

Introduction



One of the joys of **Bulldogs!** is the constant discovery of new places. Let's face it – if you spend every adventure flying back and forth between the same two points, it'll begin to get a bit routine. A big part of the adventure involves going to strange new places, meeting new people, turning a profit any way possible, and hoping you don't get shot at in the process.

Ports of Call isn't meant to be detailed examination of star systems, planets, or even cities. Each location is sketched in, with the details that make it special – the

general environment, port amenities, the local laws, what the native residents are like, what kind of jobs you're likely to find, and what kinds of trouble you might get into. Basically everything a Class D Freight crewman needs when the airlock opens – all summed up in a few pages. Each entry has just enough information for a quick pick-up game setting, or for the GM to drop into an ongoing game however she chooses. Additionally, each entry will have a handful of story hooks and non-player characters to inspire single sessions or campaigns.

Ready? Check your blasters and vibro-knives. The airlock is opening. The next port of call awaits!



Traveling in the Frontier Zone can be a chaotic experience. Without the unifying laws of the Devalkamanchan Republic or the Union of the Saldralla, travelers face a patchwork of regulations. Wise captains brief their crew on the more relevant local laws (or at the very least, levels of acceptable behavior). Most laws are common sense and tend not to vary much, though the severity of how they are enforced is another matter entirely.

For most crews, local weapon laws are the most relevant information. Some planets bar the carrying of any weapons, while other planets don't care if a person is carrying enough heavy ordnance to bring down a cruiser. Knowing whether your pilot is going to jail for a concealed blaster saves a lot of headaches later on. For this reason, you'll find weapons law listed with each port description.

Without a unifying legal code and a central policing system to keep it all together, bounty hunters are essential. With sophisticated software at their disposal that tracks wanted bulletins across the Frontier Zone, bounty hunters are a common presence at most larger space ports. A particularly egregious law-breaker cannot assume that he's escaped justice merely by leaving the planet where he broke the law.



Ooaltz

[PLANET: YOAL'N]

Planet: Yoal'n

Climate

Dry with seasonal temperature extremes.

Weapon Restrictions

No energy weapons (melee or ranged) are allowed within city limits. No energy-based long-arms may be discharged anywhere on the planet. Violation of this law forfeits the weapon, which will be returned with payment of fine commensurate with the damage caused by discharge, minimum Average (+1) cost.

Port Description

Ooaltz is a rocky spire of beige stone which juts above a high, arid plain. Elevation is 3,350 meters (11,000 feet), so the air is thin. Accommodations are simple. The warehousing space is limited, so 60% of all cargo to be shipped is held at the base of the spire, down an incline lift to a distribution hub 1,370 meters (4,500 feet) lower in elevation. This means that once a cargo deal is struck, there's a better-than-good chance that the ship will have to wait 90 minutes as the cargo is moved up to the transfer point for pick-up. Frequent magnetic storms at lower elevations and limited ship facilities have led the port authority to ban cargo pick-up from the distribution hub. Each cargo container that travels up the lift through a magnetic storm is briefly quarantined and pressure swept to remove small, troublesome beetles that ride the storms.

A monastic order known as the Children of Yoal'n maintain a temple carved from the side of the spire upon which Ooaltz is built. They worship the natural world and do not approve of high technology. However, in order to survive, the order has been forced to expand into the interstellar trade to pay bills. Using recycled ships and parts, they hide the "machineness" of the interior behind a veneer of natural materials. They have begun to sell these "faux-natural" components (control panels, enviro-systems, etc) on the open market. Handmade, they are considered luxuries in most systems and fetch a high price.

Aspects

"MAY I TELL YOU THE GOOD NEWS?"

Invoke: it's easy to get lost in the crowd, "Do you mind if I kneel and pray while you tell me more?"

Compel: a constant distraction from the task at hand, "A donation? No? At least take a pamphlet."

TECH COSTS SOULS

Invoke: downgrade the tech of local threats, "We don't believe in blasters around these parts."

Compel: you'll have issues finding equipment or repairs, "If we were meant to have space travel, we would've been born with fusion bottles."

