

Tin Star: A Simple Favor

An adventure for True20 Adventure Roleplaying

Author: Laurent Castellucci

Copy Editing: Lisa Horowitz

Design: Laurent Castellucci and Cecil Castellucci

Page Design: Hal Mangold

Interior Art: Lise Bernier

Playtesters: Jennifer Kretchmer, Morgan Peter Brown, Margaret Dunlap, Becky Cloonan, Nancy Ross, Derrick Boudreau, Carrie Haber, George Braithwaite, Eliot Schrefer, Dayna Lorentz, Peter Pearson, Miriam Newman

Tin Star: A Simple Favor is © 2014 Cecil Castellucci, All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. True20, True20 Adventure Roleplaying, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC. Tin Star and its characters are trademarks of Cecil Castellucci.

The following parts of Chapters 1 through 5 and the Introduction are designated as Product Identity, in accordance with Section 1 (e) of the Open Game Licenses, Version 1.0a: all character and place names and descriptions, all artwork and images. All other text is Open Gaming Content, except for material previously declared Product Identity.

Permission is granted to print one copy of the electronic version of this product for personal use.

Printed in USA

Table of Contents

Contents

TABLE OF CONTENTS.....	1	<i>A Trip to the SunSpa</i>	11
INTRODUCTION.....	2	<i>Stop and Smell the Flowers</i>	12
<i>Running a True 20 Adventure</i>	2	PART III: THE IMPERIUM ARRIVES	13
<i>Adventure Synopsis</i>	3	<i>Meet the New Boss</i>	13
PART I: WELCOME TO THE YERTINA FERAY.....	4	<i>Papers Please</i>	13
<i>Arrival</i>	4	LOCATIONS AND CHARACTERS	15
<i>Going Shopping</i>	6	<i>The Yertina Feray</i>	15
PART II: FAVORS FOR DUBIOUS FRIENDS	9	PLAYER MATERIAL	22
<i>The Bernier Adapter</i>	9		
<i>Tea with Tula</i>	10		

Cecil Castellucci / Tin Star Game
PO Box 29095
Los Angeles CA 90029
TinStarGame@gmail.com
Twitter: @tinstargame

Introduction

Hello! My name is Cecil Castellucci. Welcome to an adventure set in the world of Tin Star.

The adventure you're about to embark upon is set aboard the space station *Yertina Feray* and takes place in the world of my new novel Tin Star. Tin Star is book one in a two book series published by Roaring Brook press. Tin Star is a novel about a human girl, Tula Bane, who is abandoned on alien space station the Yertina Feray. She is the only human on the station and has to adapt to her new life where she has to survive by bartering with aliens. The station was once on the major trade routes due to ores mined on the planet below. But once the planet was depleted the Yertina Feray fell on hard times. Basically, it's not a place that you want to go to unless you want to hide, are down on your luck, or something bad happens to your ship and you need to stop somewhere to fix up or restock. Think of this place as Wild West town in outer space.

I thought it would be fun to do a mini adventure where you can interact with the characters from the book and roam around the station where the book takes place. I got the idea when visiting my good friend Chris Pramas, the publisher of Green Ronin. He recommended using the True 20 Adventure Roleplaying system (designed by Steve Kenson) under the Open Game License. Make sure to download the QuickStart True 20 rules and read them through. It will help you familiarize yourself with how to play and run a True 20 game.

A Simple Favor is designed for a group of heroes of 1st level, and its probably easiest to use the pre-generated characters provided with this adventure. We have tried to include everything you need in this adventure booklet and the Quick Start rules you can also download from my site.

Running a True 20 Adventure

Help! I'm New At This!

Don't worry, we tried to make this as easy to jump on board with as possible. If you've played role playing games in the past, you should find True 20 very familiar and easy to use. If you're completely new to role playing games, you should still be fine. Your job as the game master is to act as referee and keep the story moving. You're like the conductor of the orchestra, or the drummer in the band. You keep the rhythm on track.

There are a number of rules in the Quick Start section, which you should read in advance, which cover some of the basics of how the True 20 rules work. It can be a lot to digest, but remember that in True 20, everything comes down to one simple rule. If an action is in doubt, or dramatic, roll a 20-sided die (d20) to help decide what happens. If it beats the Difficulty of the action (represented by some number) then the action succeeds. If it doesn't, it fails.

Everything always boils down to that. All the other rules are to help you decide what numbers to choose for Difficulty, or modify the roll in some way, and how to interpret what a success or failure looks like that's it.

If you're ever unsure what to do, you can always just pick a difficulty and make a player roll. The player characters have bonuses listed next to certain skills and abilities on their sheets (at the end of this booklet). So do the players you will be controlling (everyone else). When a character

rolls to do something covered by that skill (say climbing a wall for someone with the climb skill) you add the bonus to the result on the die.

Assigning Difficulty

If you aren't sure about what the Difficulty score should be, you can always assign it a number that makes sense dramatically. Just think about how hard it should be for that person to do what they want to do.

- If you want it to be a 50/50 chance of success, then make the difficulty 10 points higher than their bonus.
- If you want them to succeed 75% of the time, then make the Difficulty 5+bonus.
- If you want to be very hard, and they only succeed 25% of the time, make it 15+bonus.

So for instance, if a character has a +4 bonus, and you think they should have a 50/50 chance, make the Difficulty 14. Never feel bad about adjusting the Difficulty to match the drama. That's part of your job as conductor. If things are too easy, make them harder. If things seem too hard, give the players a break.

The Yertina Feray

The Yertina Feray is a space station that used to be on a central trading route due to its orbit of a once ore rich planet called Quint. That time has long passed, and two centuries later, the station has fallen on hard times. Most sectors of the station are shut down from disuse. The only reason that it has survived and not been cut off completely from the central core is due to its convenience as a light skip port between the core and the outer rim. The outer rim is of course the solar systems that are far flung from the Bessen League capital that is considered the center.

The League of Worlds runs the station and it is employed by a force of unhappy workers. No one wants to be posted this far away from the central core. Most space stations, including have a similar lay out. The Yertina Feray has a small market place, an entertainment bar run by an alien named Kitsch Rutsok, a sunspa where aliens can get a dose of their home sun rays, a consulate for each major species and a consulate for all other aliens to grieve their problems. There is an arboretum that houses the only greenery on the station. There are residences for those who work on the station in an official capacity and for those who can afford it; all others live in the underguts of the station in bins. Most of these undergut dwellers, panhandle at the docks for odd jobs. Currency comes in the form of loaded a loaded chit where currency is added and deducted (much like a credit card), and exchanges automatically accounted for, on the Yertina Feray there is also a barter system of favors and items.

Handling Damage

Combat is covered in the Quick Start rules, but here is a quick refresher on how to handle damage.

Anytime someone is hit, they make a toughness roll against Difficulty 15 + the damage bonus of the weapon and the result determines how severe the damage is, which should be marked off on the Damage Track. (See the tables below.)

Toughness Saving Throw

Result	Non-lethal	Lethal
succeeds	no effect	no effect
fails	bruised	bruised+hurt
fails by 5	dazed	dazed+wounded
fails by 10	staggered	staggered+disabled
fails by 15	unconscious	unconscious +dying

Damage Track

0	5+	10+	15+
Bruised	Dazed	Staggered	Unconscious
	○	○	○
	○	○	○ ○
Hurt	Wounded	Disabled	Dying Dead

The only weapons they are likely to encounter in *A Simple Favor* are listed below, with their damage bonus and whether or not they deliver lethal or non-lethal damage.

Damage by Weapon

Weapon	Damage Bonus	Lethal
Unarmed	Strength Score	No
Knife	1+Strength Score	Yes
Baton	2+Strength Score	No
Blaster	5	Yes

Adventure Synopsis

A Simple Favor begins with the players landing on the Yertina Feray.

The players are a group of aliens working as crew on the cargo hauler Aphelion. While traveling from Bessen to the Outer Rim, hauling cargo to help fledgling colony worlds, they stop at the Yertina Feray to pick up some final supplies.

Getting the supplies should be straightforward, although they can deal with stubborn merchants, and possibly a pickpocket, and meet the single human inhabitant of the station, Tula Bane. **(Scene 1: Going Shopping)**

After getting what they need, they players discover their Bernier Adapter has burned out and it needs to be replaced. They only one they can purchase doesn't work properly either, and they find they will have to perform favors for Tula to get the last two parts to repair it properly. **(Scene 2: The Bernier Adapter)**. One favor involves dealing with a gangster **(Scene 3: The Sun Spa)** and the second requires obtaining a valuable medicinal flower. **(Scene 4: Flowers in the Dark)**

Just as the crew are about to leave the station the new government (The Imperium) arrives and detains the Captain for questioning. The

Tin Star

Tin Star is Cecil Castellucci's newest novel, released by Roaring Brook press in February, 2014.



On their way to start a new life, Tula and her family travel on the Prairie Rose, a colony ship headed to a planet in the outer reaches of the galaxy. All is going well until the ship makes a stop at a remote space station, the Yertina Feray, and the colonist's leader, Brother Blue, beats Tula within an inch of her life. An alien, Heckleek, saves her and teaches her the ways of life on the space station.

When three humans crash land onto the station, Tula's desire for escape becomes irresistible, and her desire for companionship becomes unavoidable. But just as Tula begins to concoct a plan to get off the space station and kill Brother Blue, everything goes awry, and suddenly romance is the farthest thing from her mind

players need to plan a rescue and get off the station before things get worse. **(Scene 5: Papers Please)**

We recommend that you print out the Player Section and hand it out to your players, so they can learn the back story and essential history of the station and be familiar with the world.

Running the Adventure

We highly recommend the game master running the adventure read through this whole adventure first. The adventure is fairly straightforward, but it is always better to be prepared. If you have already read TIN STAR, you will understand a bit more about the station and the characters that your players will interact with, but you should be able to play without having read the book.

All you will need is some imagination and storytelling skills.

Part I: Welcome to the Yertina Feray

At the start of the adventure, the heroes arrive on the Yertina Feray and occupy themselves with procuring supplies for their ship, the *Aphelion*. They have to negotiate with some merchants and possibly deal with a pick pocket, and get to see the festive nature of a Hocht. This part ends when Captain R'Kaz calls them up to inform them the Bernier Adapter on the *Aphelion* is damaged, and they are currently stranded on the Yertina Feray.

They may get the chance to meet some of the important players on the Yertina Feray at this time, including Tournour, Heckleck, and of course Tula Bane, the heroine of *Tin Star*.

Getting Started

A Simple Favor assumes that the players are playing the crew of the *Aphelion*. You should have them pick out who they want to play, and ask any questions they have after reading the player section so they have a decent handle on what they're doing. You will be playing the Captain of the *Aphelion*, R'kaz, which gives you an easy way to guide the players when you need to.

The adventure is set up to be playable with 3-6 people, and that the difficulty involved adjusts to how many people are involved.

Arrival

The adventure starts with the heroes arriving on the docking bay and disembarking. If you want to have the players interact some beforehand, feel free to have them role play a bit of being on the ship on its way there.

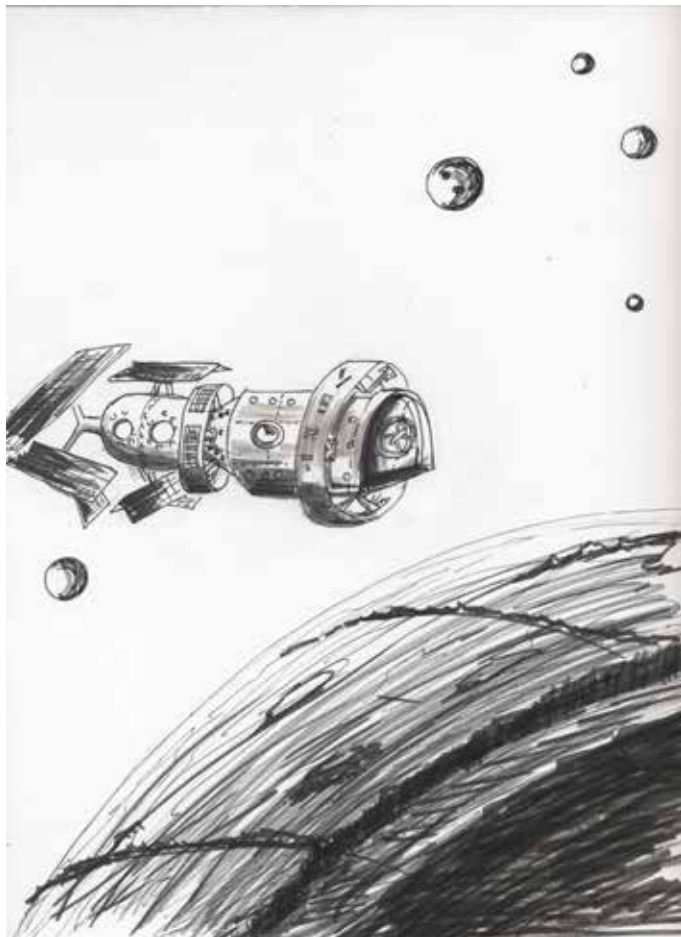
A fuller description of the station and its environment is given on page 15.

You are crew members on the cargo hauler Aphelion. You've worked together for some time now, working under Captain R'kaz, hauling cargo around. Currently you're in transit from the core to the rim, the Aphelion hauling colony materials - The raw nuts and bolts to start a settlement in those first dangerous months of colonization for a Vila colony. Your

cargo consists of base food stock, farming and construction equipment, seeds, shelter materials, and more.

You've stopped at the Yertina Feray to pick up some last supplies for the 3 month journey helping to seed a new world. This should be just like what you've done a million times before - a quick lay over before lightskipping back to the rim. It's not the station you usually stop at, but it's the quickest and most convenient to your destination. The Yertina Feray is just a bit more run down than you're used to since it's a station orbiting an abandoned mining world. The important thing is that it's an official League of Worlds station which means it should have the supplies you're looking for. Although, you're not quite certain it'll be premium stock.

Pulling into the station, you see the desperate and hungry-looking crowd milling around, and remember this isn't the place with the best reputation.



The moment the heroes disembark from the ship, they will be mobbed by desperate aliens of all sorts begging for odd jobs. The heroes will barely be able to get a word in edgewise to answer any of the crowd and reject their advances or offer them a job before the Loor beat officer, Tournour, and his men show up to disperse the crowd.

