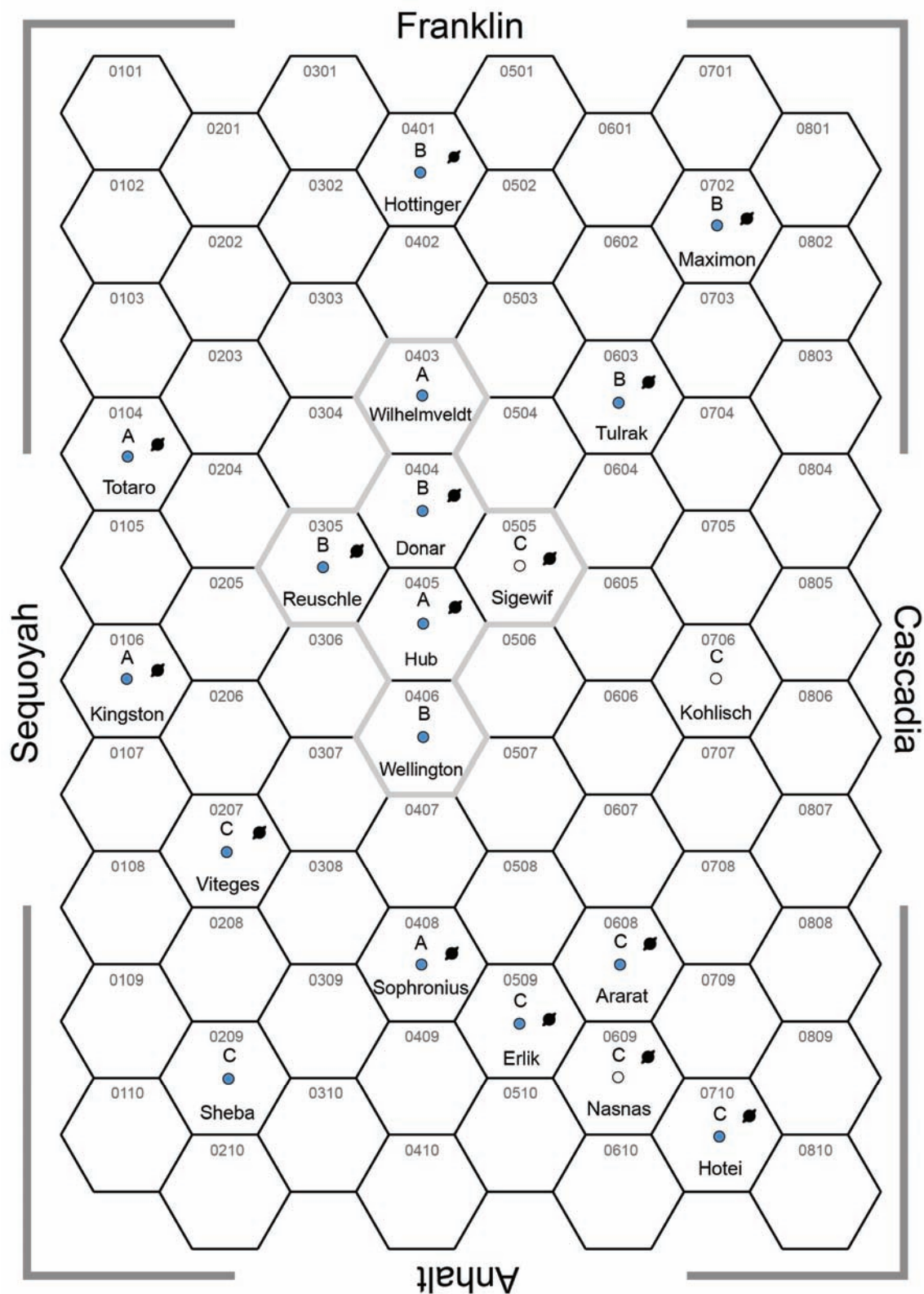
Hotei City is home to over 500 thousand people. The city is the only city on the planet and surrounds the downport. Locals simply refer to the city as "Hotei" not "Hotei City".

The city consists of several large connected buildings. These buildings are flat on the ground, but with rounded walls and rounded roofs. In this way, the buildings can withstand the high winds which batter the city.