MAGNETIC STORM COMING

Invoke: adversaries may suddenly disappear, "Hey, where did everyone go?"

Compel: you really don't want to get caught out in one of these, "Anyone else feel, I don't know...tingly?"

Locals: Yoal'nites

Insectoid with a hard carapace, the Yoal'nite walk upright on their four back legs while their front two legs have adapted for fine tool use. They are one-and-a-half meters average height (4'9"), with strong, ant-like mandibles. Their carapace is a translucent tan at birth, and gains depth and opacity as they age, turning light brown at adulthood. Senior Yoal'nites have deep coffee colored carapaces with red notes. Their noble caste has narrow wings which allow short bursts of flight.

Yoal'nite Names

Yoal'nite names consist of a personal name followed by a family name. Genealogy is traced through the male line. Yoal'nites who join religious orders no longer use their family names. These family ties are abandoned when an individual dedicates his life to religion.

Male Names: Ekkru, Hekillu, Hek'tri, Hzt're, Kekt're, Kikti, K'karu, K'k'k're, Kle'tri, Klillu, Krekkru, Krekte, Krillu, T'k're, Tallu, Talikte, Tikkru, Zakaru, Zaru, Zz'tri.

Female Names: Alrau, Alaou, Aoulla, Eaoulla, Erin'ti, Erlan, Ee'enti, Goulla, Harau, Harn'ti, Karaou, Karlan, Krin'ti, Krlan, Ouin, Oulla, Uan'ti, Zikrin, Zin, Zun'ti.

Family Names: Arau, Arloo, Droo, Harlau, Hrloo, Karkalau, K'klu, Klao, Klunzoo, Lankoo, Laralaroo, Laranku, Mogou, Prik'kru, Prk'harou, Trallorau, Troo, Tzrlou, Zallou, Zrloo.

Typical Yoal'nite Aspects

THE STORM WILL PASS OVER

Invoke: all hardship ends eventually, "Sit tight. This will pass."

Compel: you're always anticipating a storm, "I'll just hide those provisions away for later."

■ OOALTZ ■

[LOCALS: YOAL'NITES]



WINGS ARE FOR NOBLES

Invoke: you need to fly somewhere, “I can reach it. It is my birthright.”

Compel: you assume wings are noble on other species as well, “He can’t possibly treat us so shamefully. He has wings!”

HARDENED CUSTOMER

Invoke: you drive a hard bargain, “Fine, fine. 300 drachnu. Get out of here, you’re ruining my business.”

Compel: you don’t trust a good deal when it comes along, “That price is too low. There must be something wrong with it.”

USED TO MAKING DO WITH LESS

Invoke: conditions aren’t optimal, “I can survive on quarter rations indefinitely.”

Compel: you find excess disgusting, “You eat this much? You are a horrible parasite.”

BEAUTY COMES FROM NATURE

Invoke: you’re at ease in a natural environment, “These poison flowers are calming, from afar.”

Compel: you’re too ready to trust the natural world, “These creatures have great majesty. And fangs.”

MISTRUSTFUL OF TECHNOLOGY

Invoke: you avoid a mechanical trap, “I don’t like the look of that hallway.”

Compel: you need to use high tech equipment, “These buttons are cold metal. I won’t touch them.”

Yoa’nite Species Abilities [-1 to -4]

Exo-Skeleton [-1]

A Yoa’nite is born with a hard outer-shell that grows hard enough during adolescence that it can act as limited armor. You gain Armor: 1 against hand-to-hand attacks.

