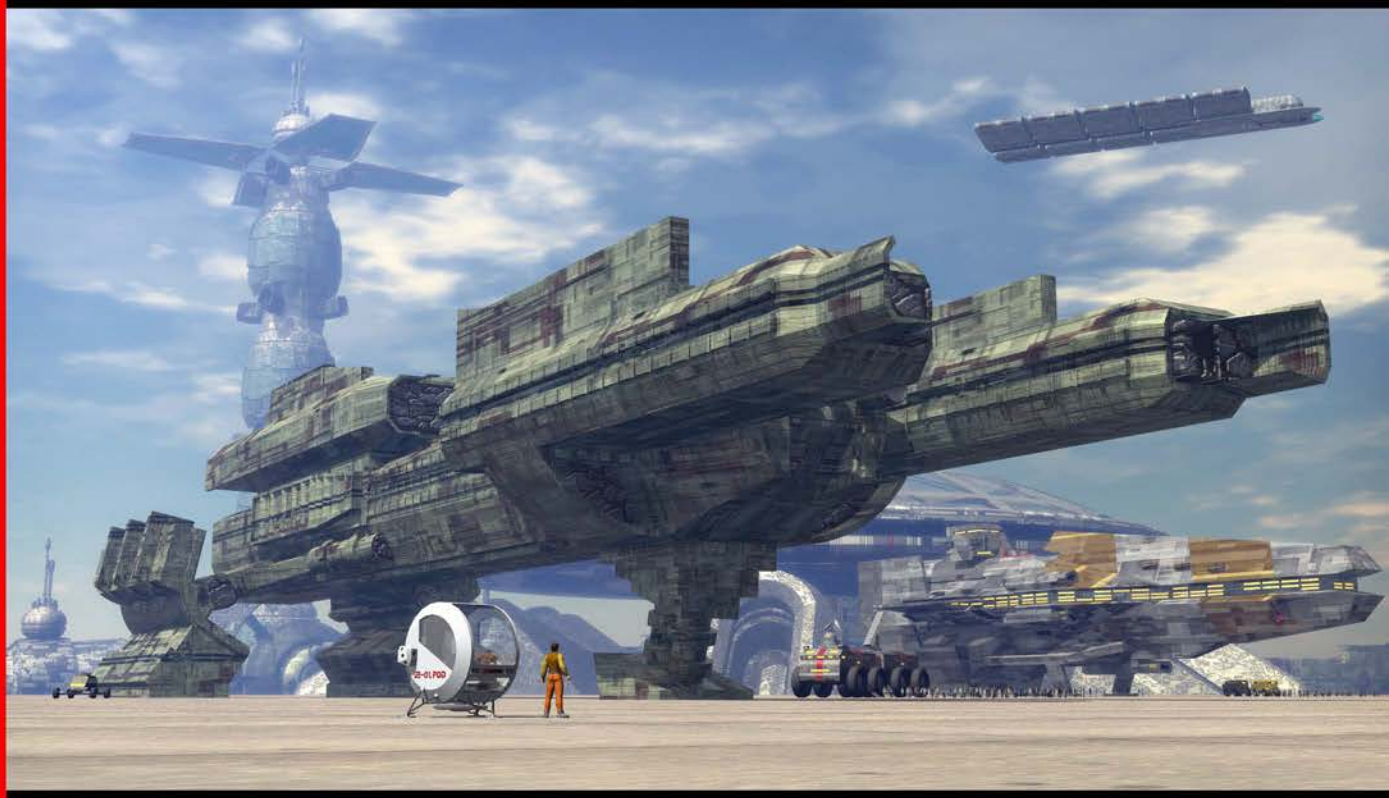
Subsector Sourcebook 2

Franklin



TRAVELLER
Compatible Product

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

Franklin

A Subsector Sourcebook From Gypsy Knights Games

Author
John Watts

Tal'Kalares
Kayla Lee and John Watts

Era
John Watts and Bonnie Dodson

Additional Material
Greg Seaborn

Editor
Curtis Rickman

Subsector Sourcebook 2: Franklin

Playtesters
Wendy Watts, Randy Sutton, Mike Nixon, Erica Nixon, Tom Howard, Wendy Patten, CJ Abbott, Callie Abbott, Alan Mullican, Greg Seaborn, Anthony Westbrook, Missy Ledford, Bonnie Dodson, Emily Keef, Audra Layton, Steve Johnson, Vaughn Wright, Chrissy Wright, Joey Wright, Jerry Fairbanks, Debbie Fairbanks, Tony Hicks, Matt Kerns, Dave Bell, Kevin Smith, and Lee Sizemore.

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Subsector Sourcebook 2: Franklin

About this book

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

This book, as it is presented, is largely setting neutral. That is to say, it is not connected to any existing setting that has been so far produced for Traveller. A Referee can, of course, in the privacy of his/her own home, add this subsector to any number of existing settings or sectors. Alternatively, it can be used simply as it is presented and provide a useful background. Indeed, it is our hope that we can save Referees a certain amount of preparation time by providing a subsector upon which he/she can base his/her storytelling.

However, in this supplement there will be general references which will lead into and connect with other Gypsy Knights Games source material. Additionally, many future Gypsy Knights Games products will refer back to this book, this subsector, and these worlds. Astute readers will realize this means that we are slowly building a Gypsy Knights setting.

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

The book contains information that has seen print before in numbers 13 through 22 of our Quick Worlds series. Some of that information has been changed, better detailed, or adjusted in light of further review. In addition to that material, we have included ten other worlds that have never before seen print.

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

The Shaded Areas

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

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

The text gives a general view of each system. This is, by necessity, a broad generalization. In every culture, there are those who do not go along with the established norm. On a world of millions or billions of inhabitants, keep in mind that some will simply not fit into the outline we are detailing. Referees are advised that, while the overall culture might fit into these descriptions, a realistic portrayal will have variations from NPC to NPC.

In addition, the Gypsy Knights setting upon which we are working will feature colonists traveling to these worlds and bringing their distinctive culture and history with them. One will no doubt note this recurring theme throughout this book. Referees using a different setting, whether their own or another published setting, can feel free to modify or ignore these references.

For instance, in our setting, Franklin will have been settled by Americans from the northeast United States and Karnataka has been settled by Indians. However, one should not simply assume that the cultures are exactly the same as the originating region. Over time, the cultures and values of Franklin changed from being Americans to being Frankonian.

Level of Detail

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

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

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

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

About the Author

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

John has been the Referee of a continuing Traveller game since 1985 when he discovered the game. He has written a Traveller adventure "Winter of Discontent" which was published in the Journal of the Traveller's Aid Society by Steve Jackson Games in 2005. In February 2011, he founded Gypsy Knights Games. Since then, he has written 22 books in the "Quick Worlds" series, a Traveller career track for medical personnel, and two books in our 21 Plots series (a book of varied gaming situations for adventures in Traveller).

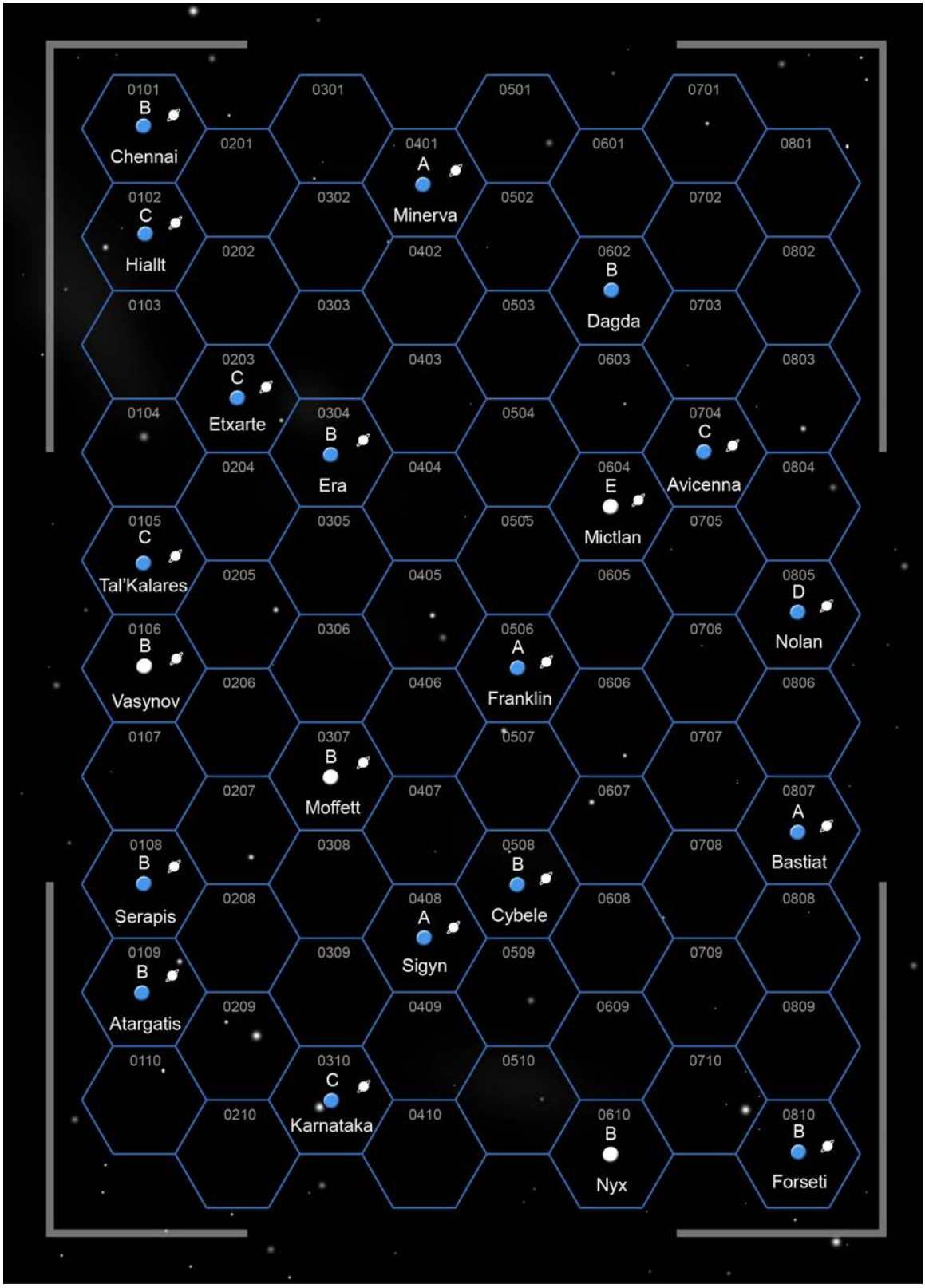
About the Gypsy Knights

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

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

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

Subsector Sourcebook 2: Franklin



Subsector Sourcebook 2: Franklin

The Franklin Subsector

Name	Location	UWP	PBG	Sun(s)
Chennai	0101	B567646-C	823	G6 V
Hiallt	0102	C562647-B	324	K2 V M6 V
Tal'Kalares	0105	CAD6835-B	423	G4 V
Vasynov	0106	B440624-A	423	G2 V
Serapis	0108	B6686A7-A	412	G9 V
Atargatis	0109	B7966B7-B	604	G6 V
Etxarte	0203	C9967A8-A	433	K2 V
Era	0304	B668747-A	611	G8 V
Moffett	0307	B9B07B7-B	823	F7 V
Karnataka	0310	C863753-B	911	F2 V
Minerva	0401	A6698A6-B	213	G0 V
Sigyn	0408	A478688-B	404	K6 V
Franklin	0506	A663896-B	422	G5 V
Cybele	0508	B577414-B	352	G1 V M0 V
Dagda	0602	B679653-A	810	G4 V
Mictlan	0604	E310424-B	503	M6 II
Nyx	0610	B320445-B	530	M0 V
Avicenna	0704	C679586-A	201	F0 V
Nolan	0805	D331522-A	334	K4 V
Bastiat	0807	A867744-B	211	F7 V
Forseti	0810	B4635A9-A	501	K8 V

Subsector Sourcebook 2: Franklin

Table of Contents

Overview

The Franklin subsector is an area of space 8 parsecs wide and ten parsecs long. Within this space are located twenty-one inhabited solar systems. Each of these systems is named after the primary planet in that system. Each of the hexes on the map represents a parsec of space.

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

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

Astrography

The Franklin subsector is a scattered set of star systems. Most travel within the subsector will require a jump-2 drive. There are no places where more than two systems are within a jump-1 distance from each other.

Many will refer to these two system sets as regions, though those from other subsectors (such as Cascadia) might scoff at this and derisively refer to these as “islands”.

So what’s in the blank hexes?

The short answer is “anything you want”. When the original concept for hex maps came along, the idea was that there would be nothing there. Many Traveller Referees still follow this.

Our position is that there are things out there, but nothing that the makers of the maps felt needed to be noted. Star systems without inhabited planets. Wandering planets. All manner of things.

Of course, as a Referee you are welcome to put things in the empty hexes as you see fit. However, it should be noted that we have placed the worlds where we have for certain reasons. As usual, feel free to ignore those but be aware that some of the background material may lose some of its punch.

Either way, the Franklin subsector divides itself into 6 regions: The Chennai, Era, Vasynov, Atargatis, Sigyn, and Avicenna Regions.

In addition, there are several worlds which do not belong to a region at all. These are Moffett, Karnataka, Minerva, Franklin, Dagda, Nyx, Nolan, Bastiat, and Forseti. Each of these worlds can only be reached with a jump-2 or higher vessel. Many of these systems serve as a bridge from one region to another.

For example, traveling to Hiallt to Minerva in a jump-2 vessel will require the following jumps: Hiallt to Etxarte, Etxarte to Tal’Kalares, Tal’Kalares to Vasynov, Vasynov to Moffett, Moffett to Franklin, Franklin to Mictlan, Mictlan to Dagda, and finally Dagda to Minerva.

Cascadia

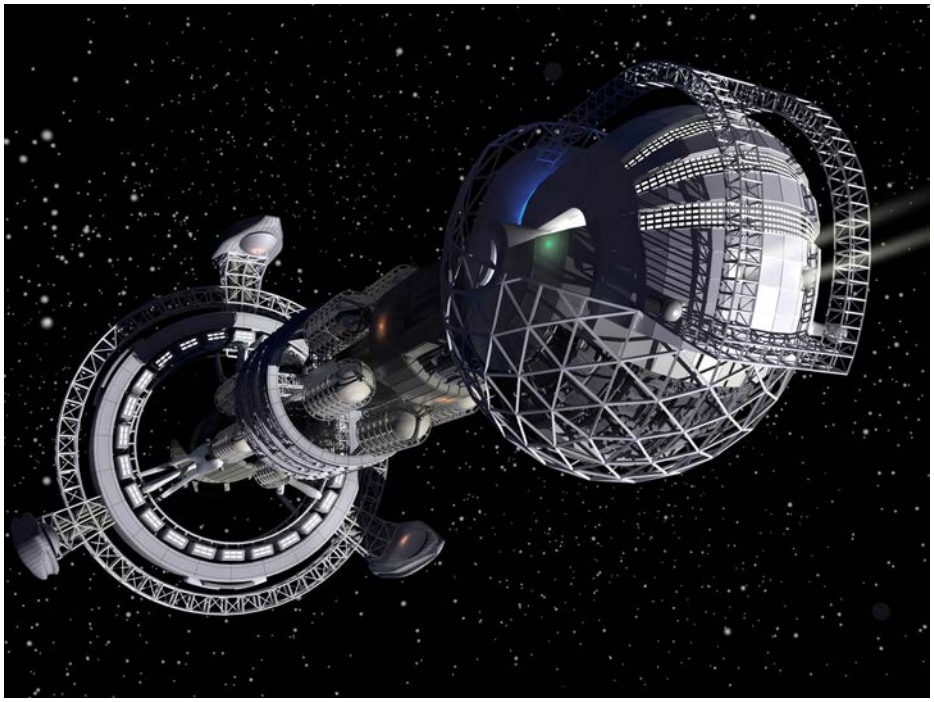
Some of you may be wondering where our previous subsector sourcebook, Cascadia, fits in with Franklin. There are two answers to this question.

First, as we fully intend for you to be able to use this product in whatever manner you see fit, you can put them together (or not) in any way you see fit. Feel free to add either Franklin or Cascadia to your Traveller universe in whatever way you see fit.

In the Gypsy Knights setting we are building, Franklin is connected diagonally to Cascadia. Franklin is located to the upper left on Franklin. The lower right hex side of hex 0810 in Franklin (where Forceti is located) is connected to the upper left hex side of 0101 in Cascadia (a blank hex).

Standard?

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



Chennai (Franklin 0101)
B567646-C

System Details

Chennai is located in the third orbit of its sun, Anya. Anya is a G6 V yellow main sequence star. Chennai orbits Anya at a distance of about 0.69 AU (107 million kilometers or 64.6 million miles).

The system has three gas giants. The closest to Anya is Nayakudu. Nayakudu is located in the second orbit at approximately 0.48 AU (72 million kilometers or 44.7 million miles) from Anya. It is brownish in color with violet and blue cloud bands.

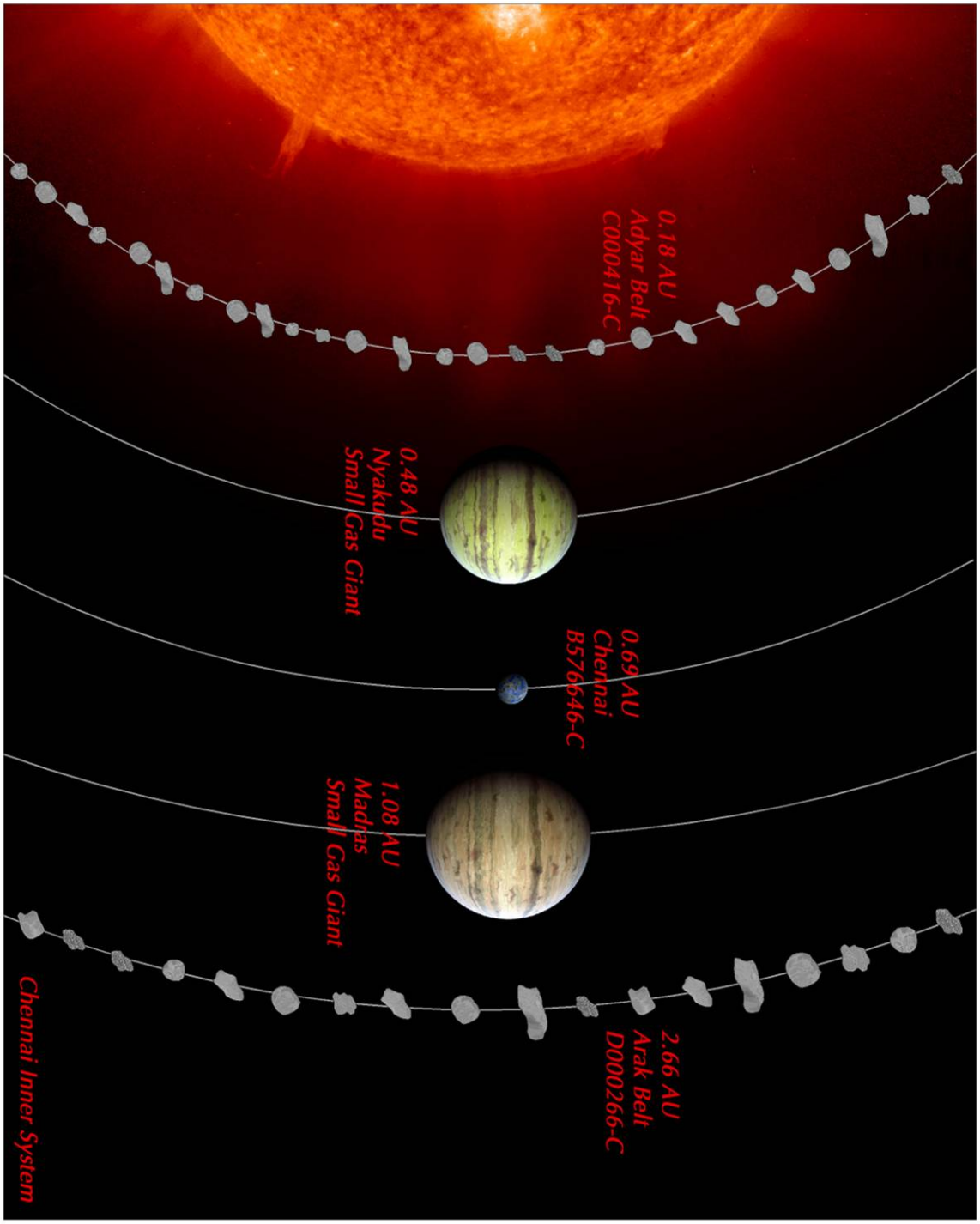
In the fourth orbit lies the gas giant Madras. Madras is a small gas giant located about 1.08 AU (162.3 million kilometers or 100.8 million miles) from Anya. Madras is dark blue in color with yellowish cloud bands.

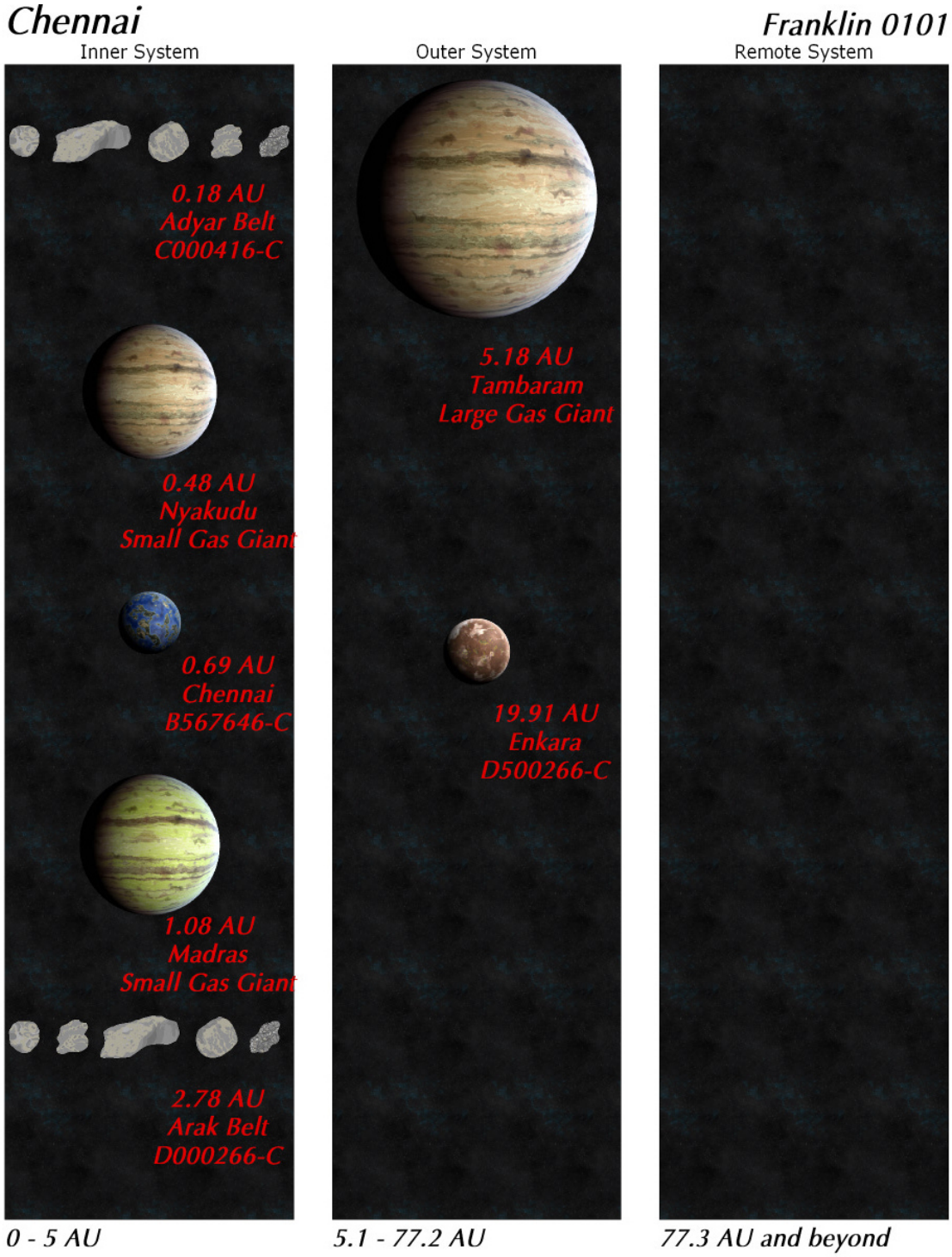
Located in the sixth orbit, Tambaram is a large, ringed gas giant. Known for its deep green color and white cloud bands, the gas giant is located approximately 5.18 AU (776.5 million kilometers or 482.5 million miles from Anya.

There are two planetoid belts in the system. The closest to Anya is the Adyar Belt. The belt is rich in heavy metals and is home to an extensive mining operation owned by Egate Mining Corporation. The Adyar Belt is located about 0.18 AU (27.5 million kilometers or 17.1 million miles) from Anya.

The second planetoid belt is the Arak Belt. It is located in the fifth orbit approximately 2.78 AU (417 million kilometers or 259.1 million miles) from Anya. Mostly made up of ice, the belt is often used as a short fuel stop for vessels traveling into the outer system.

In the seventh orbit lies cold and lonely Enkara. A rocky body with no atmosphere, it orbits Anya at a distance of 19.91 AU (2.987 billion kilometers or 1.856 billion miles). It is inhabited only by a small research station.


0.18 AU
Adyar Belt
C000416-C
0.48 AU
Nyakudu
Small Gas Giant
0.69 AU
Chennai
B576646-C
1.08 AU
Madras
Small Gas Giant
2.66 AU
Arak Belt
D000266-C
Chennai Inner System


Chennai
Franklin 0101
Inner System
Outer System
Remote System
0.18 AU
Adyar Belt
C000416-C
0.48 AU
Nyakudu
Small Gas Giant
0.69 AU
Chennai
B567646-C
1.08 AU
Madras
Small Gas Giant
2.78 AU
Arak Belt
D000266-C
5.18 AU
Tambaram
Large Gas Giant
19.91 AU
Enkara
D500266-C
0 - 5 AU
5.1 - 77.2 AU
77.3 AU and beyond

Physical Data

Chennai has a diameter of approximately 8160 kilometers or 5100 miles. Its molten core gives it a density of 1.04 standard. Chennai has a surface gravity of 0.65 standard.

Chennai has two moons. The closest is Vandavasi. Vandavasi has a diameter of 4640 kilometers or 2883 miles. It has no atmosphere. It has a single city named Kalahashti which is home to about 5000 people. Vandavasi orbits Chennai at a distance of about 89,250 kilometers or 55,457 miles.

The second moon is Chennapa and it orbits a distance of 114,750 kilometers or 71,302 miles. It has a diameter of approximately 2310 kilometers or 1435 miles. It has no atmosphere and is home only to a small mining colony.

Chennai has an orbital period of 230 days. This is referred to as an Atcaya.

Chennai has a rotation period of 24 hours. This is referred to as one Kizhamai.

Atmospheric Details

Chennai has an atmosphere consisting of 72.8% nitrogen, 26.24% oxygen, 0.34% carbon dioxide, 0.16% argon, and 0.46% trace gases. The air pressure at sea level is 1.2 standard.

Chennai has a warm climate with equatorial temperatures

averaging 50 C (122 F) during the day and 34 C (93.2 F) at night. In the summer, polar temperatures average 7 C (44.6 F) during the day and -9 C (15.8 F) at night. In winter, this drops to -15 C (5 F) during the day and -31 C (-23.8 F) at night.

Hydrographic Details

70% of the surface of Chennai is covered in water. The local residents refer to all of it as one ocean called "The Arunavim". They do not separate it by location into individual seas.

The deepest point of The Arunavim is the trench off the coast near the city of Annadurai. Here the ocean reaches a depth of 9636 meters or 31,614 feet.

Geographic Details

The land area of Chennai is made up of three continents: Thevar, Naidoo, and Kumaran. Thevar is the largest of these continents. It was formed by the collision of two continents which formed the Pandiyar Mountains that run north and south across the center of the continent. These mountains are forested until the altitude precludes the growth.

West of the Pandiyars, the land becomes forested hills. The hills are covered by a variety of deciduous trees. Further inland, the hills give way to a deep jungle of moist broadleaf trees and undergrowth. This jungle is filled with a variety of life.

East of the Pandiyars, the hills are dry and rocky. The only vegetation here is the occasional scrub grass and short tree growing on underground water reserves. Further east is a dry plain with short grasses.

Beyond this to the east is the Kuruku Mountains. The result of an earlier continental collision, these mountains are dry and more worn by erosion. To the east of the Kurukus lies more dry hills and then finally the flat plains.

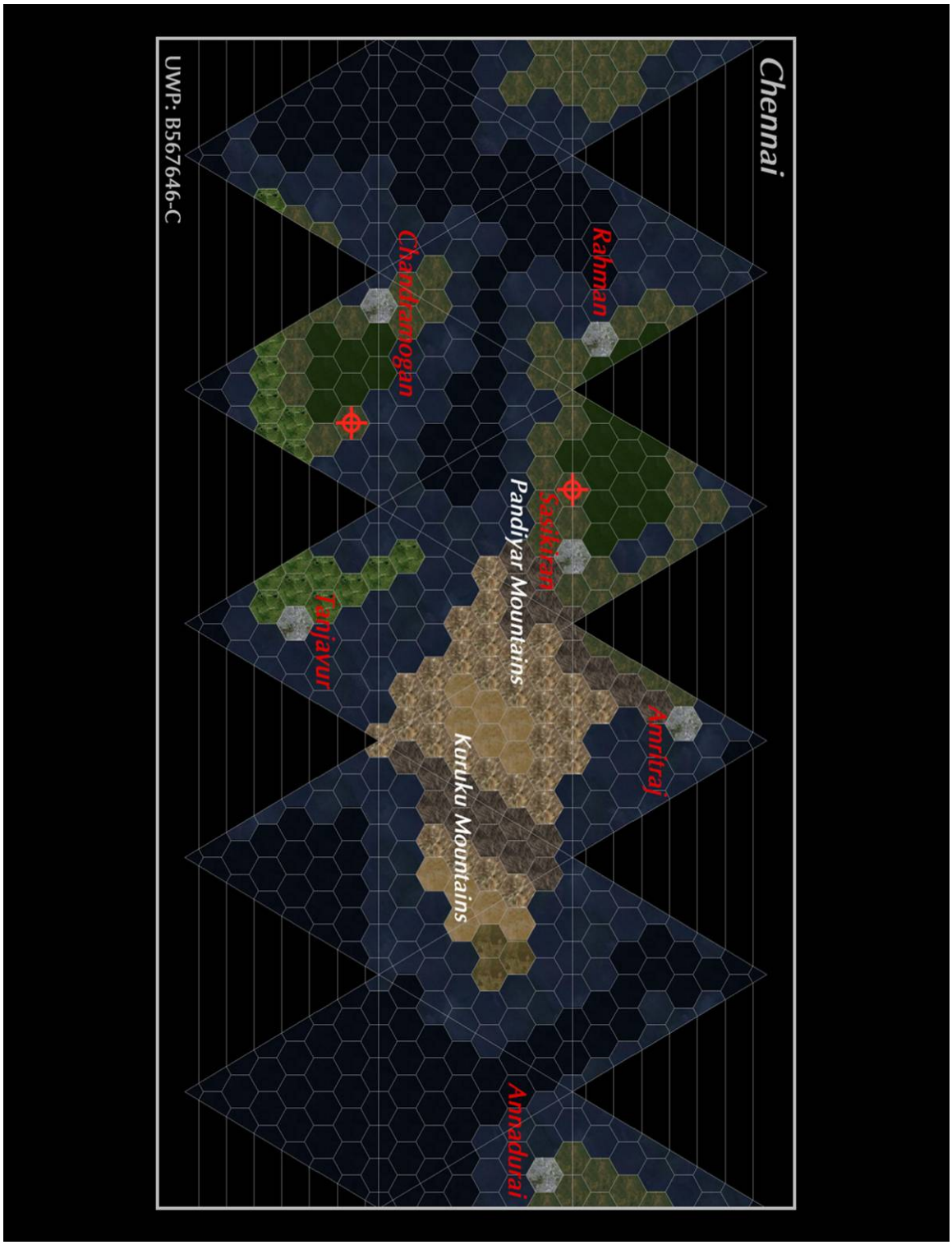
The Kuruku Mountains are also quite volcanic. There are six active volcanoes in the range. One of these, Mount Siva in the south of the range, recently exploded with great ferocity.

The continent of Naidoo is located across the ocean to the east or west of Thevar. Naidoo is made up of forested hills much like the hills on the western slope of the Pandiyar Mountains.

To the south of Thevar is the continent of Kumaran. Kumaran is also covered in much the same forested hills one finds on the other continents. Kumaran also has an interior jungle reminiscent of the western region of Thevar. To the southeast, though, lies a green savannah with sandy soil and tall grasses.

Population Details

Chennai is home to about 8 million people who live within the 6 major cities, an orbital starport and in small settlements across the globe. Most of the smaller settlements are located in the forested hills on each of the continents. Few people live in the dry plains, hills or in the jungles.


Chennai
UWP: B567646-C
Rahman
Chandramogan
Saukiran
Pandiyar Mountains
Tanjavur
Amritraj
Koruku Mountains
Annadurai

Government Details

The government of Chennai is a representative democracy with three branches of power. The legislative branch is the Chennai Parliament. The Parliament is made up of 125 members who represent about 64,000 persons. These districts cover the entire planet as well as the orbital cities and offworld cities in the system.

The Chennai Parliament is responsible for creating all of the laws which govern the planet. Those laws are then sent to the judicial branch to judge if they fall within the powers granted to the government within the Chennai Constitution. If they pass muster, the law is then sent to the executive branch to enforce.

There are no political parties on Chennai. The Chennai Constitution forbids such practices and so, in theory, all candidates for office run on their own merits and are forbidden with colluding with other candidates.

Runner

An adventure possibility on Chennai might have the characters acting as go-betweens for two political candidates. With all of the candidate's communications and actions being scrutinized by the Chennian government, why not hire some offworlders?

The judicial branch consists of the High Judiciary and several lower courts. The lower courts deal with the day to day legal proceedings of Chennai while the High Judiciary deals with overseeing the laws created by the Parliament. Unlike in other systems, the appeals systems do not include the High Judiciary. Such appeals are routed to other courts in the system.

The High Judiciary consists of three persons. One is elected by the people every twelve years and is known as the Popular Judge. One of the tribunal, known as the Executive Judge, is chosen by the President, but must be approved by the Parliament. The Executive Judge maintains his office for fifteen years. Neither of these judges can serve more than one term.

The third judge is the most senior lawyer on the planet and is known as the Senior Judge. This is measured from the date at which the lawyer was given his law license by the government. The Senior Judge must have been born on Chennai and lived there for the past 30 years to be eligible. This judge serves until his/her death or retirement.

The Executive Branch consists of the President and his/her cabinet. The Executive Branch executes and administers the laws passed by the Legislative Branch. The branch is divided by responsibilities into the Cabinet. The Cabinet is chosen by the President.

The President is chosen by the vote of The High Judiciary from five candidates chosen by the vote of the public. A system called the Culling, narrows down the field to the five candidates through debates, an eligibility exam, and a popular vote. The top five vote getters are then presented to the High Judiciary. Each President serves a term of ten years and can not serve more than one term.

Legal Details

Law enforcement on Chennai is often seen as a beneficial part of the local government. Hatred of law enforcement which is often common on other worlds does not exist here. The police force is often made up of career law enforcement officials with years of training on how to deal with the public. This also leads to a certain amount of public assistance to law enforcement which travellers may find disconcerting.

Snitch

The police are not seen as the enemy by most of the public. This can be a little different than on some worlds where the law enforcement is the target of ridicule or even fear.

Travellers may find that the local citizenry is more than happy to help out the police department in pointing out who and where the smugglers are. Even, at times, someone tangentially attached to the actual crime taking place.

Most laws on Chennai are geared toward the personal safety of the individual. This will often be referred to as governmental assistance, a term which has no negative connotations here as it might elsewhere. Things like retirement plans and healthcare are handled solely by the government. By contrast, there is nothing along the lines of unemployment benefits or a payment to the poor, as work is seen as being invigorating to the person's wellbeing.

On Chennai, most drugs and medications are illegal for a person to own without a prescription. However, any drug which is seen to have a benefit for certain persons is not completely unavailable.

Weapons laws are quite strict on Chennai. Any kind of energy weapon, slug thrower, or projectile weapon is illegal on Chennai. Even law enforcement seldom are seen carrying weapons beyond a small club.

Don't Let The Smile Fool You

While it is true that most law enforcement on Chennai does not carry a weapon more powerful than a "billy club", one should not assume that they have no access to such. All law enforcement on Chennai has been trained in the use of weaponry and deadly force.

They may not be carrying, but a criminally based character who thinks he/she can take advantage and be the only one with a weapon will be sorely mistaken. A character brandishing a weapon he/she somehow snuck past security will discover that the police will respond in kind.

The first policeman he/she sees won't have a weapon, but it's a sure bet that the next five he/she sees very likely will.

Cultural Details

Of all the cultural notes most identified with Chennai is the Bharata Natyam, an ancient dance. This style of dance is mostly performed by females, but not always. The dance performance features dancers in colorful costumes making specific body, hand and eye movements to celebrate life, love, the universe, and the divine.

Performances can last over two hours and contain a mixture of songs, chants, and dancing.

A constant theme in Chennai society is the sacred nature of life. And while this is often celebrated in the dance of the Bharata Natyam, it is also a key fixture in the everyday life of Channai. Not even small vermin are exempted from this respect for life and things such as animal traps and hunting are unknown on Channai. Most all citizens on Channai are vegetarians. Travellers may find it very difficult to find a restaurant that will serve a meat dish.

This respect for life, however, does not mean that Chennai avoids suffering. In particular, criminals may be able to avoid the death penalty on Chennai, but the penal system ensures that the criminal will suffer in accordance to his crime. Most heinous to the Chennian citizenry is the crime of murder and those guilty of the crime will find the rest of their lives will be spent in torturous agony.

All Chennian citizens are required by law to observe the local prison in their area and view how those who have done wrong are being treated. Not only is it hoped that such a display will deter future wrongdoers, but it also ensures that the tortures being put on the criminal do not go further than society wishes.

Shoot First?

If you have a character or characters who are the "shoot first, ask questions later" type (and we've all had them, right?), Chennai can be a very challenging place for them to go. Such actions will not be seen on Chennai in a favorable light.

Such a character might easily find him/herself in a Chennian prison doing hard time. And such hard time might include being left in the elements and being pelted daily with rotten fruits and vegetables.

When this world was playtested, the adventure called for one of the characters to smuggle information damaging to an upcoming appointee to the judgeship. One of the players was a young man whose characters tended to be trigger-happy. Having his firearms taken from him and then put into an awkward position worked well to teach him to think first rather than shoot first. Perhaps this can be useful to other Referees in that way as well.

The Chennian Calendar

Chennai has a day of 24 hours which is equal to the standard day. Each of these days is referred to as a Kizhamai. Chennai takes 230 Kizhamai or standard days to travel around its sun. These 230 Kizhamai are called an Atcaya.

Each Atcaya is split into twelve months or Tirkil. Most of these Tirkil consist of 19 Kizhamai, while two of them contain 20.

The Tirkil

Tirkil	# of days
Cittirai	19
Vaikāci	19
Ani	19
Ati	20
Avani	19
Purrataci	19
Aippaci	19
Markazhi	19
Karttikai	19
Tai	20
Maci	19
Pankuni	19

These are denoted with the Kizhamai then the Tirkil then the Atcaya. The Atcaya are measured from the first day of colonization. So a date might read 12 Ani 235.

City Details

Sasikiron

Sasikiron is home to about 700,000 people. It is the most populous city on the planet and the largest. It is also home to the Parliament and Executive Branch of the Chennai government.

Cut out of the forested hills west of the Pandiyar Mountains, Sasikiron is also home to the largest of the C-class downports. The city is still surrounded by the deep forests though much has been cleared for the city, surrounding settlements, the downport, and the logging industry. The hills have been flattened though to create the city.

Temperatures average 35 C (95 F) during the day and 19 C (66.2 F) at night. The seasons are not felt here. Travellers are advised that while the rains here are not what they would be in the nearby rainforest, they are still substantial.

Rahman

With a population of about 625,000, Rahman is the second most populous city on the planet. In addition, it is home to the High Judiciary.

Located on the west coast of Thevar, it is located on the forested, hilly coastline. Though the cliffs are often sheer and rocky, the city goes directly to the edge.

The city does not have a downport, but does have shuttle service from both the Sasikiron Downport and the Chennai Upport.

Temperatures average 30 C (86 F) during the day and 14 C (57.2 F) at night. Much like Sasikiron, the city is not quite as rainy as the nearby jungle, but it does receive a substantial amount of rain.

Tanjavur

Tanjavur is home to approximately 580,000 and is the third largest city on the planet.

Located on the east coast of Kumaran, the city sits on the flat savannah of the plains. The wide sandy beaches are often a draw for both the locals and visitors from other cities and worlds.

The city shares a downport with the city of Chandramogan. The

C-class port is located in the central region of the continent.

Summer temperatures average at 23 C (73.4 F) during the day and 8 C (46.4 F) at night. Winter temperatures average 13 C (55.4 F) during the day and -2 C (28.4 F) at night.

Amritraj

Amritraj is home to about 530,000 people. It is both the northernmost city and the highest city on Chennai.

Located on the northern foothills of the Pandiyar Mountains, the city is home to much of the local mining industry. Many of the richest ores are mined in locations just south of here and taken via maglev train to Sasikiron.

Amritraj is also popular for the amount of skiing that takes place in lodges to the south of the city.

Summer temperatures here average 15 C (59 F) during the day and -1 C (30.2 F) at night. Winter temperatures drop to an average of about 1 C (33.8 F) during the day and -5 C (23 F).

Hitting the Slopes

For some dilettante characters the skiing alone may be enough to encourage them to come to Chennai. The slopes here are well-known among those who enjoy skiing. In addition, the resort area are quite plush and welcoming to visitors.

Chandramogan

Home of about 480,000 people, Chandramogan is cut from the forested hills of Kumaran. Located on the west coast, the city sits near the edge of the rainforest which dominates the interior of the continent.

The city shares a downport with the city of Tanjavur. The C-class port is located on the hills east of the jungle.

Temperatures average at approximately 40 C (104 F) during the day and 24 C (75.2 F) at night. Storms are common in this region, particularly in winter when colder weather to the south can cause violent storms.

Annadurai

Approximately 400,000 call Annadurai home. Located on the west coast of Naidoo, the city sits upon the rolling hills. Unlike the other cities which have flattened the area to build, Annadurai is built on the hills.

The city has no downport, but does run shuttles to and from the upport and the Sasikiron downport on a somewhat regular basis.

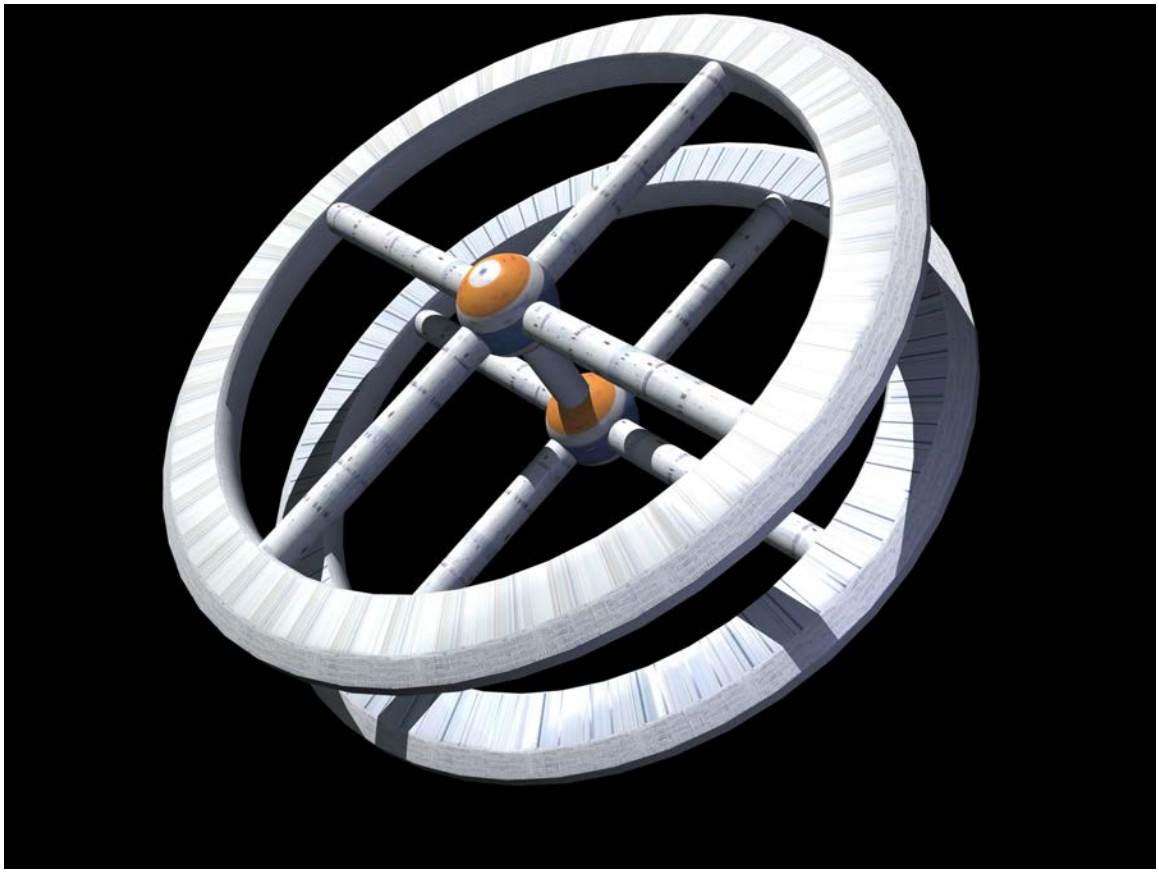
Temperatures hover around 48 C (118.4 F) during the day and drop to about 27 C (80.6 F) at night.

Chennai Upport

Controlled by law, the upport's permanent population is always 64,000 people. Therefore there can only be one Member of Parliament from orbit.

However, the population of the port can often swell to well over 150,000 with all of the non-citizens, travellers, and others on board the station. Rated as B-class port, the port has all of the amenities one would expect from the best of that class.

The port is shaped like two large wheels with a hub in the center. Those familiar with the port will often refer to it as "The Wheels".



Hiallt (Franklin 0102)
C562647-B

System Details

Hiallt is located in the third orbit of it sun, Healthene, a K2 V orange main sequence star. Hiallt orbits Healthene at a distance of approximately 0.71 AU (106.5 million kilometers or 66.2 million miles).

Healthene has a binary companion, Ogier, located at approximately 3000 AU away. Ogier is an M2 V red main sequence star.

The system has four gas giants. Only one of these, Gotrik, orbits Healthene. Gotrik is a large ringed gas giant located in the sixth orbit of Healthene. It orbits at about 5.18 AU (777.65 million kilometers or 483.21 million miles).

The remaining three gas giants orbit Ogier. The closest to Ogier is Curtana. Curtana is a small gas giant and orbits at a distance of approximately 0.7 AU (105.2 million kilometers or 65.4 million miles).

In the third orbit of Ogier, lies Haagen. Haagen is also a small gas giant. It orbits Ogier at a distance of about 2.77 AU (415 million kilometers or 257.9 million miles).

Occupying Ogier's fourth orbit is Kerasmin. Kerasmin is a small gas giant with a thin ring system. It orbits Ogier at a distance of approximately 4.84 AU (726 million kilometers or 451.1 million miles).

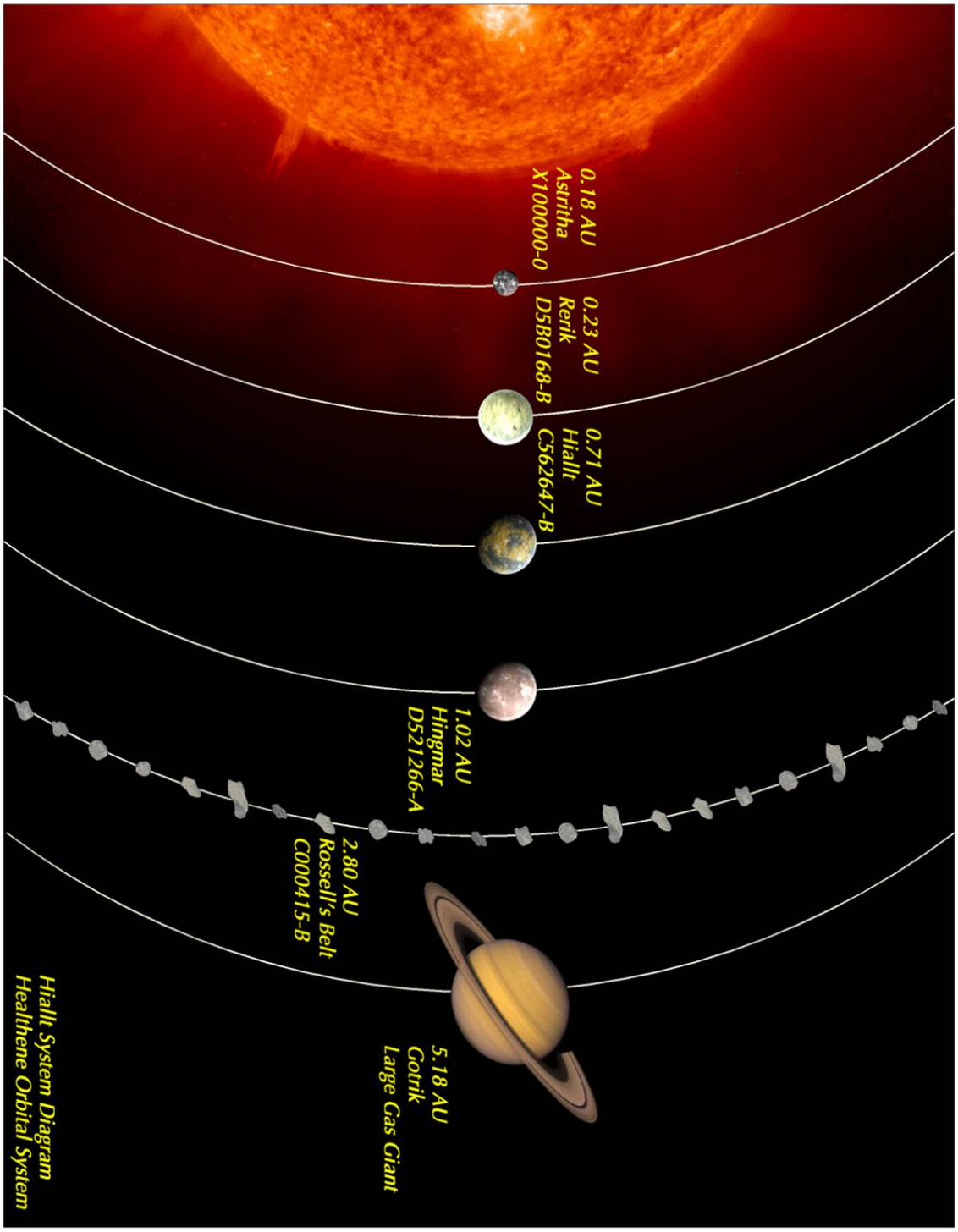
There are two planetoid belts in the system. Rossell's Belt orbits Healthene at a distance of about 2.8 AU (420.3 million kilometers or 261.2 million miles). Rossell's Belt is home to a mix of ores. The Egata Corporation leases the belt from the Hiallt government.

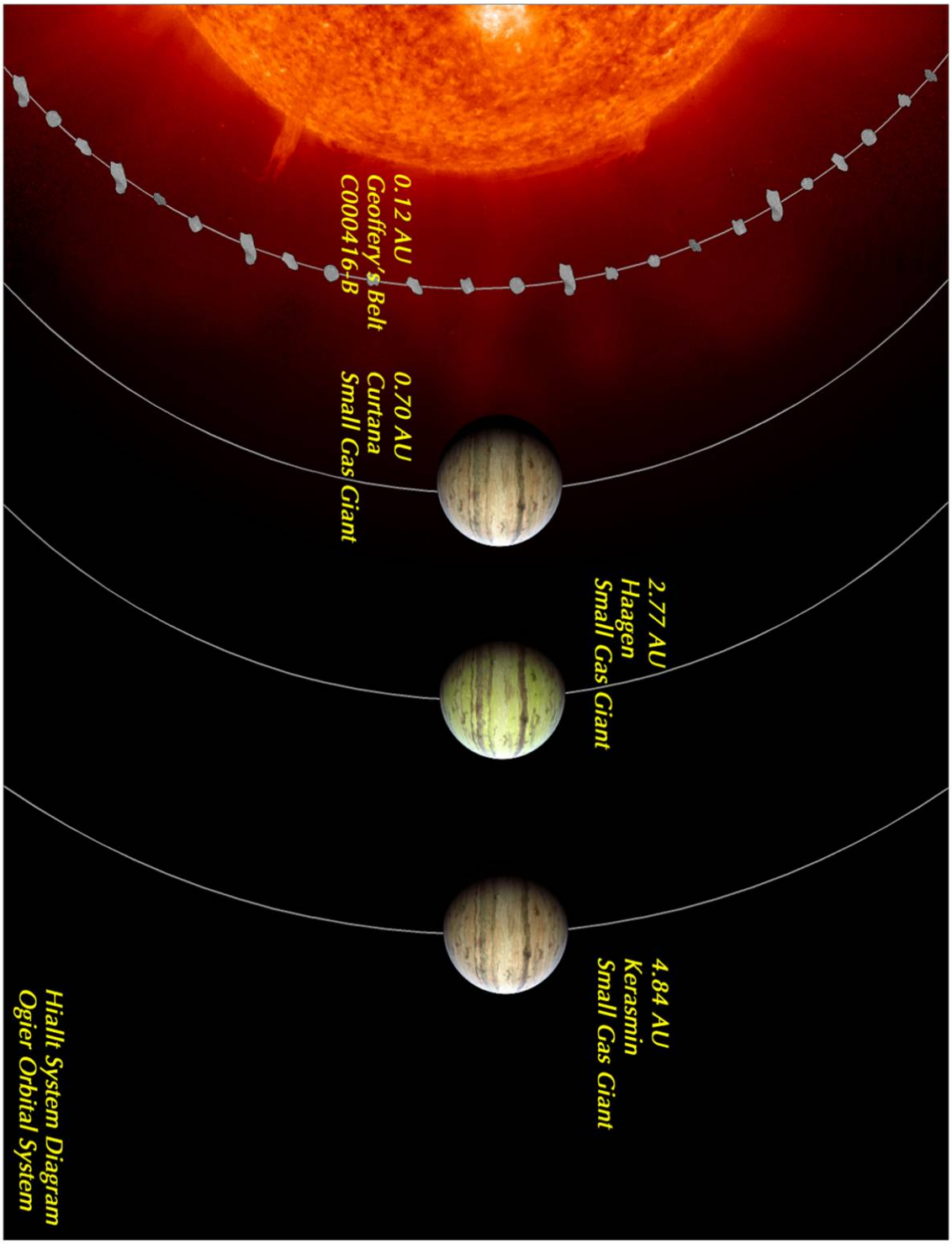
The other planetoid belt, Geoffery's Belt, orbits Ogier in its first orbit. Geoffery's Belt is made up of a great deal of heavy metals. It, too, is being leased by the Egata Corporation for mining purposes. It orbits Ogier at approximately 0.12 AU (18 million kilometers or 11.2 million miles).

There are three other rocky bodies in orbit around Healthene. The closest to the sun is Astritha. Astritha is small and baked by the heat coming from Healthene. It has no atmosphere and unihabited. Astritha orbits at a distance of 0.13 AU (20 million kilometers or 12.4 million miles).

In Healthene's second orbit is Rerik. Rerik orbits at a distance of about 0.23 AU (34 million kilometers or 21.1 million miles). It holds a thick carbon dioxide atmosphere. There is a small scientific research station located on its surface.

In Healthene's fourth orbit is the planet of Hingmar. Hingmar orbits Healthene at a distance of approximately 1.02 AU (152.5 million kilometers or 94.6 million miles). It is a cold world with an atmosphere of low oxygen. There are also small amounts of frozen water which have been located on its surface. Hingmar is inhabited by a small population which has colonized the planet.


0.18 AU
Astritha
X100000-0
0.23 AU
Rerik
D5B0168-B
0.71 AU
Hiallt
C562647-B
1.02 AU
Hingmar
D521266-A
2.80 AU
Rossell's Belt
C000415-B
5.18 AU
Gotrik
Large Gas Giant
Hiallt System Diagram
Healthene Orbital System


0.12 AU
Geoffery's Belt
C000416-B
0.70 AU
Curtana
Small Gas Giant
2.77 AU
Haagen
Small Gas Giant
4.84 AU
Kerasmin
Small Gas Giant
Hiallt System Diagram
Ogier Orbital System

Subsector Sourcebook 2: Franklin

Physical Data

Hiallt has a diameter of about 7520 kilometers or 4700 miles. Its molten core gives it a density of 1.06 standard. Hiallt has a surface gravity of 0.67 standard.

Hiallt has no moons.

Hiallt has an orbital period of approximately 258 standard days or about 182 Hialltian days. This is referred to by the locals as one year.

Hiallt has a rotation period of 34 hours. This is referred to by the locals as one day, which is divided into nights and days of 17 hours each.

Atmospheric Details

Hiallt has an atmosphere consisting of 78.2% nitrogen, 20.17% oxygen, 0.36% argon, 0.24% carbon dioxide, and 1.03% trace gases. The air pressure at sea level is 1.2 standard.

Hiallt has a somewhat warm climate with equatorial temperatures averaging 50 C (122 F) during the day and 28 C (82.4 F) at night. Summer polar temperatures average 15 C (59 F) during the day and -8 C (17.6 F) at night. Winter temperatures drop to -23 C (-9.4 F) during the day and -46 C (-50.8 F) at night.

Hydrographic Details

17% of the surface of Hiallt is covered in water. This is made up of four shallow seas: The Fecamp, the Ascletin, the Beauchamp, and the Bec. The deepest of these is the Fecamp Sea which reaches to a depth of 304.8 meters or 1000 feet. Three of the four are in the northern hemisphere leaving the Bec Sea in the south. Most of the settlements on Hiallt kept near the seas.

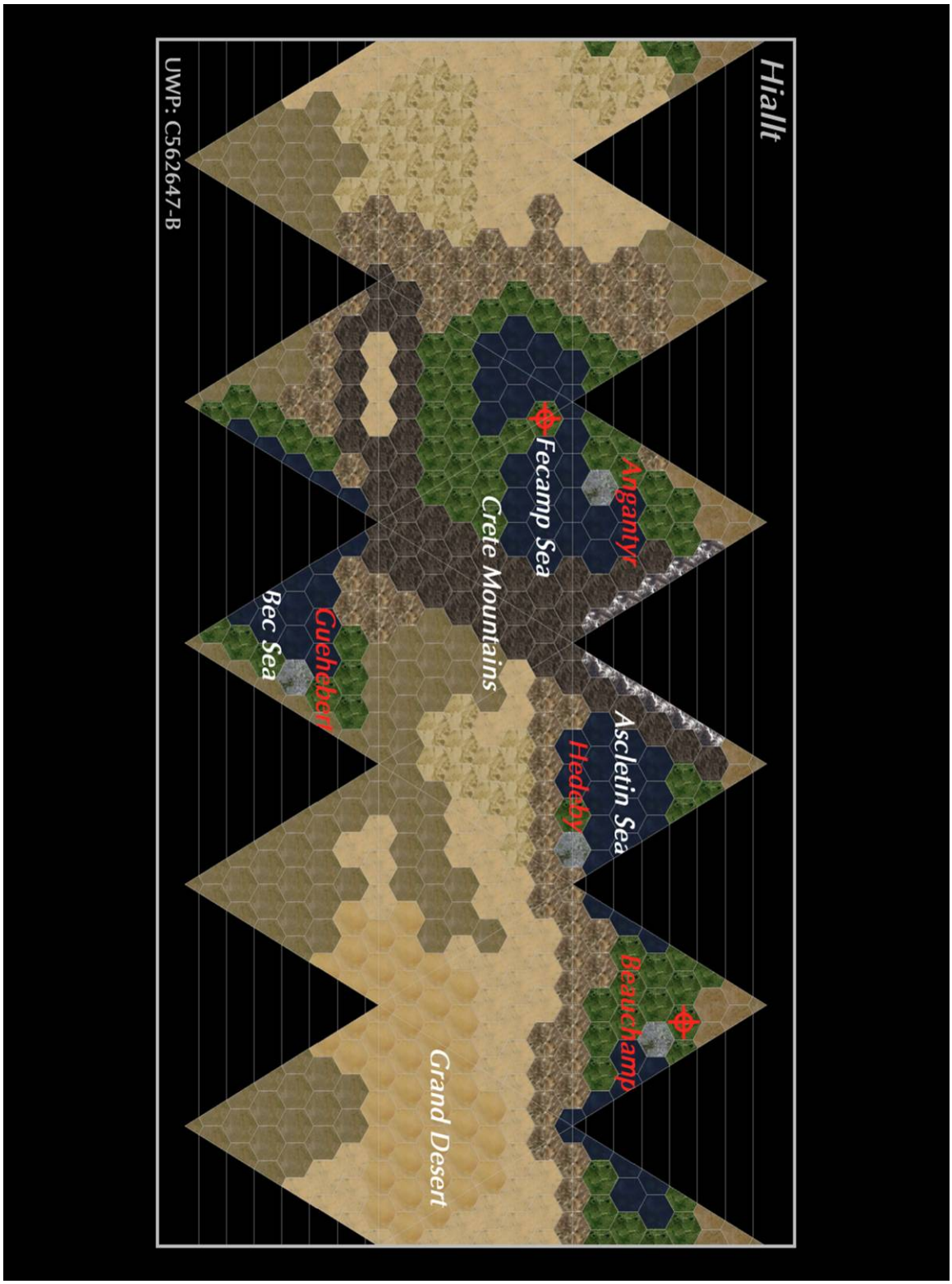
Geographic Details

The vast majority of the surface are of Hiallt is covered by the Grand Desert. The desert covers most of the equatorial region. Much of the Grand Desert is a dry plain with little to no plant life. In places, the Grand Desert becomes filled with sand dunes and in others is a rocky and rough expanse.

The L-shaped Crete Mountains divide the Fecamp and Ascletin Seas in the north. The bottom “leg” of the mountains is actually another, older range of mountains. While the north-south running Crete Mountains are tall and jagged, the east-west running mountains are shorter and rounded off by wind erosion.

The regions near the seas are covered in plant life. Many different varieties of trees and grasses grow along the shores. In addition, most of the native animal life of Hiallt is to be found on the shores of the seas. Some of these green plains are also taken up by farms planted by the settlers.

In many places, the green fields give way to rocky expanses before surrendering to the desert. As one gets closer to the desert, the terrain becomes rockier until the grasses are gone. The terrain becomes moss-like covered rocks until, as one approaches the desert, even the mosses cannot survive.


Hiallt
UWP: C562647-B
Fecamp Sea
Crete Mountains
Bec Sea
Angantyr
Ascletin Sea
Hedeby
Beauchamp
Grand Desert

The Grand Desert

A survival story set in the Grand Desert could make for a very challenging adventure for the characters. Of course, making sure communications devices and other, simpler ways of leaving the desert are unavailable to the characters can present a challenge.

During playtesting, this was accomplished by having a rather shady deal go wrong. The opposition took much of the characters' gear and essentially left them for dead. The characters then had to try to make it back to civilization.

In addition, characters may discover that the travelogue's description "no lives in the Grand Desert" may not be entirely accurate. Perhaps this can be a way to help the characters out of the desert and into another adventure. It could be that a past Duke of Hiallt is living there in exile. Or the last remaining knight of an old order might be hiding out here to avoid the power of his once apprentice. Or maybe the person is simply an old hermit who dreams of having been these things.

Population Details

Just over 3 million people call Hiallt home. Most of the people who live here live in one of the four major cities. Very few live in the smaller settlements which are spread across the green fields near the seas. No one lives in the Grand Desert.

Government Details

The ruler of Hiallt is referred to as the Duke of Hiallt. However, this is not a hereditary title but an elected one. The Duke serves a term of fifteen years and can only serve one term. Once a person has become the Duke, that person can never be the Duke again. In addition, no one in his/her family can become Duke at any time within the next 90 years (or six terms).

The Duke is constrained by the Pact of the People. This constitution style document lays out the powers which are not specifically granted to the Duke. For example, the Duke may not change the length of his/her term of office and may not suspend elections.

Outside of the constraints laid out by the Pact of the People, the Duke's rule is absolute. His/her will is law. The current Duke is a man named Edward Kinrys. Kinrys has been a reasonable Duke if a bit heavy-handed. Kinrys is nearing the end of his fifteen year reign and there are currently five people who have entered the race to replace him. One of them, a woman named Jenna Daniels, is the odds on favorite to win the Dukedom.

Behind the Scenes

Persons who wish to be the new Duke must not be relatives of the previous six Dukes. A candidate might attempt to hide a relation that might nullify their candidacy and require a group of "fixers" to keep that information hidden. Or perhaps a rival candidate might wish to falsify a family tree to remove someone who might be in a position to beat them.

A couple of hints have been put into the travelogue that the Advisor of Justice might really be pulling the Duke's strings. It is entirely possible that the Advisor of Justice would not wish to lose that power and may be conspiring to create a revolution or a coup. On the other hand, the Advisor may need a group of characters to make sure that the leading candidate understands her place in the pecking order and what might happen to her if she were to decide to attempt to replace him.

Indeed, Candidate Daniels may fully understand what she is up against with the Advisor and need some characters to dig up dirt on the Advisor. Or fabricate such dirt. Or perhaps simply see that the Advisor never sees the next sunrise.

Bucking the System

Unfortunately, a governmental system like this is often just waiting for the charismatic or driven individual who will ignore convention and simply not step down. It is left to the Referee to decide if perhaps Kinrys is this sort of person.

An excellent mercenary ticket could be made for those who wish to take down a person who has decided to trash the Pact of the People. On the other hand, perhaps a man or woman who is bucking the system would have need of a group of mercenaries to keep the people down and in their place.

Either type of leader might have need of a group of travellers with certain skills to perform the odd job to protect the position of Duke.

All government matters are carried out by the Duke's staff. The staff executes the will of the Duke and each senior staff member controls one aspect of life on Hiallt. For instance, all law enforcement, the courts, the penal system, and the education of lawyers, judges, and police are controlled by the Advisor of Justice.

Legal Details

As mentioned before, the will of the Duke is the law on Hiallt. Duke Kinrys has made many decisions in his fourteen years so far that may have direct effect on travellers.

Chief and foremost among these laws is the prohibition on freedom of movement of non-citizens. Non-citizens are asked to stay at the main downport which is located just across the Fecamp Sea from the capital city of Angantyr. Non-citizens can apply for special travel visas which allow for travel to a specific area only. This process usually takes between 6-12 hours.

Citizens of Hiallt are also restricted by similar laws against movement and travel. Hialltian citizens are not permitted to enter the main downport except for those with special travel visas which allow for such movement. The second downport near Beauchamp is off-limits to everyone except official government traffic. Violations of any of these laws have stiff penalties.

All firearms and energy weapons are illegal to possess on Hiallt. Only bladed weapons are legal on Hiallt and these must be registered with the government upon arrival on the planet. These

weapons must be worn openly and may not be concealed.

All narcotics in any from are illegal on Hiallt. Possession of medicinal drugs is legal only with a prescription from a government approved physician. Alcohol is legal but the sale of alcohol is regulated and limited to those licensed. As such, there are a limited number of bars and restaurants in the cities of Hiallt.

You Are Being Monitored

It is worth noting that travellers may find their communications are being monitored. While the government of Hiallt does not have the resources to monitor all communications on the planet, the Advisor of Justice is free to authorize the monitoring of any messages he deems necessary for the good of the planet. In short, unless the Duke has specifically forbidden the eavesdropping on a specific person's communications, it is totally up to the Advisor of Justice.

So while the government is not necessarily listening in, it is not unknown for them to do so. Chances are, unless they've done something suspicious or to raise the ire of someone official, the characters are not being monitored. However, if they have, it is almost sure that they are being monitored.

Cultural Details

One of the first things travellers will often notice about Hiallt is the tendency of Hialltians to live at their place of employment. Most often this is seen at the starport where shop owners, tavern owners, and workers at the trade kiosk are actually working out of their homes. Travellers may note a "lived in" quality about the shops and taverns. Children may be spotted playing with toys just around the edge of the bar or behind the shelves of holocubes.

Most often this is because most of the businesses on Hiallt are family run. In addition, this business is often also the family home. Hialltian families often pass down the family business and home to their children. So a shop may have been owned by several generations of Hialltians.

This is less true of industrial areas, however, the owner of a factory will often make his/her home in the factory itself. Often areas will be made available within the factory to be living quarters for some workers. This is most often just available for unmarried workers, but this is not always the case. In some factories, there will be families living within the factory complex.

In addition, Hialltians are very open about sex and sexuality for unmarried persons. Public displays of affection are not at all uncommon on the streets and corridors of Hialltian citites. This will often be openly portrayed in the art and entertainment produced here. However, all of this is expected to be given up upon taking the marriage vows.

Marriage vows are seen to be almost sacred on Hiallt and divorces are extremely rare. All marriages must receive the blessing of the Duke (or, in actual practice, the Advisor of Family). While there are no restrictions placed on marriages based on sexuality, family relations,

or even age (assuming one is past the age of consent, which is 17 on Hiallt), each marriage is scrutinized to ensure a good match. Once the match is formed, it is only for the most extreme of reasons that it can be dissolved.

I Want Out

One possible adventure for characters on Hiallt is to help a man or woman who wishes to leave the planet to escape a bad marriage. Marriage is meant to be forever on Hiallt and that can cause problems. Unless there is some sort of violence going on, most often the Hialltian government will not dissolve a marriage.

This sort of thing can lead a person to want to simply flee the planet and get to another star system to escape the vows that were once taken in love. Of course, its also going to require a travel visa to the starport and a travel visa to leave the planet. Or just some resourceful characters to get around all that.

Exploitation

Those of a smuggling bent may find the cultural mores of Hiallt to be an opportunity. While very frank and open portrayals of sex are easily available to those who are unmarried, it is forbidden for the married to enjoy such material. Of course, not all married persons are going to go along with such restrictions. This creates a thriving underground for such activities and materials to satisfy such a need.

Some merchants may also note that this means that Hiallt could be a source of sexually explicit material. Such material might be purchased legally here and sold for quite a profit in systems where it is far less legal.

Of course, such openness can also be very attractive to those of the dilettante character type. Finding a world where such activities for the unmarried are not only condoned but encouraged could make it a “must stop” location for those interested in such things.

Keep in mind that all of this openness concerning sex and sexuality is meant to be ended when one gets married. So travellers will not be encountering married persons engaging in these activities. Once married, the average Hialltian is usually rather conservative in his attitudes towards nudity and sex. One is expected to reach a certain age, marry, produce children and leave all of that behind as “youthful indiscretion”.

The Hialltian Calendar

Days on Hiallt are 34 hours long. These days are divided into 17 hour periods called “day” and “night”. This leads to a ten hour work day which is punctuated in the center by the 2 hour lunch break. The hours are denoted by the number of the hour and the portion of the day. So a shop might be open from 8 day in the morning until 13 day. At 13 day, the workers and owners will take 2 hours to be with friends and family, or run errands, and so forth. They

will return at 15 day and then work until 3 night.

It is often disconcerting to travellers unfamiliar with Hiallt to hear locals refer to “night” when there is, in fact, several hours of sunlight left in the day. However, this is simply how the Hialltians divide their day. What most travellers will refer to as “night”, the Hialltians will refer to as “evening”.

Seven Hialltian days make up one “week”. There are 26 weeks in a Hialltian year. Years are measured from the first year of the colonization of the planet. Each week is numbered and will be noted after the number of the day of the week. This is followed by the year. So locals will give a date as 5-22-300 (which is the 5th day of the 22nd week of the 300th year of Hiallt.)

City Details

Angantyr

Angantyr is home to about 1.2 million people. It is the capital city of Hiallt, the largest and most populous city on the planet, and home of the Advisory Council.

Located on the northern coast of the Fecamp Sea, the city was founded on the lush plains which encircle the sea. The city is surrounded by farmland which is used to grow a variety of imported and native crops.

The Advisor House is located near the center of the city. This is the home to the handpicked advisors of the Duke. Most of the administration of the Duke’s wishes takes place here.

Across the Fecamp Sea to the south is the planet’s main downport. Because there is no highport, this is the most important starport and the location where all travellers will first visit Hiallt.

Temperatures in summer at Angantyr average at 45 C (113 F) during the day and 22 C (71.6 F) at night. In winter, this drops to 18 C (64.4 F) during the day and -5 C (23 F) at night.

Beauchamp

Beauchamp is the third most populous city on the planet, but perhaps the second most important. It is the home of Duke Edward Kinrys and is the place from which he rules. Although, technically, Angantyr is the center of government, Duke Kinrys has spent most of his fourteen years as Duke in or around his residence. It is home to about 600 thousand.

There is a second downport located to the northwest of the city, but this is forbidden to anyone except government traffic. Soon after being elected Duke, the starport was closed to public traffic. Several of the people running to replace Duke Kinrys have noted that they will reopen the starport upon their assumption of the office.

Located on the flat green fields surrounding the Beauchamp Sea, the city of Beauchamp was one of the last to be settled in the colonization. However, the city has thrived.

Temperatures in summer at Beauchamp average 35 C (95 F) during the day and 12 C (53.6 F) at night. In winter, this drops to -3 C (26.6 F) during the day and -26 C (-14.8 F) at night.

Hedeby

Hedeby is home to about 750 thousand people and is the second most populous city on Hiallt. It was the second city founded on Hiallt.

Located on an area of green plains to the north of the dry hilly boundary of the Grand Desert, the city thrives from the farming, mining in the hills and fishing in the Ascletin Sea.

Temperatures in the summer average at 42 C (107.6 F) during the day and 19 C (66.2 F) at night. In winter, this drops to 24 C (75.2 F) during the day and 1 C (33.8 F) at night.

Guehebert

Guehebert is the third most populous city on Hiallt and the only one located in the southern hemisphere. The city is home to approximately 400 thousand people.

Settled on a narrow fertile strip along the eastern coast of the Bec Sea, the city lives off crops grown in local farms and the fishing industry. For those brave enough to attempt expeditions into the Grand Desert, this is usually the starting point.

Temperatures in the summer here average 44 C (111.2 F) during the day and 21 C (69.8 F) at night. In the winter, this drops to -3 C (26.6 F) during the day and -31 C (-23.8 F) at night.

Subsector Sourcebook 2: Franklin

Tal'Kalares (Franklin 0105)
CAD6835-B

System Details

Tal'Kalares is located in the third orbit of its sun, Asta, a G4 V, yellow main sequence star. Tal'Kalares orbits Asta at a distance of approximately 0.97 AU (146.2 million kilometers or 90.8 million miles).

The system has three gas giants. The closest to Asta is Ibis. Ibis orbits Asta at a distance of about 5.25 AU (789.7 million kilometers or 490.7 million miles).

In the seventh orbit lies Atrasia. Atrasia orbits Asta at a distance of approximately 10.42 AU (1.6 billion kilometers or 971.2 million miles). One of Atrasia's moons, Atvat, is home to an outer system refueling station.

