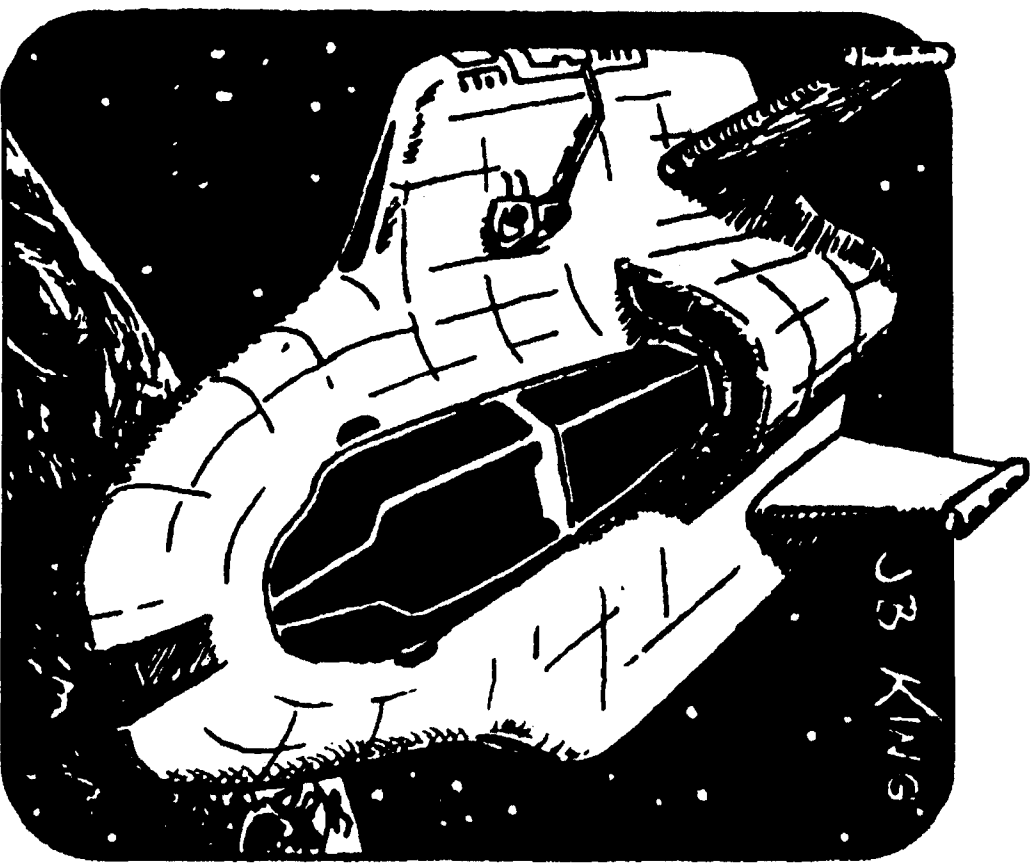


JUMPSPACE

ISSUE 5

AN ILLUSTRATED FANZINE FOR
TRAVELLER™

\$2.50



JUMPSPACE

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Notes from Jumpspace

as we begin a second year of jumpspace, welcome! I hope you enjoy our continued improvements as we strive to make this publication as useful and entertaining as we can for Traveller referees and players alike.

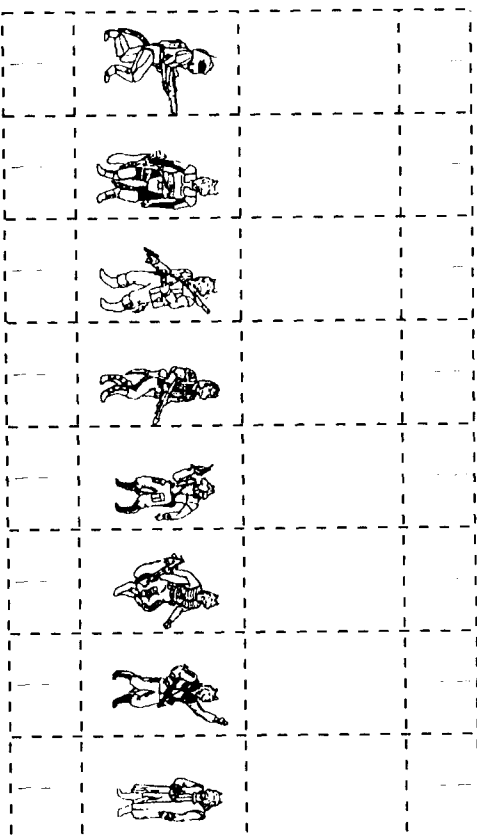
In this issue Jumpspace will begin supporting the MegaTraveler rules edition, though, at least for a time, we will attempt to make included material usable with previous Traveler rules editions.

As promised, this issue is a special Vargr issue. Inside these pages you will find a lot of useful material about this notorious spacetering race, including two starship deckplans (an item that has proven quite popular to Jumpspace readers of previous issues). Below is an extra bonus - a set of Vargr figures in 15mm scale. With them are ship silhouettes for the Vargr ships presented in this issue. Peel free to photocopy them for your personal use. Just color them in using fine point markers then mount them on card stock, and you'll really be ready for the upcoming Vargr campaigns.

In this issue we begin a new feature that will appear regularly, entitled Craft File. In it we will present all types of craft designs, from vehicles to starships, created using the MegaTraveller Craft Design rules. Their presentation will be similar to how craft are presented in the Imperial Encyclopedia. So, do you have some favorite designs you'd like to share with us? (Include an illustration or a basic sketch for me to illustrate from if you know how you want the craft to appear.) Before submitting an article for consideration, it would be a good idea to send a SASE for our new, updated contributor guideline sheet first.

my thanks go to anthony ward, glen allison,
and jerry campbell for their efforts.

