# Introduction

 In the matter of law enforcement, specifically where involving dangerous or violent criminals, the Toranaga Cluster has developed a rather radical solution: the Freelance Peacekeeping Agent. The Cluster government (through the grandly-named Interplanetary Peacekeeping and Apprehension Bureau) issues licenses, under stringently controlled conditions, to interested individuals, empowering them to pursue interplanetary criminals from system to system within the borders of the Toranaga Cluster. Contracts on specific criminals are issued by name by the IPAB authorities of the world where the criminal is wanted. Only in extreme circumstances is a contract on a criminal issued to more than one agent at once. The apprehension of the criminal, and its man­ner, are primarily the responsibility of the individual agent; however, if the contract specifies live delivery and the agent kills the criminal, dis­ciplinary procedures may ensue. Likewise, if the agent transgresses planetary laws in the pursuit of the target *and is caught*, the IPAB will not rescue them.

 Contracts come in three types: Alive Only, Dead or Alive, and Dead Only. Most contracts are of the Alive Only category, and consist of criminals who, while not particularly dangerous, have a reasonable degree of interstellar mobility and cannot be caught by the local police. Most starship repo work comes under this category. Dead or Alive contracts are issued on dangerous criminals who may (or have) use violence sufficient to render it excessively dangerous for an agent to attempt capture. It is usual to offer a small bonus for live capture. Dead Only contracts are only available to experienced agents holding an IPAB Warrant; these are for criminals whose guilt, likely sentence and psychological profile are such that attempts to take them alive are not practical or useful. A Dead Only contract is almost always issued on a criminal who has slain an employed agent (see below).

 All agents start out as freelancers, with only their licenses and the collection of their payoffs to connect them to the IPAB. The IPAB does provide very basic training upon issuing the license; after that, the agents are on their own. Most, however, manage to become hired by the IPAB; as such, they draw a nominal salary, are entitled to a pension and to be promoted in the IPAB.

 After 8 years (2 terms) of service, and assuming IPAB employment status is held, an agent may apply for the IPAB Warrant. This provides extra train­ing, adds a bit of respectability to the agent's reputation, and allows him to pursue his targets *outside* the borders of the Toranaga Cluster. Generally, the agents who earn the Warrant are the ones who use the minimum of violence in their operation.

 On retiring, some agents take desk jobs in the IPAB; however, many agents choose to return to work as free-lancers. They return to the same sys­tem as the early days; they may apply for contracts as and when they choose, and are paid at delivery as usual. Warranted ex-agents are still allowed to operate beyond the Cluster borders. To allow for this continuation of useful­ness, the IPAB occasionally makes Type H and Type H2 Hunter starships avail­able to retired Warranted agents. It also provides Toranaga Cluster standard Combat Armour as a benefit; one of the very, very few services in known space to do this.

# Character Generation

## Basic Generation

|  |  |  |
| --- | --- | --- |
| Enlistment: | 6+ | +1 if Soc 8+; +2 if Int 8+ |
|  |  |  |
| Survival  | 7+ | +2 if Int 9+ |
|  |  |  |
| IPAB Employment | 9+ | +1 if Edu 8+ |
|  |  |  |
| Promotion | 9+ | +1 if Edu 8+ |
|  |  |  |
| Special Duty | 6+ |  |
|  |  |  |
| Return | 4+ |  |

NOTES: Promotion only if employed; promotion above rank 2 only if War­ranted.

 2 skills per term; +1 for first term, +1 for employment, +1 for promotion.

 Default skills: Vacc Suit-0, **Gun Combat-1**, -1 Social. If Tech Level is Early Stellar or better, Computer-0. If tech Level is Average Stellar or higher, Grav Vehicle-0; if Industrial Pre-Stellar or Early Stellar, Wheeled Vehicle-0. NOTE that all Toranagan citizens automatically have a Mod Law and Avg Stellar+ homeworld rating.