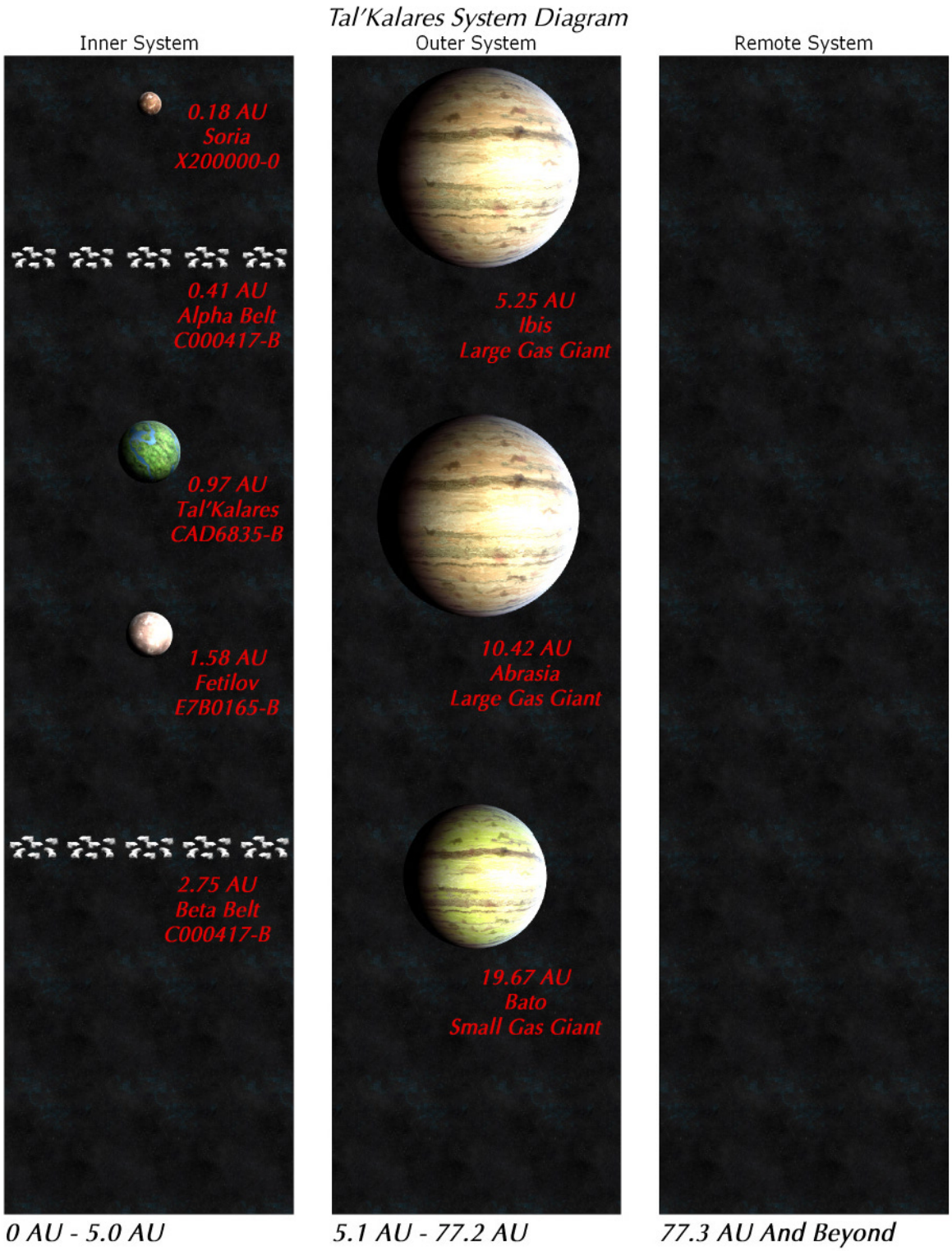
Orbiting in the eighth orbit is Bato. Bato is about 19.67 AU (2.95 billion kilometers or 1.83 billion miles) from Asta.

The system has two planetoid belts, both of which go unnamed except for their original survey designations. The Alpha Belt is located approximately 0.41 AU (61.3 million kilometers or 38.1 million miles) from Asta. The Alpha Belt is extensively mined by the Blaylock Mining Corporation.

The second belt in the system also retains its survey designation as the Beta Belt. The Beta Belt is located 2.75 AU (412.4 million kilometers or 256.2 million miles) from Asta. This belt is also the home to mining operations overseen by the Blaylock Mining Corporation.

There are two other rocky bodies in the system as well. The closest to Asta is Soria. Soria is located at about 0.18 AU (26.5 million kilometers or 16.5 million miles) from Asta. It is uninhabited.

Fetilov, in the fourth orbit, is a dry and dusty world. Fetilov has a carbon dioxide atmosphere and a sandy surface. It is inhabited only by a scientific research station. Fetilov orbits at a distance of approximately 1.58 AU (236.4 million kilometers or 146.9 million miles).


Tal'Kalares System Diagram
Inner System
Outer System
Remote System
0.18 AU
Soria
X200000-0
0.41 AU
Alpha Belt
C000417-B
0.97 AU
Tal'Kalares
CAD6835-B
1.58 AU
Fetilov
E7B0165-B
2.75 AU
Beta Belt
C000417-B
5.25 AU
Ibis
Large Gas Giant
10.42 AU
Abrasia
Large Gas Giant
19.67 AU
Bato
Small Gas Giant
0 AU - 5.0 AU
5.1 AU - 77.2 AU
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Tal'Kalares has a diameter of 16,145 kilometers or 10,032 miles. Its molten core gives it a density of 0.92 standard. Tal'Kalares has a surface gravity of 1.15 standard.

Tal'Kalares has a rotation period of 34 hours. Locals refer to this period as one day.

Tal'Kalares has an orbital period of 361.25 standard days or 255 local days. Locals refer to this period as one year.

The Tal'Kalares Moon System

Tal'Kalares has six moons. The closest of these, Daliff, has a diameter of about 860 kilometers (534.4 miles). It is uninhabited and has no atmosphere. Daliff orbits Tal'Kalares at a distance of approximately 145,000 kilometers (90,098 miles). Daliff completes an orbit of Tal'Kalares once every 3.23 local days.

A second moon, Litteria, orbits Tal'Kalares at a distance of about 270,000 kilometers (167,770 miles). It has a diameter of about 4,110 kilometers (2,554 miles). Like Daliff, it has no atmosphere, but is the location of a D-class downport with a population of 3000. Litteria orbits Tal'Kalares once every 8 standard days.

The third moon, Lonatza, orbits Tal'Kalares at a distance of about 370,000 kilometers (229,000 miles). It has a diameter of about 413 kilometers (256 miles) and has no atmosphere. Lonatza completes an orbit of Tal'Kalares every 10.4 local days.

Stradis, the fourth moon, orbits Tal'Kalares at approximately 530 thousand kilometers (329 thousand miles). Stradis has a diameter of about 600 kilometers (372 miles) and has no atmosphere. Stradis orbits Tal'Kalares once every 21.25 local days.

The fifth moon, Holkast, orbits Tal'Kalares at a distance of about 753 thousand kilometers (468 thousand miles). Holkast has a diameter of approximately 2,400 kilometers (1,491 miles) and has no atmosphere. Holkast is uninhabited and orbits Tal'Kalares once every 35.75 local days.

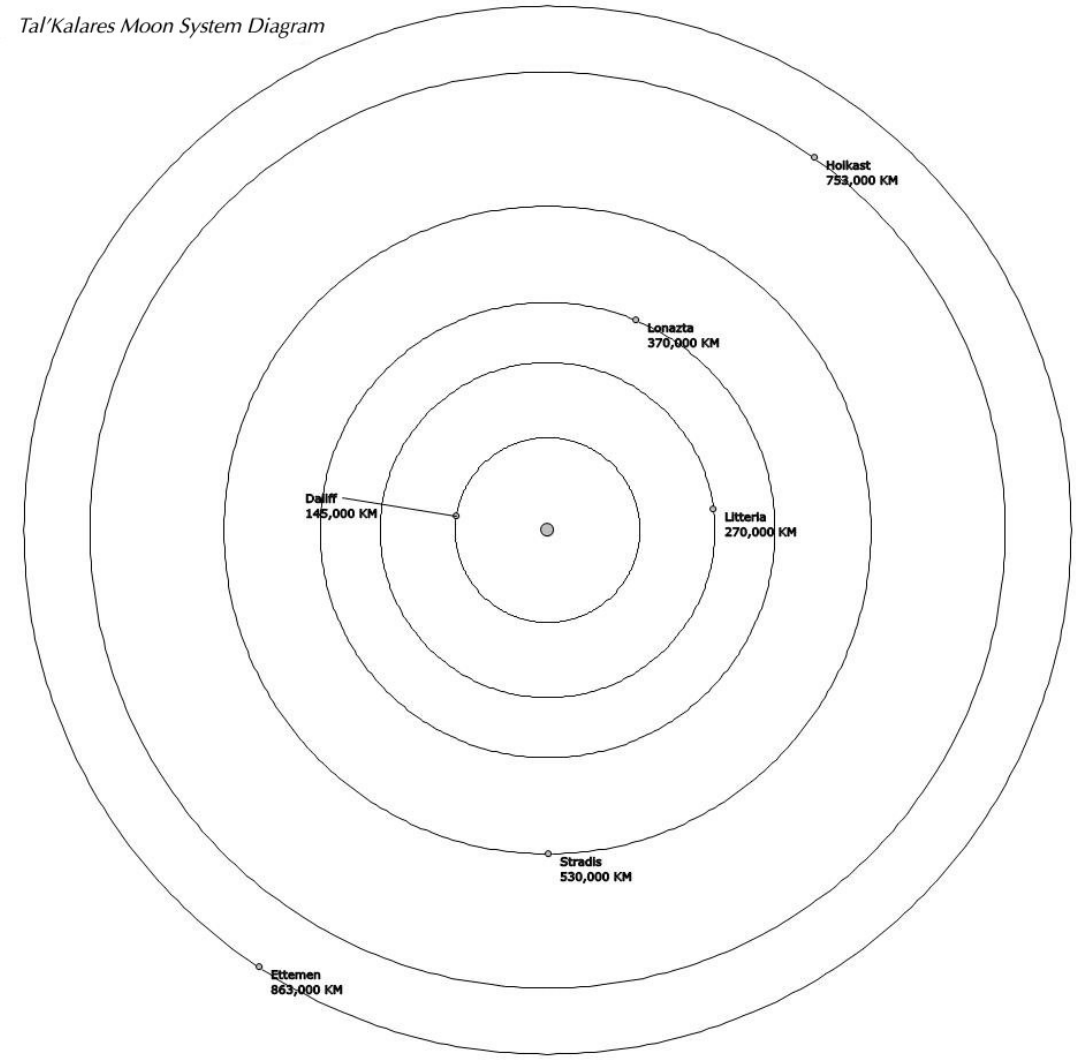
The sixth moon is called Ettemen. Ettemen orbits at a distance of approximately 863,000 kilometers (536,000 miles). It is uninhabited and has no atmosphere. Ettemen completes one orbit of Tal'Kalares every 43.76 local days.

Atmospheric Details

Tal'Kalares has an atmosphere made up of 70.5% nitrogen, 28.78% oxygen, 0.22% carbon dioxide, 0.10% argon, and 0.40% trace gases. The air pressure at sea level is 2.7 standard.

Most of Tal'Kalares' human inhabitants live on plateaus (which the locals refer to as "the cliffs") which are much higher than sea level. These areas vary as to their air pressure but most are close to 1.1 standard.

Equatorial temperatures at sea level average 45 C (113 F) during the day and 22 C (71.6 F) at night. Summer polar temperatures average -15 C (5 F) during the day and -29 C (-20.2 F) at night. In winter, this drops to -71 C (-95.8 F) during the day and -85 C (-121 F) at night.


Tal'Kalares Moon System Diagram
Holkast
753,000 KM
Lonazta
370,000 KM
Daliff
145,000 KM
Litteria
270,000 KM
Stradis
530,000 KM
Ettemen
863,000 KM

Geographic Details

Tal'Kalares is thought of by the locals to be defined by the "cliffs" and the "bottoms". The "cliffs", as the locals say, are actually large mesas which are high enough to avoid the much denser atmosphere in the "bottoms". These mesas are flattened regions sometimes thousands of kilometers in area. Each one drops off dramatically (hence the name "cliffs") into the "bottoms" which are the areas nearer to sea level. Each of the cliffs was given a numerical designation by the original colonists. While most colonists will simply refer to the city which sits on that cliff, sometimes they will also refer back to that numerical designation.

Cliff 1 is the location of the first settlement, Ledford's Landing. The cliff sits 2941 meters (9651 feet) above sea level. Cliff 1 is almost completely flattened and stretches 5740 kilometers (3566 miles) east and west and 5890 kilometers (3660 miles) north and south. On all sides except the south, the mesa drops almost 2743 meters (9000 feet). To the south of Cliff 1 lies the Olaveun Mountains.

Cliff Formation

Each of the mesas, which the colonists called "cliffs", is almost uniformly flattened. This has given rise to much speculation about how such a feature could have formed. Theories run the gamut from wind erosion to aliens.

And considering what the settlers found in the bottoms, that last explanation might not be as outlandish as it might seem.

The Olaveun Mountains extend upwards from the mesas referred to as Cliff 1 and Cliff 2. These mountains rise from the bottoms below and reach up to the highest point of 4401.2 meters (14,440 feet) above sea level (giving them a height over the mesas of about 1460 meters (4790 feet). The mountains are dry and jagged. These mountains completely lack large vegetation, instead being covered with short grasses and lichens.

Cliff 2 also sits at 2941 meters (9651 feet) above sea level. Like Cliff 1, it is almost completely flattened. Cliff 2 stretches 4305 kilometers (2691 miles) east and west and 4465 kilometers (2774 miles) north and south. As with Cliff 1, Cliff 2 drops to the surrounding landscape on three sides with the Olaveun Mountains to the north.

Cliff 3 is in the southern hemisphere. Cliff 3 sits 3200 meters (10,499 feet) above sea level. Like the other cliffs, it too is almost completely flattened. Cliff 3 stretches east and west 7175 kilometers (4458 miles) and north and south 4278 kilometers (2658 miles). To the north of Cliff 3, lies the dense rainforest of the Central Jungle. To the south, lies the Kandisan Mountains and beyond that the southern polar region. To the east, the Kandisan Mountains extend to the north and south. To the west, lie the plains of the bottoms.

The Kandisan Range runs from the southern polar region up and across the equator north to the Vattan Sea. Cliff 4 takes a bite out of the equatorial region of the mountains, but they continue to the sea. These mountains are

substantially higher than the Olaveuns, with the highest peaks in the south near Cliff 3. The highest peak in the range sits here and reaches 9756 meters (32,007 feet). Most of the southern Kandisans are snowcapped with extensive glaciation.

Cliff 4 sits among the equatorial Kandisan Mountains. As with the other cliffs, it is almost completely level at its top. Cliff 4 stretches 2870 kilometers (1794 miles) east and west and 4275 kilometers (2656 miles) north and south. To the south, east and north of Cliff 4 are the peaks of the Kandisan Mountains. To the west lies the Central Jungle where the drop off is about 3400 (11,154 feet).

Scale

Just to be clear, Tal'Kalares is a large planet and the Cliffs are rather expansive areas. For instance, Cliff 1 extends east and west for a distance of 5740 kilometers. The distance from Washington, DC to San Francisco, California is 4530 kilometers. Hopefully, this can present an idea of the kind of area we're discussing.

Most of the Cliffs only have one or two cities upon them, so we're talking about a lot of flat and unused open land.

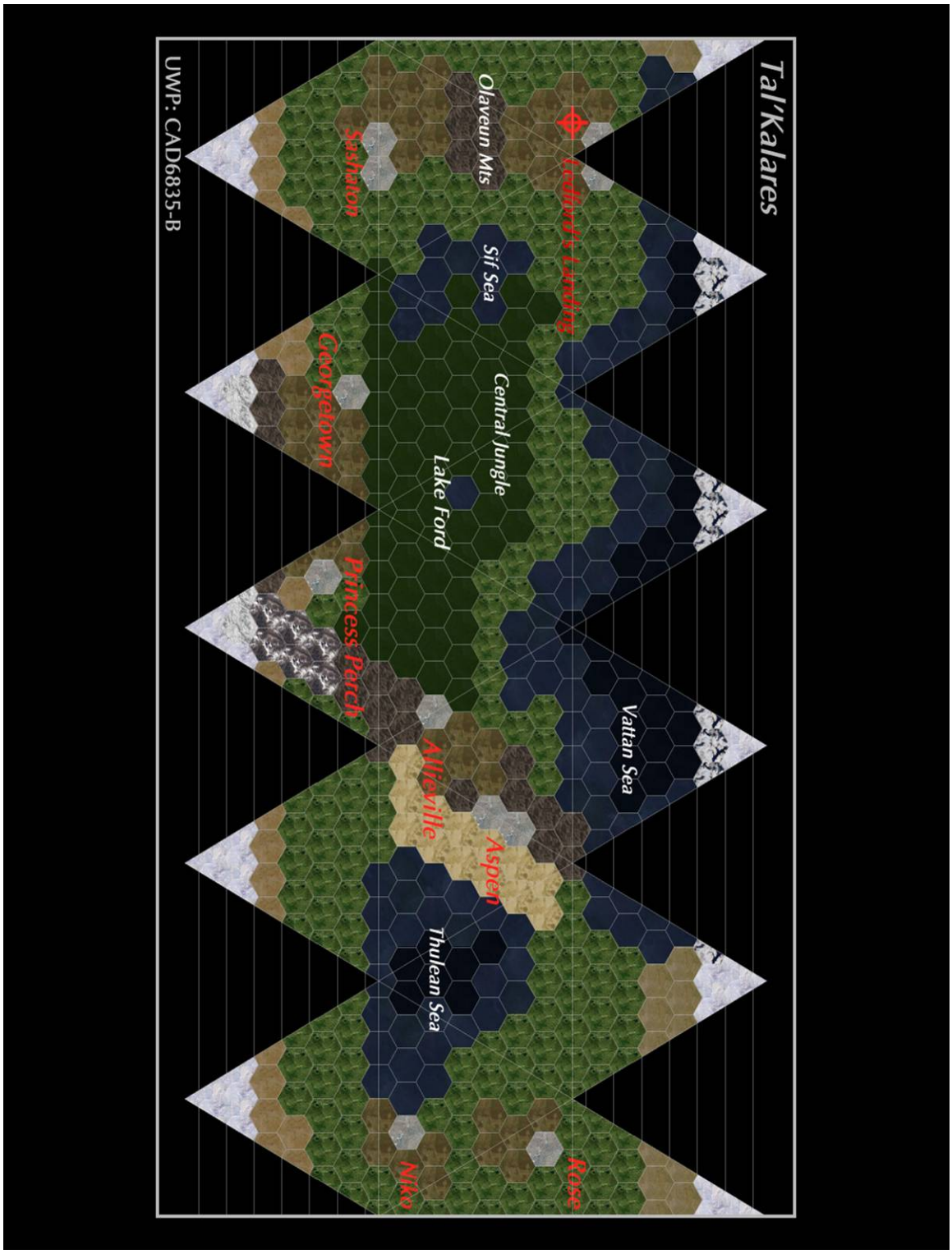
To the east of the Kandisan Mountains lies the rocky desert region of Tokosia. Tokosia is, like the cliffs, somewhat dry. However, while it does sit higher (2457 meters or 8061 feet) above the surrounding plains and sea, it is not as high as the Cliffs. In addition, Tokosia is not entirely flat. The region is covered in rocky outcroppings and canyons. The region is a difficult one for ground vehicles as there are rocks (varying in size from sand to some much larger than the average vehicle) everywhere.

While the other Cliffs appear to be part of mountain ranges, Cliffs 5 and 6 are not. Both Cliffs 5 and 6 extend solely up from the surrounding plains like islands in a sea. Both Cliffs 5 and 6 are exactly the same height (3104 meters or 10,183 feet) above sea level.

Cliff 5 extends east and west for 2870 kilometers (1794 miles) and north and south for 4402 kilometers (2735 miles). Cliff 6 extends east and west for 2780 kilometers (1727 miles) and north and south for 4510 kilometers (2802 miles).

What the locals refer to as "the Bottoms" is any of the locations that are below the cliffs (this includes the seas). Much of the land area of the bottoms is made up of moist land covered in tall grasses and short native trees. These areas, while not as flat as the Cliffs, are often only broken by the occasional hill. This savannah is home to a wide variety of wildlife suited to these conditions. Most of these are herds of animals grazing upon the grasslands of the region.

The other dominant feature of the Bottoms is the Central Jungle. Covering a vast area of the equatorial region, the jungle is a mass of sturdy trees born to handle the increased gravity and denser atmosphere. This massive rainforest stretches for 18,655 kilometers (11.591 miles) from east to west and


Tal'Kalares
UWP: CAD6835-B
Olaveun Mts
Sif Sea
Central Jungle
Lake Ford
Vattan Sea
Sashaton
Georgetown
Princess Perch
Alleville
Aspen
Thulean Sea
Rose
Niko

8610 kilometers (5350 miles) north and south. The Central Jungle is, in effect, almost another world in and of itself.

The Central Jungle is filled with unique animal and plant life. In addition to this are the large, stout lizard-like animals which dominate the jungle areas. Often likened to dinosaurs found on Earth, these are often referred to as Pseudos (shortened from pseudodinosaur). Although the Pseudos are by no means the only animal life in the Jungle region, they often receive the most attention due to the size and the danger they pose to exploratory teams.

Nearer to the polar regions and the grassy savannahs give way to a frozen plain. These tundra-like areas are dominated by short grasses much like the surface of the Cliffs.

Hydrographic Details

The largest of the three major bodies of water on Tal'Kalares is the Vattan Sea. The Vattan Sea stretches across much of the northern hemisphere. The Vattan covers 21,525 kilometers (13.375 miles) east and west at its widest point. At its widest point, the Vattan covers 11,480 kilometers (7133 miles) north and south. The Vattan reaches from the plains in the equatorial region to the tundra of the polar regions. At its deepest point, along a trench, the Vattan goes to a depth of 10,126 meters (33,221 feet).

The Thulian Sea is the second largest of the seas on Tal'Kalares. The Thulian covers portions of the equatorial region and moves into the southern hemisphere. The sea stretches across 8610 kilometers

(5350 miles) north and south from plain to plain. The sea goes east and west from Tokosia to Cliff 6 11,362 kilometers (7060 miles).

The third largest of the seas is the crescent like Sif Sea. The Sif separates the plains to the east of the Olaveun Mountains from the Central Jungle. At its narrowest point, the Sif is 1430 kilometers (889 miles) wide. It stretches north to south across 7175 kilometers (4458 miles).

Population Details

Tal'Kalares is home to just over 400 million people. With the exception of a few hundred who occupy explorations stations in the Bottoms, all of these live on the Cliffs. While there are many smaller settlements on each of the cliffs, most live within the cities.

Government Details

Tal'Kalares is ruled by Queen Luana Hollander (known to her subjects as Luana the First or Luana I). Hollander is the latest member of the Hollander dynasty to rule the planet. The Hollanders have ruled Tal'Kalares since a few years after the original colonization. Queen Luana is 66 years old and has ruled since she was 42.

The monarchy has been set up as a matriarchal system. The eldest female member of the family is crowned the ruler or Queen. Upon the death or abdication of the current ruler, the crown will pass to the next eligible female child.

Queen Luana I is aided in her rule by the High Council. The High Council is made up of ten advisors who are picked by the Queen to aid her in her rule. Each of the High Council works to turn the word of the Queen into the law of the planet. While they do serve in an advisory position, they hold no real power save that given to them by the Queen. These Councilors preside over a certain segment of society (for instance, The Councilor of the Treasury) and those who serve under them answer directly to them who then answer directly to the Queen.

The Queen rules from her palace in the city of Ledford's Landing. Her palace is in the eastern quarter of the city overlooking the plains below.

Legal Details

As stated above, in theory, the Queen's word is the law. In practice, this Queen is often influenced by public opinion and tradition. Queen Luana has often used her gift for sensing public opinion to maintain her popularity. As such, law enforcement is often present, but never in a way to stifle the freedoms granted by her majesty.

Those wishing to carry weapons on Tal'Kalares must register their intent to do so within the cities or starports of the planet. Assault weapons, submachine guns, and energy weapons will be not be permitted on the planet. Other weapons will usually be granted a permit unless the traveller has a history of causing problems on the planet.

Most narcotics are illegal on Tal'Kalares unless used for medicinal

purposes. Doctors are, however, highly discouraged from taking advantage of this loophole as they are audited by the government each year to insure compliance.

Alcohol is not restricted on Tal'Kalares. However, drunken behavior in public places will often result in law enforcement attention. Most times this does not result in arrest, but simply making sure the user gets home safely.

Trade is encouraged with offworlders, but a 10% tariff is collected on goods being imported into the system. Merchants must also be registered with Her Majesty's Trade Department to buy and sell goods here.

Cultural Details

One of the things that is often associated with Tal'Kalares is the matriarchal society. More often than not, women are in positions of power in the government, in business, in the military, and in public service. While there are certainly men in some higher ranked positions, this is not common.

Indeed, one arm of Her Majesty's Exploration Service, the Alpha Delta Force (ADF), is entirely made up of women. While other divisions, such as Beta Gamma and Nu Episilon have men in them, none are totally male.

There is a strong sense of frontier living on Tal'Kalares. While it is true that most people tend to live within the cities, there is a lot of open and untamed wilderness here.

While the cities on the planet are somewhat expansive, the amount of open land to still be settled is enormous. This offers an opportunity for many to settle here, go out into the flattened plains of one of the Cliffs and live on one's own. While it is possible to do this in the Bottoms as well, it is extremely rare that anyone tries it.

The Bottoms are still a dangerous place, best left to the Exploration Teams rather than the average person. A healthy fear of the Bottoms is often present in the average Tal'Kalaren and most of the people travellers will encounter will have never left the Cliffs in their lives.

One of the places travellers might hear some stories of these places is during one of the many public meals. Public meals are common on Tal'Kalares and communal eating is the norm. Large tables are often spread in meeting halls or in even in the city squares. All are welcome to partake in these meals as long as they can find a seat.

Some meals are free and provided by the government while others are set out by businesses and one will be expected to pay for the meal. The providers of the meal and the cost involved will always be clearly marked.

The Tal'Kalaran Calendar

Tal'Kalares has a 34 hour day. Hours are referred to by the number, followed by minutes. Seconds are rarely referenced. Travellers will often hear locals refer to things happening at 15:45 or 33 hundred.

A Tal'Kalaran year is made up of 255 of these 34 hour days. Each day is also numbered according to how many days have passed in that year. Travellers will encounter

people referring to days as "Day 240" or simply "236".

The Tal'Kalaran calendar starts from the day of the arrival of the first colony ship. The number of the day will be placed before the year with a period separating them. So one will often see the date denoted as 145.230 or 009.235.

The "Big Find"

It is almost impossible to visit Tal'Kalares without hearing about "The Big Find" or "The Find". This term refers to a set of artifacts located by the Alpha Delta Force during an exploration into the Central Jungle.

In the early days of colonization, the planet was known by its intended name of Rhea. There was a belief that many different natural resources might be located in the Bottoms and so the colonists set up exploration teams. Each of these teams was given a designation with Greek letters.

The ADF has been sent out to explore a possible location for a settlement in the Bottoms near Lake Ford. While the ADF had planned for a great many things, they were unprepared for what they located there.

To the north of Lake Ford, the ADF found several metal objects which appeared to be tools. While the intended use for many these tools were (and remain) a mystery, it was obvious that they were powered tools. However, they did not appear to be created for human hands and no one of the team recognized them as tools in use by modern colonization teams. Upon picking one of the tools up, one of the ADF team members triggered a holographic display.

This holographic display showed the planet as seen from space. When the planet was shown, a voice came from the display which said "Tal Ka Lar Es". Several other locations on the world were also shown with the same voice introducing the location by name (or, at least, that's the conclusion made by ADF team members and subsequent scientists have agreed).

Other than this tool, which still remains largely a mystery, none of the other items found have done anything of interest.

Tool Users

It is entirely up to the Referee as to whether or not the travelogue is telling the truth about these objects. While it is the intention of the authors to leave these tools a bit of a mystery, some Referees may see a chance to introduce an alien race (or menace) into their game using this reference.

Referees may decide that the Tal'Kalaran government is hiding the really good stuff and keeping it from the public. On the other hand, the Tal'Kalarans might not have found the really good stuff yet and this might be an excellent adventure for the characters. Or the ADF might be keeping some powerful weapon all to themselves.

Since this discovery, exploration teams and scientists have been sent out into the Bottoms but to no avail. No other significant discovery has been made. It remains a mystery as to whether or not the artifacts were the property of

a visiting alien race or the property of natives who are no longer on the planet.

The Rush

Much like the California Gold Rush or the quest to find mummies (and gold) in Egypt, the rush is on to find more artifacts. The fact that no one has found any since the original find by the ADF has not deterred these adventurers. Everyone from legitimate scientists to treasure hunters who are slightly off their rocker has descended upon The Bottoms in an effort to find more artifacts.

Of course, this often simply creates more work for Her Majesty's Exploration Teams as they have to then perform search and rescue operations.

City Details

Ledford's Landing

Ledford's Landing is the site of the original settlement. It is also the capital of the planet and the home of Queen Luana I. It is home to 60 million people.

Located on the northeast corner of Cliff 1, the city sprawls across the flat land of the Cliff. Those in the north and eastern districts of the city get a fantastic view of the plains in the Bottoms below.

The planet's only downport is located to the southwest of the city. It is rated C-class and has landing zones sprawled across the flattened land.

Summer temperatures average 33 C (91.4 F) in the day and 19 C (66.2 F) at night. In winter, this drops to -21 C (-5.8 F) during the day and -35 C (-31 F) at night.

Niko

Niko was the third settlement and now the second largest city. It is home to about 50 million people.

Located on the western edge of Cliff 6, Niko is spread across this end of the mesa. Those in the western district have a beautiful view of the Thulean Sea. Homes in this district sell for far more. Sunsets here are the stuff of poetry.

Summer temperatures average 39 C (102.2 F) during the day and 25 C (77 F) at night. In winter, this drops to 12 C (53.6 F) during the day and -2 C (28.4 F) at night.

Sashaton

Sashaton was the second settlement on the planet. It is now the largest city in area and the third most populous. It is home to approximately 46 million people.

The city is spread over a large area of the southern end of Cliff 2. Local laws state that no building in Sashaton can be over six stories high and thus the city has spread outward rather than up.

Sashaton is connected to the Ledford's Landing downport by a maglev train system. Tickets are quite reasonable and accommodations on board range from plush rooms to a simple reclining chair.

Summer temperatures here average at 36 C (96.8 F) during the day and 22 C (71.6 F) at night. In winter, this drops to -5 C (23 F) during the day and -19 C (-2.2 F) at night.

Aspen

Aspen is the fourth most populous city and the second largest in area. It is home to just over 44 million people.

Like Sashaton, local officials have requested an order from the Queen to keep all buildings to six floors. This has forced the city to sprawl rather than rise.

Aspen is located on the northeastern edge of Cliff 4. The city is nestled between the Kandisan Mountains and the Tokosia Region.

Temperatures in the summer average 42 C (107.6 F) during the day and 28 C (82.4 F) at night. In winter, this drops to 28 C (82.4 F) during the day and 14 C (57.2 F) at night.

Allieville

Allieville was named for the second Queen of Tal'Kalaris who chartered its foundation. The city is now home to just under 40 million people.

Located on the western edge of Cliff 4, Allieville is one of the favored jumping off points for expeditions into the Central Jungle. As such, Allieville has a bit of a reputation as a frontier town. Law enforcement often has trouble maintaining order among the many adventurers who show up seeking fame and fortune.

Allieville is connected to Aspen by a maglev rail line. While not as opulent as the Sashaton-Ledford's Landing line can be, it is still clean and well operated.

Summer temperatures average 43 C (109.4 F) during the day and 27 C (80.6 F) at night. In winter, this drops to 26 C (78.8 F) during the day and 12 C (53.6 F) at night.

Georgetown

Named after the father of Juliette I, the first Queen of Tal'Kalares, Georgetown is home to about 33 million people.

Georgetown, like Allieville, is a popular jumping off point for expeditions into the Central Jungle. Located on the northern edge of Cliff 3, the city has an excellent view of the jungle below. Georgetown is not quite as wild a city as Allieville, but it is still a bit of a frontier town.

Summer temperatures here average at 31 C (87.8 F) during the day and 17 C (62.6 F) at night. In winter, this drops to 17 C (62.6 F) during the day and 3 C (37.4 F) at night.

Rose

Rose is the seventh most populous city on Tal'Kalares. It is home to approximately 30 million people.

Rose is located on the northeast corner of Cliff 5. The city sits in view of the plains below in the Bottoms. The city is most famous (and named for) the flower which the settlers attempted to grow here. At first, it seemed they were going to

be successful but over time it became clear that the plant was simply not to grow here. However, by that point, the name of the city had stuck.

Summer temperatures average 39 C (102.2 F) during the day and 25 C (77 F) at night. In winter, this drops to 12 C (53.6 F) during the day and -3 C (26.6 F) at night.

Princess Perch

During the reign of Queen Allison I (for whom Allieville is named), her daughter Elizabeth was the crown princess. Expected to take over the throne for her mother, she refused. She moved herself and several members of court to an outpost set up for the ADF. Here she founded a new city called Elizabethtown. Most people never called it that and instead dubbed it "Princesses Perch". Upon her death, it was officially named that and shortened to Princess Perch.

Now home to approximately 30 million people, the city is a starting point to many who wish to explore the southern polar region and the southern Kardisans.

Temperatures average at 25 C (77 F) during the day and 11 C (51.8 F) at night. In winter, this drops to -29 C (-20.2 F) during the day and -43 C (-45.4 F) at night.

Jungle Encounters

While there is a possibility of encounters anywhere on the planet, the Central Jungle is the scene of the most dangerous animal encounters.

Jungle Random Encounter Table

2	See Dangerous Animal Table
3	See Dangerous Animal Table
4	ADF Team
5	Benign Animal Encounter
6	Heavy Jungle
7	No encounter
8	Heavy Jungle
9	Benign Animal Encounter
10	Artifact Search Team
11	See Dangerous Animal Table
12	See Dangerous Animal Table

Jungle Dangerous Animal Table

2	PseduoRex
3	Spinyback
4	Rainbow Muncher
5	Trihorn
6	Longbeak
7	Razorback
8	Man Eater
9	Wolfspider
10	Jungle Cat
11	Megacobra
12	Reaper

Results

See Dangerous Animal Table – Roll 2d6 on the Jungle Dangerous Animal Table

ADF Team – The characters run across an ADF team of 1d6 members. They may be on search and rescue, exploratory, or training missions.

Benign Animal Encounter – The characters run across an animal which is not a threat to them. In the Central Jungle this might be a large and colorful bird or a small mammal. If the party is in need of food or game, this might be an excellent opportunity to provide a small animal for their needs.

Heavy Jungle – While the Central Jungle is always difficult to traverse, this section is particularly difficult. The characters will find their speed quartered as they will have to hack their way forward.

Artifact Search Team – This can run the gamut from a benign set of scientists and a guide to a group of crazed ex-mercenaries on the prowl. Referee's choice.

PesudoRex

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Intimidator	Jungle Walker	32	2	23	1	7	0
Persuade-2, Survival-2, Melee (Teeth)-1. Recon-1. Athletics-0							
Teeth (4d6) Number Encountered: 1							
The PseudoRex is a large Tyrannosaurus-like creature. It is a scavenger but will happily fight for its food or when cornered.							

Spinyback

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Carrion Eater	Jungle Walker	22	2	20	1	8	0
Recon-2, Melee (Tail)-1, Survival-1, Athletics-0							
Spiked Tail (3d6), Scales (3) Number Encountered: 1							
The Spinyback is a large reptilian creature with scales on its side and spines on its back. It has a tail with a large rounded end with spikes on this which it will use as a weapon.							

Rainbow Muncher

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Carrion Eater	Jungle Walker	12	6	12	1	4	6
Survival-1, Recon-1, Melee (teeth)-0, Athletics-0							
Teeth (2d6) Number Encountered: 2d6							
Rainbow Munchers are best described as a 2 meter long fish, with legs, which eats everything in its path.							

Trihorn

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Grazer	Jungle Walker	23	3	22	1	7	7
Survival-1, Recon-1, Melee (teeth)-0, Athletics-0							
Horns (3d6), Scales (3) Number Encountered: 2d6							
Trihorns are large reptilian creatures with 3 horns sticking from the front of their heads. They are peaceful creatures, but will attack if attacked. They may also become spooked and run, albeit not too quickly.							

Longbeak

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Killer	Jungle Walker	21	10	10	1	7	5
Melee (Beak)-3, Recon-1, Athletics-1, Survival -0							
Beak (3d6), Number Encountered: 1d6							
Longbeaks are ostrich-like animals with long sharp beaks, not unlike a parrot. They tend to have little fear and will attack without warning or cause.							

Razorback

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Intermittent	Jungle Walker	22	10	10	0	4	4
Melee (Charge)-2, Recon-0, Athletics-0, Survival -0							
Back Blades (1d6), Charge (3d6), Number Encountered: 1d6							
Razorback are swine-like animals which move in packs. They have sharp extrusions on their back. While they will not attack unless threatened, they will charge and use their weight against an attacker. Anyone attempting to grab the razorback will come into contact with the extrusions.							

Man Eater

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Intermittent	Jungle	14	5	5	0	6	5
Deception-2, Melee (Petals)-1, Recon-0, Athletics-0, Survival -0							
Digestive Juices (if ensnared): 2d6/turn Number Encountered: 1d6							
Man Eaters are plants which use the appearance of fruit to entice their prey close and then attack with engulfing petals.							

Wolfspider

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Chaser	Jungle Walker	11	15	10	1	10	10
Athletics-2, Recon-2, Survival-1, Melee (Teeth)-1, Stealth-0							
Teeth (2d6), Claws (1d6) Number Encountered: 3d6							
Wolfspiders are eight legged, gray furred circular mammals. They have bushy tails coming off the back and pointy heads with mouths. They reminded early settlers of a combination of a wolf and a spider.							

Jungle Cat

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Pouncer	Jungle Walker	8	17	8	1	10	5
Athletics-2, Stealth-2, Melee (Claws)-1, Melee (Teeth)-1,Survival-0, Recon-0							
Teeth (1d6), Claws (1d6) Number Encountered: 1d6							
These striped cat-like animals work alone or in groups to attack prey they think may be weak.							

Megacobra

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Hunter	Jungle	8	15	8	0	10	0
Stealth-2, Melee (Fangs)-2, Recon-1, Athletics-1, Survival-0							
Fangs (1d6), Neurotoxin (1d6 INT) Number Encountered: 1							
These large hooded snakes are up to 3 meters long and can rear up like a cobra.							

Reaper

Type	Habitat	STR	DEX	END	INT	Instinct	Pack
Hunter	Jungle Walker	11	15	6	1	10	8
Stealth-2, Recon-1, Athletics-1, Melee (Claws)-1 Melee (Teeth)-1, Survival-0							
Teeth (2d6), Claws (2d6) Number Encountered: 2d6							
These 2 meter tall reptilians have sharp claws and razor-like teeth. They are quick and work together as a group.							

Subsector Sourcebook 2: Franklin

Vasynov (Franklin 0106)
B440624-A

System Details

Vasynov is located in the third orbit of its sun, Sidorov, a G3 V yellow main sequence star. Vasynov orbits Sidorov at a distance of approximately 0.99 AU (148.7 million kilometers or 92.4 million miles).

The system has three gas giants. The closest to Sidorov is Galimov. Galimov orbits Sidorov at a distance of about 9.88 AU (1.5 billion kilometers or 921.2 million miles).

In the seventh orbit lies Shuvalov. Shuvalov orbits Sidorov at approximately 20.67 AU (3.1 billion kilometers or 1.9 billion miles). One of the moons of Shuvalov, Zimin, is a medical research center. Another, Valtonen, serves as an outer system refueling base.

Klyukin occupies the eighth orbit at about 38.70 AU (5.8 billion kilometers or 3.6 billion miles). One of the moons of Klyukin, Zhivelov, serves as a refueling base and scientific research center.

The system has two planetoid belts. The closest to Sidorov is the Valtonen Belt. The Valtonen Belt orbits at approximately 0.38 AU (57.6 million kilometers or 35.8 million miles). Rich in ores, the belt is home to two rival mining companies. The companies are often competing over who gets to mine which asteroid. This rivalry has so far not come to firing shots, but there have been incidents of violence and trickery.

Corporate Tension

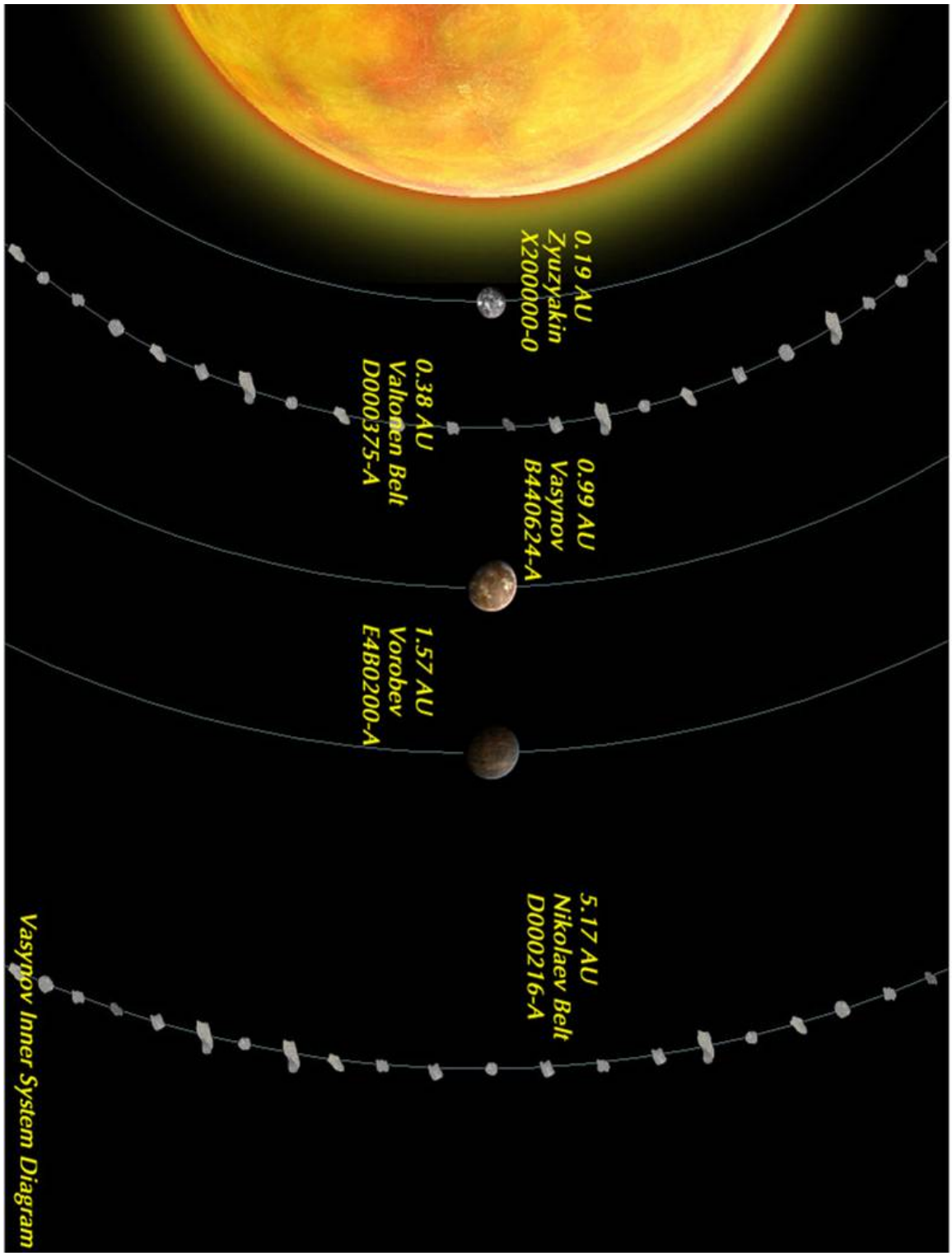
The situation in the Valtonen Belt is rife with adventure possibilities. The two rival companies haven't come to armed blows according to the travelogue but that could easily change. Perhaps it already has changed.

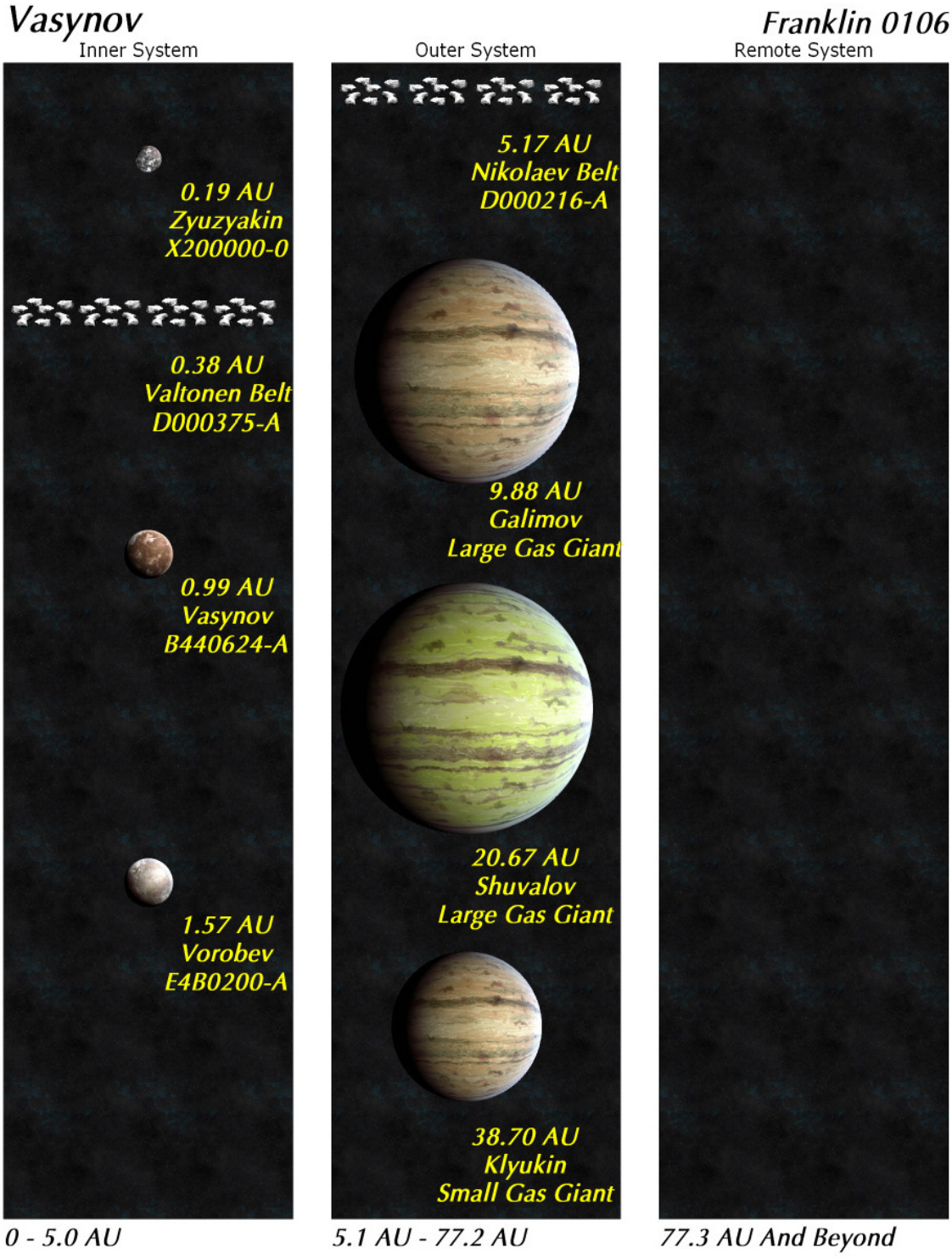
Characters could be called in to land those blows. Or perhaps someone higher up in one of the companies would like someone to get in there and stop all this mischief. Violence is bad for business.

Or it could be that the characters are being hired to play bigger and better dirty tricks. Maybe something is needed to finally one up the other company.

Further out in the system sits the Nikolaev Belt. The Nikolaev Belt is about 5.17 AU (775 million kilometers or 481.6 million miles) from Sidorov. More ice than ores, this belt still sees mining due to the lack of water on Vasynov. Quite often these "iceballs" will be moved from this orbit and relocated further insystem to provide needed water.

There are two other rocky bodies in orbit around Sidorov. The closest is Zyuzyakin in the first orbit. At approximately 0.19 AU (28.8 million kilometers or 17.9 million miles), Zyuzyakin is a toasted rock. Zyuzyakin has no atmosphere and is uninhabited.


0.19 AU
Zyuzyakin
X200000-0
0.38 AU
Valtonen Belt
D000375-A
0.99 AU
Vasynov
B440624-A
1.57 AU
Vorobev
E4B0200-A
5.17 AU
Nikolaev Belt
D000216-A
Vasynov Inner System Diagram


Vasynov
Inner System
0.19 AU
Zyuzyakin
X200000-0
0.38 AU
Valtonen Belt
D000375-A
0.99 AU
Vasynov
B440624-A
1.57 AU
Vorobev
E4B0200-A
0 - 5.0 AU
Outer System
5.17 AU
Nikolaev Belt
D000216-A
9.88 AU
Galimov
Large Gas Giant
20.67 AU
Shuvalov
Large Gas Giant
38.70 AU
Klyukin
Small Gas Giant
5.1 AU - 77.2 AU
Franklin 0106
Remote System
77.3 AU And Beyond

In the fourth orbit is Vorobev. Vorobev orbits at about 1.57 AU (236 million kilometers or 146.7 million miles). It has a slight carbon dioxide atmosphere and is sparsely inhabited.

Physical Data

Vasynov has a diameter of approximately 7,040 kilometers or 4,400 miles. Its molten core gives it a density of 0.88 standard. Vasynov has a surface gravity of 0.44 standard.

Vasynov has two moons: Gromov and Neradko. Both are about 350 kilometers (217 miles) in diameter, are unihabited, and have no atmosphere. Gromov orbits at a distance of about 63,360 kilometers (39,370 miles) and has an orbital period of approximately 123 hours, 36 minutes.

Neradko orbits at a distance of about 140,800 kilometers (87,489 miles). It has an orbital period of approximately 391 hours, 26 minutes.

Vasynov has an orbital period of about 365 standard days or approximately 230.5 local days. This is called a “year” by locals.

Vasynov has a rotation period of approximately 38 hours. This is referred to as one day. Locals keep a 38 hour clock.

Atmospheric Details

Vasynov has a thin atmosphere made up of 75.3% nitrogen, 20.83% oxygen, 2.1% sulfur dioxide, 0.61% carbon dioxide, 0.2% argon, and 0.96% other trace gases. The air pressure at sea level is 0.45 standard. Travellers going outside will need protective gear.

Temperatures on Vasynov can be brutal and change rapidly as time passes. Equatorial temperatures can reach 92 C (197.6 F) during the day and drop to 24 C (75.2 F) at night. Summer polar temperatures can reach 56 C (132.8 F) during the day and drop to -12 C (10.4 F) at night. In winter, this drops to 19 C (66.2 F) during the day and -49 C (-56.2 F) at night.

Geographic Details

Vasynov is marked by tall mountain ranges in the equatorial regions, flat plains in the north, and sandy deserts in the south. Four mountain ranges dominate the equatorial regions. The tallest of these are the Tarasov Mountains with an average height of about 8,500 meters (27,887 feet).

The Tarasovs are actually two mountain ranges formed at different times. This makes an upside down “U” shape to orbital observers. The Tarasovs and their rocky foothills are dry and eroded by the strong winds which seem ever present.

The Tarasovs also contain several notable volcanoes, all of which are quite active. Most of these are within the northeastern region of the range.

East of the Tarasovs are the Volkov Mountains. The Volkovs are a much earlier range of mountains that have been eroded down by the winds over millions of years. The average height of the Volkovs is 1,458 meters (4,784 feet). Like the Tarasovs, the Volkovs are dry, without vegetation, and marked by wind erosion.

To the southeast of the Volkovs is the Sobinov Mountains. The Sobinovs are also older than the Tarasovs but younger than the Volkovs. The average height of the Sobinovs is 2,037 meters (6,684 feet).

To the east of the Sobinovs are the Lyapanov Mountains. These mountains are the second youngest range on the planet. The Lyapanovs stretch nearly from pole to pole with the highest peaks in the north. The equatorial region of the Lyapanovs becomes mostly foothills with larger mountains again in the south.

The average height of the northern Lyapanovs is approximately 7,708 meters (25,289 feet). In the southern Lyapanovs, the average height is 5,005 meters (16,421 feet).

All of the mountain ranges are surrounded by dry foothills. These are both the result of the same tectonic forces that created the mountains or the erosion of the mountains themselves. These foothills often stretch for hundreds of kilometers. Particularly in the equatorial regions, these foothills often fall into rocky deserts. These rocky areas are often flat but covered in rocks from the size of pebbles to the size of a small starship.

To the south of the Tarasovs and Volkovs is the Grebeshkov Desert. This wide and expansive desert is devoid of most life. The region is covered in massive sanddunes that shift in the high winds. Sandstorms are common here and can last for days.

North of the mountainous region is the McCrimmon Plains. These plains are flat and made up of black igneous rock formations. The result of a supervolcano which lies. underneath the plains near the north pole, the McCrimmon Plains are the result of massive lava flow and ash coverage.

Wind is a constant factor on Vasynov. While there will be no rainstorms on the planet, there are constantly sandstorms and windstorms forming and moving at some point.

Supervolcano!

If a Referee is looking to run a disaster scenario, the northern region of Vasynov is perfect for this. The supervolcano in the northern hemisphere can go off again at any time. This can provide a backdrop for a tense adventure.

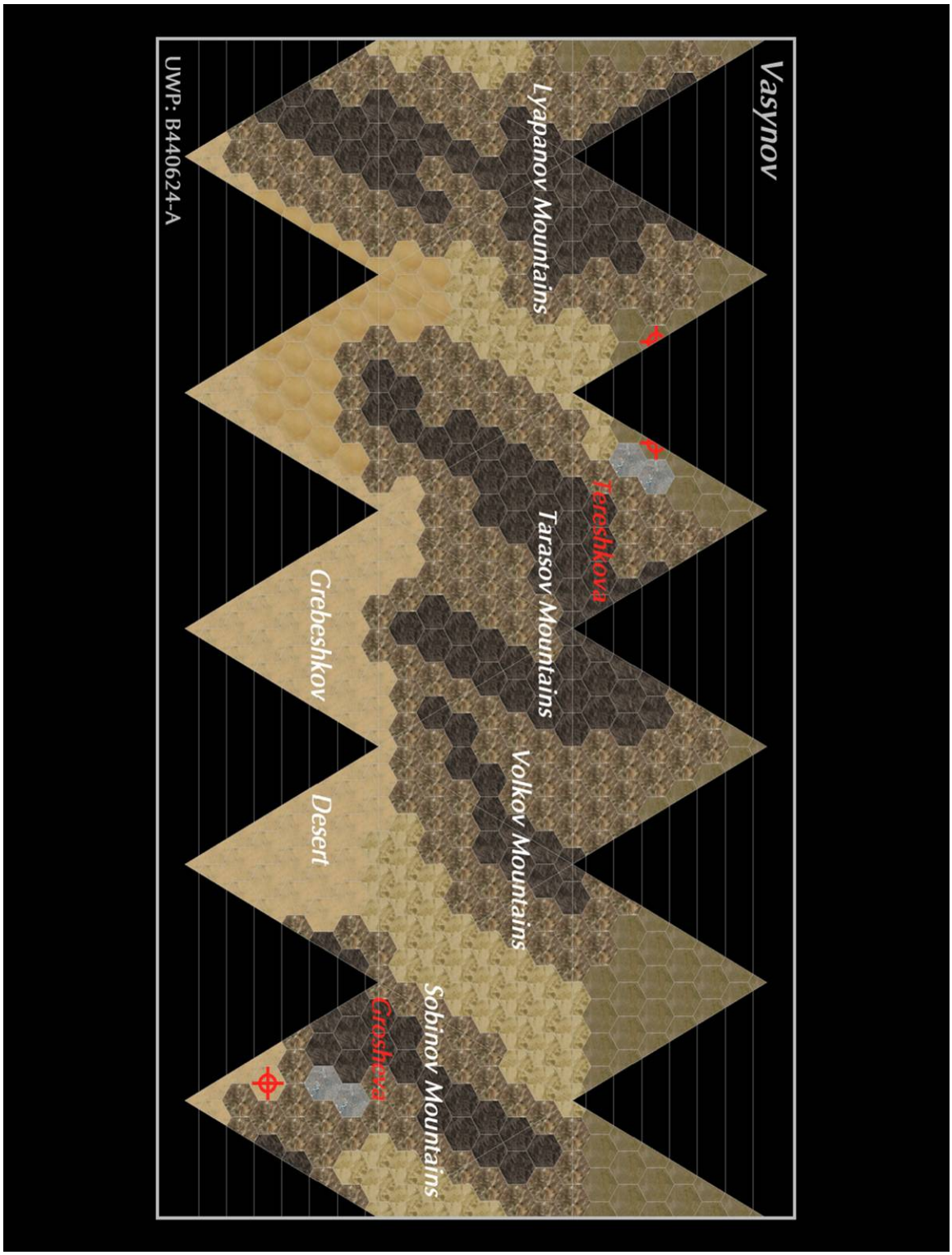
Characters could become involved in rescue operations or simply be in the fight to survive the cataclysm. Or it could provide extra tension for an unrelated adventure.

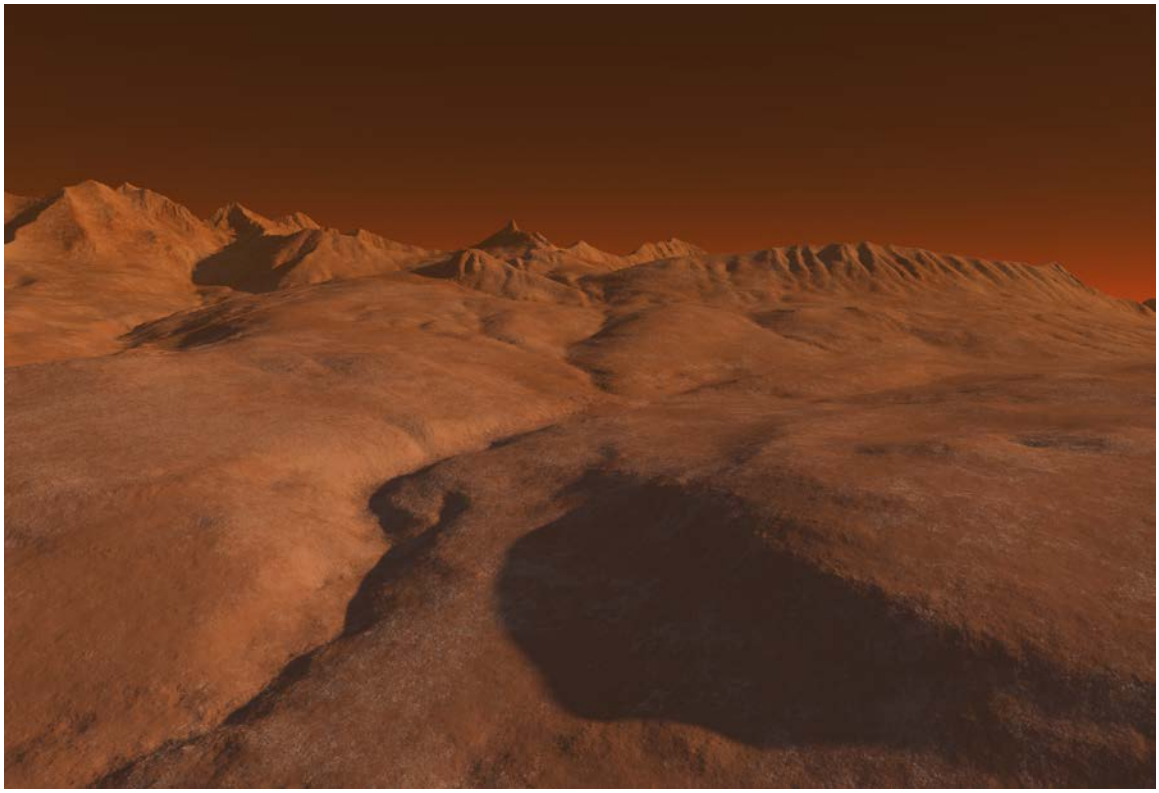
Or if you are the sort of person who wishes to engage your players in a bit of B-movie adventure, this can easily foot that bill as well.

Hydrographic Details

While there is no surface water on Vasynov, there is water here. However, it is in very small supply. All of the water on Vasynov is located in underground aquifers. These are located in a few select areas and, if above ground, would not even qualify as a small lake.

The two largest of these aquifers are where the two major cities on the planet were founded. Both Tereshkova and Grosheva are located near these underground aquifers.


Vasynov
UWP: B440624-A
Lyapanov Mountains
Tereshkova
Tarasov Mountains
Volkov Mountains
Sobinov Mountains
Grebeshkov
Desert
Groshova



Population Details

Vasynov is home to about 4 million people. The vast majority of these live within the two major cities. Only a few people attempt to live outside the sealed confines of these cities.

Both the major cities and these smaller communities are sealed underground areas. Some sections are simply volcanically created tunnels while others are the result of massive construction projects. Anywhere within these cities is both atmosphere and temperature controlled. Temperatures listed in the city description are surface temperatures for anyone who goes outside.

The two starports located near the cities are either naturally flat or have been made so. These areas allow smaller starships to land within hexagonal landing berths of bermed earth. Each landing berth has an airlock which allows travellers to enter the underground complex which serves as the port.

Government Details

Vasynov is a participatory democracy. All decisions affecting the planet are put to a vote. Anyone above the age of 16 is allowed to vote without restrictions.

The two major cities each have a person who is elected to be Controller. The Controller serves a term of five years and can not be re-elected. The Controller is

responsible for controlling the citywide apparatus which informs each and every citizen of voting age of a coming vote. These votes can be put forth at any time and often a citizen will be faced with voting on decisions several times a day.

The Controller then tallies these votes. Any referendums that only affect the single city, the Controller will see that the results are implemented. In referendums that affect the planet as a whole, the two controllers will consult and then approach the Grand Controller.

The Grand Controller oversees all votes and the Controllers themselves. Like the Controllers, the Grand Controller serves a term of five years and can not be re-elected.

Each particular governmental system is then answerable to the results of the votes cast. Each service of the government is then performed by a particular department. For instance, there is a Department of Justice which oversees the day to day chores of enforcing the laws. Each of these departments is run by a department head that is answerable to the Controller as well as the vote of the citizenry.

Legal Details

Such a system is obviously controlled by the whim of the people. This often creates a system in which the will of the people will change over time. This can create a problem for travellers who leave Vasynov for a few years and return to find that public opinion has shifted and something that was perfectly legal before has now been made illegal.

As such, anything with a popular cause behind it can become legal. Such is the case with the use of a small fungus which grows on the banks of the aquifers. The fungus, known as Water Dragon, is useful as a hallucinatory narcotic. Originally, the use of this fungus as a recreational drug was allowed by a vote of the people. However, over time, as the abuse of Water Dragon became common, votes were taken to make the recreational use of the fungus illegal. However, this took several votes before the tide was turned because many who used the drug were unwilling to vote to make it illegal. However, the usage of the drug is now illegal and has been accepted so much so that votes on making it legal again are quite rare.

Hack The Vote

Since most of the voting is done by use of computers, a character will experience in hacking might be called upon to change a vote. Or a character might be called in to find out if someone else had already done so. Perhaps they might even be asked to help the government in tracking this person down or even dealing with them.

The Dragon

Water Dragon is a very powerful hallucinogen. This can be used in a number of ways by a Referee from simply dropping the name in a list of drugs to using it as the focus of a campaign. One can easily assume that such a powerful natural drug will be harvested and sold even if it is illegal.

Scoundrel characters might become involved in the smuggling or

selling process. Agent characters might be called upon to investigate, infiltrate, or otherwise put a halt to its sale and transport. Dilettante characters might simply be looking for their next fix.

Open Trade

Characters will find that trade with Vasynov is pretty open. Other than the tariff on non-edible items, Vasynov is a good market for most other things. Hard narcotics will be turned away, but most other items will be welcomed including lesser narcotics, alcohol, and even bootleg copies of copyrighted holocubes.

Weapons laws are such that most assault weapons and energy weapons are illegal to carry at all on Vasynov. Military and law enforcement will carry such weapons, but permits will not be given to travellers to carry them. Other weapons, such as handguns and blades, will be seen to be openly carried by locals.

Trade laws are fairly open as well. Most common trade items are legal to bring to Vasynov. However, any object other than water or food that is being brought to Vasynov will be charged a 10% tariff.

Cultural Details

Overall, Vasynov is a fairly moderate society. Travellers visiting here will find most locals to be friendly and easy going folk.

One cultural tradition which is strong among the people of this dry world is the importance of water. Even though water is somewhat common due to interstellar trade, the value of water is still high in the minds of the people.

Visitors to a Vasynovan home will always bring their own water. Originally meant to lighten the load of a visit on the host, this continues to be in practice today. Often guests will bring a gift of water to their hosts to not only supply their own water, but also provide for the hosts as well. Not bringing any water to a private home upon visiting will be seen as quite rude.

Vasynovan homes are often communal affairs with more than one family living in a single area. The early colonists did this by cutting out large sections underground. This center area would be used as a communal area. The communal area would include bathing and cooking facilities, as well as communal entertainment such as holographic emitters and libraries.

Branches from the communal section would then be created to be private areas for individual families. These would include sleeping quarters and other more private areas.

Over time, this sort of closeness has given Vasynovans a very open and permissive attitude toward things such as nudity, sex, and other bodily functions. This level of openness may shock some travellers.

Surf's Up Dude

Because of the high winds that are common on the surface on the planet, one of the major pastimes among the locals is windsurfing. Vasynovans will suit up, get into open vehicles with sails attached, or even just strap themselves to a board, and sail the flat plains or sandy desert.

Characters may also find this is a quick, easy, and efficient way to travel across the northern or southern regions of the planet.

Because of the popularity of this pastime, there are several organized sailing races. The most popular, The Sand Regatta, takes place on 122 each year. Hundreds of sail powered ships take to the sands to race over 620 kilometers (385.25 miles) across the Grebeshkov Desert.

The sandsailing done by the locals could also be a source of adventure. One can easily imagine a sailing race with which the characters could become involved. Characters could become race participants or simply spectators.

However, The Sand Regatta is a very competitive race which could bring out the worst in some competitors. Characters might be called upon to help or harm a racer's edge. Or be called to investigate such occurrences in the past.

The Vasynovan Calendar

The Vasynovan day is 38 hours long. This is measured by numbering the hours from 1 to 38 and then denoting the minutes in the hour afterward. So a local might refer to things happening at 34 or 13:30. Usually the seconds are not used in common usage.

The orbital period of Vasynov is 230.5 of these 38 hour days. The local calendar adjusts for this by having 230 and 231 day years. This alternates from year to year.

Each day is numbered. In usage, locals will refer to the day by the number of days passed in the current year. Years are measured since the year of the first arrival on Vasynov.

Locals will denote this as 012-720 or 220-745. Day numbered first with a hyphen separating the day and the year.

City Details

Tereshkova

Tereshkova is the oldest, largest, and most populous city on Vasynov. It is home to about 2.4 million people.

Cut out of the dry foothills of the northwestern Tarasov Mountains, the city is made from old tunnels cut into the rock by older volcanic activity. The volcanism here is dormant and the caves and tunnels made an excellent refuge for early settlement. An underwater aquifer is located to the southwest of the city and is still used for some of the local drinking water.

The city's starport is located on the flat blackened plains to the northwest of the city. This is a C-class downport. While ships are asked to park in bermed hexagons on the plains, the rest of the facilities are located underground. Passages from each of the landing berths lead into the main facility. The facility is then connected by tunnels and automated walkways to the rest of the city.

While the interior is kept at a constant 21 C (69.8 F), outside the city is harsher. Temperatures in summer reach an average of 81 C (177.8 F) during the day and 13 C (55.4 F) at night. In the winter, this drops to 44 C (111.2 F) during the day and -26 C (-14.8 F) at night.

Grosheva

A much newer settlement than Tereshkova, Grosheva is home to about 1.2 million people.

The city was founded in the southeastern foothills of the Sobinov Mountains. The city was cut by engineers over several years to be able to form the original settlement. Over time it has expanded to allow for the current population.

There is an aquifer located beneath the mountains to the west of the city. It is still used as a source of water for the city, but most of the water is imported.

The city maintains a C-class downport in the desert to the south of the city. Much like at Tereshkova, the port is mostly underground with berths for starships above ground as hexagonal berms. The city is connected to the downport by means of a maglev train which tunnels beneath the hills separating the city from the port.

The interior is kept at a constant 23 C (73.4 F). Outside the city, summer temperatures average 83 C (181.4 F) during the day and 15 C (59 F) at night. In winter, this drops to 55 C (131 F) during the day and -13 C (8.6 F) at night.

Vasynov Orbital

Vasynov Orbital is the system's B-class orbital port. The port lies beyond the orbits of the two moons and is often the first place visited by travellers. The port is home to about 340,000 people.

Ships can stop here at the orbital port or bypass it and land at the downports. Travellers may also land their ship here and continue to the downports by means of shuttle.

Orbital Suffrage

Current laws on Vasynov do not allow for those not living on the planet to vote in the elections. So those who opt to live on the orbital port (or in the asteroid belts) do not get any say in the laws which affect them.

This is causing a bit of an outrage among those living offplanet. Characters may encounter some of this in the form of angry or upset shop owners. Or the Referee might decide to have some of these protestors show up in force causing problems for the characters.

The Orbital Suffrage movement might also be the source of jobs for characters. Such protest groups have been known to hire participants and the characters might make a few extra credits holding a holographic sign or shouting slogans. Or the movement might leave the realm of protest and become violent. An orbital revolution might be a nasty thing in which to be caught.

On the other hand, such a revolution might be good business for a mercenary company working either side of such a conflict. While it was not the intention of the author to imply such a revolution was taking place, a Referee might easily change that. Characters might be called in to do some investigation or undercover work to stop such a thing from happening.

Serapis (Franklin 0108)
B6686A7-A

System Details

Serapis is located in the third orbit of its sun, Ptolemy, a G9 V, yellow main sequence star. Serapis orbits Ptolemy at a distance of roughly 0.71 AU (106.2 million kilometers or 65.9 million miles).

The system has two gas giants. The closest to Ptolemy is Flamborough. Flamborough orbits Ptolemy at a distance of about 2.85 AU (427 million kilometers or 265.3 million miles).

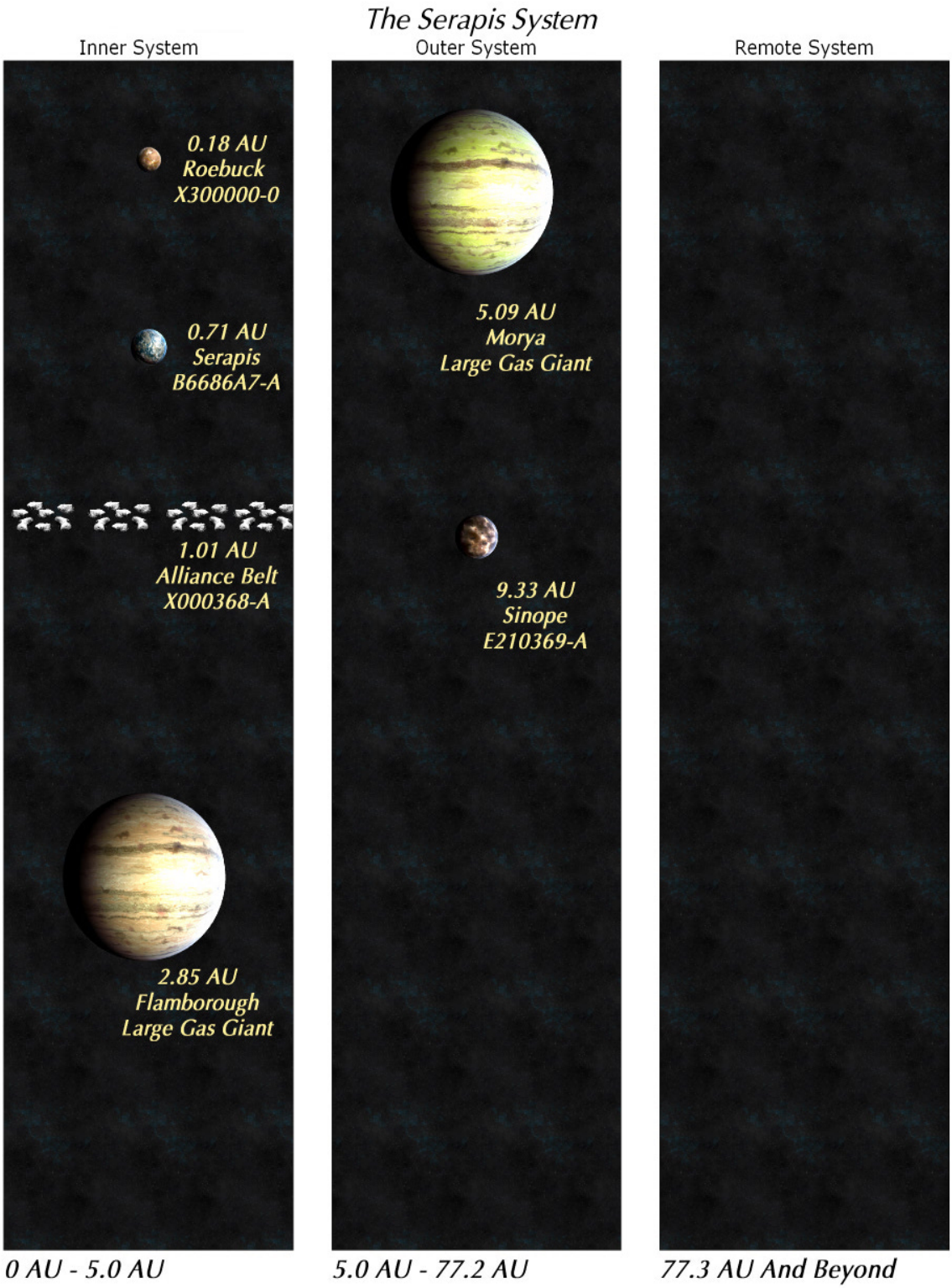
In the sixth orbit is the gas giant Morya. Morya orbits at a distance of approximately 5.09 AU (763 million kilometers or 474 million miles). One of the moons of Morya, Rajput, is a government owned refueling and rest station. While this station is ostensibly for government usage only, the persons stationed there will respond to vessels in trouble.

The system has one planetoid belt, The Alliance Belt. The Alliance Belt is located in the fourth orbit at a distance of about 1.01 AU (151.3 million kilometers or 94 million miles). The Alliance Belt was once owned by several corporations until the popular uprising which installed the current government. The Belt holds a special spot in the heart of many Serapins as the location of the beginning of the revolution.

There are three other rocky bodies in the system. The closest to Ptolemy is Roebuck. Roebuck orbits at a distance of approximately 0.18 AU (27 million kilometers or 16.8 million miles). It is uninhabited.

Lying in the second orbit of Ptolemy is Madgar. Madgar is also airless and uninhabited. It orbits at a distance of about 0.38 AU (57 million kilometers or 35.4 million miles). Madgar is formerly the location of a mining colony owned by the Blaylock Mining Corporation, but was abandoned after the revolution.

Furthest of all the planets in the system is Sinope. Sinope orbits at a distance of 9.33 AU (1.4 billion miles or 870 million miles). Sinope is home to a former mining colony, also owned by Blaylock, which has now been turned into a prison camp. Sinope is home to about 460 political prisoners who have been placed there as punishment by the Serapis government.


The Serapis System
Inner System
Outer System
Remote System
0.18 AU
Roebuck
X300000-0
0.71 AU
Serapis
B6686A7-A
1.01 AU
Alliance Belt
X000368-A
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Flamborough
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Morya
Large Gas Giant
9.33 AU
Sinope
E210369-A
0 AU - 5.0 AU
5.0 AU - 77.2 AU
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Serapis has a diameter of 8,960 kilometers or 5,600 miles. Its molten core gives it a density of 0.94 standard. Serapis has a surface gravity of 0.71 standard.

Serapis has two moons: Pearson and Jones. Pearson is the closest and orbits Serapis at a distance of about 72,000 kilometers or 44,739 miles. Pearson has a diameter of approximately 1,769 kilometers or 1,099 miles. Pearson has no atmosphere and is inhabited by a few hundred people.

Jones is located at about 189,000 kilometers or 117,000 miles. Jones has a diameter of approximately 1,750 kilometers or 1,087 miles. Like Pearson, Jones has no atmosphere but is uninhabited.

Serapis has an orbital period of about 230 standard days. This is referred to as one "cycle" by the inhabitants.

Serapis has a rotation period of slightly more than 24 hours. This is referred to as "a day" by the locals.

Atmospheric Details

Serapis has an atmosphere made up of 74.3% nitrogen, 23.65% oxygen, 1.11% carbon dioxide, 0.21% argon, and 0.73% trace gases. The air pressure at sea level is 0.92 standard.

Temperatures are temperate to cool on Serapis. Equatorial temperatures average 26 C (78.8 F) during the day and 10 C (50 F) at night. In summer, polar temperatures reach up to an average of -24 C (-11.2 F) during the day and drop to an average of -40 C (-40 F) at night. In winter, this drops to -51 C (-59.8 F) during the day and -67 C (-88.6 F) at night.