- James B. King, Editor



LOEGHVAEKH SCOUT

EVAEKS0 COURIER

SHIP'S BOAT



Examples of Vargr Combat Vehicles

by Anthony D. Ward

With the temporary disruption of Imperial order, various Vargr governments, raiding parties, and freebooters have taken advantage of state of emergency by conducting numerous raids and even invasions of Imperial systems along our coreward border. To provide Imperial armed forces with a better idea of what they will be facing on the battlefield, the following report/summary should be given wide distribution to our fighting units.

- Captain Aroult hault-Vertaneli,
Imperial Naval Intelligence, 131-1119,
Regina/Regina.

* * *

VARGR ARMORED COMBAT VEHICLES
Imperial Military Review - 060-1105
Major Hans Shinoda, Imperial Army

While it is almost impossible to make any general statement about the Vargr civilization, one can give examples of their military technology. This article will give a quick overview of some of their best battlefield equipment. But first, a little background.

In 1057 a Vargr corsair by the name of Egzuegh Gaekhsdounng had both lower legs blown off while attempting to exit a burning armored personnel carrier during a raid on an Imperial border planet. Up to this point in his life, Egzuegh's charisma

had been near average for a Vargr. He came to feel that it was various manufacturers' incompetence and greed that put himself and other fighting Vargr in constant peril from their own equipment. His rage and his desire to do something to rectify this gave focus to his life. With this focus and his now driven personality, his charisma skyrocketed.

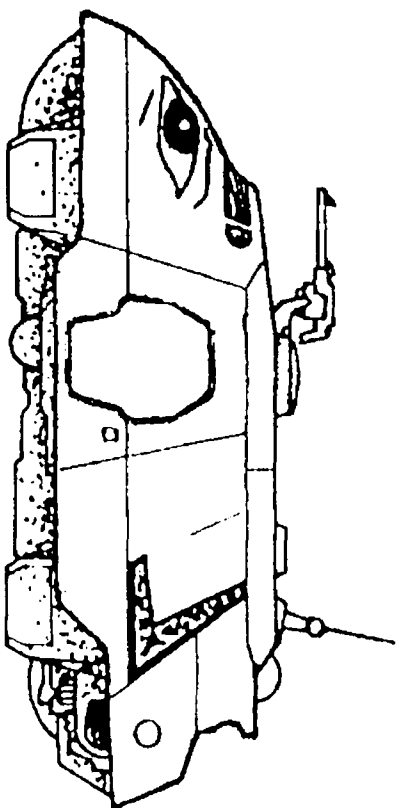
Egzuegh decided he must build the best armored fighting vehicle in the Vargr Volume. By 1063, he had obtained the financial backing, hired an exceptionally skilled team of designers, built his factory, and produced his first prototypes - a truly impressive feat for anyone. For the next 23 standard years, the Gaekhsdounng armory (Ga) produced some of the best AFVs in Vargr space. These AFVs consisted of a family of armored personnel carriers, both tracked and grav, a family of grav tanks, and a family of self-propelled artillery pieces. This changed in 1086, with the death of old Egzuegh in an "accident during field-testing."

The next decade was not good for the Ga. The various Vargr that took control of the company were more interested in power trips and large profits than in producing good AFVs. First quality and then quantity fell off, and Ga vehicles became the same kind of death traps that Egzuegh had hated. By 1100 the company was in receivership.

One of Egzuegh's granddaughters, Etekaengoull Gaekhsdounngo, bought the bankrupt company in 1101 with money she had made as a corsair leader of very great charisma. With this new funding and leadership, certain Imperial authorities expect that old style vehicles of the original quality, and possibly new families of vehicles, will soon be appearing on various battlefields in the near future.

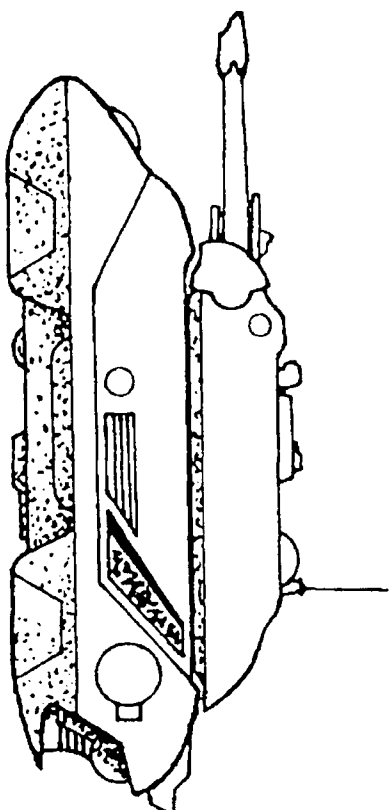
Examples of 3a Vehicles covered below are the Yuguetou (Firelower, APC, the Prulodhe (Shinning Water) grav tank, and the Ozsueingeg (Flamewind, self-propelled artillery unit.

