

The firefly VORNhack

Complete Space and Sci-fi Kit



By: ZAK S.

Hack By Mike Evans (wraathofzombie)

Here's How It Is...

The Earth got used up. We found a new solar system and used terraforming technology to create hundreds of new Earths. The central planets formed the Alliance and decided that all worlds should unite under their rule.

There was some disagreement on that point.

After the War for Unification, many Independents- those who fought and lost- drifted to the edges of the system, far from Alliance control. Out on the Rim, people struggle to get by with the most basic technologies. Out here a ship will bring you work. A gun will help you keep it.

A captain's goal is still simple:
Find a crew. Find a Job. Keep flyin'.

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INTRODUCTION

Simply put *Vornheim the Complete City Kit* is one of the most useful and enjoyable role-playing books I've ever used. I feel there are quite a few novel ideas in *Vornheim* that make a Game Master's job easier, and keep the action and focus on happenings at the table and not flipping through pages of a book.

In his introduction Zak Smith, the author of *Vornheim*, wrote, "City supplements start by inspiring you and finish by exhausting you" (pg 2). From that statement alone I knew, before flipping any further through the book, that I was about to read gold. The timing of the release of *Vornheim* was ironic for me because I had just finished reading a complete pirate city setting and by the end of it I wanted to bang my head on the table, because it had done exactly what Zak had stated city settings do.

Vornheim caused me to look at tables and charts, as a Game Master aid, in a different light and I realized just how much I actually liked using them in a pinch, or for planning an adventure prior to game time.

Another way *Vornheim* wowed me was Zak's philosophy about the whole book. Many authors treat their book(s) as gospel, to be cherished and used, but never altered. Zak throws that right out the window by stating, repeatedly, "after details/notes have been used, cross them out and write your own." That was really awesome to see an author encouraging you to alter and change his work.

Zak's whole "hack *Vornheim* and create something so I don't have to write it myself" attitude is awesome and something that made me really want to use *Vornheim* as inspiration and a guide for this project.

As a Game Master I run fantasy (usually weird and dark and gritty), horror, and science fiction. *Vornheim* needs little alteration as a city kit for use in a fantasy setting, but science fiction is a whole different ball game. My sci-fi games frequently are set in the *Firefly* Universe created by Joss Whedon (I won't gush on why I love the setting so much) and I knew I wanted to hack *Vornheim* to be an aid for me while running the game.

Truth be told, I created this hack for myself, as an aid for quick and easy game running, but put so much damned work into it that I wanted to share it with others. There are ideas, suggestions, etc in these charts and tables that are very specific to the *Firefly* universe, but file the numbers off and they will easily fit a different sci-fi setting, others are not so specific.

Feel free to use these tables as you see fit! Keep with the philosophy outlined in the *Vornheim* book and have a great time enjoying this awesome hobby!

So grab some friends, grab some dice, and keep rolling!

Mike Evans
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TABLE EXPLANATIONS

Planets of the Verse (pg 8)- This is a quick overview of the different planets in the Firefly Universe. This is a brief description to give the general feel of the planet so the GM can make it their own.

Firefly Story Hooks (pg 11)- A few specific story hooks that are for a specific planet (although they can easily be changed to any other planet or space station in Firefly). As you use these just cross them off and write up your own.

Jobs on the Cortex (pg 13)- I designed this table to act as “help wanted ads” table for players that are actively surfing the Cortex looking for work. As you use these just cross them off and write up your own.

Firefly Job Generator (pg 13)- I hacked this table from Noisms of Monsters and Manuals because it is pure awesome and is great for creating jobs prior to a session or on the fly. Simply roll a d20 four times and consult the chart and you now know who is hiring you, their desire, the motivation, and against whom.

Example 1: (d20 rolls- 4, 13, 6, 2)- A whore is fighting against extortion from a rival whore.

Example 2: (d20 rolls- 11, 6, 9, 11)- A ship captain must frame a noble.

There are two plot hooks/jobs instantly and it's easy to fill out the who, why, where using the other charts in this hack. (<http://monstersandmanuals.blogspot.com/2011/11/random-mr-jones-mission-generator.html>)

Ruttin' Complications (pg 14)- One thing that makes all adventures fun, and was a key component of the Firefly television show, is how the best laid plans go awry at the last minute. If you want to introduce an unexpected twist or complication to a current adventure, simply roll a d20 and consult this table. As you use these just cross them off and write up your own.

Available Travelers (pg 14)- A simple chart for generating how many people on a given planet are looking for transportation.

Where Are You Ruttin' Going (pg 14)- Use this to see where travelers are hoping to get to.

Cargo Prices (pg 15)- This table can be used to generate a quick price amount for purchasing and selling goods. Simply look at the number next to the category of good and multiply it by the base price per section of space. That is what will be paid for those goods.

Example: The crew purchases medical supplies from a Core World for 125 credits and travels to a Rim World and sold them for 375 credits. They made 250 credit profit.

A GM should award more or less money if the players attempt to haggle or bargain, depending on success or failure.

There is also a note on supply and demand at the bottom of the chart.

What Happened Between Sessions (pg 15)- With episodic style play there can be down time in between sessions. I thought a good way to explain what happened during that time would be to

have each character roll and consult this chart and tell a quick tale based on the theme chosen.

Random Encounters (pg 16)- This table functions exactly as explained in Vornheim. The purpose for this is to create a living and breathing world of interesting encounter. Roll a d100 and consult the chart. As you use these just cross them off and write up your own.

City Hustle and Bustle (pg 18)- Like the News on the Cortex table this was created to give a city a feeling of being alive and active. Simply roll a d100 a few times, consult the table and make a note of the selected choices. Describe these activities/happenings as players walk down the street. As you use these just cross them off and write up your own.

News on the Cortex (pg 19)- The purpose for this was to have a quick method to generate news reels that the players may see while in a pub or on the Cortex. I use these to create a dynamic world that doesn't feel stagnant. As the players do jobs around the 'Verse maybe throw in a news blurb about the deed (with or without implicating them). As you use these just cross them off and write up your own.

Interesting Folk (pg 20)- This table functions exactly as the City NPC's table in Vornheim. Roll a d100 four times to get a random fleshed out NPC or just roll once and go across the whole line. As you use these just cross them off and write up your own.

What's in Their Ruttin' Pockets (pg 22)- This table functions exactly as the What's in Their Pockets table in

Vornheim. The top four marked with "*" should be reused, but all others just cross them off as you use them and create new ones.

Organizations (pg 23)- This is a quick list of organizations (some from the Firefly Show) and others made up for use in a game.

Merchants of the 'Verse (pg 26)- This table functions exactly as the City Shopkeepers table in Vornheim.

Space Runner Kit (pg 27)- This is a hack of Zak's Wavcrawl kit on his blog, Playing D&D With Pornstars. It's an awesome chart to see what goes on while traveling the high seas (or in the case of this hack, the dark reaches of the 'Verse).

(<http://dndwithpornstars.blogspot.com/2011/04/wavcrawl-kit.html>)

Getting Where You're Goin' (pg 29) This is just a simple table to figure out how long it takes to get from one sector to the next.

Taverns, Pubs, and Eateries (pg 30)- This table functions exactly as the Taverns table in Vornheim.

Instatown/Instapeople (pg 31)- This is a combination hack of the businesses in the chart located at the back of Vornheim and Zak's instadungeon and instaregion blog posts. There are further description listed with the charts.

(<http://dndwithpornstars.blogspot.com/2011/05/quick-generator-for-when-you-need.html?zx=7266a42ba49aec22>) and (<http://dndwithpornstars.blogspot.com/2012/02/instaregion.html?zx=d394945c0f93ee07>)

GIVING CREDIT WHERE IT IS DUE

I would be negligent to not point out, in plain sight, where I got the inspiration or layout for the tables in this hack:

Zak S:

Random Encounters
Interesting Folk
What's in Their Ruttin' Pockets
Merchants of the 'Verse
Spacerunner Kit
Taverns, Pubs, and Eateries
Instatown/Instapeople

Noisims:

Firefly Job Generator

Wrathofzombie:

Firefly Story Hooks
Jobs on the Cortex
Ruttin' Complications
Available Travelers
Where Are You Ruttin' Going
Cargo Prices
What Happened Between Sessions
News on the Cortex
City Hustle and Bustle
Organizations

PLANETS OF THE 'VERSE

CENTRAL PLANETS

Ariel- A wealthy Central Planet with sprawling metropolis that house some of the best medical facilities in all the Alliance.

Bernadette- The first planet that was terraformed and is the staging point for many settlers setting out for the Border or Rim territories to find a new planet to settle.

Lodinum- A backward Central planet, one of the initial space colonization's, that is ran by a monarchy.