Geographic Details

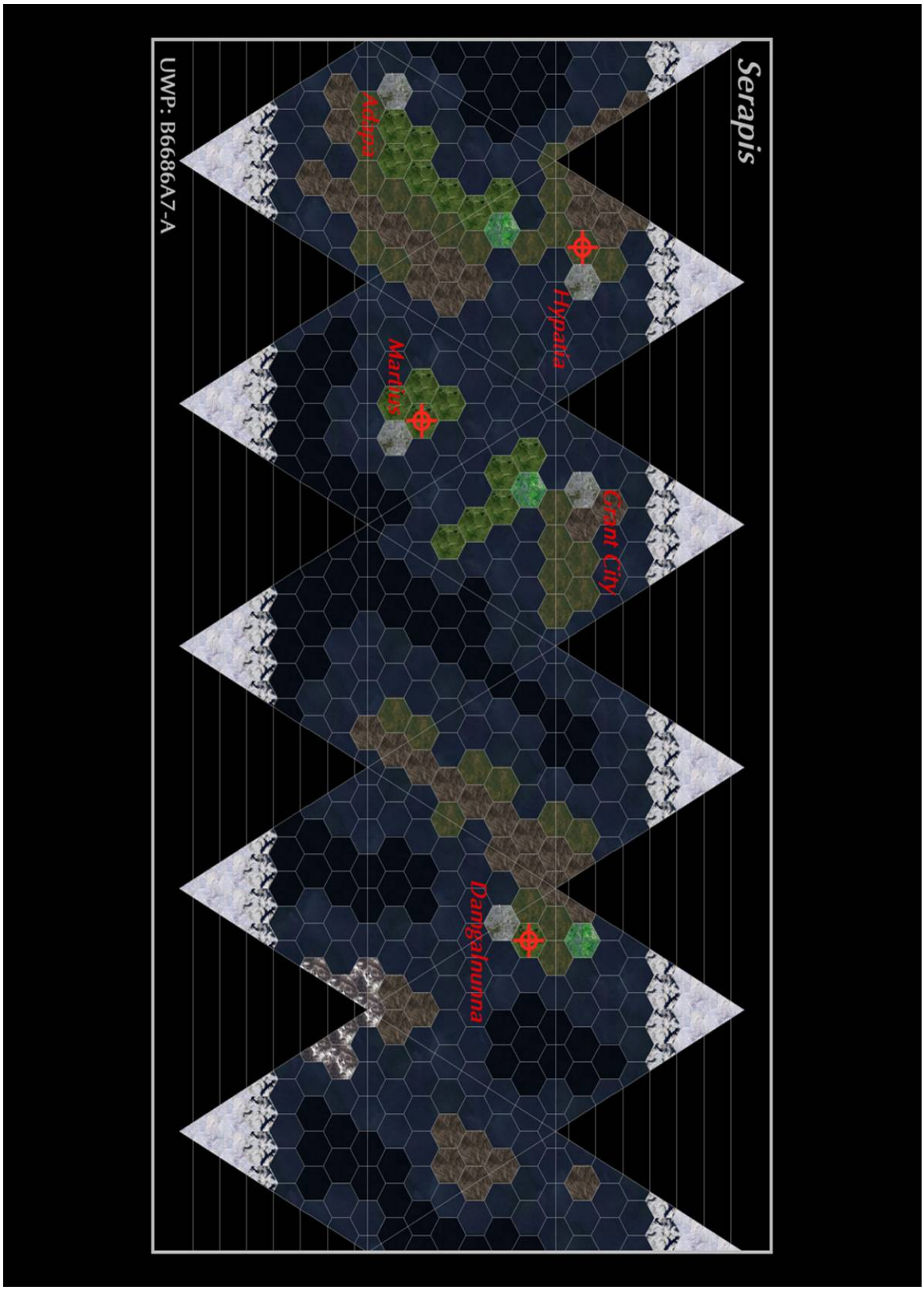
Serapis has three major continents and several smaller ones. The largest continent is the continent of Soter. Soter extends from the northern hemisphere to the southern hemisphere. The far north of Soter is rough territory. Scarred by the movement of glaciers in Serapis' past, the land has been carved into hills and low mountains. The area near the city of Hypatia, the location of the first settlement, is surrounded by these ground moraines.

Moving south across Soter leads to the lush fields on the western coastline. These fields are the location of many smaller settlements and farms. Moving eastward from the fields leads to the Berenician Mountains and their foothills.

The Berenician Mountains are the result of a continental collision many million years ago. They have since been eroded by wind and water to their present size. The tallest of the Berenicians, Mount Thais, is 1,263 meters or 4,145 feet.

To the east of Soter is the continent of Arsinoe. Arsinoe lies mostly in the northern hemisphere with a peninsula extending toward the equator. Like Soter, the continent is rough in the north, but leads across moraines to lush fields in the south.

To the southwest of Arsinoe, is the minor continent of Lagus. Lagus was once completely forested,


Serapis
UWP: B6686A7-A
Adapa
Hyperia
Martius
Great City
Pamgalumma

but most of that forest has now been replaced with farms, one of the planet's downports, and several smaller communities. This is the site of the second city built by the colonists, Martius.

To the east of Arsinoe is the continent of Philadelphia. Philadelphia is dominated by the Magas mountain range. The Magas Range extends north and south across the continent. On either side of the Magas Range lie forested foothills. Most of these forests remain much as they were before colonization. The exception to this is the northeast corner where the forests were cleared for the city of Damgalnunna and its downport.

To the east of Philadelphia, is the volcanic island of Philotera. Philotera rises to a height of 4,169 meters or 13,679 feet. The volcano is active, but has not erupted in several years.

South of Philotera is the equally volcanic island of Argeaus. Argeaus is part of the same mountain range as Philotera, but far more of it extends above sea level. There are three volcanoes here, Mount Artakma, Mount Susa, and Mount Cleomenes. All three are active and all three have erupted at least twice over the last hundred years. Mount Cleomenes has erupted three times in that period.

To the southwest of Argeaus is the mountainous island of Meleager. The island is rough to travel with jagged mountain peaks. Here lie some of the tallest mountains on the planet, such as Mount Ceraunus. Mount Ceraunus reaches a height of 4,207 meters or 13,803 feet.

Hydrographic Details

Most often referred to as simply "the sea" by locals, they do not divide the ocean into different areas. Locals will simply refer to "the sea" and leave it at that. While they will sometimes make specific

notations about location, there is no official name for any of them.

One of the most notable undersea features is the Philotera Range. This range includes the volcanic island Philotera and the islands of Argeaus and Meleager. The range extends from pole to pole with only those islands extending above sea level. Several of the undersea peaks are also volcanoes.

There is also the Artakama Depths. The Depths are located between Arsinoe and Philadelphia. This undersea trench extends for several thousand kilometers and reaches a depth of 10,882 meters or 35,702 feet.

Population Details

Serapis is home to about 4.75 million people. Many of these live outside the major cities in small communities, some of which can be as small as a few hundred people.

Government Details

Serapis is ruled by the dictator Harlan Grant. Grant took over the planet in a popular revolution against the former government. Serapis had been ruled originally by a colonization council which, within ten years, had been replaced by a monarchy. This monarchy, the Cossette dynasty, lasted for about two hundred years. The last of the Cossette dynasty, Roger the Third, ruled with an iron fist and was hugely unpopular.

Grant was then twenty-three years old and working as a belt miner in the Alliance Belt (at the time called Alexander's Belt). The belt was being leased to several different companies by the Cossette family. In time, the mining companies began to argue and fight over which company should have controlling interests. This degenerated into open warfare between the two companies and Roger III sat back and watched the carnage. He is quoted as saying several times that the companies could "fight it out" and "to the victor goes the spoils". To Roger, it seems, the whole thing was simply a game.

Of course, to the miners who were losing their lives it was far from being a game. Harlan Grant began to organize resistance to both the corporations and the Serapis government. Grant convinced the miners to lay down their arms and not fight each other as the companies wished. Before long, several of the corporations simply gave up and left the system.

However, the Blaylock Mining Corporation refused to give in to the miners. Using mercenary forces, BMC attacked the miners throughout the Belt. In the end, however, Grant and the miners were able to prevail.

By this point, news of this new leader who had fought the corporations and won the Alliance Belt had spread back to the people of Serapis. Within weeks of the defeat of BMC's mercenaries, the people of Serapis rose against the Cossette family and overthrew the Serapis government. And while Grant had only offered verbal support for this revolution, the people regarded him as their hero. Grant was installed as the new leader and he has ruled for the past twenty-seven years.

Rewind

While the travelogue and this supplement overall takes the position that the rise of Harlan Grant is a past event, there is no reason that a Referee could not change that. An interesting campaign could be built around characters that were belters and involved in the corporate warfare of the time period.

In addition, a Referee of a mercenary campaign might have the characters become involved in this warfare on one or more sides of it. Agent characters might be employed to spy on the belters for the corporations or for Roger III.

When Grant first came to power, he and several advisors held conferences on how they would lay out a comprehensive plan on how to form a government. Some advisors advocated a representative republic style government while others advocated a more technocratic view. This dispute continued to hold up the government's formation until finally Grant himself shut down discussion.

Grant stated that strong leadership was needed. He went on to say that there had been nothing really wrong, in theory, with the monarchical government of the Cossette dynasty. Rather, the problem lay with the weakness of the person wielding the power. Therefore, Grant pledged to be a strong leader and be the "Brother Leader", a man who was both of the people and the leader of the people.

This history of the revolution is preserved in the "The Third Path", a book which is required reading in all educational facilities on Serapis. This work will also be distributed to any person visiting Serapis who is involved in government work on another planet.

Since taking power, Grant has often been seen as a bit eccentric. He has been known to insist that visitors to his offices wear vacuum suits (without helmets), despite the fact that his offices are located on the planet. Grant keeps a group of all-female guards with him at all times. He is known to dress in odd and flamboyant styles and will often change clothes several times per day.

Legal Details

Simply put, Grant is the law. Grant fully controls law enforcement and the security forces (the lines of which are often blurred). Opposition to Grant is dealt with harshly and there are rumors of torture being performed by his security forces.

Weapons are strictly prohibited for anyone without a permit. Permits are extremely rare for anyone outside of law enforcement or the security forces.

All narcotics and many medicinal drugs are strictly controlled by the Grant regime. While the rules against these drugs are very strict, some common medicines are not only openly available but available without restrictions (such as a prescription or permit). In addition, certain other food items have earned the ire of Grant himself and have been made illegal or are restricted. One such item is caffeine, which Grant has labeled a "secret drug" in three speeches made concerning the health of the people.

Travel for offworlders is restricted to the starports without a travel permit. These permits are available at the starport for a nominal fee. These fees are often best described as "negotiable".

Many other laws stem from the whims of Grant himself. For instance, while prostitution is legal and controlled by the government, pornography is tightly controlled and illegal to own or view. Other laws, such as the strict laws concerning the defacing of any picture of Grant, stem from the nature of dictatorial control.

Those found to be breaking the law will discover that justice is swift on Serapis. Many offenses, such as carrying an illegal weapon, can often result in a quick sentence of anything from a few hours in prison to death.

Sinope

Much of the opposition to the Grant regime has failed over the years. When it does fail, some of the opposition members will be killed outright. However, many are sent to Sinope.

As noted earlier in the system description, Sinope is a cold world on the edge of the Serapis system. It was a mining colony owned by BMC until they left the system. Grant, who believes firmly that all people would benefit from "some time in the mines", often sends those he wants to suffer or those he feel can be reformed to Sinope.

It is not unknown for the Grant regime to trump up charges against those with a political ax to grind. For instance, it is possible that a person who had been involved in a resistance movement might find themselves accused of something like murder or child molestation. The evidence faked, the trial tightly controlled, and the result is a person being sent to Sinope.

Currently, there are 460 prisoners on Sinope but there is always room for a few more.

Cultural Details

Travellers will discover that many on Serapis will be somewhat aloof with strangers. This is not so much a cultural bias but a preventative measure. Those who avoid speaking to offworlders also avoid answering questions asked by the security services about the encounter. In private, travellers may find that it is difficult to get out of a conversation with a local once it has started.

Some travellers may be somewhat surprised at the level of sexism present on Serapis. Women are often relegated to certain jobs and it is seen as "unseemly" for women to assume certain tasks. While this often keeps women from positions of leadership in business or trade, it does not keep them from military service or even reaching high ranks in the military. While many men (and some women) on Serapis will feel strongly that women are not suited for business, the sciences, or other mental tasks; there is not the usual chauvinistic urge to "protect" women. There is

no cultural bias here which keeps women from law enforcement or taking jobs seen as dangerous.

In addition to this, men are legally bound to marry at least one wife. If by the age of 22, a man has not married, the government will choose a mate for him. While same-sex marriages are prohibited, there is no law against multiple marriages and some men have several wives.

Divorce is legal and often common. Both men and women may choose to leave the marriage for a myriad of reasons. However, if a man had his marriage arranged by the government at age 22, the couple may not divorce for at least five years.

Meet The New Boss…

A common theme among the Serapins is that of resignation. Many of the populace have adopted the idea that things can never be changed. This is a direct result of the jubilation concerning the removal of Roger III, only to find Grant to be as bad if not worse. Travellers will often hear phrases like “but what can you do?” and “such is life” at the end of sentences.

This attitude has found its way into popular arts, but has also found repression by the Grant regime. Expressing such feelings too openly might get a person sent to Sinope.

Something else that travellers may notice is that the security forces often maintain their distance from others in social situations. Often many of the security force will choose to remain at their barracks or offices rather than return home. A developing trait among these forces is their culture of supposed superiority to those not among these forces.

The Corps

Within every law enforcement unit or military unit, there is a certain bond or *esprit de corps* that develops. Within the Serapin security forces, this is developing in such a way as to almost make them a separate culture.

Of course, one does not need to be a sociologist to see where this could be leading. It is only a matter of time before someone decides that the security forces could be running things without Grant.

This can present an opportunity for adventures. Although the security forces are certainly not going to seek outside help, Grant might find that he needs a force of mercenaries to protect him against this rising mutiny. Perhaps a Referee might have the merc company be among those who helped Grant achieve power only to be called back in later to help him keep it.

Agent characters might be called upon by Grant to infiltrate the security forces and find out just how far they are planning on going. Of course, such a mission would be quite dangerous among such an inclusive group.

The Serapin Calendar

Days on Serapis are 24 hours long. These days are divided into 12 hour periods called “day” and “night”. The current Serapin calendar is a year or “cycle” of 230 of these days. This cycle is divided into five named periods called “months” and each of these months has 46 days. This denoted by placing the month name first and the number of the day second. All of this is followed by the year, which is measured from the date Grant took control of the government. So travellers will see dates denoted as Revolution 9, 27.

Each of these months has a theme which is celebrated by the name of the month involved. The first month, Revolution, is filled with references by the Grant regime to the overthrow of the Cossette dynasty.

The other months are Work, Sacrifice, Honor, and Thankfulness. Each has their own theme and is celebrated as such by the government.

City Details

Damgalnunna

Often called “Nunna” by locals, this is the largest and most populous city on Serapis. It is home to about 1.2 million people.

Located in the southeastern corner of the continent of Philadelphia, the city was cut from the hardwood forests of the region. Many of these trees still dot the city in parks and near buildings.

There is a downport located just to the northeast of the city near the coast. The port is rated C-class.

Temperatures average 20 C (68 F) during the day and 4 C (39.2 F) at night.

Adapa

Adapa is the second most populous city on Serapis and the center of the world’s farming industry. Adapa is home to approximately 600 thousand people.

The city is surrounded by the farms and lush fields of the southern region of Soter. Rain is common here and the local produce of fruits and vegetables take full advantage. While most of the local crops (such as the bitter gliz and the very tart logidpear) grow well in these temperatures, many of the transplanted crops are grown in enclosed areas. The exception to this is the potato which grows well on Serapis.

There is no downport here. Goods and people are ferried by a maglev train from here to Hypatia.

Temperatures average 17 C (62.6 F) during the day and 1 C (33.8 F) at night. Rain is common here, so travellers are advised to pack for dampness.

Hypatia

Hypatia is the third most populous city on the planet with a population of about 540,000. It is the location of the first settlement on Serapis as well as the capital of the Cossette dynasty for many years.

The city is located on the northeastern coast of Soter. Hypatia was built on and around the many rounded moraines left by glacial movements.

The original downport on Serapis is located to the west of the city. The port was created by flattening the moraines and creating bermed areas for ships to land. It is classified as C-class.

In summer, temperatures average 2 C (35.6 F) during the day and -14 C (6.8 F) at night. In winter, this drops to -12 C (10.4 F) during the day and -28 C (-18.4 F) at night.

Grant City

Grant City is the fourth largest city on Serapis. It has a population of approximately 325 thousand. It has been the capital city of Serapis ever since the arrival of Harlan Grant from the Alliance Belt twenty-seven years ago.

The city, formerly called Isis, was built near the rough terrain of northern Arsinoe. The forested hills and moraines were cleared to place the city on the western coast.

Grant City currently has no downport. This is in the process of changing as the Grant regime is working on building one to the east of the city.

In summer, temperatures average 10 C (50 F) during the day and -6 C (21.2 F) at night. In winter, the drops to -4 C (24.8 F) during the day and -26 C (-14.8 F) at night.

Martius

Martius is the fifth most populous city on the planet and is home to about 275,000. The city is located on the minor continent Lagus and is surrounded by farmland.

Martius was the second city built by the original colonists. The colonists chose to deforest Lagus and replace the native flora with transplanted crops genetically designed to handle the cold temperatures. The first few attempts failed, but with persistence the colonists were able to grow some of those crops. Over time, many of the native plants were brought back and replanted and survive today.

Martius has a downport located to the northwest of the city. It is from here that crops from Lagus are distributed to other points on Serapis, in the Serapis system, and to interstellar traders.

Temperatures average 17 C (62.6 F) during the day and 2 C (35.6 F) at night.

Sharon Grant Memorial Starport

The Sharon Grant Memorial Starport (named after Harlan Grant's mother who died not long after he assumed power) is the planet's orbital B-class starport. The SGMS is home to about 50 thousand people and has all of the amenities one would expect from a B-class port.

Hi Mom!

Rumors abound that Sharon Grant is, in fact, not dead. It is rumored that she surmised her son's plan to take full control of the government. These people say that Sharon knew what kind of person her son was before the rest of Serapis.

Most of those people maintain that Harlan Grant, rotten guy he may be, just couldn't bring himself to kill his own mother. So he sent her to Sinope. Others will say that he keeps her in a cage in his

mansion in Grant City.

Is any of this true? We leave it to the Referee to decide.

Increasing Troubles

Obviously, there is a lot of resentment brewing among the citizens of Serapis toward their dictator, Harlan Grant. This brings up a lot of opportunity for adventure.

Mercenary companies might be called in to help Grant maintain power. Or they might be called in to help the people train for Grant's overthrow.

Agent characters might be called in to investigate a possible insurgency or be hired by the people to hide it. They might be called in to investigate Grant's past or his present to find weaknesses for the people to exploit.

Scoundrel characters might be called upon to smuggle restricted items onto the planet. Getting caught, of course, might get you shipped out to Sinope. Of course, characters might be called upon to investigate Sinope to discover what secrets might be out there.

One of the plots from our products *21 Plots Too*, #4 Lunar Prisoners might be used for adventures concerning Sinope.

A campaign could easily be built around characters that are fighting against the Grant regime. The Serapis system is ideal to base a sort of *Blake's 7* style campaign where the characters are being transferred to Sinope for legal and political reasons, only to have them turn the tables and begin fighting the Grant regime. An advanced alien ship for use by the characters is up to the choice of the Referee.

Dilettante characters might be acquainted with the Cossette family. The characters might even be related or close friends. In any case, this can provide interesting background information for those characters. It could also provide impetus for the characters to press for the return of the royal family over Grant.

Merchant characters may find that produce grown here can be quite popular on other worlds. Those merchants who don't mind breaking a law here and there might make a lot of money on products, such as caffeinated beverages which are cheaply purchased elsewhere and are contraband on Serapis.

With the security forces becoming as arrogant as they are, it is entirely possible that they feel they have wisdom to pass on to other militaries. So it is entirely possible that military characters may be sent here to learn from them or train in their methods.

Atargatis (Franklin 0109)
B7966B7-B

System Details

Atargatis is located in the second orbit of its sun, Abgar, a G6 V, yellow main sequence star. Atargatis orbits Abgar at a distance of approximately 0.70 AU (105.4 million kilometers or 65.6 million miles).

The system has four gas giants: Anat, Ashera, Ashtart, and Darceto. The closest to Abgar is Anat. Anat is located about 1.02 AU (153 million kilometers or 95.1 million miles).

One of the moons of Anat, Atah is also inhabited by a mining colony which is owned by the Blaylock Mining Corporation. About 300 miners called Atah home.

Ashera is located in the fourth orbit and is approximately 1.61 AU (241.4 million kilometers or 149.9 million miles) from Abgar. Ashera is a ringed gas giant and its extensive ring system is often a source of tourism.

In addition, one of the moons of Ashera, Athirat, is inhabited. The moon has been leased from the Atargatis government as a research station by WinterKorp, an industrial chemical corporation.

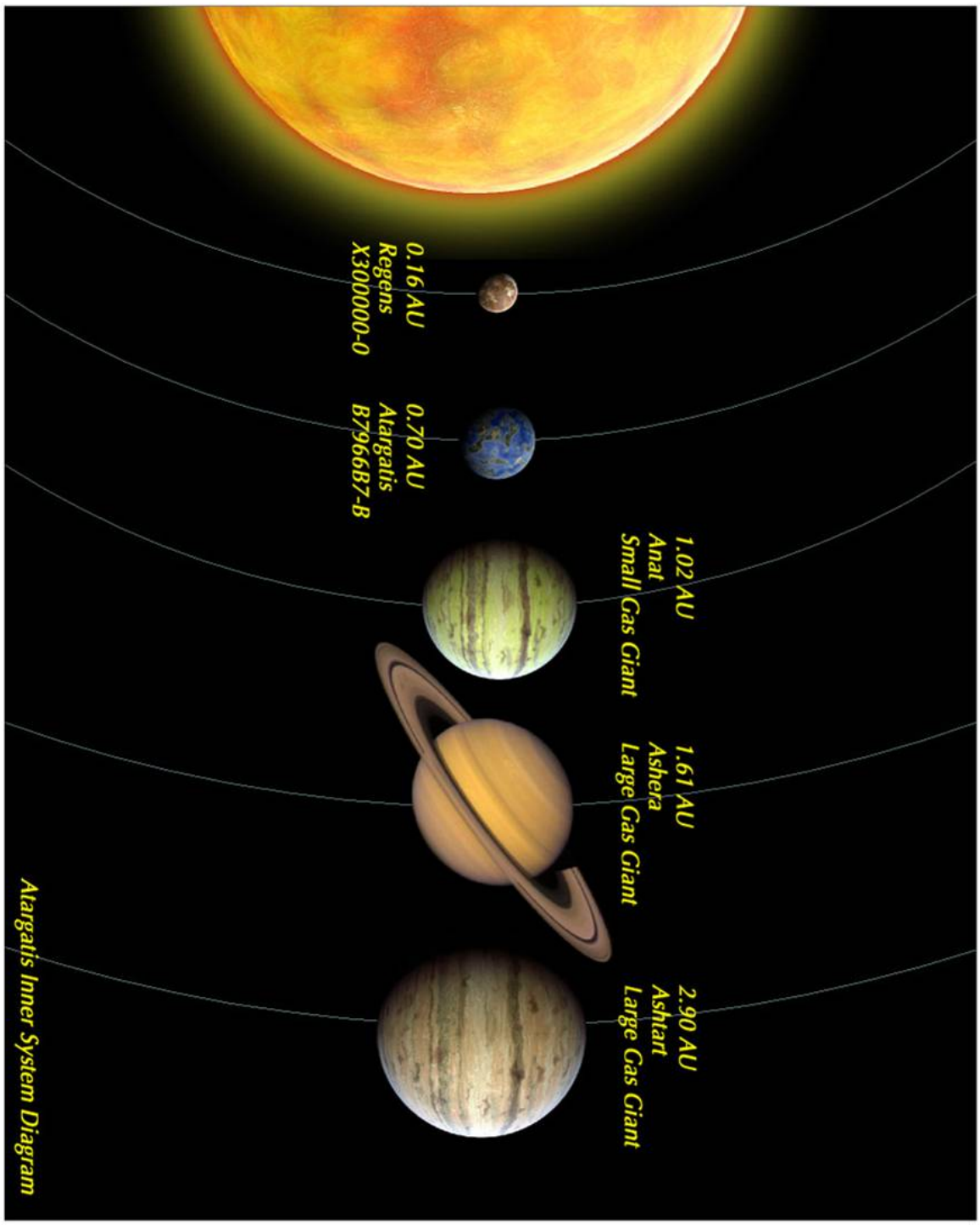
In the fifth orbit lies Ashtart. Ashtart is located about 2.9 AU (435.1 million kilometers or 270.4 million miles) from Abgar.

The final gas giant in the system is Darceto. Darceto is located at approximately 20.83 AU (3.1 billion kilometers or 1.9 billion miles) from Abgar.

One of Darceto's moons, Demetrius, is used as an outer system refueling base. Demetrius is home to about 400 people.

There are two rocky bodies in the system as well. Closest to Abgar is Regens. Regens is located at about 0.16 AU (24.6 million kilometers or 15.3 million miles). Regens is uninhabited.

The furthest world in the system is Akko. Orbiting at a distance of 82.3 AU (12.352 billion kilometers or 7.7 billion miles), Akko is an uninhabited ice ball.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Anat
Small Gas Giant
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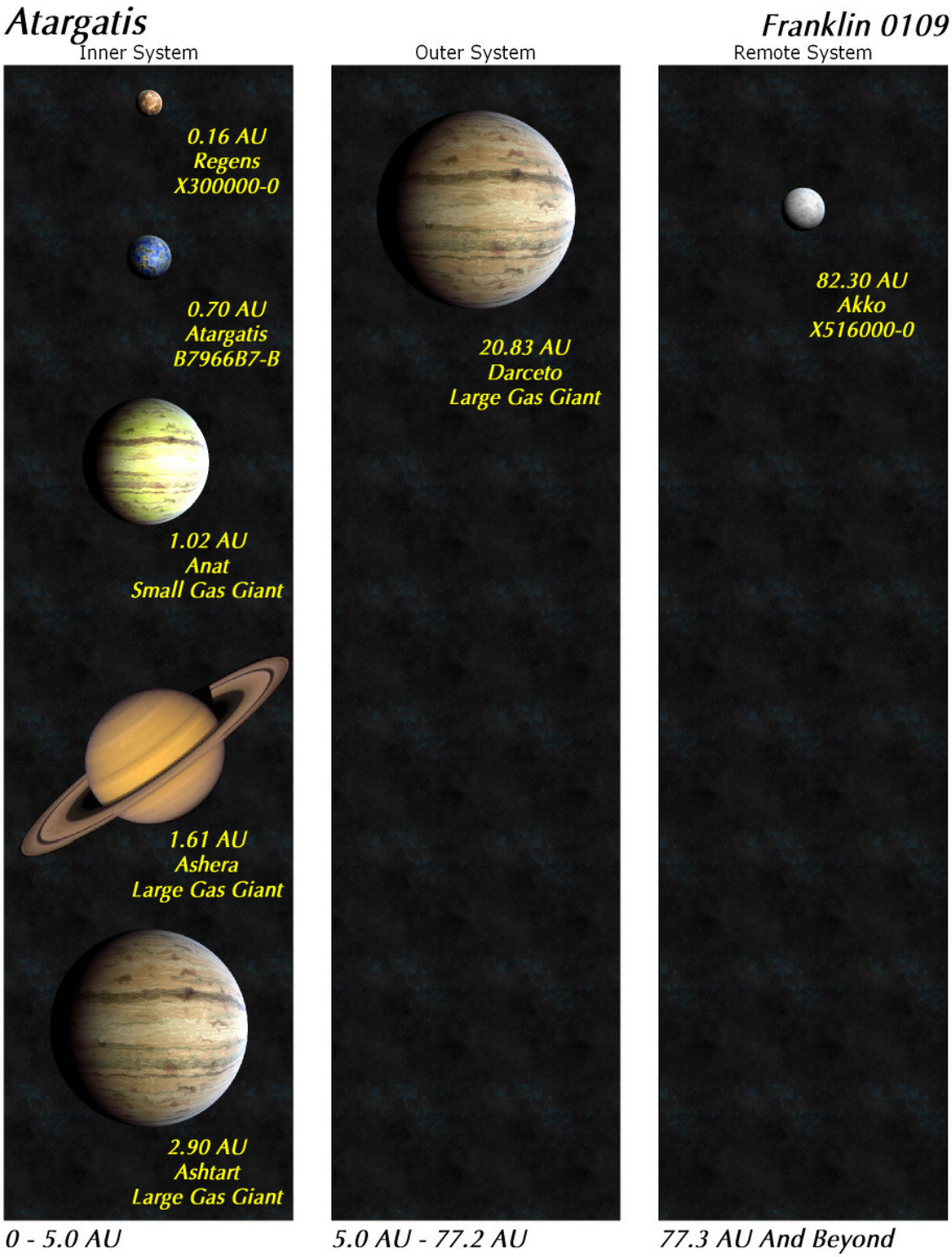
Ashera
Large Gas Giant
2.90 AU
Ashtart
Large Gas Giant
Atargatis Inner System Diagram


Atargatis
Inner System
0.16 AU
Regens
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1.61 AU
Ashera
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Ashtart
Large Gas Giant
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Outer System
20.83 AU
Darceto
Large Gas Giant
5.0 AU - 77.2 AU
Franklin 0109
Remote System
82.30 AU
Akko
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77.3 AU And Beyond

Physical Data

Atargatis has a diameter of about 11,200 kilometers (7000 miles). Its molten core gives it a density of 1.04 standard. Atargatis has a surface gravity of 0.91 standard.

Atargatis has one moon, Hadad. Hadad orbits at about 74,131 kilometers (46,062 miles) from Atargatis. It has no atmosphere and a diameter of approximately 1712 kilometers (1063 miles).

Atargatis has a rotation period of 20 hours. This is referred to locally as a "day"

Atargatis has an orbital period of about 268 days (or 223 standard days). This is referred to locally as one "year".

Atmospheric Details

Atargatis has an atmosphere consisting of 70.6 % nitrogen, 26.97% oxygen, 1.19% carbon dioxide, 0.15% argon, and 1.09% other trace gases. The air pressure at sea level is 2.2 standard.

Atargatis has a warm climate with equatorial temperatures averaging 63 C (145.4 F) during the day and 55 C (131 F) at night. The summer polar temperatures average 19 C (66.2 F) during the day and 11 C (51.8 F) at night. In winter, this drops to -24 C (-11.2 F) during the day and -32 C (-25.6 F) at night.

Hydrographic Details

58% of the surface of Atargatis is covered in water. This is made up of one sea which encircles the planet across the middle latitudes. Locals simply refer to this as one body of water and call it "the sea".

The deepest point in the sea is the Gados Trench. The Trench is located between the continents of Kothar and Khasis. The depth here is approximately 7725 meters (25,344 feet).

Geographic Details

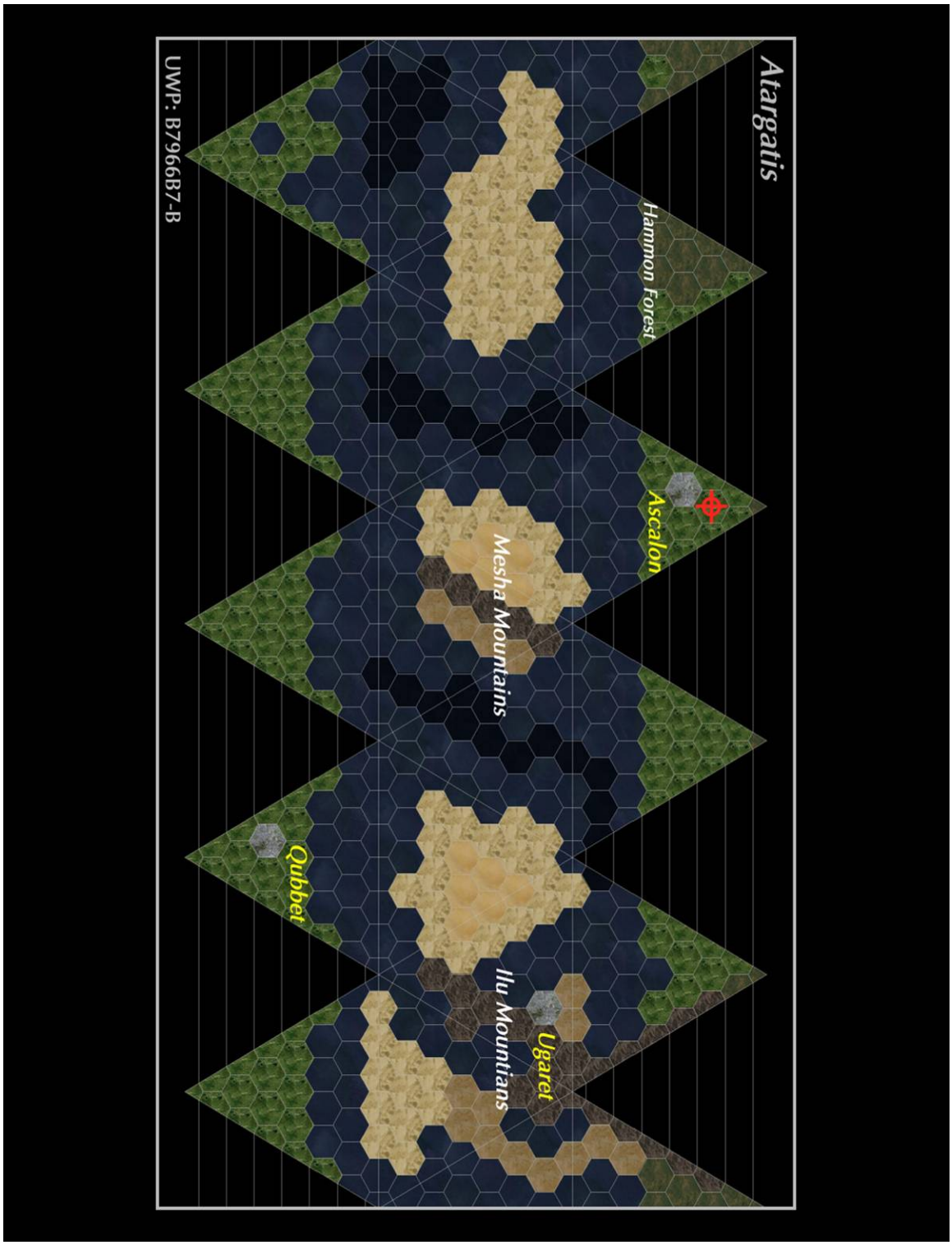
The surface area of Atargatis is made up of four continents, one of which, Kishar, is actually a supercontinent. Kishar takes up the entire northern polar region and then connects to the two smaller subcontinents which have crashed together just to the south. These two subcontinents, Tiamat and Apsu create an odd formation reaching nearly to the southern polar continent of Sini.

This crash of continents has also caused the formation of the Ilu Mountains. These are jagged mountains created by the forcing up of what was once sea floor. The highest of the peaks here, Sinai, is approximately 4158 meters (13,642 feet).

To the west of Tiamet, lies the continent of Kothar. Kothar is located along the equatorial region and is mostly made up of a rocky desert. The eastern part of the continent is dominated by the Mesha Mountains.

West of Kothar is the continent of Khasis. Much like Khasis, the continent is mostly made up of rocky desert.

In the southern polar region lies the continent of Sini. Sini covers the entire south pole and is made up


Atargatis
UWP: B7966B7-B
Hammon Forest
Ascalon
Mesha Mountains
Qubbet
Ugaret
Ilu Mountians

of lush green fields. Much of the region is covered in tall grasses (up to 3 meters or 9 feet) called Sin Grass.

Much like the continent of Sini, the northern polar region of Kishar also has wide open fields of green grasses. This grass does not extend to the equatorial regions or to the two subcontinents. And unlike Sini, most of these grasses remain short (not more than 1 meter (3 feet)).

In addition, extending from the Ilu Mountains to the east and north is the Hammon Forest. This forest has a wide variety of local trees with hard trunks. Most of them grow to heights of about 21 meters (70 feet).

Population Details

Atargatis is home to approximately 6.4 million people. Most of these live in the two major cities of Ascalon and Qubbet. There are some who live in the open fields of the continents of Sini and Kishar in small communities near the poles and at the mining city of Ugaret.

Government Details

Atargatis is ruled by a military dictatorship under the command of General Bibb Cochrane. General Cochrane was, until five years ago, a member of the technocracy which ruled the planet.

Until the time that Cochrane seized power, Atargatis was ruled by a technocratic council of five persons

who were deemed to be experts in their fields. There was a legal expert, a scientific expert, a business expert, and a sociological expert. Cochrane was the security expert.

Unknown to the other experts on the panel, Cochrane had gathered the strength of Atargatis' own security forces and enlisted the additional aid of a mercenary company called Randy's Raiders. These forces made short work of the security forces which remained loyal to the other members of the council.

Rewind

Although the intention of the product is to place adventurers in the present, it is entirely possible to take this supplement and rewind the clock five years. Referees may decide to replace Randy's Raiders with a mercenary company from their own game.

Indeed, as you read on, you'll see that while Cochrane is a tyrant, the technocratic council were no angels either. So it is entirely possible and sensible that characters might seek to help Cochrane.

On the other hand, competing intrigues amongst the council members might also lead to adventure opportunities for scoundrels or agents. Smear campaigns, sabotage, and espionage all need talented individuals to get them done correctly. And who better than your characters to take on these tasks?

The council members, while working together publicly, often conspired against one another privately. This led to a great deal of indecision on the council (and possibly one murder by a past legal expert upon the business expert). Cochrane felt he could cut through the gridlock and, in his words, "the people are tired of waiting".

Cochrane now rules from his palace outside Ascalon. The palace is still under construction. Cochrane's two wives, Audreta and Bernice are constantly overseeing the project.

Opportunity Knocks

Of course, a palace under construction offers many adventure opportunities. If the characters are attempting to overthrow the General or infiltrate his palace for one reason or another, this provides an excellent cover for their entry.

Of course, a set of scoundrels who have stolen some artwork from another location may find the general's wives to be interested in purchasing. Merchant characters may find a chance to offload some high end furniture, building equipment, or entertainment here as well.

Dilettante characters may be here to give helpful advice to the wives or to simply view the new palace as it is being built. Or perhaps the palace has now been finished and anyone who is anyone has been invited to see the greatness firsthand.

Legal Details

The General rules with an iron fist and travellers will be fully aware of this upon arrival. The orbital station and the single downport have

extensive security procedures. Travellers should expect to be searched thoroughly both by electronic surveillance and by hand.

Control

Such control on a world with about 6 million inhabitants can require more manpower than is readily available. This can be another excellent opportunity for characters to seek employment with the government.

Of course, they may also have contacts within the security structure from time spent in the military or with a merc company. This may aid them in some other endeavor on Atargatis as well.

All firearms and energy weapons will be confiscated by the security forces upon arrival. Travellers are advised to leave such items on their ships as the security forces have been known to not return all items taken.

Blades of less than 30 centimeters (1 foot) are allowed on Atargatis. This is largely because General Cochrane finds them to be "elegant weapons". As such, one will find that sword duels are quite common on Atargatis.

All drugs and alcohol are strictly controlled by the security forces. These items are not fully illegal but are controlled. Expect prices for these items to be at least triple what one might pay elsewhere due to the institutionalized bribing system that takes place.

Information is also controlled. While much of the information from other systems does reach the common person on Atargatis, it is often sifted through, censored for content that might be critical of the regime and controlled.

Travel is tightly controlled on Atargatis as well. While citizens may move freely about the planet, to leave the planet they must first have a permit issued by the government. Travellers, on the other hand, are free to move about the system (provided they give flight plans, of course) but must have permits to leave the starport or downport.

Cultural Details

As said above, the duel is alive and well on Atargatis. Since General Cochrane assumed power, the blade duel or swordfight has become a common solution when one or more parties have felt they have been injured or insulted. These fights are structured affairs and often overseen by someone in the security forces if the parties have properly informed them.

Such regulated duels are perfectly legal and are a common way to settle everything from who is correct in an argument to property disputes. These duels are fought until "first blood from the torso" and rarely result in death.

Of course, one can break the rules but travellers are advised to remember that the security forces frown on such things. And the security forces are usually armed with gauss rifles or energy weapons.

Another thing instituted by the General upon his takeover is the wearing of ear jewelry. Members of the security forces are required to wear a diamond stud earring with a

dangling gold chain from their right ear. The chain is small and hangs about 7 centimeters (3 inches) from the ear lobe. Citizens caught wearing ear jewelry of any kind will be arrested and charged with impersonating a member of the security force. Travellers will be asked to remove any and all ear jewelry upon arrival and failure to do so can result in arrest or deportation.

The Atargatis Calendar

Before the regime took over, the Atargatis calendar consisted of 268 20 hour days. These 268 days were divided into seven 38 day periods called months. Each of these months was months was given the name of one of the original colonists (Lawson, Edhar, Garrick, Preston, Zeng, Milasevic, and Bjarno). The last day of the year and the first day of the year were taken as holidays (and not part of any month) to mark survival of the previous year and the hope of the next.

So locals would refer to a date by the number of the day of the month, the month and then the year since the colonization. This would give a result such as 36 Garrick or 2 Zeng, 265.

General Cochrane, in his second year of rule, changed this. The official calendar is now a simple numerical designation for each of the 268 days. The final two days are still regarded as holidays; however, they are simply numbered as the other days are. Now each day is referred to by the numerical designation and then the year since the colonization (such as 231-265 or 006-266).

While it is a punishable offense to use the old calendar, this is one place where the local law enforcement is not as iron fisted. The old calendar is still commonly used but never for official business.

City Details

Ascalon

Ascalon is the capital city of Atargatis and is the largest city on the planet. Home to over 2.7 million people, the city is the location of the original settlement of the planet. General Cochrane's palace is located to the west of the city near the edge of the Hammon Forest.

Located on a plateau in the northern latitudes, the atmospheric pressure is not as high as at sea level. Still, it is about 1.7 and travellers may notice a substantial difference in the pressure they may be used to experiencing. The city is surrounded by lush fields of grasses.

The planet's only downport is located a few kilometers to the northeast. Travel beyond the perimeter of the downport requires a permit from the government. While ships are allowed to land at the downport, most choose to dock at the highport and use a shuttle.

Temperatures in summer average at 37 C (98.6 F) during the day and 29 C (84.2 F) at night. In winter, this drops to -6 C (21.2 F) during the day and -14 C (6.8 F) at night.

Qubbet

Qubbet is the second city of the Atargatis in size, population, and in founding. The city is located on a plateau in the southern hemisphere and is surrounded by fields of the tall grass known as Sin Grass. The city is home to about 2.2 million people.

The city has no downport and is only serviced by government owned shuttles. Movement to and from the city is strictly controlled for offworlders.

Temperatures in summer average at 35 C (95 F) during the day and 30 C (86 F) at night. In winter, this drops to -4 C (24.8 F) during the day and -13 C (8.6 F) at night.

Ugaret

Ugaret is a mining colony built by the previous technocratic government and continued by the Cochrane regime. The colony was built to mine the Ilu Mountains and serve as a penal colony. The number of prisoners held here is believed to be about 12,000.

There is an area designated for the arrival and takeoff of official shuttles. However, this is only for bringing in supplies and prisoners and taking out the bounty of the mining colony.

While all facilities for the miners/prisoners are located underground, occasionally some work will be required on the surface. Temperatures here average 55 C (131 F) during the day and 36 C (96.8 F) at night.

Atargatis Orbital

Atargatis Orbital is an orbital city and starport. It is home to about 1 million people. The facility is a B-class port with all of the services one would expect from such a port.

As said earlier, the security forces are a common sight here. Law enforcement is tight and strict. The usual starport environment of rollicking clubs, taverns, and bars is not what one will find here. Shops and restaurants are quite subdued compared to most ports.

Etxarte (Franklin 0203)
C9967A8-A

System Details

Etxarte is located in the third orbit of its sun, Izar, a K2 V, orange main sequence star. Etxarte orbits Izar at a distance of approximately 0.66 AU (99.5 million kilometers or 61.8 million miles).

The system has three gas giants: Aatxe, Herensuge, and Odei. The closest of these to Izar is Aatxe which orbits at a distance of about 1.03 AU (154.2 million kilometers or 95.8 million miles).

The second closest to Izar is Herensuge. Herensuge is located approximately 5.20 AU (780.7 million kilometers or 458.1 million miles) from Izar.

Lying in the ninth orbit is Odei. Odei is about 19.57 AU (2.9 billion kilometers or 1.8 billion miles) from Izar. Odei is known for its dark brown and tan cloud bands, which are offset by a pink cloud formation in the northern latitudes.

The system has three planetoid belts. Each of these belts is home to a mining colony ruled from Etxarte. Several mining corporations have attempted to gain rights to mine here, but the Etxarte government has always refused.

Competition

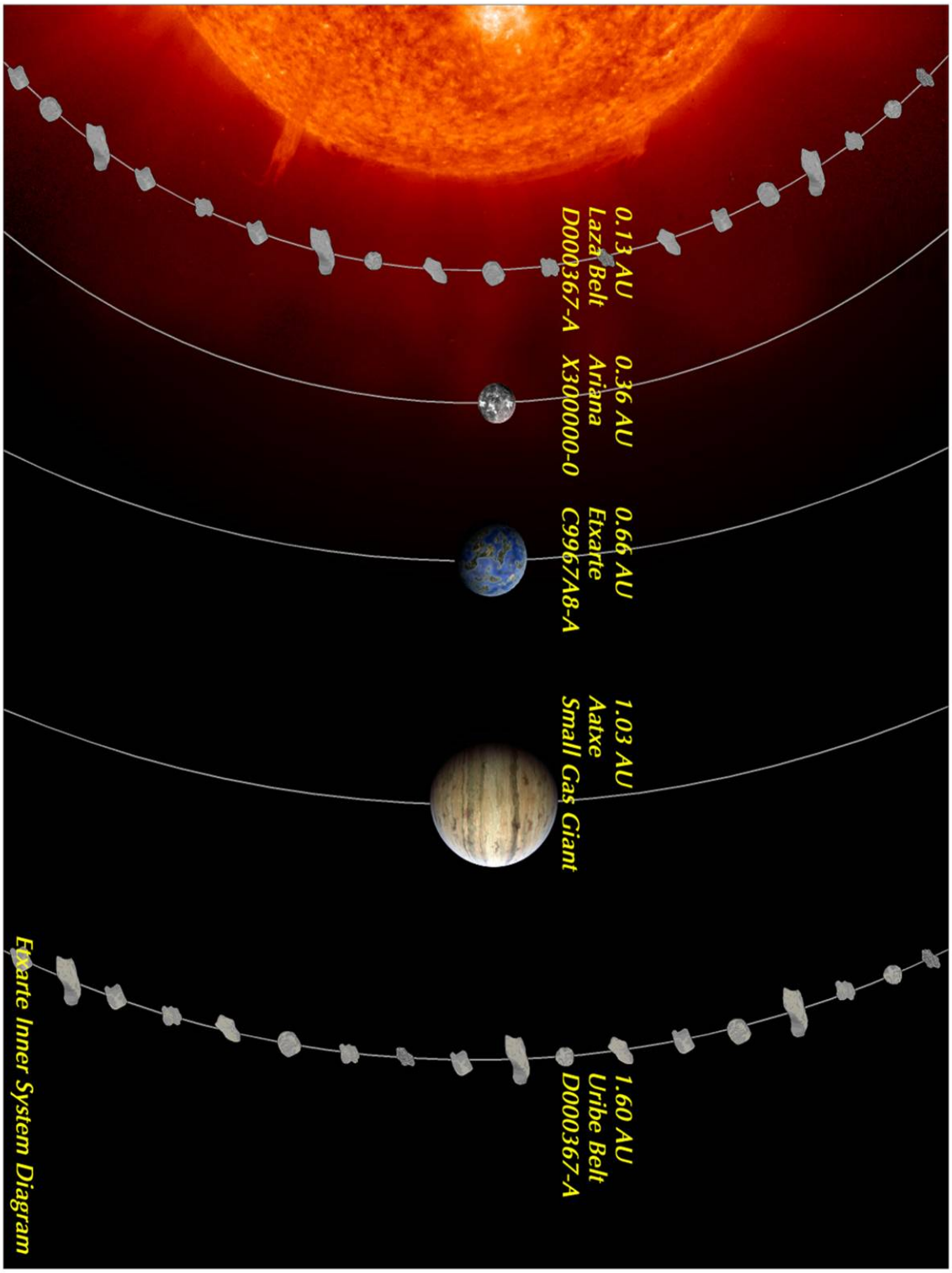
As it says in the travelogue, the Etxarte government has always refused any kind of mining rights for outside corporations. It is entirely possible that the characters could be hired to attempt to change the mind of the local government.

Characters with a more nefarious background might be hired to begin sabotaging government operations within the belts. Merchant characters or characters with diplomatic or political backgrounds might be called in to begin sowing dissent among the belters. Perhaps the formation of a union might be in order.

There are two other rocky bodies in the system as well. Of these, Ariana is the closest to Izar at a distance of about 0.36 AU (54.7 million kilometers or 33.9 million miles). Ariana is uninhabited.

In the sixth orbit is Kanpezu. Orbiting approximately 2.71 AU (406 million kilometers or 252.3 million miles) from Izar, Kanpezu is owned by Foreign Nobility. Foreign Nobility is a holographic computer company specializing in holographic interfaces. The company operates an expansive facility here.

Primary	Izar	K2 V
0.13 AU	Laza Belt	D000367-A
0.36 AU	Ariana	X300000-0
0.66 AU	Etxarte	C9967A8-A
1.03 AU	Aatxe	Small GG
1.60 AU	Uribe Belt	D000367-A
2.71 AU	Kanpezu	C510416-B
3.40 AU	Errota Belt	D000367-A
5.20 AU	Herensuge	Large GG
19.57 AU	Odei	Large GG


0.13 AU
Laza Belt
D000367-A
0.36 AU
Ariana
X300000-0
0.66 AU
Etxarte
C9967A8-A
1.03 AU
Aatxe
Small Gas Giant
1.60 AU
Uribe Belt
D000367-A
Etxarte Inner System Diagram

Physical Data

Etxarte has a diameter of about 14,400 kilometers (9000 miles). Its molten core gives it a density of 1.0 standard. Etxarte has a surface gravity of 1.1 standard.

Etxarte has one moon. Called Ilargi, the moon has a diameter of approximately 2400 kilometers (1491 miles). It has no atmosphere and is inhabited by about 300 people who operate a station there for the Etxarte government. Ilargi orbits at a distance of about 64,795 kilometers (40,261 miles).

Etxarte has a rotation period of approximately 22 hours. This is referred to be the local population as a "day".

Etxarte has an orbital period of 254 local days or 232.8 standard days. This period is referred to by locals as one "year".

Atmospheric Details

Etxarte has an atmosphere consisting of 70.4% nitrogen, 24.8% oxygen, 2.23% carbon dioxide, 0.62% argon, and 1.95% other trace gases. The air pressure at sea level is 2.0 standard.

Climate on Exarte can be quite extreme. Winters are particularly brutal and temperatures drop severely.

Equatorial temperatures on Exarte average at 42 C (107.6 F) during the day and 31 C (87.8 F) at night. Polar temperatures in summer average -24 C (-11.2 F) during the day and -33 C (-27.4 F) at night. In winter, this drops to -100 C (-148 F) during the day and -109 C (-164.2 F) at night.

Hydrographic Details

Known simply as "Itsaso", the ocean covers 64% of the surface of the planet. It is frozen into ice at the poles where there is no land mass.

The deepest point of Itsaso is to the east of the main continent of Elcano at the Baltasar Trench. The trench reaches a depth of 5450 meters (17,881 feet).

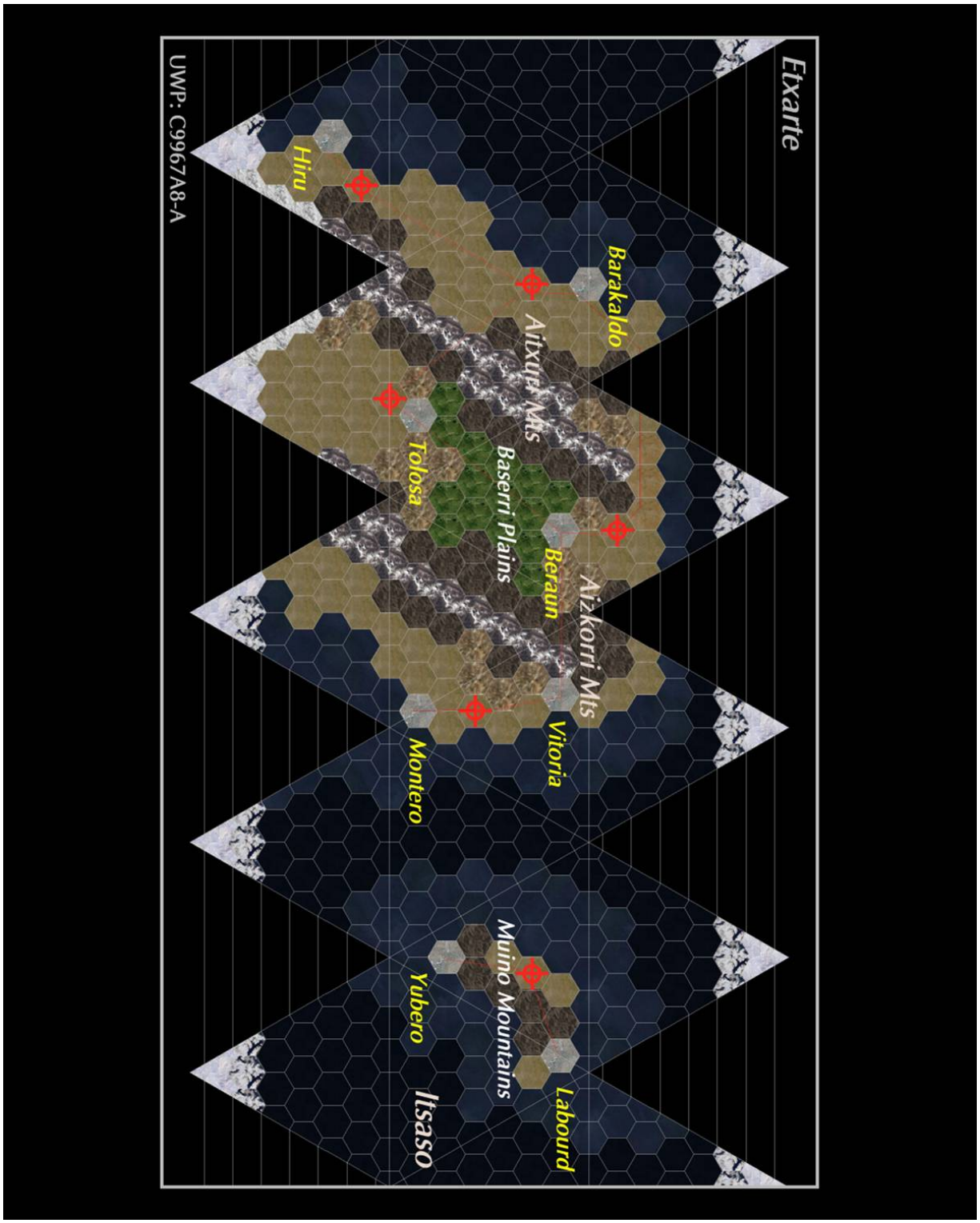
Geographic Details

The majority of the land surface area of Etxarte consists of the supercontinent of Elcano. The massive continent stretches 21,947 kilometers (13,719 miles) east and west and 19,365 kilometers (12,105 miles) north and south. The continent stretches from the ice pack in the southern polar region almost to the ice pack in the northern polar region.

The spines of this continent are the two mountain ranges which extend north and south. Both ranges are characterized by tall uplifted mountains with glaciers adorning the tallest.

The westernmost range on the continent is the Aitxuri Range. In the south, the mountains are almost totally covered with ice and snow. As one travels northward, only the tallest mountains are covered. The tallest of the Aitxuri Range is Mount Aratz which is 9234 meters (30,295 feet) above sea level.

The easternmost range is the Aizkorri Mountains. The Aizkorris stretch north and south across the central region of Elcano. Like the Aitxuri, the tallest of these


Etxarte
UWP: C9967A8-A
Barakaldo
Hiru
Aitxuri Mts
Baserri Plains
Tolosa
Beraun
Aizkorri Mts
Vitoria
Montero
Muino Mountains
Yubero
Labourd
Itsaso

mountains is covered with ice and snow. The tallest mountain in the range is Mount Santo Cristo at 9126 meters (29,940 feet).

Both of these mountain ranges include several active volcanoes. The most powerful of these are located in the southern Aizkorri Mountains.

Centered between these two mountain ranges is the fertile Baserri Plains. This region provides the planet with most of its food and not only feeds the population but also provides food for export. Travellers will find two different sorts of crops here: native and imported.

The imported crops came with the original settlers and have been genetically adapted to grow here. In some cases, the farms have large enclosed domes to protect these plants.

There are also several edible native plants being cultivated here as well. These plants having adapted to the weather changes already can be grown without the domes. Most popular are the Gris Sagar and the Midari pepper.

The Gris Sagar is a gray fruit which grows on a tall tree across the Baserri Plains. It is sweet and apple-like and is often used in pastries.

The Midari pepper is a hot green pepper shaped and sized like a pear from Earth. The Midari is strong and compares with a habanera pepper.

Surrounding the mountain ranges and the central Baserri are the Alfonbra Plains. These dry plains are covered in scrub brush short grasses. Several native herd animals call the area home and migrate around the edges of the continent.

To the east of the continent of Elcano lies Irla. Irla is a small continent which is dominated by the Muino Range. Compared to the Aizkorri and the Aitxuri ranges, the Muinos are small (with the tallest reaching 3476 meters (11,404 feet)).

The Muinos also have four active volcanoes in the range as well. Each of these volcanoes has erupted at least once in the past ten years.

Population Details

Etxarte is home to just over 40 million people. While the majority live within the major cities, many live in smaller communities in the farming region of the Baserri.

Government Details

Etxarte is ruled by King Juan Zuloaga. Zuloaga has ruled the planet for thirty years following a bloodless coup. Zuloaga was once a minister of state affairs for the previous bureaucracy, but pressured many within the government to give him increased powers. Eventually, Zuloaga was able to amass enough power that he completely did away with the bureaucracy and declared himself the dictator. Over the past ten years, he has begun to use the title “King”.

Zuloaga rules from his palace located in the hills north of the capital city of Beraun. Most government offices are also located here in the city. Much of the bureaucracy which was once ruled the planet is still in place, however, instead of electing a leader from their own ranks, all of the bureau chiefs answer directly to Zuloaga.

Legal Details

King Juan Zuloaga rules from a position of absolute strength. As such, weapons of any kind for any citizen or traveller are prohibited. This includes anything the government feels might be potentially used as weapon and not only includes things like energy weapons and slug throwers but also things like pocket knives and even certain eating utensils.

The government monitors the citizenry quite closely and this includes places such as private homes and public bathrooms where many travellers may expect a certain level of privacy. The Security Bureau maintains a watchful eye on all persons on Etxarte and travellers are no exception to this.

On the other hand, travellers will find that King Juan I is quite dedicated to the concept of free trade. Import duties are low and a wide variety of trade goods are on the open market.

In fact, travellers may be surprised to learn that on a planet with such tight controls that most citizens are free to own most anything they like. Only the most dangerous drugs are controlled and many recreational drugs are legal here. There is no restriction on these drugs or upon alcohol. Sellers of these items are not even required to obtain a permit.

However, usage of those items is monitored. Overusage of these items will result in the Bureau of Public Health placing you into a clinic to treat this problem. Someone who has proven to be addicted to a drug or alcohol will either be treated or placed in a health facility. Often those who have been sent to such facilities do not return but rather remain to gain further treatment.

They Tried To Make Me Go…

While the government of Etxarte advertises this as sort of treatment as rehabilitation, it is not always the case. While some do get sent to one of the medical facilities and are then able to deal with their addiction, many are also placed there to simply be removed from society.

In truth, many political opponents to the King will find themselves sent to rehab to cope with an addiction to sex, alcohol, drugs, or virtual environments. While they may have indulged in such activity and had that activity monitored, they are not addicted but rather simply opposed to the King. Those being sent to such a facility will not return.

This can present an excellent set of opportunities for adventure. Characters might be hired by a concerned family member or associate who wishes them to rescue a political prisoner from a rehab facility. Since weapons are going be unavailable, this may be accomplished by some form of infiltration.

In addition, the characters may find it difficult to get the target out of the facility for another reason: the target may genuinely believe he/she is addicted and may believe that the facility is helping him/her. The characters may have to convince the target of the truth of the situation.

Movement on Etxarte is not restricted and travel permits are not required. However, travellers will find that anything they are bringing on to the planet will be searched. Such searches are also commonplace once they have left the ports. Travellers on Etxarte will find random searches to be commonplace in the cities and towns. In addition, anyone using any form of public transit will have to be searched and scanned before boarding.

Mostly Satisfied

The truth is that characters will find that most people on Etxarte are satisfied with the way the government operates. While they may have some small differences of opinion with the King, most feel he is doing an excellent job of ruling their world.

Characters who want to stage a revolution here will find it gains little traction with the populace. Most of the people here enjoy the security being provided by the government searches and monitoring. Provided they get to continue traveling freely (with only a search to delay them), choose their entertainment options, and eat or imbibe whatever they choose, most are happy to continue being monitored and searched.

Cultural Details

As mentioned previously, some of the actions of the government have impacted the culture here. One of the places where travellers will note this is while eating. Knives and forks are not used here, while spoons are commonplace. Of course, this has affected the cuisine here. Things that require use of a knife or fork are simply not on the menu or have been altered to accommodate this requirement.

In addition to this, those who have medical related jobs often live at home. This tradition stems from a popular story told on Etxarte of a woman who, in the early days of the colonization, needed a doctor, but could never find one in odd hours of the night. The woman died and the local doctor swore an oath to always be in his home. This popular tale has led to most medical professionals having their office and their home in the same building.

This also touches upon another Etxartan tradition: the bard. Even though there are many forms of advanced technology present here, these storytelling musicians are quite popular. They often travel from city to city (and may be encountered on other nearby worlds as well) telling popular stories in taverns, in the cities, and even on public transport. Some stories, such as the one mentioned above, have a marked effect on the overall culture. Some are simply entertaining and many enjoy increased social status in many cities.

In addition, many bards are also employees of the government. These bards will sometimes sing songs and tell tales of the greatness of the King. Sometimes these will be cautionary tales about why the government needs to keep weapons away from the citizenry or how a person might have recently been sent to a rehabilitation facility.

The Etxartan Calendar

The Etxartan year is made up of 254 of the local 22 hour days. These are then split into ten months of 25 days each. Each of these months (Urtarrila, Otsaila, Apiril, Maiatz, Ekain, Uztaila, Abuztu, Irail, Azaro and Abendu) is based on Basque names for Julian calendar months. This will be denoted by locals as 12 Irail or 24 Ekain.

There are four days of the year which are not included as part of a month. These are the holidays as set forth either by the original bureaucracy or by the King. These are the King's Birthday (which falls between 3 Apiril and 4 Apiril), Foundation Day (which falls between 12 and 13 Azaro), Song Day (which falls between 25 Azaro and 1 Abendu), and New Year's Day (which falls between 25 Abendu and 1 Urtarrila).

The King's Birthday is celebrated by free food and drink planetwide. The government pays for all meals served that day by restaurants, taverns, and bars. Again, it is still advised that one does not overindulge as this will be monitored.

Foundation Day is often celebrated by parades marking the first landing by the original settlers.

Song Day is a celebration of the Bards. On this day, many who would never attempt to sing otherwise will take to a stage or a public gathering and tell a story or sing a song (or both).

New Year's Day is a time for reflection. This is the quietest of the holidays and the King asks all citizens to pause their lives and reflect on how the previous year changed their lives.

City Details

Beraun

Beraun is the largest city in size and in population. It is the fourth city founded on the planet and currently the capital city. The palace of King Juan Zuloaga is located to the north of the city. The city is home to just over 5.6 million people.

The city sits on the northern edge of the rich Baserri Plains, most of which have been turned to farmlands. Surrounding the city are the dry foothills of both the Aitxuri and Aizkorri Mountains.

The main downport for the planet is located to the north of the city on the dry Alfonbra Plains. As there is no highport, this serves as the planet's main starport. Most traffic to and from Exarte will visit here.

The city is connected to the starport and to the cities of Barakaldo, Tolosa, and Vitoria by a monorail train line. Travel in this manner is encouraged as the trains are affordable.

Summer temperatures in Beraun average at 42 C (107.6 F) during the day and 33 C (91.4 F) at night. In winter, this drops to -34 C (-29.2 F) during the day and -43 C (-45.4 F) at night.

Tolosa

Tolosa is the second largest and city as well as the second most populated. It is the site of the first settlement of the planet and is currently home to 4.9 million people.

The city is on the southern edge of the Baserri Plains which

have been reserved for smaller settlements and farms. Much like Beraun, Tolosa is surrounded by the dry foothills of the two large mountain ranges of the continent.

A C-class downport is located to the southwest, but most traffic has been re-routed over the years to Beraun.

The city is connected by the Exarte monorail system to the downport, the city of Beraun, and the Berakaldo downport.

Summer temperatures average at 44 C (111.2 F) during the day and 35 C (95 F) at night. In winter, this drops to -32 C (-25.6 F) during the day and -41 C (-41.8 F) at night.

Hiru

Hiru is the third largest city, the third most populous city, and the third city to be founded on the planet. It is home to 4.4 million people.

The city is located in the southern hemisphere near the southern polar region. Sitting on the flat Alfonbra Plains which encircle the continent, the city is often buffeted by strong winds and intense storms.

In summer, many of the herd animals of the western area of the Alfonbra will migrate here. Most of these mighty herd animals will then grace the plates of the locals in hearty stews.

The city is home to a D-class downport which is located to the northeast of the city. The port is connected to Hiru by a monorail train line.

Temperatures in summer average at 16 C (60.8 F) during the day and 7 C (44.6 F) at night. In winter, this drops to -69 C (-92.2 F) during the day and -60 C (-76 F) at night.

Barakalda

The second city founded on the planet is now the fourth largest and fourth most populated city. Barakalda is home to about 4.3 million people.

The city is located on the northwestern corner of the continent of Elcano. Situated on the Alfonbra Plain, the city is wide and sprawling.

To the south is the second starport built on the planet. The port is showing its age and appears old and worn in comparison to the newer ports on the planet. Many have been petitioning the King to refurbish the tired old port, but most believe that the King intends to close it.

The city is connected by monorail train to the local downport as well as the Beraun downport.

Most of the heard animals of the western Alfonbra Plains will migrate to this region during the summer. Many will be hunted and make up the pureed meats for which the city is well known.

In summer, temperatures here average 35 C (95 F) during the day and 26 C (78.8 F) at night. In winter, this drops to -51 C (-59.8 F) during the day and -60 C (-76 F) at night.

Labourd

Labourd is home to about 3.9 million people. Located on the northeastern corner of Irla, the city is tightly packed and hugs the mountainous coastline.

The city is connected by a monorail to the Irla Regional Downport. The rail line is renowned for having beautiful vistas when not inside one the long tunnels that lead through the Muino Mountains. The Irla Regional Downport (or IRD as it is known locally) is a D-class port.

Temperatures here average at 42 C (107.6 F) during the day and 33 C (91.4 F) at night. In winter, this drops to -34 C (-29.2 F) during the day and -43 C (-45.4 F) at night.

Yubero

Much like its sister city on the northeastern end of the continent, Yubero also hugs the mountainous coastline. Tightly packed, the city goes more up than out and is home to about 3.7 million.

Connected to the IRD by the monorail line, most of the city's commerce and visitors come in this way. While there are shuttles which can provide transport to the main downport, most who find a reason to

visit here will simply land at the IRD and take the train.

Temperatures at Yubero average at 42 C (107.6 F) during the day and 33 C (91.4 F) at night. In winter, this drops to -14 C (6.8 F) during the day and -23 C (-9.4 F) at night.

Contrast

It is worth noting that Labourd is one side of the equator and Yubero is on the other. Due to the nature of the Extartian climate, this results in a serious change in temperature between the two cities.

Those boarding the monorail in Labourd at 40 C may find that when they arrive in Yubero a few hours later the temperature is -20 C. This can make things quite uncomfortable for characters and can be used to drive home to players that Exarte is not just like Earth.

In addition, storms are a frequent hazard on Exarte particularly in regions like this. Getting caught in the Muino Mountains can be a serious hazard for characters. Especially if there is a monorail accident or a breakdown.

Vitoria

One of the newest cities, Vitoria sits between the Aizkorri Mountains and the Itsaso on the eastern Alfonbra plains. It is the home of approximately 3.4 million people.

The city is near some of the highest mountains in the northern Aizkorris as well as the sea. As such, it is often a favored tourist destination of the residents of Extarte.

Vitoria is connected by monorail to both the city of Beraun and the downport which the city shares with the city of Montero. The downport is rated D-class.

Summer temperatures here average at 41 C (105.8 F) during the day and 32 C (89.6 F) at night. In winter, this drops to -35 C (-31 F) during the day and -44 C (-47.2 F) at night.

Montero

Named for one of the original settlers, the city of Montero is a thriving and youthful city. As well as being the location for the planet's government sponsored university, it is also home to 3.2 million people.

The city is on the eastern edge of Elcano on the coastline. Though it does sprawl out into the Alfonbra Plains, the city tends to be more populated near the beach.

Montero is connected by monorail to the D-class port it shares with the city of Vitoria.

Summer temperatures average at 44 C (111.2 F) during the day and 35 C (95 F) at night. In winter, this drops to -41 C (-41.8 F) during the day and -50 C (-58 F) at night.

Era (Franklin 0304)
B668747-A

System Details

Era is located in the third orbit of its sun, Pagel, a G8 V, yellow main sequence star. Era orbits Pagel at a distance of approximately 0.71 AU (105.7 million kilometers or 65.7 million miles).

The system has one giant, Estca. Estca is located about 1.02 AU (152.3 million kilometers or 94.6 million miles) from Pagel.

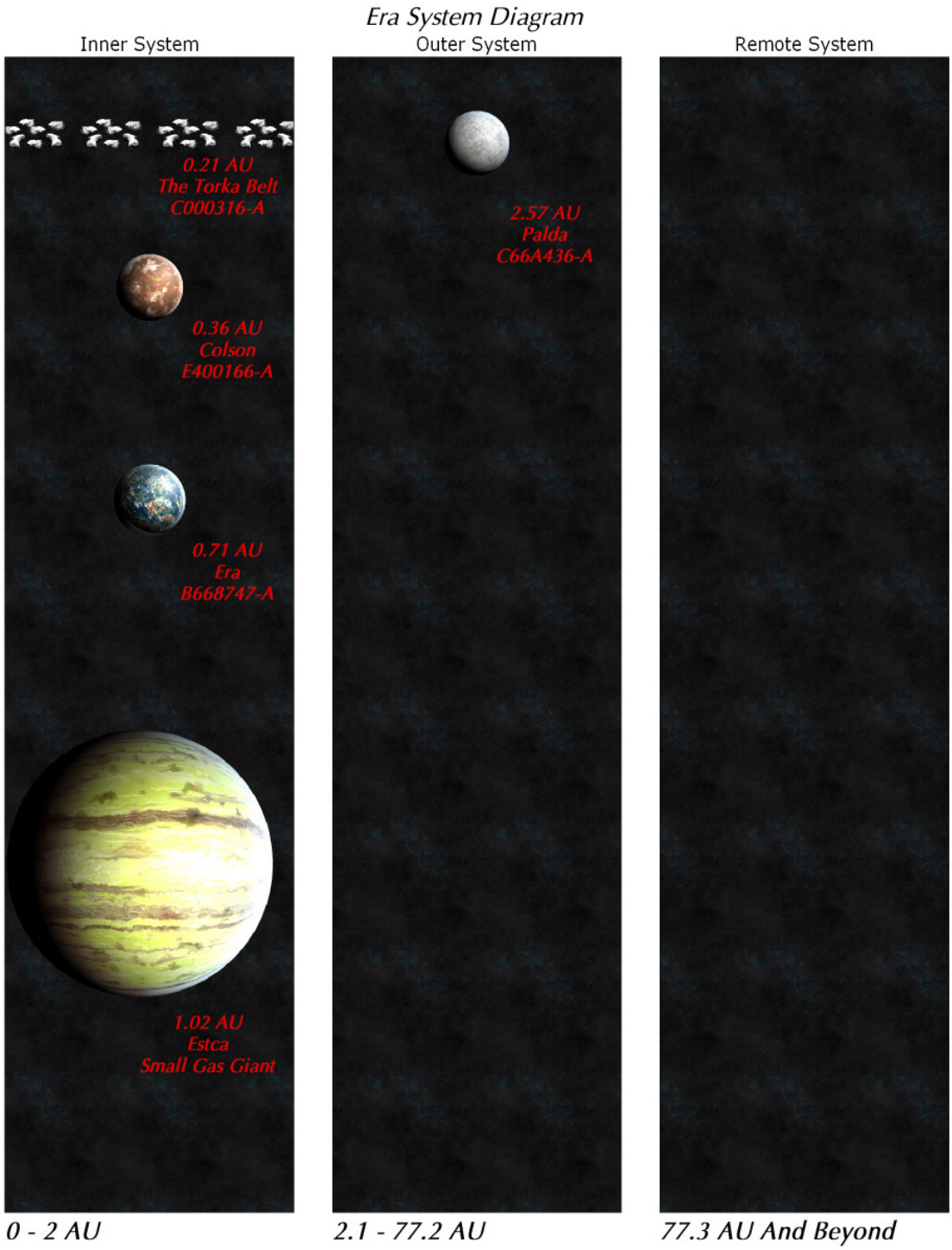
The system has one planetoid belt, the Torka Belt. The Torka Belt is located approximately 0.21 AU (31.3 million kilometers or 19.4 million miles) from Pagel. The Torka Belt is currently being leased from the Era government by the Blaylock Mining Corporation. Currently, BMC has a workforce of around 3000 present in the belt.

There are two other rocky bodies in the system. The closest to Pagel is Colson. Colson is located at about 0.36 AU (54.6 million kilometers or 33.9 million miles) from Pagel. Colson is an airless rock and home to a small research station which monitors Pagel.

The furthest world from Pagel is Palda. Palda is a frozen water world with a massive layer of ice concealing an ocean below. Only the heat from the molten core keeps the ocean melted. Palda is home to approximately 20,000 people. Many are involved with the outer system refueling base there and some are simply the families of the original colonists who would rather live in this station than participate in the historical exercise of Era.

Several of Estca's moons are also inhabited. Orbiting close to the planet is a moon called Orisco. Orisco has a thick hydrogen and helium atmosphere. It is home to around 250 scientists who are studying both Orisco and Estca.

Orbiting Estca at a distance of approximately 162,000 kilometers (100,662 miles) is Tearsa. Tearsa has a thin atmosphere and is home to a mining colony which has located gold and copper. The mining colony is owned by Blaylock's rival, Egata Mining. Blaylock has been lobbying the Eran government to stop leasing the rights to Egata, but so far Egata has managed to hold on to the contract.


Era System Diagram
Inner System
Outer System
Remote System
0.21 AU
The Torka Belt
C000316-A
0.36 AU
Colson
E400166-A
0.71 AU
Era
B668747-A
1.02 AU
Estca
Small Gas Giant
2.57 AU
Palda
C66A436-A
0 - 2 AU
2.1 - 77.2 AU
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Era has a diameter of 9760 kilometers or 6100 miles. Its molten core gives it a density of 1.08 standard. Era has a surface gravity of 0.81 standard.

Era has no moons.

Era has a rotation period of 24 hours. This is split by locals into periods referred to as "day" and "night".

Era has an orbital period of 229 days. This is referred to by locals as one "year".

Atmospheric Details

Era has an atmosphere made up of 70.7% nitrogen, 28.46% oxygen, 0.19% carbon dioxide, 0.11% argon, and 0.54% other trace gases. The air pressure at sea level is 1.1 standard.

Equatorial temperatures average 36 C (96.8 F) during the day and 20 C (68 F) at night. Polar temperatures in summer average -10 C (14 F) during the day and -26 C (-14.8 F) at night. In winter, this drops to -48 C (-54.4 F) during the day and -64 C (-83.2 F) at night.

Geographic Details

Era's surface is made up of four continents. On the equator is located the first colonized of the continents, Plutarch. Plutarch sits mostly above the equator with its large Gulf of Pliny in the center. The continent is split in two by the Olympus Mountains.

The Olympus Mountains stretch north and south along Plutarch a distance of 3500 kilometers (2188 miles). The tallest of the mountains is Mount Olympus which is 2917 meters (9570 feet) tall.

On the eastern and western slopes of the mountains are forested hills covered in a variety of native trees and plants. Beyond that are the sandy fields making up the double peninsula creating the Gulf of Pliny.

Just north of the Gulf of Pliny is the fiery volcano Vesuvius. Vesuvius has erupted six times since the initial colonization, but most settlements are located far enough away to avoid loss of life.

West of Plutarch is the continent of Chaucer. Chaucer also straddles the equator with most of its land lying north. Running north and south through the center of the continent is the mountain range known here simply as the Highlands.