* * *



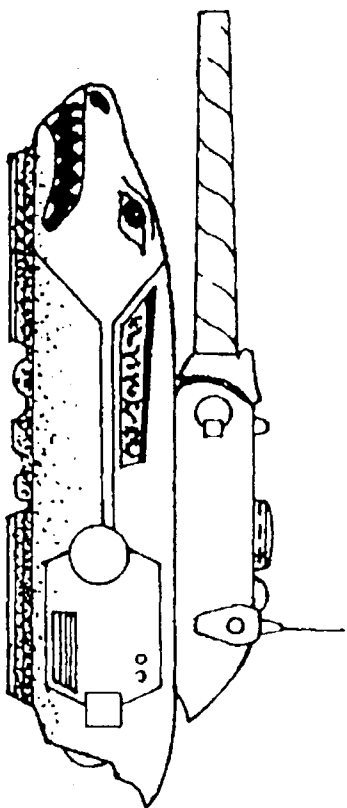
YUGUETOU Armored Personnel Carrier

CRAFT ID: APC, TL 12, MOrl.09, 4.7mW x 2.1mH x 8.2mL
 HULL: 5/14, Disp=6, Config=4USL, armor=5F, Loaded=19.693tons
 POWER: 1/2, Fusion=2mW, Duration=14/42
 LOCO: 1/2, Thrust=0.25tons, NOE=75kph, Cruise=225kph, Top=300kph,
 COMMO: Radio=VDistant, Waser=Regional
 SENSORS: Laser Sensor, Synthetic Vision, Radiation Sensor
 WEAPON: BeamLaser, Pen=5/2, Dmg=4, Rng=Dist, ROF=40, Sig=M
 CONTROL: Computer=1, Panel=dynamic link, Envixon=basic env, basic ls
 ACCOMM: Crew=3 (Commander, Driver, Gunner), Pac=12
 OTHER: Cargo=26.13kilaters, Fuel=1k-liter
 ObjSize=small, EmLevel=faint



PRULODHE Grav Tank

CRAFT ID: Grav Tank, TL 13, MOrl.65, Hull=4.1mW x 2.1mH x 6.3mL, Turret=4.1mW x 1.4mH x 4.1mL
 HULL: 6/13, Disp=6, Config=4SL, armor=15F, Loaded=80tons
 POWER: 1/2, Fusion=60mW, Duration=4.17/12.5(100hrs)
 LOCO: 1/2, Thrust=1.5tons, NOE=120kph, Cruise(V)=1260kph, Top(V)=1680kph, Cruise(A)=750kph, Top(A)=1000kph
 COMMO: Radio=Regional, Waser=Regional
 SENSORS: Ladar=VDistant, Laser Sensor, Synth Vision, Radiation/Environment Sensor
 WEAPON: FY-13 Fusion Gun, Pen=71/5, Dmg=30, Rng=Dist
 ROF=40, Sig=H, Point Def Target Module
 CONTROL: Computer=3, Panel=holographic link, Envixon=basic env, basic ls, extended ls
 ACCOMM: Crew=3 (Commander, Driver, Gunner), Pac=1
 OTHER: Cargo=3.395kilaters, Fuel=10kilaters
 ObjSize=small, EmLevel=faint



02SUEINGEG Self-Propelled Artillery Unit

CRAFT ID: SP Artillery, TL 12, MOR7.823, Hull=4.7mm
x 2.1mm x 8.2mm, Turret=4.7mm x 0.8mm
x 4.1mm

HULL: 6/15, Disp=7, Config=4SL, Armor=10T,
Loaded=76tons

POWER: 1/2, Fusion=6MW, Duration=24/72
LOCO: 1/2, Thrust=0.6tons, ROE=160kph,
Cruise=540kph, Top=720kph

COMMO: Radio=Regional, Laser=Regional

SENSORS: RadarDE, Radar=Regional, Laser Sensor,
Synth Vision, Radiation/Environment

Sensor

WEAPON: 177mm.Hivel Auto Cannon, Point Def Target
Mod, Setup=100sec, Rng=Dist, ROF=165,
Sig=H

CONTROL: Computer=3, Panel=dynamic link,
Environ=basic env, basic ls, extended ls

ACCOMM: Crew=3 (Commander, Driver, Gunner)

OTHER: Cargo=2kliters, Fuel=4.312kliters,
Ammo=835Yrds, ObjSize=small, EmLevel=faint

Petereel's Notes: Each Ga Vehicle can be one
or three models. Model A units were built between
1063 and 1086; Model B units between 1086 and 1100;
Model C units between 1102 and the present. A
models are the standard units. Any task involving B
models are resolved one task level down; i.e.
Simple becomes Routine, Routine becomes Difficult,
etc. Anytime a modification is made to a die roll,
subtract 1. Treat all C Models in the opposite way;
Routine becomes Simple, etc., and add 1 to any die
rolls.

If your players happen to notice this and
start checking data plates for year of production,
remember that it is easy for a NPC salesbeing to
modify a data plate and a date of production.



JUMPSPACE

Back issues are available! Send \$2.50 for
each one desired.

#3. The Human Spirit (fiction); Hornet
23E Main Battle Tank; The Modified
Scout/Courier; A Smuggler's Wish List; Pre-
Generated Characters: Merchant.

#4. A Moment With Naval Architect Tyler
Purcell (feature); Small. Craft for System
Defense; Sentry Class SDB; Profile: Dave
Williamson; GRAVELLER Crosswords; MK XIV
Liquid Explosive; Pre-Generated Characters:
Warline.

Vargr Starships: Scout and Courier

Designs by James B. King

NOTE: These Vargr Starships are based on standard vessels presented in Allen Module 3: Vargr.

CRAFT ID: Vargr Courier, Type VX, TL 12, MCr129.0889

HULL: 180/450, Disp=200, Config=1SL, armor=40F, Unloaded=2772tons, Loaded=3781tons

POWER: 5/10, Fusion=1824MW, Duration=22/66

LOCO: 14.5/29, Maneuver=3, 7.2/14.4, Jump=3, NOE=160, Cruise=750kph, Top=1000kph, Agility=0

COMM0: Radio=System

SENSORS: PassiveEWS=Interstellar, ActiveEWS=FarOrbit

actObjScan=Rout, actObjPin=Rout, PassEngScan=Rout

OFF: BeamLaser=X01

Batt 2

DEF: DefDM=+3

CONTROL: Computer=2bis x 3, Panel=dynamic link x 685, Special=headsup x 2, Environ=basic env, basic ls, extend ls, grav plates, inert comp

ACCOMM: Crew=5 (Bridge=2, Engineer=2, Gunner=1), Staterooms=4, SubCraIt=30-ton ship's boat

OTHER: Cargo=70kl, Fuel=1342.6kl; Retuel=Cr46,991, Scoops, ObjSize=average, EMIlevel=moderate

NOTE: The price of the sub craft is not included. Loaded weight does include the sub craft. Cost Includes architect's fees, but is not reduced by a standard discount, though a discount may be applicable. A medic may optionally be added to the standard crew.