Osiris- Capital of the Alliance and very wealthy. The largest city of the planet is called Capital City. The planet is a large urban sprawl where decedents of the Alliance have set up areas called "Blackout Zones" where no loyal Alliance person would dare go.

Sihnon- Considered the Jewel of the Alliance. Sihnon is known for the natural beauty, sophistication, and technological advances. Sihnon is strongly based on Chinese culture. The main Companion Guild House is located on Sihnon.

BORDER PLANETS

Beaumonde- One of the wealthier and more sophisticated Boarder planets. The planet relies heavily on factories and its industrialized nature. However there are some territories utilized as farmlands and ranching.

Beaumonde's citizens love technology and the citizens are keen to incorporate it into their daily lives to separate themselves from the bumpkins of the other Boarder and Rim planets.

The capital of Beaumonde is New Dunsmuir, and is the only city that has zero factories. It is the largest tourist attraction on the planet, being that it rests on the ocean.

Bellerophon- This is a great planet to live on if you can afford the property. The rich live in large metal floating islands over the beautiful ocean. Gardens, waterfalls, and the like can all be found.

Shuttle droids are used for waste management and send all refuse to the incinerators on the planets land mass.

Where there isn't large bodies of water there is desert and the poor. The refuse factories tend to stink up some of the areas something fierce.

Boros- A civilized planet with large Alliance Military presence. The moon of Boros, Ares, houses the Alliance Military Ship yards. It is heavily fortified and guarded.

Hera- This is where the fateful battle of Serenity Valley took place. Over half a million grave markers line the hillside of the battle.

Hera lies close to the Central Planets and is near the major shipping space lanes.

New Hall- Not much is known about New Hall except that it is now open for fresh colonization after recently being terraformed successfully.

Paquin- A small dusty planet that is home to nomadic gypsy types. There are a few permanent settlements planetside.

Persephone- A heavily populated planet ruled by a monarchy. There is a hierarchy to the planet's population and nobles tend to wear a sash around their waist.

There is a large poor population on Persephone that resides in the seedy area of Eavesdown Docks. The spaceport here is watched; however it is easier to slip in and out without alerting the Alliance authorities.

Santo- An unsophisticated planet that has a small slaver presence. Santo is not far from Persephone. Auctions are held every month at the slave bazaar.

Verbena- This planet heavily supported the Independents during the War of Unification. Since the end of the war the Alliance has embargoed the planet. Since the beginning of the embargo the population has been reduced to small pockets of starving and desperate people.

Recently the Alliance has begun government funded projects to "help" the population of Verbena to show them the benevolence of the Alliance.

RIM PLANETS

Athens- A planet with rich soil that grows all types of vegetables. However there are sand storms that rage constantly on the planet on an unpredictable course which can destroy crops and property with virtually no warning.

Beylix- A small moon that is used as the galaxy's garbage dump and smugglers haven. The area around the planet is dangerous to navigate due to all the scrap in the atmosphere.

Ezra- The planet is in a state of flux right now as refugees from both the Alliance and Independents have moved to Ezra and are looking for work. The planet is poor and only has limited technology available.

The vile Adelei Niska has become the local law of the planet after he moved his Skyplex to the planet's orbit and has blanketed his crooked dealing under legitimate businesses.

Greenleaf- One of the few civilized Rim planets that houses decent medical facilities and moderate technology.

Haven- A small mining outpost that, for the right price, helps to hide those who wish to not be found by the Alliance.

Higgins' Moon- This moon is a major exporter of mud and clay. The workers of the town are indentured servants and live in utter squalor while the town magistrate lives in luxury.

Jiangyin- Rim planet that relies heavily on farming and ranching to survive. There are folks that have taken to the hills that kidnap others that have needed skills and force them to live in their town and under their rules.

Miranda- This is a quarantined ghost planet located in the heart of Reaver Territory.

Regina- This planet is known for its heavy mining operations and for the disease that almost everyone gets at one point, called Bowden's Malady.

Shadow- Shadow was once a beautiful prairie planet until the Alliance committed orbital bombarding that reduced the planet to an ashen barren rock.

St. Albans- A harsh ice planet with a very small population, largely of miners and trappers. There are a few farms that grow the limited types of produce that can survive in such conditions. There is also a small Alliance Outpost located on St. Albans.

Triumph- A very primitive planet on the edge of the Rim where few choose live. Those that survive on this planet are part of some strange religious sect that holds ancient beliefs dear.

Whitefall- This is the fourth moon of Athens and is mostly owned by a conniving woman by the name of Patience. This world is known for not being exactly cultured or well settled.

FIREFLY STORY HOOKS

CORE PLANETS

1. **Lodinum-** Lodinum was one of the first terraformed and settled planet on this side of the ‘Verse. It is governed by a megalomaniac monarch who rules with an iron fist. His daughter, the “Princess” Renee has had enough and wants out. She managed to get a message off world about paying handsomely for transport off this rock to one of the boarder worlds, preferably Persephone or Beaumonde.
2. **Osiris-**The crime lord Alerei Niska wants a data disk retrieved from the Alliance capital, Osiris. One of his contacts managed to hack out information on Alliance shipments for the next 2 weeks, something worth quite a bit of money in the right hands. However the disk is in one of the Blackout Zones and his contact has gone to ground. He needs someone to fetch it.
3. **Beaumonde-** A wealthy man and his wife are looking for transport from Beaumonde to Sihnon to meet with the Companion Guild to negotiate a long standing contract between their services and the pleasures of the couple. The meeting is to take place on the player’s ship. When the players come back you find the husband standing over the Companions body, her throat slit, professing he didn’t do it! What happened?
4. **Ariel-** A man is being hunted on Ariel and is attempting to get off world. If you can get him to a far off planet he may just pay well.
5. **Ariel-** The players are “slumming” in one of the seedier areas of Ariel when suddenly sirens sound and transports come into the area and begin blocking all exits. Over a loud speaker a voice says, “Attention Citizens of the Alliance. This area is now a quarantined zone due to an outbreak of a deadly virus. The best of the Alliance medical is working on a solution. Hopefully pacification will not be an issue. Please remain calm. I repeat...” Suddenly chaos ensues.
6. **Osiris-** The adventurers find themselves on Osiris when suddenly the past catches up to one of the members. This could mean big trouble for everyone, especially this deep in Alliance territory.

BOARDER PLANETS

1. **Boros-** A family of settlers is looking for transport from Boros to New Hall, however one of them is in more trouble than they’re letting on.
2. **Persephone-** Badger, a crime boss on Persephone, is looking for some brave and “loyal” employees to ferry a friend of his off of Ariel. His friend, a wealthy noble, seems to have had a misunderstanding with an Alliance dignitary. Completely innocent, you understand? He’s willing to pay well for his friend’s safe and secret arrival on Persephone. What could go wrong?
3. **Paquin-** An old man is dying and wants to be buried where he belongs, in the hills of Serenity Valley on Hera. He fought in the Unification War and lived when his friends and comrades didn’t. He knows he only has a few days left to live and wants to be transported to Serenity Valley and buried with his fellow Browncoats.
4. **Verbena-** Verbena is hurtin’ something fierce due to the Alliance embargo. Badger, a crime boss on Persephone, has heard that there will be an Alliance ship rotation that will leave part of the blockade open for a small transport to go in. Badger is willing to give up protein meals, water, and some manufactured products in exchange for some of the raw and precious ore that is mined from the planet.
5. **Space-** A long range transport is found adrift between the Boarder and Rim territories. What has happened to the ship? Pirates, Alliance, or Reavers? Are there any survivors? Is there anything profitable to be found on the ship?
6. **Persephone-** There is always work to be found on Persephone; some legal and some not quite so much. The adventurers are invited to meet Shifty Dave in the Lucky Lady for a drink and a game of cards to hear a quick business proposition: He believes he knows the location of the Evening Star, a short range luxury liner that went missing 15 years ago when its pulse drive supposedly exploded. A derelict ship was found floating a bit near an asteroid field. The ship captain decided

not to approach the vessel, fearing that it was a Reaver trap, but has sold the information on to others.

RIM PLANETS

1. **Higgins' Moon-** Higgins' Moon is in desperate need of medicines and the Alliance doesn't seem too concerned about a far out planet where most people are indentured servants. The Magistrate is willing to pay handsomely for the meds to keep his laborers working.
2. **Haven-** Haven has got some cargo hidden in their depths, too hot for them to risk moving themselves. However they are willing to take a 40-60 cut to those brave or stupid enough to move it.
3. **Space-** The vile crime lord Adelei Niska is looking for some low-downs to go fetch a group of spacers who owe him quite a bit of money. He wants them alive and healthy so he can discuss their payment arrangements, the Niska way.
4. **Beylix-** Beylix is the garbage dump of the 'Verses. It is a veritable treasure trove of salvageable materials if one knows what their looking for. Grinder, a hot shot mechanic for Boss Teagan, a crime boss on Hera, heard that 3 Alliance Short Range Enforcement Vessels (ASREV) were deposited planetside without being totally stripped of their armaments and systems. Boss Teagan and Grinder are very interested in getting their hands on these without attracting attention.
5. **Athens-** Athens is suffering through some terrible Sand Storms and the colony of Daggars Point is desperate for new steel and iron plating for the wind shields. The stuff they have has been falling apart for years.
6. **Space Station-** Reavers suddenly attack a small rusted Sky Plex that the adventurers are on during a trade negotiation. The attack comes without any warning and much of the station is damaged in the initial wave. It's time to get to the ship before the whole station goes up in flames.