### Skill Tables

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Personal  | Service  | Education  | Advanced |
| 1 | **Physical** | Security  | **Vice**  | **Space** |
| 2 | +1 Dex | Survival  | Communications  | **Inborn** |
| 3 | **Mental**  | **Agent**  | Vacc Suit  | **Space Tech** |
| 4 | **Hand Combat**  | **Vice**  | Escape & Evasion  | Intelligence |
| 5 | +1 End  | **Vehicle**  | **Technical**  | Medic |
| 6 | **Gun Combat**  | **Vice**  | **Agent**  | **Spcial Cbt** |
|  |   |  |  | Only Edu 8+ |

IPAB Warrant training: If employed and 3rd term or later, throw 11+ (+2 if Edu 8+, +1 if Soc 8+). Training takes one year. Throw 4+ (1D) for: Pilot, Legal, Poisons & Antidotes, **Investigation**, **Stun Weapons**, Security, Forgery, **Gun Combat**. Receive Hunting, **Gun Combat**, +1 Social. Training may only be taken once; applications are allowed twice per term.

### Rank Table

|  |  |  |
| --- | --- | --- |
|  0  | Freelancer  |  (Not IPAB employed) |
|  0  | Agent  |  (IPAB but unpromoted) |
|  1  | Senior Agent  |  |
|  2  | Master Agent |  |
|  3  | Senior Master Agent | (Warranted only) |
|  4  | Assistant Planetary Co-ordinator  | (Warranted only) |
|  5  | Planetary Co-ordinator | (Warranted only) |
|  6  | Cluster Co-ordinator | (Warranted only) |

### Mustering out tables

 EMPLOYED FREELANCE

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | Cash  | Material  | Cash  | Material  |
| 1  | 1000  | Mid Psg  | 500  | Low Psg |
| 2  | 1000  | Weapon  | 500  | Weapon |
| 3  | 4000  | High Psg  | 1000  | Mid Psg |
| 4  | 7000  | Tools  | 1000  | Weapon |
| 5  | 10000  | Weapon  | 1500  | High Psg |
| 6  | 10000  | Combat Armour  | 5000  | Weapon |
| 7  | 200000  | Hunter  | -  | - |
|   | +1 if Gambling  | +1 if Warranted |  |  |
|   | +2 if Warranted |  |  |  |

Entitlement: 1 throw per term; +1 if rank 1-2, +2 if rank 3-4, +3 if rank 5.

NOTES: 3 results of Combat Armour may be traded off for Battledress (remember the Toranaga Cluster maximum TL of E). One roll of Hunter is a Type H 100-ton Hunter; two or more rolls indicate a Type H2 200-ton Hunter. Only one ship may be received. The ship is considered detached to the character, requiring no payments; fuel may be obtained at Toranaga Cluster Courier stations or naval bases. Servicing and life support costs are to be met by the owner.

# Advanced Character Generation

Enlistment proceeds as before; allocate default skills as normal. The first year of the first term is taken up with the basic (very basic) training provided to newly-licensed agents. Receive **Gun Combat-1**. Then throw for as­signment, once a year. Employed agents in the 3rd or subsequent term may apply for IPAB Warrant training instead; this takes a whole year.

## Assignment Table

|  |  |  |  |
| --- | --- | --- | --- |
|  | **EMPLOYED**  | **FREELANCE** |  |
| 2  | Desk work  | No contract  | 2 |
| 3  | Training  | No contract  | 3 |
| 4  | Training  | No contract  | 4 |
| 5  | Alive Only  | Alive Only  | 5 |
| 6  | Alive Only  | Alive Only  | 6 |
| 7  | Alive Only  | Alive Only  | 7 |
| 8  | Dead or Alive  | Alive Only  | 8 |
| 9  | Dead or Alive  | Dead or Alive  | 9 |
| 10  | Dead or Alive  | Dead or Alive  | 10 |
| 11  | Dead or Alive  | Dead or Alive  | 11 |
| 12  | Dead only  | Dead or Alive  | 12 |
| 13+  | Dead only - |  |  |

+1 if Warranted; +1 if Rank 3+; -1 if Int 8+. All DMs optional & cumulative.