* * *

CRAFT ID: Vargr Ship's Boat, TL 12, MCr27.93155

HULL: 27/67.5, Disp=30, Config=1SL, armor=40F, Unloaded=760.1tons, Loaded=844.6tons

POWER: 1.8/3.6, Fusion=642MW, Duration=14/42

LOCO: 4.6/9.2, Maneuver=6, NOE=160kph, Cruise=750kph, Top=1000kph, Agility=1

COMM0: Radio=System

SENSORS: PassiveEWS=Interplanetary, ActiveEWS=Planet,

actObjScan=Dif, actObjPin=Dif, PassEngScan=Form

OFF/DEF: Hardpoints=1, DefDM=+5

CONTROL: Computer=2 x 3, Panel=dynamic link x 238, Special=headsup, Environ=basic env, basic ls, extend ls, grav plates, inertial comp

ACCOMM: Crew=2 (Bridge/Engineer=1, Commander=1), Seats=adequate x 8

OTHER: Cargo=72kl, Fuel=180kl, Retuel=Cr6300, Scoops, ObjSize=average, EMIlevel=faint

Note: The price of the ship's boat is discounted. Power plant and the control panel are sufficient for the installation of a single laser, if it is desired (with a reduction of agility and cargo capacity).

CRAFT ID: Vargr Scout, Type VS, PL 11, WOr46.7913
HULL: 90/225, Disp=100, Config=1SL, armor=40E,
Unloaded=1641tons, Loaded=1865tons

POWER: 7.9/15.8, Fusion=708MW, Duration=30/90
LOCO: 4.5/9, Maneuver=2, 2.7/5.4, Jump=2,
NOE=150, Cruise=750kph, Top=1000kph,
Agility=0

COMMO: Radio=System

SENSORS: PassiveEWS=Interstellar,
ActiveEWS=FarOrbit

actObjScan=Rout, actObjPin=Rout,
PassIngScan=Rout

OPT: BeamLaser=X01

Batt 1

DEF: DefIM=+3

CONTROL: Computer=2 x 3, Panel=dynamic link x 362,
Special=headsUp, Environ=basic env,
basic ls, extend ls, grav plates,
inertial comp

ACCOMM: Crew=2 (Bridge=1, Engineer=1),
Staterooms=2, SubCraft=grav speeder

OTHER: Cargo=145kl, Fuel=458kl, Refuel=Or16,030,
Purification Plant, Scoops,
ObjSize=average, EmLevel=faint

Note: Price and weight of the sub craft
are included. A gunner will likely be
added to the crew.

* * *

CRAFT ID: Vargr Grav Speeder, PL 11, WOr1.2982

HULL: 5.4/13.5, Disp=6, Config=1SL, armor=4E,
Unloaded=26tons, Loaded=47.2tons

POWER: 1/2, Fusion=10MW, Duration=90/270

LOCO: 1/2, StdGravThrust=80tons, NOE=150kph,
Cruise=630kph, Top=840kph

COMMO: Radio=FarOrbit

SENSORS: PassiveEWS=Vdistant, activeEWS=Vdistant,
actObjScan=Dist, actObjPin=Dist,
PassIngScan=Form

OPT/DEF: Hardpoints=1,
BlaserGun, Pen=10/2, Dmg=5, Rng=Dist(5),
Sig=H, Auto=2

CONTROL: Computer=0 x 2, Panel=dynamic link x 33,
Special=headsUp, Environ=basic env,
basic ls, inertial comp

ACCOMM: Crew=1 (Operator/Gunner=1),
Seats=roomy x 4

OTHER: Cargo=19kl, Fuel=32kl, Refuel=Or1120,
ObjSize=small, EmLevel=faint

Note: This speeder model is ideal for long-
term scouting operations and is armed
with a fixed-mount, forward laser.

* * *

CROSSWORD ANSWER KEY

Across	Down
1. KNENG	1. KHOUKMAE
2. BLADE	3. LAIR
7. INFIGHTING	4. WINDHORNRIPT
9. PAID	5. DISCHARGE
13. ARRGHOUN	6. VARGRQUARTER
14. PARANOID	8. GRENADEIER
15. CORSAIR	10. CANINE
18. EMPLOYQUARTER	11. PURPLEHEART
20. PEASANTS	12. DELIRIC
21. CAVALRY	15. CHARISMA
22. WANDERER	16. PROVENGE
23. COMMODORE	17. VOULZEUR
	19. EXTENTS
	20. PACKET

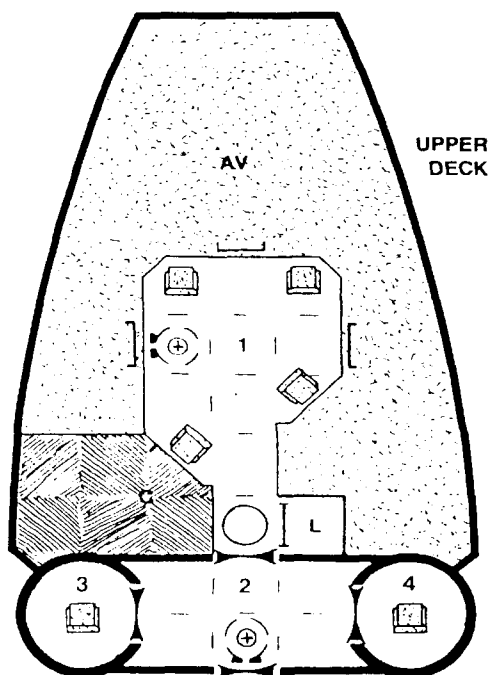
EVAEKSO CLASS

Vargr 200-ton Courier

(Type VX)