JOBS ON THE CORTEX	
Roll	Job
1	Mr. Simmons and his family are looking for transportation to Ariel.
2	Undisclosed cargo to be transported to Persephone.
3	Independent research team looking to charter a ship to a freshly terraformed world to study effects.
4	Bounty: John Crogan wanted alive for rape and murder. Last seen on Beaumonde
5	Bounty: Hacker known as Vega. Wanted alive in connection to cortex break-in at Century Bank on Bellerophon.
6	Bounty: Carl Boggins wanted dead or alive in connection with theft on Greenleaf.
7	Bounty: Annabelle Lee wanted dead or alive for the mass murder of all clients and workers in Madame Minx House of Pleasure on Persephone.
8	Looking for a mechanic to work on badly damaged ship.
9	Hacker wanted for legitimate work. Hotel Dujin de Gongdian (Gilded Palace) looking for someone to crack new security measures.
10	Bodyguards needed to escort Cortex celebrity Felica Zhang.
11	Ship needed to transport live cargo to Rim Territories.
12	Stephanie Jarvis, daughter of Frank Jarvis, is reported missing. Frank is offering reward for help in tracking her down.
13	Delicate Cargo of antiques needs to be transported to Osiris.
14	Cleared and legal Salvage operation of derelict ship. See Nicros DeBall for information.
15	Raiders on Regina have been causing quite a bit of trouble for the local lawman.
16	A science team is looking to travel out to a far edge of the 'Verse to map newly discovered sector of space.
17	A family of 25 is looking for transport off St. Albans to Jiangyin.
18	Alliance is allowing a few ships transporting medical Supplies and food stuffs to Verbena as part of Alliance War Rebuilding effort.
19	Large poker tournament looking for security and technical stuff.
20	Soldiers wanted to help defend a small settlement on Athens from bandits.

FIREFLY JOB GENERATOR				
d20	Client	Desire	Action	Noun
1	A Businessman	Want(s) to	Kill	Crime Lord
2	A Noble	Want(s) to	Transport	A Whore
3	Politician	Need(s) to	Transport goods to	Bounty Hunter
4	A Whore	Need(s) to	Deliver	Enemy
5	A Shepherd	Must	Protect	A Shepherd
6	A Mechanic	Must	Extort	Corporation
7	A Gang Leader	Plan(s) to	Delay	Friend
8	Crime Lord	Plan(s) to	Maim	Hacker
9	Hacker	Is actively (ing)	Frame	Ship Captain
10	Group of Thugs	Is actively (ing)	Gather information	Government Agent
11	Ship Captain	Is being coerced to	Gather goods from	A Noble
12	Miner	Is being coerced to	Spy on	Merchant
13	Informant	Is fighting against	Escape from	A Mechanic
14	Constable	Is fighting against	Make disappear	Constable
15	Merchant	Want(s) to	Blackmail	Informant
16	Corporation	Need(s) to	Transport contra. to	Miner
17	Government Agent	Plan(s) to	Kidnap	Politician
18	Bounty Hunter	Is actively (ing)	Persuade	Group of Thugs
19	Friend	Must	Gather contra. from	A Businessman
20	Enemy	Is fighting against	Secretly Meet	A Gang Leader

RUTTIN' COMPLICATIONS	
Roll 1d20	Situation
1	Dealer attempts to double cross group.
2	Scorned lover shows up.
3	Cover is blown due to an old colleague.
4	Rival group attempts to steal job.
5	Pirates want the goods.
6	Goods aren't what was promised.
7	Heavy Alliance presence.
8	Part in ship breaks.
9	Ambush set up.
10	Gang fight breaks out on escape route.
11	Anonymous tip off on group.
12	Character's past catches up with them.
13	Security is tighter than originally planned.
14	Bounty put out on character.
15	Offended a noble or magistrate.
16	The goods got "marked" by the Alliance.
17	Character is confused for someone else.
18	Differences of opinion cause a barroom brawl.
19	Someone isn't who they appear to be.
20	Someone has come to collect on a much owed debt.

AVAILABLE TRAVELERS

To figure out the available passengers per sector simply use the following:

Rim- 1d6+1 passanger; Boarder (and heavily populated Rim planets)- 2d6+1;
 Core- 2d10+1. Roll below to see their destination. Also use the Instapeople chart on page X for occupation and motivation.

WHERE ARE YOU RUTTIN' GOING?			
Roll 3d10	Destination	Roll 3d10	Destination
3	Ariel (Core)	17	Athens (Rim)
4	Bernadette (Core)	18	Beylix (Rim)
5	Lodium (Core)	19	Ezra (Rim)
6	Osiris (Core)	20	Greenleaf (Rim)
7	Sihnon (Core)	21	Haven (Rim)
8	Beaumonde (Boarder)	22	Higgins' Moon (Rim)
9	Bellephrone (Boarder)	23	Jiangyin (Rim)
10	Boros (Boarder)	24	Miranda (Rim)
11	Hera (Boarder)	25	Regina (Rim)
12	New Hall (Boarder)	26	Shadow (Rim)
13	Paquin (Boarder)	27	St. Albans (Rim)
14	Persephone (Boarder)	28	Triumph (Rim)
15	Santo (Boarder)	29	Whitefall (Rim)
16	Verbena (Boarder)	30	Re-roll

CARGO PRICES		
Products		
1- Scrap/Salvage (2)		
Core= 10	Boarder= 10	Rim= 20
2- Medical Supplies (5)		
Core= 25	Boarder= 50	Rim= 75
3- Unrefined Metals (3)		
Core= 50	Boarder= 25	Rim= 25
4- Livestock (3)		
Core= 50	Boarder= 20	Rim= 10
5- Chemicals (2)		
Core= 30	Boarder= 75	Rim= 100
6- Manufactured Products (2)		
Core= 20	Boarder= 30	Rim= 60
7-Illicit Goods (5)		
Core= 50	Boarder= 40	Rim= 30
8- Food (2)		
Core= 5	Boarder= 10	Rim= 20
9- Weapons (3)		
Core= 50	Boarder= 20	Rim= 50
10- Roll Twice for Available		

For supply and demand simply roll a d10 and either add or subtract that number from the base number then multiply as normal.

To determine the amount of crates available for purchase roll the following: Small (2d6+1); Medium (3d6+3); Large (4d6+5); That's too much (6d6+10).

WHAT HAPPENED BETWEEN SESSIONS

If game time has passed between sessions (especially in more episodic play) it can be fun to find out what the characters have been up to. Have each player roll a d6 and consult the list below. Give the players a few minutes and then have them describe a story/situation that happened to them between game sessions that fits with the theme below.

- 1- *Tale of woe*- (Something went bad and messed you or someone you know up).
- 2- *Naw it's shiny*- (Something positive and new and exciting).
- 3- *I like meetin' new people*- (Met someone new- Who and where).
- 4- *Why can't it just go nice and simple*- (Complication).
- 5- *Anytime you walk away, I consider that a win*- (Victory).
- 6- *Aww, I'm going to the special Hell*- (Betrayal/did something you weren't supposed to).