A Loor beat officer show up quickly, with 2 others of his species. Like most Loor, they are very tall with long arms and long legs and antenna that move according to mood. He barks out some sharp orders and the crowd falls back quickly, without putting up much resistance.

He turns to you as the crowd melts away, offering a slight nod of his head, "Please forgive the welcome. A new ship is always cause for some excitement. You can pay the docking fee at the registration office. Enjoy your stay."

If Hendarra (the Loor player character) is in the party, she should attempt a Difficulty 15 Notice check to see if she recognizes Tournour. If she recognizes him, you should tell her that he is a cousin of hers, his name is Tournour, and that while she doesn't know the details, someone on his side of the family did something wrong and Tournour is paying the price. If she doesn't recognize Tournour when Tournour and the party meet, Tournour should recognize Hendarra and be embarrassed, although he will conceal it well.

Tula Bane

Tula Bane is the main character in the novel, *Tin Star* and will be a primary contact for the players throughout this adventure. Through her contacts, she is able to procure many hard-to-acquire items for the people of the Yertina Feray. She shouldn't be getting into any fights with the players, and if they attack her, she will run and then disappear quite quickly.

She is a savvy and strong willed girl who is excellent at reading the body language of any species. She is highly likeable despite her indifference. She is a girl of few words but she has an air of being completely capable of getting the job done and keeping her word.

Tula starts the adventure indifferent to the party, and will stay that way unless they are particularly aggressive to her, or helpful to people on the station, in which cases her mood will grow more hostile or friendly, respectively.

Heckleck

The Hort the players see briefly talking to Tula is Heckleck. He is one of the most important people in the underguts, and probably the only person on the station even better at trading favors and items than Tula. He won't interact with the players much, although they might hear his name if they make Gathering Information rolls, as he is involved in many shady dealings on the station.

Heckleck will not interfere with someone working with Tula, as he and she have a mutual respect for one another. If the players come to him, he will simply send them back to talk to Tula. If the players have burned their bridges by attacking Tula, it is possible to use Heckleck as their contact to run the favors in Part II of the adventure.

Tournour

Constable Tournour is a bit stiff and formal, but ultimately a fair man who tries his best to keep the station running smoothly. He is not averse to bending the letter of the law in order to keep things on the station running smoothly. He isn't exactly corrupt so much as pragmatic about what it means to be on a backwater station with limited resources and no oversight.

If the Loor player character, Hendara, is involved in the adventure and recognizes him as her cousin, she can try to leverage that knowledge to get help from Tournour. A diplomatic approach in which she tries to bond, and implies family is more important than the strict rules of honor and prestige involved will likely get a favorable reaction, while intimidating him with the family shame may get him to reluctantly perform some service, but likely make any future request for help rejected outright. This isn't intended as a major part of the adventure, but is rather there to offer some role playing opportunities should the player want them.

Darn Players!

It's not out of the question that one or more players may decide to attack Tula, the crowd, or Tournour. Captain R'Kaz should do her best to prevent such action, and nip it in the bud. If the players are the bloodthirsty type, feel free to just turn the whole thing into a running fight with the security personnel of the station, but that will probably invalidate the rest of the adventure. You are on your own here.

Perhaps more likely will be players trying to avoid the shopping trip for R'Kaz and trying to follow Heckleck or Tula Bane. If some of the party goes off to get supplies, and you don't mind improvising some with the group that branched off on their own, feel free to have them wander the station and do what they want.

Keeping on the tail of Tula Bane is difficult, and almost impossible in the case of Heckleck, who knows the hidden passages of the ship better than almost anyone. Feel free to have the players lose the trail whenever you like, or distract them with an event from the random encounter table. Or they can follow Tula or Heckleck on their rounds. Both meet repeatedly with various aliens of the ship, and often trade information or material back and forth, slowly working as facilitators who keep the Yertina Feray's delicate economy spinning along.

This could be embarrassing for both Hendara and Tournour, or it could be an advantage if she thinks she can use it as leverage.

Tournour turns to leave and he and his men disperse the last of the lingering crowd until finally only a Human and a Hort remain, who have been standing conversing a bit aside from the crowd since the beginning. The Hort quickly nods and disappears, leaving only the single human girl. Oddly, she has none of the tattoos commonly found on spacefaring humans. She approaches you boldly but clearly wary. "Newcomers always bring opportunity," she says. "Is there something I can get you?"

Tula introduces herself and tells the players not to pay any attention to the people dwelling in the Underguts. Ships are rare enough these days that they're desperate for whatever they can get from newcomers.

She primarily speaks to captain R'kaz but answers questions in a civil, but guarded manner. She is Indifferent to the heroes, but can be moved from Indifferent to Friendly with a Diplomacy check (Difficulty of 15).

Tula does her best to find out what they want, what they have, and what they might be willing to trade. A Sense Motive roll can be made by player against her Bluff score, but at a -5 to the roll because Humans are rare and difficult to read. If they succeed, they will determine she is genuinely curious, and seems up front about willing to help cut deals.

Tula is willing to provide some information about the Yertina Feray in order begin a dialogue and hopefully learn something about what the players want.

Some information the crew might get from Tula is below:

- No weapons are allowed to be carried on the station. (A friendly Tula might let slip that this is more about there being visible weapons. If the constables don't see it, they won't worry about it. There are some security scanners on the station, but most are broken.)
- Currency chits are accepted, but so many people are stranded in the underguts and supplies are difficult to get this far out, that a barter system has emerged. She would be happy to arrange trades for the party. Do a favor for her and she'll acquire what they might need.

- The tradition of the Hocht is alive and well on the station, but Hocht can only be called on members of the same species. There's one scheduled for today, so there will be a market set up nearby.
- The aliens begging for work at the dock are the sad creatures that are stuck on the station. The characters can note that Tula doesn't consider herself one of them even though she clearly is. Meaning that they were stranded on the Yertina Feray and couldn't get off and have fallen on hard times. They haunt the docking bays to get odd jobs from people who are docked.

She can also direct them to the Med Bay, the Vendors row, the sunspa and Kitsch Rutsok's place if they ask about these kinds of things, but she doesn't like playing tour guide

Captain R'Kaz, who has been to the Yertina Feray before, knows of Tula, and will be polite, but say she's already arranged the deal they need, and instructs the players to move ahead and get what the ship needs. She has business to attend to, (not the least of which is handling the docking fees and associated paperwork) so they need to go see Kenoz Teni and pick up 5 pallets of water, 3 pallets of salt, and some fresh fruit because its their last chance at fruit until they get back here. (Unless they're lucky and one of the colonies is in good enough agricultural shape to sell some.)

R'kaz knows there is a Hocht, so tells the party to take some time and enjoy the station, just make sure they get what the Aphelion needs and get back in a few hours.

Going Shopping

Captain R'Kaz has given the players a currency chit with 300 currency chits, and directed them to find Kenoz Teni, a merchant she's dealt with in the past. The vending deck is easy to find, and since there's a Hocht happening, almost anyone they ask will happily direct or accompany them there.

The Vending Deck is surprisingly festive from what you've seen of the station, but that's probably due to there being a Hocht called. Posters declare a grudge match between two Per, apparently over a long history of cheating at gambling. With a makeshift arena set up at one end of the Vending Deck, people are hawking their wares in outdoor kiosks. Everyone, not just regular legit merchants, but everyone, has brought all of their stuff out like a giant swap meet.

Snacks, sweets, linens, and tech of dubious provenance and even more dubious functionality are waved at you as you pass. More luxury items like salts and waters from various homeworlds are on offer as well. A Dolmav is selling bruised fruits, a Nurlock is there selling fine crafts, their child acting as shophelper. A doctor is selling cures and tinctures.

You approach Kenoz Teni, the vendor Captain R'Kaz sent you to, who turns out to be a calm, friendly, middle-aged Brahar. She flashes you a serene smile,

"I see you and welcome your patronage. I believe everything the Aphelion needs is here, is there anything else you would like, or shall we arrange payment now?"

There are no tricks here, Kenoz Teni has done deals with R'Kaz in the past, and the Captain is a good customer. The price is 250 currency chits and the players have 300 to spend. If the players want to, they can try and negotiate a better deal.

Roll using Negotiation skill or Bluff skill against the seller, beat 12 to get a better deal (10-15% off), beat 17 to get an amazing deal (30-50% off, or something else thrown into the mix like more fruit or special water. If they get under 7, they end up spending an extra 10%.

Unfortunately, since a Hocht is going on, it is bustling and busy, and someone will try to pickpocket the character who is paying. Roll a Notice check by whoever has the money. (The Player can Take 5 on this roll.)

If they beat a 10, they notice it happened, and will be able to chase the thief. If they beat a 15, they catch them in the act and can grab the thief – a young Loor. If they get under 10, then they only notice

when they try to pay and can't chase the thief. Kenoz Teni will be sympathetic, but won't let them have the goods. A Difficulty 20 Diplomacy roll will convince her to let them take the goods on credit. If they fail, Captain R'Kaz will have to work it out with Teni personally.

Chasing the thief

If the players Notice roll fell between got in between 11 and 15, then they noticed the thief. The thief has a head start equal to 16-the roll the players got. (So if they got an 11, the thief has a 5 step head start. A 13 means a 3-step head start.)

For the chase, roll a Dexterity roll for anyone chasing the thief, and a Dex roll for the thief (The thief has +0 on all stats except Dex, which is +1). The lead grows or shrinks by 1 step for the winner, 2 steps if they win by 5, 3 steps if they win by 10. etc.

If the lead goes to 0, the player catches the thief. If it goes to 10, the thief gets away.

Other Players can also chase the Thief, or they can help in any other way. Give bonuses to the chaser's roll based on how helpful you think the other PCs are being. If they catch the Thief, he doesn't put up a fight, and they can reclaim their chit, as well as a couple more (Ten times the roll on a d20), and hand him over to the constables or let him go.

Example: Tintale is pickpocketed and rolls a 12 on the Notice roll. That means the thief has a 4-step head start. Tintale gives chase and rolls a 14 on the Dex roll, and has a +3 Dex, for a total of 17. The thief rolls a 11, and their +1 Dex means a total of 12. That's a 5-point difference, and Tintale is now only 2 steps behind the thief.

If they chase but lose the thief, they face the same problem of paying for the goods as if they never noticed the thief in the first place, except they will get a +2 on the Diplimacy roll if they try to convince Kenoz Teni to give them the goods on credit, since she will have seen the whole robbery and chase and will be somewhat more sympathetic.

Exploring the Vending Deck

If the players are having fun shopping and wandering the vending deck, feel free to give them other things to do before starting the main adventure.

Betting on the Hocht

If you want to play out the scene a bit more, the players can gamble on the Hocht itself. It will still be in the preparation phase by the time the players first get there, so they will have plenty of time to find someone to bet with (assuming they don't want to simply bet with each other).

Random Encounters

From here on out, you should feel free to roll a d20 in between each scene for some event happening, using the table below. You can decide to run any of these for fun if you want to, regardless of roll. Or, if you feel the players don't need the distraction, don't do any of them. You can also move the story forward by using an event to place characters together. For example, if you roll meteor shower and the characters must go to a shelter, you can put Tula or Heckleck in there to move the action forward.

Table 1-1 Encounters on the Yertina Feray

1-2/19-20: Nothing

Nothing is encountered

3-4/17-18: Meteor Shower!

A meteor shower alarm goes off. People are encouraged to go to the various shelters. PCs can join them or decide to hide in their ship instead. The shower will last 4-5 hours and the station will be virtually deserted this whole time. Any robbery attempts are almost certain to succeed during this time.

If they go wandering, they will find a few other scavengers doing the same. As long as everyone avoids one another, no one will attack.

They can encounter Tula Bane on this scavenger mission. This is another chance to talk about trading favors with her.

There should be at least one room or corridor they try to get to that they can't due to meteor damage, but they will not be in actual threat of a hull rupture during this event. (They don't have to know that. The GM is encouraged to make rolls and assure them everything seems fine. Paranoid players are careful players.)

Note this can only happen once, if rolled twice, pick something else or consider this a roll of Nothing.

5-6: Lost Nurlock Child

This child is wandering lost, and seems panicked. If the players find the child and return it to its parent, the parent will be Friendly, or even Helpful in attitude.

They will first need to calm the frightened child down with Diplomacy (or some other skill the GM thinks valid - like performance (music) or something) and get it to tell them where their parents are. This should not be a particularly difficult roll.

The players also may have noticed the child helping its family on the Vending Deck during the Hocht.

Note this can only happen once, if rolled twice, pick something else or consider this a roll of Nothing.

7-8: Constables on Patrol

A group of as many constables as there are PCs are on Patrol. The constables are a mix of species. If the PCs have been up to any suspicious activity, they will be questioned. (If they are actively wanted by the police, then the police will try and bring them in.) If the PCs keep their cool, and aren't already wanted, they should get out of this with only some tense moments. Tournour can be in this patrol if the GM so chooses.

9-10: The Obnoxious Space Captain

The Obnoxious Space Captain can also be found in the Rustok's Entertainments section, gambling. They are a crude, irritating Brahar. They will bad mouth the station, and everyone around and adopt the party as fellow spacers too good for this place, while also insulting any Loor at all opportunities, claiming they are "just kidding".

This can easily escalate into a fight, and the Brahar is a rather dangerous opponent.

If your players are the type to think out of the box, they might try and steal the Bernier Adapter out of this Captain's ship, or possibly his transit pass if the Imperium has shown up. Feel free to improvise if you want, or just make it impossible.

11-12: Hocht!

Someone has called a Hocht! The GM has two choices. The first is just that a Hocht has been called and the station will be abuzz. This offers the chance to take advantage of the distraction, similar to the meteor shower event.

The second is that someone has called a Hocht on one of the PCs. If they have been making a nuisance of themselves to people, then this is a viable option. If they accept, they fight in a Hocht against their challenger.

If you decide to have someone call out the characters in the Hocht, the two most obvious choices are the Obnoxious Captain and Ponswea or one of his thugs. You can use the stats for them in their other encounters. If the adventure has gone in an unexpected direction, and someone else makes sense, feel free to have them or a champion they've picked fight the Hocht. In that case, you should use one of the two stats sets below.

1) Non-combatant. If the person doesn't have a fighting background, give them all +0 for stats, and have them just roll an unmodified d20 for all the rolls in the fight.

2) Combatant. If they should have some fighting ability (a thug, a constable, a security guard, or something similar) then they should have a Combat Bonus of +2, Str and Dex of +1, and a Toughness bonus of +1.