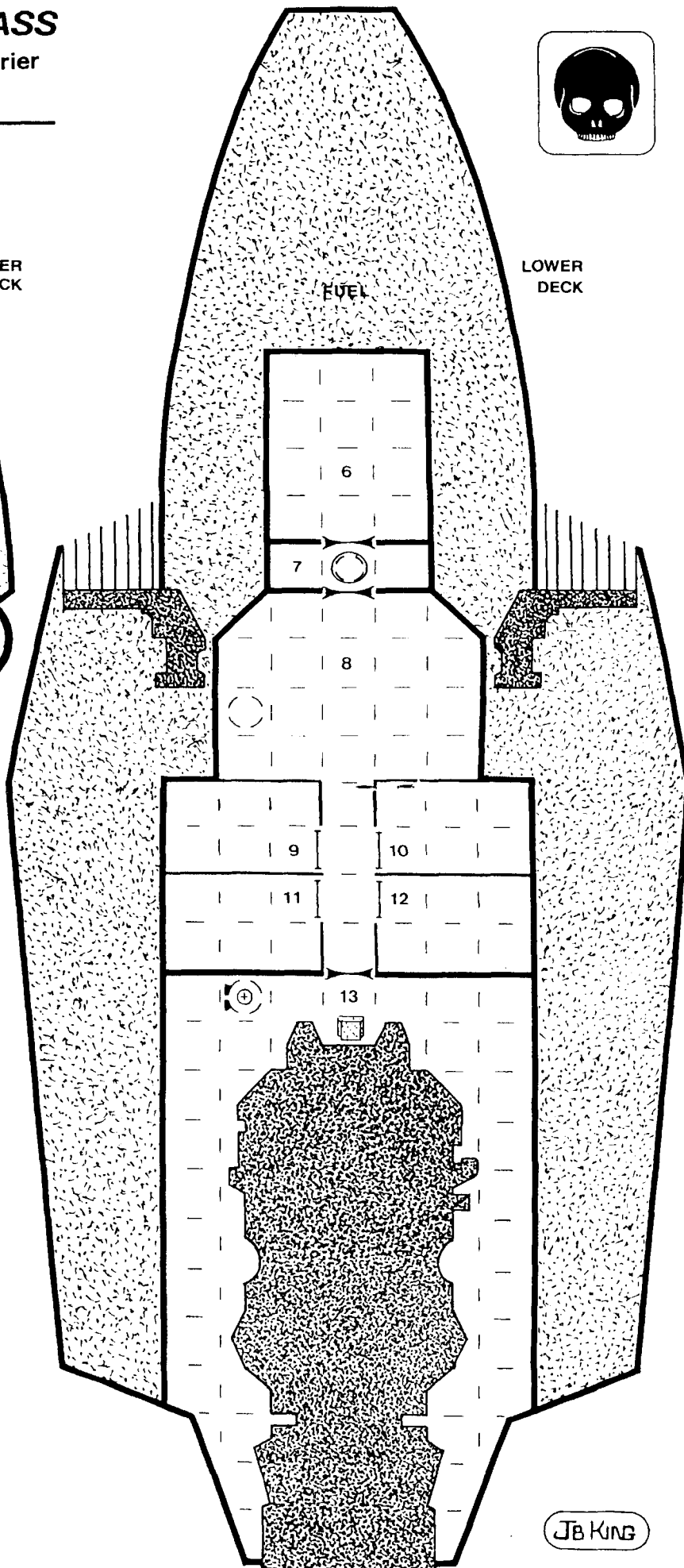
14



UPPER
DECK

LOWER
DECK

15

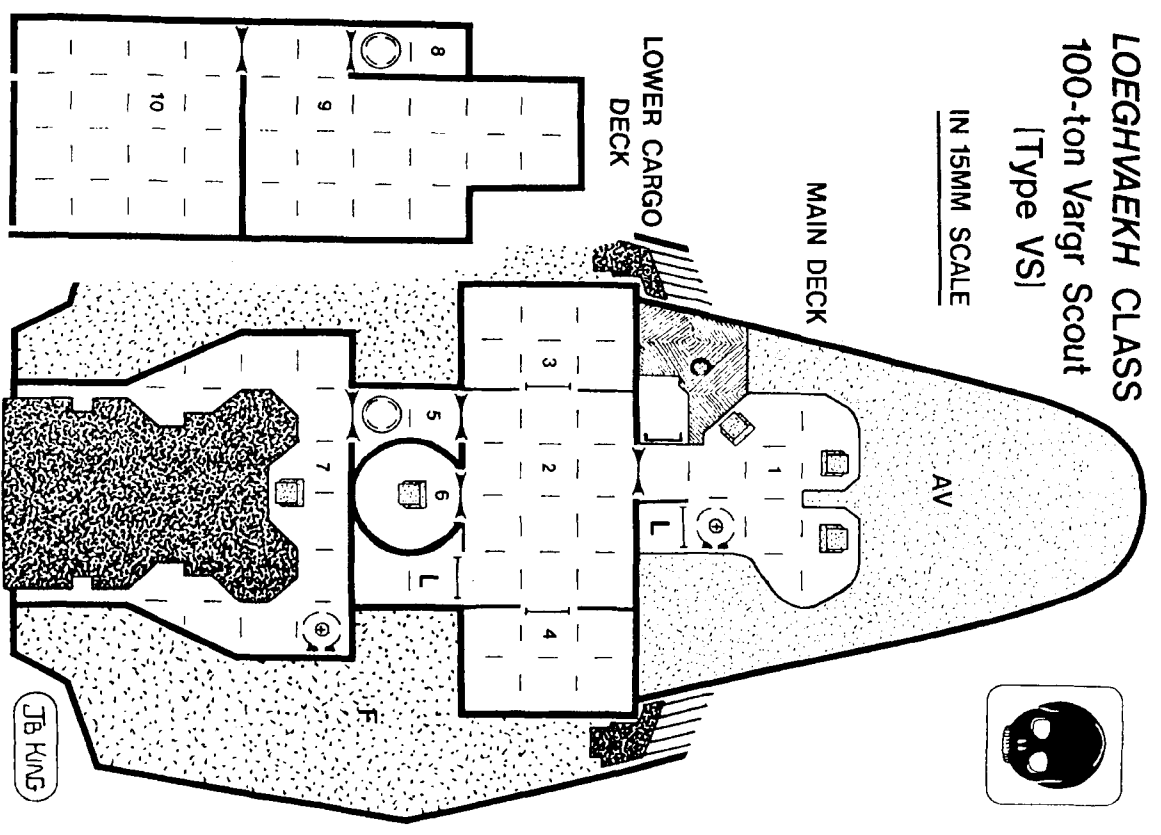
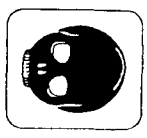