The Highlands run north and south about 5250 kilometers (3282 miles). The highest point is Mount Ben Nevis which rises to a height of 1344 meters (4409 feet).

In the north Highlands, the land drops sharply to the west to form the plains of Albion. These plains are lush fields filled with small settlements and farmland.

To the east of the North Highlands lies Sherwood Forest. This forest consists of a mix of native trees and oaks, birch and yew trees brought here by colonists. The forest is dense and populated by both humans and many species of animals both native and transplanted.

South of the Highlands lies the hilly wine country of Gaul. Gaul consists of rolling hills and river beds going of to the coast to the south.

To the northeast of Plutarch lies the continent of Forester. Forester is bounded on the east by

the Napoleon Mountains. These mountains run the entire length of the eastern coast of the continent, some 4375 kilometers (2735 miles). The highest of these peaks, Mount Josephine, is 1567 meters (5141 feet).

To the west of the Napoleons, the mountains give way to hills. These rounded hills form much of the interior of Forester and once were covered in native trees. Many of these trees have now been removed to make way for farmland placed in the valleys and on the sides of these hills.

Further to the west and to the sea lie the sandy, grassy plains of Georgia. This region is also populated by small settlements as well as the city of Nelson.

To the south of Forester lies Twain. Like Forester, Twain is bound on the east by mountains, in this case the Rocky Mountains. The Rockies, as they are called locally, run 3063 kilometers (1903 miles) along the coast.

To the west of the Rockies lie dry hills and valleys known locally as the "Badlands". This is a particularly rough area of travel due to the many crevices and canyons that have formed in the region.

Further west are the open prairies of the Plains. Known to locals as simply The Plains, this is a wide expanse of flattened land with short grasses dotting the landscape. These dusty areas stretch southward from The Badlands.

North of The Badlands is Columbia. Columbia is made up of a combination of hills and valleys leading to the northern coast. The land is lush with plant life and forests where the native plants have not been removed to make way for transplanted plants, animals, and people.

Hydrographic Details

Locals refer to the ocean here as the "Sea of Time" or simply "The Sea". The ocean is frozen at the poles and flows freely around Era in other regions.

The sea is somewhat shallow between Plutarch, Twain and Forester. Here the maximum depth of the Sea is 3543 meters (11,624 feet).

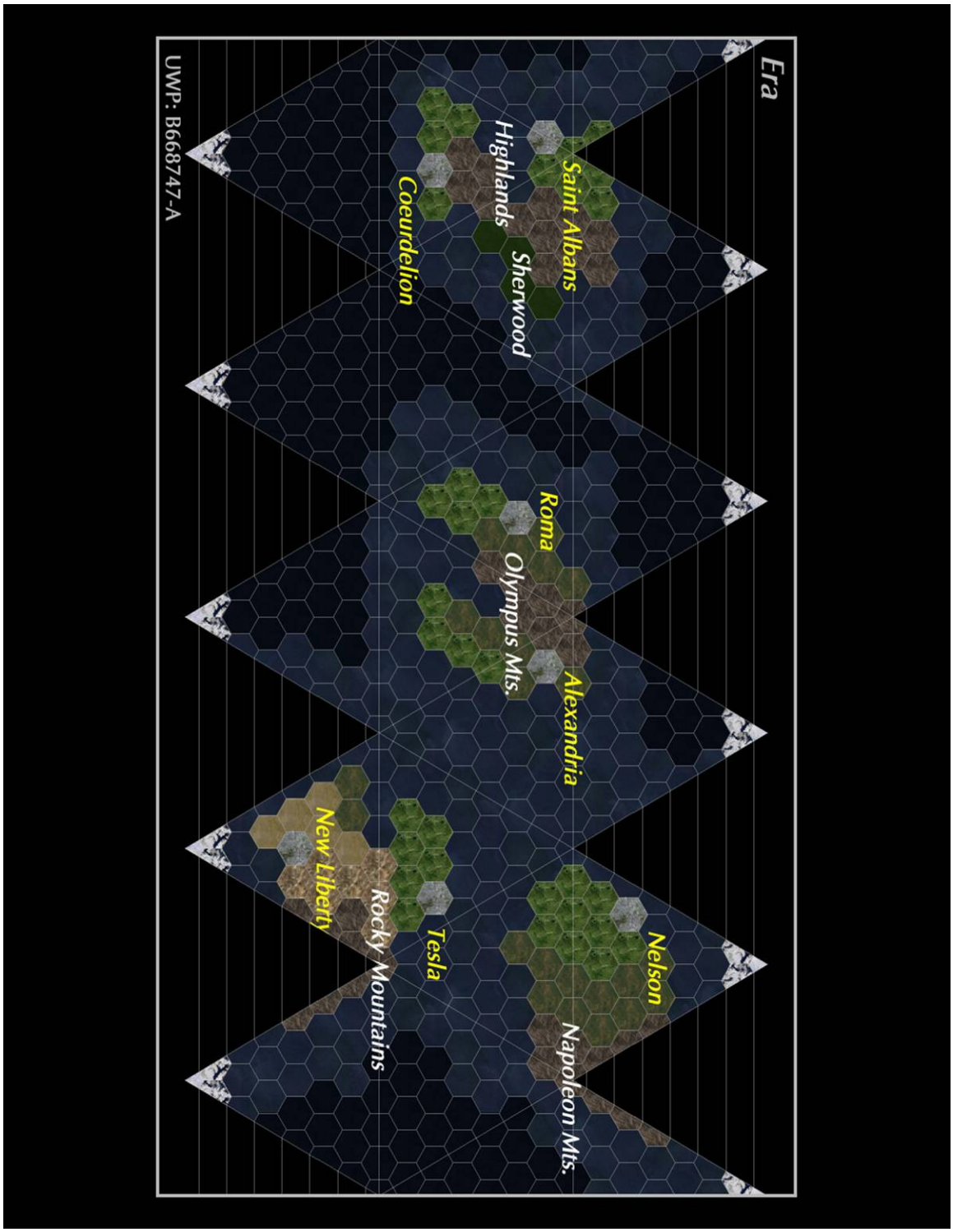
Deeper depths can be found south of Chaucer and along the trench between Chaucer and Plutarch. In the trench, the depth drops to 7758 meters (25,453 feet).

Population Details

Era is home to just over 62 million people. Of these, people are gathered in cities of differing sizes across the planet. While very few live in places like the mountains and The Badlands, there are still settlements there. Many choose to live in smaller towns and villages spread out on plains and hills.

Government Details

The capital city of Era is not located on the planet at all, but rather on board the massive starport in orbit around the planet. This orbiting city and starport is referred to Highgate. All travellers must stop at Highgate before going on the planet below and many travellers never go any further than Highgate itself.


Era
UWP: B668747-A
Saint Albans
Sherwood
Highlands
Coeurdelion
Roma
Olympus Mts.
Alexandria
Nelson
Napoleon Mts.
Tesla
Rocky Mountains
New Liberty

The Eran government is a unicameral representative republic. Each region elects a representative to sit on the Chronocouncil at Highgate. This gives a council of 7 which decide the all governmental matters facing the Eran people.

Each council member sits on the council for a term of seven years with staggered terms of office. Every year, there is one council member running for re-election from his/her region.

The Chronocouncil or simply "The Council" creates laws, oversees their enforcement and manages all other governmental affairs. These council members also oversee several different bureaus which take more direct action on certain specified topics (such as The Department of Justice or The Department of Period Enforcement).

The Chronocouncil elects the Prime Lord. The Prime Lord oversees the council and has two votes on all council votes.

Cultural Details

In every time period, there are people who believe things would have been better in the past. On Era, the residents have put this belief to the test. With the motto "History as it could have been", each continent of the planet is rooted in a different period of Earth history.

On most continents, this is further subdivided into more specific periods. For instance, on the continent of Chaucer, the Albion region (along with Sherwood Forest) is modeled after medieval England. The southern region of Gaul is modeled after medieval France.

Great care is taken by the residents to present a certain time period to themselves and visitors alike. Each resident has agreed to live within certain parameters as decided by the Chronocouncil.

While some are dedicated to complete authenticity, many are dedicated to the appearance of such. For instance, most men living in Roma have a toga and a gladius. While they all appear to be period correct (or face penalties from the Period Police), they may be made from modern materials and by modern methods. To some on Era, this is regarded as a bit of a sacrilege while to others this is seen as simple practicality. A man wearing a toga made from microinsulated fibers will be much warmer than someone who simply made his from wool, linen or silk.

While each region does live within its appointed time period, this does not extend to many of the cultural tags and mores of the originating culture. For instance, there is no institutionalized racism or sexism in use here. Women are involved in all walks of life in any of the cultures mimicked here. There are no sweatshops full of children or cramped flophouses in Tesla. There is no slavery to be found in Roma or Alexandria.

In addition, much of the violence that would accompany these cultures is also placed in check. While most all of the cultures involve the wearing of weapons, there are strict laws as to the use of those weapons. An unauthorized use of a weapon is a prison sentence at worst and banishment at best.

Subsector Sourcebook 2: Franklin

Legal Details

The chief duty of law enforcement on Era often seems to be overseeing those who have decided to live here and ensuring they are living by the rules of the Chronocouncil. The Department of Period Enforcement (or the "Period Police" as they are often called) has sweeping powers to be able to enforce the time periods on the residents.

However, like on all worlds, there are real crimes and those are resolved by local law enforcement. Law enforcement is controlled by the Department of Justice on Highgate.

Not Period

While residents are required to "keep to period", law enforcement is required to keep the appearance of such as well. However, it would not be wise for characters to think they can run wild among people with swords or flintlock rifles.

Law enforcement may look like they are carrying an Old West six shooter, but in reality it may be a laser pistol or a gauss pistol. It may have the look of a pike, but in reality it may be a pike with a stunstick attached. A sudden laser pistol "start up sound" from an old six shooter should get the attention of wayward characters (particularly if the player has seen *Firefly*).

In addition, while the residents have chosen to live here in past periods, they are not ignorant of modernity. Some of the residents may have grown up here but were educated in schools on Earth, Cascadia, Kyiv, or Chennai. Some of the residents may have been in the Gagnon or Campbell navies and have simply settled down here for their retirement.

Most crimes are uniform across the planet. Basic things such

as murder, theft, fraud and so forth are illegal planetwide. Of course, such crime as the importation of non-period technology is also a planetwide offense though if the technology is low enough it may be accepted in some of the higher technology areas (such as six shooters being legal in New Liberty but certainly not in Roma).

Some crimes are region specific. For instance, prostitution is perfectly legal in Roma, Alexandria and New Liberty. It is illegal in Saint Albans, Ceourdelion, Nelson and Tesla (and on Highgate).

Travellers are not allowed to go directly to Era. All travellers, without exception, are to stop first at Highgate. At Highgate, the travellers will be forced to pay the entry fee (100 credits) before being allowed to go down to the planet. In addition, if they are carrying any cargo, it will be inspected to ensure it meets the period requirements of the destination.

All travellers will be stripped of any non-period clothing, weapons or technology before being allowed to go to the planet. It will be assumed that they will be carrying replacement versions of these items. If not, they will be directed to one of Highgate's many outfitters (who will charge them an increased rate if the government sends them there). Any offworlders found to be importing non-dangerous non-period technology (such as communicators) will be immediately banished and placed on a "watch list". Any offworlder who attempts to smuggle in dangerous technology (weapons, for instance) will taken and imprisoned on Highgate.

The Eran Calendar

The 24 hour days on Era are divided into 12 hour days. These are based on the "high point" of the sun as "noon" or 12 pm. From there, hours are counted until they reach 12 again. At 12 am (referred to as "midnight"), the next day is considered to have started.

This means that time is different in different regions on the planet. Each region is placed into a "time zone" based on the time Pagel is highest in the sky.

19 of these 24 hours days constitute a month. There are 12 of these months based on the Gregorian calendar of Earth (January, February, March, April, May, June, July, August, September, October, November, and December).

Each day is referenced by the day, then month, then year. (Example: The 15th day of July is denoted as July 15th, 350. Or in shorthand as 15/7/350.)

Following December 19th, there is a day referred to as "Crossover". Crossover has no numerical designation and is not part of any month. On Crossover, everyone below the age of 24 is expected to choose a different region in which to visit. Shuttles come down from Highport and shuttle the youngsters (and anyone else who wishes to travel along) to their chosen region for a day. Everyone is expected to return by January 1st, but usually travel times and delays may mean it is actually on the 1st when many return.

Offworlders are not permitted to descend from Highport on Crossover. If offworlders are on Era on December 19th, they will be asked to leave on their own and forced to leave if they fail to comply.

City And Region Details

Highgate

Highgate is a city of 10 million people in orbit around Era. This is the location of all the Chronocouncil. In addition, this is the sole starport for Era.

Many travellers will only see Highgate and never proceed to the planet below. While the government of Era does encourage tourism and enjoy the benefits, it is not the primary reason for their period lives. Security forces will not hesitate to forcibly remove anyone who is causing trouble either on the planet or on Highgate.

Highgate is a B-class port with all of the amenities travellers have come to expect from such a port.

Saint Albans and Albion

Saint Albans is home to about 5 million people. It is one of the first cities settled and the location of the first period settlement.

Saint Albans is located on the west coast of Chaucer in the Albion region. The Albion region is set to look much like England in the late 1100s.

Most of the Albion region is made up of small settlements and farms. Each of these remains steeped in the correct period.

The Albion region extends across the Highlands and into Sherwood Forest. Sherwood Forest is also set to look the same time

period and is entirely made up of small settlements.

The summer temperature in Saint Albans averages at 27 C (80.6 F) during the day and 11 C (51.8 F) at night. In winter, this drops to 18 C (64.4 F) during the day and -2 C (28.4 F) at night.

The current representative from this region to the Chronocouncil is Prince John. In keeping with tradition here, he has taken the term “regent” instead of council member while at home in Albion.

No items of higher than TL2 may be brought into Albion.

Coeurdelion and Gaul

Home to about 3 million people, Coeurdelion is the capital of the Gaul region. Although many have puzzled over the choice of name, the residents here are pleased with it and questioning its historicity may get you into a fight.

Coeurdelion is located on the southern coast of Chaucer. Just to the south of the Highlands, the city sits perched on the hills making up the local wine country.

The Gaul region is also set to be in the 1100s but France and not England. Most of the residents of the region live in small settlements and many of them are concerned with making wines.

Temperatures in Coeurdelion average 30 C (86 F) during the day and 14 C (57.2 F) at night.

The current representative to the Chronocouncil from Gaul is King Henry. King Henry maintains his title as King while in Gaul rather than Council Member.

No items of higher than TL2 may be brought into Gaul.

Roma

Roma is home to about 5 million people and is the capital of the Roma region. Roma is set to look like Rome during the Augustinian period (circa 2 CE) although this is sometimes stretched a bit to include some of the immediate post-Augustinian period as well.

The region of Roma is considered to be all land on Plutarch west of the Olympus Mountains. The current representative to the Chronocouncil maintains the name Flavius Iulius Terrus.

Temperatures in Roma average at 32 C (89.6 F) during the day and 16 C (60.8 F) at night.

No items of higher than TL1 may be brought into Roma.

Alexandria and Hellas

Home to about 4.5 million people, the city of Alexandria is the capital of the Hellas region. Although named for Alexander the Great, the region is set to look like Classical Greece.

Hellas is considered to be all land on Plutarch east of the Olympus Mountains. Many of the people of the region live either in the rugged foothills or in small settlements in the plains to the south.

The current representative was just elected to the Chronocouncil. She goes by the name Elektra when at home in Hellas.

Temperatures in Alexandria average at 28 C (82.4 F) during the day and 14 C (57.2 F) at night.

No item higher than TL2 may be brought into Hellas.

Nelson And Georgia

Nelson is home to about 4.4 million people. It is located on the northwest corner of Forester. Nelson is the capital of Georgia.

Georgia and the city of Nelson are set to look much like England and the United States in the 1790s to 1820s. The area around Nelson is made to specifically look like London and surrounds during the period. The further south into the hills one goes, the more the region looks like the American colonies in the 1770s.

The current representative is King George XXV. He has been in elected office for two years and inhabits the castle in the heart of Nelson.

Summer temperatures in Nelson average at 20 C (68 F) during

the day and 4 C (39.2 F) at night. In winter, this drops to 2 C (35.6 F) during the day and -14 C (6.8 F) at night.

No item of higher than TL3 may be brought into Georgia.

Tesla And Columbia

Tesla is home to about 5.6 million people and is made to look like New York City in the 1890s. It is located on the north coast of Twain and is the capital of the Columbia region.

The Columbia region looks much like the eastern United States during the 1890s. However, many of the residents prefer to create objects of higher technology using lesser technology to create it. This is often referred to by the historical term “steampunk” and is a popular phrase among the locals.

The current representative to the Chronocouncil is J. Remington Hornsby III.

Temperatures in Tesla average at 20 C (68 F) during the day and 4 C (39.2 F) at night.

No items of higher than TL4 may be brought into Columbia.

New Liberty And The Southern Territory

New Liberty is home to about 3.4 million people. It is the capital of the Southern Territory (which includes The Plains and The Badlands). Both New Liberty and the Southern Territory are made up to look like the Southwestern United States in the 1880s.

New Liberty is located on the southwestern coast of Twain. The city is located in the plains, but The Badlands are just to the east of the city.

The current representative to the Chronocouncil carries the name Wyatt Jackson when at home. He is up for re-election next year.

Summer temperatures in New Liberty average 14 C (57.2 F) during the day and 2 C (35.6 F) at night. In winter, this drops to 4 C (39.2 F) during the day and -10 C (14 F) at night.

No items of higher than TL4 may be brought into the Southern Territory.

Subsector Sourcebook 2: Franklin

Moffett (Franklin 0307)
B9B07B7-B

System Details

Moffett is located in the third orbit of its sun, Wright, an F7 V, yellow-white main sequence star. Moffett orbits Wright at a distance of approximately 1.4 AU (210 million kilometers or 130.5 million miles).

The system has three gas giants: Lindbergh, Sparmann, and Kimball. The closest to Wright is Lindbergh at a distance of about 2.91 AU (436.3 million kilometers or 271.1 million miles). Lindbergh has an extensive ring system.

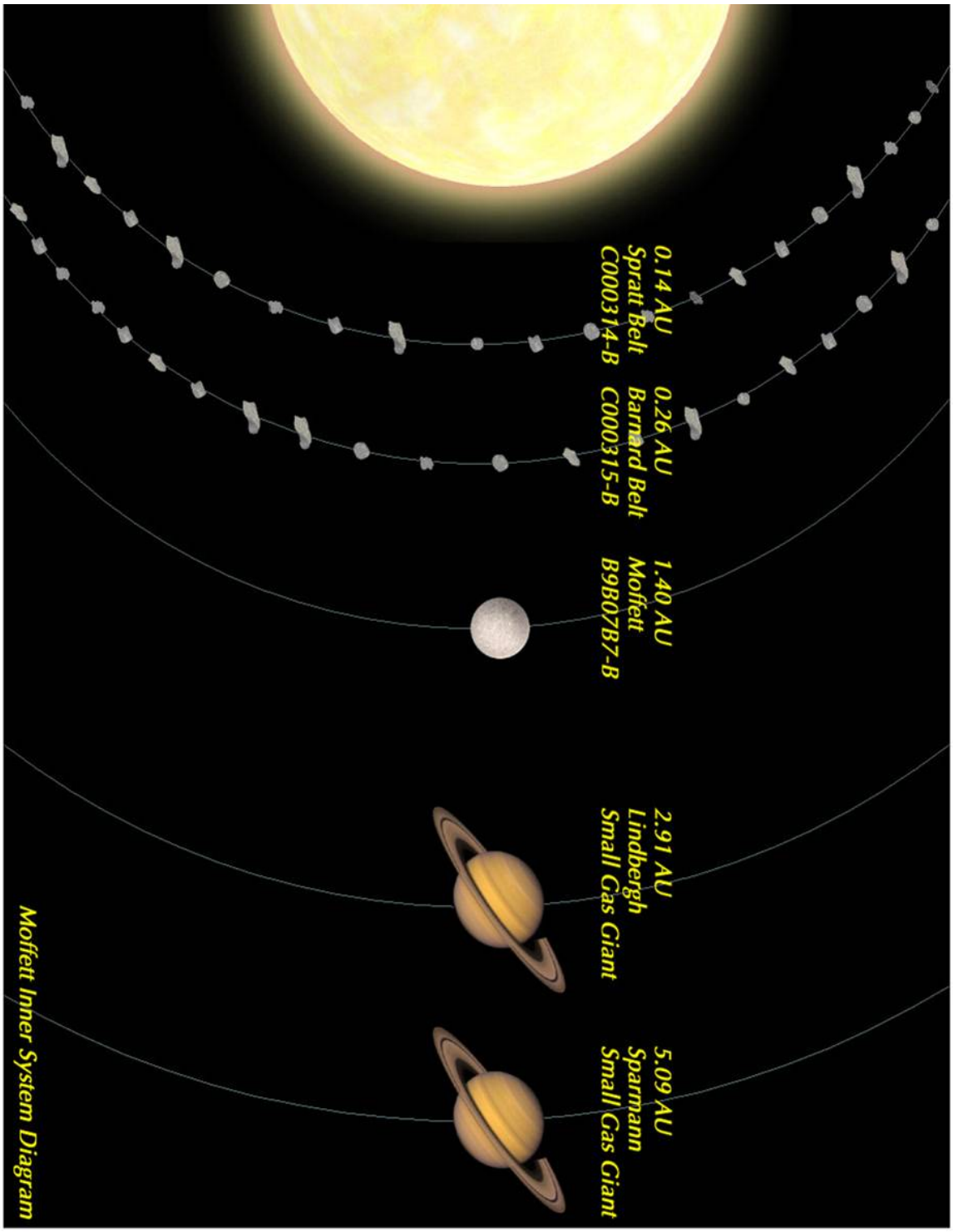
Sparmann is located in the fifth orbit at approximately 5.09 AU (764 million kilometers or 474.7 million miles). Like Lindbergh, Sparmann has an extensive ring system. One of Sparmann's moons, Ernst, is used as a scientific research center as well as an outer system refueling base.

Located in the final orbit is Kimball. Kimball orbits Wright at a distance of about 38.43 AU (5.8 billion kilometers or 3.6 billion miles). Because of the great distance between the outer planets, one of Kimball's moons, Woburn, is used as a refueling base.

There are two planetoid belts in the system. Both are located in the inner system and both are leased to the Blaylock Mining Corporation for an undisclosed fee. The closest to Wright is the Spratt Belt. The Spratt Belt lies at approximately 0.14 AU (21.25 million kilometers or 13.2 million miles) from Wright.

In the Wright's second orbit is the Bernard Belt. The Bernard Belt is located about 0.26 AU (39 million kilometers or 24.2 million miles) from Wright.

Primary	Wright	F7 V
0.14 AU	Spratt Belt	C000314-B
0.26 AU	Bernard Belt	C000315-B
1.4 AU	Moffett	B9B07B7-B
2.91 AU	Lindbergh	Small GG
5.09 AU	Sparmann	Small GG
38.4 AU	Kimball	Large GG


0.14 AU
Spratt Belt
C000314-B
0.26 AU
Barnard Belt
C000315-B
1.40 AU
Moffett
B9B07B7-B
2.91 AU
Lindbergh
Small Gas Giant
5.09 AU
Sparmann
Small Gas Giant
Moffett Inner System Diagram

Subsector Sourcebook 2: Franklin

Physical Data

Moffett has a diameter of approximately 15,200 kilometers (9500 miles). Its molten core gives it a density of 0.86 standard. Moffett has a surface gravity of 0.97 standard.

Moffett has no moon.

Moffett has a rotation period of 22 hours and an orbital period of 591 days. However, the local population uses a modified Gregorian calendar of 365 22 hour days.

Atmospheric Data

Moffett has an atmosphere consisting of 93.45% carbon dioxide, 4.10% nitrogen, and 2.45% other trace gases. The surface pressure at sea level is 23.88 standard.

Equatorial temperatures on the surface of Moffett average at 456 C (852.8 F). Polar temperatures average at 404 C (759.2 F).

It is for these reasons that, only a few persons live on the surface on Moffett. Instead, all of the population of Moffett resides in cities suspended in the upper atmosphere or in orbit.

Floating Cities

All of the cities located in Moffett's atmosphere float due to the fact that human breathable air acts as a lifting gas in Moffett's carbon dioxide atmosphere. These cities are located about 50 kilometers (31 miles) above the surface of the planet. Each city is built as shaped balloons full of the nitrogen-oxygen mix humans use to breathe. In these cities, multiple balloons are connected by smaller structures. These structures not only connect the balloons, but can also serve as habitable areas. However, most persons live within the balloon-like structures. The interiors of these inflatable habitats are divided and subdivided into many different types of living spaces.

While leaks in the structure of the cities are a danger, most are easily repaired. Due to the near equal air pressure at this altitude, repair crews generally have ample time to affect repairs.

In addition, while people need to be protected from the dangers of the outside atmosphere (such as the acid content), no vacuum suit is required at this altitude. Most locals own what is called a "Landis Suit". The Landis Suit protects against the acidic atmosphere and allows the wearer to breathe. In addition, the atmosphere inside the suit also allows the wearer to float if caught outside the city.

Most of the cities have areas in the upper deck to use as farms. These areas use transparent materials to allow the plants the sunlight needed to grow. These farms are usually enough to sustain the city, but trade still brings in additional and varied food sources.

In return, many different resources can be taken from the atmosphere and exported through trade. These can be include but are not limited to carbon dioxide, oxygen, and sulfuric acid.

Subsector Sourcebook 2: Franklin

Population Details

Moffett is home to approximately 80 million people. The vast majority of these live within the floating cities or within the orbital cities. Currently, there are 2000 people employed in mining operations below the surface of the planet and less than 100 people live within a scientific research station on the surface of the planet.

Government Details

From the time of the colonization until 36 years ago, Moffett had been ruled by a democratic republic. This republic had a legislative branch (called the Congress) and an executive branch which also served as the judicial branch as well (called the Prime Justice). This government had representatives who were elected from each of the floating and orbital cities who would create the laws. The Prime Justice would not only execute those laws, oversee the various departments of government, but also be the final word on what was allowed within the constraints of the government's founding document.

This form of government worked well with the right-leaning National Populist Union and the left-leaning National Democrats leading the four party system. The least of the four parties was the Christian Democrats which also had a right-leaning stance. Over time, however, the population began to lose faith in the two major parties due to what was perceived as widespread corruption. Many turned to the Christian Democrat Party who began to win more seats in the Congress and also put up more viable candidates for the office of Prime Justice. Some within the National Populist Union even left the party and joined with the Christian Democrats.

One such candidate for Prime Justice was a man named Cooper Ryan. Ryan was the Christian Democrat candidate for Prime Justice in the following election. While many felt he would be the winning candidate, he lost by less than 300 votes to the National Democrat candidate Seth Butler. Many within the Ryan camp began to openly accuse Butler of stealing the election and the narrative caught on with the Moffett media. This set up a rematch five years later when the parties ran the same candidates.

This time, Ryan won by just over 2000 votes and it would be the Butler camp which would call foul. When it came time for Butler to leave office, he refused. Gathering his supporters, Butler declared Ryan a usurper and called for his arrest. However, most in Congress and in the governmental departments did not support Butler. His support eroded.

There were many incidents of violence and several thousand were killed in battles between the opposing forces. However, within weeks, Butler was arrested and jailed. Tried for his crimes (with Ryan as the Prime Justice) he was executed within the same month as his arrest.

Ryan was then elected to three terms as Prime Justice. During this time period, many in politics and the media began to promote the idea that the elections themselves were to blame for Butler's "insanity". This

meme began to take hold with the people of Moffett and instead of being elected to a fourth term, Ryan simply continued to remain in office. While the opposing three parties and their supporters protested, Ryan and his regime began to eliminate the leaders and jail them. Over time, Ryan held on to more and more power and the Congress became a simple debating society. Eventually, Congress and the political parties were disbanded altogether.

Forty-two years after first taking office, Ryan died of natural causes. Ryan's handpicked successor was a man named Rock Kilpatrick. Kilpatrick had been a member of the military and had been assigned to be Ryan's chief of personal security. As time passed, Kilpatrick became a valuable friend and ally. Kilpatrick assumed the Prime Justice position within hours of Ryan's death.

Kilpatrick has now been in power for eight years. His power remains absolute and the Congress remains disbanded. Although Kilpatrick has often promised to re-instate the Congress and the original form of government, so far it has remained in place and no reforms have materialized.

Natural?

The official cause of Ryan's death is listed as a heart attack. The official media simply referred to it as natural causes. While it is the intent of this product to say that Ryan did die of natural causes, the Referee is free to decide otherwise.

It is entirely possible that the characters may be hired by one of the disgraced political parties to look into what actually happened. If it were true that Kilpatrick had a hand in Ryan's death, such information could be quite valuable to someone who wishes to overthrow Kilpatrick. Of course, one can imagine that Kilpatrick would take steps to prevent such a disclosure.

Either way, it is entirely possible that one of these political parties might wish to hire agent or scoundrel characters to look into it. In truth, the characters might even find that Kilpatrick is simply a figurehead for other powers (perhaps one of the political parties, a corporation, or even an offworld government).

Legal Details

Rock Kilpatrick is the final word on what is legal and what is not on Moffett as was Ryan before him. As such, the law can often be applied more heavily upon those whom Kilpatrick holds in disfavor. The opposite is also true: Those who garner Kilpatrick's favor will find that none of the restrictions that follow will apply to them.

Energy weapons are illegal on Moffett for all except the military, security forces, and law enforcement. Most law enforcement encountered by travellers will carry such a weapon. Many will also carry a non-lethal neural weapon as well.

While long blades, such as cutlasses, are legal, they are not common on Moffett. Travellers carrying such a weapon will be seen as a bit of a novelty by the populace.

All slug throwers of any kind are illegal on Moffett. In addition, any form of projectile weapon is also illegal. This restriction includes

weapons such as bows, slings, pellet rifles, nail guns, throwing knives, and paintball guns.

Travellers should note that the distinction between a "blade" and a "throwing knife" is subjective and entirely up to the law enforcement official encountered. While one official might find (or be bribed to find) a weapon acceptable, the next official encountered may not.

Law enforcement is often seen throughout the cities of Moffett. This can take the form of electronic surveillance or an officer walking a beat. Travellers will find that they are being monitored at almost all time while on board one of the cities.

Narcotics, many pharmaceutical drugs, alcohol, sugar and caffeine are all illegal on Moffett. Each of these was derided as "an addictive drug" by the Ryan government and the Kilpatrick government has continued this policy. Non-addictive substitutes for these products are also illegal.

The media is strictly controlled by the Moffett government. Information on the worldnet is tightly monitored and censored. Travellers should assume that any communication sent here will also be monitored and censored.

Travel beyond the main starport in the orbital city of Eagleton is by permit only. Those wishing to travel to the floating cities within Moffett's atmosphere must apply for a permit to do so. For this reason, there are no docking facilities at any of the floating cities for starships. All travel to the floating cities must be done in a government approved shuttle.

Travel from city to city is also by permit only. Once one has obtained a permit to travel to one city, this does not give permission to travel to another city from the first. An additional travel permit is required.

Smugglers

Moffett is an excellent opportunity for merchants and scoundrels who wish to engage in a bit of smuggling. With such a wide variety of illegal substances which can be gained readily on other worlds, the temptation is certainly there.

In addition to this, the planet's law enforcement officials are certainly not without the ability to be bribed. Such corruption is widespread among both law enforcement and the security forces.

And if one does not wish to involve one's self in smuggling, the Prime Justice himself is not above keeping a supply of these items for his own use. A merchant might simply make a profit from bringing in the Justice's supply of sugary treats and coffee.

Smuggling weapons is a bit more tricky. The ban against projectile weapons is based in a fear of damaging the buoyancy of the floating cities. Although, in truth, even large holes in the city walls are easily repaired within a short time, the natural human tendency to worry still exists. As such, these weapons are not only illegal but distrusted by the average citizen. Even those who are planning a revolution will desire energy weapons rather than projectile weapons.

Cultural Details

One of the things that most people associate with Moffett is the tendency to use inanimate objects when naming their children. While this is not always the case (such as with former Justice Ryan's first name of "Cooper"), it is not uncommon to encounter people named "Chair", "Hammer", "Console" or "Box".

This custom is one of the few changes instituted during Ryan's early years as Prime Justice. While he attempted many reforms to "build a unique Moffett culture free of the history that preceded us", this resulted in more failures than successes. Most things simply did not prove popular with the populace and Ryan was smart enough to realize when things were not gaining traction with his people. While the Prime Justice could force people to do all of these things, he only used force when he felt something was absolutely necessary (such as the restrictions on addictive substances). Often, with other cultural changes, he would try things out for a while and see how the populace reacted.

One of these "trial balloons" was the encouragement of men to take multiple wives. While some men did take additional wives (including Ryan himself), polygamy was not for everyone. It became quickly apparent that the majority of men were going to ignore this optional law. The Prime Justice saw the unpopularity of it and began to step away from encouraging the practice. While it is still legal for men to have multiple wives on Moffett, less than 10% actually do so.

The Moffett Calendar

The Moffett Calendar is structured much the same as the standard Gregorian calendar. The only difference between the Moffett Calendar and the standard Gregorian calendar is the addition of two days in February and the loss of one day in March and December.

Justice Ryan's birthday was February 25th. As such, he always held a special affinity for the shortest month. Another of Ryan's "trial balloons" was a slight alteration to the calendar to give February 30 days at the cost of a day in March and a day in December. This change was accepted rather quickly and while it does throw off some travellers who visit, most hardly seem to notice the difference.

Selected City Details

Eagleton

While not the most populous or largest city here, Eagleton is the city most likely to be visited by a traveller arriving at Moffett. The city is a large circular structure which orbits the planet. It is home to the planet's only starport and is rated B-class. It is home to approximately 13 million people.

Eagleton is a massive sphere in which the interior surface is covered in smaller towns, farms, homes, and shops. The center is hollow and the starport takes up the outer "shell" of the station. Docking facilities are separated from the interior city by an interior wall for security reasons as well as for ease of transition from gravity directions.

Subsector Sourcebook 2: Franklin

Iredell

Iredell is the largest of the floating cities and the newest. Built forty-three years ago, the city is home to 16.1 million people.

Like all of the cities on Moffett, Iredell does not stay anchored in one position. The city rides the winds assisted by anti-gravity engines and turbines. Iredell does, however, follow a fixed course over the northern hemisphere of the planet.

Also, as with the other cities, there is no starport here. All traffic in and out of Iredell is handled by government controlled shuttles to and from Eagleton.

Iredell serves as the capital city of Moffett. Justice Ryan had his offices here as does now Justice Kilpatrick.

Travellers will find that the security forces in Iredell are the law enforcement. One will find very few policemen here and a lot of the Justice's personal security force.

Granger

Granger is the second largest of the floating cities. Granger is home to about 14.8 million people.

Granger follows a fixed course in the southern hemisphere. It is from here that all shuttles going to the surface of Moffett originate and it is to here that they return. The mining colonies, most of which are situated near the equatorial regions, are controlled from here by the Moffett Mining Authority.

While security forces are present here, most of the law enforcement is handled by the city's police force.

Crawford

Crawford is an orbital city and the original starport for the planet. Since Eagleton was constructed and placed in a higher orbit, Crawford has become simply an orbital residence for approximately 11 million people.

The city is accessible only through shuttles originating on Eagleton. This is a source of some irritation with the people of Crawford. Not only does it mean they are in a secondary position compared to a city which, in effect, replaced them in importance but also in that one must go further to get from a floating city to Crawford.

Security force presence is still high here, but less so than in Eagleton. In addition, the majority of the 10% of men who have multiple wives live on Crawford.

Webster

Webster is the third largest of the floating cities and home to just over 10 million people. The city is the second oldest of the floating cities and is starting to somewhat show its wear.

While constant attention is being paid to the buoyancy and steering systems of Webster, other infrastructure is not getting the same attention. Many who have visited Webster and not been censored report it as a "dirty" city.

Travellers should be warned that Webster does not see a lot of offworld traffic. Many of the citizens of the city will be distrustful at best and openly contemptuous at worst.

Subsector Sourcebook 2: Franklin

Karnataka (Franklin 0310)
C863753-B

System Details

Karnataka is located in the fifth orbit of its sun, Krishna, an F2 V, yellow-white main sequence star. Karnataka orbits Krishna at a distance of about 2.77 AU (416 million kilometers or 258.5 million miles)

The system has one gas giant, Gulbarga. Gulbarga is located approximately 77.69 AU (11.7 billion kilometers or 7.2 billion miles) from Krishna. Gulbarga has a thin ring system of icy particles. One of the moons of Gulbarga, Desai, is used as an outer system refueling point.

The system also has one planetoid belt. The Sharavathi Belt orbits at a distance of about 37.33 AU (5.6 billion kilometers or 3.5 billion miles. The Belt consists mostly of large chunks of ice. The local government maintains a small mining colony here.

There are five other rocky bodies in the system as well. Closest to Krishna is the scorched planet Yadgir. Yadgir orbits Krishna at a distance of approximately 0.25 AU (37 million kilometers or 23 million miles). Yadgir is uninhabited.

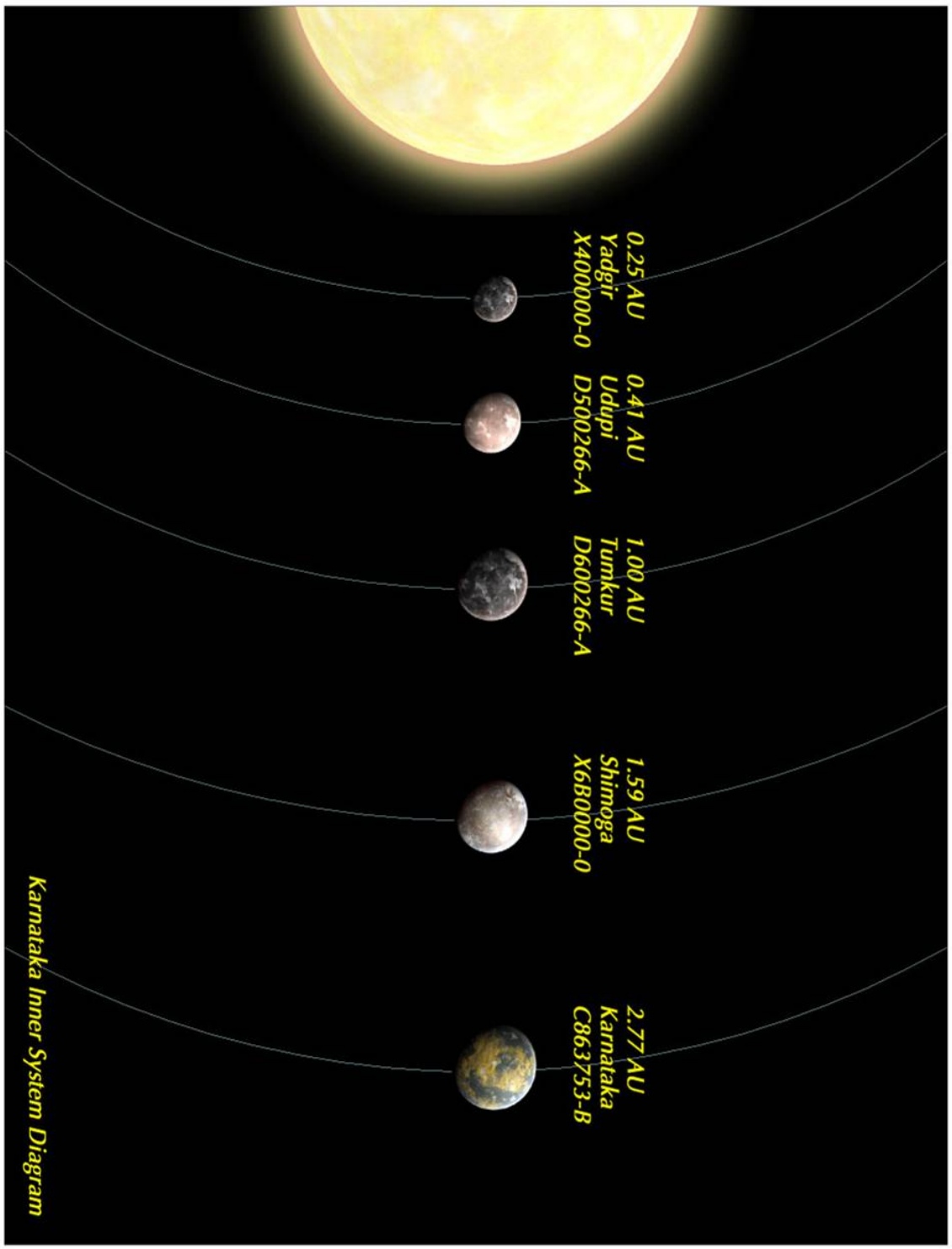
In the second orbit lies Udupi. Udupi has no atmosphere and is pockmarked with hundreds of impact craters. Udupi is home to a small mining colony which is operated by the local government. Udupi orbits Krishna at a distance of about 0.41 AU (61 million kilometers or 37.9 million miles).

In Krishna's third orbit is another cratered world with no atmosphere, Tumkur. Tumkur, like Udupi, has a small mining colony on it. Tumkur is located 1 AU (150.4 million kilometers or 93.4 million miles) from Krishna.

Shimoga, in the fourth orbit, has a thick carbon dioxide atmosphere. Surface air pressure at sea level here is 93.2 standard. Shimoga orbits Krishna at a distance of 1.59 AU (238.6 million kilometers or 148.3 million miles).

Raichur orbits in the sixth orbit and, much like Udupi and Tumkur, has been heavily bombarded by asteroids. Raichur has no atmosphere and is currently uninhabited. Raichur orbits Krishna at a distance of 18.33 AU (2.75 billion kilometers or 1.7 billion miles).

Primary	Krishna	F2 V
0.25 AU	Yadgir	X400000-0
0.41 AU	Udupi	D500266-A
1.00 AU	Tumkur	D600266-A
1.59 AU	Shimoga	X6B0000-0
2.77 AU	Karnataka	C863753-B
18.3 AU	Raichur	X500000-0
37.3 AU	Sharavathi Belt	D000265-A
77.7 AU	Gulbarga	Large GG


0.25 AU
Yadgir
X400000-0
0.41 AU
Udupi
D500266-A
1.00 AU
Tumkur
D600266-A
1.59 AU
Shimoga
X6B0000-0
2.77 AU
Karnataka
C863753-B
Karnataka Inner System Diagram

Subsector Sourcebook 2: Franklin

Physical Data

Karnataka has a diameter of approximately 13,120 kilometers or 8200 miles. Its molten core gives it a density of 1.01 standard. Karnataka has a surface gravity of 1.0 standard.

Karnataka has two moons, both just less than 900 kilometers (559 miles) in diameter. Named Hubli and Dharwad, both are uninhabited.

Karnataka has a rotation period of 16 hours. This is referred to locally as one “day”.

Karnataka has an orbital period of 2049 local days or 1366 standard days (3.74 standard years). This period is referred to by locals as a “varsa”.

Atmospheric Details

Karnataka has an atmosphere consisting of 70.7% nitrogen, 26.58% oxygen, 0.95% argon, 0.51% carbon dioxide, and 1.26% other trace gases. The air pressure at sea level is 0.80 standard.

Karnataka has a warm climate with equatorial temperatures averaging at 63 C (145.4 F) during the day and 51 C (123.8 F) at night. Summer polar temperatures average at 11 C (51.8 F) during the day and -1 C (30.2 F) at night. In winter, this drops to -37 C (-34.6 F) during the day and -49 C (-56.2 F) at night.

Hydrographic Details

29% of the surface of Karnataka is covered in water. This water is contained within seven somewhat shallow seas across the planet. The largest of these is the Poojary Sea.

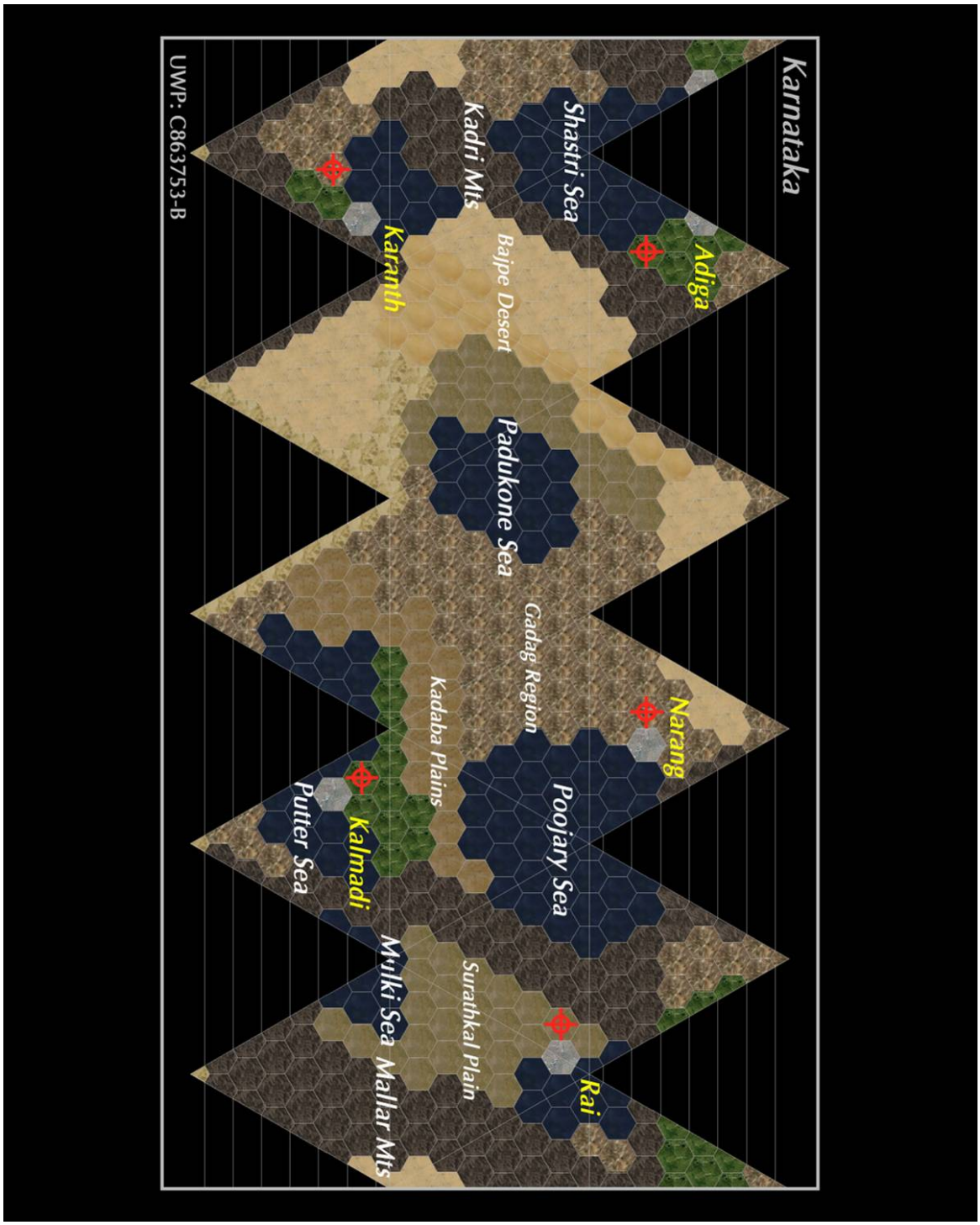
Stretching from the equator into the northern hemisphere, the Poojary Sea is the largest and deepest of the Karnataka seas. The sea covers 8239 kilometers (5152 miles) east-west at its widest point and almost the same distance north-south. At its deepest point, the Poojary reaches a depth of 490 meters (1608 feet). The Poojary is teeming with native undersea life and some imported life which colonists have introduced into the sea.

To the east is the Rai Sea, the smallest and shallowest of the seas on Karnataka. The Rai only reaches a depth of 80 meters (262 feet).

South of the Rai Sea is Mulki Sea. It is only slightly larger than the Rai and reaches a depth of 84 meters (276 feet). The Mulki is also home to the supposed Mulki Monster. The Monster is said to be a massive sea serpent which has threatened many who have traveled near or upon the sea. Although several scientific expeditions have been sent to the Mulki to investigate, no proof has ever surfaced to support the claims. However, claims of its existence continue to persist.

To the west of the Mulki is the Putter Sea. The Putter stretches 4708 kilometers (2944 miles) east-west. Winds from the south often blow across the Putter and onto the northern coast providing rain and moisture for the region.

To the northwest of the Putter, lies the equatorial Padukone Sea. Most scientists now agree that the Padukone was probably created by an impact many thousands of years ago. The chief argument among scientists now is whether or not the


Karnataka
Shastri Sea
Kadri Mts
Adiga
Karanth
Bajpe Desert
Padukone Sea
Gadag Region
Narang
Poojary Sea
Kadaba Plains
Kalmadi
Putter Sea
Rai
Suratkal Plain
Mulki Sea
Mallar Mts
UWP: C863753-B

sea predates the crater at its center. The Padukone is nearly as deep as the Poojary at this center crater where it reaches a depth of 486 meters (1594 feet).

To the southwest of the Padukone is the Karanth Sea. The Karanth is just larger than the Rai and the Mulki. The Karanth Sea, however, is devoid of large life forms. While there are many microscopic life forms in the sea, there is no other complex life.

To the north of the Karanth lies the Shastri Sea. The Shastri, much like the Poojary, stretches from the equator northward and is teeming with life. Colonists have introduced some fish into this environment as well as feeding off the local sealife.

Geographic Details

Perhaps the most prominent feature on Karnataka is the Gadag Region. The Gadag is a region of dry hills and wind eroded rock formations. While much of the land of the region is comprised of craggy hills, some rock formations spire up from the surrounding landscape. It is believed that most of this was formed by volcanic activity millions of years ago and since has eroded through the action of the winds.

This erosion has created some interesting features with rock formations towering over 2000 meters (6562 feet) into the sky. Some of these have descriptive names such as “Crashed Starship Rock” and the “The King”.

The Gadag covers most of the area between the Poojary and the Padukone Sea. It extends into the northern polar region as well as the

southern coast of the Putter Sea. Similar smaller regions can be found near the Shasti, Karanth, and Rai seas as well.

On the eastern coast of the Poojary lies another dominant feature of the Karnataka landscape: The Mallar Mountains. This range of mountains stretches from the southern polar region to the northern polar region. The range features many tall peaks and volcanoes, many of which are active.

The massive mountain range splits to allow for the formation of the Surathkal Plain and the Rai Sea and then comes back together north of these to separate the Rai Sea from the green plains further north as well as stretch across the northern coast of the Poojary.

The tallest mountains, as well as the majority of the active volcanoes, lie in the southern region of the range. The most well-known of these volcanoes is Mount Mullayanagiri. Mullayanagiri is a titanic stratovolcano with an elevation of 4392 meters (14,411 feet). Its last eruption was 219 years ago.

The Surathkal Plain is a large valley between the peaks of the Mallar Mountains. This plain is flat and dry with some small vegetation. Most of this vegetation is less than 1 meter (3 feet) tall. The plain is largely separated from the rest of the planet by the mountains and thus there are many unique animals not found elsewhere on the planet. Of these, the most famous is the blind ox. The animal, otherwise reminiscent of oxen from Earth, has no eyes or nose. The blind ox has a large membrane on its head which it uses in concert with a shrill voice as a sort of natural sonar. These animals travel in small herds of 15-20 animals and seem to have a sort of group awareness of each other's "sonar readings". The animals are quite common on the Surathkal Plain.

Separating the Shastri Sea and the Karanth Sea is the Kadri Mountain Range. This range, while smaller in both height and territory than the Mallars, is still quite imposing. Unlike the Mallars though, there are no volcanoes in the range.

To the east of the Kadris is the Bajpe Desert. This region covers a large semicircle about the Padukone Sea. The Bajpe is flat near the Gadag and the mountains. The flat areas are covered in rocks strewn about the desert floor. Most of these rocks are about 2 meters (6 feet) in diameter though most are smaller and some are larger.

Further inward to the desert, and the Bajpe becomes a sandy desert with wind blown sand dunes towering several meters above the desert floor. However, as one travels east toward the Padukone Sea, this levels off and becomes the Padukone Plain. This plain becomes a flat region with sandy soil that is often black in color.

North of the Shastri Sea is the lush green plains of the Adagi Plains. This region is covered in small trees and lush grasses. Most of the trees here do not exceed 4 meters (13 feet) and have broad leaves. The grasses are tall and average at 2 meters (6 feet) tall.

A similar region, the Kalmadi Plains, exists north of the Putter Sea as well. However, the Kalmadi features many taller trees up to 8 meters (26 feet) tall. Most of these trees have smaller leaves but produce large, luscious fruits called

Portis Fruits. These are filled with moisture and compare to a watermelon, though not quite as large. The Kalmadi Plains receive a large amount of rain from the Putter Sea from the south.

Population Details

Karnataka is home to just over 90 million people. While most live in the major cities, there are many smaller settlements scattered across the globe.

Most of these smaller settlements are located in the greener plains located on the coasts of the seas in the greener regions. Few settlements can be found in the deserts or within the mountains.

Government Details

Karnataka is ruled by two rulers with set and specific powers within which they can make decisions. These rulers are known as the Leader and the Judge. The Leader makes the laws which rule the world and handles all financial matters of the government. In turn, the Judge rules on the enforcement of those laws and controls all enforcement agencies from the investigative forces to the military.

Both the Leader and the Judge are chosen to serve a ten year term by all citizens of Karnataka which are qualified to vote. The qualifications to vote require that the voter have an advanced degree from a recognized university and currently hold employment within that field.

In addition, the Leader must have an advanced degree in a field of study within his/her purview. This is usually one of the sciences or something mathematically based (such as accounting or applied mathematics).

The Judge must not only have an advanced degree in law but must also have experience within either law enforcement or the military. This creates a somewhat unique situation on Karnataka which results in some offworlders deriding the local military as a “force of armed lawyers”.

The Leader and the Judge both serve terms of ten years and these are staggered so that elections for each are held every five years. Once a Leader or Judge has served, they cannot serve again for any reason.

The current Leader is a man named Manoj Mishra. Mishra has held the post for four years and is currently preparing for the cost of the upcoming election for Judge.

The current Judge is a woman named Vatsala Sakariya. She is the final year of her service and is preparing to leave office.

Legal Details

Most handheld weapons are legal to carry on Karnataka. Energy weapons (such as plasma and fusion guns) are illegal to carry. In addition, military grade combat armor and the like are illegal for the citizen to wear.

While weapons are commonplace on Karnataka, the use of them is not. Law enforcement will require a detailed explanation for the discharge of a firearm, particularly within a city or starport. Most often the brandishing of a weapon is enough to discourage bad behavior

Gun Bunnies?

In truth, most of the people on Karnataka view weapons as tools of life. Sometimes, it is necessary to use one to defend oneself or protect one's property. Most see no difference in owning a gun than in owning a computer or a hammer.

The usage of these weapons in a firefight or a situation where guns are pulled on one another is exceedingly rare. Some say this is because an "armed society is a polite society" while others will say the easy going temperament of the average Karnatakan is to blame.

In either case, it is usually offworlders who cause problems. Those who think the easy gun laws are a license to kill will discover quickly that is not the case.

A drawn weapon in the presence of a law enforcement officer had better come along with a good explanation of why the weapon needed to be drawn. A discharged weapon had better come with a detailed reason that it was absolutely necessary.

In addition, travellers will find that quite often the word of the local will be given more credence than the word of the offworlder. This is not mere prejudice, but experience which shows that it is usually the offworlder who takes advantage of the weapons freedoms.

among the citizenry and the populace of the planet has become accustomed to widespread weapon ownership.

Drugs which are considered to be addictive narcotics by the Judge are illegal here. This includes many drugs which on other worlds might simply require a prescription. The current Judge believes most of these should not be controlled but banned and the current Ruler has agreed.

Travel is unrestricted for both citizens and travellers. While the government will ask that all incoming traffic stick to the starport, it is only enforced in areas near population centers. Landing in the open desert or open plains in not prohibited.

Cultural Details

Most people on Karnataka are vegetarians and those who are not often are segregated from the rest of the society. There is no forced segregation, but most residents simply will not associate with those who have recently eaten meat. In some cities, such as Kalmadi, there is a section of town dedicated to the eating of fish which most mainstream Karnatakans will not visit.

The prevalent religion of Karnataka is that of Bhuta Kola. Bhuta Kola is worship, through dance, trance, and possessed impersonation of spirits through the use of masks. Some worship ceremonies will require a dance of persons dressed in costume, wearing a mask, or using holographic displays to take on the aspects of the spirit being worshipped.

Each city, region, many specific geographical features, and even planets within the Karnataka system are considered to be inhabited by a specific spirit which must be appeased or communed with in order to maintain the status

quo. Often an imbalance in the amount of worship with the spirit is blamed on occurrences within that region, city, or planet.

The Karnataka Calendar

Each day on Karnataka is approximately 16 hours. This is regarded as one day and measured by the number of hours past since the fall of night. So, when a Karnatakan refers to the time as 3, this means it has been 3 hours since night has fallen. This means there are several different time zones on the planet and it pays for travellers to note the local time. In settlements close to the poles, they will often use local time from the nearest major city rather than the fall of night.

There are 2049 days in a local year. These are split into twelve months of 171 or 170 days. If being noted by a local, the days will be given as the month, then the number of the day, followed by the year since colonization. For instance, a date might be given as Suggi 145, 375 or Aati 54, 398.

Month	# of Days
Paggu	171
Besa	171
Kaartel	170
Aati	171
Sona	170
Nirnaala	171
Bontyolu	170
Jaarde	171
Peraarde	171
Ponny	171
Maayi	171
Suggi	171

City Details

Kalmadi

Kalmadi is the oldest of the cities on Karnataka, the largest, and the most populous. It is the capital of the Karnataka government and home to about 18 million people.

The city is located on a peninsula jutting out into the Putter Sea. The city takes up this entire peninsula, much of the coastline of the mainland proper and extends onto artificial landforms into the sea.

The city is surrounded by the lush grasslands and local farms dominating the Kalmadi Plains. The city experiences rain throughout much of the southern summer months of Suggi, Paggu and Besa.

The planet's main downport is located northwest of the city. The port is connected by maglev rail to the city. The downport is C-class.

Temperatures in summer average 37 C (98.6 F) during the day and 25 C (77 F) at night. In winter, this drops to 18 C (64.4 F) during the day and 6 C (42.8 F) at night.

Adiga

Adiga is the second oldest city on the planet and the second largest and second most populous. It is home to about 16 million people.

The city is located on the northern coast of the Shastri Sea and often experiences moist winds from the south. The city has many farms located nearby.

The city also has a downport located to the southeast. The port is rated D-class and is connected to the city by a maglev train.

Temperatures in summer average at 30 C (86 F) during the day and 18 C (64.4 F) at night. In winter, this drops to 4 C (39.2 F) during the day and -8 C (17.6 F) at night.

Karanth

Karanth is the newest city on Karnataka and the third most populous. It is home to about 15.7 million people.

The city is located on the southeast coast of the Karanth Sea. It expands along the coast between the sea and the Mallar Mountains to the south and east. The city has several farms located on a small region of green fields to the southwest of the city.

Further to the west, the city has a downport which is currently ranked at D-class. Efforts are underway to upgrade the port and have it classed at C-class.

Temperatures in summer average at 52 C (125.6 F) during the day and 40 C (104 F) at night. In winter, this drops to 25 C (77 F) during the day and 13 C (55.4 F) at night.

Narang

Narang is the third oldest city on the planet and the fourth most populous. It is home to just under 12 million people.

The city is located in the Gadag region on the northwest coast of the Poojary Sea. The city is near many of the more famous Gadag region rock formations such as "Crashed Starship Rock" and "The Beached Whale". Many who come to Karnataka to enjoy the rock-climbing may only see the city of Narang on their travels.

The city's D-class downport is located on the open floor of the Gadag to the west of the city. There are several hotels there catering to offworlders. The city is connected to the port by shuttles and a maglev rail system.

Temperatures in summer at Narang average 46 C (114.8 F) during the day and 32 C (89.6 F) at night. In winter, this drops to 19 C (66.2 F) during the day and 6 C (42.8 F) at night.

Rai

Rai is the least populous of the major cities on Karnataka and is the second newest. It is home to just over 11 million people.

Located on the west coast of the Rai Sea, the city sits on the northern edge of the Surathkal Plain. The city is often visited by scientists wishing to study the evolutionary differences between the animals on the plain and the rest of Karnataka.

The city has a D-class port located to the west of the city. The city is connected by maglev train and by ground roads to the port.

Temperatures average at 58 C (136.4 F) during the summer days and 44 C (111.2 F) at night. In winter, this drops to 26 C (78.8 F) during the day and 14 C (57.2 F) at night.

Minerva (Franklin 0401)
A6698A6-B

System Details

Minerva is located in the second orbit of its sun, Sutton, a G0 V, yellow main sequence star. Minerva orbits Sutton at a distance of 0.97 AU (146 million kilometers or 90.7 million miles).

The system has three gas giants: Tinia, Uni, and Juno. The closest of these to Sutton is Tinia. Tinia is located approximately 2.91 AU (436.1 million kilometers or 271 million miles) from Sutton. One of Tinia's moon, Oltos, is home to a military port operated by Minerva's space security force.

Uni orbits Sutton at a distance of about 5.10 AU (765 million kilometers or 475 million miles). Uni has a very slight ring system and is known for the extensive white cloud bands in its northern hemisphere.

Juno orbits Sutton at a distance of 11.30 AU (1.7 billion kilometers or 1.1 billion miles). One of Juno's moon, Curitis, is used as a refueling base.

The system has one planetoid belt. The Luceria Belt is located about 6.44 AU (965.4 million kilometers or 599.9 million miles) from Sutton. The belt is home to about 30 thousand miners employed by the Blaylock Mining Corporation. BMC leases the mining rights from the Minervan government.

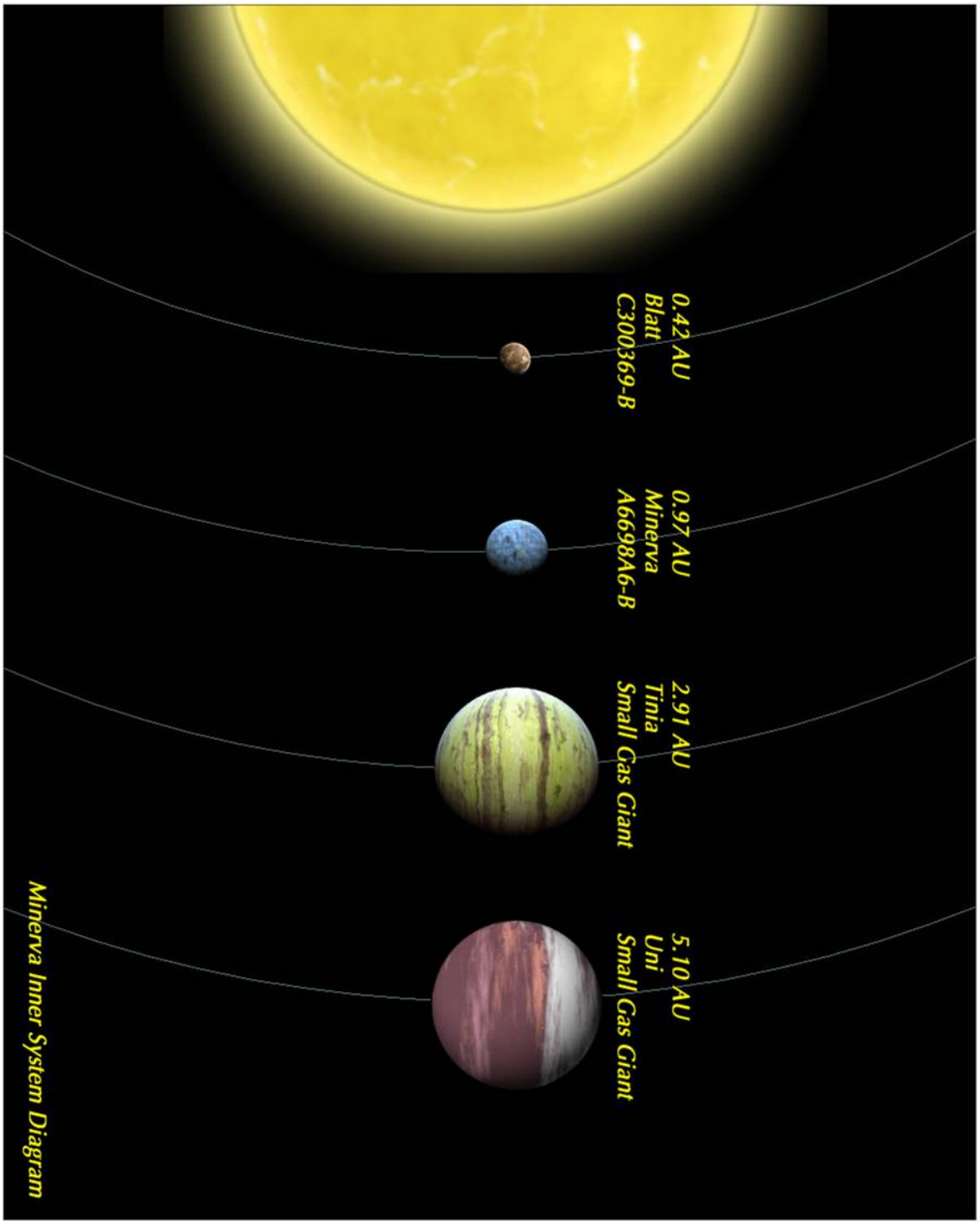
There is another rocky body in the system. Orbiting at a distance of 0.42 AU (63.2 million kilometers or 39.3 million miles), Blatt is an airless rock. Blatt is currently home to a small mining colony owned by the Minervan government. In addition, there is also a scientific research station located on the planet. Travel to Blatt is restricted to those with a permit.

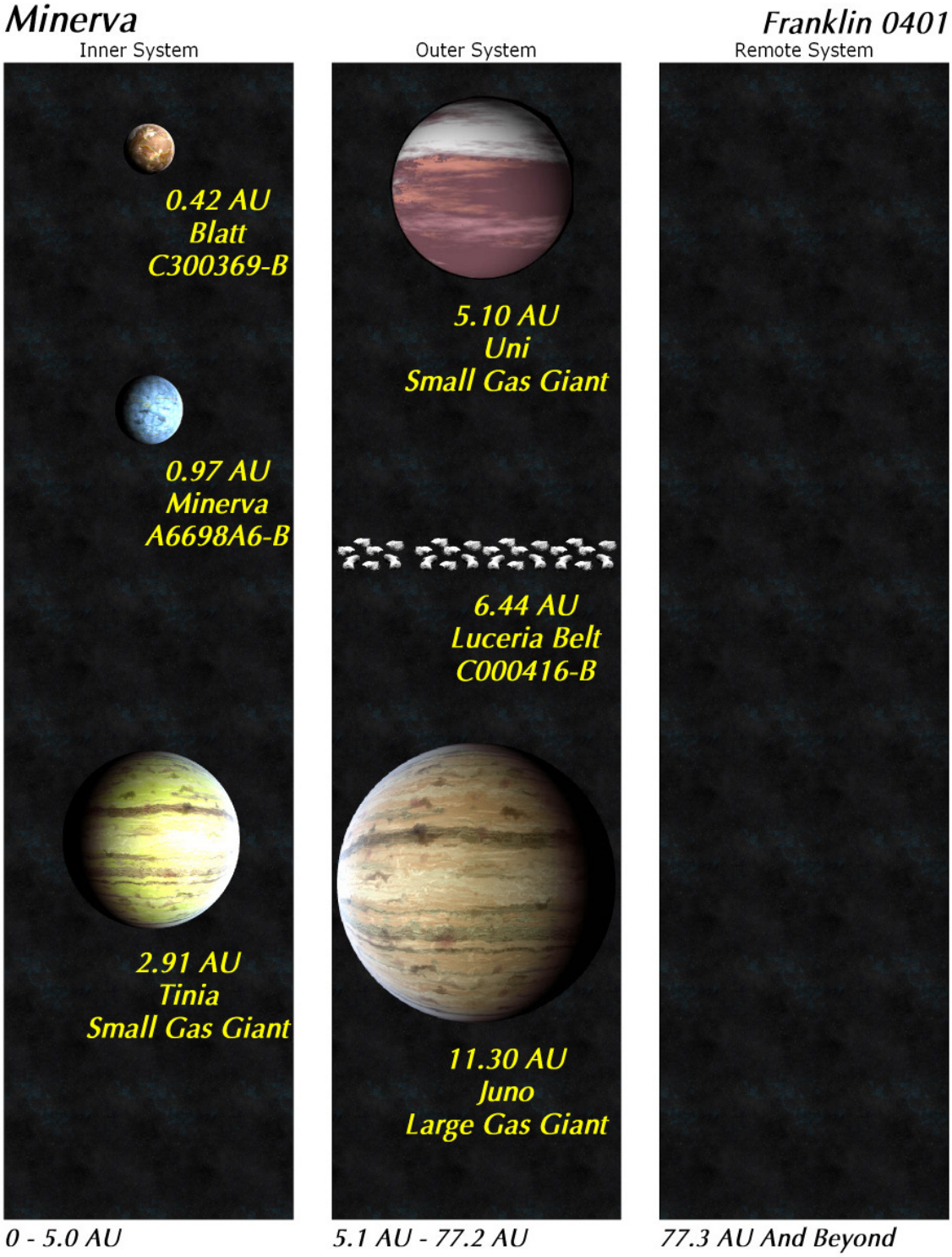
Blatt

The travelogue is a bit quiet and cryptic about Blatt for a reason. No one is quite sure what the Minervan government is doing here. While there are certainly minerals to be mined and science to be studied, the Minervan government seems far more interested in Blatt. After all, the Minervan government has shown little interest in advancing science elsewhere in the system and they lease the mining rights of the Luceria Belt to BMC.

Rumor has it that they have found something interesting on Blatt which they have no intention of sharing with anyone. These rumors vary as widely from the location of a secret prison with elaborate torture chambers to a particularly large strike of gold. Some even speculate that more of the alien artifacts found on Tal'Kalares have been found here as well.

Whatever it is, characters wishing to take a look will also find that Blatt has a small military base guarding it. The Minervan government is quite serious when they say they want no one going there without authorization.


0.42 AU
Blatt
C300369-B
0.97 AU
Minerva
A6698A6-B
2.91 AU
Tinia
Small Gas Giant
5.10 AU
Uni
Small Gas Giant
Minerva Inner System Diagram


Minerva
Inner System
0.42 AU
Blatt
C300369-B
0.97 AU
Minerva
A6698A6-B
2.91 AU
Tinia
Small Gas Giant
0 - 5.0 AU
Outer System
5.10 AU
Uni
Small Gas Giant
6.44 AU
Luceria Belt
C000416-B
11.30 AU
Juno
Large Gas Giant
5.1 AU - 77.2 AU
Franklin 0401
Remote System
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Minerva has a diameter of 9760 kilometers (6100 miles). Its molten core gives it a density of 1.04 standard. Minerva has a surface gravity of 0.78 standard.

Minerva has no moon.

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

Minerva has an orbital period of 276 local days or 345 standard days. This is referred to locally as one "year".

Atmospheric Details

Minerva has an atmosphere consisting of 77.2% nitrogen, 21.28% oxygen, 0.25% argon, 0.18% carbon dioxide, and 1.09% other trace gases. The air pressure at sea level is 0.85 standard.

Minerva has a temperate climate. Equatorial temperatures average 31 C (87.8 F) during the day and 8 C (46.4 F) at night. Summer polar temperatures average at -11 C (12.2 F) during the day and -34 C (-29.2 F) at night. In winter, this drops to -57 C (-70.6 F) during the day and -80 C (-112 F) at night.

Hydrographic Details

91% of the surface of Minerva is covered in water. Locals refer to this simply as "The Ocean" or even more simply as "Minerva". Often on local charts, the ocean will not be labeled at all.

The deepest point of The Ocean is the Kurdeth Trench. At this point, the depth reaches 32.72 kilometers (20.33 miles).

Geographic Details

The largest island on Minerva is called Quevedo Island. The island is dominated by the Starverk Mountains. These mountains, really just the exposed peaks of an underwater range of mountains, form the interior of the island. In the near center of the island is a dormant shield volcano known as Mount Gemici.

Surrounding the southern, western, and northwestern boundaries of the Starverks is the Aspinal Plain. The plain is a plateau of the overall mountain range that sits above the ocean. The soil is rich with nutrients and makes an excellent farming region.

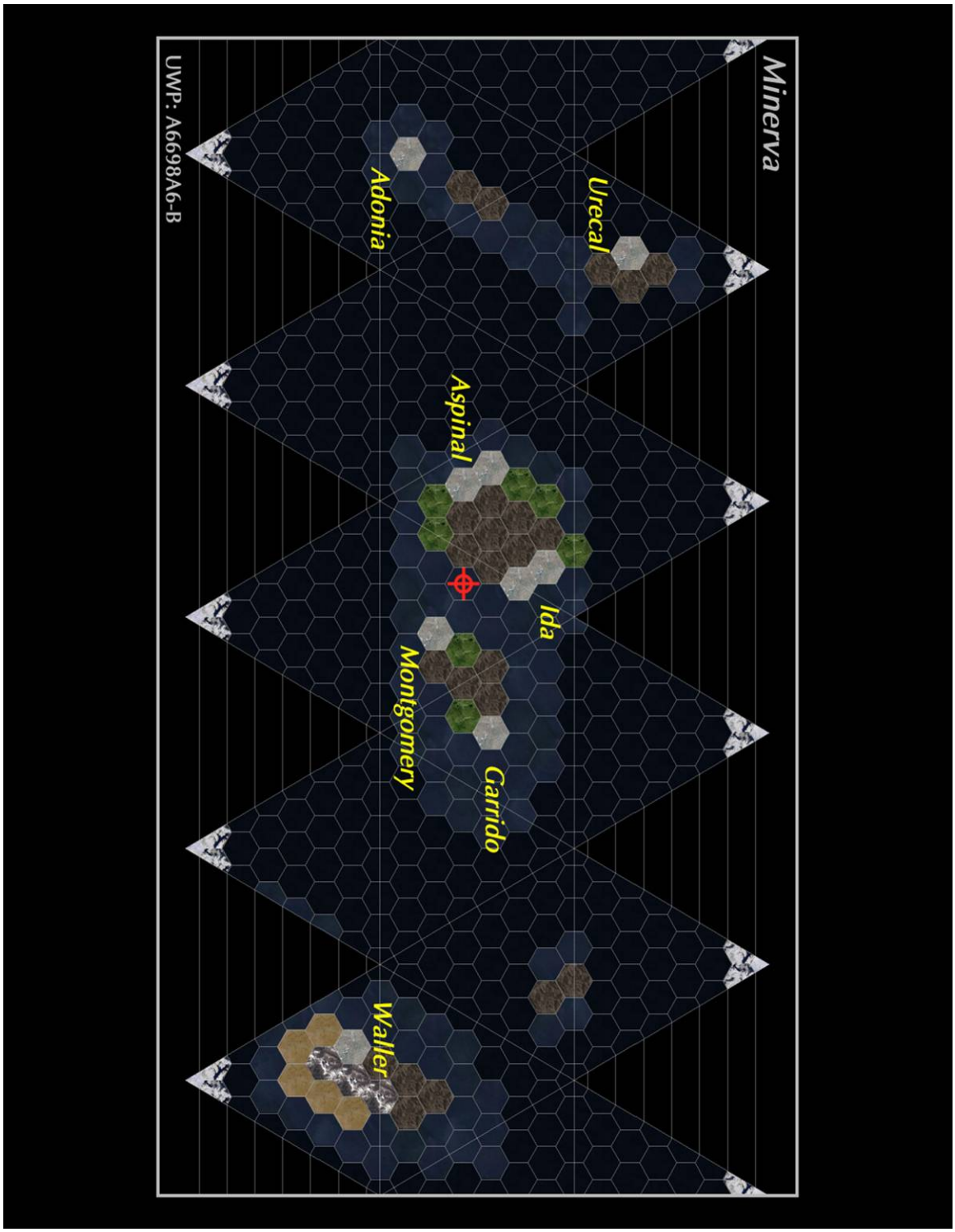
On the northeastern side of the Starverks is the Ida Plain. Much like the Aspinal Plain, this is a lush green area leading into the sea.

To the east of Quevedo Island lies the island of Laskovska. Laskovska is part of the same undersea mountain range as Quevedo. The central mountains of Laskovska Island are known as the Ivansco Mountains.

Much as is the case with the Aspinal Plain and the Ida Plain, the Montgomery Plain forms a flatter region near the sea. This region extends from the Ivansco Mountains toward the west. On the northeastern corner of Laskovska, the Garrido Plain extends.

Northeast of Laskovska lies the volcanic island of Psyhogios. Psyhogios is an active volcano and has erupted several times since the original colonization.