RANDOM ENCOUNTERS	
d100	Encounter
1-2	An old enemy shows up with a gang of thugs looking for revenge.
3-4	A bum offers to shine player's shoes for free while telling a joke.
5-6	Freak storm happens causing all traffic to be shut down and people take shelter.
7-8	Old friend comes begging for help from one of the players. Says they've messed up bad.
9-10	Player walks by a Cortex Broadcast showing their face, saying wanted for a crime (that they didn't commit).
11-12	Reavers land and begin attacking populace (Rim only).
13-14	A man runs down the street with a briefcase in hand and Feds chase him. A gun shot is heard and the feds cart his body away, but the briefcase is no where to be found.
15-16	A starship crash lands in a part of the town/city, causing extensive damage and casualties.
17-18	A poker tournament is being held in 3 hours time. 2.5k Platinum pot.
19-20	A bank is being held up across the street.
21-22	A bomb goes off and destroys an Alliance facility. Injured people are screaming and crying in the streets.
23-24	A gang war erupts in a seedier part of town while the PC's are there shopping.
25-26	A Fed grabs a PC and accuses them of being part of a known gang and wants to take them in for questioning.
27-28	A man screams, and comes staggering out of a shack with a knife in his gut, a woman is seeing running out of house during the confusion.
29-30	A pregnant woman comes up to a player and begins screaming that it's the player's baby!
31-32	A person is struck by a car that is speeding away.
33-34	A bum offers to shine shoes for free while telling a joke (slips tracker on shoe).
35-36	Two trucks get in an accident on the street. Their goods spill out; one is carrying laundered clothing. The other; fruits, vegetables, and body parts.
37-38	A group of people are beating a person- closer inspection shows it to be a shepherd.
39-40	A "charity" auction for the town is occurring. Women are being sold as brides to pay for town debts (Rim only).
41-42	A couple approaches the player's desperate to get off world and escape the girl's abusive incestuous father.
43-44	A mob has gathered outside the jail and is demanding to lynch a man who may or may not have committed a heinous crime.
45-46	A wedding is happening in a beautiful park down the way. Music and laughter can be heard.
47-48	A Cortex Celebrity is on the street signing autographs.
49-50	Blue Sun is offering incredible sale on goods 60% off for the next hour. Creates pandemonium in the streets and the store.
51-52	A man wanders into the street with a bomb strapped to his chest. Threatens to blow everyone up unless his message is heard.
53-54	Cattle break out of the pen and stampede down the streets. Everyone must make a save or be wounded.
55-56	A messenger of a Triad leader states his boss wants to talk to players... To refuse would be unwise.
57-58	Old friend comes to player saying they've got the opportunity of a lifetime.
59-60	A body is found in alleyway with face removed. This is 4th victim. The color of hair and height are all roughly same and matches that of one of the PC's.
61-62	An enemy of the player(s) attempts to employ hit and run tactics. Allow rolls as normal to notice attack.
63-64	A drunk attempts to hit on player and then becomes belligerent when denied.
65-66	A little girl is found crying in the street. She attempts to pick pocket of player if comforted.
67-68	A mine near the town collapses, trapping 20 people.
69-70	A group of thugs begin following the players, and eventually try to and mug them.
71-72	A mother starts calling her child's name, normally at first, then more and more frantic,

	eventually screaming, "my baby is gone!"
73-74	A group of factory workers are on strike and have taken to the streets in protest. Tensions are high between them and the Feds.
75-76	An art exhibition of one of the preeminent painters of the Alliance is starting (Core only).
77-78	A Unification Day celebration is about to start, beginning with a small parade.
79-80	A plague/illness has begun affecting the town and has everyone on edge. The Alliance keeps making excuses why the medicine hasn't arrived yet.
81-82	Water main/sewage pipe bursts and floods streets with water and worse. All traffic and movement obstructed.
83-84	A man is running down street, a gunshot rings out he falls down dead. The victim is a well known and liked politician of the area.
85-86	A band of men take a restaurant hostage (possibly where the PC's are eating!) and are demanding a ship and 1,000,000 credits. One of the hostages is an influential politician.
87-88	Bandits start terrorizing a part of the town. Players hear screams and gunshots.
89-90	A man walks into the middle of the street and screams, "The Galactic Rapture is upon us!" pulls out a gun and blows his head off.
91-92	A ground or air race starts tomorrow. Anyone can enter, 100 platinum buy in. Highly dangerous.
93-94	A man is found stabbed and dying in an alley. He hands a datapad to player. It contains info on an Alliance plan to subjugate a planet with strong Independent views.
95-96	A businesswoman approaches the players with a proposition. She has inside trader info and is looking for someone to help cash in.
97-98	A bounty hunter approaches players and asks for help/info in apprehending a friend of theirs.
99-00	A relative of player is found dead with a warning made out to the player.

CITY HUSTLE AND BUSTLE TABLE			
Roll	Hustle and Bustle	Roll	Hustle and Bustle
1	Man preaching/ranting about religion/doomsday	51	Section of town closed- Government Officials eating
2	Anti-Corporation Group holding rally	52	Zoo opens
3	Bazaar opens to ruckus trade	53	Religious ceremony in front of chapel
4	Woman crying about her missing child	54	Homeless shelter opens for day
5	Authorities chasing someone down the street	55	Gang turf fight explodes
6	Vehicle accident of some kind	56	Cybernetic store showing wares
7	Town crier yelling out news of the hour	57	Butcher hanging meat on store front hooks
8	Honorable duel in a field	58	Ships race overhead
9	Bar fight spills out into street	59	Traffic Jam
10	Children playing	60	Pollution thick in streets
11	Street performer(s) on corner	61	Garbage piled in streets
12	Shepherd preaches the gospel	62	Sewage in streets
13	Shop is having a sale	63	Section of street closed- murder scene
14	People haggling over price	64	Someone threatening suicide
15	Pimp beating whore in street	65	Alliance Soldiers march through street
16	Couple kissing under a lamp	66	Decorated Alliance Officer parades by
17	Workers bring supplies from vehicle	67	Paint falls on character from overhead
18	Bank robbery in progress	68	Condemned building is demolished
19	Wedding going on	69	Baker selling strange pies
20	Music Festival	70	Funeral procession
21	Play about to start	71	Person on street crying
22	Street fight happening, caller taking bets	72	Jewelry maker showing wares
23	Building on fire	73	Mercenaries stating they are for hire
24	New bar just opened	74	Thug attempts to rob players
25	New restaurant just opened	75	Public urination/defecation
26	Spousal fight	76	Eating contest
27	Vehicle breaks down	77	Festival
28	Person gets sick in front of characters	78	Parade
29	Street vender takes notice of characters	79	Casino opens
30	Little child throwing temper tantrum	80	Streetside games of chance
31	Woman cooing over dress in window	81	Person running down the street screaming
32	Men bragging about last nights conquest	82	Large gathering of people for unknown reason
33	Purse snatcher attempt to take from a woman	83	Person drops crate they were carrying
34	A drunk gets tossed onto the street	84	City representative touring area
35	Pan handlers beg from the characters	85	Reporter asks character their thoughts
36	Whores ply their trade	86	Meteor shower can be seen over head
37	Show of the strange and bizarre about to begin	87	A filthy man blocks characters path
38	Livestock loose on streets	88	Person arguing with themselves walks past
39	Bird flying by defecates on character	89	A dog begs for food and follows character
40	Street water splashes on passerby	90	Man brandishing a weapon screams of injustice
41	Shady deal in alley	91	Old man wandering down street looks lost
42	Feds arresting someone	92	Feral cats scamper across street
43	Rabble bullying someone	93	Woman begins to give birth
44	Major NPC walks down street	94	Person screaming looking for a doctor
45	Characters run into old friend	95	Person heckles player
46	Pick pocket snags from character	96	Person mistakes character for someone else
47	Fireworks going on in distance	97	Person asks if character wants fortune told
48	Construction on new building	98	Character sees a rival across the street
49	Repairs on city wall	99	Flower girl approaches a character
50	Workers/Miners strike	00	Characters run into a famous Cortex Star

NEWS ON THE CORTEX	
Roll	News Reel
1	A small settlement on Triumph is believed to have been hit by Reavers. Barely any of the 250 inhabitants survived.
2	Alliance operatives on Osiris have arrested a cell group of Independents who were attempting to create dissension. The entire area has now been deemed a Blackout Zone.
3	Blue Sun is holding a sale on all their products in honor of Unification Day.
4	The criminal Lawrence Bobbington was arrested today. Crimes: racketeering, extortion, bribery and blackmail, and smuggling.
5	The transport ship Wonderful Dream has disappeared on route to Greanleaf from Persephone.
6	The Alliance military performed a successful raid on a Skyplex that had long believed to be harboring slavers. This is a decisive blow to the Rénlì shōuhuò Slave Trade Ring.
7	Pirate ships have been hurting the trade routes of the Rim. Alliance yet to act.
8	There is the possibility a new system was discovered. Whether the Alliance will seek to send science ships is still undisclosed.
9	The new Cortex cinema starring Felica Zhang released this weekend to rave reviews.
10	Alliance Parliament to meet to discuss new laws on the regulations of the Rim.
11	It is believed that Blue Sun will unveil a technological product in the near future.
12	The Corone Mining Consortium reports record profits this quarter.
13	Unified Reclamation accepting scavenger bids at 20% cheaper.
14	Sihnon reports high rainfall this year averaging up to 55 inches in some areas.
15	An unexpected electrical storm knocked out the electrical systems for much of Ezra. The problem was resolved after 4 days.
16	A new malady has begun affecting the settlers of New Hall. Medical experts are investigating it currently. This is to be expected after fresh terraforming.
17	Boros has increased production of the Crete-Class Alliance Carrier in new protection measures for the Rim territories.
18	News that the Alliance may be requiring a minimum service in the military has many protesting in outrage.
19	The Companion's Guild is currently remodeling the Palace on Sihnon and modernizing much of the interior and security measures.
20	Recently the 'Verse was shook after a mysterious Wave broadcast throughout the Cortex about the existence of Reavers or strange experiments conducted on a world called Miranda by the Alliance. Alliance officials deny all allegations of the Wave and state that it was just dissidents looking to destabilize the Alliance.