JB KING

LOEGHVAEKH CLASS 100-ton Vargr Scout

[Type VS]

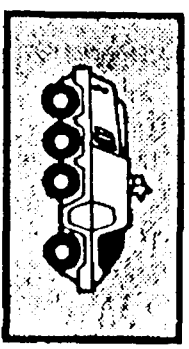
IN 15MM SCALE



VARGR WORDS

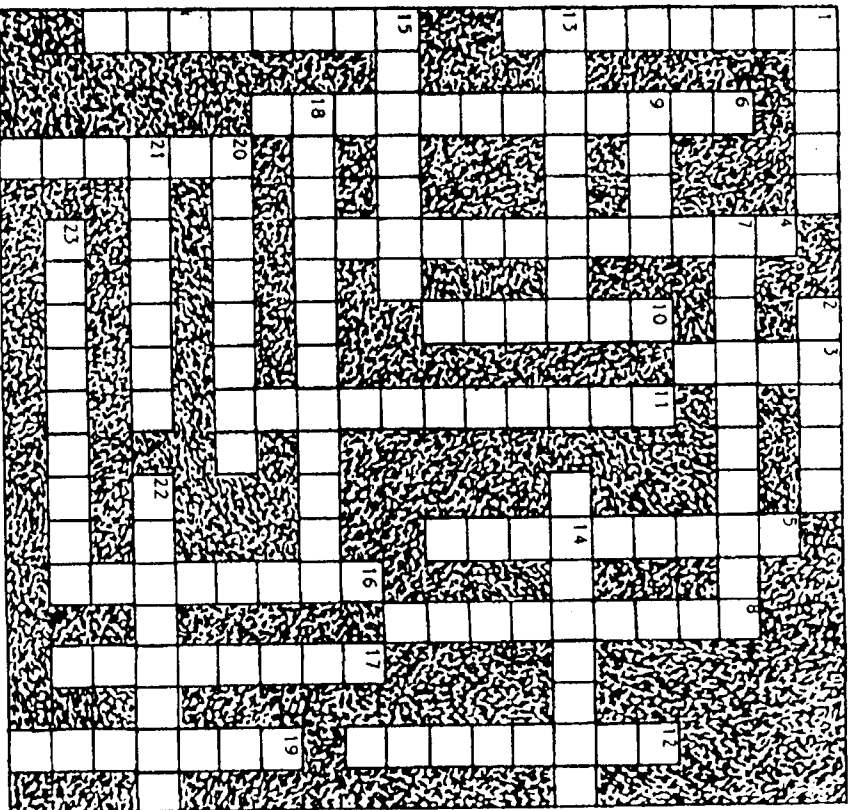
Below is a list of words generated using the Vargr word Generation tables in Allen Module 3-Vargr. This list is convenient for coming up with Vargr character names, ship names, city names, or whatever in a lot less time.

OECHOGKO	DHOVA	VAEGHZTUEERGH
GOKFUEER	UEGHAKH	ZOGRANTHO
ANRAERRAE	KHAEDZAE	ATHZARRGH
THEG	SABGHZSONG	LEGHSOUPRKAG
UNGVOGHZ	KHIRRAE	RAEZO
ZENKSORRG	AZOE	ZIDHAEDZ
ERRTUEGOE	DHAEKSAEGZ	KHIKHSAB
DZARRTHANCA	KFUGU	OEIZOUN
ITAEVIL	UEKHO	LETHKIGRAKHS
OELIURS	NAETHGHUGIR	DUZKHAGAE
UEGATSKAEG	BROKHS	SARRGHTANG
VAEG	THALZDHOUPRUKHS	OUTZSANG
OEGZ	OUPRKHEN	OURSABERRGHA
KFANGU	OZOENADZ	KFOULZ
ROUNUDH	WOZUE	PAGAEILA
AENGARZOU	GORSGHAEGLU	DHARR
ODZGVONTUEKHO	UTHSUNUE	IZELLIDH
SUERRGH	KPALIGVOGH	DHOE
TOEH	KHUEPRG	DHARRLOEKH
RRUZOGHZ	OGAKNUEZ	UNKANS
AEG	FOURRGHEGI	ROGORZIKHSRA



VARGR Crosswords

by Glen Allison



ACROSS

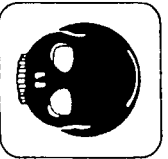
1. a star very important to the Vargr.
2. a mustering out benefit.
7. an Emissary's service skill.
9. Corsair unit assignment.
13. an anciently prominent, now obscure language.
14. a basic Vargr personality trait.
15. typical Vargr occupation.
18. Null zone sector.
20. likely encounter on a Vargr world.
21. Vargr Mercenary Branch.
22. Possible Vargr patron.
23. Rank 5 in the Corsairs.