Southeast of Psyhogios is the island of Lim. Lim lies in the southern hemisphere and is made up mostly of the peaks of the Nomikos


Minerva
Urecal
Adonia
Aspinal
Ida
Montgomery
Garrido
Waller
UWP: A6698A6-B

Mountains. These mountains, among the tallest on Minerva, are covered in snow and glacial ice. To the south of the Nomikos is the tundra of the Mygiakis. This region is known for the cold winds blowing in from the south. The terrain is flat, cold and harsh.

Northeast of Lim is the volcanic island of Kang. Kang, like Psyhogios, is an active volcano. Kang, too, has erupted on several occasions since the planet was colonized.

North of Kang is the island of Kheder. Kheder is centered on a dormant volcano known as Mount Siavash. Siavash dominates the island but the entire island is extremely rough terrain. Made of peaks, crags, and trenches, most of the land is very difficult to travel. The western region of the island is better than the rest, but was still treacherous going until it was urbanized by the city of Urecal.

Population Details

Minerva is home to just over 200 million people. The majority of these live within the cities on the islands, though some live within the undersea city or the orbital city/starport. There are some smaller communities on the island plains but these are few in number. In addition, there are some "floating cities", ships with populations of a few thousand which make their ways on the Ocean.

Government Details

Minerva is ruled by a dictator named Blake Wofford. Wofford, once described as a "plucky upstart", in his younger military days, took control of the government twenty-three years ago. Prior to Wofford's assertion of control, Minerva was a collection of city-states.

Each of these city-states elected a representative to go to the General Assembly of Minerva in the capital city of Ida. Each city had one vote in the Assembly. The Assembly was the final word on all matters of the state.

Further, the Assembly built up a large bureaucracy. As the levels of bureaucracy built up, the ability to make quick decisions began to suffer.

Thirty-four years ago, Wofford, then an officer in Minerva's space navy, was affected personally by this indecision. A group of pirate ships attacked a merchant vessel, *MV Manly Trunion* traveling from Juno to Minerva. A ship of the Minerva Space Navy, *MSS Moulton*, on which Wofford was third in command, received the distress call from the merchant ship.

Moulton's commander sent a request back to the starport (then merely the downport) to be able to assist the *Trunion.* In the meantime, the *Trunion* was captured by the pirates, the crew killed and their cargo taken. When *Moulton* finally arrived on the scene, the *Trunion* crew was lying dead aboard the ship. These images would drive Wofford to begin cutting through the bureaucracy to get things done.

As Wofford's career in the Space Navy continued, he gained a reputation as a person who could "get things done". However, this often alienated his superiors. Eventually, Wofford determined that he was trapped within the military bureaucracy and to truly institute

change would require a different position. Wofford entered politics and within two years of leaving the Space Navy became the Representative to the General Assembly from the City-State of Garrido.

Facing frustration in the General Assembly as well, Wofford began to martial forces within his contacts in the military and newfound political contacts. This lead to the formation of the DIN coalition. DIN (meaning "Do It Now") would become a rallying cry among the populace who had become hungry for change in the system.

The revolution lasted three years, but Wofford and the DIN succeeded in taking control of the planet. Since then, Wofford has increased the size of the military, increased the size and scope of law enforcement, and disbanded or retasked all of the bureaucratic governmental structure. Wofford's rule has also seen the construction of the Orlon Starport, one of the finest orbital starports in the subsector.

Psionics?

If the Referee allows for psionics in his/her game, Minerva is a place where it will be used. Wofford's dedication to never allow for a repeat of the *Trunion* incident and the DIN philosophy would make psionic detection of upcoming crimes an essential tool. So if the Referee is amenable, count on those law enforcement agents on the many street corners being psionically trained to detect upcoming crime.

If the Referee does not allow psionics, this might also be an opportunity. The Minervan law enforcement community receives intensive training on things like cold reading, body language, and "tells". To an untrained person, this can often appear to be psionics. If a person believes they are witnessing something supernatural, certainly law enforcement will take advantage of that belief as well.

Legal Details

As said above, law enforcement has thrived during Wofford's rule. Police forces are a common sight on the world and those forces are well armed and armored. Most are indoctrinated with the DIN philosophy espoused by Wofford and will act decisively to stop crime or prevent it if they feel a crime is imminent.

Great study has gone into the idea of crime prevention and what facial ticks, body language or actions might constitute an approaching crime.

All weapons, except stun weapons, are illegal to carry on Minerva. Stun weapons are allowed for self-defense only. Usage of these weapons in an offensive capacity by a citizen or traveller will result in legal action at best and possibly being fired upon by law enforcement at worst.

Most all drugs are either illegal or tightly controlled. Those deemed to be purely for recreational usage have been banned. Those deemed to have a medicinal value have been made available by

prescription only from a government approved medical practitioner.

Alcohol usage is also tightly controlled with sale of alcoholic drinks limited to government approved taverns. A limited amount of drinks may be dispensed per person in these taverns.

News and media are tightly controlled as well. All communication to and from Minerva will be analyzed for possible criminal activity.

Cultural Details

Under Wofford's leadership, the planet has been constantly progressing toward becoming a real power in the subsector. This kind of galvanized spirit is seen throughout the culture. The DIN philosophy affects people in all walks of life on Minerva.

Citizens are trained from their very early years that if they see something that needs to be done, they should do it. This applies to everything from picking up garbage to helping someone in need to starting a government approved business.

This leads many on Minerva to be quite charitable. Rarely will a traveller see someone who isn't receiving assistance from their fellow citizens on Minerva. People here have been trained that a person without means is simply another problem which must be fixed as soon as possible.

On the other hand, this sort of thing can sometimes lead to an "act first, think later" mentality. This can cause problems as sometimes citizens of Minerva will take on more than they can handle. While there are usually other citizens there and waiting to help, this can cause people to become injured or angry.

In addition, this will sometimes lead to things being done at cross purposes. This strong

Motivation

While the travelogue gives full credit to Wofford for infusing motivation into the society, that is not the case. The society of Minerva has always had a certain level of motivation from the earliest days of colonization. Wofford has simply galvanized this and amplified this.

Of course, not all of the people on Minerva are quite so motivated. However, such lack of motivation is enough to get you alienated in this society. Those who are not willing to go along "with the program" are often placed in the fringes of Minervan society. .

This can lead to motivation of a different kind. People on the fringe either want to get away from the problem or they want to fight back and make a different society. Both of those can be found on Minerva if characters seek them out.

Characters may find several people who have simply had enough of this sort of mentality. Some will simply want to book passage out of the system which may provide adventure or job opportunities for the characters.

Characters may also find those who want to overthrow the government. This will not only require the ability to have arms (such as a mercenary company) but also have the ability to overcome the cultural biases and training which has been ingrained into the citizenry.

behavior will often lead into violence among those trained to embrace individual motivation. Law enforcement is often there to stop such things and there is a branch of law enforcement trained to funnel such aggression into going into a direction which the government encourages.

The Minervan Calendar

The Minervan calendar is built on the 276 day year. The year is then broken up into 12 months of 23 days each. These twelve months are based upon the Gregorian calendar and use the same names for the months.

A majority of settlers on Minerva originated from the United States and Canada. Many of the holidays were imported along with the calendar style as well. In some cases, Christmas for instance, the holiday is still celebrated but the date is now December 20.

In addition, two new holidays have been added to the calendar. March 5 is a celebration of the anniversary of Wofford coming to power. Wofford's birthday on October 19 is also celebrated as a holiday.

City Details

Ida

Home to over 32 million people, the city of Ida is the first city settled on the planet and the most populous. The city is the capital city of the planet and home to the ruler of the planet, Blake Wofford.

Located on the northeastern corner of the island of Quevedo, the city is tightly packed on the Ida Plain with farms surrounding the city. There are several arcologies throughout the city.

There is only one downport on the planet and is shared by all of the cities through continuous shuttle services for passengers and cargo. The main downport is located to the south of the city.

Temperatures in summer at Ida average 23 C (73.4 F) during the day and 0 C (32 F) at night. In winter, this drops to 12 C (53.6 F) during the day and -11 C (12.2 F) at night.

Aspinal

Aspinal is the second largest city on the planet and the second most populous. The city is home to about 30 million people.

The city is located on the southwestern edge of Quevedo Island. The city spreads across the Aspinal Plain along the edge of the Starverk Mountains. Like Ida, the city is filled with tall buildings and arcologies.

The planetary downport is located to the east of the city. The city is served by shuttles from the downport.

Temperatures at Aspinal average 30 C (86 F) during the day and 7 C (44.6 F) at night.

Garrido

The third most populous city on the planet, Garrido is home to about 20 million people. The city is also the hometown of Dictator Blake Wofford.

The city is located on the northeastern corner of Laskovska Island. The city is placed on the foothills of the Ivansco Mountains and the Garrido Plain.

Like the other cities on the planet, each is served by the central downport. The downport is located to the west of the city. Shuttle service back and forth is near constant.

Temperatures at Garrido average at 31 C (87.8 F) during the day and 8 C (46.4 F) at night.

Wofford Torus

The fourth most populous city in the system is not on the planet, but orbiting it. The Wofford Torus is a large "wheel" type starport/city. It is home to just over 18 million people. In addition, it serves as the planet's A-class starport.

The Wofford Torus, or just "WT" as many locals call it, was one of the first major building projects embarked upon by Dictator Blake Wofford upon securing power. The Wofford Torus is now regarded as one of the finest starports in the subesctor.

All traffic going to Minerva must stop here. Anyone going to the planet must register with the Minervan authorities, state their intentions on the planet, inform the government of the city of their destination and will be taken by shuttle to the central downport.

From there, registered travellers may then take shuttles to other cities on the planet.

The Wofford Torus is kept at a constant 23.4 C (74.1 F) by law.

Montgomery

Montgomery is home to about 15 million people. It is located on the southwestern corner of the island of Laskovska. The city sits on the western edge of the Ivansco Mountains and is surrounded by farms on the Montgomery Plain.

Montgomery is situated closest to the central downport. The downport is located to the west of the city is in the sea.

Temperatures at Montgomery average 25 C (77 F) during the day and 2 C (35.6 F) at night.

Adonia

Adonia is a partially undersea city located south of the island of Kang. Anchored to the continental shelf and the undersea mountain range extending upward from it, the city is located both underwater and with spires extending well above the surface.

Home to about 14 million people, the city is mostly enclosed and below the surface of the water. The city has habitable regions throughout most of the inner shell.

The spires of the city reach 45.7 meters (150 feet) above the surface of the water. The most affluent citizens of the city live here as well as public areas for those who live below to get up and see the ocean and sun.

Like The Wofford Torus, the temperature inside Adonia is kept at 23.4 C (74.1 F) at all times by law. Outside, the temperature in summer averages at 23 C (73.4 F) during the day and 0 C (32 F) at night. In winter, the outside temperature drops to 12 C (53.6 F) during the day and -11 C (12.2 F) at night.

Urecal

Located in the northern hemisphere, Urecal is home to about 9 million people. Built on land made from the craggy landscape of Kheder, the city is filled with ups and downs. Remnants of the landscape cleared are to found in several locations throughout the city.

The city is mainly built upon a mining colony which has taken minerals and ores from the slopes of Kheder as well as from the continental shelf and undersea mountains to the north and south of the city.

Temperatures in summer average at 18 C (64.4 F) during the day and -5 C (23 F) at night. In winter, this drops to -27 C (-16.6 F) during the day and -50 C (-58 F) at night.

Waller

Waller is the smallest of the major cities on Minerva. Home to 7 million people, the city sits on the tundra in the southern hemisphere.

The city was placed here to be a mining colony and has expanded since then to its current size. Much of the local economy is based upon continuing to mine the local mountains of valuable resources.

The city has gained a bit of a reputation among Minervans as the home of the “rough and tough”. Many who live here are of sturdier stock than in other places on the planet.

Temperatures in summer average 9 C (48.2 F) during the day and -14 C (6.8 F) at night. In winter, this drops to -24 C (-11.2 F) during the day and -47 C (-52.6 F) at night.

Minerva Central Downport

The Minerva Central Downport is not a major city, but it is home to several thousand people who work and live there. The downport is a large artifical island structure anchored to the continental shelf between the islands of Quevedo and Laskovska.

The central area of the starport sits above the water and extends in a “snowflake” pattern outward on the sea. Shuttles landing at the downport land on “pads” extending from the snowflake. Those arriving by shuttle then walk (or can take automated walkways or rail systems) to the central hub.

For those outside on the downport structure, they will find temperatures averaging at 12 C (53.6 F) during the day and -11 C (12.2 F) at night.

Cordash

The city of Cordash is representative of several of the floating cities on the planet. Cordash is a large ship which travels the ocean and is home to about 3,000 people.

The city is about 332 meters (1092 feet) long and about 77 meters (252 feet) wide. The city is largely self-sufficient being powered by fusion plants and having much of their foodstuffs coming from the sea.

Those wishing to travel to and from the city can do so via shuttle to the central downport.

Sigyn (Franklin 0408)
A478688-B

System Details

Sigyn is located in the first orbit of its star, Odin, a K6 V orange main sequence star. Sigyn orbits Odin at a distance of 0.20 AU (29.6 million kilometers or 18.4 million miles).

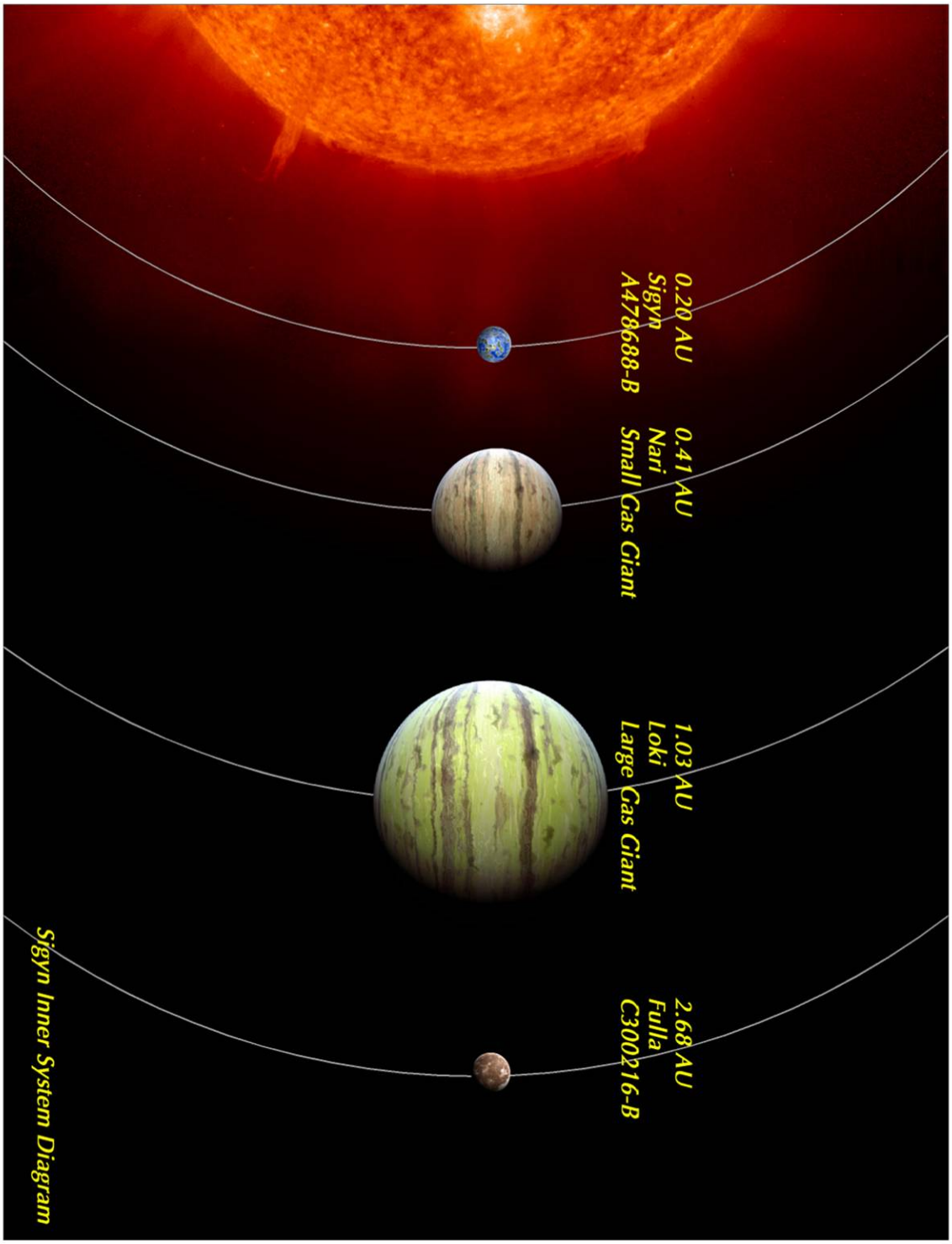
The system has four gas giants: Nari, Loki, Vali, and Skaoi. The closest of these to Odin is Nari which orbits at a distance of 0.41 AU (61 million kilometers or 37.9 million miles).

Orbiting at 1.03 AU (155 million kilometers or 96.3 million miles), is Loki. Loki is a large gas giant with a slight ring system. One of Loki's moons, Hel, is home to the system defense navy's home port. Another, Fenris, is home to a small research station.

Vali is located 5.27 AU (790 million kilometers or 490.9 million miles) from Odin. Like Loki, Vali has a slight ring system of icy particles. One of Vali's moons, Angada, is home to a military base.

In the final orbit of Odin lies the small gas giant Skaoi. Skaoi orbits Odin at a distance of 8.33 AU (1.3 billion kilometers or 776.7 million miles). One of Skaoi's moons, Breoi, is used as an outer system refueling base.

The system has one other rocky body, Fulla, which is located in the fourth orbit. Fulla orbits Odin at a distance of 2.68 AU (402 million kilometers or 249.8 million kilometers). Fulla is home to a mining colony run by the Blaylock Mining Corporation.


0.20 AU
Sigyn
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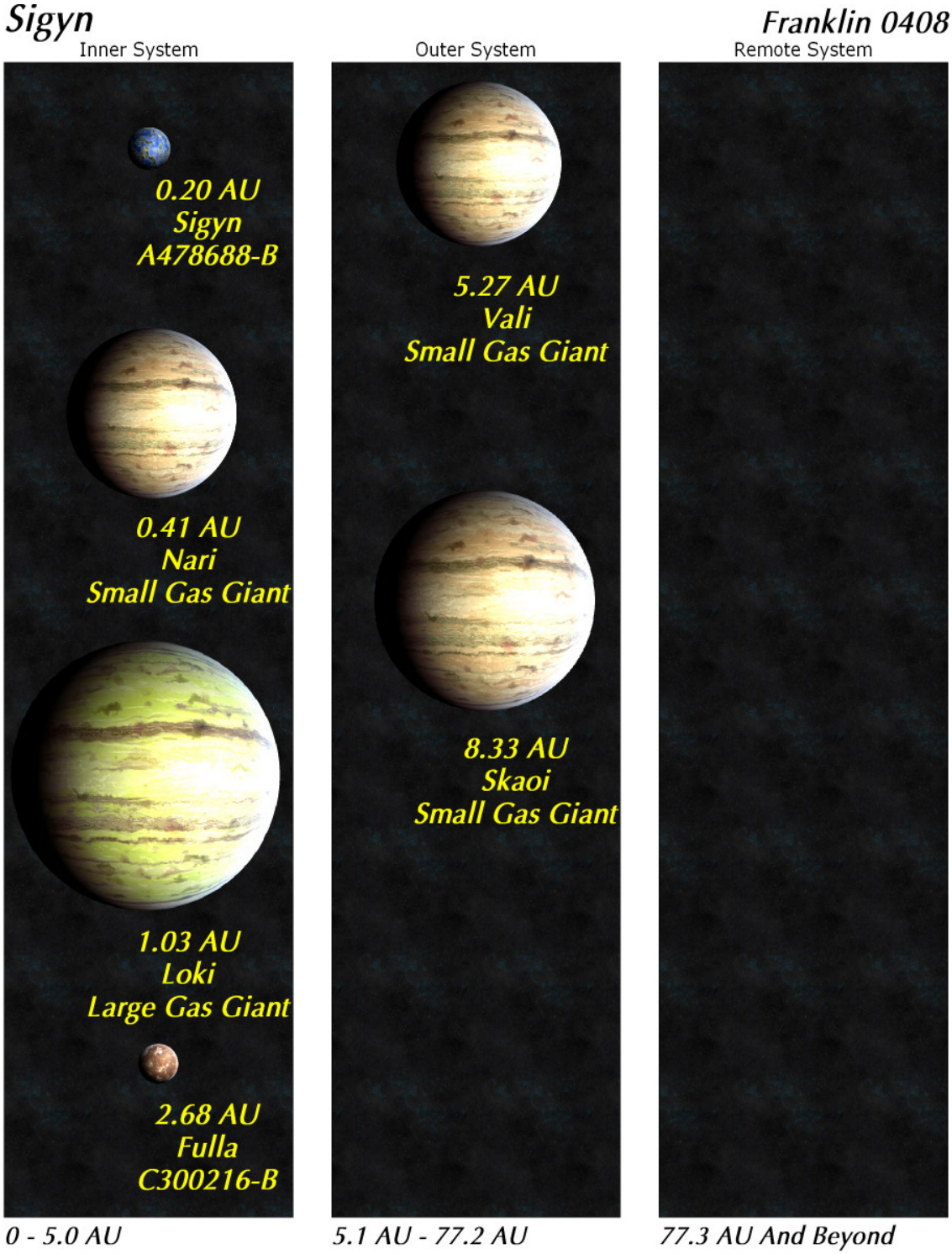
Sigyn Inner System Diagram


Sigyn
Franklin 0408
Inner System
Outer System
Remote System
0.20 AU
Sigyn
A478688-B
0.41 AU
Nari
Small Gas Giant
1.03 AU
Loki
Large Gas Giant
2.68 AU
Fulla
C300216-B
5.27 AU
Vali
Small Gas Giant
8.33 AU
Skaoi
Small Gas Giant
0 - 5.0 AU
5.1 AU - 77.2 AU
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Sigyn has a diameter of approximately 6400 kilometers (4000 miles). Its molten core gives it a density of 1.06 standard. Sigyn has a surface gravity of 0.53 standard.

Sigyn has no moon.

Sigyn has a rotation period of 40 hours. This is referred to by locals as a "full day". Most locals divide the full day into five eight hour periods.

Sigyn has an orbital period of 26 local full days or 43.33 standard days. This is referred to by locals as one "month".

Atmospheric Details

Sigyn has an atmosphere consisting of 77.40% nitrogen, 21.27% oxygen, 0.52% carbon dioxide, 0.34% argon, and 0.47% other trace gases. The air pressure at sea level is 0.95 standard.

Sigyn has a very violent and varied climate due to its 46 degree axial tilt. Equatorial temperatures in summer average at 51 C (123.8 F) during the day and 26 C (78.8 F) at night. In winter, this drops to 34 C (93.2 F) during the day and 9 C (48.2 F) at night.

Summer polar temperatures average at 14 C (57.2 F) during the day and -11 C (12.2 F) at night. In winter, this drops to -39 C (-38.2 F) during the day and -64 C (-83.2 F) at night.

Seasons on Sigyn last only 6.5 full days (10.8 standard days). This causes extremely violent storms quite frequently. Winds of varying speeds and directions are a hourly occurrence.

Stormy Weather

Referees are encouraged to emphasize the fast changing weather. Sigyn has temperatures that swing wildly over just a few days. This causes almost constant wind gusts.

In addition, these gusts of wind can come from multiple directions in the course of a day. This can give rise to very violent storms. Predicting weather is a very difficult task on Sigyn. Reliable weather forecasting is not something one will find here.

Referees should refer to page 74 of the Traveller Main Rulebook for specific rules concerning the weather.

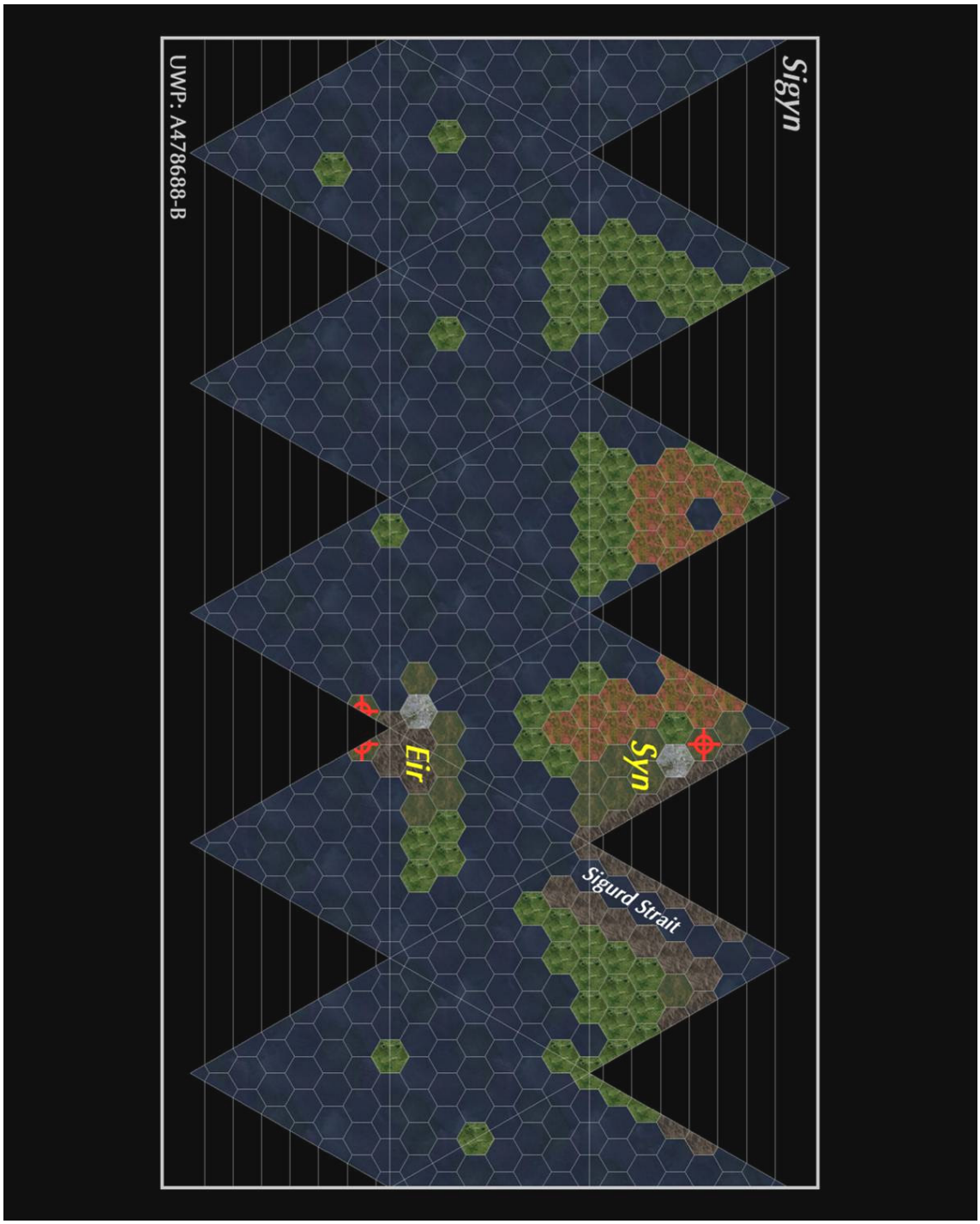
Hydrographic Details

77% of the surface of Sigyn is covered in water. This body of water is referred to simply as "the ocean" without any other official name. There are some divisions of "the ocean" in regards to certain seas and a strait between two of the continents.

The average depth of the ocean on Sigyn is 1038 meters (3406 feet). The deepest point is in the Hattestad Trench where two of the tectonic plates are pulling apart. Here the depth reaches 5450 meters (17,880 feet).

Geographic Details

There are three continents on Sigyn and several smaller islands. Each were named for a member of the colonization team which first


Sigyn
UWP: A478688-B
Eir
Syn
Sigurd Strait

settled Sigyn. The largest of these is the continent of Barhaugen.

Barhaugen is entirely in the northern hemisphere. Most of the area of the continent is taken up by the Barhaugen Fields. These fields are wide open spaces consisting of sandy soil and covered in the native green lichen called “Svein Grass”.

On the eastern coast of Barhaugen rises the Ottosson Mountains. These mountains, formed by a continental collision, have subsequently been worn by wind and water erosion due to Sigyn’s violent weather. The highest peak, Mount Alberik, reaches a height of 1586 meters (5203 feet).

If one goes west from the Ottossons, the mountains become rolling hills which lead back to the flatter Barhaugen Fields. These hills are one of only two places which are home to large vegetation. The forest here was called Thorslundr by the original colonists. The name was then applied to the trees themselves when they were found in the equatorial region.

Across the Sigurd Strait from Barhugen is the continent of Maskammen. Maskammen is the second largest of the three continents on Sigyn. The Stokken Mountains form the western wall of the continent. Formed when Maskammen crashed into Barhaugen millions of years ago, the mountains have since been eroded by both wind and water. The highest peak, Mount Erlandson, reaches a height of 1486 meters (4875 feet).

Eastward from the Stokkens, the continent is much flatter. This region is known as the Pernaja Fields. Much like the Barhaugne Fields, this region is made up of a sandy soil and covered in Svein Grass.

South of these two continents, in the lower equatorial zone, is the continent of Stiansen. Stiansen’s interior is made up of a small mountain range, the Malgosa Range. The Malgosas have been eroded heavily. The tallest of these is Mount Keinanen at 868 meters (2848 feet).

The northern region of Stiansen is made up of forests of the Thorslundr tree. These short, thin trees make up the bulk of the continent’s vegetation and even extend onto the sides of some of the Malgosa Mountains. Only the far eastern portion of the continent is not covered in these trees.

Population Details

Sigyn is home to about 4.7 million people. Most of these live spread out over the planet in small farming communities rather than in the two major cities. The average farming community has an average population of about 800. Most of these small towns are located in the Barhaugen Fields.

The average person on Sigyn lives in a rounded home which often sits partially underground to avoid problems with the high winds. Most have complex irrigation systems to allow the maximum usage of rain as well as to keep the water out of their homes and shops.

The farms themselves are large rounded domes which allow for crops to be grown in the rich soil without the danger of being destroyed in the storms. Most of the crops being grown in these farms are plants which have been imported from other worlds.

Government Details

The government of Sigyn is run by a civil service bureaucracy. The Chief Administrator currently is Trude Oksanen. Oksanen rose through the ranks of the bureaucracy to be appointed to her current position.

The chief concerns of the Sigyn government are that of administering the farmland, distribution of the produce of the farms, and the enforcement of laws. The bureaucracy consists of agencies staffed by a few hundred people each to oversee these concerns.

People interested in taking a position within the bureaucracy are tested with an aptitude test designed for that position. Qualified applicants are then placed in lower level jobs. As they become more proficient, they may take tests to move up to a higher position. Chief Administrator is the highest position in government.

Legal Details

Laws on Sigyn are geared to safety and the efficiency of the farming system. Most weapons are illegal to carry here unless the person is authorized as a law enforcement agent. Even then, most law enforcement will carry only a sidearm. This includes bladed weapons such as swords, although many blades are legal for use as farming implements.

The healthcare system on Sigyn is top notch and highly regulated by the Sigyn government. All drugs (including such items as non-narcotic pain relievers) must be prescribed by a government licensed physician. Ownership of illegal drugs will result in a jail sentence of no less than four years.

Travellers must receive a permit to travel to the planet. Travellers will arrive at the Konningen Orbital Starport and be expected to perform most of their business there. If it is deemed necessary by the government for an offworlder to travel to the planet, they will be issued a permit and allowed to go to one of the two downports on the planet.

Citizens are similarly restricted in movement. Most citizens stay within their general region and those wishing to go to another continent must be first receive a travel permit. Those wishing to go offworld or even to the orbital port must also gain permission to do so.

Cultural Details

While the average Sigyn citizen is generally a friendly sort, most people tend to keep to themselves. Travellers may encounter a certain polite aloofness in the average person they meet here. The average person here is simply more involved in their own affairs.

News from other worlds is treated by most as uninteresting and unneeded. There is no restriction on such news here, but there is little of it around. Most don't seem to care and those few who do seem to treat it lightly as if it were a holovid show or a sporting event. Such things simply have little interest to the average Sigian.

While most Sigians live in small communities, they generally

live in large homes. Most homes are quite spacious and are home to not only the owner and his/her family but also many members of the extended family. It is not unusual to find a home in which three generations, in-laws, and cousins all live under the same large roof.

Due to this sort of inclusiveness, most of the small towns tend not to have things like restaurants, pubs, or bars. While there will be general meeting areas, most of these places will not serve food or drink. Most Sigians eat at home.

In the two large cities, this is quite different. Although there are sometimes attempts to have the "country life" there, most individuals in the city live alone or with a spouse and children. Extended family living here is relatively uncommon.

In the starports and in the major cities, Sigians make an attempt to make outsiders more comfortable. However, in the smaller communities, no such attempt is there. In addition, many Sigians will be quite defensive about their way of life and become very defensive about anyone who questions it.

The Sigyn Calendar

Although the Sigyn day is actually 40 hours long, most do not view that as their day. Rather most citizens here will refer to this period as "a full day". A day to most Sigians is the 12 hour period each day in which they work (generally from just before sunrise onward). Most Sigians will stop work after 12 hours and the rest will be considered evening until nightfall, which is considered night. The entire 40 hour period will be marked on their calendars as a "long day" or even "day", but no one uses that terminology in everyday life. This can be quite confusing to travellers unfamiliar with the system.

A year on Sigyn can be similarly confusing for those unused to the Sigian system. Sigyn orbits Odin once every 26 days. However, this is not regarded as a year but rather a month. There are 26 days in each month and 12 of these months equal a year.

Each of the months is named for the months of the Gregorian calendar. Each is denoted with the day first, month second, and the year since the colonization last (Example: 26 December, 355 or 3 March 367).

City Details

Syn

Syn is home to about 1.2 million people. It is the location of the first landing of colonists and is still the primary city on the planet. The main offices of the Sigyn bureaucracy and the Chief Administrator are located here.

The city is located on the western edge of the Ottosson Mountains. To the west of the city are the majority of farms which make up most of the planet's economic structure.

The city's downport is located northwest of the city. This is primarily used for shipping produce to the orbital port. Travellers may only gain access to the downport with permission of the government.

Summer temperatures in Syn

Seasons Change

It is worth noting that these seasonal changes happen very rapidly. The summer temperatures noted here last only about 6.5 days. During the next 6.5 days, the temperatures begin to steadily drop until they reach winter. Again, winter lasts a mere 6.5 days and then temperatures increase over 6.5 days to the summer temperature.

Locals are accustomed to these changes. However, many visitors will often be surprised to find out how quickly temperatures can change here.

average at 34 C (93.2 F) during the day and 9 C (48.2 F) at night. In winter, this drops to -19 C (-2.2 F) during the day and -44 C (-47.2 F) at night.

Eir

Eir is home to 769 thousand people. The city is the second largest city on the planet. Many who live here will be quite defensive and irritable about this city being regarded as a "second city".

Eir is driven economically by mining concerns in the nearby Malgosa Mountains. Though there are some farms located to the east of the mountains.

The local downport is located to the south of the city. Most of the traffic here is dedicated to taking out the bounty of the mines rather than passengers.

Temperatures here during the summer average 54 C (129.2 F) during the day and 29 C (84.2 F) at night. In winter, this drops to 1 C (33.8 F) during the day and -24 C (-11.2 F) at night.

Sigyn Orbital

The Sigyn Orbital is the A-class port orbiting the planet. The city/port is home to about 40 thousand people. Many have stated that the Sigyn Orbital is like a "farm in space" due to the amount of produce moving through the port. Some would say that there is a unique smell to this port that is found in no other.

Sigyn Orbital is listed as a fine A-class port and all of the amenities one would expect to find from such a port are present here.

Tragardh

Tragardh is an example of the small farming communities found on the Barhaugne Fields. The town is home to about 750 people.

Located near Lake Jonell, the town is made up of several families who own large domed farms. The center of the town is a great meeting hall where people meet to discuss the troubles of their day, new farming techniques, and even local gossip. There is a farming supply store and offices for the planetary bureaucracy.

Subsector Sourcebook 2: Franklin

Franklin (Franklin 0506)
A663896-B

System Details

Franklin is located in the second orbit of its sun, Columbia, a G5 V yellow main sequence star. Franklin orbits Columbia at a distance of approximately 0.80 AU (120 million kilometers or 74 million miles).

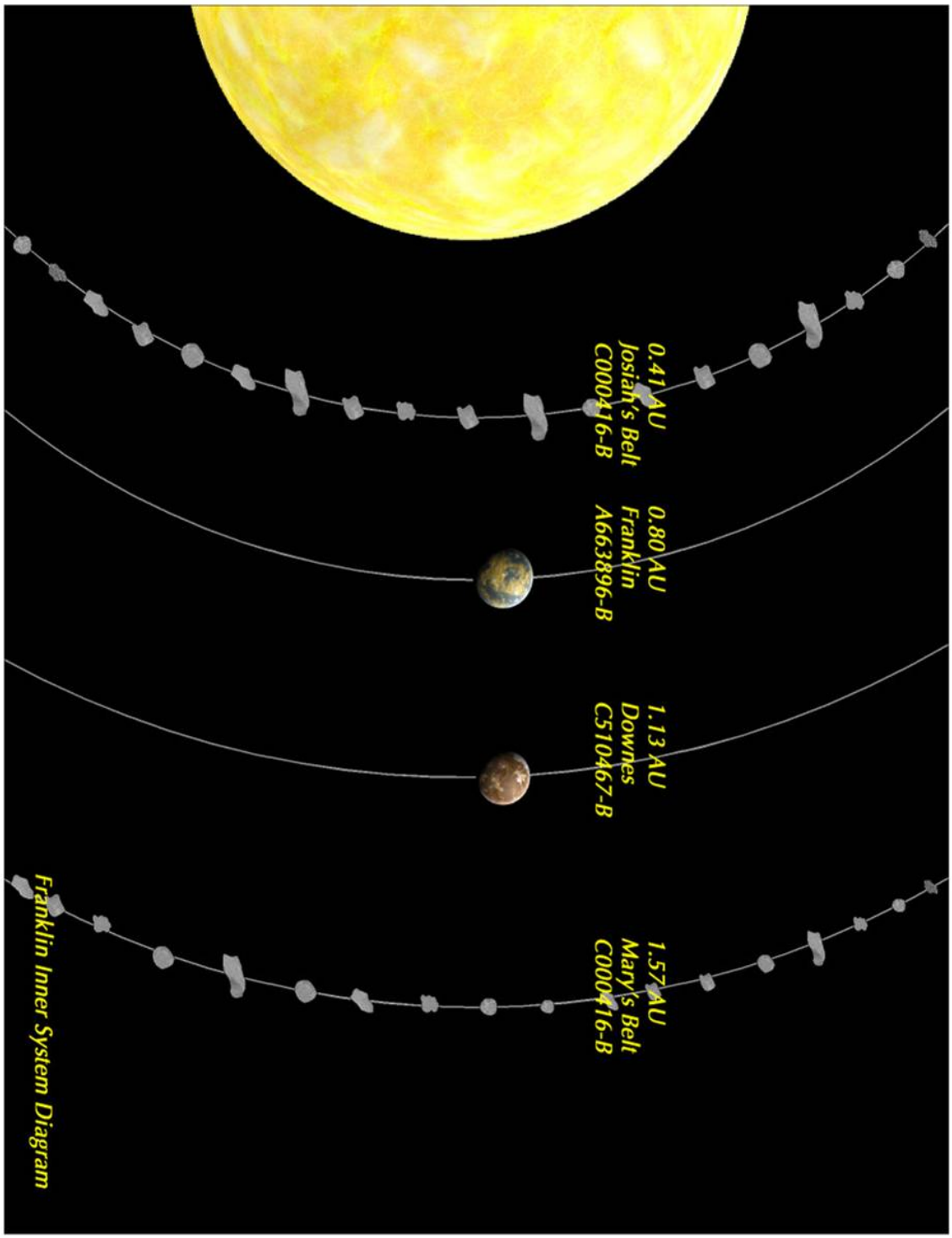
The system has two gas giants: Adams and Jefferson. Adams is the closest to Columbia and orbits at a distance of 2.78 AU (417 million kilometers or 259.1 million miles). One of the moons of Adams, Susanna, is used as a refueling base.

Jefferson is located about 5.24 AU (786 million kilometers or 488.4 million miles) from Columbia. Polly, one of Jefferson's moons, is home to a scientific research station. Francis, another moon, is home to the Franklin Navy's main base.

The system has two planetoid belts. The closest to Columbia is Josiah's Belt which is located 0.41 AU (62 million kilometers or 38.5 million miles) from Columbia. The belt is leased from the Franklin government by the Blaylock Mining Corporation. It is home to approximately 20,000 miners and staff.

Mary's Belt is located at 1.57 AU (236 million kilometers or 146.6 million miles) from Columbia. As with Josiah's Belt, Mary's Belt is also leased from the government by BMC. The belt is home to about 60,000 miners and staff of the corporation.

There is one other rocky body in the system. Downes is located at 1.13 AU (170.2 million kilometers or 105.8 million miles) from Columbia. Downes has a slight carbon dioxide atmosphere. It is home to a small colony of workers, researchers, prisoners, and government staff. A military base and training facility are also located here.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Josiah's Belt
C000416-B
0.80 AU
Franklin
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1.13 AU
Downes
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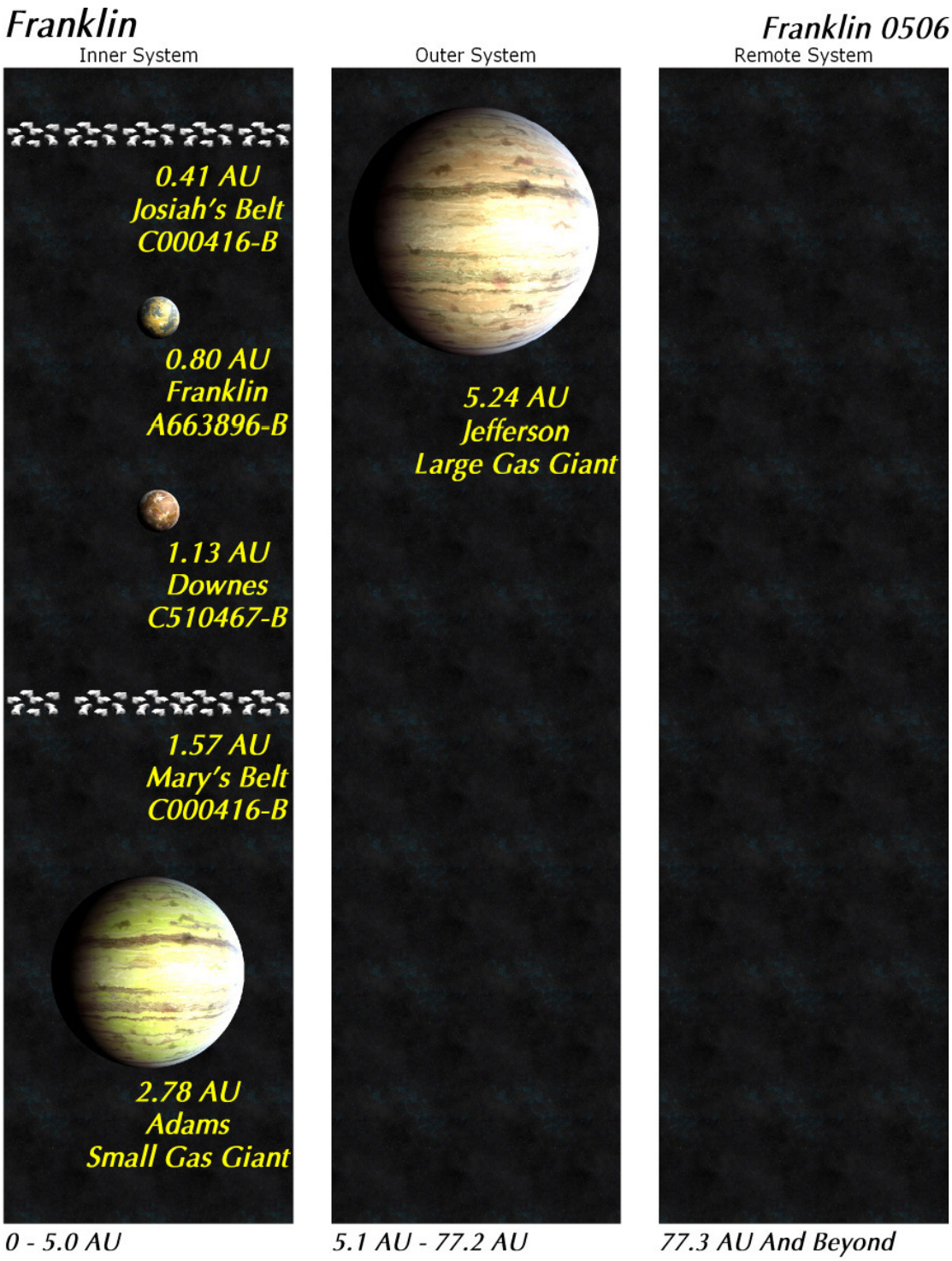
1.57 AU
Mary's Belt
C000416-B
Franklin Inner System Diagram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Inner System
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2.78 AU
Adams
Small Gas Giant
0 - 5.0 AU
Outer System
5.24 AU
Jefferson
Large Gas Giant
5.1 AU - 77.2 AU
Franklin 0506
Remote System
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Franklin has a diameter of approximately 8960 kilometers (5600 miles). Its heavy core gives it a density of 1.6 standard. Franklin has a surface gravity of 1.2 standard.

Franklin has a ring of rocky material encircling the planet. Most believe this is the result of a collision which took place between two similar sized moons several hundred thousand years ago. This ring, called Read's Ring, orbits Franklin at a distance of about 127,640 kilometers (79,311 miles).

One Ring

The actual reason for the ring around Franklin is up for debate. While is true that most scientists agree with information presented above, there are some who would argue against it. These alternate explanations are wide and varied. Some believe that Franklin has simply caught some of the asteroids in the area and the ring is the result. Others would say the ring has simply been there since Franklin formed.

Another, less accepted, explanation is that there was once another moon there and it was a base for aliens. These aliens, in a war with other aliens (or each other), destroyed this past moon and the ring is the remnant. This comes complete with tales of finding alien artifacts and other unexplained technology in and around the belt.

While it is the official position of Gypsy Knights Games that there is a scientific reason for this, feel free to inset the warring aliens of your choice. Of course, we could be wrong……..

Franklin has one moon, Bache, which orbits at a distance of approximately 286,500 kilometers (178,023 miles) from Franklin. The moon has a diameter of about 3332 kilometers (2070 miles). A population of 2000 people lives in the only city on this moon, Fisher.

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

Franklin has an orbital period of 227 local days or approximately 284 standard days. This period is referred to as "one year".

Atmospheric Details

Franklin has an atmosphere consisting of 76.2% nitrogen, 22.1% oxygen, 0.53% argon, 0.20% carbon dioxide and 0.97% other trace gases. The air pressure at sea level is 0.80 standard.

Franklin has a somewhat warm climate. Equatorial temperatures average at 57 C (134.6 F) during the day and 36 C (96.8 F) at night. Summer polar temperatures average 11 C (51.8 F) during the day and -10 C (14 F) at night. In winter, this drops to -6 C (21.2 F) during the day and -27 C (-16.6 F) at night.

Hydrographic Details

32% of the surface of Franklin is covered in water. The water is divided into four (some locals will say five) seas. The largest of these is the Hewson Sea.

Stretching from the northern polar region southward across the equator, the Hewson is often divided by locals into the North Hewson Sea

and the South Hewson. In addition, many locals in the New Philadelphia area will consider the Hewson Sea to simply be the northern area and the South Hewson Sea to be the Philadelphia Sea.

In any case, the Hewson is the largest and deepest of the seas. A trip from the northern coast of the Hewson to the southern coast is a trip of 12,045 kilometers (7530 miles). The deepest point of the Hewson is 4256 meters (13,963 feet).

The Hewson narrows to a width of about 612 kilometers (380 miles) through a strait which the locals consider the boundaries between the north and south divisions. The strait, called the Stevenson Strait, runs north and south approximately 2409 kilometers (1506 miles).

To the west of the Hewson, across the mountainous Marshall Isthmus is the Gates Sea. The Gates is less deep than the Hewson with a deepest point at 3980 meters (13,057 feet). The Gates Sea is known best on Franklin as a turbulent sea, with storms and treacherous conditions common.

Further west is the Jones Sea, which is known for its calm waters. Unlike the Gates, the Jones is known for being placid and passive. Though storms do arise here, the Jones is not nearly as dangerous as the Gates.

To the southwest of the Jones Sea is the Price Sea. The Price Sea, named after one of the original settlers, stretches from the southern polar region northward to the equator. As with the Jones, the Price is generally regarded as a bit calm with storms being less turbulent than on the Gates or the Hewson.

Geographic Details

The largest geographic feature on Franklin is the Rossi Desert. The Rossi takes up the southern polar region and extends well north of the equator. The Rossi is made up of towering sand dunes which shift in the winds which blow across the region.

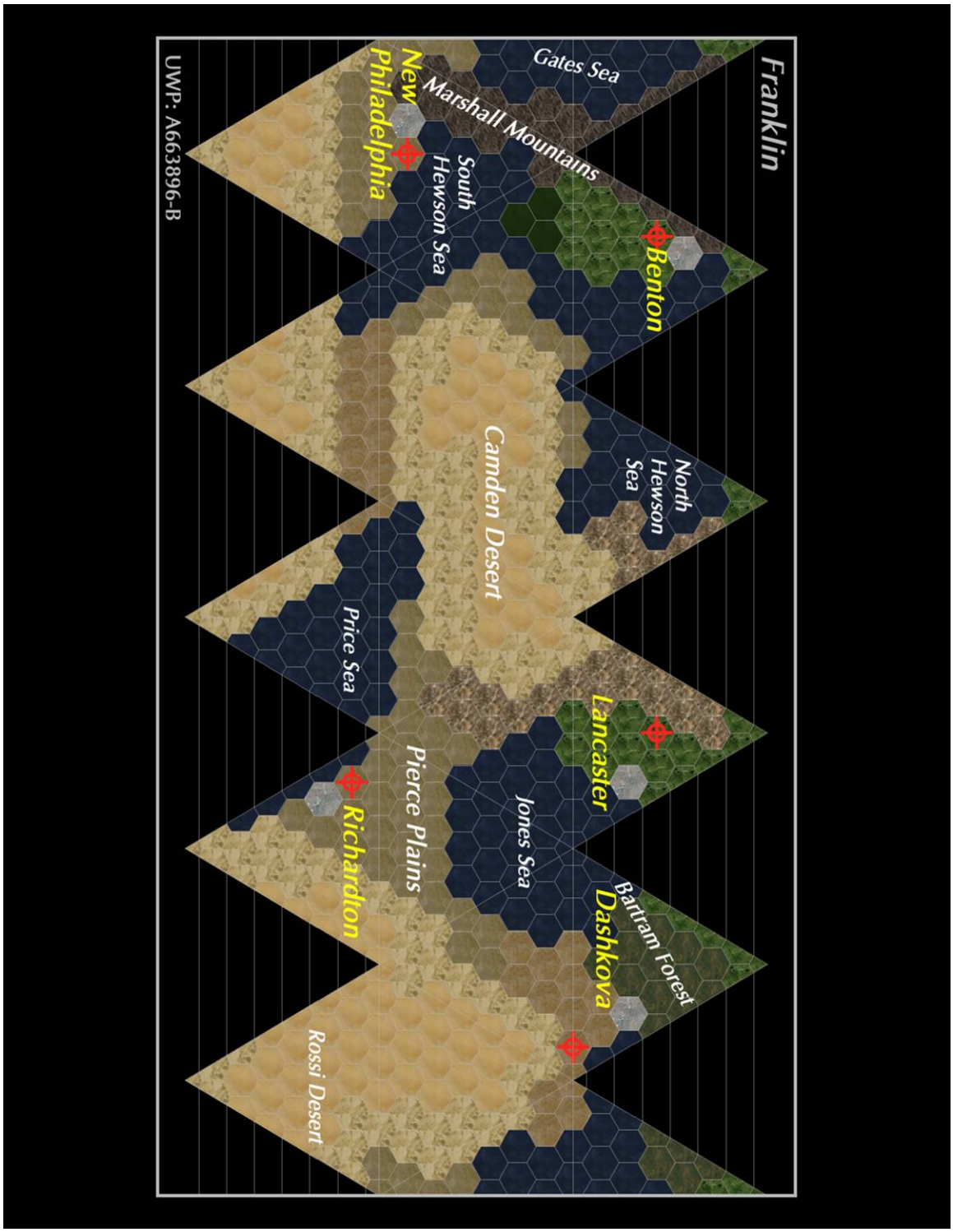
Surrounding the interior dunes, the Rossi is a dry and rocky plain. Many large sandstone outcroppings can be seen on this region. The most famous is Polar Tower, a 30 meter (98 feet) natural pillar that rises at almost exactly the south pole of the planet.

The smaller Camden Desert is located in the equatorial region. Still a large feature, the Camden takes up most of the equatorial land area of the planet. The interior of the Camden is made up of shifting sand dunes, while the outer rim of the desert is a wide sandstone plateau.

Between the two deserts is the Pierce Plains. Here the land grows slight vegetation such as the footweed, a brownish green weed with a strong stalk. The footweed can indeed be hard on the foot if stepped upon in bare or slightly covered feet.

The Pierce Plains form part of a plateau that sits 30-50 meters (98-164 feet) above the sea level. The cliffs on either the Jones Sea or the Price Sea are often used for sport jumping and diving.

Separating the Gates and Hewson Seas are the Marshall Mountains. The tallest of these


Franklin
Gates Sea
Marshall Mountains
New Philadelphia
South Hewson Sea
Benton
North Hewson Sea
Camden Desert
Price Sea
Lancaster
Jones Sea
Bartram Forest
Dashkova
Pierce Plains
Richardton
Rossi Desert
UWP: A663896-B

peaks, Mount Jackson, is 1525 meters (5004 feet) high.

To the east of these mountains and on the coast of the Hewson Sea, is the Baldwin Forest. This broadleaf forest is the only one of its kind on the planet. The species of tree is unlike any other on the planet. Most of the Baldwin trees grow to a height of 17 meters (56 feet) and have large pointed leaves.

North of the Baldwin Forest and along the coast of the Hewson Sea is the Langdon Plains. These green fields are covered in tall green grasses. Often these grasses are removed and replaced with the farms of the cities of Benton and Lancaster. The Langdon Plains extend to the north pole.

Along the northeastern coast of the Jones Sea and the northwestern coast of the Gates Sea, is the Bertram Forest. This forest is made up of tall, thin evergreen trees. These trees are known as Franklin Trees and their needles cover the forest. Like the Baldwin Trees in the Baldwin Forest, the Bertram Forest is the only place where the Franklin Tree grows on the planet.

Moving south from the Langdon Plains toward the Camden Desert, one finds the dry hills of the Sherman Wastes. This region is filled with low hills with little to no vegetation.

Groves

The two major forests, the Baldwin and the Bertram, have been the source of much speculation. While most scientists believe it is simply a case of separated evolution in a location where moisture from the seas arrives naturally, some see a hand at work.

Some have speculated that these groves might be sacred or proof of a higher power. Religious themed tours leave Dashkova and New Philadelphia frequently. These tours will show the vast wasteland of the Rossi and then turn north to show the forests as proof that these things could not happen naturally.

On the other hand, some point to the fact that the Baldwin trees are not that dissimilar to trees native to Tal'Kalares. These people theorize that the forests were experimental farms planted by the same aliens who changed the Tal'Kalares landscape.

Population Details

Franklin is home to just over 400 million people. Most of these live in the major cities or in smaller cities and communities in the northern polar region. However, with the exception of the deep desert, there are small settlements on most every corner of the planet.

Government Details

Franklin is ruled by the Prime Council. The Prime Council consists of the senior members of the 132 departments of the planet of the Franklin. Each of these departments are made up of thousands of workers concerned with a certain responsibility of the Franklin government (Department of Safety, Department of Defense, Department of Health). The most senior member of these departments not only serves

Lifetime Appointment

There is no qualification to be on the Prime Council other than to simply be the senior member of your department. Members of departments measure their time of service with the department with great care. Some members of the Council were hired minutes and even seconds before other members of their department.

Scoundrel characters might find work on Franklin helping a prospective member to falsify records to appear that he/she is slightly more senior than their fellow workers. Agent characters might find work here investigating such a claim.

Characters might be hired to help remove a councilor from his/her office, but be warned that the position of councilor is truly one for life. Only the most grievous crimes will get one of the councilors removed from their office. Some of the existing councilors have literally gotten away with murder. Any attempt to have a councilor removed will require something far more heinous and the proof (invented or not) must be airtight. Faking or uncovering such an attempt will be challenging indeed.

This situation also means that the youth (and, indeed, any demographic outside the elderly) of the planet are not represented in government at all. While, in our setting, this situation has not boiled over into being a problem, it is a situation a Referee might wish to exploit for adventure.

as the heads of these departments but also on the Prime Council. The most senior member of the Prime Council also serves as the High Councilor.

There is no limitation of how long these councilors can serve on the Prime Council. Many will serve from the moment they become the senior member of their department until they retire or die.

Legal Details

Laws are passed by the Prime Council as a whole and enforced by the Department of Justice. All law enforcement on the planet answers, through a chain of command, to the Councilor of Justice.

Travellers are just as likely to encounter a police officer walking his/her rounds as they are to encounter sophisticated electronic surveillance. All are used on Franklin to enforce the laws.

Energy weapons and laser weapons are prohibited to all persons on Franklin unless they are a member of the Department of Justice or the Department of Defense. Slug throwers, shotguns, and bladed weapons may all be carried by those who have a permit from the Department of Justice. Such permits are often difficult to obtain and time it takes is often prohibitive to travellers simply visiting the planet.

Most drugs are also available with a prescription from the Department of Health. Like weapons permits, these prescriptions can often be difficult to obtain and time consuming. Also included in the category of “drugs” are such things as caffeine, alcohol, and nicotine. While such things are available to

consumers on Franklin, one must first obtain a prescription from the Department of Health to legally purchase them.

Citizens of Franklin are afforded liberty of movement and are not required to obtain a permit or visa to travel anywhere on the planet. Those citizens wishing to leave the planet are required to obtain a travel permit from the Department of Immigration. Travellers wishing to visit the planet outside the main orbital port or the downports must obtain a travel permit. It is recommended that travellers obtain these permits before arriving by sending their applications to the government prior to their arrival in the system. Such permits take time to process.

Cultural Details

All citizens of Franklin are considered to be members of the Catholic Church of Franklin (Reformed). This is recognized by the government as the official religion of Franklin and the Department of Religious Services is one of the seats on the Prime Council. Priests in the faith are required to obtain a license and be recognized by the Department of Religious Services. Such priests are recognizable by their red gloves which the government requires them to wear at all times. No one else on the planet is allowed to wear these gloves and impersonating a licensed priest is an offense which will land a person in jail.

Priests are not allowed to live in or own their own homes or property. They must live in the church or at the home of one of their children. Special permits must be obtained for the priest to live outside the church in any case.

All children on Franklin are named upon their baptism (a procedure of immersing the child's head into water) into the Church and according to church doctrine this cannot be performed until the child reaches the age of 12. Previous to this baptism, the child is simply known by its family name, its sex, and its order of birth. For instance, if Mr. and Mrs. Abbott have two children, one male (the eldest) and one female, and both have not yet been baptized, they are simply known as Male Abbott 1 and Female Abbott 2. Upon reaching the age of 12 and being baptized, the male child might then be called by a name (such as Jasper Abbott).

The Franklin Calendar

Franklin has a calendar made up of 227 30 hour days. These 227 days are divided into twelve months mimicking the Gregorian calendar. Each of these months consists of 19 days except February, which consists of 18.

Perhaps the three most celebrated holidays on Franklin are Christmas (December 19), Easter (April 2), and Saint Vanessa's Day (June 3).

Christmas on Franklin is celebrated by the giving of gifts to the children who have not yet been baptized. This has the effect of many parents waiting until after Christmas to baptize their children so they can continue to give them Christmas gifts one last time.

Easter is celebrated by all citizens attending their local church and engaging in prayer for the welfare of the planet. The church service usually lasts about 6 hours. Few citizens do not attend these services.

Saint Vanessa's Day is the celebration of a woman, Vanessa Carter, who is said to have saved the first colony ship to arrive on Franklin. The ship is said to have lost its ability to land safely and Carter, the chief engineer of the ship, could do nothing to repair the vessel. She is said to have, with the power of God, pressed her hands to the interior hull of the ship and willed it to land safely. The ship did land safely and all aboard were saved except Carter herself. Carter is said to have collapsed and died as soon as she was told the ship had landed safely.

Saint Vanessa's Day is celebrated each year by the government and the Church encouraging citizens to volunteer and help those in need. There are few who do not participate.

City Details

Lancaster

Home to twelve million people, the city of Lancaster is the first city settled on the planet. It is the current capital and home to the Prime Council. It is also the home of the Catholic Church of Franklin (Reformed).

Two of the most famous sites on Franklin are located here. The landing site of the original colony ship, *Mayflower,* is still preserved and a monument built on the exact spot where Saint Vanessa Carter is said to have died. The location of the landing site is about 40 kilometers (25 miles) northeast of the current downport.

The other location is the Grand Cathedral of Saint Vanessa Carter. The Grand Cathedral is a massive gothic structure located in the city near the coast.

The city itself is located on the northwestern coast of the Jones Sea. The city sits on the Langdon Plains and the many arcologies and tall buildings are surrounded by smaller suburbs and farming communities.

The Lancaster Downport is located to the northwest of the city. It is a C-class port. Travellers may land here directly, but will require a travel permit to leave the port.

Summer temperatures average 41 C (105.8 F) during the day and 20 C (68 F) at night. In winter, this drops to 24 C (75.2 F) during the day and 3 C (37.4 F) at night.

Dashkova

The second city to be founded on the planet is also the largest and the most populous. Dashkova is home to 20 million people. Most of these live in the large arcologies both on the land and in the nearby Jones Sea.

The city was located on the northern edge of the Pierce Plains and has since spread into part of the Bartram Forest. The Department of Planetary Preservation stopped the expansion into the forest and thus the city began to build out into the sea.

Many Dashkovan restaurants serve a delicacy called Footcrab. Footcrab is a piece of the hardened

footweed stalk halved to present the interior of the stalk. The interior of the stalk is then stuffed with the meat of a crab-like denizen of the Jones Sea, called a Miner Crab. This meat, mixed with breading, peppers, and spices can be indeed tasty. The stalk is only eaten by those with iron stomachs.

The Dashkova Downport is located to the southeast of the city. It is a C-class port and is connected to Dashkova by both a shuttle service and high speed rail. Like all of the downports, a permit is required for non-citizens to leave the port.

Temperatures in summer at Dashkova average 38 C (100.4 F) during the day and 21 C (69.8 F) at night. In winter, this drops to 21 C (69.8 F) during the day and 0 C (32 F) at night.

Richardton

Richardton was the third city to be founded on Franklin. It is the second largest and second most populous on the planet with a population of just under 20 million people.

The city sits on the southern Pierce Plains on the eastern coast of the Price Sea**.** The city extends for many kilometers in all directions, but unlike Dashkova has not yet taken to the sea.

The downport is located just to the northwest of the city. The downport is built like a honeycomb of hexagons spread out across the plains. These hexagons, dug deep into the ground, serve as landing bays for incoming ships. The port is listed as D-class.

Summer temperatures average 54 C (129.2 F) during the day and 33 C (91.4 F) at night. In winter, this drops to 27 C (80.6 F) during the day and 6 C (42.8 F) at night.

New Philadelphia

New Philadelphia is home to approximately 15 million people. It is considered the home of the mining industry on Franklin with many corporations such as Egata Mining and Blaylock Mining Corporation holding corporate offices here.

Located on the foothills of the southern end of the Marshall Range, the city enjoys both moisture from the Hewson Sea and the cooler temperatures than the surrounding plains due to elevation.

The New Philadelphia downport is a growing hub of industry on Franklin. The downport has recently been upgraded to C-class and is located east of the city.

Mining operations into the mountains have been more successful of late and it has resulted in an influx of new residents. As such, it has been somewhat difficult for the Department of Immigration to maintain complete records.

Summer temperatures average at 49 C (120.2 F) during the day and 28 C (82.4 F) at night. In winter, this drops to 32 C (89.6 F) during the day and 11 C (51.8 F) at night.

Benton

Benton is home to approximately 12 million people. It is alternately considered the smallest of the big cities or the largest of the small cities.

Located on the coast of the North Hewson Sea, the city spreads across the green plains fed by moisture from that sea. To the west are mountain mines and to the south the farms of the open plains.

The Benton downport is located to the southwest of the city. It is rated D-class.

Temperatures in summer average 26 C (78.8 F) during the day and 5 C (41 F) at night. In winter, this drops to 9 C (48.2 F) during the day and -12 C (10.4 F) at night.

Franklin Orbital

The Franklin Orbital is a large cylindrical starport and city combined. The Franklin Orbital is home to about 17 million people.

The city is located in the titanic cylinder which stretches for several kilometers. The residents live along the edges of the walls with gravity plating holding them to those walls. The interior of the orbital is somewhat hollow providing the view of the ground above you as well as below and sloping on all sides.

The port itself is located at one end of the great cylinder and is rated A-class. The port is renowned for not only its interior beauty but also the efficiency of its repair, refueling, and building facilities.

The Franklin Orbital orbits Franklin just beyond the orbit of Bache.

Cybele (Franklin 0508)
B577414-B

System Details

Cybele is located in the third orbit of its star, Kubeleya, a G1 V, yellow main sequence star. Cybele orbits Kubeleya at a distance of approximately 1.01 AU (151.5 million kilometers or 94.1 million miles).

Kubeleya has a companion star, Attis, which is located approximately 2250 AU away. Attis is an M6 V, red main sequence star.

There are two gas giants in the overall system. One, Aeneas, orbits Kubeleya and the other, Lydia, orbits Attis.

Aeneas orbits Kubeleya at a distance of about 2.79 AU (418.9 million kilometers or 260.1 million miles). One of Aeneas' moons, Priam, is used as a naval base for the system defense force.

Lydia orbits Attis at a distance of 0.30 AU (45 million kilometers or 28 million miles). One of Lydia's moons, Nancy, is used as a refueling and resupply base for operations near Attis.

There are four planetoid belts in the system. Each is owned solely by the Blaylock Mining Corporation and is home to extensive mining operations.

The Sipylus Belt orbits Kubeleya at a distance of approximately 1.62 AU (242.3 million kilometers or 150.6 million miles). There are approximately 15,000 miners working here.

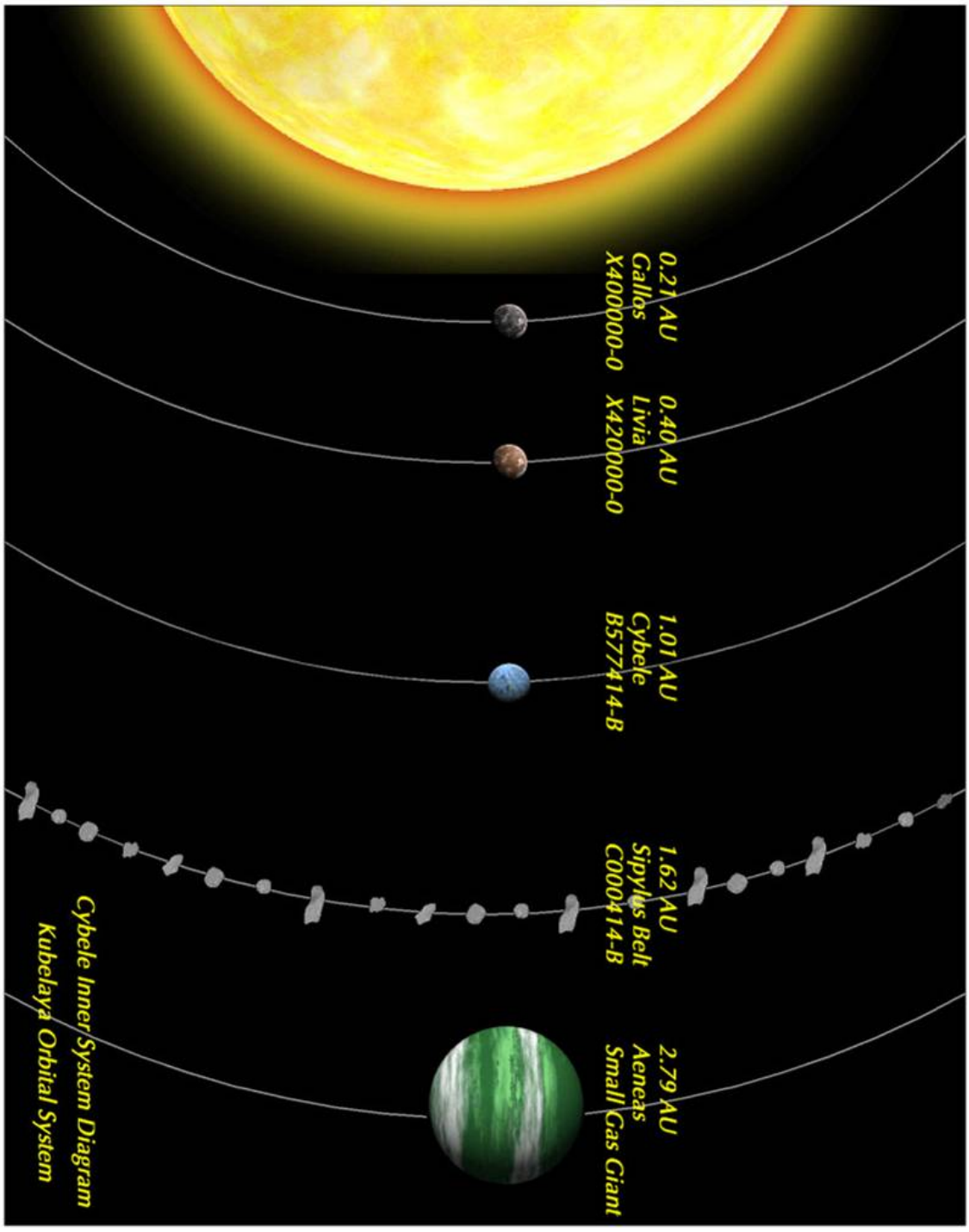
The Agdistus Belt orbits Kubeleya at a distance of about 38.69 AU (5.8 billion kilometers or 3.6 billion miles). BMC employs about 10,000 miners here and another 2,000 support staff.

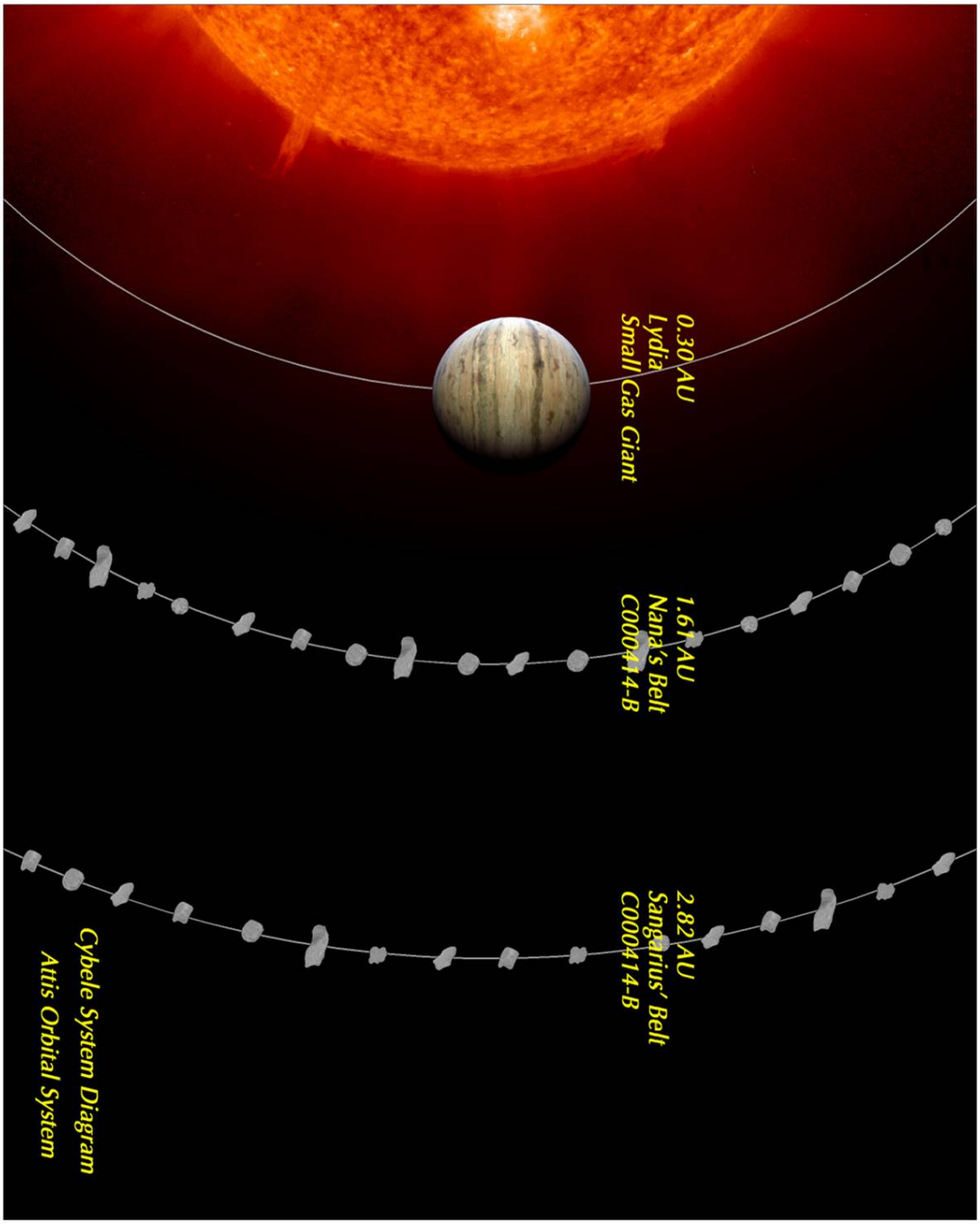
Nana's Belt orbits Attis at a distance of approximately 1.61 AU (241 million kilometers or 149.8 million miles). There are about 10,000 miners employed here.

Sangarius' Belt orbits Attis at a distance of 2.82 AU (422.6 million kilometers or 262.6 million miles). BMC has approximately 6000 miners employed here.

There are also two other rocky bodies in the system. Gallos, located at about 0.21 AU (31.5 million kilometers or 19.6 million miles) from Kubeleya, is an airless and uninhabited rock.

Livia orbits Kubeleya at a distance of approximately 0.40 AU (60.4 million kilometers or 37.5 million miles). It has a slight carbon dioxide atmosphere and is uninhabited.


0.21 AU
Gallas
X400000-0
0.40 AU
Livia
X420000-0
1.01 AU
Cybele
B577414-B
1.62 AU
Sipylus Belt
C000414-B
2.79 AU
Aeneas
Small Gas Giant
Cybele Inner System Diagram
Kubelaya Orbital System


0.30 AU
Lydia
Small Gas Giant
1.61 AU
Nana's Belt
C000414-B
2.82 AU
Sangarius' Belt
C000414-B
Cybele System Diagram
Attis Orbital System

Physical Data

Cybele has a diameter of approximately 8640 kilometers (5400 miles). Its molten core gives it a density of 0.98 standard. Cybele has a surface gravity of 0.61 standard.

Cybele has no moons.

Cybele has a rotation period of approximately 24 hours. This period is referred to by locals as "one day".

Cybele has an orbital period of about 368 days. This period is referred to locally as "one year".

Atmospheric Details

Cybele has an atmosphere consisting of 75.1% nitrogen, 22.5% oxygen, 0.57% carbon dioxide, 0.28% argon, and 1.55% other trace gases. Cybele has a surface air pressure of 0.94 standard.

Cybele has a somewhat warm climate. Equatorial temperatures average 48 C (118.4 F) during the day and 38 C (100.4 F) at night. Polar temperatures in summer average 3 C (37.4 F) during the day and -7 C (19.4 F) at night. In winter, this drops to -11 C (12.2 F) during the day and -21 C (-5.8 F) at night.

Hydrographic Details

67% of the surface of Cybele is covered in water. Most that come to the planet refer to this body of water as "the ocean" or "the Great Ocean", though there is no official name for it.

The deepest point of the ocean on Cybele is the Poseidon Deep, a long wide trench running nearly the length of the planet. Here the depth is approximately 7258 meters (23,812 feet).

The ocean here is often described as remarkably calm. Few storms trouble the seas. Those that do are, in comparison to many other worlds, quite weak.