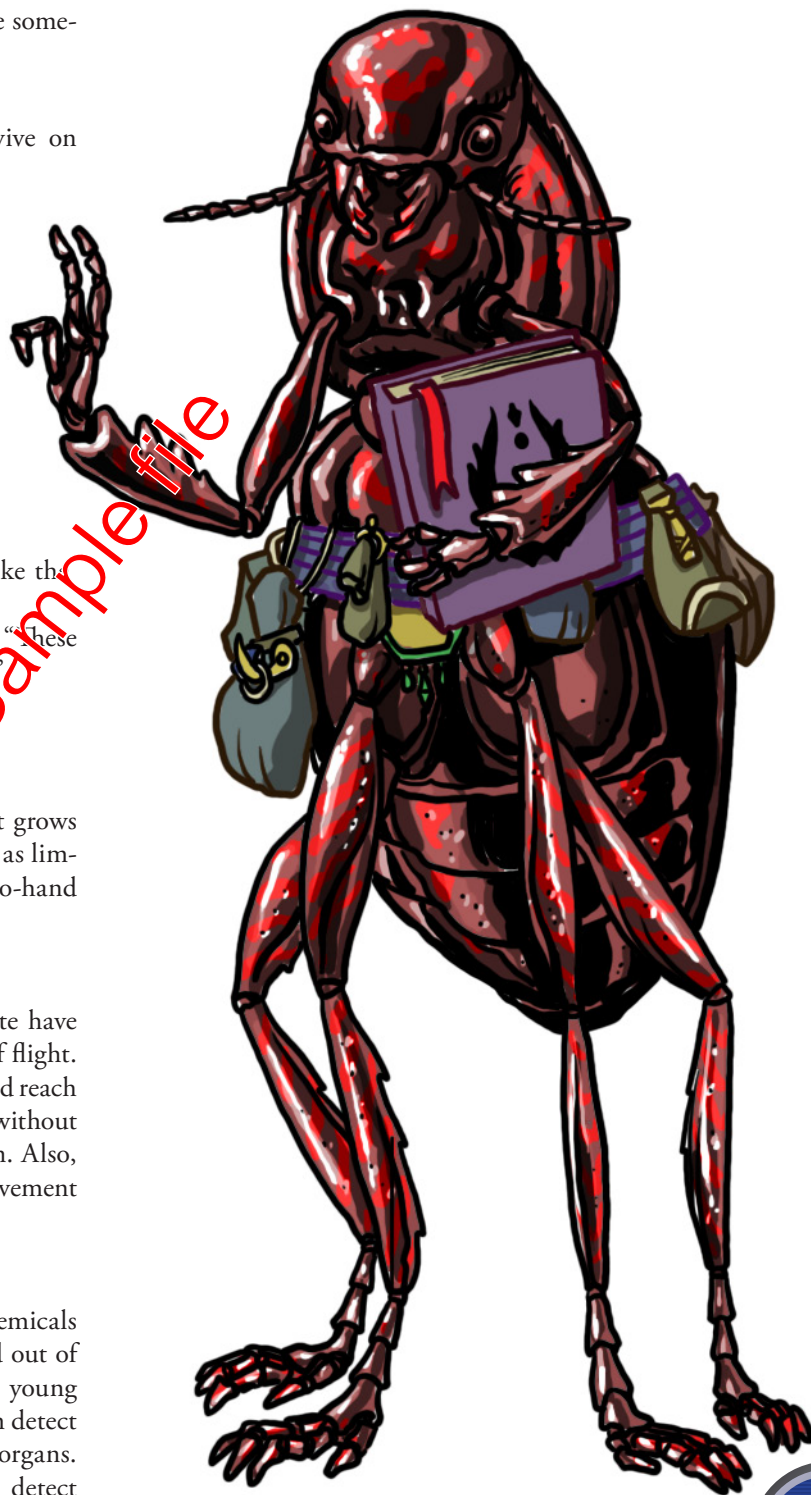
Winged Nobility [-2] (Optional)

Those fortunate to be born into the noble caste have narrow wings that are capable of short bursts of flight. This allows you to overcome ground obstacles and reach high areas. You may move one additional zone without taking the -1 penalty for a supplemental action. Also, you only suffer a -1 penalty on zero-gravity movement and action.

Refined Chemical Sensors [-1] (Optional)

The Yoa’nite have a language of pheromone chemicals that express emotions which will likely be bred out of the species in another few generations. Many young Yoa’nites don’t have chemical receptors that can detect these chemicals, but some still possess the organs. Those of the Yoa’nite who have receptors can detect

other chemical traces in the atmosphere. When making a perception related skill roll, you gain a +2 if using your chemical sense.