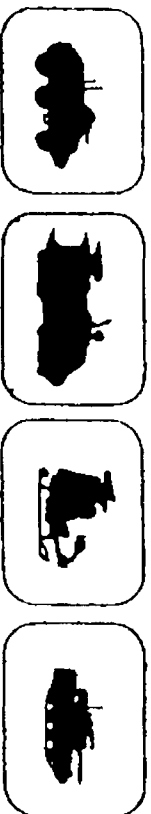
* * *

DOWN

1. Early Vargr empire.
3. The purported Vargr homeworld.
4. Area to trailing where Vargr expansion was stopped.
5. One way to leave a service.
6. Area of a city where Vargr are usually round.
8. a heavy weapons skill.
10. ancestor of the Vargr.
11. awarded for injury in a police action.
12. Cover illustrator of the Vargr alien module.
15. This characteristic is variable.
16. Vargr homeworld sector.
17. arrghoun for challenge.
19. Regions of space controlled by Vargr governments.
20. A 600-ton merchant vessel.

(answers on page 13)

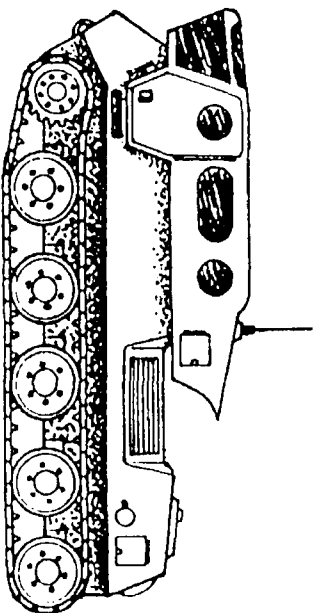




CRAFT FILE:

VARGR TRACKED ATV

Vehicle design by James B. King



CRAFT ID: Vargr Tracked ATV, TL 8, Cr61,802
 HULL: 7.2/18, Disp=8, Conig=4USL, Armor=60,
 Unloaded=41.2tons, Loaded=99.8tons
 POWER: 1/2, WHDTurbine=0.79MW, Duration=2/6
 LOCO: 1.5/3, Tracks Road=55kph, Offroad=22kph
 COMMO: Radio=Regional
 SENSORS: Light Amplification
 OPT/LEP: Hardpoints=1
 CONTROL: Panel=electronic, Environ=basicenv,
 basic is

ACCOMM: Crew=1 (Operator=1), Seats=adequate x 8
 OTHER: Cargo=24kliters, Fuel=34.6kliters,
 Refuel=Cr8650, ObjSize=small,
 EMLevel=faint

Note: Like most ATVs, this tracked example
 is intended for simple, varied use in
 rough, undeveloped areas.

Psi-Staff of the Ancients

by Jerry Campbell

*** THE FOLLOWING IS CLASSIFIED *** DO BE VIEWED
 ONLY BY THOSE OF SECTOR COMMANDER RANK AND ABOVE
 *** BURN OR OTHERWISE DESTROY AFTER READING ***
 DISSEMINATION OF THIS MATERIAL IS PUNISHABLE BY
 DEATH UNDER: ImpSecRge 1-22/098b (Treasonous Acts
 Imperiling the Security of the Imperium) ***

*** The message that follows was intercepted from
 the Zhodani Consulate Embassy at Regina ***

* * *

From: Lt. Opreiat, Consulate Intel.
 To: Lord Commander Bretenagshav.

My Lord, per your instructions, I have been
 following up possible leads about the pre-supposed
 mythical device called the "psi-staff of the
 ancients." I am pleased to report I have the
 information requested, plus an additional bonus. I
 have in my possession what I believe to be an
 actual example of one. It is presently in two
 sections, as I found it. I hesitate to join the
 sections together in fear of the rumored power
 blast that is supposed to occur when doing so.

To continue, there seems to have been only
 six of these staffs ever made, assuming the legends
 are accurate. They (again, according to the tales)
 measured about 2.5 meters long by 5cm in diameter.
 Tipped with an alloy that appears to be something
 akin to brass at both ends, they were also banded
 with the same about one-third of the way in from
 both ends. These bands are about 11cm wide. The
 staffs themselves were made from

some type of hardwood, the actual species I have not been able to determine.

The artifact I have secured its this description exactly. There are few anomalies with it, but despite the legends that surround the stairs, I don't believe there was any actual ancient involvement in their making. All indications we presently have (that I am aware of) portray the ancients as having a much shorter stature than that which could easily wield something of the size I have described. Is it possible these artifacts belong to another old race, which dates back to the time of the ancients? My artifact most resembles a quarter staff (an archaic weapon still used in some societies) made for a being roughly 2 meters tall.

Also, there is a low-level radioactive output emanating from one of the sections I have in my possession. My guess is the presence of a nuclear battery of some sort. This represents a far lower tech level than is commonly attributed to the ancients.

Lastly, my visual examination revealed the presence of some small, metallic contacts set in a circular pattern on the two inner surfaces, but indicated no manner of securing the pieces together (such as a central, magnetic contact or any mechanical means). Such seemingly sloppy workmanship isn't like the ancient artifacts I know of.

My Lord, I await your instructions as to the disposition of these items and the documentation that I have prepared for them. Advise me if I should forward them to an Intel laboratory for further investigation, and by what route, as Imperial Interference has stepped up in this area or late. (End of transmission.)

REPTER'S NOTES

The psi-staff described above actually is an ancient artifact. (But that is no surprise to you, right?) it was created as part of an experiment to see if the latent psionic abilities in some humans and members of other races could be amplified. While the project was a success, interest in it was lost with the advent of the war that destroyed the ancients. It was built along TL 20 lines (in the electronics/computer parts) and disguised as a TL 0-1 weapon. Only six were constructed, all of which still exist, somewhere in "known space". They are powered by small, long-lived nuclear batteries, which will not run down in the near future. The staff is an item of immense potential to someone who can handle the initial effects of starting one up (detailed later).