Geographic Details

There are two continents on Cybele, the largest being the continent of Anatol. Anatol sits on the equator of Cybele. It extends south more than north.

Anatol is dominated by the Kuvava Mountains. The Kuvavas are large mountains which were pushed up with the continent was formed. The highest peak, Mount Kircan, is approximately 8516 meters (27,940 feet) tall.

Much of the rest of the continent is taken up by the Paionius Jungle. This wet broadleaf jungle is teeming with life of all sizes and much of it remains unexplored except by air and orbit. Both the sections on the east and west coast are considered part of the Paionius.

Hugging the interior of the Kuvavas Mountains is the Egribus Desert. This desert is caused by the lack of moisture which makes it across the range. The region is flat and sandy with scattered rocks which litter the landscape.

To the north of the desert, the terrain becomes rolling hills. At one time, part of the sea bed, this uplifted area still bares fossils of marine life and sandstone outcroppings. These hills are largely bare of vegetation save for the occasional sprig of local grasses.

As one nears the coast, these hills begin to hold more and more vegetation. At first simply more grasses and on the coastline, forests become more common. Many of these forested hills are covered in Kara Cedars. These trees are tall and sturdy and occasionally used as lumber for executive desks used by the upper management of the Blaylock Mining Corporation.

The trees are native to these hills sandwiched in by the jungle, the desert, and the mountains. The corporation guards these trees well and only under special circumstances are these trees felled.

Kara Desks

A Kara Desk is the highest honor the Blaylock Mining Corporation can bestow on one of its employees. Therefore, these trees are fiercely guarded from anyone else cutting one down. It is not simply for a love of the pristine forest, as their many ad campaigns might lead you to believe.

The Kara tree's wood is dark and creates a beautiful desk. Scoundrel characters might well consider trying to pass off a fake, but no real wood looks exactly like it. It would be difficult at best and getting caught selling one would certain raise the ire of BMC.

To the east of Anatol is the continent of Selek. Selek, much like Anatol, is covered in untouched jungle. This jungle, called the Epimedes, is also a wet rainforest filled with life and sitting largely unexplored except from above. Both regions of this jungle, on either side of the mountains are considered to be part of the same jungle.

The Arensil Mountains, which form the spine of the continent, are a titanic range of peaks. Caused by continental collisions, these peaks are just as tall as those in the Kuvavas. The tallest peak in the Arensils is Mount Betul at a height of 8091 meters (26,545 feet).

North of the western side of the Epimedes Jungle is the Doguslu Plains. These plains are a wide flat expanse of savannah covered in 2 meter (6 feet) tall grasses.

Population Details

Cybele is home to a permanent population of about 30 thousand. All of these live within the city of Iasios or on the orbital station. There are no settlements outside Iasios on the planet.

There can be up to 100 thousand persons on the planet at any given time and there are facilities for that amount of visitors to the planet.

Government Details

The planet is ruled (some would say owned) by the Blaylock Mining Corporation. Its main offices are located here and most of the upper echelon of the company lives here. All decisions made for the planet's welfare are handled by the executive board of the company.

Legal Details

It is forbidden for anyone who is not an employee of the Blaylock Mining Corporation to be on Cybele. This will be enforced with harsh penalties up to and including death.

However, if you are an employee, things can be rather open on Cybele. Most things in the city of Iasios are geared to the entertainment of both the executives of the company and those who are allowed to come here on "R&R" breaks.

Alcohol, most drugs, prostitution, and gambling are common in Iasios. It is a rough and tumble place. Even fights and open brawls are tolerated provided they don't become too violent.

Weapons are highly restricted. Nothing which the company feels can be used as a weapon will be allowed to be carried by anyone not working directly for company security. This includes knives and other blades that might normally be considered as tools or utility items.

In addition, the company restricts all persons to stay within the city of Iasios while on the planet. Forays into the remainder of the planet are a violation of law and will be prosecuted with extreme prejudice. Only the few times when a Kara tree is needed to make a desk for an executive is anyone allowed to leave the city and go anywhere else on the planet.

On board the orbital port, however, things are much stricter. While alcohol can flow freely in bars, most of the other activities which the company turns a blind eye toward are restricted.

The Forbidden

While most accept the given explanation that BMC doesn't allow people to roam the planet because it is dangerous and they don't want to have to deal with settlers and non-company personnel, there are those who think something else is going on here. The company, they say, is hiding something.

What the company might be hiding is a source of some debate among these people. Some claim they have located alien artifacts or ruins on the planet. Others say they may be hiding, protecting, or even enslaving a race of aliens here.

Still others say they have located rich mineral deposits here and do not wish to allow others to know what they've found. Some claim they are wasting a planet by keeping people from it while others claim they are secretly destroying a pristine environment.

There is little or no proof of any of these claims. However, it is possible that a patron may come forward to hire the characters to try to find out what is really going on here. Or the characters may simply stumble onto something that may change the view of the universe.

City Details

Iasios

Iasios is the only city on the surface of Cybele. There are approximately 30 thousand permanent residents and accommodations for well over 200 thousand. In most cases, there are

usually only around 100 thousand on the planet at any given time.

The city is located on the Doguslu Plains and is surrounded by the flat savannah. Those in the taller buildings of the city can see the surrounding area with little to block their view.

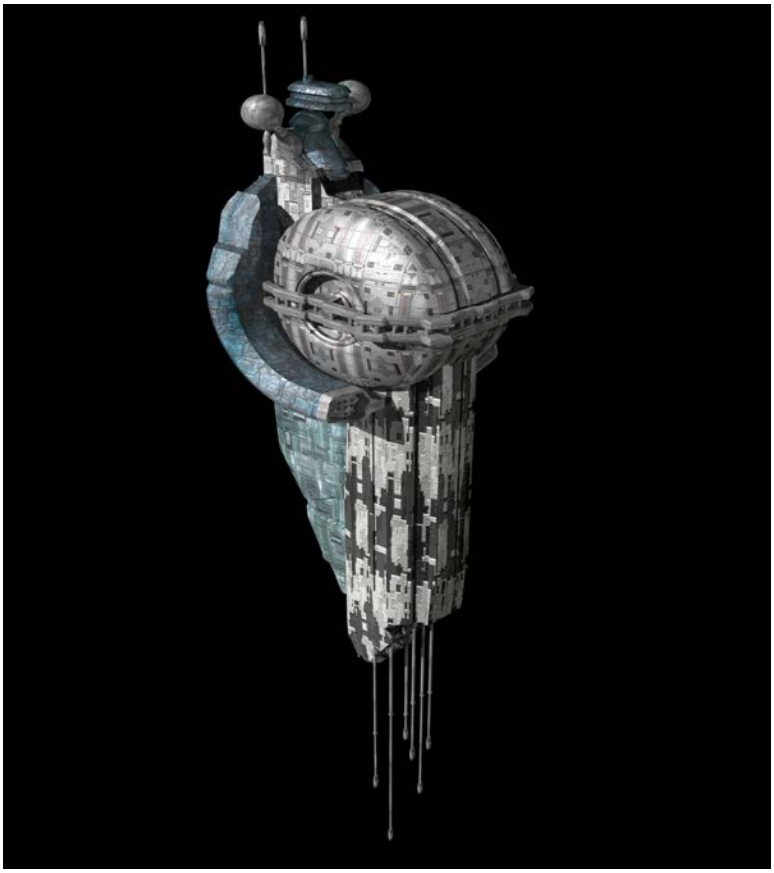
The downport for the city is located north of the city. Persons must have an employee identity badge to gain entry to the starport either from the city or from orbit.

Temperatures in summer average 28 C (82.4 F) during the day and 18 C (64.4 F) at night. In winter, this drops to 12 C (53.6 F) during the day and 2 C (35.6 F) at night.

Cybele Orbital

Home only to support personnel and a few shop owners, the Cybele Orbital is the planet's B-class port. The orbital is the only place that persons who are not employees of the Blaylock Mining Corporation are allowed.

The port is an excellent port, but travellers should be aware that BMC vessels will have priority over other vessels when it comes to docking facilities, repairs or refueling.



Dagda (Franklin 0602)
B679653-A

System Details

Dagda is located in the second orbit of its sun, Elatha, a G4 V, yellow main sequence star. Dagda orbits Elatha at a distance of 0.73 AU (110 million kilometers or 68.4 million miles).

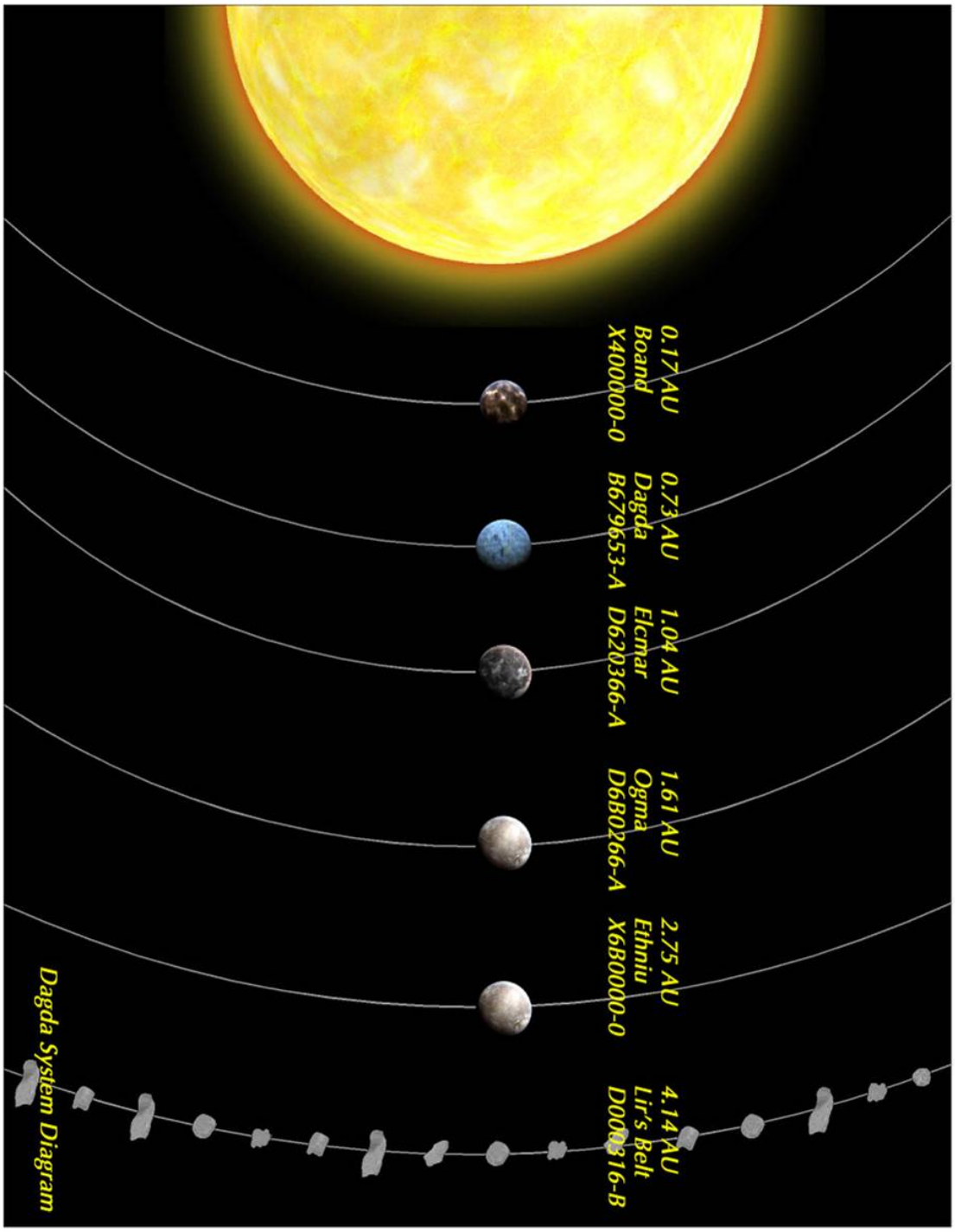
The system has no gas giants and one planetoid belt. The planetoid belt, Lir's Belt, orbits Elatha at a distance of 4.14 AU (622 million kilometers or 386.5 million miles). Lir's Belt has a small mining colony which is leased by Blaylock Mining Corporation from the Dagdan government.

The system has four other rocky bodies in it. The closest to Elatha is Boand. Boand is located approximately 0.17 AU (26 million kilometers or 16 million miles) from Elatha. Boand has no atmosphere and is uninhabited.

Orbiting Elatha at a distance of 1.04 AU (156.3 million kilometers or 97.1 million miles) is Elcmar. Elcmar has a very thin nitrogen-oxygen atmosphere. It has a population of about 4000.

Ogma is located in the fourth orbit at a distance of approximately 1.61 AU (242.3 million kilometers or 150.6 million miles). It has a carbon dioxide atmosphere. The only inhabitants are residents of a permanent research station with a population of 200.

Ethniu, in the fifth orbit, is much like Ogma. The planet has a carbon dioxide atmosphere and is uninhabited. Ehtniu orbits Elatha at a distance of approximately 2.75 AU (411.9 million kilometers or 255.9 million miles).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Dagda
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1.04 AU
Elcmar
D620366-A
1.61 AU
Ogma
D6B0266-A
2.75 AU
Ethniu
X6B0000-0
4.14 AU
Lir's Belt
D000316-B
Dagda System Diagram

Subsector Sourcebook 2: Franklin

Physical Data

Dagda has a diameter of approximately 9600 kilometers (6000 miles). Its molten core gives it a density of 1.02 standard. Dagda has a surface gravity of 0.77 standard.

Dagda has no moon.

Dagda has a rotation period of 20 hours. This is referred to locally as “one laithe”.

Dagda has an orbital period of 296 local days or 246.74 standard days. This is referred to locally as “one bliadain”.

Atmospheric Details

Dagda has an atmosphere consisting of 76.5% nitrogen, 21.21% oxygen, 0.81% carbon dioxide, 0.64% argon, and 0.84% other trace gases. The air pressure at sea level is 0.90 standard.

Dagda has a somewhat cool climate. Equatorial temperatures average 20 C (68 F) during the day and 7 C (44.6 F) at night. Summer polar temperatures average -35 C (-31 F) during the day and -48 C (-54.4 F) at night. In winter, this drops to -48 C (-54.4 F) during the day and -61 C (-77.8 F) at night.

Hydrographic Details

93% of Dagda is covered in water. Much of this is frozen in the northern and southern hemispheres throughout the year. The unfrozen equatorial ocean is referred to by the locals as “the Aigean”. The frozen regions are called “The Oighearshruth”.

The Aigean reaches a depth of 8848 meters (29,029 feet) at its deepest point. The Aigean is teeming with a wide variety of life forms at most depths. Much of the local diet consists of these creatures.

The Oighearshruth is a massive ice cap. There is no separate term for the northern and southern ice cap, all of it is referred to as The Oighearshruth. The Oighearshruth averages a thickness of 4-5 meters (13-16 feet) with some ridges reaching as much as 22 meters (72 feet).

Geographic Details

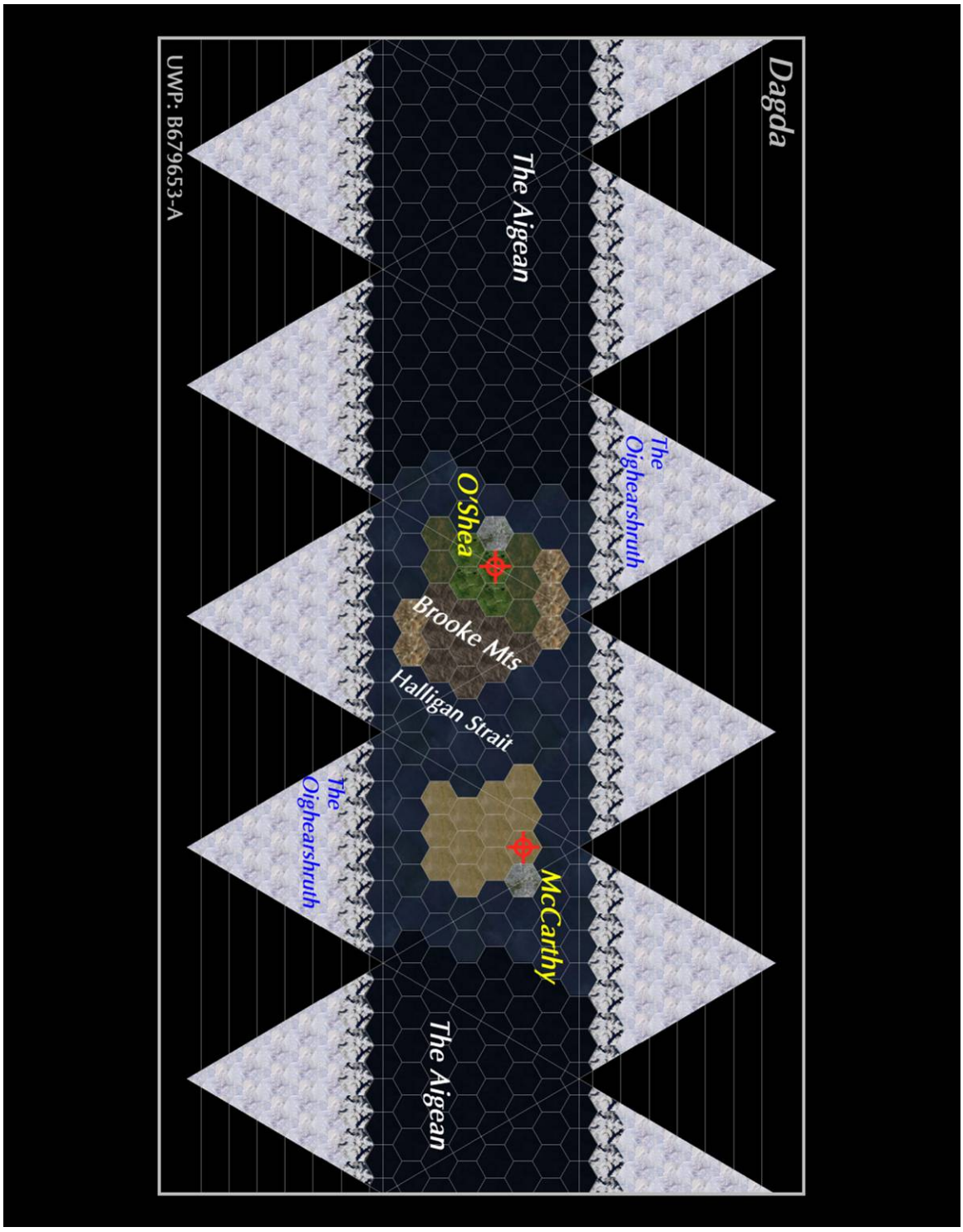
The larger of the planets two continents is O’Shaunnessy. O’Shaunnessy, named after the captain of the colonization ship that first arrived here, is a mountainous island.

The continent is dominated by the Brooke Mountains on the eastern coast. These mountains are covered in mossy grasses and peat. The highest of these, Mount Fitzpatrick, reaches a height of 1038 meters (3406 feet).

Nearer the coasts, the mountains become rocky crags. These were formed during a time several hundred thousand years ago when The Oighearshruth extended further toward the equator that it currently does.

These crags give way to forested hills and finally the low green plains of the interior of the continent. The lush green fields are used as farms for the locals.

Across the Halligan Strait from O’Shaunnessy lies the continent of Crawford. Crawford is a flat, open


Dagda
The Aigean
UWP: B679653-A
The Oighearshruth
O'Shea
Brooke Mts
Halligan Strait
The Oighearshruth
McCarthy
The Aigean

plain. Much of it is a sandy soil covering large rocks. Only the occasional mossy covering changes the landscape from being a dank brown to a lively green.

Population Details

Dagda is home to 8 million people. Most of these live in the two major cities and in smaller communities on O'Shaunnessy. Few live on Crawford outside the city.

Government Details

Dagda is ruled by a group called the Cuig Deag, or the Fifteen. These fifteen people are appointed by a group of three past members of the Cuig Deag called The Saineolach or "The Experts".

This elite council of three appoints the Cuig Deag from members of the Dagdan society. These people are chosen to the Cuig Deag predicated on the idea that they are among the smartest and most capable people on the planet.

The Cuig Deag serves for a term of six bliadains. At that time, the Saineolach decide on who should remain and who should be replaced. After seven laithes of deliberation, the new Cuid Deag takes office.

There is no limit to the amount of terms that can be served by someone on the Cuig Deag. There are no limits on who can be chosen to serve, save that they are citizens of Dagda and are not a member of the Saineolach.

The Saineolach are chosen by the Cuig Deag from among their membership. A position on the Saineolach is permanent and the person, once seated, can not be removed for any reason. Many, upon reaching an age where they feel they can no longer function adequately, retire. Others remain until their deaths whereupon they are replaced by a choice from among the Cuig Deag.

Those who are members of the Cuig Deag must receive a tattoo upon the left side of their face. This tattoo is of five wavy blue lines like the waves of the Aigean. Those who are members of The Saineolach must get this upon the right side of the face as well. Anyone with these tattoos without being a member of these organizations can face incarceration.

Legal Details

The Cuig Deag decides all laws on Dagda. These laws are enforced by the law enforcement officers and judges of the Justice Administration. This department answers directly to the Cuig Deag.

Those who serve in law enforcement are instantly noticeable in their dark green clothing. This consists of a full body suit with a black vest and black kilt. Weapons are generally kept inside the vest of on a holster attached to the side of the kilt.

Many weapons are legal to carry on Dagda. Among these are handguns, rifles, swords, and short blades. High powered energy weapons and heavy (what is considered by the Dagdans to be "military") weapons such as grenades, rockets, and the like are illegal to carry or own.

Most drugs, including many dangerous and addictive narcotics are legal to own and use here. Prescriptions are unneeded and medicinal drugs of all sorts are sold openly here.

Alcohol is unrestricted. Those who abuse alcohol or harder drugs to an extent that they cause trouble are sent to rehabilitation.

Gambling is illegal here as is prostitution. However, marriage is also illegal and condemned by most as a form of slavery.

Cultural Details

Private property is a concept to which the average Dagdan does not subscribe. The original colonists of Dagda swore to create a utopian society where concepts such as greed and hunger were eliminated. One of the chief causes, they believed, of these things was the belief in private property.

Over time, this has lightened a bit as Dagdans decided that some things needed to be held privately (such as weapons or private mementoes of family). However, Dagdans do not own property, homes, vehicles or food.

However, these things are not distributed by the government. The Dagdans believed that a person must work to earn things and then share the bounty of that work. Without work, said the philosophy, one does not eat. However, no one should eat alone. Those who will not work at all are cast out as rejects or simply unable to perform as members of society and often jailed or even deported. This does not apply to the injured, elderly, or infirm who are exempted from work.

In addition, the population of Dagda eschewed marriage as a form of property ownership. It was said that marriage was an act of owning another person and was likened to slavery. There are no marriages on Dagda, however, this has not stopped people from living as monogamous couples. However, there are many who chose to live without a permanent or even steady partner. Others will choose to live with multiple partners or to simply live alone.

Children are most often raised by the community at large. Many will not know their parents but be raised by a government caregiver until they reach the age of six (considered the “age of education”). At that time, all children go into education camps where they learn a variety of subjects. Children do not return home from the camps until they reach the age of 16 (considered the “age of work”) where they will be assigned duties which are believed to fit their aptitude level.

The “age of work” will continue until the person has achieved a point where they no longer feel they are useful to Dagdan society. This will be evaluated by a member of the Retirement Administration. If the person is deemed to have “reached the end of their usefulness”, they will no longer be allowed to work and will be retired.

The Dagdan Calendar

The Dagdan year or bliadain is made up of 296 days or laithes. Each laithe is measured from the time the sun would set on the city of O'Shea in mid-summer. This time is considered the first hour and time is enumerated by the number of hours passed until the time is reached again. A laithe is 20 hours long.

The bliadain is divided into four seasons or aimsers. These aimsers are Fogamur (Autumn), Gem (Winter), Earrach (Spring), and Sam (Summer). Each aimser is 74 laithes long.

At the end of each aimser, there is a festival which is celebrated by all Dagdans. The first of these is the Sam, called Samhain. Samhain is celebrated by the Dagdans as the end of the previous bliadain. It is celebrated by dancing and drinking alcohol around large bonfires.

At the end of Fogamur, the Dagdans celebrate Imbolc. Imbolc is a time to watch for good or bad omens of the rest of the bliadain. This often includes a ritual of purification. Those who feel they have wronged someone during the past bliadain will burn a scrap of wood with the wrong they have caused in a fire. Often this will take place at a bonfire built outside the city, but not always. The person will then try to find the person they believe they have wronged and attempt to make amends.

The end of Gem is celebrated at Beltane. Beltane is a celebration of the colonization of the planet and the good fortune of the original settlers. Much like Samhain, this is celebrated by Dagdans by drink, frivolity, and dancing about a bonfire. Often songs will be sung about the bravery and tenacity of the original colonists.

Lunasa is the celebration of the end of Earrach. This is most often celebrated by a large feast offered by the Dagdan government in the center of the large cities. These feasts sometimes become raucous affairs and it is not unknown for youths to begin throwing the food at one another following the meal.

City Details

O'Shea

Named for one of the original colonists, O'Shea is the first and largest of the cities on Dagda. The city is home not only to 3.6 million people, it is also the home of the Cuig Deag and The Saineolach.

Located on the continent of O'Shaunnessy, O'Shea sits on the coast of The Aigean. The city is surrounded by farms and farming communities in the interior of the continent.

The O'Shea Downport is located just a few kilometers outside the city to the east. It is a C-class port.

Temperatures here average 20 C (68 F) during the day and 7 C (44.6 F) at night.

McCarthy

McCarthy is the second of the large cities on Dagda. It is often regarded by those who live in O'Shea as a bit of a lesser place. This can result in defensive posturing by many residents and travellers are advised against making any jokes to

this effect. The city is home to approximately 3 million people.

The city is on the northern coast of the continent of Crawford. The wide flat plain to the south often causes McCarthy to be the recipients of high winds and dust storms. Travellers are urged to use caution.

The McCarthy Downport is located to the west of the city. It is rated D-class.

Temperatures at McCarthy average 14 C (57.2 F) during the day and 1 C (33.8 F) at night.

Dagda Highport

The Dagda Highport is home to about 200 thousand people, most of which also work here. The starport is rated B-class and travellers can expect all of the amenities of such a starport.

Mictlan (Franklin 0604)
E310424-B

System Details

Mictlan is located in the fifth orbit of its sun, Alcolmitzli, an M6 II red giant. Mictlan orbits Alcolmitzli at a distance of 35 AU (5.25 billion kilometers or 3.26 billion miles).

The system has one gas giant, Tezcatlapoca. Tezcatlapoca orbits Alcolmitzli at a distance of 45.2 AU (6.78 billion kilometers or 4.21 billion miles).

The system has two planetoid belts. The closest to Alcolmitzli is Itzli's Belt. Itzli's Belt orbits at approximately 21.33 AU (3.2 billion kilometers or 1.9 billion miles). It is uninhabited.

In the fourth orbit is Xocotl's Belt. Xocotl's Belt is located about 27.33 AU (4.1 billion kilometers or 2.5 billion miles) from Alcolmitzli. It is uninhabited.

There are two other rocky bodies in the system. Closest to Alcolmitzli is Chihuacoatl. Orbiting at 5.26 AU (790 million kilometers or 491 million miles), the planet is baked by its proximity to the star. Chihuacoatl has no atmosphere and is uninhabited.

At 25.33 AU (3.8 billion kilometers or 2.4 billion miles) away, Paynal is also uninhabited. Paynal has a slight nitrogen-oxygen atmosphere.

Open Territory

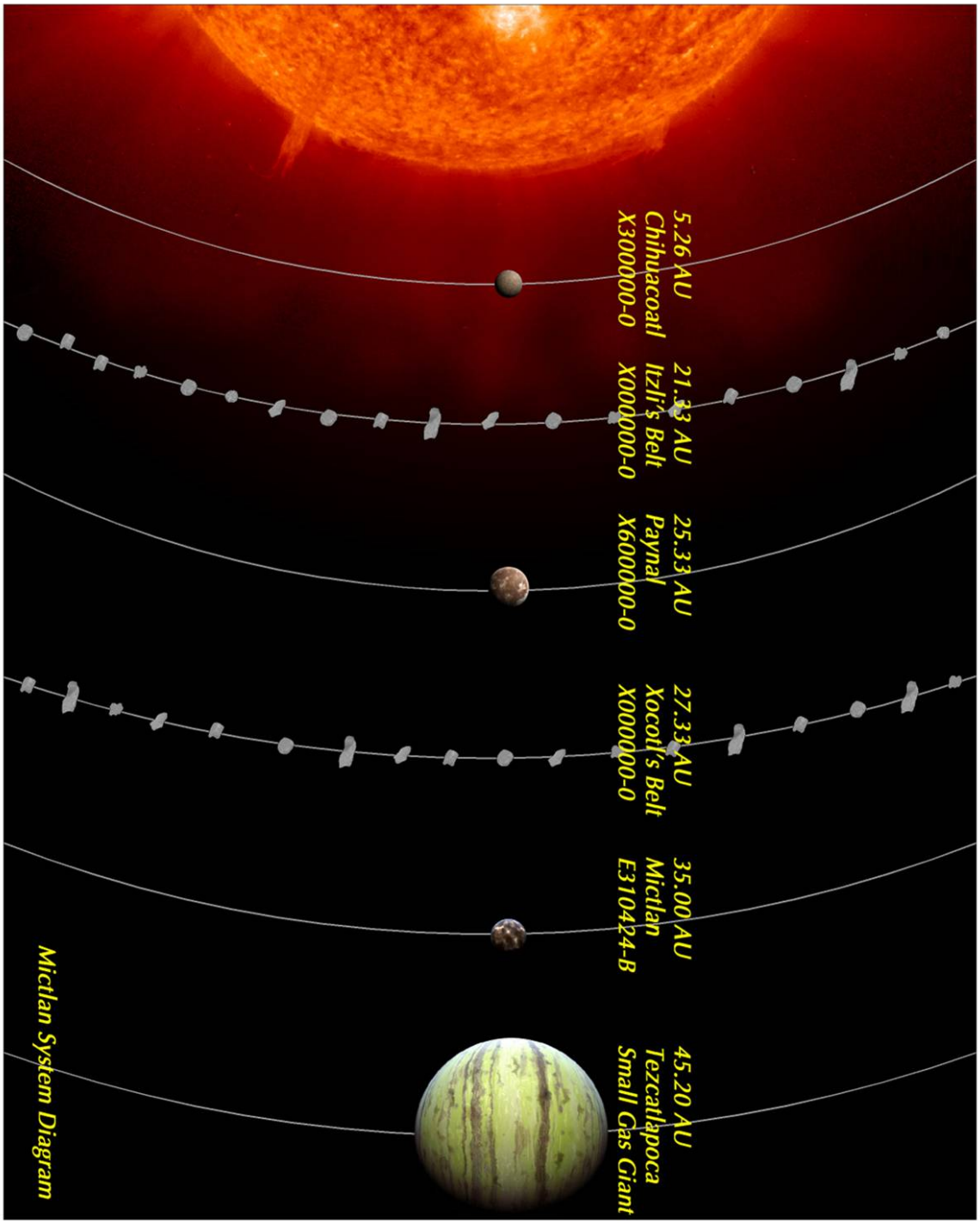
Most of the Mictlan system is uninhabited though there are some excellent opportunities for additional colonization, mining, research and so forth. However, currently, there is only the settlement on Mictlan and that government's control of the system.

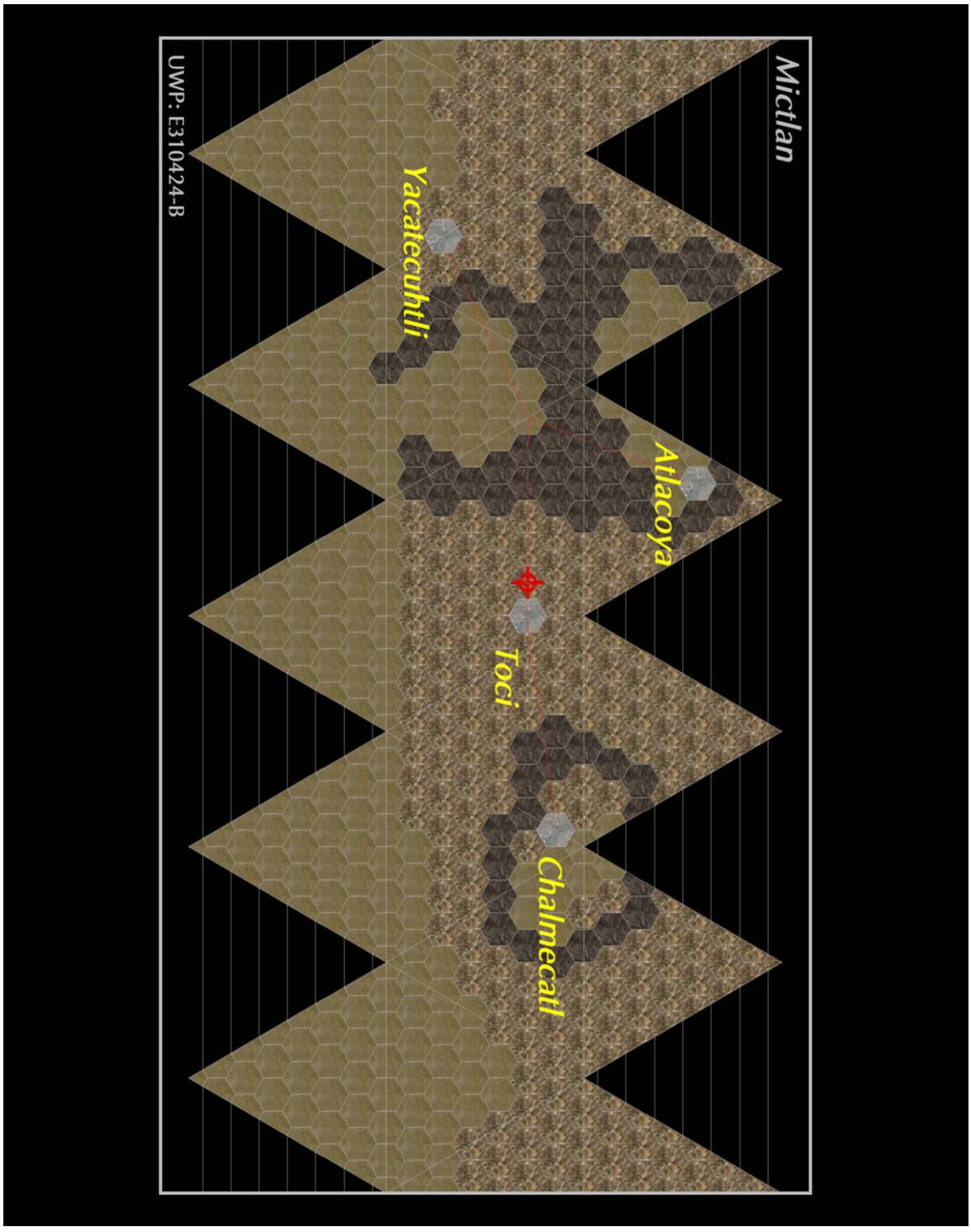
That's not to say that no one is interested. Several corporations have attempted to gain rights to the planetoid belts, the moons of Tezcatlapoca, or one of the rocky bodies. As it stands, so far, no one has made the Mictlani an offer they felt was fair and equitable.

Characters with backgrounds in diplomacy or business could be called upon to represent one of the corporations in these matters. Egata or Blaylock would love to be able to gain access to these planetoid belts for mining.

Of course, most of these corporations do not have reputations built on waiting. Perhaps they have already decided to mine these belts without informing the local authorities. The Mictlan system defenses are weak at best and they may need characters with military backgrounds to look into the problem and sort it out.

There may be additional reasons that the Mictlanis are not allowing anyone in these belts. A place like this could be an excellent base for pirates. The Mictlani might even be getting a piece of the action.


5.26 AU
Chihuacoatl
X300000-0
21.33 AU
Itzli's Belt
X000000-0
25.33 AU
Paynal
X600000-0
27.33 AU
Xocotl's Belt
X000000-0
35.00 AU
Mictlan
E310424-B
45.20 AU
Tezcatlapoca
Small Gas Giant
Mictlan System Diagram


Mictlan
Yacatecuhtli
Atlacoya
Toci
Chalmecatl
UWP: E310424-B

Subsector Sourcebook 2: Franklin

Physical Data

Mictlan has a diameter of 4640 kilometers (2900 miles). Its molten core gives it a density of 1.12 standard. Mictlan has a surface gravity of 0.42 standard.

Mictlan has no moon.

Mictlan has a rotation period of 30 hours. However, this is ignored in favor of a standard 24 hour day.

Mictlan has an orbital period of 51.18 standard years. This, too, is ignored in favor of the standard Gregorian calendar.

Atmospheric Details

Mictlan has a slight atmosphere consisting of 88.44% carbon dioxide, 7.26% nitrogen, 4.13% argon, and 0.17% other trace gases. The air pressure at the surface is 0.07 standard.

Equatorial temperatures average 192 C (377.6 F) during the day and -188 C (-306.4 F) at night.

Geographic Details

The planet is covered in impact craters from wayward asteroids which have impacted. Some of these craters are expansive and serve as the location for the settlements which exist here.

There are several large ridges and mountainous crags in the northern hemisphere. The southern hemisphere is largely flat, showing evidence of large scale lava flows in the planet's past.

Hydrographic Details

While there has been some frozen water ice found in three craters in the northern hemisphere, no other water has ever been found.

Population Details

Mictlan is home to about 50 thousand people. These are spread out in four settlements which are located underground within large craters on the planet.

These settlements are all located deep underground. They have been hewn from the rock and pressurized to allow for habitation.

Each of the cities is comprised of large chambers which are then connected by tunnels. The chambers are then divided into housing units, office spaces, industrial and commercial properties.

Government Details

The government of Mictlan is a participatory democracy. All decisions of the government are put to a general vote of the citizenry.

At the age of 12, an implant is placed in the head of the citizen. This implant alerts the citizen when a new development occurs that will affect the planet. The decision of what to do about this problem is placed before the citizen and the decision is made. Usually this process is rather fast and laws can be enacted and enforced within hours (though most have a "grace period" which can be up to a year).

Just A Second

Decisions on Mictlan can literally take just a few seconds. All of the citizenry of the planet can choose to vote or not vote on an issue in a flash.

Of course, this also means that laws can change just that quickly. Travellers are advised to make themselves aware of the latest law changes before they leave the starport. Even this may not be enough time.

In practice, however, most of the laws that affect the average traveller remain the same or change at a slow rate. Still though, if it has been sometime since a traveller has visited Mictlan, it is entirely possible that the law has changed. Even more maddening for the average traveller is that the law may very well have changed since the travelogue they are reading was put forward.

Referees are encouraged to have fun with this. Read the legal details section to them and then feel free to rip the rug out from under them or change a law to complicate their lives. On Mictlan, it is not just being an evil smiling Referee, its actual governmental practice.

Legal Details

Although the mercurial nature of the local government can cause these things to change, the current laws are covered in this document.

Any slug weapon which can be set to full automatic is illegal to carry here. Laser weapons, heavy weapons, and high energy weapons are also illegal.

Most narcotics which are considered by the public to be addictive are illegal here. In addition, any product which must be smoked is also illegal to possess.

Merchants are not taxed at all for importing goods. In addition, merchant vessels carrying cargo to be offloaded at Mictlan are not charged any berth costs at the starports. However, all other vessels can expect a 10% higher cost to have their ships berthed.

Large scale gambling is illegal here; however, there are legal games of chance to be had if one knows the right person. Private, small-scale games are legal. Casinos are illegal.

Cultural Details

Visitors to Mictlani cities quickly discover that the cities have their own certain smell. Each city refreshes its air and gets the foul smells from the air, but each city carries its own fragrance that it puts into the air. This fragrance is particularly strong at the entrances and exits of the city.

Most of the citizens of Mictlan live in communal groups. The hewn nature of the homes here often gives a small communal area between several familial homes. This can often give rise to polyamorous family groups and joint raised children.

Travellers will also discover that Mictlanis, while they welcome visitors and goods, often have a distrust of those visitors. It can be very difficult to break through this layer of distrust and suspicion. Most believe this is why the Mictlani refuse to allow mining corporations into the system.

City Details

Toci

Toci is the location of the original settlement and is currently home to 13 thousand people. It is located slightly north of the equator in a heavily cratered region.

Toci is often cited for the pine smell which greets visitors to the city. While the pine scent does emanate throughout the city, the entrance is where it is strongest. This can often be so strong as to somewhat stun those who have never visited Toci.

Toci is near the Mictlan downport. This is not merely the only port on the planet but also the only port in the system. It is rated E-class and is comprised of a few landing pads. These pads, when a ship lands upon them, will then descend to a lower chamber which will then pressurize.

Despite being an E-class port, the port does have unrefined fuel available. However, this supply is often quickly depleted on days with more than a few ships in the system. Travellers can expect a wait of up to three days to get unrefined fuel in supply here, hence the lower rating for the port.

Toci is connected to the downport and the other cities by means of a pressurized rail line. The rail line costs 50 credits to ride for non-citizens and is free for citizens.

Atlacoya

Atlacoya is home to about 12.5 thousand people. It is the second city to be founded on Mictlan. It is located in the northern hemisphere in the northeastern corner of a large impact crater.

Atlacoya “flavors” (the preferred term) its air with a citrus smell reminiscent of oranges. It is not nearly as strong as the pine scent in Toci but it does maintain its strength throughout the city.

Chalmecatl

Chalmecatl is home to approximately 12.5 thousand people. It is the third city to be created on the planet. It is located in the southwest corner of a large impact crater.

Chalmecatl has a distinctive apple scent when one arrives there. Like Toci’s pine scent, the apple scent is very powerful upon arrival. In addition, the apple scent keeps its hold throughout the city.

Yacatecuhtli

Yacatecuhtli is home to about 11 thousand people. It is the last of the cities to be created and is currently the least populated.

Yacatecuhtli’s air is “flavored” with a slight vanilla smell. This is far lighter than the scents of the other cities but maintains a similar strength in all corners of the city.

Subsector Sourcebook 2: Franklin

Nyx (Franklin 0610)
B320445-B

System Details

Nyx is located in the first orbit of its sun, Erebus, an M0 V, red main sequence star. Nyx orbits Erebus at a distance of approximately 0.13 AU (19.5 million kilometers or 12.1 million miles).

The Nyx system has no gas giants and three planetoid belts. Unlike most systems, the planetoid belts do not include "belt" in the name. The belts are simply referred to by the name given by the original surveyors. This can often cause confusion among first time visitors to the system.

The closest of the planetoid belts to Erebus is Erinyes. Erinyes is located approximately 0.17 AU (26.1 million kilometers or 16.2 million miles) from Erebus. This planetoid belt is currently being leased from the Nyx government by the Egata Mining Corporation. Egata's colony here is approximately 3500 strong.

Located at 0.21 AU (32.2 million kilometers or 20 million miles) from Erebus is Keres. This planetoid belt is currently being leased from the Nyx government by the Blaylock Mining Corporation. Blaylock's contingent in Keres is about 3500.

Moirai is located about 0.27 AU (41 million kilometers or 25.5 million miles) from Erebus. This belt had been leased by a company called Sorenson Metals. However, last year when Sorenson's ten year contract came up for renewal, the Nyx government declined to renew the contract. Currently, there are no mining operations in Moirai.

There is one other rocky body in the system. Hypnos is located about 0.38 AU (57 million kilometers or 35.4 million miles) from Erebus. Hypnos has a carbon dioxide atmosphere which is about 8 times standard pressure. There is no water and the only inhabitants are members of a research team. This team operates from a small orbital base.

Bad Deal

While most believe the deal with Sorenson Metals was nullified for financial reasons, no one truly knows the reason. The Nyx government did make a short statement saying that the contract was "no longer in their best interests" but there have been no further statements.

Sorenson Metals has taken quite a hit from this action. A much smaller company than Egata or Blaylock, the operations here had been responsible for much of their profit. There are those who believe that one or both of these larger corporations made sure the "little guy" was shoved out of the system.

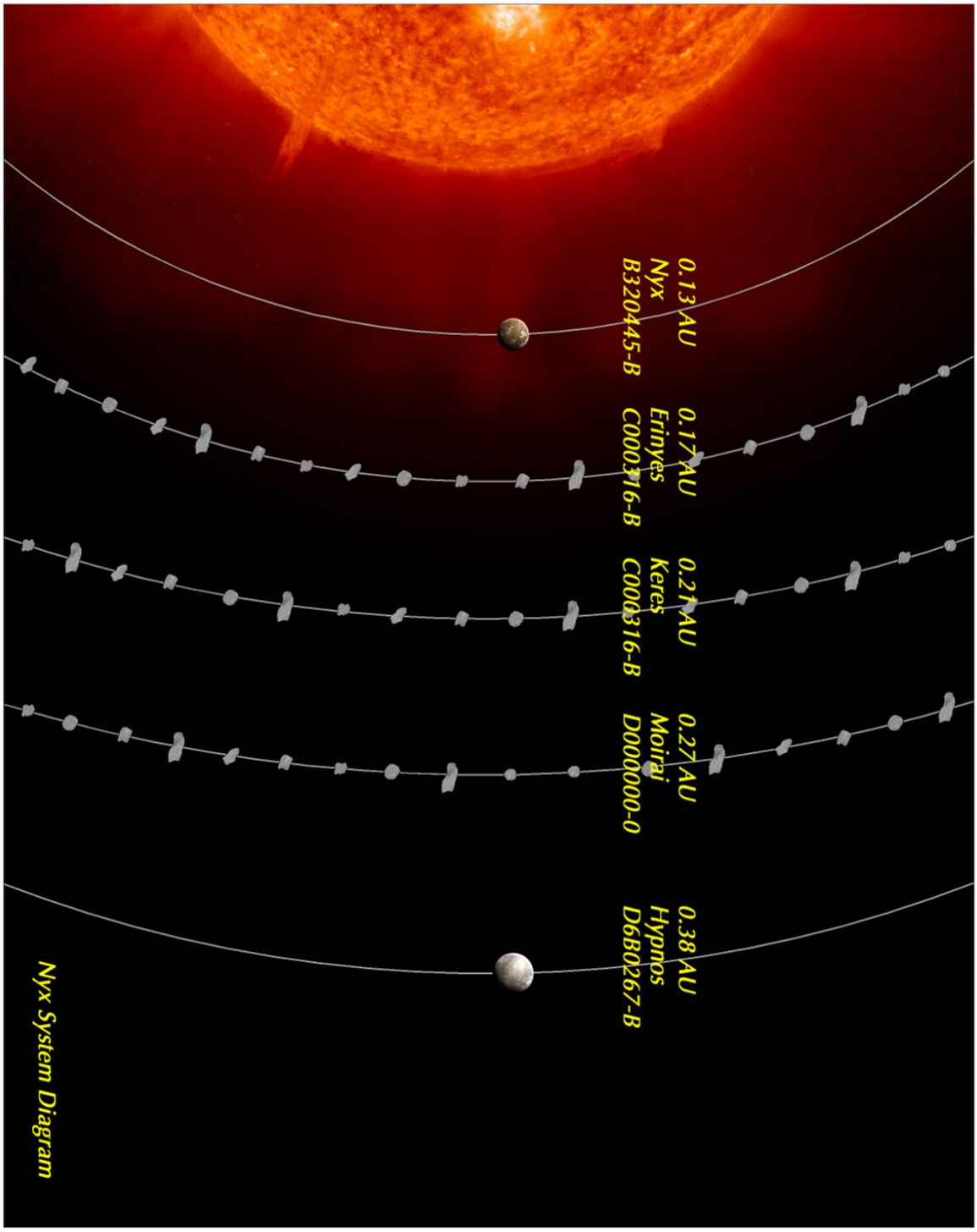
In fact, characters of shady backgrounds might be hired to exact revenge on behalf of Sorenson on either Egata or Blaylock. Agent or military characters might be hired by Egata of Blaylock to prevent such action.

Merchant characters might be hired to haul off existing stocks of ore and metals from Moirai for Sorensen and face trouble from agents of the larger companies seeking to take it.

And, with the finds on Tal'Kalares, it may be possible that Nyx needed to get Sorenson out of there to prevent Sorenson from discovering something out in Moirai.

It is also possible that the Nyx government has simply nationalized the Sorenson equipment and mines in the belts to get into the business themselves. Perhaps characters might be hired to investigate this motive as well. Characters will legal backgrounds might be called in to help assist Sorenson recover their equipment or goods. Scoundrel types might be hired to "liberate" the equipment either for Sorenson, the other corporations, or simply to sell on the black market.

On the other hand, characters with legal or diplomatic backgrounds might be hired by Egata or Blaylock to try to convince the Nyx government to allow them in to Moirai. Scoundrel characters might be hired to "put the squeeze" on the Nyx politicians. Military or mercenary characters might even be hired to assist the corporations in simply seizing the belt for themselves.


0.13 AU
Nyx
B320445-B
0.17 AU
Erinyes
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Hypnos
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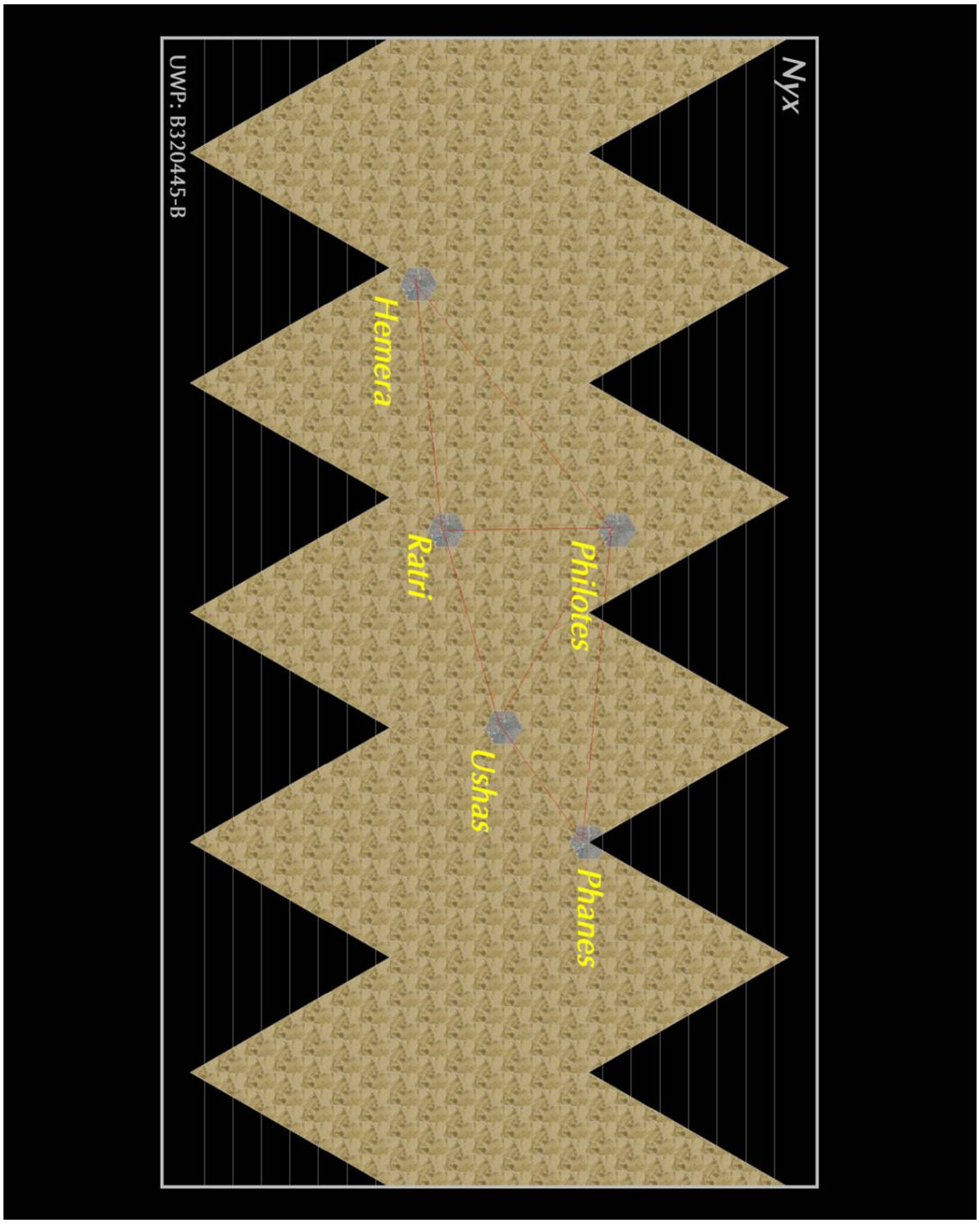
Nyx System Diagram


Nyx
UWP: B320445-B
Hemera
Ratri
Philotes
Ushas
Phanes

Subsector Sourcebook 2: Franklin

Physical Data

Nyx has a diameter of approximately 4320 kilometers (2700 miles). Its rocky core gives it a density of 0.54 standard. Nyx has a surface gravity of 0.20 standard.

Nyx has no moon.

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

Nyx has a orbital period of 24.5 days. This is ignored by locals who use the Gregorian calendar.

Atmospheric Details

Nyx has a slight atmosphere consisting of 76% nitrogen, 23.03% oxygen, 0.26% carbon dioxide, 0.15% argon, and 0.56% other trace gases. Nyx has a surface air pressure of 0.14 standard. This requires that anyone going onto the surface of the planet to wear a vacc suit.

Equatorial temperatures average 100 C (212 F) during the day and -40 C (-40 F) at night. Summer polar temperatures average 71 C (159.8 F) during the day and -27 C (-16.6 F) at night. In winter, this drops to -6 C (21.2 F) during the day and -104 C (-155.2 F) at night.

Geographic Details

The surface of Nyx is covered with powdery dust like particles and rocks. These are the remnants of past asteroid hits which pulverized the rocky crust of the planet. This dust still remains and often floats with small movements in the slight atmosphere.

The surface is pockmarked by craters of these past impacts. Some of these craters are several kilometers wide while others are only a few centimeters across.

Hydrographic Details

There is no naturally occurring water on Nyx. There are some ponds which exist inside the cities.

Population Details

Nyx is home to just over 50 thousand people. The population lives entirely underground in cities regulated by law to hold no more than 14 thousand people. Currently, the cities hold about 10 thousand each.

These underground cities consist of large open areas which have domed, sealed, and pressurized. The entire structure is located underground. In each city, a holographic projection of open blue skies is placed on the dome during the day. This projection then gives a view of the local starfield at night.

Meanwhile, the floor of the dome is covered in gravity plates mimicking 1.0 standard gravity. The floor of the dome is then covered in soil, grass, buildings, and even small ponds. While inside the cities, one can quickly forget that one is on a small rocky planet of a red star.

Each of these cities is connected to one another by an underground high speed rail system as well as by shuttles travelling between the cities. These shuttles also travel to and from the cities to the orbital starport.

Government Details

Nyx is ruled by the Nyx General Assembly. The General Assembly is a group of elected officials which represent 2000 people each. These representatives are elected for a six year term and can not be re-elected. They can, however, serve an additional term provided it is nonconsecutive. The representative may never serve more than two terms.

Each of the 2000 people served by a representative must vote in the election. All elections are held at the same time on the same day and are performed by a secret ballot. By law, no city can have more than seven representatives. If the population exceeds more than 14,000 in a city, then a new city must be built and population made as even as possible.

The General Assembly elects the President of the Assembly. The President can be any person who has served, but is not currently serving, as a representative. The President may vote in the Assembly in the event of a tie vote. Otherwise, the President is simply an honorary position.

These officials meet in the General Assembly Hall in the city of Philotes.

Legal Details

The laws passed by the General Assembly are then enforced by the Security Forces. The Security Forces are overseen by a member of the Force appointed by the General Assembly. The current head of the Security Forces is a man named Jeremy Vinson, who worked his way up through the ranks and is highly respected by his troops.

All slug firing weapons are illegal on Nyx. Gauss weapons and anything considered a heavy weapon (such as grenades, rocket launchers, etc) are illegal as well. High energy weapons are also illegal; however, most laser weapons are legal to carry provided they can not be concealed.

Blades are legal to carry provided they are not concealed. If one carries a blade, it must be in its scabbard and obvious to the security force that you are carrying it. Security force members are equipped with devices to search randomly for weapons and they often do just that.

Activities such as gambling, drug use, and prostitution are illegal here and investigated actively by the security forces. In addition, smuggling of illegal items is also investigated with vigor.

Cultural Details

Nyxians are often considered to be open and friendly. The average Nyxian is quick with a joke, a smile, and a pat on the back. Perhaps the only complaint by the average traveller is that Nyxian ideas of personal space are far less than that of other cultures.

Another notable thing about Nyxian culture is the amount of control exerted by parents upon their children. Parents arrange all weddings, hold the property deed to all housing for their children, and can even take a percentage of their earnings.

Marriages on Nyx are contracts created by the parents of

the children. These marriages are for ten year periods. At that point, the parents can renegotiate the contract.

If a deal is reached, the marriage can continue. However, if a deal can not be reached, the marriage is annulled. At times, if one spouse is agreed by the parents to be at fault for the annulment, that spouse can be required to pay a fine to both sets of parents.

If one parent dies, the remaining parent maintains their side of the control. If one set of parents dies, the remaining set of parents control the fate of the children solely. If the couple (or an individual) has no living parents, then they are considered a "free agent" and have control over their own lives and contracts.

City Details

Philotes

Philotes is the site of the original settlement and is currently the largest of the five cities on the planet. It is home to just over 11 thousand people. It is also the capital of the planet and home to the General Assembly and the President.

The city is also home to a local office of the Foreign Nobility Computer Company which oversees the holographic projections on the interior domes. This interstellar corporation keeps a permanent office here and any testing of new holographic effects often takes place here rather than in any other city.

Ratri

Ratri is the third city to be founded on the planet and currently the second most populous. It is currently home to 10.6 thousand people.

Ratri is best known for the rather large pond, Lake Antril, which dominates the interior of the city dome. Many go there specifically to enjoy boating on the large body of water.

Ushas

Ushas is the second city to have been created on the planet and currently third most populous. It is home to 10.4 thousand people.

Ushas is best known for its creative light show which greets each new morning. This colorful sunrise is created through the use of a projected mountain range, the Jomili Range, on the edge of the city. The sun rises through a break in these fictional mountains to create a stunning light show.

Phanes

Phanes is the fourth city to be founded, the fourth in population size, and the first to be founded to comply with current law. Phanes is currently home to 9.8 thousand people.

Four years after the law passed that no city could be over 14 thousand people, Philotes reached that mark. At that time, three thousand people were moved from Philotes to Phanes. In addition, five hundred people were moved from Ratri and Ushas as well. These four

thousand formed the new city of Phanes. Within a few years, a rail line was added from Ushas and the city was complete.

Phanes is probably best known for its embrace of low gravity sports. There are many areas in Phanes where the gravity plates are not present on the floor of the dome. This allows for stadiums and gymnasiums where gravity is 0.20 standard.

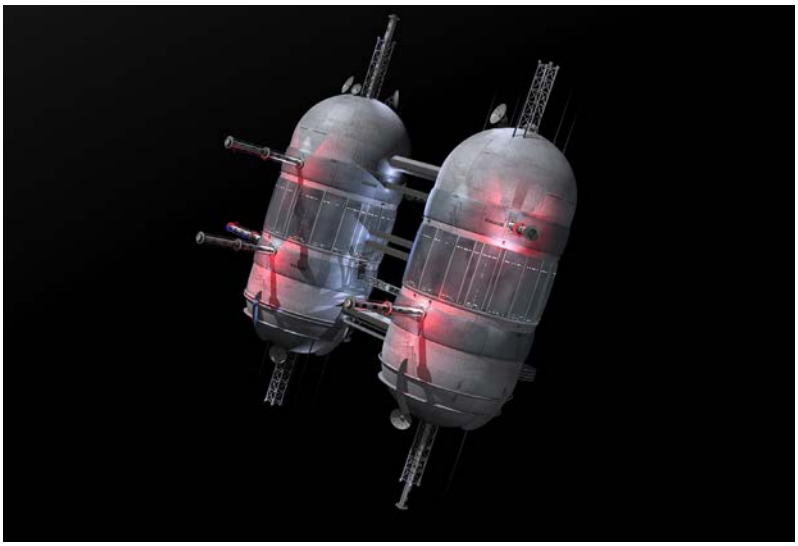
Hemera

The newest of the cities on the planet, Hemera is home to approximately 9.3 thousand people. The city was formed when both Ushas and Ratri were getting close to the limit of 14 thousand people.

The city is mostly a collection of homes with very few businesses. Most of the few businesses that have located here are restaurants and food services. Most of the people who live here work at the orbital port and commute via shuttle.

Nyx Orbital

The Nyx Orbital is a small B-class port which barely affords all of the amenities associated with ports of that class. Most travellers consider the port cramped and many of the services to be less than satisfactory.



Subsector Sourcebook 2: Franklin

Avicenna (Franklin 0704)
C679586-A

System Details

Avicenna is located in the sixth orbit of its sun, Dante, an F0 V, yellow-white main sequence star. Avicenna orbits Dante at a distance of approximately 2.81 AU (422 million kilometers or 262.2 million kilometers).

There is one gas giant in the system, Socrates. Socrates orbits Dante at a distance of about 10.07 AU (1.51 billion kilometers or 938.27 million miles). Socrates has an extensive ring system. One of the moons of Socrates, Critias, is used as a research station. Another, Alcibiades, is used as an outer system refueling base.

There are six other rocky bodies in the system. The closest to Dante is Virgil. Virgil orbits Dante at a distance of approximately 0.23 AU (35 million kilometers or 21.7 million miles). Virgil is extremely hot and volcanically active. It has no atmosphere and is uninhabited.

Averroes orbits Dante at a distance of 0.42 AU (62.3 million kilometers or 38.7 million miles). Averroes is an airless rock with no inhabitants.

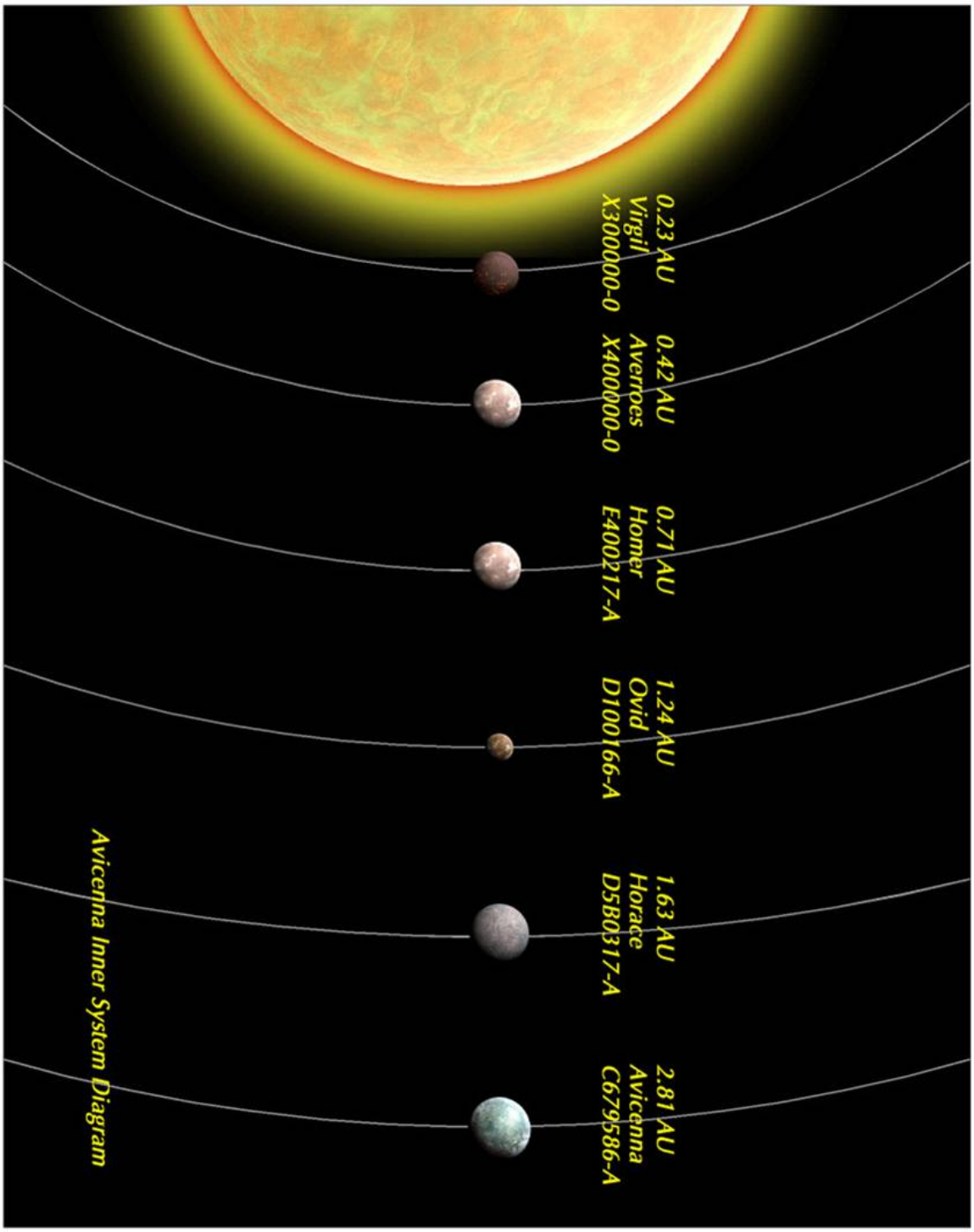
Homer is located in the third orbit at a distance of 0.71 AU (106.5 million kilometers or 66.2 million miles). Homer, like Averroes, is an airless rock. However, there is a small mining colony owned by Blaylock Mining Corporation currently performing mining and survey expeditions there.

Ovid, located in the fourth orbit at a distance of 1.24 AU (186 million kilometers or 115.6 million miles) is a small planetoid with no atmosphere. It is inhabited by a research station with a population of about 65.

Ovid is believed to have been captured by Dante. It has a 15 degree inclination over and below the ecliptic.

Horace is located approximately 1.63 AU (244.3 million kilometers or 151.8 million miles) from Dante. Horace has a slight carbon dioxide atmosphere and is inhabited by a mining colony owned by Blaylock Mining Corporation.

In the seventh orbit lies Saladin. Saladin orbits Dante at a distance of about 3.86 AU (578 million kilometers or 359 million miles). Saladin, like Horace, has a slight carbon dioxide atmosphere. However, Saladin is uninhabited.


0.23 AU
Virgil
X300000-0
0.42 AU
Averroes
X400000-0
0.71 AU
Homer
E400217-A
1.24 AU
Ovid
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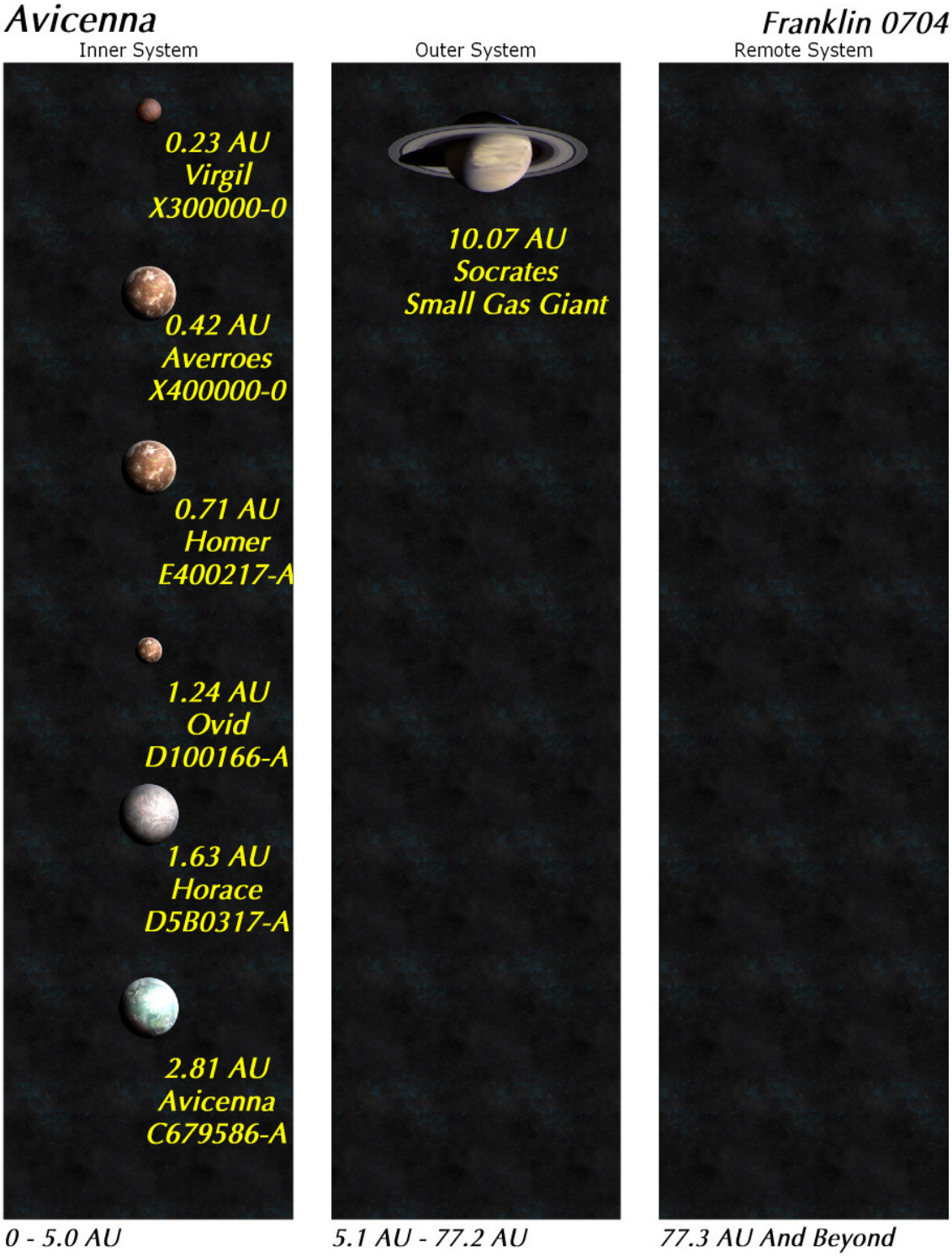
1.63 AU
Horace
D5B0317-A
2.81 AU
Avicenna
C679586-A
Avicenna Inner System Diagram


Avicenna
Inner System
0.23 AU
Virgil
X300000-0
0.42 AU
Averroes
X400000-0
0.71 AU
Homer
E400217-A
1.24 AU
Ovid
D100166-A
1.63 AU
Horace
D5B0317-A
2.81 AU
Avicenna
C679586-A
0 - 5.0 AU
Outer System
10.07 AU
Socrates
Small Gas Giant
5.1 AU - 77.2 AU
Franklin 0704
Remote System
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Avicenna has a diameter of 10,400 kilometers (6500 miles). Its molten core gives it a density of 1.08 standard. Avicenna has a surface gravity of 0.81 standard.

Avicenna has one moon, Rhazes. Rhazes has a diameter of 240 kilometers (150 miles). It orbits Avicenna at a distance of 35,750 kilometers (22,214 miles). Rhazes orbits Avicenna once every 30 hours. Rhazes has no atmosphere and is uninhabited.

Avicenna has a rotation period of 22 hours. This is referred to locally as “one day”.

Avicenna has an orbital period of 1446 local days or 1325.5 standard days. This is referred to locally as “one full cycle”.

Atmospheric Details

Avicenna has an atmosphere consisting of 77.2% nitrogen, 20.55% oxygen, 0.60% argon, 0.55% carbon dioxide, and 1.10% other trace gases. The air pressure at sea level is 0.98 standard.

Equatorial temperatures average at 45 C (113 F) during the day and 30 C (86 F) at night. Summer polar temperatures average -1 C (30.2 F) during the day and -16 C (3.2 F) at night. In winter, this drops to -37 C (-34.6 F) during the day and -52 C (-61.6 F) at night.

Hydrographic Details

90% of the surface of Avicenna is covered in water. However, in a region called “The Shallows” particularly the equatorial region, the sea will only reach a depth of 4 meters (13 feet). Closer to land, it can be as shallow as .7 meters (2.2 feet). Much of this area is the region known as the Herodotus Swamp.

Near the polar regions, the ocean can reach much greater depths. The northern polar trench (which is actually several hundred kilometers south of the pole) can reach depths of up to 8462 meters (27,765 feet).

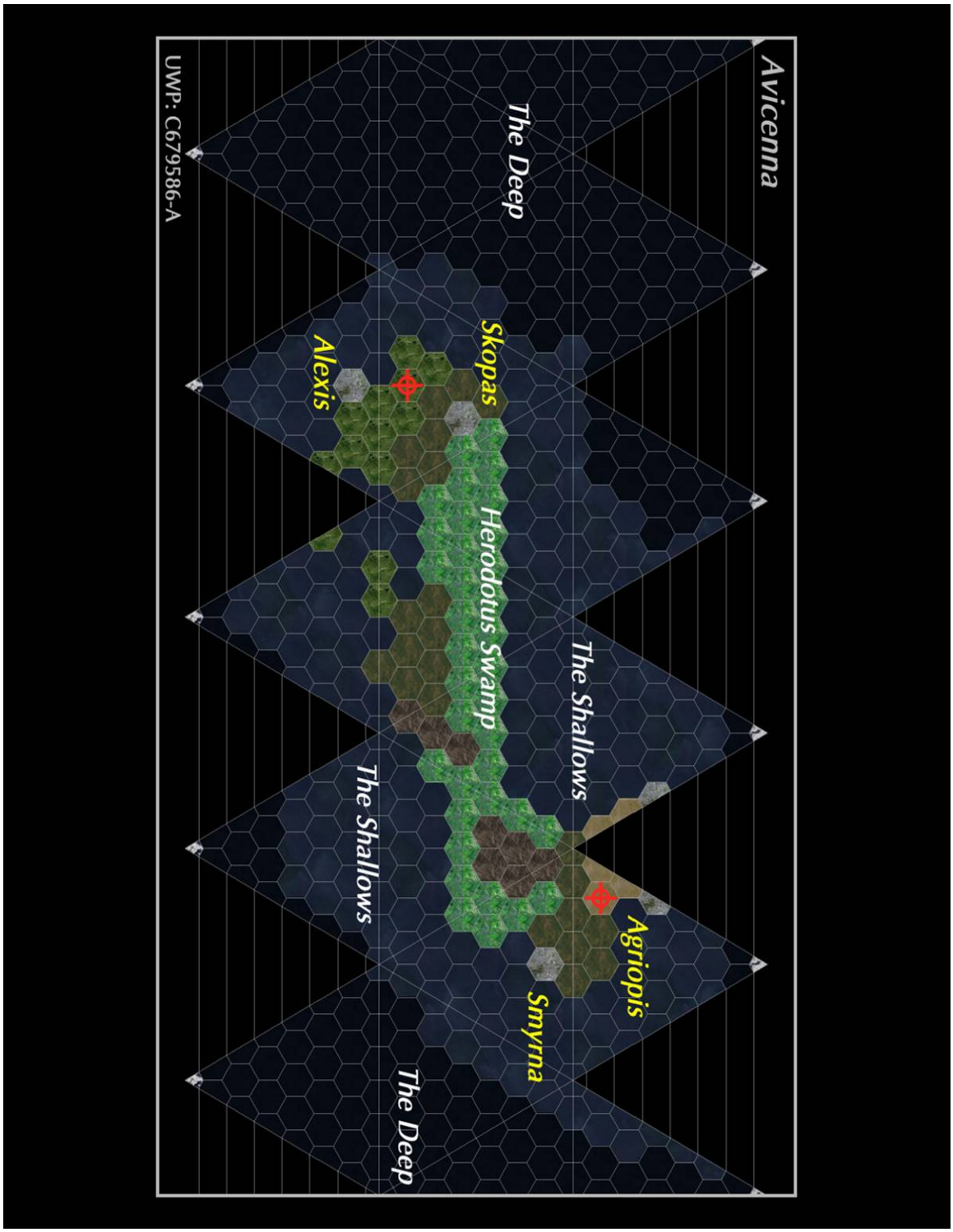
Geographic Details

There are three continents on Avicenna: Huang, Cruz, and Yoshida. The three continents were formerly together as one supercontinent. However, they are now moving away from one another at the rate of 50 millimeters per year. This has helped create a region of shallow water called “The Shallows” and an even shallower region called “The Herodotus Swamp”.

The Herodotus Swamp is, in fact, not a swamp at all but a very shallow region of ocean which teeming with algae and floating plant life. The green color reminded many colonists of swamps and the name stuck. The region remains thick with these life forms, as well as local fish which feed upon them.

To the southwest of the Swamp is the continent of Huang. The southern area of Huang is made up of flat grasslands. These fields provide excellent farm land and the region is used extensively for that purpose.

