

A Custom built “hackers” Hand computer 2kg

This computer is a portable lightweight (2kg) level 1 computer fitted with a chronocom and powered from an internal rechargeable power pack (30 SEU max but currently 0SEU). It comes with a standard power cord (stored internally behind a sliding panel) to recharge from any power recharge station common throughout the Frontier but it also can port into a power belt or backpack and siphon off energy from those sources for its recharge. There are also standard interface cables (for interfacing with computers not equipped for wireless interfacing) and an auxiliary communications port (for plugging in a short wave radio or radiophone but the wire is missing). There also is an interface port for hand scanners but the cord is missing.

Its reinforced shock casing can take 15 structural points of damage and has lost 9 already. Damage has gone home to the power pack and though it can be recharged it loses power at the rate of 1 SEU/day besides the power being used for its operation.

The hand computer has the following level 1 programs: **analysis, communication, information storage, computer security, and computer hacking**. The communication program allows it to be interfaced with a larger computer via its internal chronocom device or through external communication devices jacked into the computer. Information can be passed freely between two computers over the com link, allowing hand computer to access far larger amounts of data than it would be able to do with its restricted function point size. The communications program also has an application allowing it to re-code its chronocom's com number to appear to be calling from any other known com number. The computer hacking program is an illegal program (on most worlds) provides a +5% bonus to attempts to defeat security on interfaced computers.

Computer Files:

Air Whale [down loaded from Bio Scanner Time Stamp 2 years ago]



Type Giant Omnivore, partial plant

Number 1

Move Slow

IM/RS +5/50

Stamina 500

Attack 50 (focused light), 45 (tentacle)

Damage 3d10-18d10 focused sunlight,
or 2d10 tentacle

Special Attack See below

Special Defense None

Native World Voltturnus – Anywhere in the air

DESCRIPTION: Air whales are part plant and part animal. The top of the air whale is covered with plant life which converts sunlight directly into food and energy. The giant creature also eats plants and animals. It feeds on floating plankton, drifting spores, and swarms of flying insects, plus anything else it manages to capture. It produces hydrogen as a by-product of feeding. The hydrogen is stored in hundreds of inner membrane sacs. The hydrogen provides the lift which lets the air whale float.

Compressed hydrogen, vented through tubes scattered around the air whale's body, lets the creature maneuver.

Crystal-based life forms have a symbiotic relationship with the air whale. These crystals focus sunlight into a beam, much like a laser. The crystals can fire up to six shots per turn, with damage divided as desired among the attacks. The damage allotted to each shot must be decided before the combat result is rolled. The crystals also store solar energy, and can fire two shots when direct sunlight is not available. An albedo screen or albedo suit will reduce damage suffered by half. From the bottom of the creature hang hundreds of razor-sharp tentacles 10 meters long. The air whale can make 10 attacks per turn with tentacles. Tentacle attacks must be rolled separately. Note that the air whale has two different attack forms depending on whether the victim is above or below the creature.

Strangler Chutes [down loaded from Bio Scanner Time Stamp 2 years ago]



Type Large Herbivore

Number 5-20

Move Slow - 10m/turn on ground,
Windspeed in air.

IM/RS +3/25

Stamina 150

Attack None

Damage 3 points/turn

Special Attack Accidental attack (see below)

Special Defense Electrical shock stuns for 1d10
turns if touched

Native World Voltornus – wooded areas

DESCRIPTION: Strangler chutes look like giant jellyfish floating in the air. They are 10 meters wide, but weigh only 50 kilograms. They move by rising on warm air and drifting through the skies. They communicate with each other by changing colors, and see with many eyespots located along the edge of their canopy.

Strangler chutes eat the leaves of trees by draping their bodies across the branches and releasing digestive fluids. Animals caught inside the chute automatically take three points of damage each turn. If a character is in or underneath a tree when a strangler chute lands on it, he must make a Reaction Speed check to escape. The body and tentacles of a strangler chute are electrified and any character that touches one must pass a Reaction Speed check or be stunned for 1d10 turns. If characters use ranged weapons to attack a chute that has entangled a companion, there is a 20% chance that any hit on the chute will cause equal damage to the trapped character.

Geo Scans

Map coordinates for 4 scans revealing gold

Map coordinates for 5 scans revealing uranium

Map coordinates for 7 scans revealing naturally occurring vibrillium alloy

Map coordinates for 3 scans revealing naturally occurring tomarrillium alloy
(no map file though)

Orchid File

Doc 1.

Orchid's ship will meet and trans-ship the mined ore at point "Devils Luck" in Truane's Star system last day of the month every month; astro coordinates attached. File downloaded from Sexy Devil's main computer [time stamp 3 years ago]

Doc 2.

Orchid must be tied to Streel corp or at least Farway Freight as the ships sent to collect our ore are always flagged from FF. Kind of sloppy as that could lead back to him/her. Maybe there is an opportunity to find out who she is and make some profit. A well placed exec should pay handsomely to keep secret their connection to pirates. Only the Red Devil himself know who Orchid is, but do I dare to break into his quarters and hack his personal computer? [time stamp 1.5 years ago]

Doc 3

[time stamp 1 year ago]



Doc 4 [Down loaded from Public Info Net, Pale, Truane's Star Time Stamp: 11 months ago]

Corporate Division Readout

Resource Acquisition and Development (RAD)

Nature of Business: Acquisition of system and planetary resources for exclusive exploitation by Streel.

Headquarters: Pale, Truane' Star

Secondary Interest: Terra-forming

Covert Activities/ Interests: Strong ties to subsidiary corporation Merco and to R&D Division.

Branches: Farway Freight (FF) 30% of RAD budget, Negotiations & Administration (N/A) 40% of RAD budget, Prospecting, Exploration & Survey Team (PEST) 15% of RAD budget

History: Aggressive acquisition of mining rights in several developing systems that led to accusations of extortion and even terrorism.

Reputation: Aggressive and underhanded

Allies/ Affiliates: Merco

Enemies/ Competitors: PGC

Division Head: *Perenni Epiphytes*, EVP is a human female educated at the University of Fromeltar in diplomacy and finance with a minor in horticulture. She is famous for hard ball diplomacy and patronage of Eden 2 Horticultural Society.

Doc 5 [Down loaded from Public Info Net, Pale, Truane's Star Time Stamp: 11 months ago]

Eden 2 Horticultural Society:

A society of hobbyist dedicated to cultivating and preserve Earth derived stocks of flowers and plants. Of special note is their work in adapting many orchid species to new planetary environments.