Note this can only happen once, if rolled twice, pick something else or consider this a roll of Nothing.

13-14: Tula Bane

They run into Tula Bane running one of her errands on the station. Since they have met her, she will acknowledge them. This is an opportunity for them to start working with her if they haven't already.

All the characters on the station should always say that Tula or Heckleck are the people to go to for bartering. If they have been working with her, she will acknowledge them and ask if they have completed whatever favor she sent them on and possibly give them hints, if the GM so desires.

15-16: Need for a SunSpa

Every space traveller is missing out on vitamins from their sun, which is why every space station has a sunspa. If you roll this, one of your party falls ill and this can only be cured by going to the sunspa and loading up on the rays of their homeworld. It should be noted that the sunspa is also a place where premium waters are kept.

An hour rental for a room is 3 currency chits. The character who is depleted should roll a Difficulty 20 Constitution roll after an hour. to recover. If they fail they need another hour, at which point they get a +3 on their roll. Repeat this, adding an additional +3 every hour until they succeed.



If they ask around, they will find that everyone thinks the Per who has been accused of cheating really did cheat, but that he's a much meaner and will probably win the fight. The odds are running 3-2 in his favor. (Meaning a player who bets 30 currency chits on the favorite to win will only win 20 currency chits in exchange.)

If Tintale uses his Assessment feat, he will conclude that the general consensus is correct, and the Per accused of cheating is the better fighter.

Unless the players somehow interfere, which will be very badly received by everyone involved unless it is very subtle, the Per accused of cheating does indeed win the fight as expected.

(Another way to handle the bet is to simply make it a roll where they need to beat 10 to win their bet. Because he has the Assessment Feat, Tintale can use it to get a +2 bonus on their roll if he spends some time watching the combatants and assessing their ability.)

Fresh Fruit

Given that Captain R'Kaz mentioned getting fresh fruit, they can try to buy some from the Dolmav, Thado.

Thado scavenges fruits that fall off the trees in the arboretum and sometimes sells or trades them. There are a few different fruits, including ones native to all the crew's homeworlds. (The Yertina Feray has a diverse population, and so the arboretum is kept carefully stocked to allow for a selection of fruits palatable to all to be grown.)

A basket of most fruits, either all of one type or a mixed selection will cost 2 or 3 currency chits. However, a basket of trests - a fruit considered a delicacy by many species - will run the players 5 currency chits, even though they seem a little bruised.

Nonetheless, fresh fruit is a rarity once a long star cruise is underway, and the crew knows it will be at least three months, maybe more, before they are likely to get a chance to have fresh fruit again.

Weapons, Clothing, and Toys

If the players go looking for anything else, feel free to improvise.

There aren't many people selling weapons openly at the Hocht, although if they try hard enough the players can eventually find some vendors selling knives or batons. (20-25 currency chits to buy.)

No one is selling guns.

Fancy clothes can be purchased from a number of different vendors, and should be priced high enough to remind the crew that fancy dress is not the way most cargo haulers spend the day.

Any hi-tech equipment the players may want to buy that doesn't seem too bizarre, such as cameras or listening devices, games, or other electronics might be available, although since the Yertina Feray is out of the way and down on its luck, feel free to say that anything you don't want them to have isn't available. (The ones that are available shouldn't be the newest models, and often should be used.) Price them however you want, although very useful items should probably be too expensive.

If the players are interested in food, there are vendors selling other delicacies besides fruit, and they can also stock up on ingredients for cooking if they want their meals to be a bit less dull on the long voyage.

The players might hear all sorts of gossip and rumor while hanging around on deck, such as:

- Kitsch Rustok has been rigging the gambling tables at his establishment, but the Constables are paid off so no one is doing anything about it.
- The League of Worlds is teetering. There is so much discontent from the Brahar and a number of Minor Species that some kind of resolution is likely to be passed to change the government. No one believes this talk of a military coup, though.
- The Humans who hitch rides from one ship to another as workers are actually all thieves. Everyone knows they try and steal everything that isn't nailed down when they leave your ship. They can't be trusted like civilized people, and still believe all kinds of superstitious nonsense.

As long as players are having fun, you should indulge them. When it feels like they are just killing time, or they can't think of anything to do, it is probably time to move on with the main adventure. Have the players receive a call from Captain R'Kaz to come back to the ship. She's agitated, and not entirely clear about the details. One thing is obvious, however.

There seems to be a serious problem.

Part II: Favors for Dubious Friends

This part of the adventure takes the heroes around the Yertina Feray doing favors for Tula Bane in order to re-assemble the damaged Bernier Adaptor on the *Aphelion*. Along the way, they can encounter the criminal

element of the station, and engage in some shady behavior themselves. They will have to use brains, brawn, or both to try and get what they need to go on with their mission.

The Bernier Adapter

Captain R’Kaz brings the heroes back aboard the *Aphelion* to explain the situation. Read the following:

Back at the ship, Captain R’Kaz is cursing a blue streak. She finally spits out that the entire Bernier Adapter burned out. It’s a piece that mounts into the stabilizer for the engine. It was checked for overhaul not long ago, but something must have put too much stress on it on the last lightskip and its completely fried, as the Engineer can attest to after a quick look.

“We’re not going anywhere without a new one,” says the Captain. “The only person even likely to have one on this backwater is that damn Kao, Tilwe Nword. Don’t let her know we’re desperate for one, though. Convince her it’s a backup.”

If anyone gets the idea that we’re desperate for one, we’re going to get every huckster and con-artist on the station trying to get something out of us.

on what happened while purchasing supplies and whether or not they caught the pickpocket.

By the time they get to Tilwe Nword’s shop, the Hocht will have finished and the kiosks on the vending deck have started to disappear. Tilwe Nword’s main shop is still open however.

Tilwe Nword is a Kao, a fat round alien with an enormous head, small extremities, and two mouths whose voice can be both high and low tones at the same time. She owns the only semi-reputable tech store on the station. She has every type of tech and parts but they are not organized. The place resembles nothing more than a junk shop scavanged from any ship unlucky enough to dock here. Rows and rows of wires and metal gears and parts are shelved in a way that only the shopkeeper can make any sense of. Tilwe Nword is rummaging through the shelves looking for something when you arrive, cursing with her two mouths when she bangs her large head.

The players should know that a Bernier Adapter, while crucial, is a pretty basic piece of equipment. A reasonable price for one would be about 50 currency chits, which they may or may not have depending

Tilwe Nword is happy to offer the PCs various forms of basic non-weapon equipment they might be interested in, trying to figure out what they need. Her selection is a bit better than what was available at the Hocht, but it still isn’t new or cutting edge, due to the stock mostly

Negotiating with Tilwe Nword

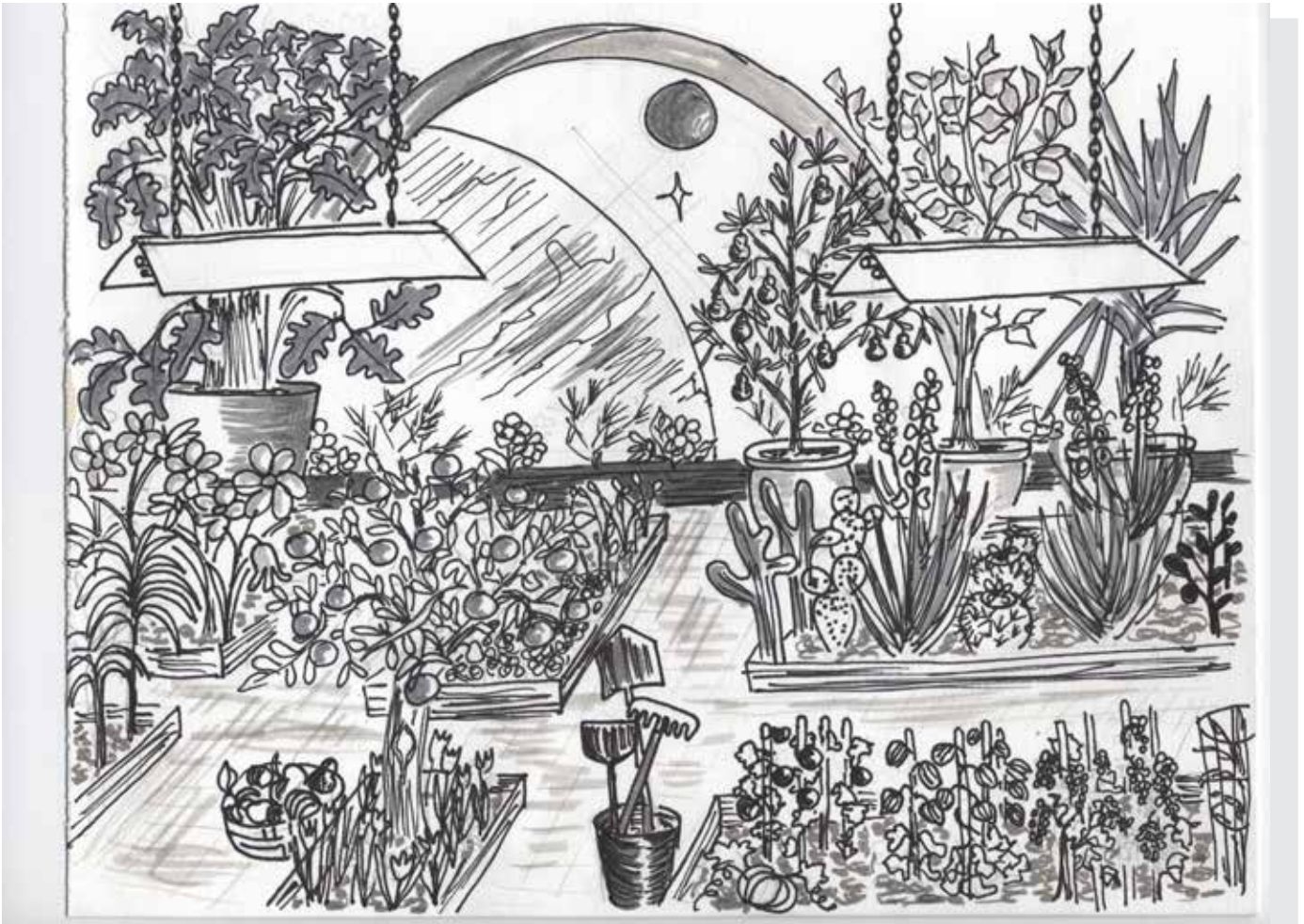
Tilwe Nword will try and figure out how desperate the players are for the Bernier Adapter once they ask about it. Have her roll a Sense Motive roll at +3 and compare it to a Bluff roll by the player she’s talking to about it. If the player loses, then Tilwe knows they are desperate and demands 75 currency chits for it. If the player wins, she asks 50.

Players can try Hagglng using a Bluff vs Bluff skill (Tilwe has a bonus of +4 to Bluff rolls), but the price only comes down 5 currency chits per point they win by.

Stealing From Tilwe Nword

The players may decide purchasing the Bernier Adapter is too expensive (either because the merchant is gouging them, or because they spent too much money earlier, or even had it stolen by the pickpocket). If they choose to use other methods, a few options present themselves.

- The players can try intimidating/threatening the Merchant into handing the Adapter over. If they try this, they roll their Intimidate skill. If they beat a Difficulty of 10, she will hand it over, but will report the robbery to the constables later, resulting in the police coming after the PCs. If they beat a Difficulty of 15, she will hand it over and not snitch on them.
- The players can physically attack the Merchant. She’s no fighter, so this would be fairly easy. She has no weapons, and all her stats are 0. If they attack in her shop, they will certainly be seen if the fight takes longer than 2 rounds, and the constables will be alerted. If they leave the Merchant alive, and do not Intimidate her into silence (they only need to beat a 10 if they have already physically beaten her) she will report them when found or freed. If they kill her, she will be found later that day. It is up to the game master if the Constables figure out who did it.
- The players might attack the Merchant at another time, to try and capture her and force her to hand over the Adapter. This has the advantage of maybe being in an isolated area and with no alarms, but if they march him back to his shop, he will take the opportunity to trigger the alarm if not watched.
- The players may come rob the place when the Merchant is elsewhere. It requires disabling a simple lock using Disarm Device. They must then Search the store (Difficulty 15). They can take 20 on that roll. The theft wont be found until the next day. The constables will inspect, but unless they’ve been asking around, they may not be suspects.



coming from what she's been able to trade for with the rare visiting ship.

If the players are interested in something, make a judgment call on how useful or rare it is, and price it at a price that's inconvenient.

Unfortunately, the Bernier Adapter Tilwe Nword has is broken. It's in better shape than the one on the ship, but it is missing allnoy wires and the induction coil. Searching Tilwe Nword's shop doesn't find the pieces they need.

Asking around for who might help them requires a Gather Information roll. If they beat a Difficulty of 13, they will be told that they should go to either Tula Bane or Heckleck (but people will say Tula is more trustworthy); these are the people who can get you anything you need.

They are told the best way to find Tula Bane is to try the arboretum and to try asking around the docking bay for Heckleck.

If they go to Heckleck, he will say that scrounging pieces like that is beneath him, and direct them to find Tula at the arboretum anyway.

"I trained her," the Hort tells you, and it almost sounds like pride. "She's the best of the best. And she'll take little jobs. I think it's that human heart of hers that makes her a soft touch."

Tea with Tula

No matter how you slice it, there really seems to be one person whom everyone trusts on the station to get things done in an honest way and that is the human Tula Bane.

The arboretum is a quiet oasis of green in the bruised and sterile steel of the Yertina Feray. It stretches out past your vision in each direction, trees of various types leaning wearily over winding garden paths. The maze of grass and fruit from a dozen or more worlds lends the air a freshness not found in the rest of the station.

You find Tula Bane staring through a huge window at the planet Quint, dusty yellow world that the rest of the galaxy seems to have passed on by. She notices you and turns in greeting, mimicking each species's protocol of polite greeting, down to the body language. It's strangely reassuring, even as she mimics elements that her human form isn't suited for. You've never seen anything quite like it.

The heroes are welcome to approach Tula Bane however they like., though straightforwardness is their best approach. Tula is already aware of their situation (she has contacts all around the station) and lying to her doesn't improve her view of the crew.

If the crew tells Tula they have a partially working Bernier Adapter and need the parts to fix it, she agrees to help them -- for a price.

"It's a sad thing to be stuck," Tula says after hearing your story. "I am sure that I can get you what you need but your currency is no good to me. Let me show you how things work here."