INTERESTIN' FOLK				
d100	First Name	Last Name	Profession	Description
1-2	"Brawny"	Wallace	Bouncer	Thick, middle-aged, bald- Trying to get out of paying alimony to ex-wife.
3-4	Aaron "Singer"	Morgan	Lounge Owner	Overweight, sings in lounge- Wants to establish prominent lounge/restaurant in town.
5-6	Bobby "Gadget"	Romero	Scientist	Bulbous nose that's been broken a few times- Complains constantly about allergies.
7-8	Chris "Rider"	Harrison	Former Ally (Roll Char)- Thug	Watery eyes and large teeth- Nervous that someone will find out they passed info to Alliance.
9-10	Crazy Kody	Lawrence	Employer	Angry and rubs temples constantly- Wants to beat the man who ran off with his daughter.
11-12	Joe "the Devil"	Spencer	Enemy (Roll Char)- Ship Capt	Cheerful and peppy, spring in step- Recently won a bit of money from a lottery. Looking to buy a ship.
13-14	Nate	Craig	Alliance Employee	Rigid, uptight, and stern- Has a hard time talking to women outside of professional settings.
15-16	Kyle	Graves	Cortex Celebrity	Undisciplined and rash- Heavy addiction, always looking for next fix. Has gotten into quite a bit of debt.
17-18	Leon "Steady Hands"	Jacobs	Gang Enforcer	Vivacious and very charismatic- Has some political connections and looking to expand their network.
19-20	Lloyd	Hicks	Pirate	Suffers from migraines- Talks with a small lisp. Sensitive about it.
21-22	Steel	Hopkins	Veteran of Military (Alliance)	Ruddy complexion- Swears he knows location of old pirate stash.
23-24	Tyler "One-eye"	Ross	Merchant	Lazy Eye- Self-conscious about it- Whistles when not talking.
25-26	"Mirage" Stephen	Lee	Gang Leader	Muscle bound and thick headed- Wants to prove himself and has short temper.
27-28	"Raven"	Curry	Arch-Enemy (Roll Char)	Cybernetic Arm that is on the fritz. Rotors are stuck- Looking for information on man who took his arm.
29-30	"Saloon" Omar	Webb	Gang Thug	Highly agitated and tense- Daughter went missing 5 days ago.
31-32	Gloria "the Loner"	Chubs	Bounty Hunter	Photographic memory and neurotic- Has to constantly arrange things in proper order.
33-34	Hazel	Gardner	Engineer	Has a peculiar body odor that is thick- Mumbles and doesn't like confrontation.
35-36	Heidi	Phelps	Federal Marshal	Corrupt and easy to bribe- Believes in looking out for self only and has no vested interest in others.
37-38	Jennie	Perkins	Dock Worker	Low on cash and desperate- Work hasn't been steady and needs food.
39-40	Joann	Lawrence	Bum	Suffers from lumbago and has hard time walking up right- Always has ear for information and willing to sell it for a price.
41-42	Joyce "The ShriII"	Rhodes	Whore	Actually an assassin- Known for her ability to get the job done .
43-44	"Card Shark" Lena	Jaggens	Gambler	Winning smile and fancies self as a cult of personality- Wanted for consorting with slavers.
45-46	Lori "Kid"	Coleman	Informant	Greasy hair and oily skin- rat-like in appearance. Has a twin sister- not much difference in appearance.
47-48	Lorraine "Cure"	Daniels	Thief	Completely normal and boring features- uses this to advantage as most people don't remember appearance.
49-50	Victoria "Spike"	Phillips	Companion	Gorgeous- Highly ambitious and won't let anyone stand in her way.
51-52	Patsy	Stevens	Veteran of Military (Independent)	Walks with limp- Knee was fused- Crack shot with a rifle.
53-54	Paula "Queen"	Lowe	Crime Boss- Employer	Large- avoiding investigations by the Feds
55-56	Huang	Hua	Serial Killer	Extremely likeable- Supports people choices and provides encouragement.
57-58	Jia	Dong	Drug Dealer	Filthy, hardly bathes- Has delusions of becoming a big shot.

59-60	Lim	Jing	Farmer	Alcoholic- Haunted by losing son and daughter during the war.
61-62	Yun	Bai	Gang Thug	Mohawk and sunglasses- Good with knives.
63-64	Bai	Ah	Merchant	Very twitch- Good number cruncher.
65-66	Shun	Qiang	Whore	Tall with athletic definition- Has hard time trusting men. Wants to find the person who scared her face.
67-68	Chin	Chao	Chemist	Has a fear of body hair, paid to have all hair lasered off- Hiding after a deal went bad with local crime boss.
69-70	Hua	Wei	Miner	Smells strongly of petrol and is filthy- Lost everything gambling, takes dangerous jobs to make ends meet.
71-72	Jiang	Su	Enemy (Roll Char)	Has some connection to Corone Mining Consortium- Acts as a strong arm/enforcer for corporation.
73-74	Min Ru	Bailey	Friend (Roll Char)	Decent pilot, but high strung- Sometimes hyperventilates.
75-76	Fletch	Da Gang	Legal Salvager	Used to own a ship, but was destroyed by raiders, looking to get back into the skies.
77-78	Jiang	Ping	Mercenary	Heavily scarred from fire- Ex-Alliance that feels that all Independents should have been put to death.
79-80	Eamon	Murphy	Veteran of Military (Independent)	Portly and owns a café and a ranch on outskirts of town- kind of an unofficial noble of area.
81-82	Kieran	Mahoney	Freighter Captain	Has a voice modulator- Voice box was damaged by a pipe to the throat in a deal gone bad- Wary about dealing with strangers.
83-84	Donagh	Lynch	Ship Captain	Dresses in drag. Prefers well used and comfortable clothing- likes taking chances and hopes the payout is worth the risk.
85-86	Liam	McLennan	Gang Leader	Proud manner, cleft chin, some consider dashing, others belligerent- Shrewd and calculating- likes to test people before meeting them to do business.
87-88	Kierra	Mahoney	Bartender	Extremely attractive- Got caught having an affair with official's spouse- official has goons on look out.
89-90	Ronan	Kelly	Shepherd	Calm manner and able to act as a moderator in tough situations- Sometimes has a naïve way of looking at the 'Verse.
91-92	Tarina	Stamatis	Historian	Talks higher and faster as gets nervous and excited- Spouse just died, will start crying without warning.
93-94	Alexandros	Cem	Friend (Roll Char)	Voice sounds odd for sex- Extremely loyal to those considered a friend.
95-96	Illeana	Panos	Town Sheriff	Thin, wispy hair, keen hard eyes- Was a tracker for the Independents during the war.
97-98	Tryphon	Bora	Mercenary	Intense eyes, hardly blinks- Known for strange acts of rage and cruelty.
99-00	Boozo	McGee	Dancer	Ruddy complexion with big nose. Fear of open places, prefers basements or dingy clubs.

WHAT'S IN THEIR RUTTIN' POCKETS

d100	Item(s)
1 thru 3	*Small bit of Wood Alcohol.
4 thru 5	*Some extra bullets and a bit of protein meal.
6 thru 7	*Personal letter to person from friend/loved one.
8 thru 57	*Number shown on dice divided in half in platinum found.
58	Datapad showing information to a weapons stash.
59	Letter from undisclosed person asking for player(s) to be murdered.
60	Picture of a beautiful woman.
61	Preserved baseball card from Earth that Was. Worth d10 x 400 platinum.
62	Encrypted datapad with information on a bank heist set in 1d3 days.
63	Deck of playing cards.
64	Plasma Torch.
65	Dagger with ivory handle (illegal).
66	Ransom letter with picture of victim to be delivered to wife.
67	Deed to a ship on a distant planet.
68	Alliance Cred Chip worth d6 x 10.
69	Map to an unmarked sector of the Rim.
70	Bottle of pain killers.
71	Pack of cigarettes.
72	Clip or armor piercing ammo.
73	An extortion letter addressed to the dead person. Speaks of a meeting set for next day.
74	Ident card shows this person as a wealthy well known noble.
75	Small clump of plastic explosive.
76	Fresh, slightly bruised, fruit.
77	2 vials of morphine.
78	Jug of water.
79	Bit of wires and a pair of pliers.
80	Note from a Fed- a pardon for a transgression.
81	Flash Grenade.
82	Picture of family, two children.
83	Encrypted datapad with shipping manifest for a transport ship.
84	Book on Earth that Was history.
85	Book on Earth that Was fairy tales.
86	Deed to a small shack on outskirts of town.
87	Name and number of a corrupt lawyer in wallet.
88	Smoke Grenade.
89	Small music box.
90	Beat up trumpet in backpack.
91	Chewing tobacco.
92	Gasmask.
93	Small vial of poison.
94	Half eaten sandwich and a bottle of Blue Sun soda.
95	Information on one of the players.
96	Key to a storage shed.
97	Access card to a corporate facility, junior level.
98	Keys to a car (either wheeled or hover- GM choice).
99	Small video/picture frame with 20 pictures of mutilated bodies.
100	Handheld Cortex Hacker.