Should a character survive start-up of a staff, the following things occur:

1) Known psionic rating is boosted by 12 points. If the PC who activates a staff has no known psionic abilities, then these must be rolled for secretly by the referee. They might be introduced as "something strange is going on here" type events until someone in the group catches on.

2) Unknown (vs. already known), latent psi-abilities will also be enhanced. Latent abilities are those that, for whatever reason, a known psi wasn't able to make use of. Normally, these will be ones listed in the rules that the player missed the rolls to get. Roll 9+ on 2D6 for each latent ability to show up. PSR for these is 2D6-4.

3) Range is increased x3 without additional cost (i.e., doing something that would cost 2 PSP at Med. rng. could be done at Dist. rng. for the same).

4) The time required to perform a certain act is divided by 10.

5) The PC gains a "friend" (detailed below). PSR and abilities revert to normal if the stair is broken. This is done by applying 50+ hit points to the center of the stair. Less, and the molecular-attraction bond holds together. More simply breaks the bond and shuts down the system. The stair is quite usable as a hand-to-hand weapon.

Now the bad news--the hazards of starting up the staff. There are 11 contacts on the inner (center) surface of each half-staff. If the staff is whole (a rare event, roll 12 on 2D6 for this to be the case), there will be no apparent seam in the wood. Nothing at all will occur until the proper connection is made (7+ on 2D6, DM+ Elec. or Comp. skill), thus, there are no penalties for trying, just for success!

Upon "activation" of a staff there occurs a brilliant flash of light (roll 1D6 minutes temporary blindness to anyone not light shielded in a 50m area) and the PC holding the intact stair receives the following: 3D6 physical damage (via psi-assault, no shielding) - and a co-personality! The damage is modified as follows: -DM=PSR, -6 if CON 10+, -2 if END or I NT 10+. All DMS are cumulative. Again, there is NO SHIELDING for this! If the PC survives, the damage effects return to normal in 1D6 hours, as they primarily result from the rejection of the second personality.

Co-personality: The staff has, within its other workings, a psychometric computer. This little jewel records the memories and personality of the staff's owner. It also imprints the recording of the last owner into the new owner's brain. Unless the PC has both CON and I NT 10+, roll 9+ on 2D6 for the PC to be "taken over" by the co-personality. It's possible, whether the PC suffers a takeover or not, for a working arrangement to be made between the personalities.

at any rate, the referee will need to have a separate PC/NPC on hand. Just because one is dominant doesn't mean the other won't be putting in his/her/its two-cents worth, often at the most inopportune times! The "takeover" roll can be called upon at any time, but would most likely be during times of PC stress or mental relaxation. (Note: the gender, race, etc. of the co-personality aren't necessarily those of the PC.) If successful, the co-personality is in control until the player makes the same roll for success to regain control. How well they get along will be a guide for how often all this is needed.

The Zhodani Consulate has one stair in their possession and are actively searching for the others. Chasing after these artifacts (now relegated as only potential for a whole campaign. Consider, the Zhodani want the other stairs badly. Maybe badly enough to pay well or kill for them? The Imperium, with its presently messed up internal situation as well as its official position on psionics, probably wouldn't take to kindly to a group searching overtly (or otherwise) for psionic artifacts.

Note: The psi-staff was inspired by a similar device in "A Wizard in Bedlam," a novel by Christopher Stasheff, which, according to the article's author, is an excellent book.

* * *

PRE-GENERATED CHARACTERS: VARGR

1 Corsair Force Leader 498567 age 30 3 terms
Cr6000
Inighting-3, Laser Wpns-3, Electronics-2,
Vacc Suit-1, Ship's Boat-1, Computer-0,
Water Vehicle-0
Laser Rifle(TL9)
Starport B, Large, Standard, Wet World,
Mod Pop,
Low Law, Early Stellar



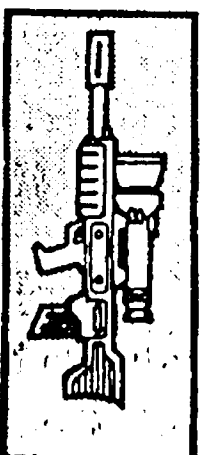
2 Emissary 4A7559 age 38, 5 terms (2=Corsair,
3=Emmlsary), Cr9000
Liaison-2, Streetwise-2, Ship's Boat-1,
Handgun-1, Small Blade-1, Leader-1,
Bribery-1, Carousing-1, Computer-1,
Vacc Suit-0
Body Pistol
Starport B, Medium, Thin, Wet World,
High Pop, High Law, High Stellar

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3 Corsair Lieutenant 896765 age 26 2 terms
Cr12,000
Laser Wpns-2, Zero-g Env-1, Stealth-1,
Vacc Suit-1, Grav Vehicle-1, Bribery-1,
Ship's Boat-1, Computer-0
Laser Rifle (TL13)
Starport C, Medium, Standard, Wet World,
High Pop, Mod Law, High Stellar

4 Loner 7B8845 age 30 3 terms (2=Corsair,
1=Loner), Cr3000
Zero-g Env-2, Grav Vehicle-2, Engineering-1,
Laser Wpns-1, Mechanical-1, Streetwise-1,
Bribery-1, Inighting-1, Small Blade-1,
Computer-0, Vacc Suit-0
Laser Pistol(TL9)
Starport B, Small, Standard, Dry World,
Mod Pop, Mod Law, Avg Stellar

5 Merchant 3rd Officer 677745 age 26 2 terms
Cr2000
Sensor Ops-2, Steward-2, Vacc Suit-1,
Grav Vehicle-1, Mechanical-1, Handgun-0,
Computer-0
Snub Pistol
Starport A, Medium, Dense, Wet World,
High Pop, Mod Law, High Stellar



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