She subtly waves over the Dolmav you saw selling fruit at the market earlier. Addressing him as Thado, they hold a quick discussion

about how much Tula likes fruit and how much Thado misses a certain religious education program from his youth.

“It is with many thanks I remember the days of my youth, Tula Bane,” Thado says, handing her a basket of trests which had fallen to the ground. “That perhaps one day I should live them again fills me with generosity.”

Tula thanks him for his generous spirit, and then hands the trests to you all, taking one for herself.

“Think of this as an advance,” she says. “You’ll owe me for them, but you can use these trests to begin to pay me for the part you need.”

Tula specifies she will be asking one favor from the crew for each part they are missing from the Bernier Adapter, *quid pro quo*. She can’t be bargained down from this, and has little interest in currency chits, even if the players still have them. She finds favors far more useful and valuable.

In each case, the crew is expected to perform the favor in a way that gets the job done and attracts a minimal amount of attention. If the players try to report her for illegal activity they will find Tournour has no interest in pursuing her, and dismisses their story as implausible. It becomes clear she has too many people who owe her favors for anyone to side with the crew against her.

A Trip to the SunSpa

Tula Bane’s first favor involves delivering a message

“The first thing I am going to need is for you to get something from someone,” says the Human girl.

Every third day at midshift, a Per called Ponswea goes to the SunSpa to relax in a Per atmosphere. He will be there today. Tell him to give you the little yellow box. He might not want to. He might have friends. But tell him he needs to hand the box over.”

Ponswea is actually a Per gangster, which the players can find out if they succeed at a Difficulty 15 Gather Information roll before going.

In fact, the little yellow box contains some materials and information he has on Heckleck’s doings, all in encrypted files. Tula is paying off a favor she owes Heckleck by getting the information back. If their Gather Information roll beats a 20 total, they will find out that Ponswea never goes anywhere without bodyguards, and that includes the SunSpa.

A Gather Information beating Difficulty 25 would inform the player that the box is linked to Heckleck, but it would take a Gather Information roll of 40 or more to find out the exact details of what is in the yellow box.

A Not-So-Relaxing Visit

The SunSpa looks like a bright white spa. It has a receptionist who takes your chit and programs in your sun. Think of this as a tanning spa. There is a hallway with many numbered doors. There are 12 rooms in total. Ten rooms are small closets with lamps that adjust to shine in your suns brightness. There is a small seat for sitting. Two of the other rooms are a bit larger allowing for multiple beings to sit together and bathe in the rays. Many beings treat themselves to a bottle of their homeworld water while sunbathing.

At the SunSpa they must determine which room Ponswea is in. If the Per character is being played, they can identify what the settings would be for a Per, and figure out that Ponswea is in cabin 5 (one of the larger rooms). A player with an appropriate knowledge skill can figure it out with a roll beating a Difficulty of 13. Asking the attendant will also work, have the player roll whatever skill they are using (Bluff, Diplomacy, Intimidate) and beat the attendant’s roll of d20+1.

To go to the cabins, they would normally need to pay for renting a room, which costs 3 currency chits. If they don’t change first, the attendant will be suspicious and may call the Constables. If they have spun a really good story about why they are there, they may be able to get in without paying or changing clothes.

As you open cabin 5, you are greeted by the dull blue light common to a Per sunset. Ponswea is lounging some friends, immediately recognizable by the air of quiet command he holds over the others in the room. He looks annoyed at the interruption.

“What are you people doing here? I’ve got this room for another hour!”

The Sun Spa

The natural sunlight of a homeworld is incredibly important to the health and stability of a species that grew up there. While long space voyages without the direct rays of the sun are possible, every species craves the sensation of basking under their own sky from time to time. A good SunSpa also provides waters and salts from the various homeworlds of its customers.

The SunSpa on the Yertina Feray is in surprisingly good condition considering the state of the rest of the station, a testament to the importance of the institution to the diverse population.

Ponswea’s Revenge

Ponswea is a serious gangster with enough connections and money to gather up some serious muscle, and he’s not the type to take a loss well.

If you think the players are having too easy a time of it, or maybe if they just like fighting, you can always have Ponswea and his men come after the crew later (perhaps at the end of the next scene, or in replacement of a random encounter) and attack the ruffians who took their property.

If so, the ruffians will confront the crew somewhere secluded and threaten to make an example of them. Like last time, there will be as many opponents as there are members of the party, but this time Ponswea and his gang are armed. The thugs will all carry knives, while Ponswea himself will carry a stun baton and a two-shot blaster.

The thugs will attack with a lot of bravado, but will break off and run if Ponswea is knocked unconscious or takes a disabling wound. If at any point, the thugs find themselves with two fewer fighters than the players, they will also break and run. If defeated, they won’t bother the players again.

The total number of Per (including Ponswea) is the same as the total number of people in the party. Ponswea and his thugs are relaxing and don't have any weapons on them. If the players barge in fully clothed and with weapons, then give them a +3 on any Intimidation rolls. Ponswea doesn't want to give up the box, and if the players mention Tula Bane, he points out that the box isn't even hers. He warns the players he is a dangerous man and they shouldn't do this.

The Players can convince Ponswea to hand over the box (which is in his locker outside), by rolling an Intimidation roll and beating a roll by Ponswea where he rolls a d20+2.

If the Players don't win the Intimidation roll, then Ponswea and his men will attack. Their stats are on pages 19 and 20. If they are in the spa, they have no weapons.

If a fight does break out, the attendant might call the Constables, who may try to arrest everyone for disturbing the peace. The players can attempt to explain themselves or run. If Tournour is among the constables, then Hendara can try to play on her relationship with him. Dropping the name of Tula Bane will convince Tournour to confiscate their weapons, and maybe fine them whatever money they have left, but then let them go.

Tula will be content with the box, and not ask questions how they got it. (If they attracted the attention of the constables, though, she may hint she knows that.) She produces a dozen annoly wires for them, which seem to have been scavenged from a half-dozen different types of equipment. They look in good condition, though, and should be more than adequate to help repair the Bernier Adapter. The Engineer can confirm these will work without using a roll.

Stop and Smell the Flowers

Tula Bane's second favor involves procuring something far more delicate than secrets, and more obviously valuable. She asks the crew for an Alin plant, one of the more universal medicines in the known galaxy, and a plant so rare it's not something people just willingly hand over in most cases.

"I can get you an induction coil, but I am going to need an Alin flower in exchange."

Despite the matter-of-fact way she says it, it's a pretty bold request. Alin flowers are able to grow on any planet, but they are very fragile and do not take well. When they do grow, their pollen can be cultivated to make cures and medicines. Their roots are healing. Their leaves are often made into teas or used as compresses. But it is the pollen that is most potent. Think of this as a miracle drug like

aspirin. And the most impressive thing about this plant is that its properties are healing for almost every single species. That is why it is so valuable. To have an Alin plant is a sign of wealth, power, and status on a space station. Most people who can manage to keep a plant alive scrape it for teas and guard it well.

"I don't actually need a whole flower. A cutting will do. There is a small stand of them in Medbay. If you go at night, there should be few guards. Remember, I don't need the whole flower, and Medbay does. Bring me a viable cutting by morning and I'll have what you need here."

Tula wishes them luck, warns them not to do damage to the Medbay, and then disappears into the winding corridors of the underguts.

Hospital Visits

The flowers in Medbay are not particularly hidden. While there are a number of medicinal plants and herbs, there is only one Alin plant. Any number of plans by the crew may work to get a cutting.

One approach would be to use the "distract the main room while someone sneaks the cutting out" approach. This would require the people in the main room making some kind of distraction. Anything reasonably clever should allow them to make a roll to help out whoever is sneaking in. Perform or Bluff might be good skill to draw on here. Someone could pretend to be sick, or panicked, and cause a commotion in the main room.

If they beat a Difficulty of 10 with their roll to distract, give a +2 to the roll of the person trying to sneak the cutting out. If they beat a difficulty of 20, give a +3.

The actual person trying to sneak the cutting out must make a Stealth check against a Notice check by the hospital staff (d20+2). If they are seen, the staff will call the guards, and the players probably need to run. There are two guards, each with Combat rolls of +1 and Toughness of +2 due to protective clothing.

The players can also try just sneaking in when it is the dead of night. If so, they must make a Disable Device (against Difficulty 15) roll to break in, and a Stealth roll against a Notice check by the sleepy security guard. (d20+0).

If they decide to physically break in and attack the Med lab during the graveyard shift, there will be only 3 people on staff, none of who have any combat skill. An Intimidate roll (against their Will, so d20+0) can be used to try and force them to hand over the flower.

Tula won't be happy if they use force, but she'll still keep her part of the bargain. She will hand over an induction coil, which will prove perfectly adequate to get the Bernier Adapter working again.

The crew has everything they need to get their ship up and running and leave the station and head off to the rim to complete their mission. They just need a little peace and quiet to reassemble the Bernier Adapter.

Things aren't going to be that simple.



Part III: The Imperium Arrives

“The map is always changing,” Heckleck is fond of saying. While the crew has been running around the station, the map has indeed changed. The League of Worlds is no more. In its place is the Imperium, and they have

landed on the station. In this section, the Imperium decides to detain the Captain and the crew, and the players need to find a way off the station as political tensions mount.

Meet the New Boss

The first the players hear of the new situation will be an announcement over the speakers. The Imperium Cruiser *Whispered Dawn* has docked with the station, and Commander Kahea addresses the entire station over the communications relay.

“Citizens of the Imperium,” crackles the speaker, “the inefficient bureaucracies of the League of Worlds have been swept aside, and a new vision will guide us going forward. In this transition period, it will be important to take stock, examine carefully the state our government finds itself in, and choose the way forward carefully. To that end, we ask you all to be understanding and cooperative as there may be some disruptions as we re-assess the way things have been done in the past, and the way they should be done moving forward.”

The Captain is Detained

It becomes clear quite quickly that Captain R’Kaz is not a fan of this development. She orders the crew to prepare the *Aphelion* for launch.

Captain R’Kaz is pretty clear that this whole situation is one she’d rather steer clear of. “It doesn’t matter to us,” she says. “Species still need colonies, and colonies still need supplies. We repair the ship, and head on out. Keep our heads low, and when we get back from the Rim, things will have settled down.”

After instructing the players to gather any last things they want, she heads off to pay the last of the docking fee. She doesn’t get back in touch.

When the players come looking, they are brought in to meet an Imperium official. He is officious Brahar, with a military bearing and is completely unhelpful. He explains that Captain R’Kaz has been “detained” for the moment, while they determine whether or not she has the right to supply goods to a Vila colony. Indeed, whether the Vila have the right to a new colony at all is in question.

He tells the players they will have to wait until her case has been decided. No, he can’t tell you when that is. In addition, any ship attempting to leave will require transponder codes for the docking ring. No, the players will not be issued these codes until Captain R’Kaz’s case has been decided. And if the decision goes against her, well then the ship might be impounded and no codes given at all.

The official starts at a mood of “Unfriendly”, and will be difficult to convince to be helpful in any way.

Papers Please

The players can make a Gathering Information roll for who might be able to get them transponder codes to get off the station. If they do, a roll beating Difficulty 12 will point them to Heckleck. Comings and goings are one of Heckleck’s specialties, and he is certainly the most likely to have a way to get ahold of the new Imperium codes, at least for something like a cargo hauler.

They might skip this entirely and just ask Tula, in which case she will

point them to Heckleck.

Recruiting Heckleck

Heckleck doesn’t particularly want to get on the bad side of the Imperium, but he does need some decent machine parts. If they will bring him some of the better tools from the machine shop on their ship. The Engineer can confirm that while it isn’t ideal to give the tools up, it won’t cripple the ship.

Heckleck is pleased with the deal, and either he or Tula will suggest that if they want to free the Captain, they should talk to Tournour.

Recruiting Tournour

Tournour also wants to keep his head down, but can be convinced with Diplomacy. Give a bonus to the roll if his cousin tries to leverage her relationship with him. If they succeed, he will tell them where Captain R’Kaz is being held, and if they succeed very well, he will agree to help distract the guards.

They can also bribe him to help and he will ask for space suit fabric. They have enough on the ship to spare, but it means they will have no backup suits at all on the voyage, which is very dangerous. Another



way to get the space suit fabric is from the Nurlock vendor. If the crew found the lost nurlock child and returned them to their parents, the grateful vendor will donate all the fabric they need to convince Tournour.

Tournour will offer them one favor. If the crew decides they can't save the Captain, and tries to leave on their own with the codes they got from Heckleck, Tournour will help make sure no Imperium guards are around to try and stop them.

If the crew tries to rescue R'Kaz, Tournour will point out they will need to escape the Imperium, and that isn't easy. He may hint that Tula can guide them through the back passages of the Underguts, which would get them to the docks quickly, and would be difficult to track for outsiders. He will offer to help distract or trick R'kaz's guards, or help run interference once the crew is trying to get back to the ship. He won't do both, and the players must pick which they want.

Recruiting Tula

Tula will be more favorable to the crew if they didn't use excessive force or otherwise draw undue attention to themselves while doing favors for her.

She will agree to guide them for some exotic salts or fresh fruits. They probably don't have any unless they decided to buy extra at the market when they first arrived, or kept the basket of Tress she herself gave them earlier.

A player can make a Sense Motive roll against a Difficulty of 14 to realize that she is asking for different foods. An offer of a well cooked meal will also get her help. A player can make a cooking roll as if it is a Diplomacy roll in terms of getting a favorable reaction from her.

Like Tournour, Tula will offer them one favor only. She can help raise a Commotion (basically a protest) near where the Captain is being held, which will draw away some of her guards, or she can help the crew sneak through the underguts to get away.

Rescuing the Captain

If the players decide to rescue the Captain, they will find her under guard in a suite the Imperium Guards have commandeered. The Captain should have one fewer guards than there are players. (See stats) The guards are under orders to keep her in the room until further notice. She's not important enough for them to care very much, though.

The players can try to fight their way through, or try to somehow convince the guards to hand the Captain over. (Difficulty 20, but be liberal with bonuses for clever approaches.)

If Tournour is helping, he can act as a +4 bonus to any attempt to trick the guards into believing they should hand R'Kaz over, or he and his Constables can be a distraction luring all but 1 guard away. If Tula is being used to raise a Commotion, that will also lead all but 1 guard away, as they get sent to the protest.