ORGANIZATIONS

1) *You Zou Bao (Wandering Panthers)*

Description: Gypsies that wander the Verse. Many have made a home on Paquin.

Motivation: Looking for a home after being eradicated by the Alliance for supporting the Independents.

2) *The Tongs**

Description: Group of gangers that fancy themselves upper class criminals.

Motivation: Destroy their enemies in the Triads.

3) *14 K Triad**

Description: Off-shoot of Tong organization- The organization has existed since on Earth That Was-Proud history.

Motivation: To become a dominant force in the shipping empires.

4) *Dust Devils**

Description: Organization of ex-Brown Coats that fought against the Alliance after the battle of Serenity Valley. They have been accused of "terrorist" activities against the Alliance.

Motivation: Most of the Dust Devils have moved on, but a few are still active harbor deep grudges.

5) *Union of Allied Planets**

Description: Central Government- Parliament Led- Anyone can have obtain a seat, but usually those with privilege get it.

Motivation: Militaristic, Corporate/Capitalistic mentality. Controls the 'Verse with an iron fist after winning the War of Unification.

6) *Interpol*

Description: Handles intelligence and processing of all criminal activities in the 'Verse.

Motivation: Desires to keep a tight wraps on all criminal activity and mete out justice.

7) *Special Alliance Services*

Description: Quiet arm of the Government deals with problems that should be handled under the radar. Most citizens don't know of the existence of SPS.

Motivation: Uphold the ideals of the Alliance and subdue any problems that threaten it.

8) *Ministry of Intelligence*

Description: Handles all secret intelligence and strategy of the Alliance and is believed to be responsible for defeat of the Independents at Battle of Serenity Valley.

Motivation: Not much is known of this branch of the Alliance.

9) *Iskellian Technology Solutions**

Description: Largest starship construction company in the 'Verse. The company builds all the Alliance war vessels in a space dock around the planet Boros.

Motivation: Squash any opposition to their ship building empire.

10) *Bai Qi Trading Guild*

Description: Oversees the shipping of "official trade" in the Verse and pays fees to the Alliance. Very few organizations are exempt from paying BQTG. One such company is Blue Sun, which if ever forced to pay would equal a large some of credits for BQTG.

Motivation: In a bitter war with Blue Sun that is waged behind the scenes. The BQTG wants their power, money, and influence. BQTG wages a silent war of espionage and assassination against Blue Sun Corporation, attempting to gain their power and influence.

11) *Blue Sun Corporation**

Description: There is no other single company that holds the influence, power, or reach as Blue Sun Corp. There is even talk that the Blue Sun has fingers in the government.

Motivation: The Blue Sun Corp is too large and mysterious to fully comprehend. It is so pervasive in everyday life and its logo is everywhere that people don't even realize it.

12) *Unified Reclamation**

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Description: Unified Reclamation is the legal salvagers of the Verse. They dump all their garbage on Beylix and sell "salvaging rights/claims" and allow people to shop around. You must even pay them for a legal salvage license for space salvage.

Motivation: Unified Reclamation keeps a tight hold on the power they have gathered. The corporation seeks to further their hold and establish a second salvage planet closer to the Core planets.

13) *Corone Mining Consortium**

Description: The big bully of the mining industry. They coerce and threaten those who stand in their way.

Motivation: Corone Mining agents can be found on almost every planet and facilities, looking for new stakes, either through actual negotiation or bullying.

14) *The Mining Guild**

Description: One of the largest guilds in the 'Verse that acts as a "union" and attempts to protect individual property and claims of independent miners from the Corone Mining Consortium.

Motivation: A war is constantly waged between CMC and the Mining Guild. The Mining Guild is always looking for help in this battle.

15) *Fleshers*

Description: Fleshers are an illegal group that grows living organs and sells them on the black market.

Motivation: This is a relatively new market and there are harsh repercussions for any who get in their way.

16) *The Santo Duo Zou (Santo Snatchers)*

Description: Group of slavers that work out in the Boarder and Rim worlds. Slaving is illegal in the core, but Alliance really doesn't stop it on Boarder or Rim unless it becomes a problem.

Motivation: Always looking at easy settlements to pillage.

17) *Bleeding Bellies*

Description: Small time crime group that prowls streets selling drugs and whores out young women and men

Motivation: The group actively stays away from big jobs and corporate involvement. These thugs are more of a nuisance than a real problem.

18) *Dingo's Runners*

Description: Small group of bandits that run illicit drugs through the 'Verse. Group has 4 ships. Run by a man named Dingo Garret.

Motivation: Dingo owes money to some big time bad people and is constantly taking more and more dangerous jobs to pay off this debt.

19) *Blades Edge*

Description: Small pack of raiders that assault the trade lanes and have thus far avoided being caught by the Alliance.

Motivation: This group is made up of old Independents or dissidents of the Alliance and look to hurt those who calmly sit under their yolk.

20) *The 'Verse Rangers*

Description: A small gathering of bounty hunters that share information or offer aid to one another in order to get the mark and each make a profit.

Motivation: More a loose alliance that has some rules and regulations on how to handle cases and one another.

21) *Chénmò Tángláng (Silent Mantis)*

Description: Whispered in the shady areas of the 'Verse as a group of wetwork assassins and spies that operate for the Corporate Sector.

Motivation: Not much is known about Chénmò Tángláng except that those who get in their way end up dead.

22) *God's Helping Hands*

Description: An organization that renders aid to those who need it throughout the 'Verse. The group made up of religious leaders and volunteers that seek financial backing to aid their efforts.

Motivation: The group seeks to help people and spread the word of their respective religion. There have been reports that God's Helping Hands have withheld aid to those who refused to convert to the proffered religion.

23) *The Cyborgs*

Description: Group or mercs that have augmented themselves with cyberware and rent out their services to those who can afford them.

Motivation: The Cyborgs are known for getting the job done, no matter the amount of collateral damage. They make extensive records of the jobs they perform in the hopes they can sell later on the black market.

24) *The Oasis Shipping and Transport Company*

Description: This small company is gaining momentum as a safe way to travel the 'Verse or haul your goods, for a moderate fee.

Motivation: The company wants to become THE transportation and shipping company in the 'Verse. They also move illegal goods for a price.

25) *Alliance First*

Description: Group that believes that the Alliance is the greatest thing to happen in the 'Verse and actively promotes the governments agenda.

Motivation: The group seeks to spread the influence of the Alliance into every facet of society, through fund raisers, aid, and even extremist measures. There are cells that operate out in the Rim and they openly harass and terrorize those who served as Independents

*= These Organizations were featured in the Firefly television show, the Serenity movie, or the extended universe.

MERCHANTS OF THE 'VERSE	
d20	Description
1	Fat, Surly, and mistrusts women. Not so good prices.
2	Stern and frail looking. Decent prices, but will hold vendetta against anyone who tries to haggle.
3	Likes hearing stories about Earth That Was, convinced life in the past was always better and easier. Good prices. Hires for easy jobs that are usually legitimate.
4	Overweight, bedridden. Collector of rare antiques. Quite wealthy. Outrageous prices. Has strong connections with organized crime. Fencer.
5	High end aristocrat, concerned with protocol and image. Will offer fair price, but concerned about backlash and double cross.
6	High prices for not very good merchandise. Will pay well for illicit jobs, but will double cross to save own ass. Ferret-looking.
7	Extremely nervous, can be bullied into lower prices.
8	Wants to hear about other peoples adventures to other planets. Quite lonely. Fair prices.
9	Rich merchant, high prices. Served in military and believes in rigid formality. Has access to some military grade items.
10	Beautiful woman with a haunted look in eyes. She has pictures of destruction from war all over wall. Talks quietly. Decent prices.
11	Young man with squeaky voice. Continuing family business and has self-doubt about abilities. Can be convinced easily to lower prices.
12	Old widow. Her business is in trouble of going under after husband died. Found out husband did some "work" on the side and is looking to get into arena to keep afloat.
13	Boring store with a boring man at the counter with boring prices on boring sales. Front for Black Market. Access in basement.
14	Exiled Companion looking to make her way in the world. Has set up shop to help those in need. Will barter or hire as she can.
15	Quirky sense of humor. Bad prices. Jobs often involve high risk.
16	Proud member of the Alliance. Constantly asks people who they supported during war. Will not serve Independents. Moderate prices.
17	Sweet old woman with good prices for real food stuffs. She also sells drugs to keep her shop afloat.
18	Junk vendor. Sometimes the info is well worth the high price of a broken comb.
19	Grumpy and harassed looking. High prices. Being extorted for "protection money." Looking for help.
20	Ex-Independent that has decent prices and extremely friendly. Front for an Independent cell group wanting to fight the Alliance again.