The downport consists of several landing pads which are shielded from the high winds. The port is rated C-class and includes a Captain's Guild guildhouse.

Temperatures inside Hotei City are kept at a constant 22 C (71.6 F). Exterior temperatures average -37 C (-34.6 F) during the day and -47 C (-52.6 F) at night.

Subsector Sourcebook 3: Hub



Subsector Sourcebook 3: Hub

Background Skills

Overview

The following section is an optional set of rules concerning characters who hail from the subsectors we have outlined in the three subsector sourcebooks. We feel that, in addition to the background skills given to characters by the standard rules (see the Traveller Main Rulebook, p.6), certain worlds give additional background skills.

Below, we have outlined the skills we believe a character that grew up on one of

these worlds would learn by default. Note that the skills listed in the tables below are in addition to those listed in the Main Rulebook. We feel adding these skills better reflects the environment which the character experienced in his/her youth.

For these purposes, we have divided the Survival skill into specialties. We feel this makes more sense than just a general Survival skill.

Cascadia Subsector

World	Background Skills
Megara	None
Nyahururu	Art (Oratory)-0
Fairfax	None
Monroe	Vacc Suit-0
Catalunya	Carouse-0
Roskilde	Vacc Suit-0
Hendershot	None
Gutierrez	None
Slaren	Carouse-0
Gagnon	Art (any)-0
Chance	Gambling-0
Campbell	Survival (Cold)-0
Kyiv	None
Dimme	Remote Operations-0 or Science (Robotics)-0
Joseon	Survival (Cold)-0
Antryl	Survival (Heat)-0 and Life Science (Nutrition)-0
Cascadia	None
Tlix	Survival (Heat) or Survival (Desert)
Marlowe	Trader-0 or Prospecting-0
Talca	Remote Operations-0 or Science (Robotics)-0
Yangon	Survival (Heat)-0 or Survival (Desert)-0 or Survival (High Pressure)-0

Subsector Sourcebook 3: Hub

Franklin Subsector

World	Background Skills
Chennai	Art (Dance)-0
Hiallt	Survival (Desert)-0
Tal'Kaleres	Survival (Jungle)-0
Vasynov	Survival (Heat)-0 and Survival (Desert)-0
Serapis	None
Atargatis	Survival (High Pressure)-0 and Melee (Blade)-0
Etxarte	Carouse-0
Era	Science (History)-0
Moffett	Vacc Suit-0
Karnataka	Survival (Desert)-0
Minerva	Survival (Ocean)-0 or Seafarer-0
Sigyn	None
Franklin	None
Cybele	Prospecting-0 or Trader-0
Dagda	None
Mictlan	Admin-0 and Vacc Suit-0
Nyx	Vacc Suit-0 and Carouse-0
Avicenna	Survival (Swamp)-0 and Carouse-0
Nolan	Deception-0
Bastiat	Admin-0 or Trader-0 or Advocate-0
Forseti	Survival (Heat)-0 or Survival (Desert)-0 or Survival (Mountains)-0 and Gambling-0

Hub Subsector

World	Background Skills
Totaro	Language-0
Kingston	Survival (High Pressure)-0 and Science (History)-0
Viteges	Survival (Cold)-0
Sheba	None
Reuschle	Language-0 and Admin-0
Hottinger	Admin-0
Wilhelmveldt	Science (History)-0
Donar	Carouse-0
Hub	Language-0
Wellington	Language-0 and Survival (Cold)-0
Sophrionius	Gun Combat (Slug or Shotgun)-0 or Art (Music)-0
Sigewif	Language-0 and Vacc Suit-0
Erlik	Science (History)-0
Tulrakh	Drive (Wheeled)-0
Ararat	Vacc Suit-0
Nasnas	Vacc Suit-0 and Survival (Desert)-0
Maximon	None
Kohlisch	Vacc Suit-0
Hotei	Survival (High Pressure)-0 and Survival (Cold)-0

Subsector Sourcebook 3: Hub

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your"

means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any

Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0 Copyright
2000, Wizards of the Coast, Inc.
Traveller System Reference Document
Copyright © 2008,ongoose
Publishing.
Subsector Sourcebook 3: Hub
Copyright 2012, Gypsy Knights Games
LLC