Chased by the Imperium

Whether or not they free the Captain, the players will have to get to their ship undetected and launch it in safety.

If they haven't freed the Captain, the Imperium isn't really looking for them, so they only need to trick their way past the guards near the docking bay. They can roll a Stealth roll against the Notice skill of the Patrol (+0) to sneak by. If they have a favor from Tournour, he can call the guards away on some pretense. If they have help from Tula, she can sneak them in from the Underguts through some maintenance hatches.

If they have freed the Captain, then the alarm will go up and the Imperium will be looking for them. They will have to dodge three patrols to get to their ship. They should make Stealth rolls to hide from Imperium patrols as above. If they still have a favor from Tournour in hand, they can use it here to distract one patrol and hide from it automatically. If they have Tula's help, they can avoid two patrols. If a patrol spots them they will have to fight or run.

Heckleck's Pass

The transponder codes Heckleck acquires do work. The crew will have to get to their ship and then will face some tense moments before the confirmation signal comes through, releasing them from the docking bay and allowing them to proceed out into space.

Escape

If you want one last fight, the Imperium can decide to just fire on them as they get into the ship, requiring a firefight with a patrol of Imperium guards, or you can have the Imperium cruiser fire on the *Aphelion* as it tries to escape.

There is no way for the players to beat the *Whispered Dawn* in a fight. The Imperium Cruiser is a military vessel, and while the players have some weaponry and armor to fend off pirates in case of trouble, they are not equipped to go toe-to-toe with military-grade hardware.

If you do want to to a fire-fight escape for the players, the following simplified rules for vehicle combat should suffice.

In this case, the Pilot must roll their Pilot skill against the Gunnery skill of the Imperium cruiser (+6). A win by 1-5 means 1 point of Escape. A win by 6-10 means 2 points. A win by 11-15 means 3 points, 16-20 means 4 points, and 21-25 means 5 points.

They need to collect 5 points to escape.

If they fail the roll, they are hit by the cruiser's guns. The *Aphelion* must make a Toughness roll against Difficulty 15. If they succeed, there is no serious effect.

If they fail they are Damaged and get a -1 penalty to any more Toughness rolls. (Each Damaged result is another -1)

If they fail by 5, they are Impaired and get a -2 on the Pilot rolls and another -1 to Toughness rolls. (They can have multiple Impaired results.)

If they fail by 10, they are Disabled, get another -2 on the Pilot roll, and after every roll must roll Toughness against Difficulty 20 as if they took another hit. (So if they fail the pilot roll, they must roll two Toughness rolls.)

If they fail by 15, they are Destroyed. The ship will begin to break apart, and they must abandon ship. They will be picked up by the Imperium and arrested.

If they fail by 20, the ship blows up. Everyone dies.

Locations and Characters

This section includes descriptions of the locations on the Yertina Feray, and statistics of the narrator characters. The player's handout on the world of Tin Star and the pre-generated characters follow.

The Yertina Feray

The Station

The *Yertina Feray* is a space station that orbits the planet Quint. Centuries ago, the station was thriving due to the incredible amount of mining done on the planet below. While far away from the Central Core, at the time the station was a resource center along a major trade route and an ideal light skip point for points on the far rim. However, once the planet became depleted, the station emptied out and the Yertina Feray fell off of the major trade routes. It was kept open due to its continued convenience as a stop on the way to the outer rim and a place for ships in that sector to dock for emergency repairs.

Many portions of the station are closed to any activity and have fell into disrepair. Population is at an all time low. The inhabitants are split into those who can afford the currency chits to dwell in the open sections above, or those who have found themselves stuck on the Yertina Feray with nowhere to go and no currency chits. Those poor souls live in the Underguts of the station in a series of make shift homes made out of bins. A real shanty town, many of these residents resort to hanging around the hangar bay begging for odd jobs from the few ships that do still land there.

Disputes are often settled by Hocht, physical fights between two competitors of the same species or commotions, large gatherings of controlled shouting crowds. The crew is a skeleton crew of various species, for who most is an undesirable posting.

Yertina Feray Locations

The Docking Bays

At the top of the station, there are a number of docking bays that are capable of docking multiple ships at one time. Though most are in disuse due to the drop of visitors to the station. Each hangar consists of a docking bay, a control room and a side cargo storage space.

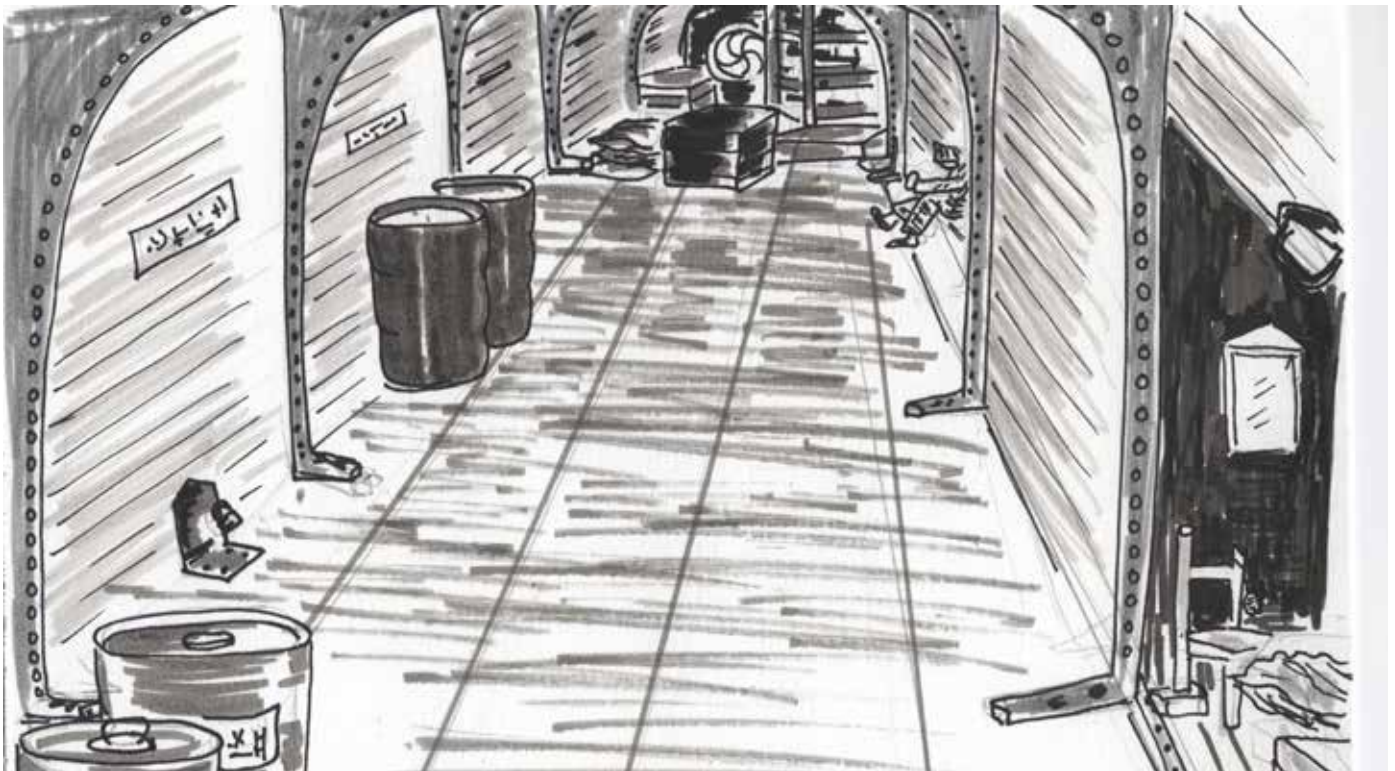
The Underguts

Located at the bottom of the station, this warren of passages and storage areas off of the main docking bays has become a shantytown of alien's down on their luck. Those without access to the top floors and money to leave live in makeshift homes made out of bins. Currency chits are rare and mostly useless to the inhabitants, who rely almost exclusively on barter and favor trading for survival.

Both Tula Bane and Heckleck make their homes here.

Kitsch Rutsok's

A full service entertainment and food spot owned by a Brahar named Kitsch Rutsok. The only place to blow off steam on the empty station, it is often full of travellers and ruffians looking to imbibe, gamble, find comfort, or eat protein packs or whatever fresh foodstuffs have made its way onto the station.



Life on the Station

A few day to day elements of Life on the Yertina Feray

Currency

Currency is loaded onto chits which are debited when used. There is only one currency that is used in all systems that participate in the League of Worlds. This is why barter is used as an alternative.

When the Imperium takes over, they maintain the same system, although they now control the money supply.

Weapons

Firearms in space are dangerous. A hit to the wrong place can depressurize a ship or a station and kill everyone. That's why the weapons of choice for spacers are knives and batons. Some people do carry firearms, but even then they are almost always 2-shot only, and used as a last resort.

Officially, no one on the Yertina Feray is to be armed, except security personnel, but this is more honored in the breach than the observance. Firearms will get you looked at if you are obviously carrying one, though.

Anyone who has a weapon breaking the 2-shot rule is almost certainly going to be arrested immediately unless they are military personnel from the League of Worlds.

Hochts

Hochts are ways of settling minor grievances. The authorities on the station allow for hochts because in a place where there is little entertainment Hochts provide some much need blowing off of steam. Other forms of blowing off steam are commotions. Commotions are much closer to protests and happen when someone is evicted from a residence or protesting some thing.

Kitsch Rutsok is willing to look the other way on all manner of illegal activity that happens here, because he knows that keeps the few people with money to spend coming back. The Constables occasionally make a show of looking in to make sure nothing untoward is going on, but Rutsok is always warned in advance and makes sure the place looks on the up and up before any official investigation comes through.

The Sunspa

This is a spa where an alien can rent a room to mimic their home sun to get the proper dose of vitamins and light therapy while in outerspace. It was discovered long ago that relaxing in something simulating the natural light of one's homeworld was restorative, and Sunspas are common throughout the League of Worlds.

There are 10 rooms, and renting a room for one hour costs 3 credits. Controls in the room allow the light, temperature, and atmosphere mix to be adjusted to mimic any number of homeworlds.

The Sunspa also offers waters from various homeworlds to replenish with, since basking in the sun can be dehydrating.

The Med Bay

This is a medical bay that is capable of treating all sorts of aliens. The facilities are in decent condition considering how run down the station has become. There is a small clutch of medicinal herbs here, including an alin flower, carefully maintained by the staff to provide extra medicine.

The Medbay has normal operating hours, but does maintain a skeleton staff on call at all times, to act as an emergency room.

Ministry of Minor Species

This is a place for all minor species to air grievances, communicate with their home planets. It also serves as a consulate for the various Minor Species.



Aroboreteum

The arboreteum is the source of all the vegetation on the station, providing fresh fruit and vegetables for nutrition as well as serving as a major source of air purification. There are flora and fauna from various planets here. It also has a huge window, which shows a beautiful vista view of the planet Quint and the stars as the station rotates. It is run by a Dolmav named Thado.

Constable's Office

The headquarters for the officers of the law for the Yertina Feray is small, understaffed, and overworked. It consists of a main work area and a few offices off to the side for the higher-ranking officers. It's cluttered and cramped

Tournour can be found here most of the time when on duty, working in a small office noticeable for the unlikely presence of an alin flower growing in a small pot on his desk.

TULA BANE

Type: 2nd Level Expert**Size:** Medium**Speed:** 30 ft.**Abilities:** Str -1, Dex +1, Con +2, Int +1, Wis +1, Cha +2**Skills:** Acrobatics (+1), Bluff (+7), Climb (+1), Computers (+1), Concentration (+6), Craft (+1), Diplomacy (+9), Disable Device (+6), Disguise (+2), Drive (+1), Escape Artist (+1), Gather Information (+7), Handle Animal (+2), Intimidate (+2), Jump (-1), Knowledge (+1), Medicine (+1), Navigate (+1), Notice (+6), Perform: (+2), Search (+6), Sense Motive (+8), Sleight of Hand (+1), Stealth (+6), Survival (+1), Swim (-1)**Feats:** Assessment, Benefit*, Improvised Weapons Training, Jack-Of-All-Trades**, Salvage, Talented (Diplomacy and Sense Motive), Toughness, Urban Tracking**Combat:** Attack +2 (+1 base, +1 Dex), Defense Dodge/Parry +2/+0 (+1 base, +1/-1 Dex/Str), Initiative +1; Conviction 4**Saving Throws:** Toughness +3, Fortitude +5 (+3 base, +2 Con), Reflex +2 (+1 base, +1 Dex), Will +2 (+1 base, +1 Wis)**Equipment:** Fruit, Patched Clothes**Core Ability:** Can spend a point of Conviction to gain a +4 in any skill, including ones she does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

* Is owed favors by many people on the station.

** Bonus has already been applied.

"I'm alone here on this station. I'm like a planet eclipsed by these strange alien faces. I've had to learn the meaning of every gesture, every sound, and every look. It isn't easy. But I'm still alive."

—TULA BANE

Tula Bane is a human from Earth who lives on the Yertina Feray. She was a former member of the Children of Earth colonists until she was abandoned on the station making her the only Human. She has no tattoos so it should be stated that she is not a wanderer, which makes her different than other humans. She is a resident of the underguts and is the protégé of Heckleek. She is an excellent reader of alien body language and makes her living trading in favors and bartering objects. When you need to find something she is a good person to trade with. She is trustworthy for a human.

Tula is the main character in the novel Tin Star. She will help the players in this adventure, trading the equipment they need for favors she needs done. Tula is excellent at communicating with aliens in an empathic way, and is a central figure in the barter economy of the Underguts. Tula is owed favors by a large number of people on the station, and can turn to almost anyone for help if the players give her trouble.

TOURNOUR

Type: 2nd Level Humanoid (1st level Expert/1st Level Warrior)**Size:** Medium**Speed:** 30 ft.**Abilities:** Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +1**Skills:** Bluff (+6), Climb (+1), Computers (+1), Concentration (+5), Diplomacy (+6), Disguise (+1), Drive (+1), Escape Artist (+1), Gather Information (+8), Handle Animal (+1), Intimidate (+8), Jump (+1), Navigate (+1), Notice (+5), Search (+5), Sense Motive (+6), Stealth (+5), Survival (+1), Swim (+1)**Feats:** Assessment, Benefit*, Firearms Training, Improved Initiative**, Improved Strike, Scent***, Talented (Gather Information and Intimidate)****Combat:** Attack +2 (+1 base, +1 Dex), Defense Dodge/Parry +2/+2 (+1 base, +1/+1 Dex/Str), Initiative +4; Conviction 3**Saving Throws:** Toughness +1, Fortitude +2 (+1 base, +1 Con), Reflex +3 (+2 base, +1 Dex), Will +1 (+0 base, +1 Wis)**Equipment:** Uniform, Blaster**Core Ability:** Can spend a point of Conviction to gain a +4 in any skill, including ones he does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

* Has Law Enforcement powers on the station.