SPACE RUNNER KIT

The 'Verse is huge; for week of space travel roll on the below (d12):

1- A random piece of equipment on the ship is damaged due to your negligence and living a life a hard life on the Rim (can also be used for damage in combat).

Roll 1d8- 1) Life Support; 2) Propulsion; 3) Computer; 4) Sensors; 5) Communications; 6) Hull; 7) Weapons (if applicable); 8) Roll twice, the second is damaged as a result of the first- this damage is either; 1) Minor or 2) Moderate (see below).

Roll 1d4- 1) *Minor Damage-* can be fixed with an Intelligence/Mechanic based skill.

2) *Moderate Damage-* The part is not working properly and takes at least one day of being completely powered down to fix. This can be fixed with an Intelligence/Mechanic based skill with a -2 modifier to the roll.

3) *Severe Damage-* The damage to the area is extensive and is creating massive problems. New parts will be necessary and even fixed the affected area(s) will only limp along until properly made repairs at a dock, after successfully being fixed -2 is taken to all tests made using this affected equipment. This can be fixed with an Intelligence/Mechanic based skill with a minus 4 modifier to the roll.

4) *Catastrophic Damage-* The damage is terrible and the equipment is shot and you need to get to a port immediately for repairs. It is possible to jury-rig the equipment into a slightly functioning state. This can be fixed with an Intelligence/Mechanic based skill with a -6 modifier to the roll. The equipment is such a mess that using it for any purpose receives -4 to the roll.

2-8- The 'Verse is quite expansive, nothing interesting encountered.

9- Space Station (*roll on Space Station Encounter below*)

10- Solar Flares- need to alter course; extends trip by 1d3 days.

11- Space Debris/Asteroid Field- Pilot must a piloting check to avoid the debris/field. 1) Light- Standard difficulty to avoid. 2) Moderate- Piloting type rolls suffer -2 while in field. 3) Dense- Minus 4 to all piloting type rolls. Failure may mean delays in trip, damage to ship from being struck by objects.

12- Spaceship Encounter (*roll on Starship Encounter below*)

Space Station Table (d12)

1- *Trader Outpost-* The proprietor has been down on his luck and he and his crew are desperate for trade. The person may be desperate enough to do something crazy.

2- *Alliance Science Station-* Minimally staffed. It does have 5 Alliance Short Range Enforcement Vessels and 1 Alliance Gunship that can be deployed at all times. The station also has standard Alliance defenses.

3- *Alliance Military Outpost-* Usually used as a re-supply and refueling station for the other Alliance vessels passing through the area. It has full R&R facilities for crew. The station has a full deployment of Alliance Short Range Enforcement Vessels and 1d4 Alliance Gunships that can be deployed at all times. The station also has high-grade Alliance defenses.

4- *Slaver Outpost-* Small compliment of 1d3 altered ships and minimal defenses. Used as an exchange point for the slave trades. The leader is greedy, cruel, and vindictive. Houses 1d20+10 slaves, leader Jarvis Jinx and 1d10+5 Slavers.

5- *Reaver Outpost (Only in Rim Territory)-* This station fell prey to a Reaver attack and the foul beasts have remained here ever since. Two Reaver ships and 1 Skiff hang around the station and do raids at outlying planets for "food" and other victims. There are 1d8+5 Reavers on the station plus Reavers on the ships.

6- *Corone Mining Consortium Outpost-* Standard mining operation harvesting material from asteroids in the area. The station has limited defenses.

7- *Salvage Station-* This station is licensed out by Unified Reclamation and serves as a half way point for Beylix. Salvage is processed here and the data is passed via a Wave to Unified Reclamation. The operator is Barnix Randall and has a crew of 2d6+2 are on the station. There is a short range transport that allows them to travel to the nearest planet. The station has limited defenses.

8- *Abandoned Derelict Station-* All hands are found dead on this station, possibly the victims of a Reaver attack. There are personal affects worth plenty here. Roll d100 x 10 for total amount of platinum the goods are worth.

9- *Pirate Station*- The station is ran by Stew McGails, a calculating man, who seizes every opportunity that comes his way (so long as he has the advantage). He has 4 ships at his command and a crew that is mostly loyal. At any given time there are 1d12 +5 crew on the station of McGails crew. There are 2d20-5 travelers, customers, and the like can also be found on the station.

10- *Trading Outpost*- This is a repair and refueling station. It has a small amount of permanent residents, mostly those not looking to be found, and some working “entertainment” as well. There’s a chance you can sell your goods here, find transport, or just disappear yourself if need be. The station is owned and operated by a tough lady by the name of Fen Lin.

11- *Independent Mining Station*- A small rickety station that has seen better days. The Corone Mining Consortium has had several people land on the station and bully the group of people who own it. They are looking for help to make ends meet.

12- *Casino and Resort Station (Core and Boarder Territories only)*- Owned and operated by Leonard Sheldon, a proper business man. The station houses several Companions as well as less illustrious forms of flesh entertainment. The station has a security force of 300 and over 2,000 employees. The station has a few small fighter class ships for protection as well. The station caters to any needs, legal or otherwise, to those who can afford it.

Ship Encounter Table (d100)

1-2- *Raiders (sucky)*- 2d6+2 aboard.

3-4- *Pirates (sucky)*- d12+2 aboard.

5-6- *Pirates (scary)*- 1d20+ 3 aboard. Ship has armaments.

7-14- *Merchant Ship*- The number you just rolled and multiply that by 100. That’s how much platinum the Merchant is carrying. He has a few things to sell/barter. He has a loyal crew of mercs (2d8) that will defend/protect him.

15-16- *Cruise Ship*- Rich people from the Core Planets travel in these lavish floating cities to see the rugged life of the Boarder and Rim territories. Shuttles occasionally set down on certain planets, but only ones with proper facilities. At any time there over 1,000 passengers, 2,000 employees, and a security force of 200. The ship has a few small fighter class ships for protection as well.

17-18- *Alliance Warship*- Agile long ship with a large compliment of troops and a squadron of fighter ships.

19-20- *Alliance Cruiser*- This large floating city epitomizes the might of the Alliance. Housing over 5,000 military personnel with a dozen fighter squadrons and transport shuttles.

21-22 *Raiders (Scary)*- 2d8+1 aboard ship. Ship has armaments.

23-24- *Raided empty ship*- Hull has been breached. Weapon damage is evident.

25-26- *Drifting ship*- Ship is deserted and drifting in space. Ship was hit by Reavers. There are still 1d4+1 Reavers on board (Rim Only).

27-28- *Small Salvage ship*- Has some parts and supplies to barter.

29-30- *Damaged vessel*- Signs of weapon damage. Bodies can be seen in space. Ship was hit by Reavers or raiders (Rim Only).

31-32- *Slaveship*- Transporting slaves to Boarder or Rim territory. There are 1d20+ 10 slaves. Crew of 2d10+2

33-34- *Large Salvage Ship*- Ship has a large cargo bay and two docking ports. Extendable arms to secure salvage. 1d12+2 crew.

35- *Bounty Hunter*- Small agile ship with hidden weaponry and decent armor plating.

36-37- *Alliance Trade Diplomat Vessel*- Vessel traveling from Core worlds to either Boarder or Rim to “negotiate” trade relations with another world.

38-40- *Settlers*- People looking to make a home and living on an unsettled planet on the Rim.

41-42- *Reavers (Small)*- Small Reaver ship attacking Rim territories. 1d10+4 Reavers aboard.

43- *Reaver (Large)*- Large Reaver raiding party on a large modified transport ship. 2d20+4 Reavers aboard.

44-46- *Passenger Transport*- heading from 1) Core, 2) Boarder, 3) Rim –to- 1) Core, 2) Boarder, 3) Rim. 2d20+5 passengers.

47- *Pirates attacking Transport*- Pirate frigate and one fighter are attacking a Transport ship that is radio a distress call to nearest vessel.

48- *Alliance Warship fighting Pirates*- Large Pirate Frigate was assaulting a transport when Alliance

Warship appeared and started bombarding Pirate ship.

49- *Prison Ship*- Highly dangerous set of criminals on board. A riot is in progress and a distress signal is out.