[LOCALS: YOA'NITES]

■ DDALTZ ■

[LOCALS: YOA'NITES]



Plot Hooks

1. After a deal is struck for cargo, the past catches up to one or more crew members, either something suggested by an aspect, or a less than legal enterprise since landing on Yoal'n. With the ship locked at the transfer point awaiting the cargo, fleeing the planet is not an option.
2. The Children of Yoal'n take exception to a character with the most visible technology and see the chance for a challenging conversion. If the character won't give up his tech, perhaps it can be forcefully taken from him – including any implants.
3. Crew members have to travel down the incline lift to inspect cargo before a deal is reached. On the long ride back up, a powerful magnetic storm blows in, enveloping the characters and bringing with it the swarm of vermin which ride the magnetic disturbance from place to place.
4. Improperly cleaned cargo allows a small group of Storm Beetles to invade the ship. Drawn to magnetic sources, they're a risk to delicate drive and control systems. The crew will have to find and clean them out before take-off or they could run into serious problems in deep space.

Characters

Kikri Droo

A Yoal'nite of noble caste, Droo is a prominent businessman and trader in Ooaltz. If the crew wants to unload something unique, he's their best bet. If they're having trouble finding an appropriate cargo, it's possible that he can help there as well. He might even exert his influence to make things difficult for the party to sell their goods if he wants to buy them himself at a good rate.

Hive-Brother Hyl'to

A Yoal'nite priest of low rank, he's got a problem with the live-and-let-live aspects of the church. He actively looks for opportunities to steer his cart or lower his load onto tech belonging to off-worlders in order to damage it. While he might distractedly apologize, he makes no effort to appear sincere, explaining that if they're upset about the damaged item, then they should be thankful that they've been divested of its control over them. Hyl'to may be a low ranking priest, but the crew runs a serious risk of offending the Children of Yoal'n if they start a fight and injure or kill him.

Antalla Mogue

Those looking for a game of chance would be well served by seeking out this Yoal'nite gambler, usually staked out at one of the local drinking establishments. She's well versed in a variety of common spacer games, and despite her advanced age, she's still exceptionally sharp. At least she's friendly and talkative when she's winning all your money.

Sample file

Node 43



[PLANET: MARIBOU]

Planet: Maribou

Climate

Warm, humid, heavy atmosphere, relative gravity +0.2G.

Weapon Restrictions

Blades and sidearms only in Node 43, but no restrictions on Maribou once outside the station.

Port Description

Node 43 is a large, cleared circle surrounded by a solid ring of ship bays. An attached support building at one end at one end contains a Job-Feed Reader, three levels of accommodations (low berth bunkhouse, mid-range private rooms, and executive suites), many dining options, and a cargo facilitation office. With a high-speed tram connecting this support building to all of the ship bays, there is no reason for ship crews to venture out onto Maribou proper.

This is ultimately a good thing, as Maribou is a crap hole, constantly on the edge of civil unrest and political upheaval. Most political parties agree on the importance of intergalactic trade, so they largely respect the Nodes neutral zones.

Cargo found here is primarily industrial or raw material. Maribou also exports a protein substitute which is used by most varieties of food replicators. Due to the instability of the region, a daring captain can make good money importing weapons to any number of the warring factions, though that can easily be seen as illegal if the political winds shift and the buyer slips out of power. More common imports tend to be components for industrial manufacture.

Aspects

Your Money Is No Good Here

Invoke: you can trade for goods instead of currency, "Credits in a bank I can't use. What I can use is a few boxes of ammo. Let's deal."

Compel: your outsider status offends someone and they won't do business with you, "No soup for you, offworlder!"

It's Going to Get Ugly

Invoke: you want to start trouble, "The guy at the table over there said you'd try to jack up the price on me. Guess he was right."

Compel: a seemingly civil exchange sours quickly, "Do you take me for a fool? I'll see you in hell, first!"

There Was a Regime Change Yesterday

Invoke: a political/diplomatic roadblock has been removed, "Head of police yesterday, yes. Head on stake now."