** Bonus has already been applied.

*** Can detect and identify things by smell. (Loor racial trait)

"I am the eyes of this station and I know how to care for its heart."

—TOURNOUR

Tournour is the Assistant Chief Constable on the Yertina Feray. He is viewed by most on the station as a focused, ambitious Loor, and something of a tough nut to deal with. His demeanor is aloof and quiet and thoroughly professional. But look close enough and you can see cracks in his armor and on occasion he is capable of showing quiet acts of kindness. He has a strong moral code that he lives by, erring on the side of justice when it conflicts with the letter of the Law.

The Loor pre-generated character Hendara is his cousin, and the two of them will eventually recognize each other if she is part of the crew. They are not particularly close, but Loor family ties are strong. Tournour will be somewhat uncomfortable around her, since he is on the station due to a family disgrace of some kind. This can be used as leverage to get Tournour's aid if the players pursue it.



CONSTABLES

Type: 1st Level Warriors
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +0, Int +0, Wis +0, Cha +0
Skills: Profession (Law Enforcement) +1, Notice +1, Search +1,
Combat: Attack +1, Defense Dodge/Parry +1/+1, Initiative +0
Saving Throws: Toughness +0, Fortitude +2, Reflex +0, Will +0

The Constables on the station are of a mix of races. They are a decent lot, mostly just wanting things to stay peaceful. They tend to turn a blind eye to black market activities and favor trading, but crack down hard on violence and property destruction.

While on duty, most constables have batons, and a few may be armed with blasters.

HECKLECK

Type: 2nd Level Expert
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +0, Int +2, Wis +1, Cha +1
Skills: Acrobatics (+2), Bluff (+6), Climb (+1), Computers (+2), Concentration (+6), Craft (+1), Diplomacy (+6), Disable Device (+7), Disguise (+1), Drive (+1), Escape Artist (+7), Gather Information (+6), Handle Animal (+1), Intimidate (+6), Jump (+1), Knowledge (+2), Medicine (+2), Navigate (+2), Notice (+2), Perform: (+1), Search (+2), Sense Motive (+6), Sleight of Hand (+2), Stealth (+2), Survival (+1), Swim (+1)
Feats: Benefit*, Firearms Training, Jack-Of-All-Trades**, Improved Weapons Training, Poison Tongue***, Salvage, Urban Tracking
Combat: Attack +3 (+1 base, +2 Dex), Defense Dodge/Parry +3/+2 (+1 base, +2/+1 Dex/Str), Initiative +2; Conviction 3
Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +5 (+3 base, +2 Dex), Will +1 (+0 base, +1 Wis)
Equipment: Clothes, 1 knife, tools
Core Ability: Can spend a point of Conviction to gain a +4 in any skill, including ones he does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

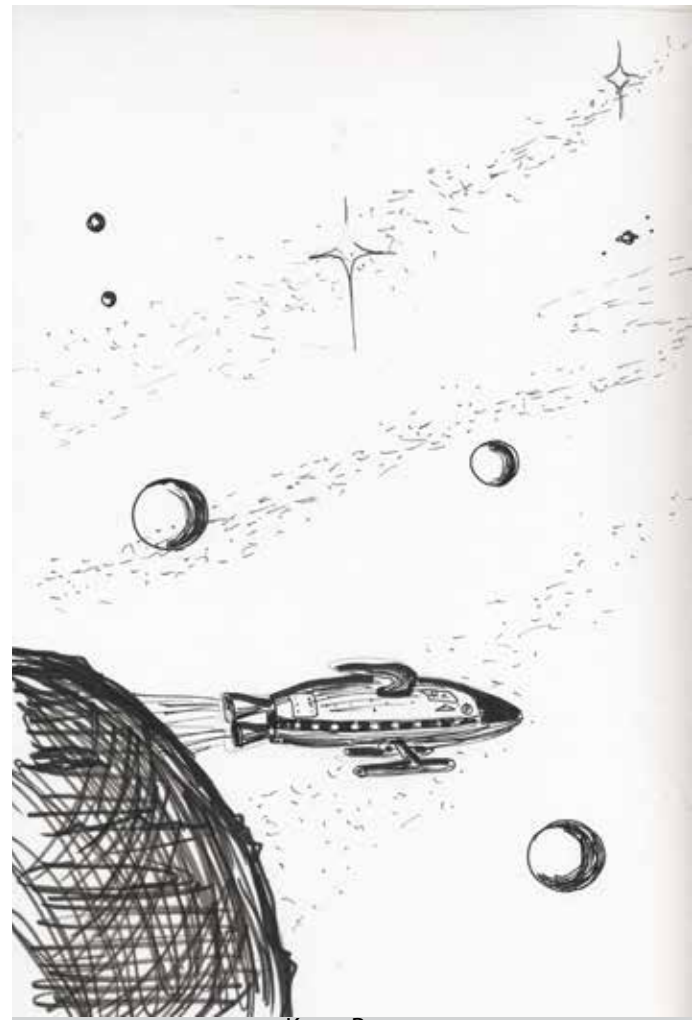
* Well Connected to many powerful people on the station.
 ** Bonus has already been applied.
 ***Target must make Fortitude save to avoid losing 1 Con when hit. Another save 1 minute later. (Difficulty 12) - Hort racial trait

“Every soul has one thing they’d do anything for. And if you have stared into as many eyes as I have, you will know how to trade for that thing.”

—HECKLECK

Heckleck is Hort. Cunning and manipulative, Heckleck looks out for number one at all times. He is a master barterer, trading in favors among the desperate and needy of the underguts, where he lives. It is he who trained Tula Bane, and although they now work separately, there is still mutual respect between them.

He is known throughout the station as the alien to go to if you have anything unsavory, dark or perverted to trade or that you need to acquire. He appears to ask no questions, but is likely to have filed away what you wanted in case the information is useful as leverage later. He is not afraid of using slight force to get what he wants, but while he is happy to intimidate, he isn’t likely to have someone killed. He’s considered a ruthless bargainer, but not necessarily an untrustworthy one.



KITSCH RUSTOK

Type: 1st Level Humanoid (Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1 Con +0, Int +1 Wis +0, Cha +0
Skills: Profession (Bar Owner) +4, Bluff +3, Sense Motive +3,
Combat: Attack +1 (+0 base, +1 Dex), Defense Dodge/Parry +1/+0 (+0 base, +1 Dex/+0 Str), Initiative +1; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +1, Will +0

“I can provide any kind of comfort you can think of.”

—KITSCH RUSTOK

Kitsch Rustok is the Brahar owner of the primary (some would say only) place of entertainment that is open on the Yertina Feray. He has an oily personality that is off-putting to many. He is not good at barter, but everyone passes through his place.

Rustok tends to turn a blind eye to whatever people are doing in his place, whether or not it is illegal. He only gets upset about things if they start to put off his customers.

He’ll happily take the player characters’ money, but he isn’t particularly helpful or friendly. He might point people to someone more helpful if he has been convinced with a good Diplomacy roll (or Intimidated), but mostly he will just be pleasant and completely unhelpful.

Many Aliens

There are many more alien types in the world of *Tin Star* than are listed in the adventure. You can just assume they have neutral statistics and traits for purposes of the game, since listing out stats and abilities for all of them isn't necessary. If you were to run a longer campaign in the world of *Tin Star*, you might want to give some species special abilities and backgrounds.

THE NURLOCK VENDOR

Type: 1st Level Humanoid (Ordinary 1)
Size: Small
Speed: 20 ft.
Abilities: Str +0, Dex +1 Con +0, Int +0 Wis +1, Cha +0
Skills: Profession (Merchant) +2, Diplomacy +2, Sense Motive +2, Bluff +2
Combat: Attack +1 (+0 base, +1 Dex), Defense Dodge/Parry +1/+0 (+0 base, +1 Dex/+0 Str), Initiative +1; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +1, Will +0

The Nurlock vendor owns a store on the merchants deck. She is a place to go to get bolts of fabrics and any other hand crafted items. She is friendly with Tula Bane. She has many children, and is the mother of the lost child the players might encounter. (See Random Encounters on page 7.)

TILWE NWORD

Type: 1st Level Humanoid (Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +0, Cha +0
Skills: Profession (Merchant) +2, Diplomacy +2, Knowledge (Electronics) +1, Sense Motive +2, Bluff +2
Combat: Attack +0 (+0 base, +0 Dex), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +0

The tech vendor is a Kao, a fat round alien with an enormous head, small extremities, and two mouths whose voice can be both high and low tones at the same time. She owns the only semi-reputable tech store on the station. She has every type of tech and parts but they are not organized. She's honest enough, but not above selling what she has in whatever condition it came in, making no guarantee of its functionality.

MED BAY DOCTORS

Type: 1st Level Humanoids (Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +1, Cha +1
Skills: Profession (Doctors) +2, Medicine +4, Knowledge (Life Sciences) +4, Notice +1
Combat: Attack +0 (+0 base, +0 Dex), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +1

There are a number of medical staff operating the small medbay on the station. The Chief Doctor is a Per. She is very knowledgeable in almost all alien anatomy and can treat any of the crew without penalty. (Give her an additional +2 on all the skills above.)

The medical staff are not fighters, and mostly welcome anyone who shows up needing assistance. Discrimination is frowned upon, and while there are fees, most people on the station know that emergency room services will be administered regardless of ability to pay.

The doctors pay a modest and not-particularly well-trained security

staff to help secure the medbay, especially during night hours. Use the stats for the Constables, above, to represent them.

THADO

Type: 1st Level Humanoid (Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +1
Skills: Profession (Gardener) +2, Diplomacy +2, Knowledge (Botany) +6, Sense Motive +2, Bluff +2
Combat: Attack +0 (+0 base, +0 Dex), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +2

"Anything can bloom eventually."

—TAHDO

Thado is a Dolmav. The Dolmav look as though they belong underwater to most species. He has some tentacles and also a blowhole. But with the nanites and on their own planet, they are perfectly capable of living above or under water. He is in charge of the arboretum. He is employed by the League of Worlds and must follow strict protocol when it comes to the fruits and vegetables grown in the arboretum. However, any thing that falls to the floor is fair game for trade.

KENoz TENI

Type: 1st Level Humanoid (Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +0, Cha +0
Skills: Profession (Merchant) +2, Diplomacy +2, Sense Motive +2, Bluff +2
Combat: Attack +0 (+0 base, +0 Dex), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will +0

Kenoz Teni is a middle-aged Brahar female merchant on the Yertina Feray. She deals in waters, seed stock, and foodstuffs. She is calm, personable, and fair.

PONSWEA

Type: 2 Level Warrior
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +2, Cha +1
Skills: Intimidation +4, Bluff +4
Feats: Deadly Aim, Tough, Firearm Training
Combat: Attack +3 (+2 base, +1 Dex), Defense Dodge/Parry +3/+3 (+2 base, +1 Dex/+1 Str), Initiative +1; Conviction 3
Saving Throws: Toughness +2 (+1 Con, +1 Tough), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+0 base, +1 Dex), Will +2 (+0 base, +2 Wis)
Equipment: Blaster, Stun Baton

Ponswea is a petty gangster on the Yertina Feray. He deals in intoxicants and other unsavory substances, and has a small cartel of people under him. He's not the biggest fish in the pond, but he's not the smallest either. He rarely travels anywhere without his bodyguard and is something of a bully. Like many bullies, he doesn't take kindly to being intimidated, or otherwise having the tables turned on him, and may come after the crew if they do so.

His stun baton emits an electric charge when it hits, requiring a Fortitude save at Difficulty 15 by anyone hit. If they fail, they are stunned. They can make a save every round to shake it off.

THUGS

Type: 1st Level Warriors
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +1, Int +0, Wis +0, Cha +0
Skills: Profession (Thug) +1, Notice +1, Search +1,
Combat: Attack +2, Defense Dodge/Parry +2/+2, Initiative +1
Saving Throws: Toughness +0, Fortitude +2, Reflex +0, Will +0

Ponswea's thugs are hired muscle he keeps around as enforcers and bodyguards. The bodyguards are almost always Per, but Ponswea will hire any race as cheap muscle if he needs to.

When armed, his thugs wield knives.

THE OBNOXIOUS CAPTAIN

Type: 2nd Level Warrior
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +2, Int +0, Wis +0, Cha +0
Skills: Profession (Ship Captain) +5, Notice +3, Intimidate +3
Combat: Attack +4 (+2 base, +2 Dex), Defense Dodge/Parry +4/+4
 (+2 base, +2 Dex/+2 Str), Initiative +2; Conviction 3
Saving Throws: Toughness +2, Fortitude +5 Reflex +2, Will +0

“There are so many species who leak.”

—THE OBNOXIOUS CAPTAIN

The Obnoxious Captain is a Brahar by the name of Kalman. His ship is called the *Inevitable Dawn*. It's a light corvette, a fast ship best for transporting a few passengers, a small amount of cargo, or possibly raiding as a pirate.

Prone to fancy robes, arrogant speech, and general snobbishness, Kamar is either deluded as to his importance in the universe, or desperately trying to convince everyone else of something he doesn't believe. He's outwardly friendly to other people who work plying the space lanes, although it is edged with a contempt for those who live on stations or planets that is off-putting to many.

He likes his food, likes his drink, and likes his luxury, he tries to convince everyone he is sophisticated, but a close look at the robes will see they are carefully repaired and a bit threadbare, and anyone who knows enough about these sorts of things will eventually realize the medal on his chest is a fake.

Like many Brahar, he harbors prejudice for the Loor, and this often comes out in put-downs and wisecracks which he will then insist were “just jokes”.