Further north on Huang lies the Petrov Forest. This forest is made up of tall hardwood trees which reach up to 18 meters (59 feet)


Avicenna
The Deep
Skopas
Alexis
Herodotus Swamp
The Shallows
Agriopis
Smyrna
The Shallows
The Deep
UWP: C679586-A

tall. The forest sits on a series of low undulating hills which can make the forest seem even taller when viewed from the grasslands.

East of Huang is the continent of Cruz. Cruz is covered in the same undulating hills and tall trees as are found in the Petrov Forest. Here called the Ross Forest, it forms much of the interior of the continent.

On the eastern edge of the continent are the Shapiro Mountains. These mountains are part of an overall range that once formed the eastern edge of the supercontinent. One of the most prominent peaks in the Shapiros is Mount Larson, an active volcano.

Northeast of Cruz is the continent of Yoshida. The southern part of the continent is dominated by the Alvarez Mountains. These mountains, once connected to the Shapiros, are stark and jagged. The tallest of these, Mount O'Brien, is 979 meters (3213 feet) tall.

North of the Alvarez Mountains, is the Richardson Forest. This forest is made up of tall, pine-like trees which can grow to a height of 23 meters (75 feet). The trees have few limbs near the ground and many small limbs with needles and cones near the top.

Further to the north is the Goldstein Plateau. This raised area is almost completely flat and covered in sandy soils. Little vegetation grows here and the winds often kick up duststorms.

Population Details

Avicenna is home to slightly more than 200 thousand people. Much of the population lives within the four major cities, but there are several smaller communities spread across the continents. Some of these can be quite small and have only a few residents who work farms or fisheries.

Government Details

Avicenna is ruled by a meritocracy in which several bureaus oversee certain aspects of Avicennian life (for instance, the Bureau of Justice or the Bureau of Defense). Each level of the bureaucracy requires a certain level of achievement (for instance, a degree from a recognized university). In addition, each level requires a test be taken to prove knowledge of the subject. These tests are administered by the University of Avicenna, which is located in Smyrna.

The highest level is Civil Servant-22 (or CS-22). There is only one person with the rank of CS-22 at any given time and this person is referred to as Head of All Bureaus or "The Head" for short. Although The Head administers all departments, most decisions tend to get made at a lower level. However, The Head can, if he/she wishes, place great pressure on lower ranks to change directives.

CS-1, the entry level, has few prerequisites, low pay, and a single test. As the CS-1 progresses through the Bureau in which he/she has become employed, he/she will face ranks which rise in tenths. So, if someone is currently rank CS-1, the next rank would be CS-1.1, the next CS1.2 and so forth.

Most persons employed on Avicenna are in the employ of a bureau of the government. This includes shopkeepers and farmers as

well as the military and law enforcement.

Legal Details

All laws are enforced by the Bureau of Law Enforcement. Their blue uniformed officers are seen regularly throughout the major cities on Avicenna.

Weapons of any sort are discouraged from being carried on Avicenna, particularly in the major cities. Energy weapons, slug throwers, gauss weapons and the like are all illegal to carry or own on Avicenna. It is legal to carry a bladed weapon or a shotgun, provided one has a permit from the Bureau of Law Enforcement to do so. Failure to obtain a permit can result in jail time, deportation, or both.

Most all narcotics are illegal here. Alcohol and tobacco products, however, are not only legal but rather common. There are no restrictions on the use of either alcohol or tobacco.

Offworlders who wish to leave the downports must first obtain a permit to do so. In most cases, these permits are granted. However, if there is a record of crimes on Avicenna, the Bureau of Immigration will not grant the permit. In addition, if the Bureau has reports of crimes committed on other worlds available, they will review the crimes and decide if a permit is to their best interest.

Cultural Details

Avicennans, in general, are a conservative people and somewhat unbending when it comes to things that they feel have become traditional. Traditional Avicennan society is something that is fiercely protected and guarded by both the people and The Bureau of Preservation. Travellers are warned that making statements about how things “are done better” on another world can often result in shunning by the locals at best or fisticuffs at worst.

One of those traditions is winemaking. Vineyards exist on much of Cruz, in areas where the forest has been cleared. Most that live on Avicenna are dedicated fans of the Avicennan wines and feel there is none better.

Another tradition is tobacco. Most Avicennans smoke tobacco in one form or another and most will only smoke tobacco from the southern Huang region. Imported tobacco products will be shunned by the average Avicennan.

While many smoke in the form of cigars and cigarettes, the most popular form is from a pipe. Avicennan tobacco pipes are often highly ornate and elaborate.

Most Avicennans will also wear earrings or ear jewelry. Sometimes this will take the form of a simple jeweled stud in the earlobe. Others will wear golden ear coverings that cover all but the ear hole.

Fish and vegetables are staples of the Avicennan diet. Most of the fish eaten here are caught in the Herodotus Swamp. Avicennan chefs are famous for their creative ways to use the common ingredients to create something new and vibrant.

Morning

This was exactly the sort of morning that Jake Martin liked. His new homeworld of Avicenna was a humid swampy place that rarely ever gave these to him, yet here it was. The temperature had dropped during the night as he slept and now the shallow water laden world was all fog. The deep white fog took away the sight of the long horizon and made him feel at home.

Home was a long trip from here. Jake was from Marlowe, a place where the weather never changed. Marlowe was an asteroid belt and Jake had grown up inside one of the many hewn corridors in the rock. Now, although it had been years since he left the Belt, he still felt the jittery uncertainty of seeing so much at one time. The fog made him feel at home.

A cold wind bit into him as he stood at the edge of his porch. The wind was another difference, but he had become accustomed to it. He enjoyed the chill air, especially since his home was normally so sultry. He brought his hands up, produced his small lighter, and lit his morning cigarette. Another thing that separated Jake from Marlowe as such things would never have been allowed in the tight spaces of his birth.

The smoke curled about his head as he pondered his life and his future. As the tobacco smoke became fused with the fog about him, he began to look over his new tools of the trade. He found his fishing net, his wading boots, and his fishhook lance. He was ready for this new day.

Although it had the feel of a swamp, the Herodotus wasn't a bog. It lacked the many trees and tall weeds that would make up a decent swamp. Most of the water was covered in green algae and other plants, so it still had the green water of a swamp. Jake had made his home in a shallow area, just outside the fishing community that now provided his life's work.

Jake had become a fish farmer. Not at all what the young Jake of Marlowe would have planned for his older counterpart, yet here he was. He took one last long drag from his cigarette, donned his wading boots and jumped feet first into the putrid water. The water splashed onto his shirt and the cold chill cut into him. He smiled at it. He turned around to his porch and grabbed his net and lance. His trek to work had begun.

As his boots began across the slippery muddy bottom of the muck, Jake was careful. In his first days here, he had taken many a quick dive into the water before gaining his footing. Back then, the other fishers in his neighborhood had laughed at him and teased him for it. Now however, he lived away from the others. The peaceful solitude sometime suited him. When Jake felt the need to socialize, he could go into the city.

As he approached the other fishers, he greeted them with a smile. He had come to like the simple people of the area and their homey ways. Most of them, even though technology could improve it, had rotting teeth and broken smiles. The education system was one of the finest in the subsector, but most fishers didn't take advantage of it. After all, they said, how much do you need to know to net the fish?

The Avicennan Calendar

The Avicennan Calendar is made of four Periods, coinciding with and named after the seasons (Spring, Summer, Fall, and Winter). All four of these periods combine to make a year or "one full cycle".

Each Period is made up of 361.5 twenty-two hour days. The beginning of each period is celebrated by Avicennans in a day of leisure with copious amounts of food and drink.

Avicennans measure time by the number of Periods, rather than the amount of Full Cycles. Asking an Avicennan how old they are will result in an answer of something like 36 periods or 15 periods. Avicennans will never talk of years or cycles, except when referring to other cultures or attempting a conversion between one system's calendar and theirs.

Dates are notated as the name of the period, the number of the day within the period, and the number of periods passed since colonization. This will result in a date like Summer 257, 356 or Fall 1, 358.

City Details

Alexis

Alexis is the largest city and the most populous. Home to 60 thousand people, the city is located on the southern grasslands of Huang.

The city is famous for its vineyards, wineries, and farms. Restaurants here are known as some of the finest in the subsector. Many travellers will come here simply to enjoy the culinary delights of the city. In addition, there are several tobacco farms that grow the imported plant nearby. There are fourteen tobacconists in the city, each well-known to connoisseurs of fine tobacco.

One of the planet's two C-class downports is located to the north of the city. Shuttles carry people and freight back and forth between the city and the port.

Summer temperatures in Alexis average 35 C (95 F) during the day and 15 C (59 F) at night. In winter, this drops to 13 C (55.4 F) during the day and -7 C (19.4 F) at night.

Smyrna

Smyrna is the site of the first settlement of Avicenna and home to the University of Avicenna. The city is home to approximately 50 thousand people.

The city is located on the southern coast of the continent of Yoshida. Cut from the Richardson Forest, the city embraces its forested background. Lots of trees still grow within the boundaries of the city.

The University of Avicenna is located in the western quarter of the city. The university is recognized as one of the finest in the subsector, particularly for its courses in political science and business administration.

One of the planet's two C-class downports is located to the north of the forest. Shuttles carry passengers and freight back and forth on an hourly basis.

Summer temperatures in Smyrna average 27 C (80.6 F) during the day and 7 C (44.6 F) at night. In winter, this drops to 16 C

(60.8 F) during the day and -4 C (24.8 F) at night.

Agriopis

Agriopis is home to about 40 thousand people. It is the third city to be founded and the third most populous.

Located on the northern coast of Yoshida, the city sits on the Goldstein Plateau. The city overlooks the massive cliffs and rocky coastline

One of the city's two C-class downports is located to the south of the city. Shuttles go to and from the city every three hours.

Summer temperatures here average at 13 C (55.4 F) during the day and -7 C (19.4 F) at night. In winter, this drops to -18 C (-0.4 F) during the day and -38 C (36.4 F) at night.

Skopas

Skopas is home to about 35 thousand people. It is the fourth largest city as well as the fourth most populous.

Skopas is located on the northern coast of Huang. Hugging the hills and trees of the Petrov Forest, the city is best known for its fish market. Selling fish freshly caught from the fish farmers of the Herodotus Swamp, the fishmongers yell, trade insults, and haggle with customers. Shuttles fly buyers from Alexis' most famous restaurants to buy fish fresh from here each morning.

One of the planet's two C-class downports is located to the south. Shuttles fly back and forth between the port and the city every hour.

Temperatures average at 45 C (113 F) during the day and 30 C (86 F) at night.

Subsector Sourcebook 2: Franklin

Nolan (Franklin 0805)
D331522-A

System Details

Nolan is located in the third orbit of its sun, Zorist, a K4 V orange main sequence star. Nolan orbits Zorist at a distance of 0.68 AU (102.3 million kilometers or 63.6 million miles).

The system has four gas giants. The closest to Zorist is Annis. Annis orbits at a distance of 1.71 AU (256.1 million kilometers or 159.1 million miles). One of Annis' moons, Verka, is used as a research station.

Melicent orbits Zorist at a distance of 2.88 AU (432.2 million kilometers or 268.6 million miles). One of Melicent's moons, Newnan, is being leased from the Nolan government for mining by Sorenson Metals.

In the eighth orbit, at a distance of 10.13 AU (1.5 billion kilometers or 944.4 million miles), lies Lucina. Lucina was recently the scene of a pirate attack against several merchant vessels. The Nolan government has since stepped up what little security it has available.

Eunice orbits at a distance of 19.57 AU (2.9 billion kilometers or 1.8 billion miles) from Zorist. One of Eunice's moons, Harper, is used as a refueling base.

The system has three planetoid belts. The closest to Zorist is Tackett's Belt. Tackett's Belt is located approximately 0.81 AU (122 million kilometers or 75.8 million miles) from Zorist. It is home to a mining operation owned by the Blaylock Mining Corporation.

Dawson's Belt orbits at a distance of about 5.21 AU (782 million kilometers or 485.9 million miles). Like Tackett's, it is home to a Blaylock Mining Corporation mining colony.

Stockton's Belt, on the edge of the system, is made of blocks of frozen volatiles (such as ammonia and methane) of varying sizes. The belt is home to a mining colony owned by Winterkorp. The belt orbits Zorist at a distance of 173 AU (26 billion kilometers or 16.2 billion miles).

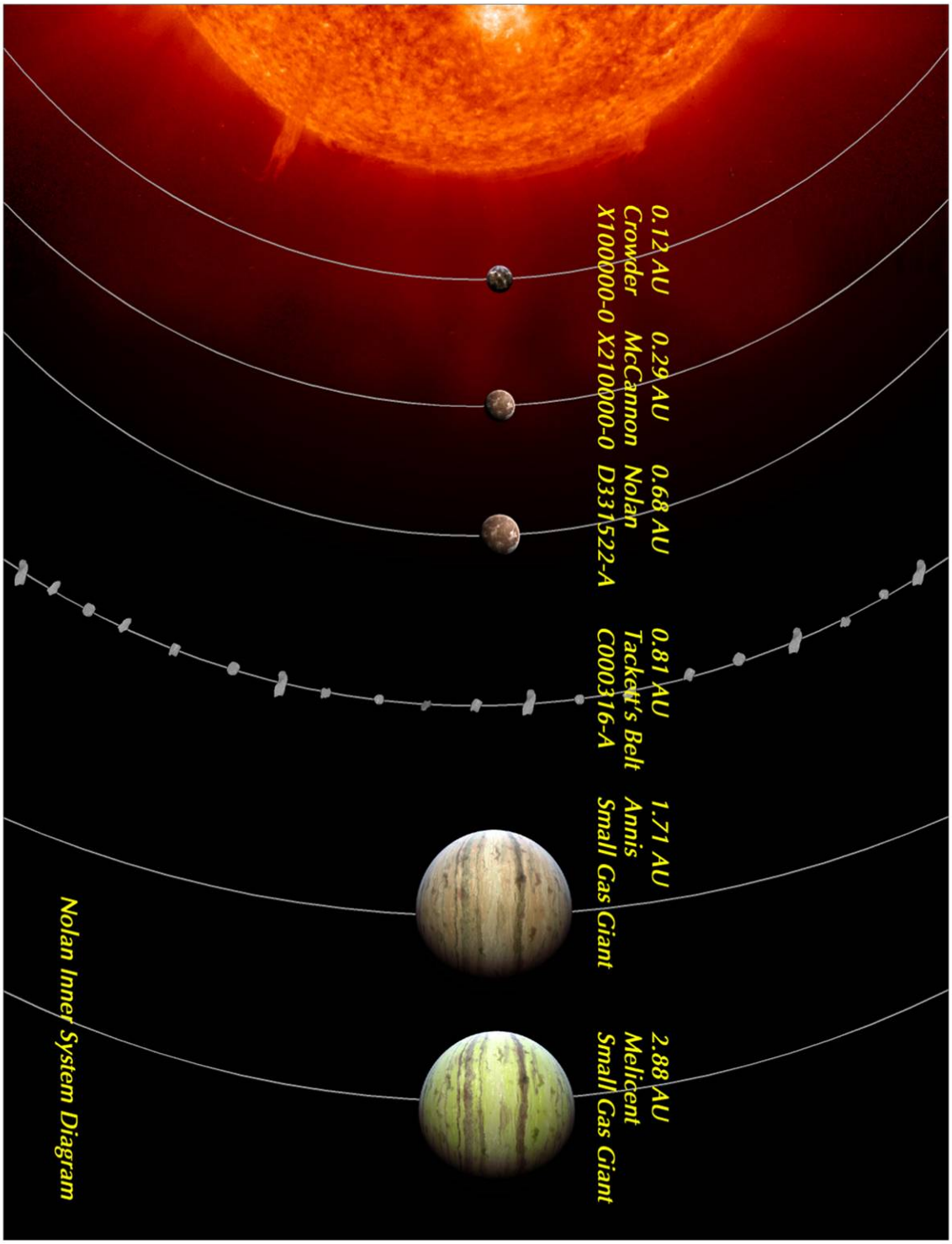
There are two other rocky bodies in the system. Orbiting at a distance of 0.12 AU (18 million kilometers or 11.1 million miles) is Crowder. Crowder is airless and uninhabited.

McCannon orbits Zorist at a distance of 0.29 AU (44 million kilometers or 27.3 million miles). It is also uninhabited but has a thin carbon dioxide atmosphere.

ARRRRR!

The attacks on shipping on Lucina received the best response the Nolan government could muster, which is to say very little. Characters, if they have an armed vessel, might find employment opportunities in guarding other vessels without such arms.

The Nolan government is certainly looking for aid, as are some of the companies. Of course, characters may discover that the piracy seems to be striking one company more than the others or that one of the companies is actually responsible for the attacks.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McCannon
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Nolan
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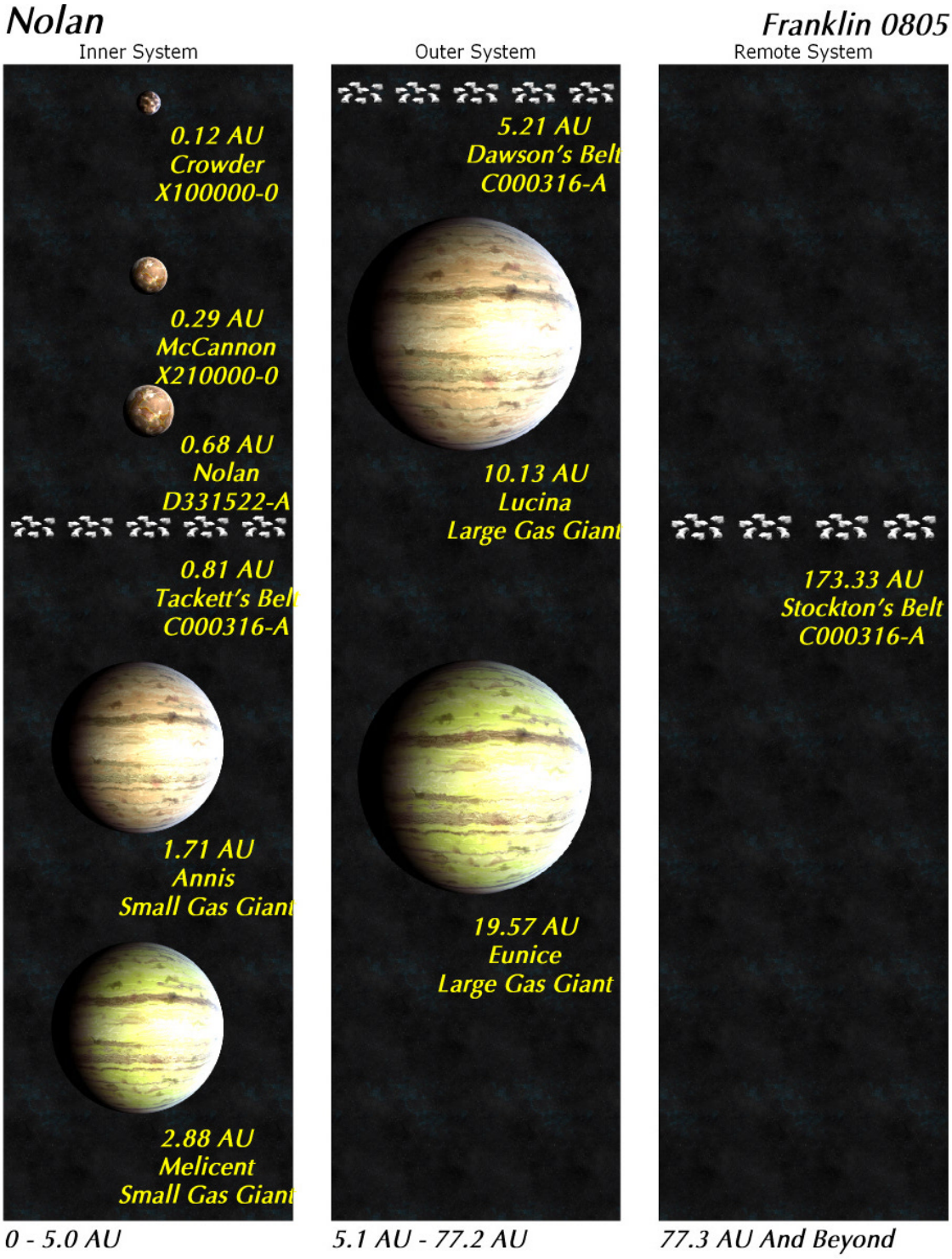
C000316-A
1.71 AU
Annis
Small Gas Giant
2.88 AU
Melicent
Small Gas Giant
Nolan Inner System Diagram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Lucina
Large Gas Giant
19.57 AU
Eunice
Large Gas Giant
173.33 AU
Stockton's Belt
C000316-A
0 - 5.0 AU
5.1 AU - 77.2 AU
77.3 AU And Beyond

Subsector Sourcebook 2: Franklin

Physical Data

Nolan has a diameter of 5760 kilometers (3600 miles). Its molten core gives it a density of 1.06 standard. Nolan has a surface gravity of 0.48 standard.

Nolan has no moon.

Nolan has a rotation period of 38 hours. However, this is ignored by locals in favor of the standard 24 hour day.

Nolan has an orbital period of 262 days. Again, this is ignored by locals in favor of the Gregorian calendar.

Atmospheric Details

Nolan has an atmosphere consisting of 61.63% nitrogen, 17.69% argon, 15.69% oxygen, 0.12% carbon dioxide, and 4.87% other trace gases. The air pressure at surface level is 0.30 standard.

Travellers should note that anyone going onto the surface of Nolan will require the use of a pressurized suit.

Equatorial temperatures average -33 C (-27.4 F) during the day and -104 C (-155.2 F) at night.

Hydrographic Details

10% of the surface of Nolan is covered in water ice. Most of this is located in the northern polar region.

Geographic Details

The northern hemisphere of Nolan is largely mountainous. There are many high and jagged peaks here. Among these peaks are impact craters of all sizes, some of which have formed irregular ridges.

In the far northern latitudes, these craters and ridges are covered in ice. This ice can be up to 12 meters (39 feet) thick.

The southern hemisphere and much of the equatorial region is far flatter. This region is full of rocks seemingly strewn about the landscape.

Population Details

Nolan is home to just over 200 thousand people. All of these live within the three cities on the planet.

Each of the cities is built into the rock wall of a crater or ridge. There cities are largely underground. Only a few buildings stand above the ground and these are connected below as well to allow access to the surface.

The cities have been sealed and pressurized to make them comfortable for human life. Each of them exists as wide tunnels carved into the stone. These tunnels are then subdivided by individuals or groups as homes or businesses.

Travellers visiting these cities may feel cramped or claustrophobic, but the residents here are accustomed to it. However, there are very few open spaces in the cities as most locations, even in the wider and more expansive areas in the tunnels, are filled with kiosks, shops and people.

The cities themselves are not connected. People wishing to go from one city to the next must use privately owned shuttles which ferry passengers and freight back and forth among the cities.

Government Details

The government of Nolan is a participatory democracy. Each of the citizens of the planet over the age of six is allowed to vote on pressing issues.

Votes are conducted in the city centers by elected officials called "Electors". These Electors decide which issues are important enough to warrant a vote rather than just a quick decision. There is one Elector per city and the elector serves one term of six years. An Elector may not serve more than one term.

The voting process requires that the Elector hold a leather bag called the Electorate. Each person can vote "yes" or "no" on an issue. The voter may signify a "yes" vote with a white rock dropped into the Electorate. A "no" vote is signified by dropping a black rock into the bag. After a certain time period (usually three hours, but the Elector can alter this to longer periods), the bag will be closed and the Elector will retire to his office to count the votes.

While large-scale fraud would be unthinkable and punishable with death, small-scale fraud (officially known as "fudging") is not allowed but somewhat expected. If a vote is close, everyone expects that the Elector will "fudge" things toward the conclusion he/she wanted.

Most of this has evolved from the original administration of the mining operations here. The mines were dug by engineers and then the workers moved into them after the mining moved deeper.

No company has ever owned these mines and most vow that no company ever will. The population is adamant that they will retain ownership of the mines.

The population is less concerned with the planetoid belts and other planets in the system however. These are leased to corporations on a five year lease with the condition that the corporations never attempt to mine on the planet.

Legal Details

Most weapons are legal to carry on Nolan. High energy weapons are illegal to carry by anyone not a member of law enforcement. Adults will own a weapon of some kind to defend not only their property but to use if called into service as part of the Nolan Guard.

Most drugs are legal here as is alcohol. Most of these flow freely on Nolan without restriction, which can sometimes cause serious problems. Law enforcement is authorized to investigate, detain, or even fire upon anyone getting too far out of hand.

Prostitution is legal here and most cities have a "red light tunnel" where such activities are somewhat cordoned off from the general public. Law enforcement patrols the area to ensure safety.

Casinos are also common on Nolan. However, none are allowed to be owned by large companies. Many are combination nightclub, pub, brothel, and casino owned by a person with a limited staff.

Cultural Details

The average Nolander is a rough sort of person. Most have grown up in mining or around the

industry in a service job. This can often be seen in the recreation enjoyed by the populace.

Nolanders love feats of strength. People lifting large objects, pulling tracked vehicles, or even punching the rock walls can gather a crowd of admirers and onlookers.

In addition, a popular pastime among Nolanders is deception. Nothing amuses a Nolander more than a well-spun tall tale. These stories can become truly outlandish to those unfamiliar with the art.

However, this can also be problematic for the average traveller. Nolanders love to deceive and the opportunity to fool an outworlder is one they will not pass up. Whether it is simply giving bad directions, cheating at a game of chance, or bilking a traveller of some money, Nolanders will certainly make the attempt. Onlooking Nolanders will simply wait to see how well the deception is performed in order to grade the act later.

City Details

Rogerton

Rogerton is the site of the original mining colony from which the society formed. The city is carved into the rock of Roger's Ridge, which was the site of one of the original miner's deaths. The city is currently home to about 120 thousand people.

The city is home to a celebration each year on the first Tuesday of November, called the Liar's Club. The gathering features celebrations of food, drink, and storytelling. The most outlandish tale, as determined by vote, wins the contest and a majority of the money gathered from entry fees.

Rogerton is located near the sole downport on Nolan. The D-class port is located to the east of the city and has a connecting tunnel with the remainder of the city. Ships must be parked on the landing pads spread outside and walk to an airlock.

Hotak

Hotak was the second city founded on Nolan and remains the second most populous city. Home to approximately 100 thousand people, the city is built into the southern face of Gary's Bluff.

The city is home to an annual musical festival featuring an Earth musical form called "bluegrass". These folksy tunes echo often throughout the tunnels and are an artifact of the former miners. Many of these songs concern the hardship of mining and the everyday life and death struggles of living on a world such as Nolan. The Bluegrass Festival is held every year on June 7.

Witterson

Witterson was the last city built and is the least populated. The city is home to about 80 thousand people.

Built to take advantage of iron deposits in one of the ridges, the city is built into that ridge and tunnels further downward from there.

The city is well-known as a den of iniquity. The levels of violent and illicit activities are higher here than the other two cities combined.

Subsector Sourcebook 2: Franklin

Bastiat (Franklin 0810)
A867744-B

System Details

Bastiat is located in the third orbit of its sun, Hume, an F7 V, yellow-white main sequence star. Bastiat orbits Hume at a distance of approximately 1.63 AU (245 million kilometers or 152 million miles).

There is one gas giant in the system. Mises orbits at a distance of about 5.27 AU (791 million kilometers or 491.5 million miles). It has an extensive ring system. One of its moons, Ropke, is used as refueling base. Another, an outer moon named Rueff, is owned by Diamond Enterprises, a regional shipping company for warehousing purposes.

There is one planetoid belt in the system. Hayek's Belt orbits Hume at a distance of 2.81 AU (421 million kilometers or 261.6 million miles). The belt is being leased from the Bastiat government by Sorenson Metals. Sorenson has an extensive mining colony here.

There are three other rocky bodies in the system. The closest to Hume is Say. Say orbits at a distance of approximately 0.23 AU (34 million kilometers or 21 million miles). It is airless and uninhabited.

Veblen orbits at a distance of 0.42 AU (63 million kilometers or 39.1 million miles) from Hume. It has no atmosphere. Sorenson Metals maintains a small mining base here.

Menger orbits Hume in the last orbit at a distance of 6.33 AU (950 million kilometers or 590.3 million miles). It is home to a small military base owned by the Bastiat government.

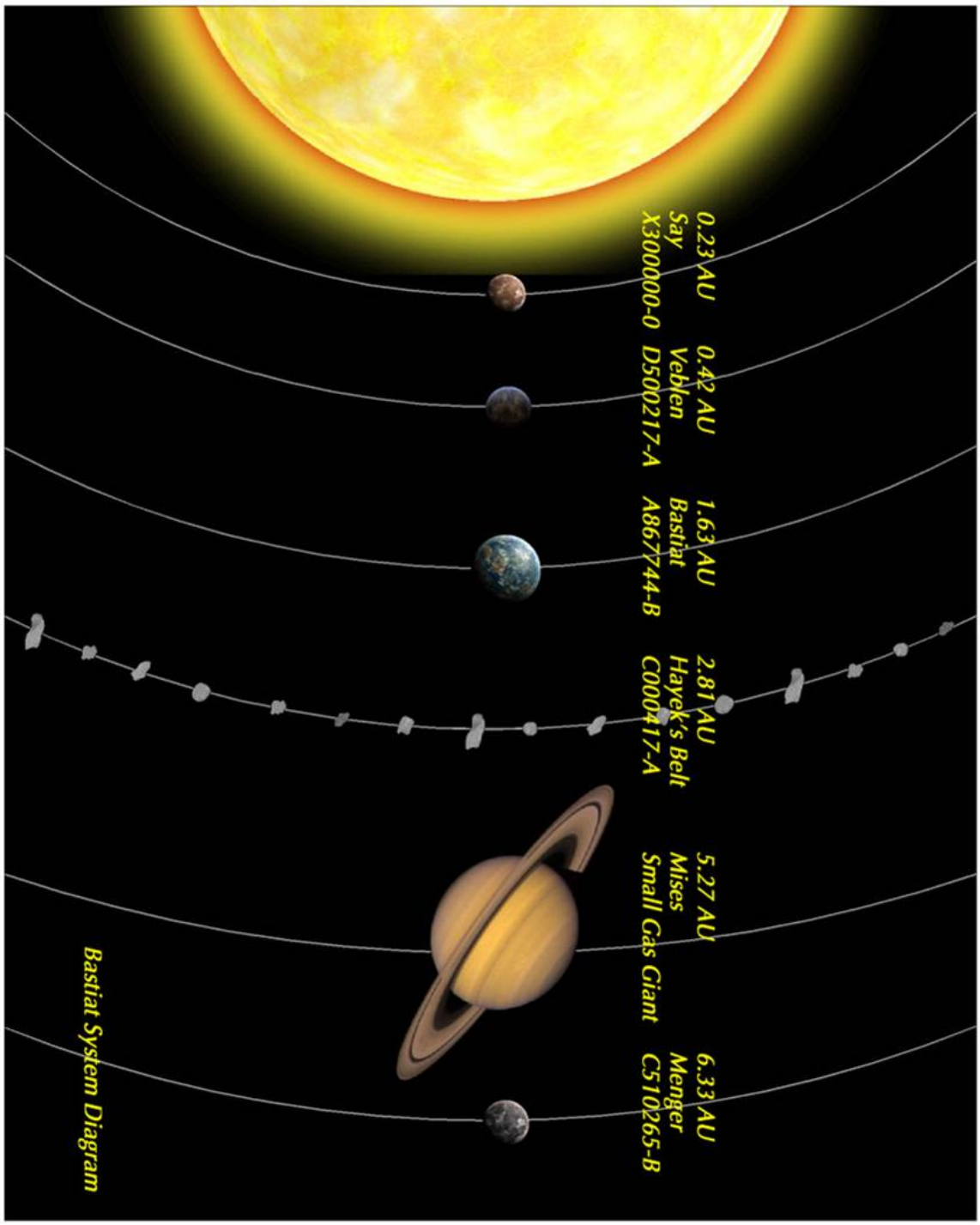
Warehouse?

Though many have wondered about the cost effectiveness or sanity of a warehouse facility on a moon, Diamond Enterprises assures interested parties that it is simply a financial decision. When asked about it publically, CEO Maxwell Chandra stated simply that the warehousing is for "secure storage for special items".

It is certainly secure. Diamond employs military trained guards and two armed starships to watch over Rueff.

So what's in there? Rumors abound from strange alien corpses with psionic enhancing helmets to a secret stash of weapons to the final resting place of Colin Drake's piratical treasure. In short, few know and no one is talking.

Characters might be hired to look deeper into this for a patron. Getting into the warehouse will be a very difficult task.


0.23 AU
Say
X300000-0
0.42 AU
Veblen
D500217-A
1.63 AU
Bastiat
A867744-B
2.81 AU
Hayek's Belt
C000417-A
5.27 AU
Mises
Small Gas Giant
6.33 AU
Menger
C510265-B
Bastiat System Diagram

Subsector Sourcebook 2: Franklin

Physical Data

Bastiat has a diameter of approximately 13,440 kilometers (8400 miles). Its heavy core gives it a density of 1.23 standard. Bastiat has a surface gravity of 1.29 standard.

Bastiat has two moons: Smith and Cobden. Smith is the closer of the two and orbits Bastiat at a distance of about 289 thousand kilometers (179.6 thousand miles). This orbit takes Smith around Bastiat once every 15.35 days. Smith has a diameter of 2311 kilometers (1436 miles). It has no atmosphere. Smith is uninhabited.

Cobden orbits Bastiat at a distance of approximately 735 thousand kilometers (457 thousand miles). Cobden has an orbital period of 61 days. Cobden has a diameter of 2943 kilometers (1829 miles). It has a slight carbon dioxide atmosphere. Cobden is home to one city, Dunford, with a population of 7 thousand.

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

Bastiat has an orbital period of 696 days. This is referred to locally as “one year”.

Atmospheric Details

Bastiat has an atmosphere consisting of 70.5% nitrogen, 28.78% oxygen, 0.22% carbon dioxide, 0.10% argon, and 0.40% trace gases. It has an atmospheric pressure at sea level of 0.94 standard.

Bastiat has an average equatorial temperature of 52 C (125.6 F) during the day and 35 C (95 F) at night. Summer polar temperatures average -4 C (24.8 F) during the day and -20 C (-4 F) at night. In winter, this drops to -43 C (-45.4 F) during the day and -59 C (-74.2 F) at night.

Hydrographic Details

72% of the surface of Bastiat is covered in water. Most of this is referred to by locals as “The Great Sea”. Only a few locations is the body of water given a different designation.

One of those locations is the Giordano Strait. This part of The Great Sea flows between the continents of Chen and Hudson. Deep underwater is the Martinson Trench, the deepest point on the planet at 11.3 kilometers (7 miles).

Between Hudson and Sanchez Island is the Lacsko Strait. There is a deep trench here as well, the Simons Trench, which is 10.4 kilometers (6.5 miles) deep.

Located in the interior of Hudson is Lake Clemens. Lake Clemens is a large inland sea stretching 4816 kilometers (3012 miles) east and west and 1208 kilometers (750.6 miles) north and south. It has an average depth of 147 meters (487 feet). Lake Clemens is connected to the Lacsko Strait by the Sawyer River.

Geographic Details

Straddling the equator, Chen is the largest of the continents on Bastiat. The southern region of the continent is dominated by the Henry Mountains. The Henry Mountains were likely formed when two

continents crashed to become the present day continent of Chen. The peaks are jagged and rocky. The tallest of these, Mount Marissa, is 4634 meters (15,203 feet).

To the south of the mountains are the forested hills of the Paine Region. The Paine is covered in many varieties of native hardwood trees. The most common tree is the Liberty Oak, so named because of its similar spiral serrated leaves which resemble oaks on Earth.

North of the Henrys, there is the Howard Forest. The Howard is a thick, dense rainforest with large trees which form a canopy over the surrounding countryside.

Oddly, the Howard is split into two sections (called North and South) by the Bowers Plain. The Bowers Plain is a savannah of tall grasses and very few trees. While many scientists point to the higher temperatures of the equatorial region, some say this would preclude the existence of the Southern Howard.

Throughout all of this flows the McLaurin River. The McLaurin flows from the Henry Mountains across the savannah and rainforest northward to the sea. The McLaurin is the longest river on the planet and flows for 6321 kilometers (3927 miles).

Across the Giordano Strait is the continent of Hudson. Hudson is the second largest continent on the planet. The western portion of the continent is dominated by the Peterson Mountains. These mountains are a bit of a mystery, as geologists assume they would have been created during a continental crash between Chen and Hudson, yet no corresponding mountain range exists on the east coast of Chen.

Oddities

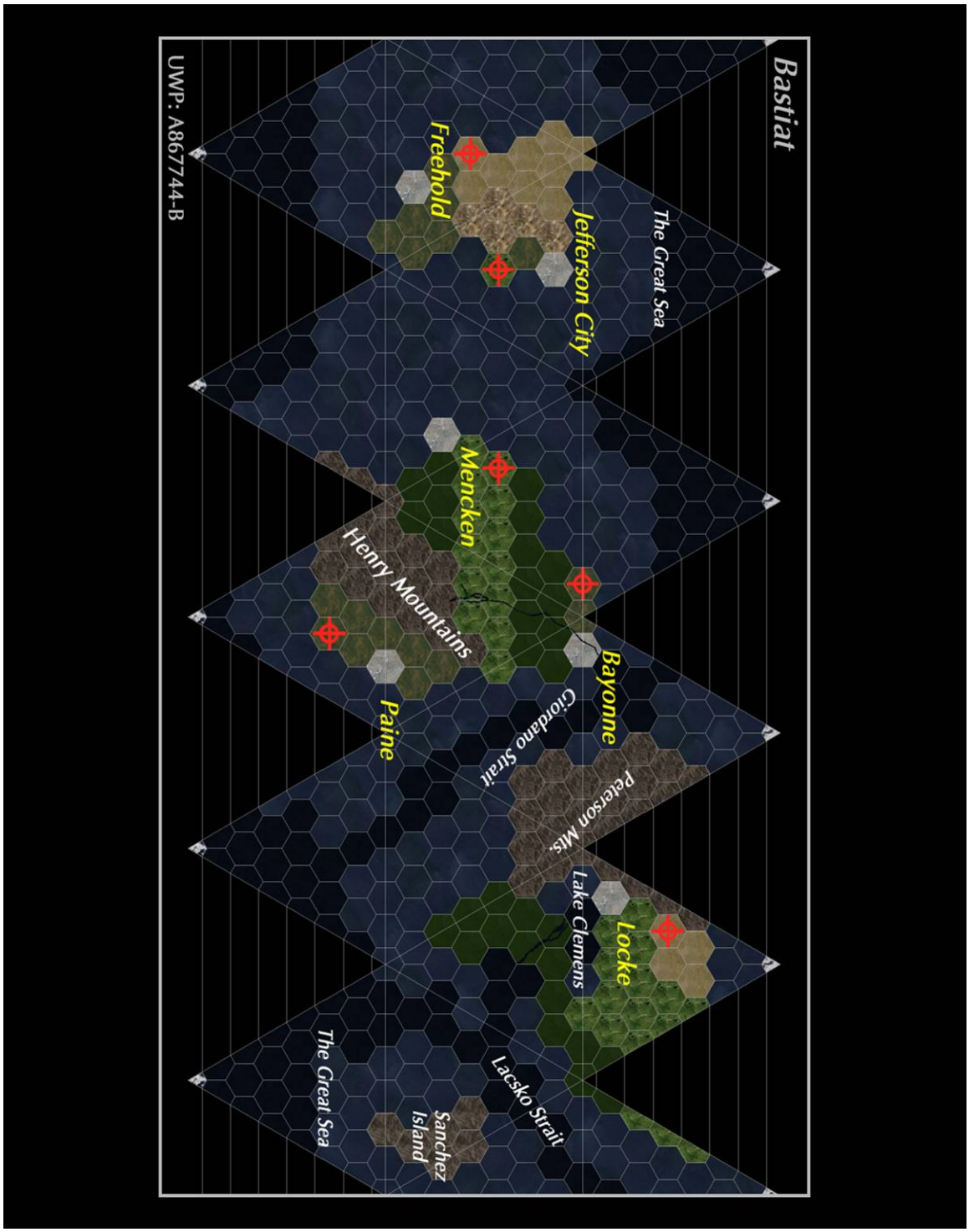
While some scientists would simply say they don't have the answers yet, others maintain that this pattern of odd geographic features may be due to another source entirely. Many lump this in with features on other worlds (such as Tal'Kalares) and claim this is due to alien intervention.

East of the Petersons and north of Lake Clemens is the Castle Plain. The Castle Plain is covered in a short, thick grass called "Free Grass" by the locals. This plant has a narcotic effect on the mind when smoked and is a popular vice among many locals.

To the south of Lake Clemons is the Elmore Forest. The Elmore Forest is filled with only one type of tree, an evergreen coniferous tree called the Mark Cedar. These trees have a deep dark wood and are highly prized by the locals for flooring and doors.

South across the Lacsko Strait is the volcanic Sanchez Island. Noted for having two active volcanoes (Mount Poe and Mount Daniels), few travel there. The landscape is difficult travel and some lavaforms are not very thick. This can result in the person falling through and being immersed in the lava beneath.

East from Sanchez Island is the continent of Watkins. Watkins straddles the equator, but most is in the northern hemisphere. The western half of the continent is a dry, dusty plain called the Guthrie. The Guthrie is often the scene of violent


Bastiat
UWP: A867744-B
The Great Sea
Jefferson City
Freehold
Mencken
Henry Mountains
Paine
Giordano Strait
Bayonne
Peterson Mts.
Lake Clemens
Locke
Lacsko Strait
Sanchez Island
The Great Sea

duststorms which can blow eastward toward the rocky outcroppings of the Martin Hills.

Further south is the Jodi Forest. The Jodi is much like the Paine Region and covered in Liberty Oaks and other varieties of native plant life. The two areas are strikingly similar.

Population Details

Bastiat is home to about 20 million people. While many live within the six major cities, a large portion lives in smaller communities scattered across the globe. Most of these smaller communities are located in the Bowers Region, Castle Plain, or the Paine Region.

Most of these smaller communities are built upon farming and ranching. Many animals have been imported from other worlds to live on these farms and a few, like the Hairy Cow, are native to the planet.

Government Details

Bastiat is ruled by the idea of minimal government. It is believed by the citizens of Bastiat that government is responsible for a bare minimum of services (such as keeping the starports open for free trade and defending the system from invasion by another polity or pirates). Everything else is left to the individual citizen or the private sector.

The government is a representative republic. This government is separated into two branches of government: legislative and executive. The legislative branch is further divided into the House of Representation and the Senate.

The House of Representation (shortened by most to "The House") consists of elected representatives from districts formed across the planet, the orbital port, and the moon of Cobden. These districts are made up of roughly 150 thousand people and there are currently 133 representatives in the House.

Every two years, the representatives must run for re-election in their district. The House meets twice per month to discuss and debate. Among the powers of the House is to control and ensure trade and lease land considered to be owned by the government (such as the Hayek Belt). All laws must originate in The House.

The Senate is made up of two appointed senators from the major cities of the planet. Currently, there are 12 senators, with the possibility soon of senators from an orbital city or Cobden. It is the responsibility of the Senators to represent the interests of the city-state governments. The Senate must approve all laws passed by The House.

The Executive branch is made of the President and his/her cabinet of advisors. The President oversees the laws enacted by the House following their approval by the Senate. The President has no veto powers and simply administers the laws as sent to him/her by the legislative branch.

All of these (and the city-states) are governed by the Bastiat Constitution which limits the powers of the the government to specifically

mentioned powers. Anything not mentioned specifically within the Bastiat Constitution is left to the citizenry to decide.

The city-states are comprised of the major cities and the immediate territory around them. Each city-state is bound by the same restrictions as the overall government, but individual laws can vary from city-state to city-state concerning things not specifically mentioned within the Bastiat Constitution.

Legal Details

All laws are enforced by the city-states and their law enforcement agencies. There is no overall Bastiat government legal agency. The Bastiat military is forbidden to enforce law outside the property of the overall government (such as the starports).

Laws can vary from city-state to city-state, but some laws are common among them. For instance, all citizens are allowed to carry a weapon. What that weapon can be can vary among the city-states. Currently, the Bastiat government prohibits the citizen to carry high energy weapons or assault weapons. In the city-states of Bayonne and Locke, it is also illegal to carry a concealed weapon.

In all city-states, it is legal to produce, sell, and consume alcohol, free grass, and many other stimulants. Only in Locke, is it legal to own or consume heavier narcotics, though it is illegal to produce them.

Prostitution and gambling are both legal here. In Freehold, it is illegal to be a prostitute without a license (which also carries with it a health exam). In Paine, it is illegal to operate a casino with funds originating from offworld.

Any action which is considered to have directly harmed another person or their property or violated his/her right to self-existence is illegal here. Not only such crimes as murder, rape, arson, and theft but also such as things as spying on another person or performing an action directly aimed at damaging another person's wealth (such as cheating at a game of chance or interfering with a stock trade).

Cultural Details

Visitors to Bastiat will find that the locals are fiercely independent and extremely interested in politics. This can be a volatile mixture at pubs where the talk can become loud and boisterous and turn into fisticuffs.

In addition, most on Bastiat are atheists. Very little religion exists on Bastiat, though it is free to be practiced. Occasional churches, mosques, or temples can be found, but not many attend them.

Most here believe in the strength and sanctity of the individual. This often extends to a rejection of the metaphysical in general. Many will state they believe in the "primacy of existence" and that everything must be proved to be considered real. Such things as the soul, a spirit, or a deity are scorned by the average Bastiati.

A common custom among the Bastiati is the wearing of hats. Most Bastiati wear a hat and this can often reflect aspects of their lives,

personality or social standing. While most hats are traditionally understated, some flair can be added with bright colors or symbols.

Most men will wear a hat with a wide brim, while most women will wear a hat with a tight brim or no brim at all. Often women will wear a flower on their hat, but this is uncommon with men.

The Bastiati Calendar

The Bastiati calendar is based upon an expanded Gregorian calendar. Each month has 58 days. Other than this, the calendar is much the same as the standard Gregorian calendar.

Dates are expressed by the number of days passed in the month, the month, and then the number of years since the colonization of Bastiat. For example, 45 July 365 or 34 September 368.

Selected City Details

Bayonne

Bayonne is the first city settled on the planet and is still the most populous. Home to about 1.9 million people, the city is also home to the government of Bastiat.

The city is located on the northeastern edge of the continent of Chen. Built just outside the Howard Forest, the city enjoys southern winds from the Giordano Strait for milder winters.

The planet's only B-class downport is located to the west of the city. The city is connected by shuttles to the port.

Summer temperatures average 34 C (93.2 F) during the day and 18 C (64.4 F) at night. In winter, this drops to 28 C (82.4 F) during the day and 12 C (53.6 F) at night.

Locke

Locke is the fourth city to be founded on the planet and is currently the second most populous. The city is home to about 1.7 million people.

The city is located on the northern coast of Lake Clemens. The original colonists built the city to take advantage of the waterway as well as mining opportunities in the nearby Peterson Mountains.

One of the early settlers to the city was Anthony Sorenson, founder of Sorenson Metals. Their corporate headquarters is still located here.

The city is well-known for its liberal policies concerning the use of free grass. While it is legal to sell and use all over Bastiat, most of the users live here in Locke. It is so common that a local expression "Locked Up" has come to mean intoxicated.

The city's downport, a C-class port, is located to the northeast of the city. The city is connected to the port by a monorail system as well as shuttles.

Temperatures in summer average 34 C (93.2 F) during the day and 18 C (64.4 F) at night. In winter, this drops to 5 C (41 F) during the day and -11 C (12.2 F) at night.

Freehold

Freehold was the second city founded on the planet and is now the third most populous. It is home to about 1.5 million people.

The city was cut out of the forested hills of the Jodi Forest. The city's relationship to the forest is still shown in local architecture which features the Liberty Tree.

In addition, the city is well-known for its brightly colored buildings and decorative style. Many buildings will have multiple bright colors particularly near the beach.

The city is known for its active beach life and seafood dishes. Many come here to simply soak up the sun and pass the time on the beaches, while others surf or boat on the Great Sea.

The central offices for Diamond Enterprises are located here. The estate of the CEO, Maxwell Chandra is located in the forest to the northeast of the city.

The city's downport, a C-class port, is located to the north of the city. The city is connected by hourly shuttles which ferry passengers or freight.

Summer temperatures average 41 C (105.8 F) during the day and 25 C (77 F) at night. In winter, this drops to 31 C (87.8 F) during the day and 15 C (59 F) at night.

Mencken

Mencken was the third city founded on the planet and is now the fourth most populous. It is home 1.25 million people.

The city sits on the west coast of Chen and was cut from the Southern Howard Forest. The rainforest is visible from most of the buildings in Mencken.

The city is best known as the location of the Bastiat Institute of Learning. A university dedicated to laissez-faire economics and political thought. Much of the university is funded by Maxwell Chandra of Diamond Enterprises.

The city's downport, a C-class port, is located to the northeast of the city. The city is connected by shuttle as well as a monorail system.

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

Bastiat Orbital

The Bastiat Orbital Station is home to about 900 thousand people. It is a large and extensive A-class starport. It is well-known for its quality, safety, and cleanliness.

Both Bastiati military and security officers for the local corporations are a common sight on the port. Colonists moving toward the open frontier are often spotted here as well, enjoying the last of the A-class ports.

Subsector Sourcebook 2: Franklin

Forseti (Franklin 0810)
B4635A9-A

System Details

Forseti is located in the first orbit of its sun, Fabricius, a K8 V, orange main sequence star. Forseti orbits Fabricius at a distance of 0.24 AU (35.6 million kilometers or 22.1 million miles).

The system has one gas giant, Jelckama. Jelckama orbits Fabricius at a distance of 11.72 AU (1.76 billion kilometers or 1.09 billion miles). One of Jelckama's moons, Leeuwarden, is used as an outer system refueling base.

There are two other rocky bodies in the system. The closest to Fabricius is Donia. Donia orbits at a distance of 0.38 AU (57 million kilometers or 35.4 million miles). Donia has a slight carbon dioxide atmosphere. It is inhabited by a mining colony owned by the Blaylock Mining Corporation.

Simons is located in the third orbit. Simons orbits Fabricius at a distance of approximately 0.69 AU (103.7 million kilometers or 64.4 million miles). Simons is airless and uninhabited.

Physical Data

Forseti has a diameter of 7040 kilometers (4400 miles). Its molten core gives it a density of 1.0 standard. Forseti has a surface gravity of 0.5 standard.

Forseti has no moons.

Forseti has a rotation period of 20 hours. This is referred to by locals as "one day".

Forseti has an orbital period of 71 local days or 59.17 standard days. This is referred to by locals as "the short year" or "the short one".

Atmospheric Details

Forseti has an atmosphere consisting of 71.7% nitrogen, 25.6% oxygen, 0.78% argon, 0.77% carbon dioxide, and 1.15% other trace gases. It has a surface air pressure at sea level of 0.71 standard.

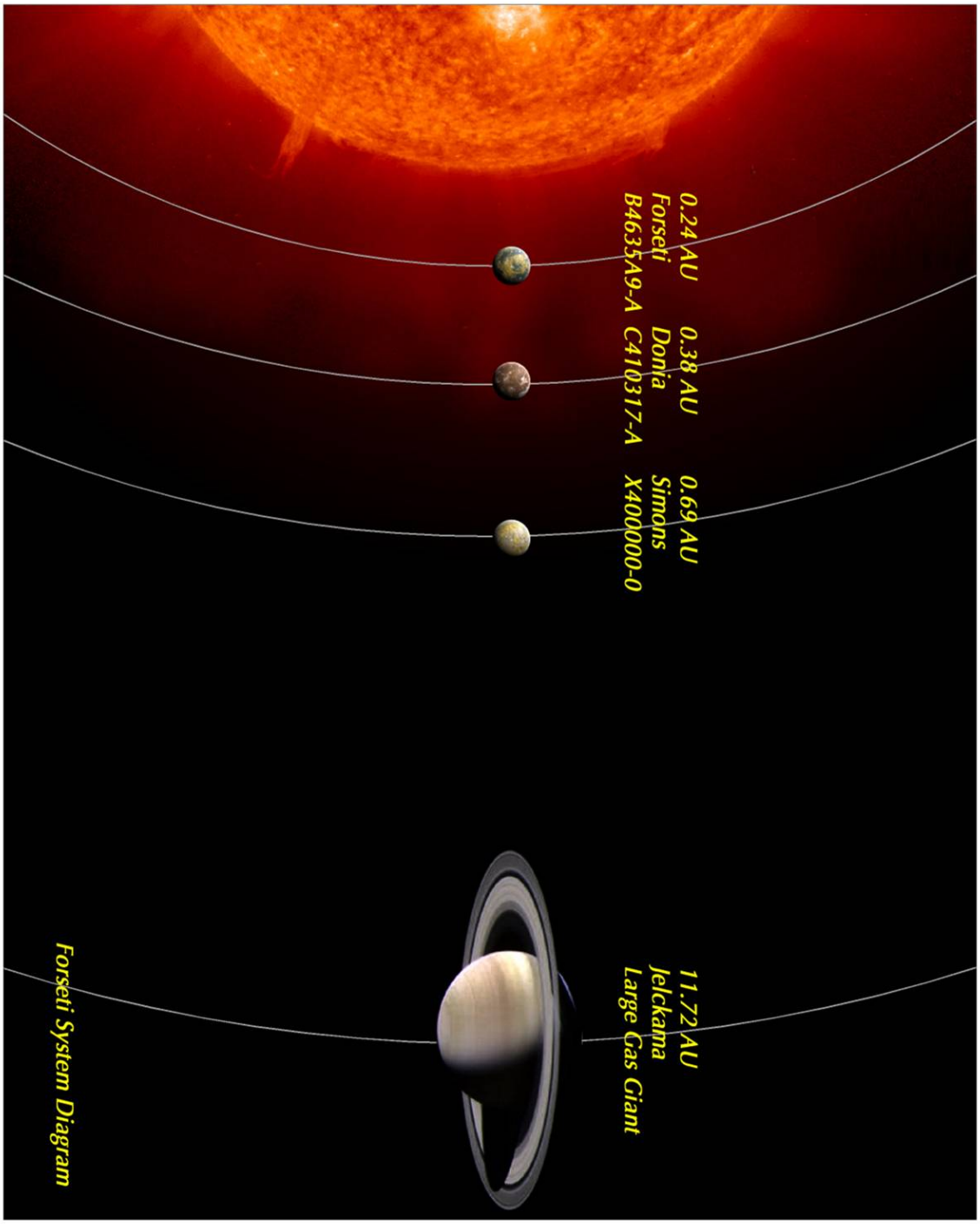
The equatorial temperature on Forseti averages at 70 C (158 F) during the day and 58 C (136.4 F) at night. Summer polar temperatures average at 33 C (91.4 F) during the day and 21 C (69.8 F) at night. In winter, this drops to 10 C (50 F) during the day and -2 C (28.4 F) at night.

Hydrographic Details

27% of the surface of Forseti is covered in water. This is divided into four major seas: The Lampe, Velson, Nijlen, and Brijer Seas.

The Lampe Sea takes up much of the southern polar region. Indeed, the southern pole is located in this sea. The Lampe has an average depth of 172 meters (564 feet).

The Velson Sea is northeast of the Lampe and stretches across the equator. The Velson has an average depth of 168 meters (551 feet). The Velson is the source of several local superstitions, including that the waters of the Velson have healing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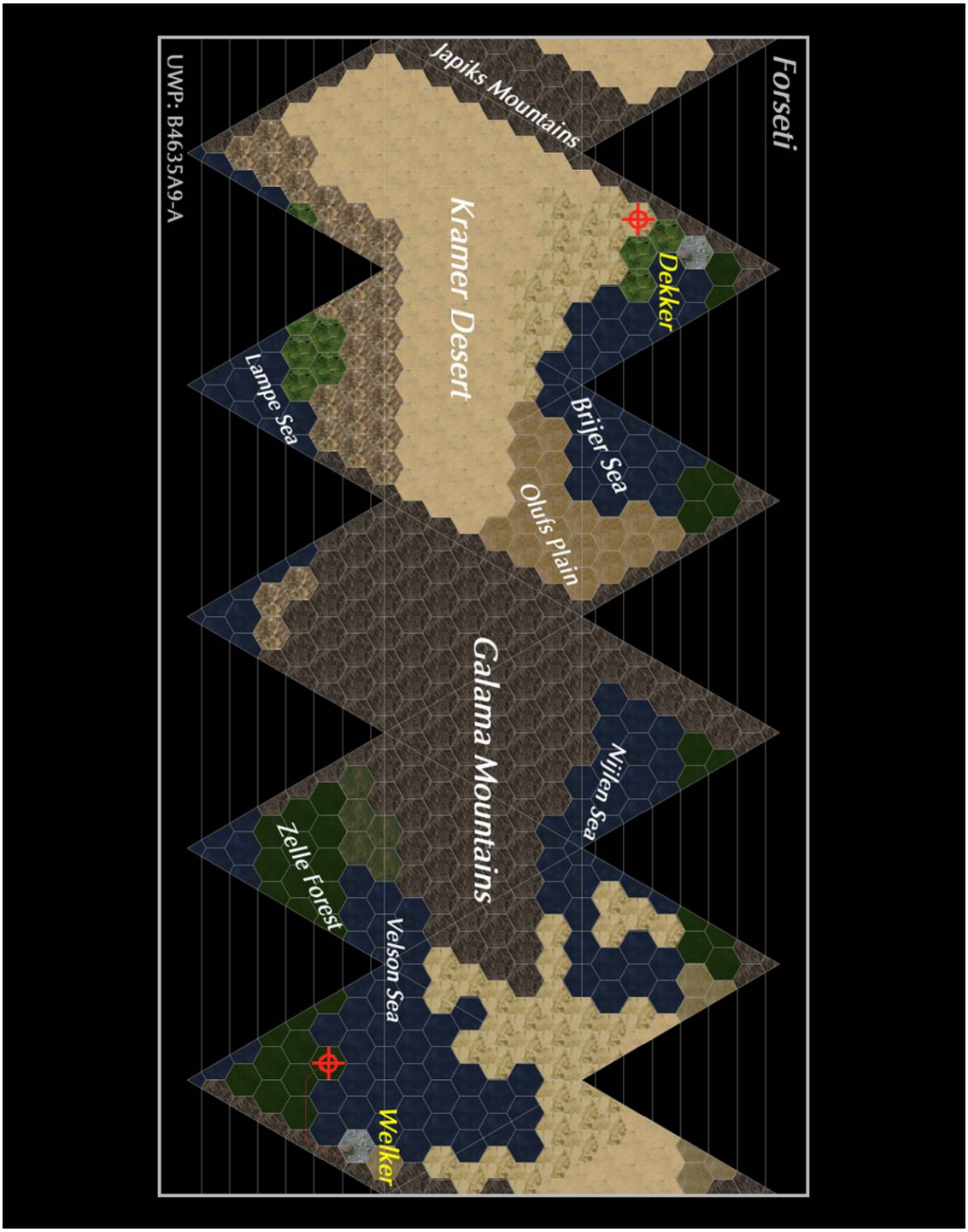
Forseti
B4635A9-A
0.38 AU
Donja
C410317-A
0.69 AU
Simons
X400000-0
11.72 AU
Jeckama
Large Gas Giant
Forseti System Diagram


Forseti
Japiks Mountains
UWP: B4635A9-A
Dekker
Kramer Desert
Lampe Sea
Brijer Sea
Olufs Plain
Galama Mountains
Nijlen Sea
Zelle Forest
Velson Sea
Welker

Superstition?

While some do truly believe in the power of water from the Velson Sea, others dismiss it as mere superstition. The truth is up to the Referee.

Certainly within the city of Welker one can find stories of miraculous healing of the sick and dying by the waters here. Is this coincidence? Or is there something about the water that actually heals people?

Characters may be sent here by a dying patron who is grasping at his last chance for life. They may indeed discover that the waters can heal their patron or they may discover it's all been for naught.

properties. Many within the city of Welker subscribe to this superstition and will immerse their sick loved ones in the water.

The Nijlen Sea is located in the northern hemisphere. It is known to be a rather stormy sea with rains being brought to the northwest shores. Travellers are urged to use caution if caught on the Nijlen.

The Brijer Sea is the deepest of the four seas with an average depth of 237 meters (777 feet). The Brijer is known for its strong storms, much like the Nijlen. Locals, if possible, tend to avoid going on the Nijlen. This is due to a large number of ships which, during the early days of colonization, left the city of Dekker never to return. Many locals firmly believe the sea is haunted either by spirits of the planet, the souls of the dead sailors, or both.

Geographic Details

Perhaps the dominant features on the planet, the Galama Mountains are a massive mountain chain which crosses the planet. These mountains cover much of the equatorial zone, stretch nearly to the southern pole going south, and cross the north pole and go south, once again nearly reaching the southern pole.

While one branch of the range is called "The Japiks Range", it is, in actuality, the same mountain range. While locals will refer to them as two different ranges, they will be treated here as the same set of mountains.

There are several large peaks in the region and not all of them have been surveyed. The tallest peak is Mount Trajan at 9251 meters (30,351 feet).

In addition, there are several volcanoes in the range. While many of them are active, most have not erupted over the past 350 years. The most active and most famous to the locals is Mount Wojsznis. Mount Wojsznis erupted once during the early days of colonization and spewed a gigantic ash cloud. This caused serious problems for the early colonists and is well remembered in stories and songs to this day.

Between the two arms of the Galama Mountains is the Kramer Desert. This large sandy desert is full of shifting sand dunes. Sandstorms are a constant threat. Very few Forsetians have ever been here much less attempted to cross it. This is a very dangerous region with little water and extremely high temperatures. Travellers are advised to avoid the region.

North of the Kramer is the Olufs Plain. This area is a sandy plain with slight vegetation. One of the few plants which grow here is the Torsik. The Torsik, it was discovered by colonists, could be turned into an alcoholic beverage with quite a kick. While the drink is illegal on Forseti, this has not stopped the making and consumption of it.

To the southeast of the main body of the Galamas, is the Zelle Forest. The Zelle is the largest forest on the planet and covers several hundred kilometers. The forest is filled with a wide variety of local trees. While some of the forest was cut down to provide wood for the city of Welker, most of the forest is as the colonists found it.

In fact, the downport for the city of Welker was cut out of the northern part of the forest as was the monorail system which connects the city to it. This still leaves vast areas of untouched forest.

Population Details

Forseti is home to 500 thousand people. Most all of these live within the two cities on the planet. A very few are allowed by the government to live in small communities elsewhere or on the orbital starport

Government Details

Forseti is ruled by a woman named Empress Hitje. Hitje took power thirty-two years ago at the age of thirty-three. The Empress then was simply Hitje Lenstra, a mid-ranking member of the security force. The government in those days was a representative republic, which she began to undermine with the help of several key supporters and her own personal charisma.

She sold herself to the people as the “person to stop all the bickering” and, once in place as the prime minister, began shifting power to her own office. Those who opposed were either destroyed politically or assassinated.

Today, the 65 year old Empress rules with an iron fist. Her will is law and few dare oppose it. There are currently no opposition groups on Forseti.

The Empress rules from her palace located in the Japiks Mountains to the west of the city. The palace is located on a high plateau accessible only by the air.

Legal Details

Simply put, the Empress’ will is the law here. Though it happens rarely, travellers are warned that the Empress can change laws in a matter of hours. If it has been a while since a visit, travellers are warned to check local laws before leaving their ship.

All weapons are illegal for citizens or travellers to carry on Forseti. This extends to some items normally regarded as tools such as knives, forks, laser cutters, sonic diggers and the like.

The military serves as both law enforcement and defense. Although it is rarely needed, the military carries heavy weapons and is usually armored as a show of force.

Medicinal drugs are controlled tightly here. Only a licensed medical practitioner is allowed to dispense

medications of any kind and the supply of those medications is tightly controlled. Narcotics and addictive medications are illegal in any form. Pain relievers and certain other medications are available from the medical practitioners.

Alcohol, caffeine, and sugar are also illegal here. However, these laws (by order of the Empress) are often not enforced. It is believed by the Empress that if she allows people "to get away with something", it will discourage them from breaking more important laws or staging an uprising.

Forsetian citizens are not allowed to leave the system. Some, by permit only, are allowed to work in the starports. However, most starport employees are hired from other systems and they, in turn, are forbidden to leave the starport.

Travellers are allowed to visit the planet but this must be approved. Rules are tight, so the reason for visiting must be something for which the Empress feels is important. The Empress is, however, eager to show how well her rule is working, so any visit which can paint her or the planet in a positive light will be allowed. Anyone visiting outside the starport will be escorted by armed guards to ensure they do not stray from the approved path.

Citizens and travellers alike are constantly monitored by both electronic and human surveillance. There is no time when a citizen is not being watched. Privacy on Forseti is unknown.

Cultural Details

As mentioned above, there are some things which, while ostensibly illegal, are allowed to take place. One of these is the planetary lottery called "The Pick". Believed by most of the citizenry to be an underground game run by local criminals, the game is actually overseen by the government. The Empress herself picks the main winner and usually the winner is someone designed to ensure further compliance from the citizenry. The game takes place once each short year.

The game is simple. Boards are distributed throughout the planet with pictures of 25 Earth animals pictured on it. These animals are number 1-25. In addition, the animals have four numbers each assigned to them.

Bets must be made previous to the start of the game. This is usually a month before the appointed time of the lottery. At the appointed time, the Pick People release a five digit number to the populace. This will be the basis of the winnings.

There are several ways to bet. A person can simply bet the name of the animal. In that case, if the last two digits of the five digit number match, the better gets his winnings at 3:1.

If a person bets an animal and a specific number associated with that animal, the person wins at a rate of 10:1. If the person bets the numeral designation of the animal and a specific associated number, the winner gets 20:1.

In addition, the better can choose to pick a random single digit and add that to the numeral designation of the animal and one of the animal's specific associated numbers and winnings are 200:1.

Animal	#	Associated Number
Chicken	01	01 02 03 04
Eagle	02	05 06 07 08
Donkey	03	09 10 11 12
Butterfly	04	13 14 15 16
Wolf	05	17 18 19 20
Goat	06	21 22 23 24
Ram	07	25 26 27 28
Camel	08	29 30 31 32
Worm	09	33 34 35 36
Snake	10	37 38 39 40
Rabbit	11	41 42 43 44
Horse	12	45 46 47 48
Tiger	13	49 50 51 52
Cat	14	53 54 55 56
Zebra	15	57 58 59 60
Lion	16	61 62 63 64
Monkey	17	65 66 67 68
Pig	18	69 70 71 72
Ant	19	73 74 75 76
Turkey	20	77 78 79 80
Bull	21	81 82 83 84
Dolphin	22	85 86 87 88
Bear	23	89 90 91 92
Deer	24	93 94 95 96
Cow	25	97 98 99 00

For example, the five digit number released is 70935. If you had bet one credit on "Worm", you would receive 3 credits. If you had bet "Worm 35", you would receive 10 credits. If you had bet "09 Worm 35", you would receive 20 credits. If you had bet "7+09 Worm 35", you would receive 200 credits.

This game is extremely popular among the people of Forseti. In addition, it has influenced the local culture greatly. For example, some of the animals carry with them certain traits. For example, if a person is said to be a hard worker, he is said to be an "ant". Quite often, Forsetians will not say "ant", but rather that he's a "real 19". Worms are considered to be lesser creatures, so those who get the number "9" on a list of workers or a waiting list, may find him/herself the butt of jokes.

On the other hand, "lucky" numbers such as "7", "21" or "36" have transferred their status as "luck symbols" to the associated animals.

Forsetians will compete to get addresses or comm numbers that contain numbers matching those possible on the board (for instance, 1560 or 2598). Some will even prejudice their experience with a person who is associated with a number (for example, a person who lives in building 2590 might be assumed to be a fierce fighter, whether this is true or not).

Forsetians will also watch closely for random occurrences of the numbers. Starships with registry numbers matching possible board numbers will often get special treatment (and usually the worker(s) will then place a bet if the game is soon approaching).

The Forsetian Calendar

The Forsetian day is 20 hours long. This is usually separated into 10 hour days and nights. Time will often be separated in mornings (called "AM") and evenings (called "PM").

A "short year" consists of 71 of these days. This also corresponds with the actual orbital period. Seasons, which pass rapidly on Forseti, last approximately 17 days, 15 hours.

A “full year” consists of five short years or 355 days. Most Forcetians measure their age by the number of full years which has passed since their birth.

Dates are often given as numbers with the number of days past in the short year first, the number of short years past in this full year and the number of full years passed since the rise of Empress Hitje last. Often this will look like this: 24 04 32.

If something significant happens to a Forsetian on such a day, it is possible that he/she will then place a Pick bet on that number combination. For instance, a wedding on 24 08 32 might convince a happy husband or wife to bet on “Camel” or “Camel 32” for as long as their marriage is a happy one.

City Details

Dekker

Dekker is the location of the first settlement on Forseti. It is the former seat of power of the Forseti Republic and is the current location of the Empress Hitje’s palace. It is home to about 270 thousand people.

The city is located on the west coast of the Brijer Sea. The city sits on the foothills of the Japiks Mountains and along the edge of a forest named now for the Empress.

The local downport is located to the southwest of the city. It is connected by monorail to the city; however, this is rarely used by passengers. The monorail is most often used for transfer of freight.

Summer temperatures average 48 C (118.4 F) during the day and 36 C (96.8 F) at night. In winter, this drops to 25 C (77 F) during the day and 13 C (55.4 F) at night.

Welker

Welker is the location of the second city to be founded on the planet. It is located on the eastern coast of the Velson Sea. It is home to approximately 230 thousand people.

The city is well-known by locals as a spiritual and religious center. This is often derided by those living in Dekker as “superstitious”. Welkerians, in large percentages, believe firmly in omens, ghosts, and witchcraft.

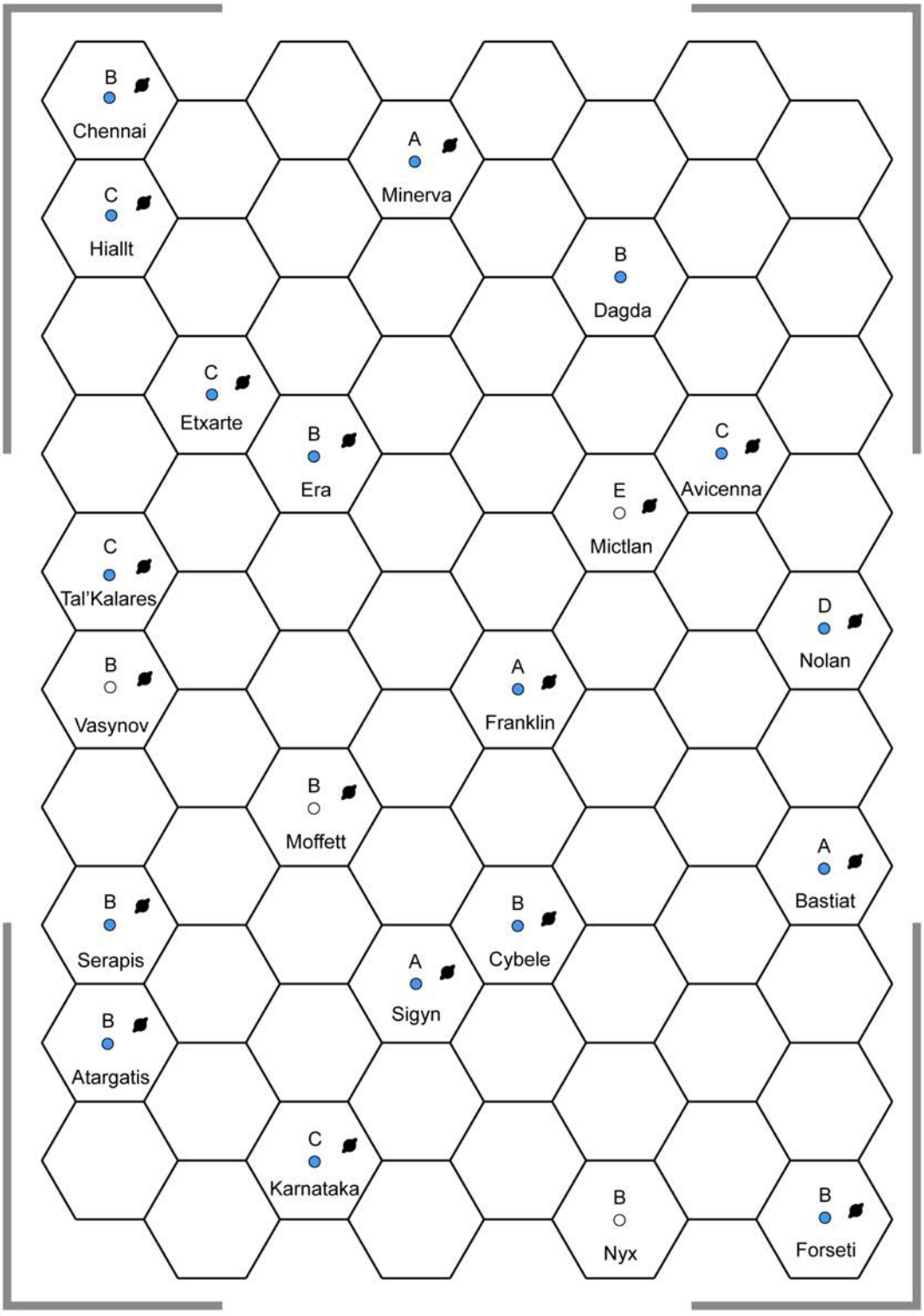
The city’s downport is located several hundred kilometers to the west on a peninsula. The city is connected to the downport by a monorail system; however, this is rarely used by anything except freight.

Summer temperatures average 56 C (132.8 F) during the day and 44 C (111.2 F) at night. During this sort of heat, few Welkerians will leave the comfort of their homes. Most buildings have covered and cooled walkways to avoid the heat.

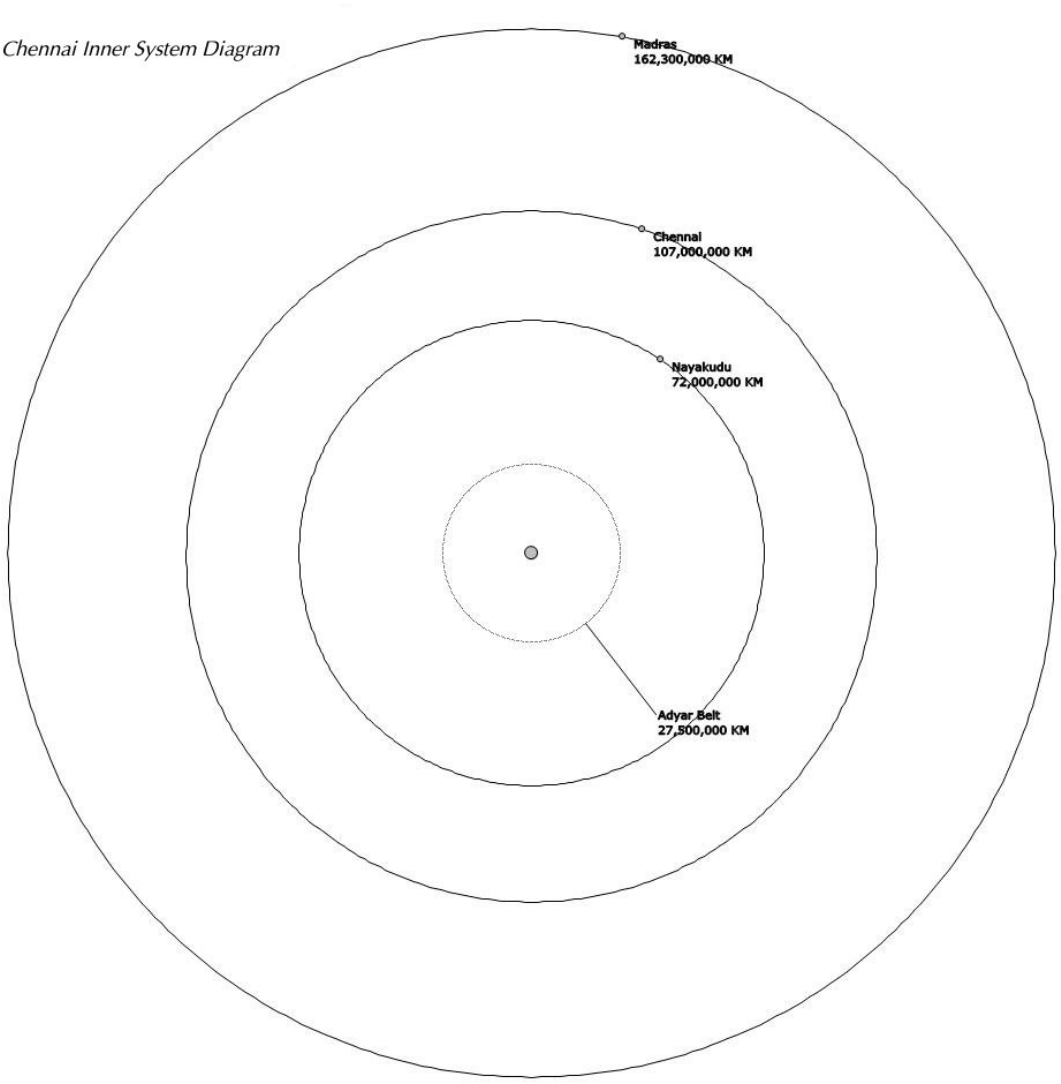
Winter temperatures average 44 C (111.2 F) during the day and 32 C (89.6 F) at night.