Compel: an ally or contact is no longer in a position to help, "I'm sorry, my friend. The General froze all bank assets without warning this morning."

Locals: Mariboans

Mariboans are humanoid, hairless, and squat, with a broad torso. Their skin tone is porcelain white but flushes red when angry. Mariboans are usually decorated with colorful clan tattoos. Broad, swept-back skulls hold two pairs of eyes – two forward and two small eyes on the side of the skull. Eye color tends to vary between the two pairs, with the side eyes having large, slit pupils and metallic toned irises. Mariboans are omnivores and have no claws or fangs.

Maribou Names

Maribou names follow a common pattern of personal plus family name. Lineage is traced through the female line. Families are dedicated to particular clans pretty tightly and if you are familiar with the patterns, you can tell which clan a Maribou is allied to just by her name. Clans are identified by a color and a number, like Red 53 or Yellow 16.

Male Names: Ffah, Ffan, Ffehr, H'ffer, Hah, Hahahn, Hoh, Hohvehr, Khah, Khoh, Khuur, Peff, Peh, Pohoh, Pohr, Thohr, Toh, Tohah, Vroh, Vohr.

Female Names: Chaif, Chahay, C'laik, C'haik, C'lay, Fahay, Faif, Ffay, Hay, Hlaik, Khay, Khelif, Khlaik, P'haik, P'hay, Pelif, Thaik, Thanday, Thay, Tlay.

Family Names: Chama, Chaval, Choh, Chu, Hama, Huval, Khuval, Khehn, Knei, Knevi, Knur, Knuuv, Kuun, Thaval, Thehn, Thevni, Tuuv, Vohl, Vur, Vuuva.

Typical Maribou Aspects

Watch Your Back

Invoke: your eyes see all around you, "You cannot sneak up on me, fool."

Compel: somebody may be back there, "Another one, behind me!"

■ NODE 43 ■

[LOCALS: MARIBOANS]

**YOU CAN'T HIDE ANGER**

Invoke: everyone knows you're about to blow, "Oh, man, she's getting red! Watch out!"

Compel: you've got no poker face at all when it comes to rage, "Oh, my. Am I making you angry?"

HISTORY ON MY SKIN

Invoke: clan tattoos win you favor in dealings with other Mariboans, "My father also fought with the Red 23. We are brothers, you and I."

Compel: clan tattoos tie you to perceived war criminals or terrorists, "The Blue 41 are monsters! Die!"

**AUTHORITY DOESN'T LAST**

Invoke: you know all strength is impermanent, "You may have me now, but I shall overcome."

Compel: any gains you make are transient as well, "You are on top on day, below the next. This is life."

CONFLICT IS ALWAYS AROUND THE CORNER

Invoke: you're ready to take up arms with little to no warning, "Death comes like lightning where I grew up."

Compel: you're a known troublemaker, "Move along, sir. We don't want trouble here."

ALLEGIANCES CANNOT BE BROKEN

Invoke: your loyalty to a cause is beyond reproach, "Until there are no Mariboans left in the Green 28 clan, we will respect this treaty."

Compel: stubborn adherence to a lost cause makes you difficult to deal with, "It matters not that conflict has been over for years. We were still right, and history will not change that."

Mariboan Species Abilities [-1]**Exceptional Eyesight [-1]**

Mariboans have an extra set of eyes, allowing them a nearly 360° range of vision. When making any sight-based perception skill rolls, you gain a +2.

Plot Hooks

1. A simple delivery and pick-up becomes more complicated when political refugees seeking transport off world pressure the ship's crew to take them off-world – even if certain powers would prefer that never happen.
2. The captain is offered a premium price for a medical cargo, but they have to be delivered to a camp several hours away. The medical cargo is in high demand, and several factions will be willing to kill for it.
3. The crew brings in a cargo for a specific political faction that was obliterated before receiving the cargo and making the final payment. The market, and the payment they were promised, is out there, if only the crew can find it.
4. The neutral status of Node 43 is challenged as two powerful parties fight a proxy war within the station, putting the crew in the middle. Should they choose sides, lie low, or try to profit from both factions?