IMPERIUM OFFICIAL

Type: 1st Level Humanoid (Ordinary 1)
Size: Small
Speed: 20 ft.
Abilities: Str +0, Dex +1 Con +0, Int +0 Wis +1, Cha +0
Skills: Profession (Government Official) +2, Diplomacy +3, Sense Motive +3, Bluff +3
Combat: Attack +1 (+0 base, +1 Dex), Defense Dodge/Parry +1/+0
 (+0 base, +1 Dex/+0 Str), Initiative +1; Conviction 3
Saving Throws: Toughness +0, Fortitude +0, Reflex +1, Will +1

The Imperium Official is a pompous and stuffy Brahar with very little patience and even less of a sense of humor. A true bureaucratic nightmare, he somehow manages to sound annoyed, petty, bored, and vaguely threatening all at the same time.

He is not likely to get physically involved with the crew, and if he feels threatened, will call for security forces to back him up.



IMPERIUM SECURITY FORCES

Type: 1st Level Warriors
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +1, Int -1, Wis -1, Cha -1
Skills: Profession (Security Forces) +2, Notice +1, Search +1,
Combat: Attack +2, Defense Dodge/Parry +2/+2, Initiative +1
Saving Throws: Toughness +0, Fortitude +2, Reflex +0, Will -1 (-1 Wis)

The Imperium security forces are armed and disciplined. They wear black uniforms and helmets with smoky visors. They all have blasters and batons. They have a -1 penalty against diplomacy, bluff, and other social attacks, since they are very used to following orders and not questioning too much where those orders come from.

The Aphelion

The *Aphelion* is a cargo vessel that has run routes from the depths of the Central Core to the far edges of the Outer Rim. Owned and operated by the formidable Captain R'Kaz, it isn't the toughest, fastest, or prettiest ship you might come across, but it's tough enough, fast enough, and pretty enough to get the job done.

The Imperium

The Imperium is the new government. The coup was largely bloodless, more just a re-aligning of some of the key alliances at the top of what had been the League of Worlds.

However, the Imperium has some very different ideas about colonization, the economy, and the proper running of things under their regime. At this point, they are going to fix things the most efficient way they know how, and that's by being brutally efficient. This will quickly turn to some dark methods, but that's beyond the scope of this adventure. For now they should just be officious, militarily-oriented, and vaguely threatening.

The *Aphelion* is currently carrying goods and cargo for a series of colonies on the Rim being set up by a few Minor and Infant species. It's work Captain R'Kaz is fond of, as she feels new colonies is what makes the galactic culture great. People go out, find new worlds, and learn new ways by doing it.

CAPTAIN R'KAZ

Type: 2nd Level Humanoid (1st level Expert/1st Level Warrior)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +1

Skills: Bluff (+6), Climb (+1), Computers (+1), Concentration (+5), Diplomacy (+6), Disguise (+1), Drive (+1), Escape Artist (+1), Gather Information (+5), Handle Animal (+1), Intimidate (+5), Jump (+1), Navigate (+6), Notice (+5), Pilot (+4), Search (+5), Sense Motive (+2), Stealth (+5), Survival (+1), Swim (+1)

Feats: Benefit*, Firearms Training, Improved Strike

Combat: Attack +2 (+1 base, +1 Dex), Defense Dodge/Parry +2/+2 (+1 base, +1/+1 Dex/Str), Initiative +1; Conviction 3

Saving Throws: Toughness +1, Fortitude +2 (+1 base, +1 Con), Reflex +3 (+2 base, +1 Dex), Will +1 (+0 base, +1 Wis)

Equipment: Uniform, Knife, Blaster

Core Ability: Can spend a point of Conviction to gain a +4 in any skill, including ones he does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

* Owns the ship

"I have a ship and I know what is needed to kickstart a world. Now get to work and let's do just that."

—CAPTAIN R'KAZ

Captain R'Kaz has been the captain of the *Aphelion* for 5 years now, and is well known along the light skip points between the Rim and the Core.

Tough, but fair, she is loyal to her crew, even if she often treats them with the brusque expectation that they will get the job done without her having to check on them.

Throughout this adventure, she is mostly handling the duties of a captain on a station (docking fees, official transport authorization, and overseeing repair and maintenance). She will instruct the players to get what the ship needs, but not accompany them to do it.

In the final part of the adventure, when she is captured, she will certainly help out in any fights or other plans that happen during her escape. Note that she will not have her gun when she is captured.



Player Material

The following material is to be handed out to the players. There is some history of the station, the world of Tin Star, and the Pregenerated Characters the Players can pick from.

A Brief History of the Yertina Feray

Of course, the best way to slip into the world of the Yertina Feray is to read the novel Tin Star. In there you'll meet all the characters and get a real feel for the world you're playing in! But reading the novel Tin Star is not necessary to play this game so here is a brief history of the world you're playing in so that you can best play and run a game.

The galaxy is currently under rule by a League of Worlds, a loose confederation of alien species that have a central base on a moon called Bessen. Here there are consulates from every species. There are five major species, the Loor, the Per, the Brahar, the Nurlock, and the Dolmav. All other species are considered minor species or less than minor. The only difference between the major species and the minor is that the Major species were the first space fearing races. Each Major species has more than twelve colonies scattered throughout the galaxy. Minor species are species with at least five colonies or more but less than twelve. All others are infant societies that are not really taken seriously. They must constantly prove themselves to the League. Humans are considered an infant species.

The Major Species

There have been a number of different governments that have run the known galaxy, but in all of them, the Five Major Species have played some important part, even if who was on top of the heap changed.

As mentioned before, the major species were among the first to the stars, and each have more than twelve colonies besides their home worlds.

Loor:

The Loor are one of the Major Races and one of the first species to explore the galaxy. They are tall creatures with long arms and long legs. They have no eyebrows, but they do have triangular skin patches on their heads that darken with age in front of their hairline. They have antenna that allow them to hear sounds that are undetectable to many species. They are very dependent on biology and pheromones. A Loor with a mate releases a calming scent in times of danger. They are a proud race with strong family ties and a high emphasis on moral values that makes for an intricate social system with the brunt of family obligations falling on the youngest family member.

Nurlock:

The Nurlock are a spiritual species that are great craftspeople. They are short and fat with blubber that covers their body regulating warmth. They have whiskers that help with their balance. Their skin is always moist. They are smaller than most species. They are very family oriented.

Per:

Long and stick figured with four arms, the Per are a major species. Their extra arms give them great advantages and they are extremely skilled at sciences.

Dolmav:

The Dolmav look as though they belong underwater to most species, but due to the nanites all space travelers have injected, they do fine on the station. Dolmav often seem very fat and round and are larger than most species. They have tentacles and a blow hole.

Brahar:

The Brahar are reptilian in nature, looking like human-sized lizards. They are the sworn enemy of the Loor hailing from the same solar system and having been each others first contact. The Brahar will try to cut corners and take advantage of situations whenever they can. But they are formidable and savvy and well respected.

The Minor Species

Some of the so-called "minor" races are quite old and well established, and can often be very influential in a given governmental regime, but they never quite got the colonial foothold of the major species. A minor species has at least 5 colonies, but not 12. There are a multitude of them, but we'll look at one here.

Hort:

An insect like species. They are exceptionally smart. They have barbed tongues, large legs, small appendages and tiny vestigial wings on their backs. Their skin is smooth much like an exoskeleton. They are fiercely loyal and calculating. They have long life. Born in broods, they are a minor species despite their incredible rate of reproduction. Many of their eggs are not viable and they are usually the first species to be culled during times of upheaval.

The Infant Species

An Infant Species is one that has only just begun star travel, and has less than 5 colonies. They aren't taken very seriously by the League of Worlds, and even finding worlds to colonize to get to the point of being recognized as a minor species is difficult, since these infant species tend to have limited resources and no ability to even vote or otherwise petition the League for permission to travel or colonize. There could be any number of infant species out there, no one really keeps track unless they make a nuisance of themselves.

Human:

A relatively new spacefaring species from the planet Earth, they are not well liked in the galaxy. The first humans to venture out in space were on intergenerational ships. Due to devastating global warming and plague, Earth chose to cease its expansion into space and concentrate their efforts on reviving the planet. Earth became isolationist and the few Humans already out in space were too few to petition for colony status and were rejected from repatriating to Earth. They became wanderers, hitching rides on spaceships. They are heavily tattooed with the images of the ships they have hitched on. This led to most alien species despising what they consider to be a freeloader species. In recent years, an initiative on Earth called The Children of Earth has attempted to break the isolationist stance and negotiated behind Earth Gov's wishes to acquire some planets to colonize. These colonists, once they leave Earth are never allowed back to Earth.

Shurlo (Nurlock Engineer)

Shurlo joined the crew of the Aphelion two years ago as a way to escape having to take over the family business back home. Shurlo is a gifted engineer and has always liked putting things together and taking them apart then ringing up a cash register or doing crafts. He takes advantage of his small size to work in cramped spaces on the ship far more easily than anyone else on the crew could manage.

Like many Nurlocks, Shurlo is highly spiritual, although it isn't something he discusses often with others.



Shurlo

1st-Level Specialist

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +2, Con +0, Int +3, Wis +1, Cha +0

Skills: Bluff (+0), Climb (+0), Computers (+7), Concentration (+5), Craft: Electronic (+7), Craft: Mechanical* (+12), Diplomacy (+0), Disable Device* (+9), Disguise (+0), Drive (+6), Escape Artist (+2), Gather Information (+0), Handle Animal (+0), Intimidate (+0), Jump (+0), Knowledge: Physical Sciences (+7), Knowledge: Technology (+10), Navigate: (+3), Notice (+1), Perform: (+0), Search (+7), Sense Motive (+1), Stealth (+6), Survival (+1), Swim (+0)

Feats: Eidetic Memory, Improvised Tools, Inventor, Lightning Calculator, Salvage, Skill Focus** (Knowledge: Technology and Craft: Mechanical), Evasion, Skill Focus Master Plan, Armor Proficiency (light), Night Vision, Talented (Notice and Search), Two Weapon Attack, Weapon Training

Combat: Attack +3 (+0 base, +2 Dex, +1 Size), Defense Dodge/Parry +3/+1 (+0 base, +1 Size, +2/+0 Dex/Str), Initiative +2; Conviction 3

Saving Throws: Toughness -1 (size -1), Fortitude +2 (+2 base, +0 Con), Reflex +2 (+0 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Equipment: Clothing, Mechanical Tools, Knife

Core Ability: Can always Take 10 on Specialized Skills, no matter the situation. Can spend a point of Conviction to automatically roll a 20 on a Specialized Skill.

*Specialized Skills

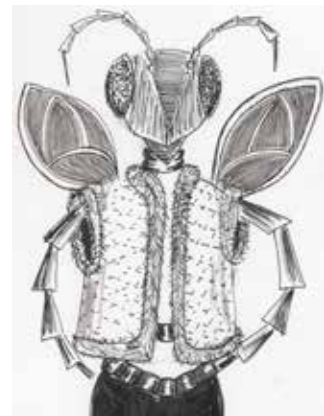
**Bonus has already been applied.

Bergblatt (Hort Pilot)

Bergblatt is the Aphelion's pilot, and like many pilots, a little bit of a daredevil. He used to race atmospheric ships, but refused to throw a race that a corrupt local magistrate was betting on, and ended up black balled. He is very loyal to Captain R'Kaz for helping give him another ship to pilot, even if it is just cargo.

He is a young Hort, and still feels things will go his way in the future. A bit naive and optimistic, he tends to overestimate his abilities. Having spent quite a bit of time poor and on the move before he met Captain R'Kaz, he learned to keep his spirits up by cooking, and is able to make great things out of the blandest ingredients. Now he enjoys feeding the crew surprisingly good food on long voyages when the fresh ingredients have run out.

He is also one of the crewmembers trained to fire guns, although he prefers to leave the fighting to Tintale



Bergblatt

1st-Level Expert

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +0, Int +1, Wis +0, Cha +1

Skills: Bluff (+1), Climb (+1), Computers (+7), Concentration (+4), Craft: Electronic(+5), Craft: Cooking (+8), Diplomacy (+1), Drive (+7), Escape Artist (+3), Gather Information (+1), Handle Animal (+1), Intimidate (+1), Navigate: (+8), Notice (+4), Perform: (+1), Pilot (+9), Search (+8), Sense Motive (+1), Stealth (+9), Survival (+1), Swim (+1)

Feats: Dark Vision, Elusive Target, Evasion, Firearms Training, Master Plan, Poison Tongue*, Skill Focus** (Navigate, Craft: Cooking), Talented** (Computers and Pilot)

Combat: Attack +3 (+0 base, +3 Dex), Defense Dodge/Parry +3/+1 (+0 base, +3/+1 Dex/Str), Initiative +3; Conviction 3

Saving Throws: Toughness +0, Fortitude +0 (+0 base, +0 Con), Reflex +5 (+2 base, +3 Dex), Will +0 (+0 base, +0 Wis)

Equipment: Clothing, Knife, Blaster

Core Ability: Can spend a point of Conviction to gain a +4 in any skill, including ones he does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

*Target must make Fortitude save to avoid losing 1 Con when hit. Another save 1 minute later. (Difficulty 11) - Hort racial trait

**Bonus has already been applied.

Hendara (Loor Negotiator)

Hendara is a trained diplomat, but ended up working for Captain R’Kaz as part of her apprenticeship for her bid to having a job in the Loor government. You have to go out to move up, as the old Loor saying goes, and she saw advantage to taking an unorthodox route to get there. She believes getting a more “ground level” view of what goes into the colony system will help her understand the real issues at play in the politics of the League of Worlds.



Hendara has a sharp mind and is very good at reading people and getting them to talk to her. She’s got no problem using what she’s figured out about you either for or against you. Her extreme sense of justice stops her from abusing this insight, though.

Hendara

1st-Level Expert

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +2, Cha +3

Skills: Bluff (+9), Climb (+0), Computers (+1), Concentration (+2), Diplomacy (+10), Disguise (+3), Drive (+0), Escape Artist (+0), Gather Information (+7), Handle Animal (+3), Intimidate (+7), Jump (+0), Knowledge: Behavioral Sciences (+5), Knowledge: Civics (+5), Navigate (+1), Notice (+6), Perform: (+3), Perform: Oratory (+7), Search (+1), Sense Motive (+8), Stealth (+0), Survival (+2), Swim (+0)

Feats: Fascinate*, Suggestion*, Mass Suggestion*, Well Informed, Inspire Complacency, Scent**, Skill Focus*** (Diplomacy), Talented*** (Bluff and Sense Motive)

Combat: Attack +0 (+0 base, +0 Dex), Defense Dodge/Parry +0/+0 (+0 base, +0/+0 Dex/Str), Initiative +0; Conviction 3

Saving Throws: Toughness +0, Fortitude +0 (+0 base, +0 Con), Reflex +0 (+0 base, +0 Dex), Will +4 (+2 base, +2 Wis)

Equipment: Fancy Clothing, Knife, Political Books

Core Ability: Can spend a point of Conviction to gain a +4 in any skill, including ones he does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

* All linked to the Diplomacy skill.