50-52- *Transport Ship*- Carrying dignitaries from 1) Core, 2) Boarder, 3) Rim –to- 1) Core, 2) Boarder, 3) Rim. Ship is experiencing mechanical trouble and is in need of aid.

53- *Long Abandoned Ship*- The ship is so old that it doesn't show up on any registry. What happened to the ship? What treasures does it hold?

54-55- *Prison Ship*- Prisoners being transferred to "holding facility". Former ally is on board and manages to get message off saying prisoners are going to be killed. Doesn't know who message reaches.

56-71- *Medium Sized Transport*- Standard crew attempting to make their way in the 'Verse.

72-82- Mixed group of passengers and merchant cargo. Roll 2d20+100- this is the amount of gold the merchant has.

83-85- *Small Transport*- Religious people on a pilgrimage across the 'Verse, bringing the word to them who need it.

86-87- *Pirate Ship*- Captain of the pirates is a former ally of a PC. Will be nice to the PCs as soon as s/he realizes it but his/her pirate crew is secretly scheming mutiny.

88- *Plagued Ship*- The people on the ship died a horribly painful death of liquefied organs that are now oozing across the deck plates. The virus is highly contagious if not in a protective suit.

89-90- *Blue Sun Corporation Cruiser*- Blue Sun Cargo ship is bringing goods to various planets and forging new markets for their goods. They have goods on sale.

91-92- *Mixed cargo/passenger Ship*- Ship is housing a political dissident wanted by the Alliance. He is bound for the Rim.

93-94- *Merchants Vessel*- They are unknowingly transporting illegal weapons to a Pirate base in the Rim.

95- *Small Transport*- A government spy traveling aboard this ship observing the attitudes of the populace has of the Alliance.

96- *Alliance Cruiser*- Holding orbit above Boarder or Rim planet and threatening embargo after an official was killed and the main city is rioting.

97-*Alleged Merchant Ship*- Actually cover for an assassin on assignment who has been sent to kill any disloyal member of the Alliance.

99-*Merchant Ship*- Mostly filled with random chemical ingredients. Actually is carrying humans in sublevel that are incubators for cloned organs.

00-*Slaver Ship*- Slaves have successfully escaped and taken over a slave ship and are on the run.

GETTIN' WHERE YOU'RE GOIN'			
Origination	Destination	Time (Roll)	Piloting Check
Core Planets	Core Planets	1d6 days	-1d2 days
	Border Territories	2d6 + 2 days	-1d3 days
	Rim Worlds	3d6 + 2 days	-1d3 + 2 days
Border Territories	Border Territories	2d6 x 2 days	-1d6 days
	Rim Worlds	3d6 x 2 days	-1d6 + 3 days
Rim Worlds	Rim Worlds	3d6 x 3 days	-2d6 days

TAVERNS, PUBS, AND EATERIES		
	Name	Point of Interest
1	Tang's Bar	Secret meeting place for a group of drug runners setting up a big score.
2	Mou You's Den	Hank Balar, a has-been cortex celebrity, frequents the bar and croons for money. Place has gambling tables upstairs.
3	The Ruttin' Grill	Bar and restaurant that is faux-rustic for high end clients. Owner is a terse Independent man who got lucky with a clever idea
4	The Frontier Pub	Place is frequented by Browncoats. The interior is very rustic.
5	The Basement Club	Dingy club that plays strange music from Earth That Was and sells cheap drugs.
6	The Dungeon	A fetish bar that caters to the strange and unusual. General Martin Brice, a decorated Alliance Officer, secretly goes here.
7	Chang's Noodle Palace	Known for his delicious noodle recipes. A front for the Tongs.
8	The Truck Dump	The place is a ruttin' dump. Dregs come for the cheap whores and cheaper booze.
9	Captain's Lounge	Captain's of well to do ships come to drink here and attempt to pick up new clients.
10	Stubborn Ox	Buffet style restaurant with moderately priced food. Interior looks like an old factory.
11	The Pit	Caged matches are held in the center of this dingy bar. The floor is dirt and the bar is made of rickety planks.
12	The Shipyard	A rough and tumble place were spacers go when planetside to vent their frustrations and drink away their profits.
13	Paradise Earth	Attempts to recreate the beauty of Earth That Was. Offers VI adventures to those who can afford them. Ran by a ruthless gang that offers sex slaves entertainment to VIP holders.
14	Shinon Gem	Gorgeous place with chandeliers, live string music, and exquisite food. Slave Trade meetings happen in the basement.
15	The Ariel Inn	Amazing hotel, bar, and eatery. Owned by nobility from Capital City. Many Alliance Brass can be found here.
16	McCormack's Rum Drum	Rough bar owned by mute and cantankerous William McCormack. Known for his right hook and strange code of honor. Helps people escape from troubles if it is just.
17	Shinto Sake Bar	Upper crust business people frequent this establishment. All dinner is served Nyotaimori style.
18	The War Room	Bar has amazing VI war simulations. The most popular is the Independent defeat at Serenity Valley. Most programs embellish Alliance superiority.
19	Mina's House of Flesh	While not part of the Companion's Guild, Mina is known for her high end and exquisite men and women.
20	Brunt Steeple Dance Club	Pounding dance music can be heard. Scantly clad women try to entice people to enter.

INSTATOWN

As outlined in Vornheim's inside back cover (pg 71 of the PDF) simply drop some dice on the chart on page X to figure out what buildings/businesses are in the town or section of the city.

This chart has one further alteration; while the chart represents anything that can be found in any part of the 'Verse it is actually split into two separate sections. The whole page shows businesses that can be found on any of the Core worlds and heavily developed Boarder planets, while the top half (everything above the thick black line) is all that is available in the Rim.

To find businesses in the Rim simply fold the page in half and use the same rules outlined in Vornheim.

To add flavor, hooks, or interest to each location look at the number on the d6 and consult below:

1. Rumor
2. Active Problem
3. Job
4. Interesting Situation
5. Strange and Random Item
6. More Than What it Seems

You can go further if you want more detail and use the suggestions outlined by Zak about instadungeoning and different dice and have a specific situation for each number that comes up.

Mapping-

To create a quick map of the town with shop location just place a blank piece of white paper over the Vornhack chart below and toss the dice. Trace the boxes that the dice land on, add some residences (like a dash of salt) and boom- in 5 minutes you have a map. Two maps have been included for use. One is for a Core World city and the other is a Rim town.

INSTAPEOPLE

This chart can be used to quickly determine who is around town when bullets start flying or strange and interesting situations arise. This may not be entirely accurate for a section of the city or town, but this is meant to keep the game rolling without needless pauses. Rather than looking at a NPC as not fitting in a section of the city, ask what that NPC IS doing there and that alone will generate interesting encounters and plot hooks if need be.

To add flavor, hooks, or interest to each location look at the number on the d6 and consult below:

7. Rumor
8. Active Problem
9. Job
10. Interesting Situation
11. Strange and Random Item
12. More Than Who they Seem

Doctor's Office	Landing Pad	Brothel	Brewery	Butcher	Magnetic Train Station	Constable Station
School	Courthouse/ Lawyer	Theater	Bank	General Store		
Cattle Rancher	Orphanage	Church/Abby	Casino			
Gunsmith/ Weaponsmith		Tavern/Music Den				Town Hall
Nest of Criminals	Junk Dealer	Vet	Docks/Mechanic	Mechanic	Starship Dealer/ Starship Supplies	
Hospital	Cortex VR Entertainment Den	Asylum	Shopping Mall	Skyscraper Corporate Complex		
Government Building	Subway Station	University	Starport			
Art Dealer	Companion House	Tech Shop	Black Market Front	Blue Sun Corporate Building		
Unified Reclamation Permit Station	Fancy Bordello	Library	Fed Station	Custom Office		
Alliance Post Office	Landscaped Recreational Park	Blackout Zone	Chemical Factory	Business Offices	Resort	

Lounge Owner	Bouncer	Wanted Criminal	Gang Enforcer	Gang Thug		Pirate	
Former Ally Thug (Roll for Player)	Gambler	Alliance Employee	Merchant		Pimp		
Common Folk		Whore	Cortex Celebrity	Federal Marshal		Corp Surveyor	
Dock Worker		Enemy Ship Captain (Roll for Player)	Informant		Thief		
Bum		Vetran of the Military (Independent)	Crime Boss		Hustler		Bounty Hunter
Miner	Crazy Homeless Person	Drug Dealer		Gang Leader	Arch Enemy (Roll For Player)	Spacer	
Companion	Country Bumpkin			Vetran of the Military (Alliance)			
Farmer		Salvager		Town Sheriff		Bartender	
Freight Captain		Shepherd		Cattle Rancher		Mercanery	Serial Killer
Enemy (Roll for Player)	Aristocrat		Refuse Worker	Health Inspector	Friend (Roll for Player)	Alliance Secret Service	Scientist