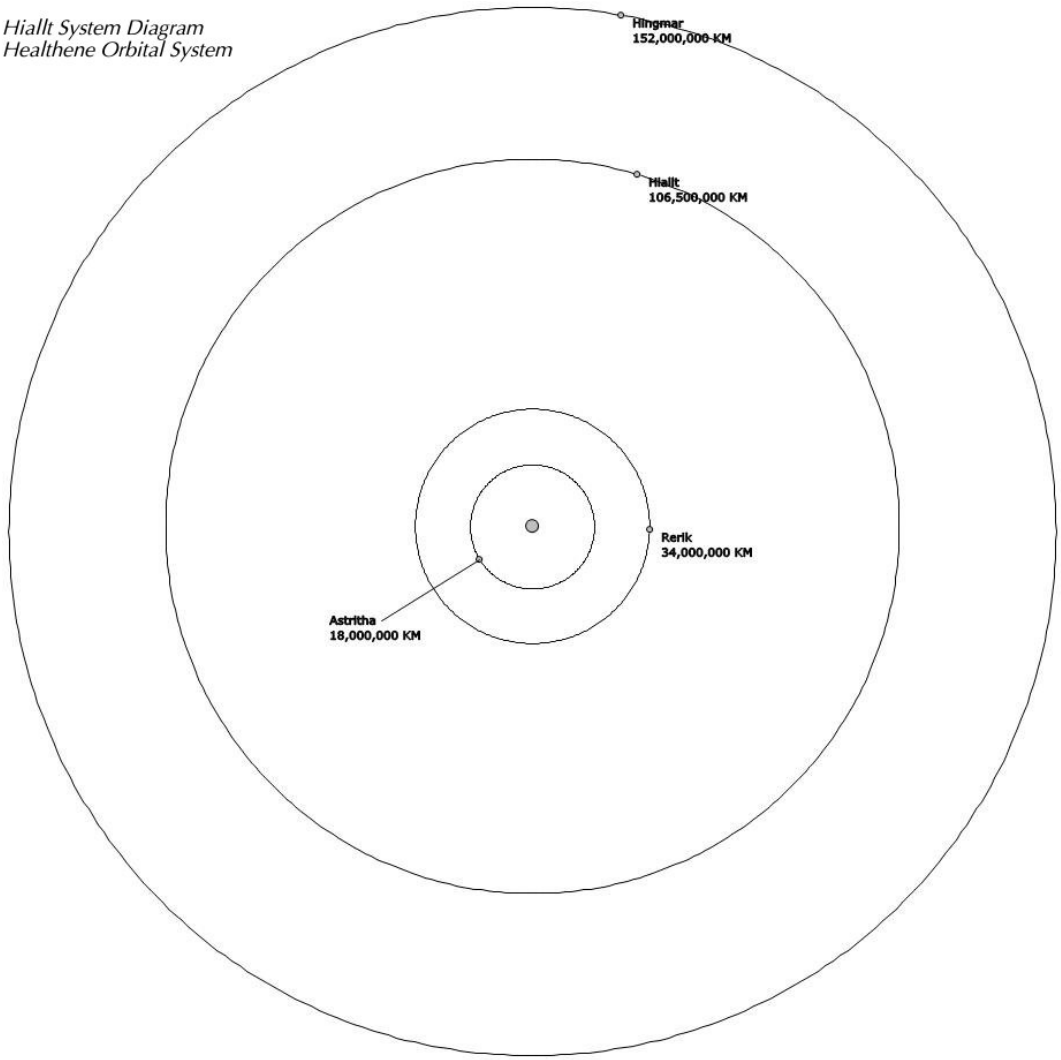
Printer Friendly

The following maps are included to be more printer friendly. There are included only in the PDFs.

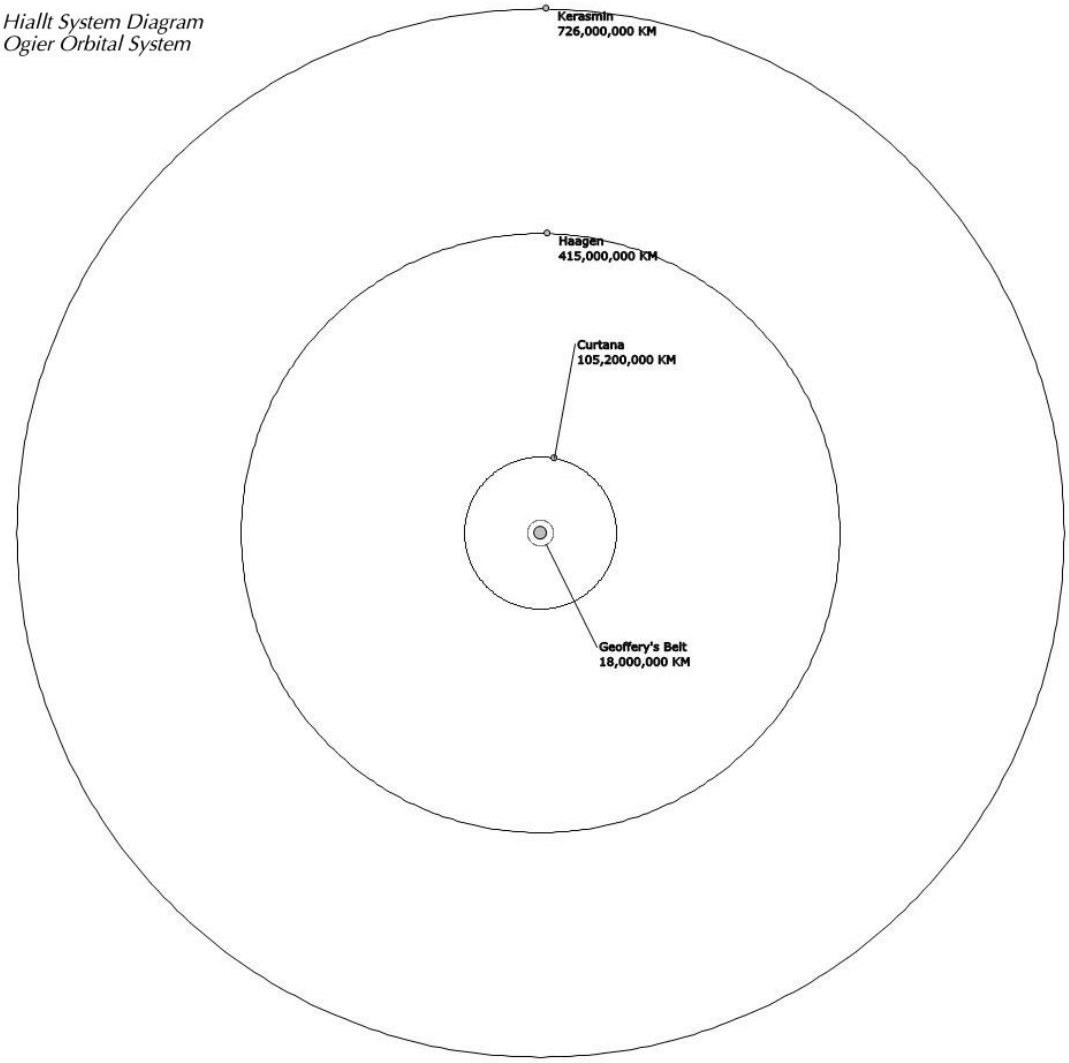

B
Chennai
A
Minerva
C
Hiallt
B
Dagda
C
Etxarte
B
Era
C
Avicenna
E
Mictlan
C
Tal'Kalares
D
Nolan
B
Vasynov
A
Franklin
B
Moffett
A
Bastiat
B
Serapis
B
Cybele
A
Sigyn
B
Atargatis
C
Karnataka
B
Nyx
B
Forseti

Chennai Inner System Diagram

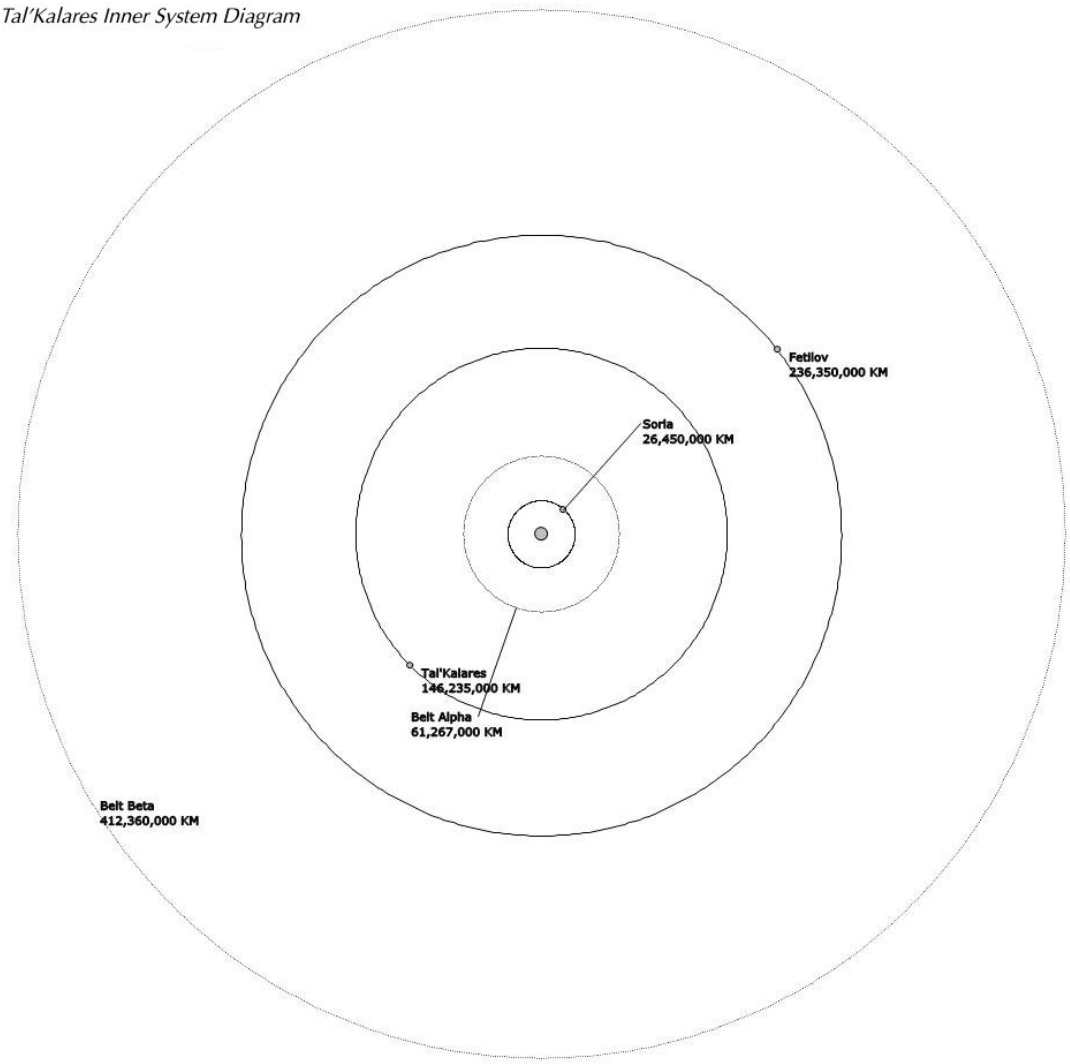


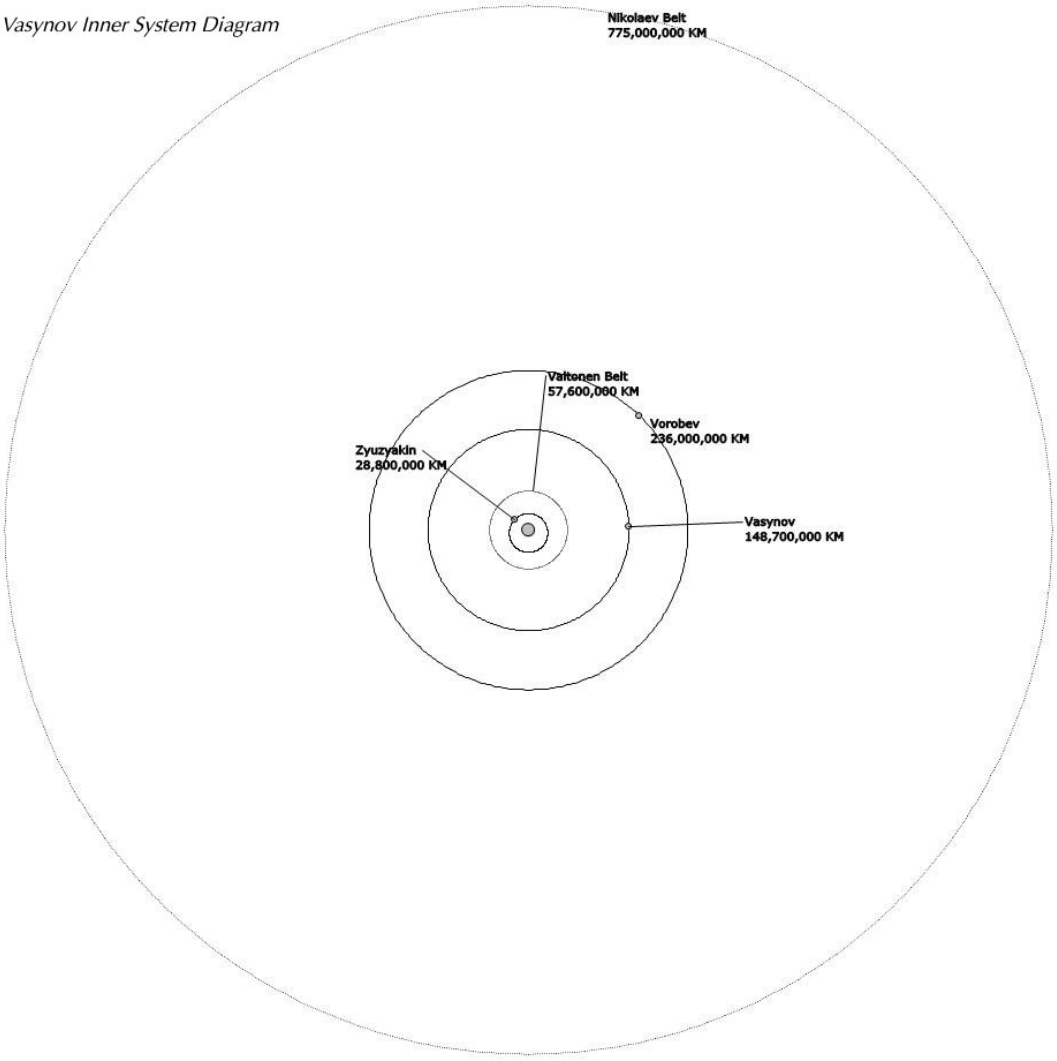

Hiallt System Diagram
Healthene Orbital System
Hingmar
152,000,000 KM
Hiallt
106,500,000 KM
Rerik
34,000,000 KM
Astritha
18,000,000 KM

Hiallt System Diagram
Ogier Orbital System

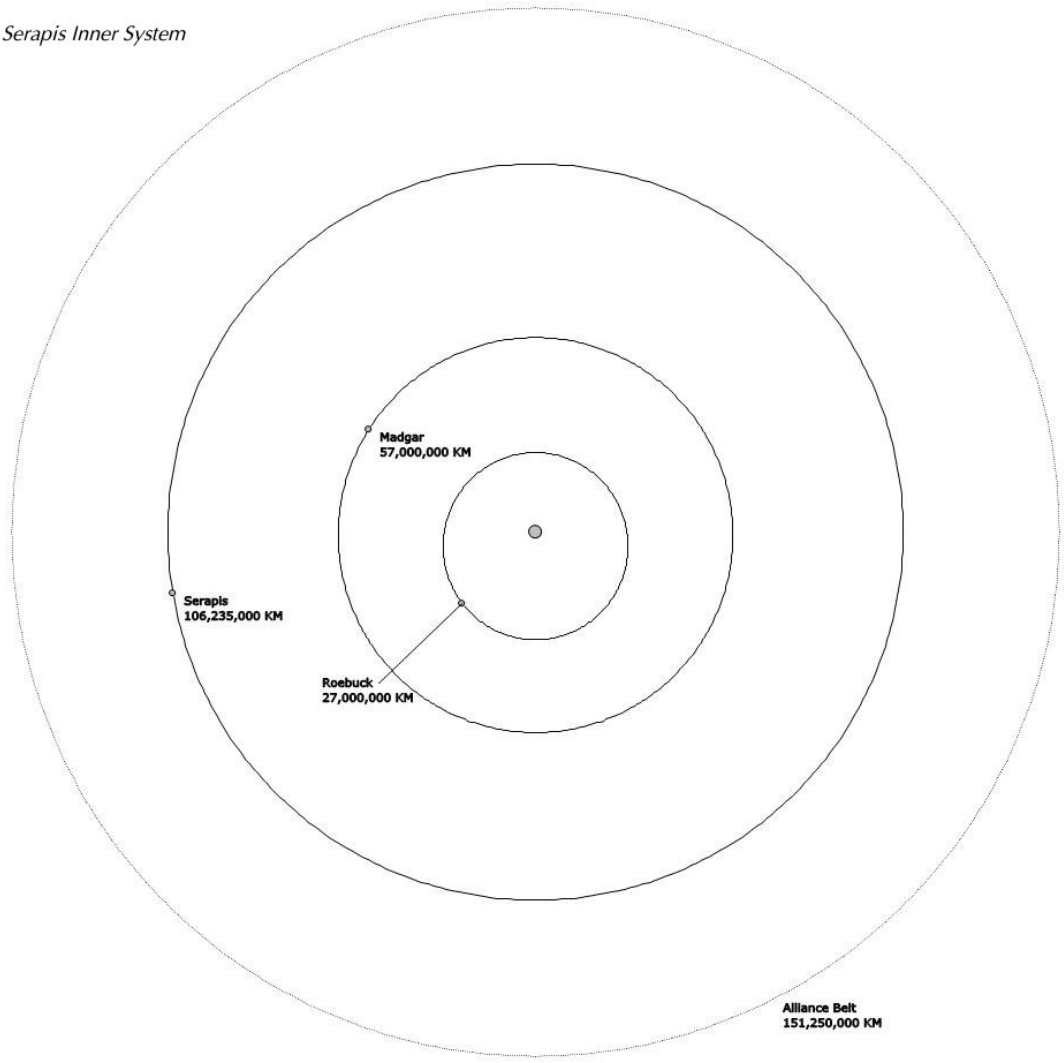


Tal'Kalares Inner System Diagram

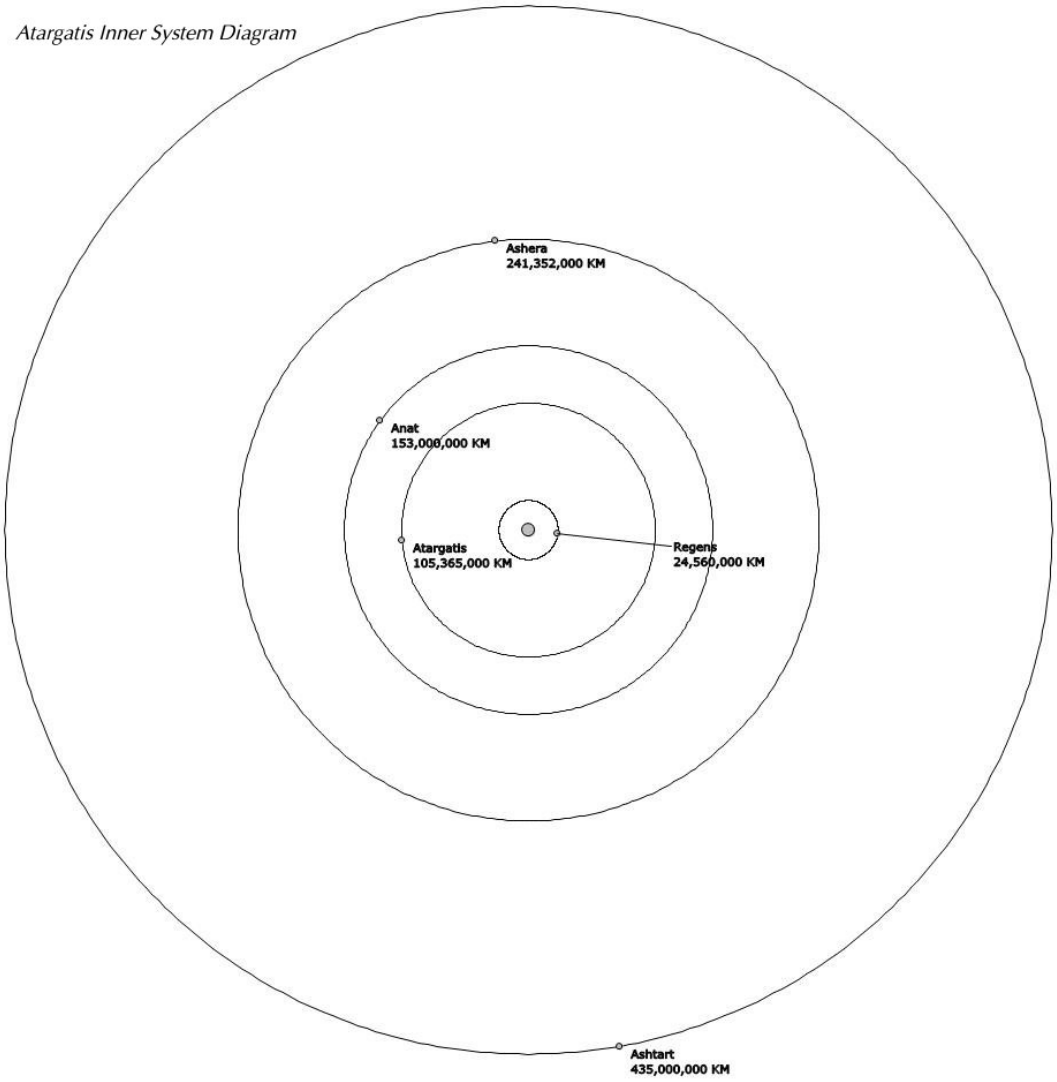



Vasynov Inner System Diagram
Nikolaev Belt
775,000,000 KM
Valtonen Belt
57,600,000 KM
Vorobev
236,000,000 KM
Zyuzyakin
28,800,000 KM
Vasynov
148,700,000 KM

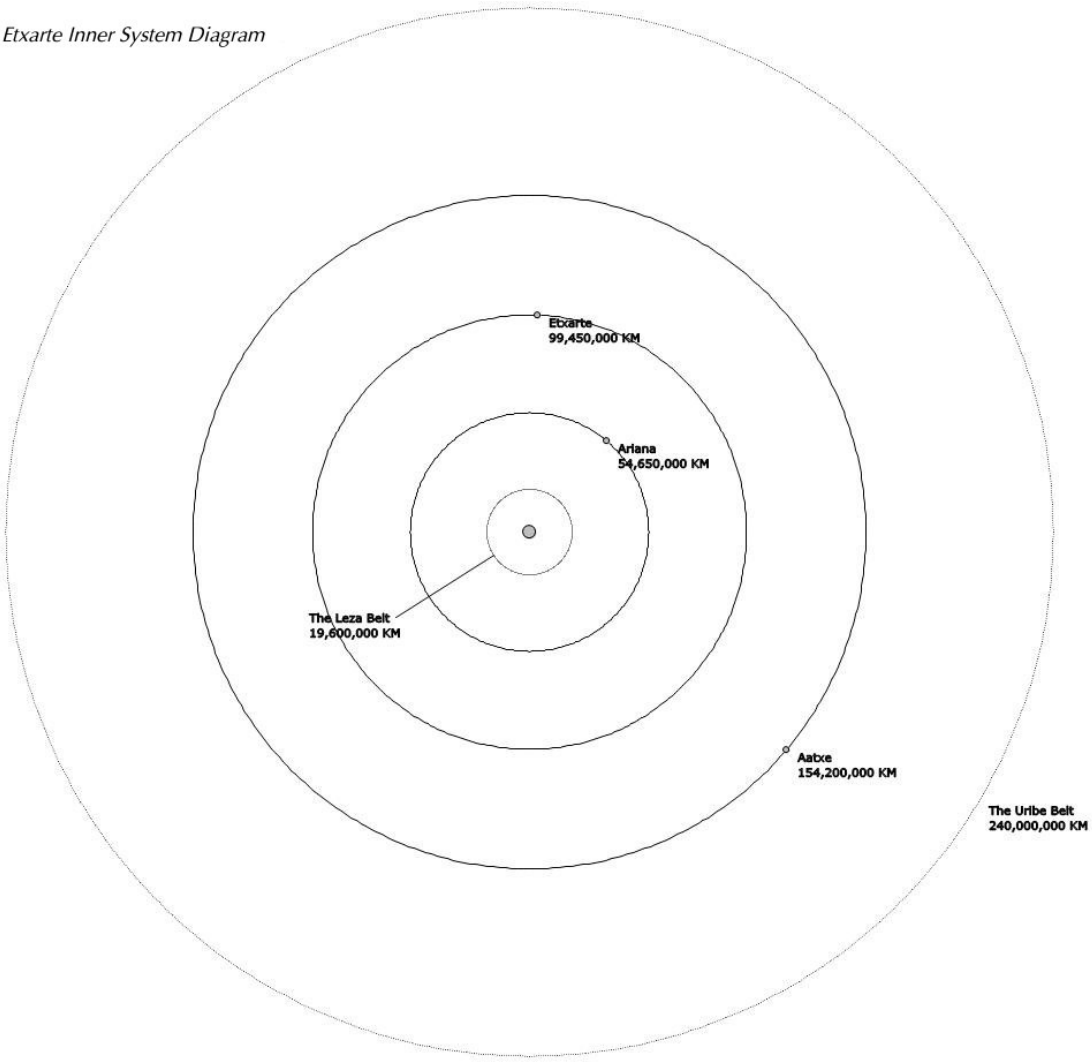
Serapis Inner System



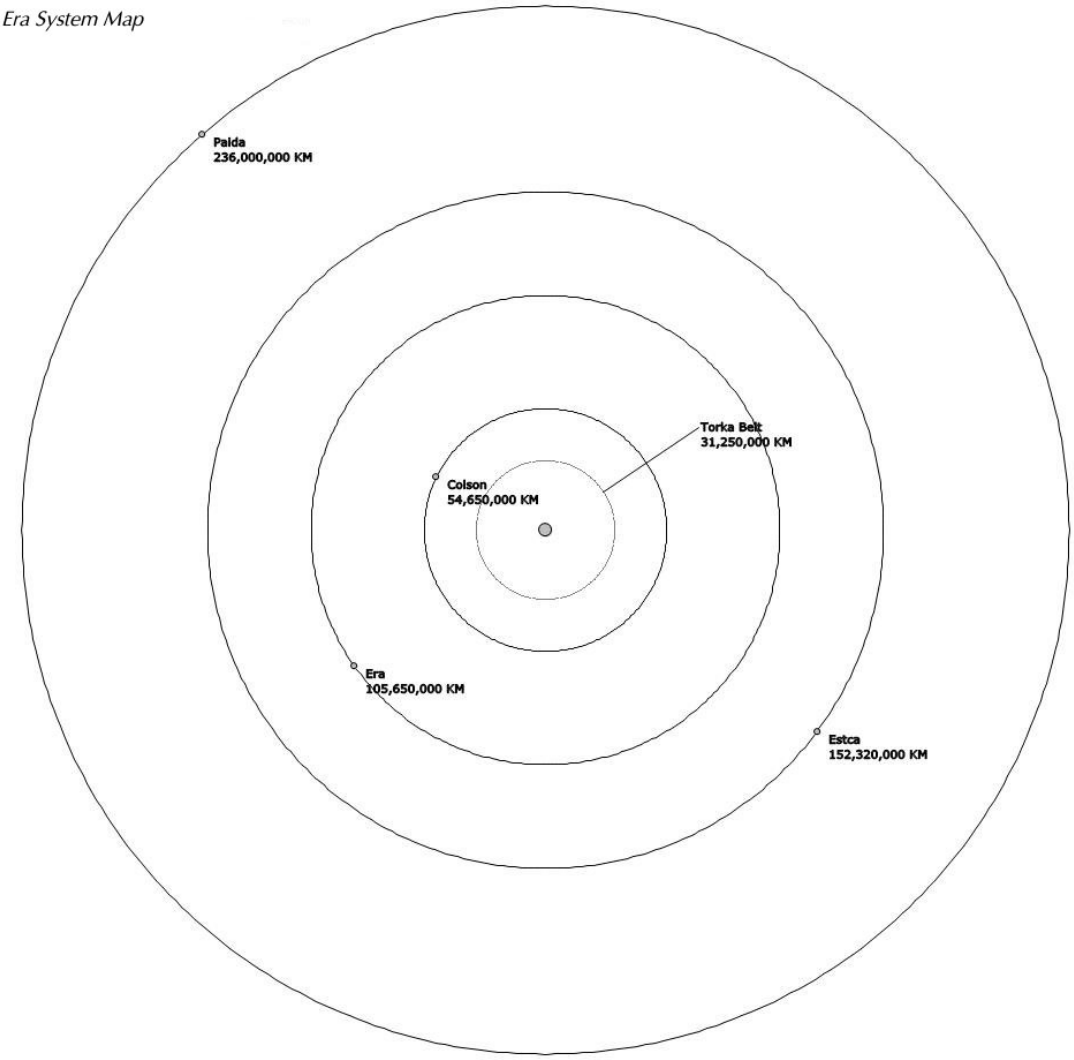
Atargatis Inner System Diagram



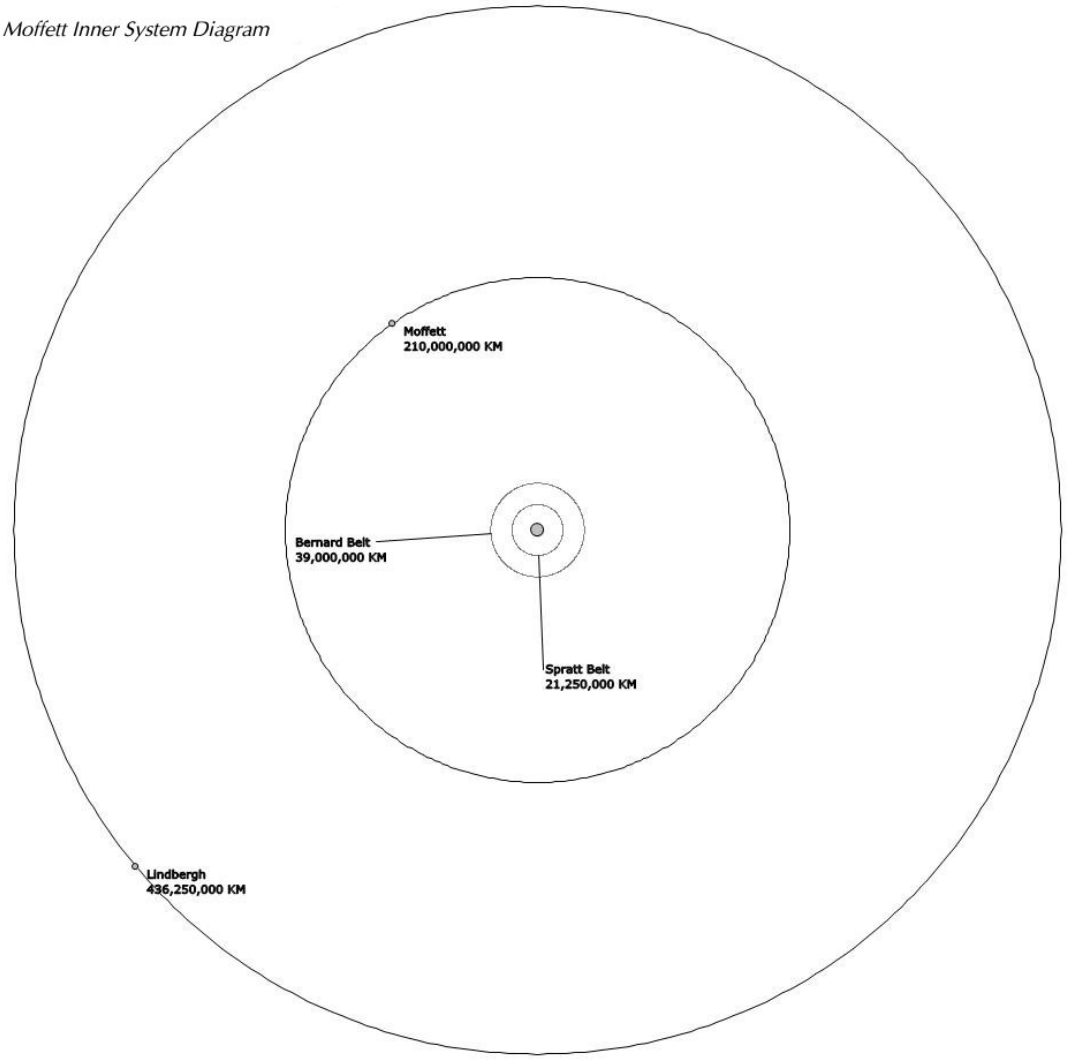
Etxarte Inner System Diagram



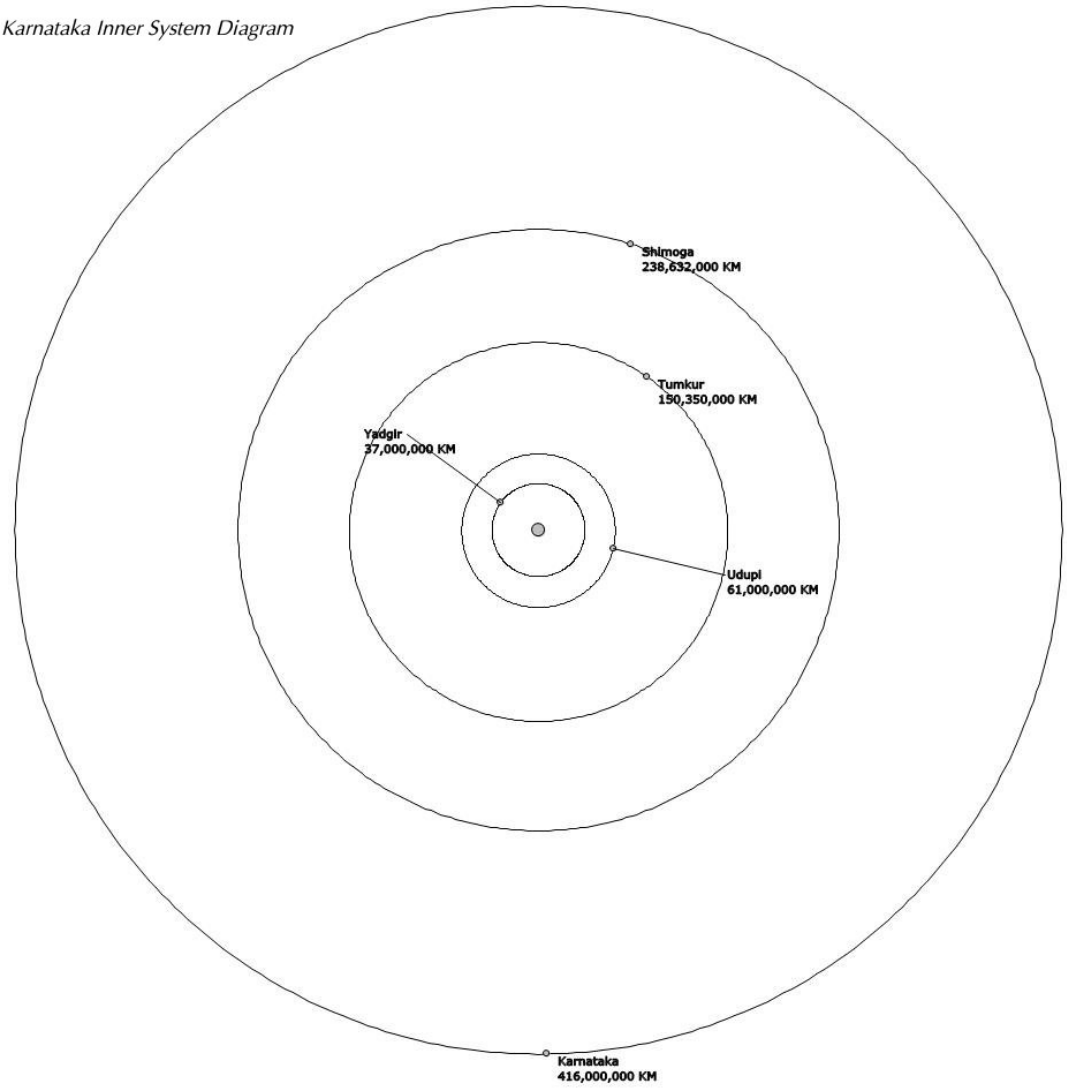
Era System Map



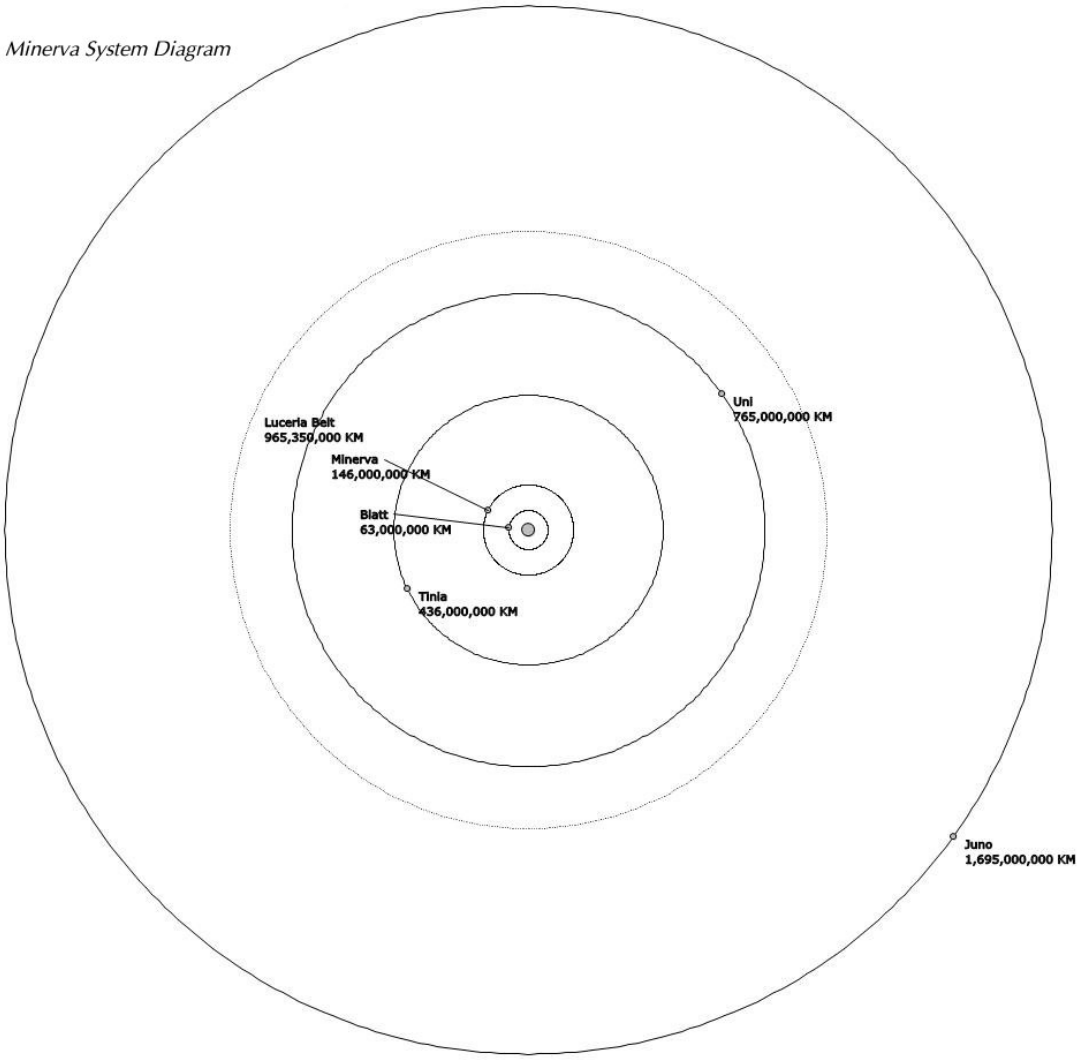
Moffett Inner System Diagram



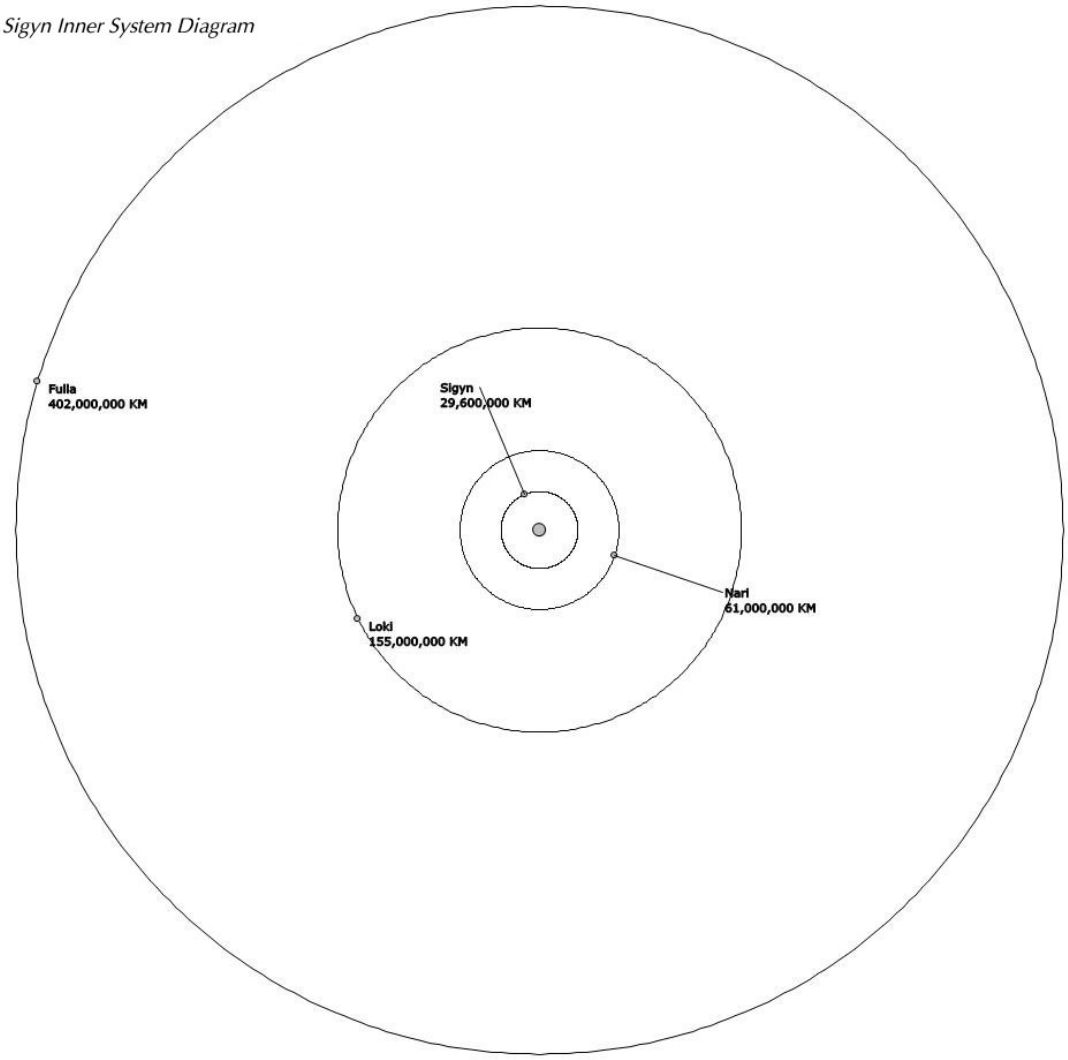
Karnataka Inner System Diagram



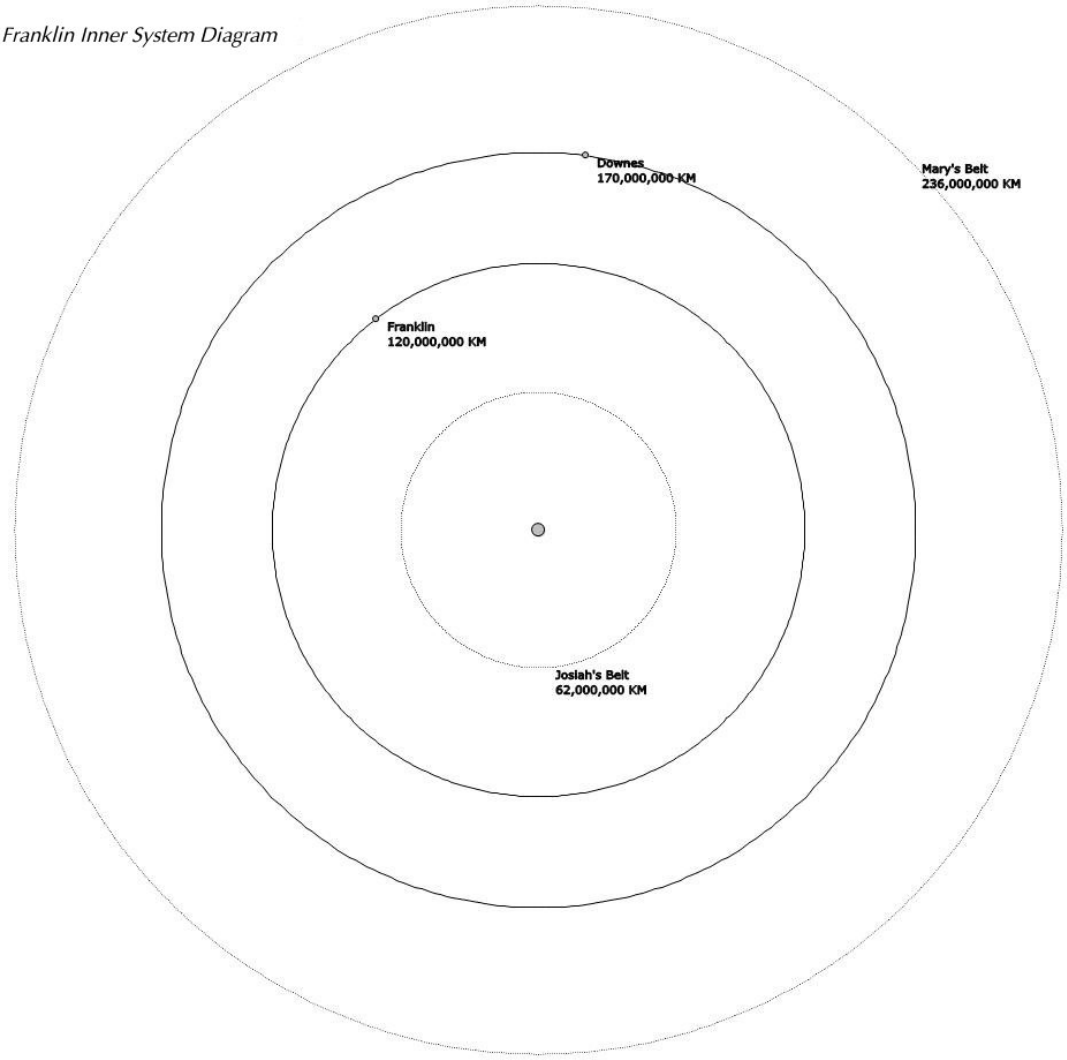
Minerva System Diagram



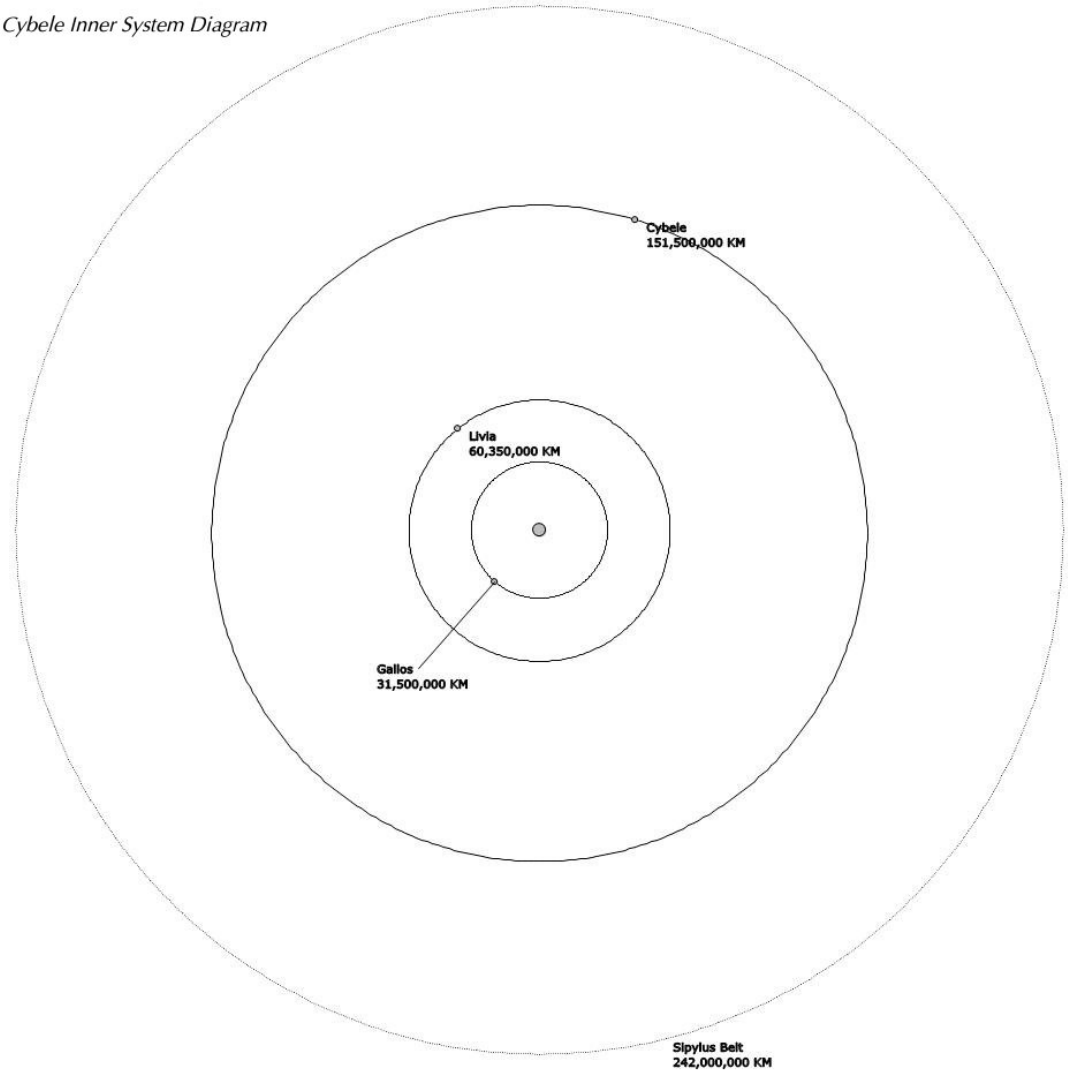
Sigyn Inner System Diagram



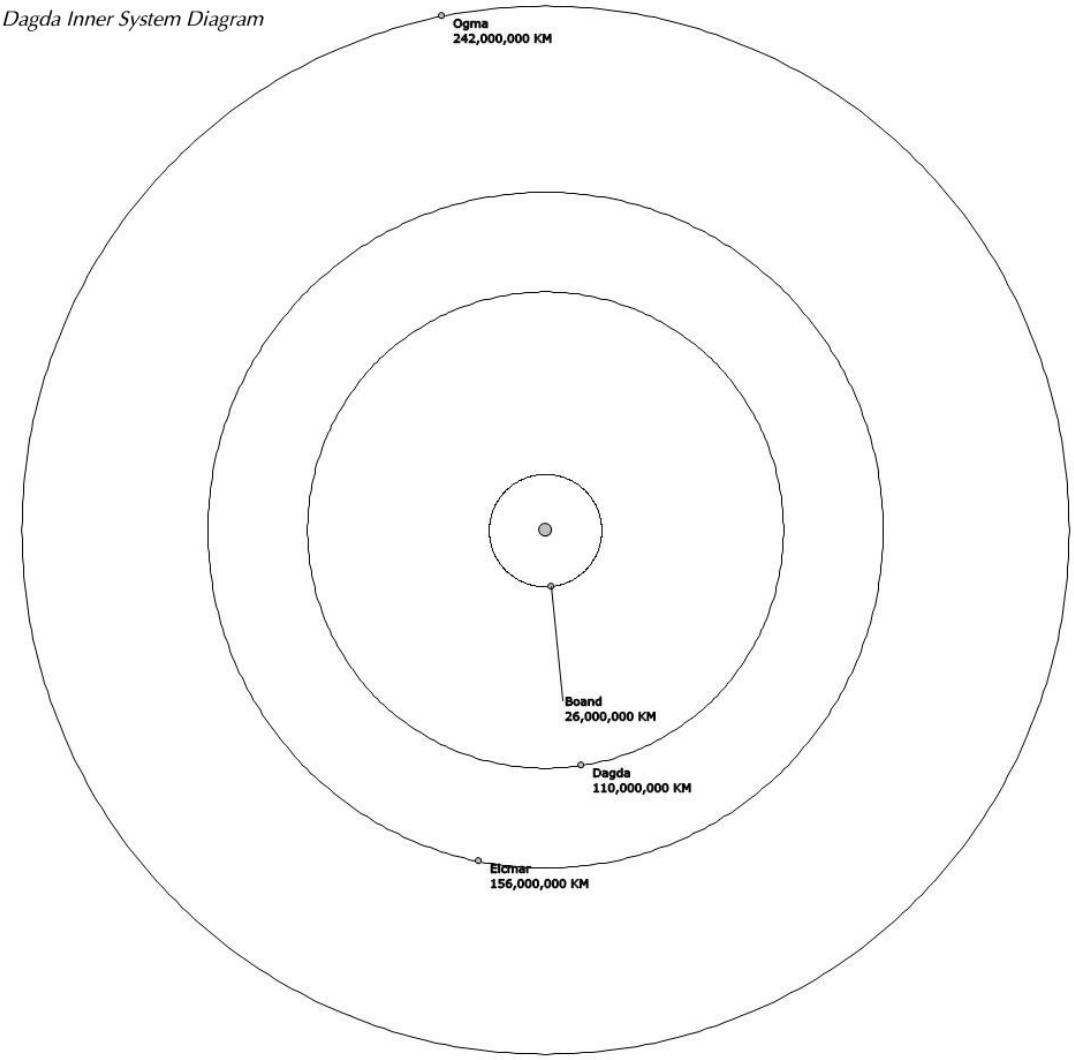
Franklin Inner System Diagram



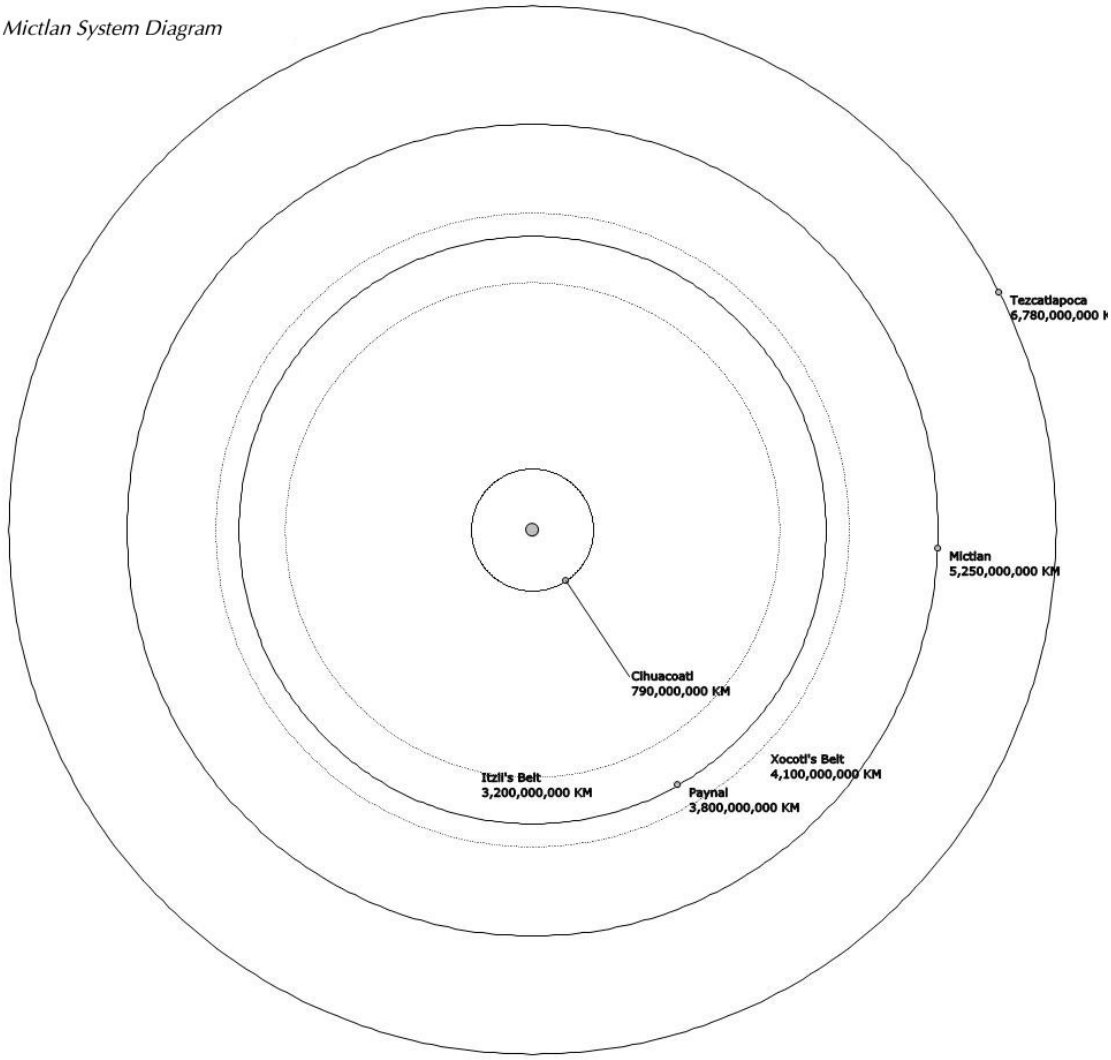
Cybele Inner System Diagram



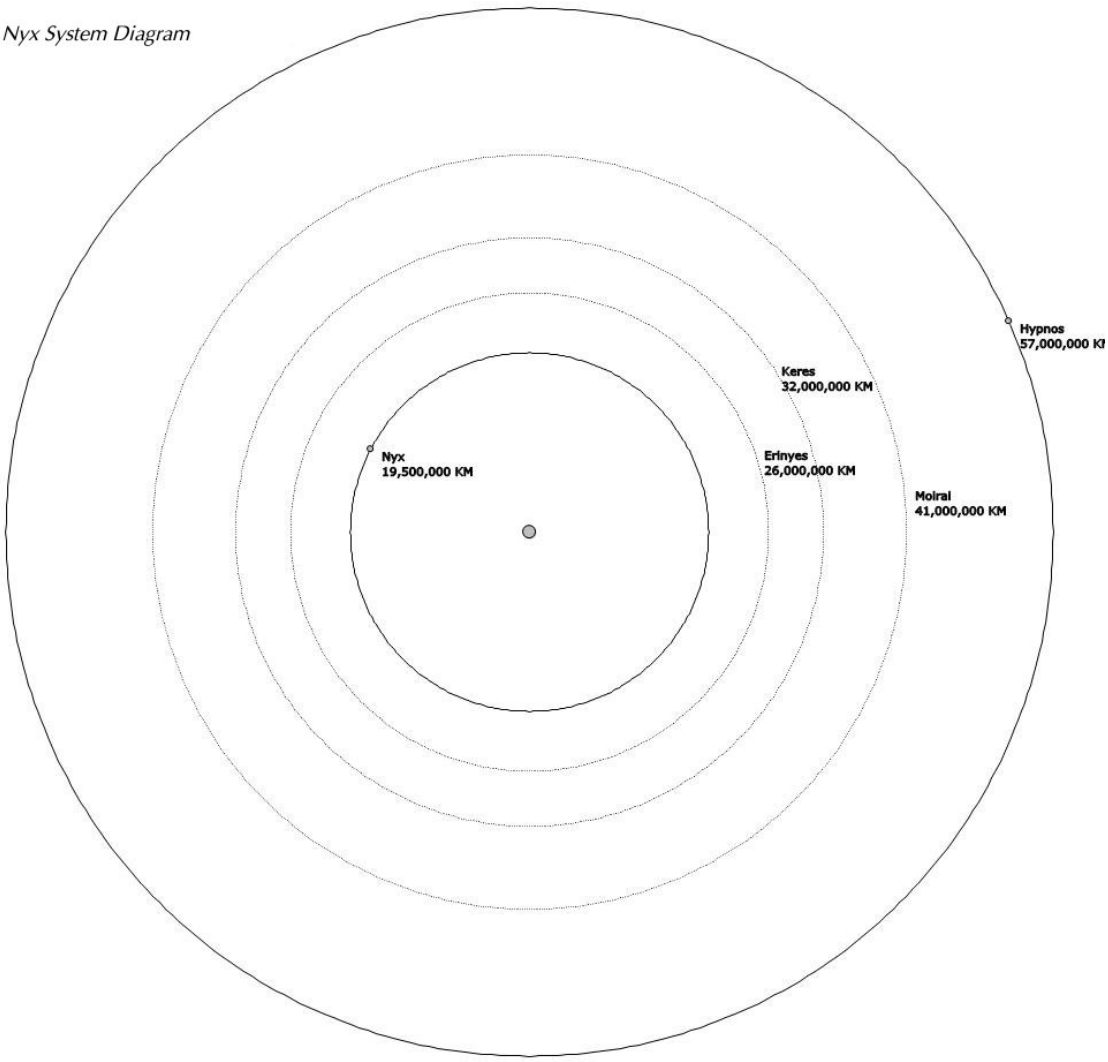
Dagda Inner System Diagram



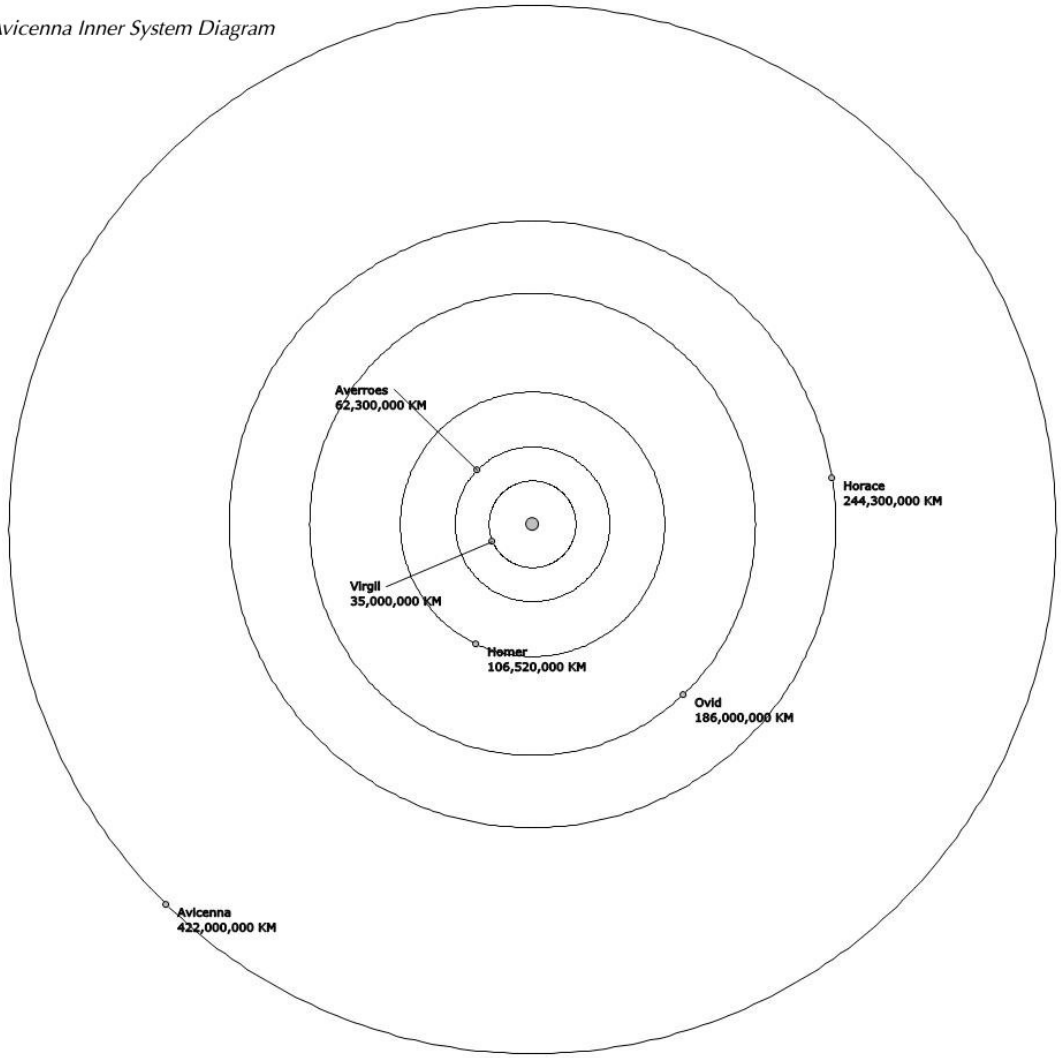
Mictlan System Diagram



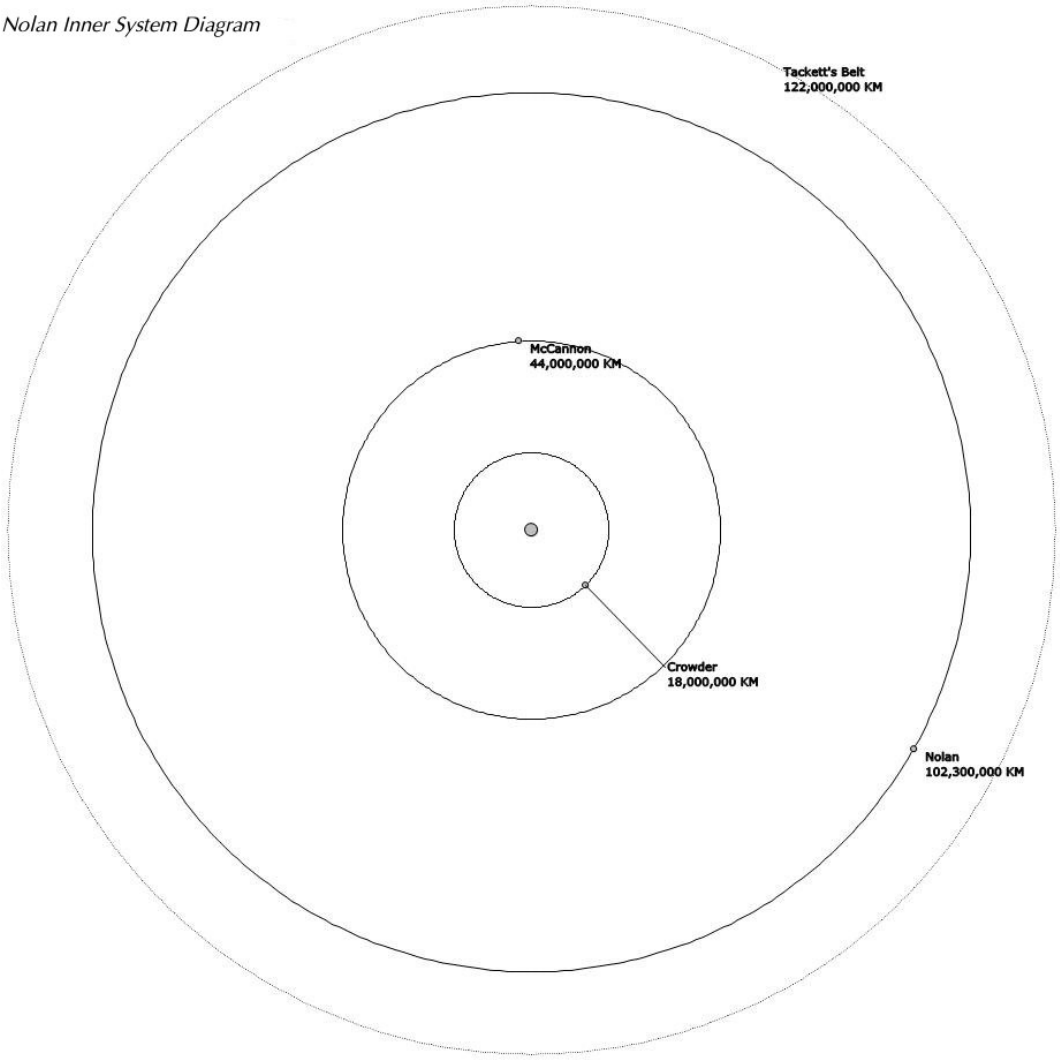
Nyx System Diagram



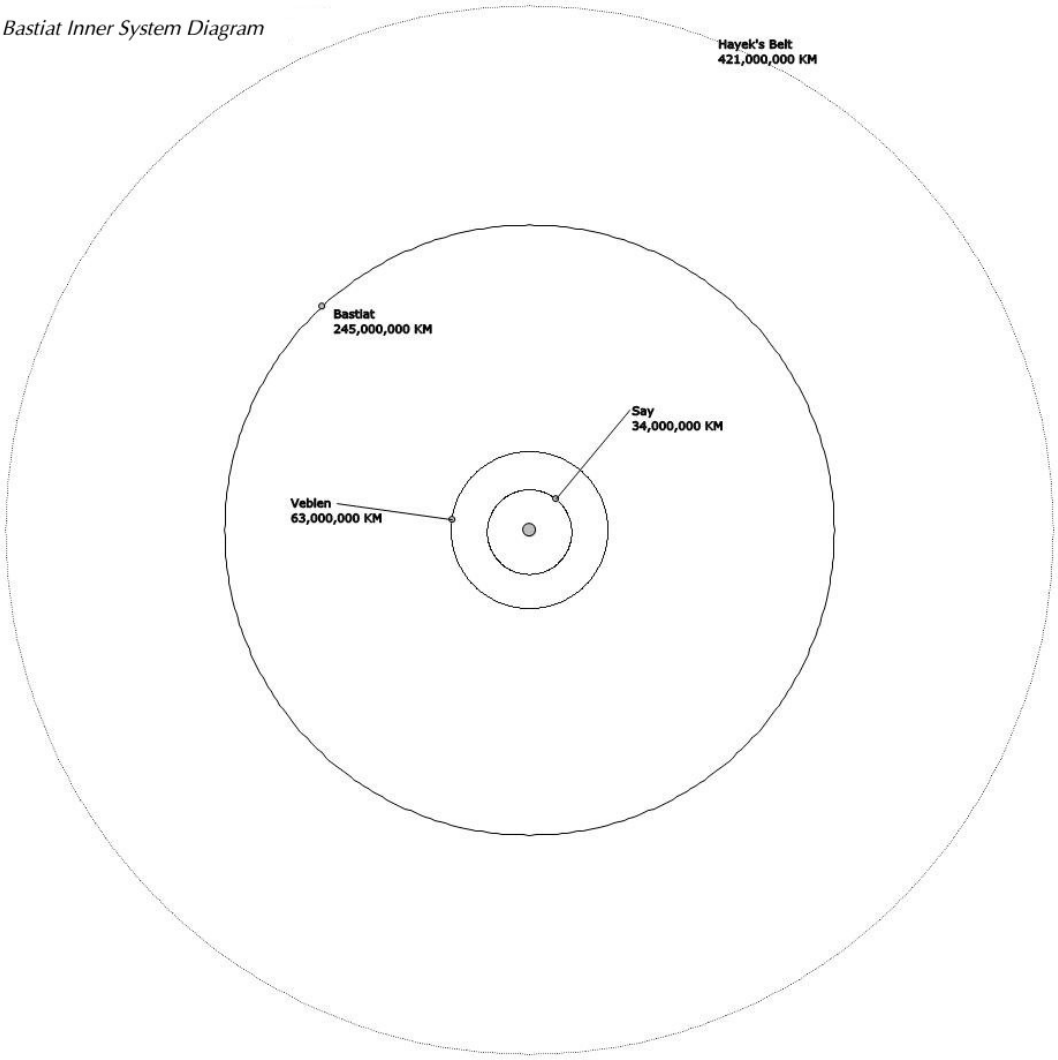
Avicenna Inner System Diagram



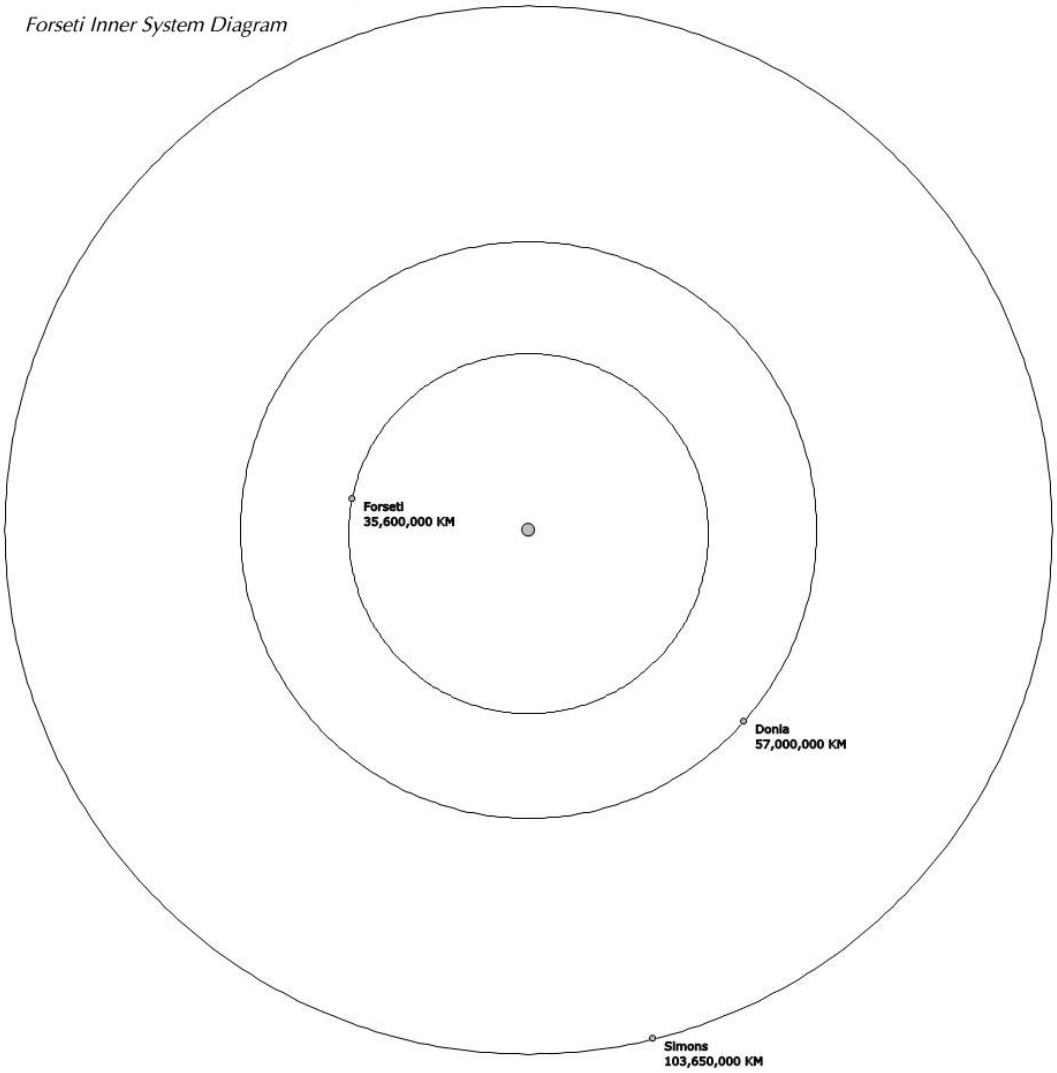
Nolan Inner System Diagram



Bastiat Inner System Diagram



Forseti Inner System Diagram



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