**Can detect and identify things by smell. (Loor racial trait)

***Bonus has already been applied.

Tintale (Per Muscle)

Tintale could have ended up as just a thug. He’s strong, fast, and a deadly shot. But Tintale was raised with a strong sense of Per honor, and decided to take his natural talents and use them to defend people he cares about.

Tintale met R’Kaz when he saved her from pirates trying to steal her cargo on a space station out on the Rim. She offered him a job immediately, and Tintale was glad to find a useful outlet for his skills.

One of the only people on the *Aphelion*, who knows how to use a gun properly, he’s counted on to be the security for the crew when things get rough. He prefers to just loom menacingly when he can, though, believing that once a weapon has been drawn, you’ve already failed the first goal of security, because someone is guaranteed to get hurt.



Tintale

1st-Level Warrior

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +3, Con +2, Int +0, Wis +0, Cha +0

Skills: Bluff (+0), Climb (+2), Computers (+0), Concentration (+4), Diplomacy (+0), Disguise (+0), Drive (+3), Escape Artist (+3), Gather Information (+0), Handle Animal (+0), Intimidate (+4), Jump (+2), Knowledge: Tactics (+4), Navigate (+0), Notice (+0), Perform: (+0), Search (+0), Sense Motive (+4), Stealth (+3), Survival (+0), Swim (+2)

Feats: Assessment, Deadly Aim, Firearms Training, Improved Initiative*, Improved Strike, Stunning Attack, Seize Initiative, Tough

Combat: Attack +5 (+2 base, +3 Dex), Defense Dodge/Parry +5/+4 (+2 base, +3/+2 Dex/Str), Initiative +7; Conviction 3

Saving Throws: Toughness +3 (+1 Tough Feat, +2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base, +0 Wis)

Equipment: Clothes, 2 knives, baton, blaster pistol

Core Ability: Spend 1 Conviction to erase all Bruised and Hurt damage conditions.

*Bonus already applied

MiaNat (Brahar Doctor)

MiaNat knows her way around a scalpel and can figure out how any species works and how they are hurt just by looking at them. Her talents have served the ship well, and the whole crew of the *Aphelion* respects her skill.



While no one questions her dedication as a doctor, MiaNat is a little bit of a romancer and doesn't really care very much who she is romancing. She just likes the flirting and the chase.

MiaNat has been on this ship for over a decade and feels more at home on ships and space stations than she does on solid ground at this point. She likes the fact that they never stay in any port for too long and continually meet new aliens, finding each new station and spaceport a new discovery.

MiaNat

1st-Level Specialist

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +3, Wis +1, Cha +1

Skills: Bluff (+1), Climb (+0), Computers (+3), Concentration (+5), Craft: Medicines (+8), Diplomacy (+5), Disguise (+1), Drive (+1), Escape Artist (+1), Gather Information (+1), Handle Animal (+5), Intimidate (+1), Jump (+0), Knowledge: Earth Sciences (+10), Knowledge: Life Sciences* (+12), Medicine* (+11), Navigate (+3), Notice (+5), Perform: (+1), Search (+3), Sense Motive (+1), Stealth (+1), Survival (+1), Swim (+0)

Feats: Canny Dodge, Challenge**, Skill Focus (Medicine)***, Skill Training***, Talented (Earth/Life Sciences)***, Tireless, Xenomedic

Combat: Attack +1 (+0 base, +1 Dex), Defense Dodge/Parry +1/+0 (+0 base, +1/+0 Dex/Str), Initiative +1; Conviction 3

Saving Throws: Toughness +0, Fortitude +0 (+0 base, +0 Con), Reflex +1 (+0 base, +1 Dex), Will +3 (+2 base, +1 Wis)

Equipment: Clothing, Medicines, Surgical tools.

Core Ability: Can always Take 10 on Specialized Skills, no matter the situation. Can spend a point of Conviction to automatically roll a 20 on a Specialized Skill.

*Specialized Skills

**Takes no penalty to diagnose or treat himself with the Medicine skill.

***Bonus has already been applied.

Kebanne (Dolmav Scavenger)

Kebanne can see the diamond in anything. If it looks like you want to throw it away, show it to Kebanne. That talent has been of tremendous help to the *Aphelion*, both for keeping the ship in good repair and in its role in helping supply colony worlds with much needed materials.

She is an expert at figuring out if something is beyond repair or can be fixed or re-used in another capacity, meaning very little goes to waste when she's around to salvage it.

Kebanne knows how to make do when you don't have the exact thing you need, which is what makes her so essential when setting up a planet.



Kebanne

1st-Level Expert

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +1, Wis +1, Cha +1

Skills: Acrobatics (+1), Bluff (+5), Climb (+6), Computers (+1), Concentration (+1), Craft (+1), Diplomacy (+5), Disable Device (+1), Disguise (+1), Drive (+1), Escape Artist (+1), Gather Information (+6), Handle Animal (+1), Intimidate (+5), Jump (+1), Knowledge (+1), Medicine (+1), Navigate (+1), Notice (+6), Perform: (+1), Search (+8), Sense Motive (+5), Sleight of Hand (+6), Stealth (+1), Survival (+1), Swim (+1)

Feats: Firearms Training, Jack-Of-All-Trades*, Improvised Weapons Training, Salvage, Urban Tracking

Combat: Attack +1 (+0 base, +1 Dex), Defense Dodge/Parry +1/+1 (+0 base, +1/+1 Dex/Str), Initiative +1; Conviction 3

Saving Throws: Toughness +2 (+2 Con), Fortitude +2 (+0 base, +2 Con), Reflex +3 (+2 base, +1 Dex), Will +1 (+0 base, +1 Wis)

Equipment: Clothes, 1 knife, tools

Core Ability: Can spend a point of Conviction to gain a +4 in any skill, including ones he does not have or that cannot normally be used untrained. The bonus lasts for the duration of the scene.

*Already applied.

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.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc. Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathon Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Death in Freeport Revised, Copyright 2000–2004, Green Ronin Publishing, LLC; Author Chris Pramas.

Falthar's Curios, Copyright 2000, Green Ronin Publishing, LLC; Author Chris Pramas.

Fading Suns: d20 Copyright © 2001 Holistic Design, Inc.

Focus on Freeport #7: The Jade Serpent of Yig, Copyright 2001, Green Ronin Publishing, LLC; Author William Simoni.

Madness in Freeport Revised, Copyright 2001–2004, Green Ronin Publishing, LLC; Author William Simoni.

Rokugan, Copyright 2001 AEG

Terror in Freeport Revised, Copyright 2001–2004, Green Ronin Publishing, LLC; Author Robert J. Toth.

The Assassin's Handbook, Copyright 2001, Green Ronin Publishing, LLC; Authors Wolfgang Baur and David "Zeb" Cook.

Galactic Races, Copyright 2001, Fantasy Flight Games.

Legions of Hell, Copyright 2001, Green Ronin Publishing; Author Chris Pramas.

Seas of Blood, Copyright © Mongoose Publishing.

The Quintessential Fighter, Copyright 2001 Mongoose Publishing

Armies of the Abyss, Copyright 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris Pramas.

The Assassin's Handbook, Copyright 2002, Green Ronin Publishing, LLC; Authors Wolfgang Baur and David "Zeb" Cook.

Book of the Righteous, Copyright 2002, Aaron Loeb.

Freeport: The City of Adventure, Copyright 2002, Green Ronin Publishing, LLC.; Authors Chris Pramas, Matt Forbeck, et al.

Monster's Handbook, Copyright 2002, Fantasy Flight Publishing, Inc.

Mutants & Masterminds Copyright 2002, Green Ronin Publishing, LLC.

Salon du Masque, Copyright 2002, Green Ronin Publishing, LLC; Author Chris

Pramas.

Silver Age Sentinels d20, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenyon, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

Spycraft Copyright 2002, Alderac Entertainment Group.

Spycraft Espionage Handbook, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.

Spycraft Modern Arms Guide, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allard, Rob Drake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon.

Tome of Horrors, Copyright 2002, Necromancer Games., Inc.; Author Scott Greene, based on original material by Gary Gyax.

Ultramodern Firearms, Copyright 2002, Green Ronin Publishing; Author Charles McManus Ryan.

Wrath & Rage, Copyright 2002, Green Ronin Publishing; Author Jim Bishop.

Aasimar & Tiefling: A Guidebook to the Planetouched, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb.

The Avatar's Handbook, Copyright 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Tomasson.

Bastards & Bloodlines, Copyright 2003, Green Ronin Publishing, Author Owen K.C. Stephens

Black Sails Over Freeport, Copyright 2003, Green Ronin Publishing, LLC; Authors Brian E. Kirby, Robert Lawson, William Simoni, and Robert J. Toth.

The Book of Fiends, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

Challenging Challenge Ratings: Immortal's Handbook, Copyright 2003, Craig Cochrane.

Conan The Roleplaying Game, Copyright 2003 Conan Properties International LLC; Authorized Publisher Mongoose Publishing Ltd; Author Ian Sturrock.

CORE Explanatory Notice, Copyright 2003, Benjamin R. Durbin

Crime and Punishment, Copyright 2003, Author Keith Baker

Crooks!, Copyright 2003, Green Ronin Publishing; Authors Sean Glenn, Kyle Hunter, and Erik Mona.

Cry Havoc, Copyright 2003, Skip Williams. All rights reserved.

Darwin's World 2nd Edition, Copyright 2003, RPG Objects; Authors Dominic Covey and Chris Davis.

Grim Tales, Cyberware game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Grim Tales, Firearms game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Grim Tales, Horror game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Grim Tales, Spellcasting game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Grim Tales, Vehicle game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Immortals Handbook, Copyright 2003, Craig Cochrane.

Modern Player's Companion, Copyright 2003, The Game Mechanics, Inc; Author: Stan!

Monsters of the Mind, Copyright 2003, Green Ronin Publishing, LLC; Authors Kevin Brennan, James Maliszewski, Morgan Peer, and Tracey Peer.

Monte Cook's: Arcana Unearthed, Copyright 2003, Monte J. Cook. All rights reserved.

Possessors: Children of the Outer Gods, Copyright 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studioronin.com.

Skull & Bones © 2003, Green Ronin Publishing, LLC; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.

Spycraft Faceman/Snoop Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver.

Spycraft Fixer/Pointman Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin.

Spycraft Soldier/Wheelman Class Guide, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B. D. Flory, Scott Gearin, Patrick Kapera.

Swords of Our Fathers Copyright 2003, The Game Mechanics.

Design Parameters: Immortal's Handbook, Copyright 2003, Craig Cochrane.

A Magical Medieval Society: Western Europe, Copyright 2003, Expeditious Retreat Press; Authors Suzi Yee and Joseph Browning.

Tales of Freeport, Copyright 2003, Green Ronin Publishing, LLC; Author Graeme Davis.

The Unholy Warrior's Handbook, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb.

Advanced Player's Guide, Copyright 2004, White Wolf Publishing, Inc.

Algernon Files, Copyright 2004, Blackwyrn Games; Authors Aaron Sullivan and Dave Mattingly.

Creatures of Freeport, Copyright 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker.

Grim Tales, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Mutants & Masterminds Annual #1, Copyright 2004, Green Ronin Publishing, LLC; Editor Erik Mona.

Relics and Rituals: Excalibur, Copyright 2004, White Wolf Publishing, Inc.

Spycraft Mastermind Guide, Copyright 2004, Alderac Entertainment Group, Inc.; Steve Crow, Alexander Flagg, B. D. Flory, Clayton A. Oliver.

Spycraft U.S. Militaries Guide, Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera.

The Psychic's Handbook, Copyright 2004, Green Ronin Publishing, LLC; Author Steve Kenson.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman

Advanced Player's Manual, Copyright 2005, Green Ronin Publishing; Author Skip Williams.

Blue Rose, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchoir, and John Snead.

Blue Rose Companion, Copyright 2005, Green Ronin Publishing; Editor Jeremy Crawford.

Dungeon Crawl Classics #20: Shadows in Freeport by Robert J. Schwalb, Copyright 2005 Goodman Games (contact info@goodman-games.com, or see www.goodman-games.com)

The Freeport Trilogy, Copyright 2005, Green Ronin Publishing, LLC; Authors Chris Pramas, William Simoni, and Robert J. Toth.

Gimmick's Guide to Gadgets, Copyright 2005, Green Ronin Publishing; Author Mike Mearls.

Hot Pursuit, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc.

Monte Cook Presents: Iron Heroes, Copyright 2005, Monte J. Cook. All rights reserved.

Mythic Heroes, Copyright 2005, Benjamin R. Durbin, published by Bad Axe Games, LLC.

Mutants & Masterminds, Second Edition, Copyright 2005, Green Ronin Publishing; Author Steve Kenson.

The Seven Saxons, by Benjamin R. Durbin and Ryan Smalley, Copyright 2005, Bad Axe Games, LLC.

Spycraft, Copyright 2005, Alderac Entertainment Group.

True20 Adventure Roleplaying, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

Borrowed Time, Copyright 2006, Golden Elm Media; Authors Bruce Baugh and David Bolack.

Caliphate Nights, Copyright 2006, Paradigm Concepts; Author Aaron Intante-Levy.

Lux Aeternum, Copyright 2006, BlackWyrn Games; Author Ryan Wolfe with Dave Mattingly, Aaron Sullivan, and Derrick Thomas.

The Mastermind's Manual, Copyright 2006, Green Ronin Publishing; Author Steve Kenson.

Mecha vs. Kaiju, Copyright 2006, Big Finger Games; Author Johnathan Wright.

Tales of the Caliphate Nights, Copyright 2006, Paradigm Concepts, Inc., Author Aaron Infante-Levy

True20 Bestiary, Copyright 2006, Green Ronin Publishing; Author Matthew E. Kaiser.

True20 Freeport Companion, Copyright 2007, Green Ronin Publishing, LLC.; Authors Steve Kenson and Robert J. Schwalb.

True20 Freeport: The Lost Island, Copyright 2009, Green Ronin Publishing, LLC; Author Walt Ciechanowski.

Tin Star: A Simple Favor, Copyright 2014, Cecil Castellucci; Author Laurent Castellucci.