## Resolution Table

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Resolution**  | No  |   | Desk  | Alive  | Dead or  | Dead |
|  | Contract  | Training  | Work  | Only  | Alive  | Only |
| **Survive 1**  | auto  | 2+  | auto  | 5+  | 6+  | 7+ |
| **Locate 2**  | -  | -  | -  | 8+  | 8+  | 9+ |
| **Capture 3**  | -  | -  | -  | 7+  | 8+  | 12+ |
| **Kill 4**  | -  | -  | -  | 5+  | 8+  | 8+ |
| **Employment 5**  | 10+  | -  | -  | 9+  | 9+  | - |
| **Promotion 6**  | -  | 11+  | 10+  | 9+  | 9+  | 10+ |
| **Bonus 7**  | -  | -  | -  | 8+  | 7+  | 7+ |
| **Skill**  | 8+  | Special  | 7+  | 6+  | 6+  | 6+ |

**NOTES**

1 Survival: +1 DM if Int 8+ or any weapon skill 2+.

2 Location: +1 if Hunting 2+ or Investigation 2+; +1 if Edu 8+.

3 Capture: Only throw if Locate throw successful; may be intentionally omitted in favour of a kill throw. +1 if Int 8+; +1 if Persuasion 2+.

4 Kill: Only throw if Locate successful and Capture unsuccessful. A natural 2 indicates the criminal has killed the agent. +1 if any weapon skill 2+.

5 Employment: If the agent is freelance and has *not* killed this assignment, throw for IPAB employment offer. This may be declined.

6 Promotion: Only available to IPAB employees. Promotion to rank 3 or higher only allowed to Warranted agents. +1 if assignment successful (capture or kill throws made). -2 if the agent kills on an Alive Only this year. Only one promotion allowed per term.

7 Bonus may only be thrown for if capture successful, or if kill successful on Dead Only contract. Throw 1DxRankxCr1,000.

## Skill Tables

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|   | No  |   | Desk  | Alive  | Dead or |
|   | Contract  | Training  |  Work  | Only  | Alive  |
| 1  | Streetwise  | **Environment**  | Admin  | **Agent**  | **Agent**  |
| 2  | **Inborn**  | **Agent**  | Admin  | **Agent**  | **Agent**  |
| 3 | **Hand Combat**  | **Hand Combat**  | Computer  | **Hand Combat**  | **Gun Combat** |
| 4  | Carousing  | **Space**  | Computer  | Hunting  | Hunting  |
| 5  | **Vice**  | **Technical**  | Medical  | **Stun Weapons**  | **Physical** |
| 6  | **Interpersonal**  | **Vehicle**  | Legal  | Persuasion  | Tactics  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|   | Dead Only  | Agent Life  | Freelancer |  |  |
| 1  | **Agent**  | **Hand Combat**  | **Interpersonal**  |  |  |
| 2  | **Agent**  | Streetwise  | Streetwise  |  |  |
| 3  | **Gun Combat**  | Carousing  |  **Agent**  |  |  |
| 4  | **Special Combat**  | **Physical**  | Liaison  |  |  |
| 5  | Hunting  | **Physical**  | Admin  |  |  |
| 6  | Heavy Weapons  | **Mental**  | **Vice**  |  |  |

Mustering out is dealt with as for the basic character generation. Only employed characters are entitled to a pension; Cr2,000xterms per year if terms > 3 and character retires.

## Training

|  |  |
| --- | --- |
| **1D**  | **School**  |
| 1  | Space Training  |
| 2  | Combat and Survival Training  |
| 3  | Intelligence Training  |
| 4  | Cover Training  |
| 5  | Vehicle Training  |
| 6  | Administration College  |

 Each special training course may be attended *twice*; if a school is rolled a third time, roll 1D: 1-2, Instructor attendance, roll 5+ for Instruction skill; 3-4, Physical fitness training, roll 5+ for **Physical**; 5-6, Paperwork, throw a skill from the Desk Work Table.

1 Space Training. The character is trained in the operation and main­tainance of the Type H and Type H2 Hunter starship. Roll 5+ (1D) for **Space, Space Combat, Space Tech**, Pilot, Navigator, Engineer, **Gunnery**. If Pilot skill is not at least 1, receive Pilot-1.

2 Combat and Survival. The character receives intensive schooling from the Cluster Army's crack commando instructors. Throw 5+ for **Gun Combat, Blade Combat, Hand Combat**, Unarmed Combat, Heavy Weapons, **Physical, Spe­cial Combat.** Then throw 4+ for **Environment,** Survival. If **Gun Combat** skill is not at least 2, receive **Gun Combat**.

3 Intelligence training. The character is trained in the gathering and analysis of information. Both legal and illegal, normal and covert in­formation gathering methods are covered. Roll 5+ (1D) for: **Investiga­tion, Vice,** Intelligence, Admin, Persuasion, Intrusion, Stealth, Com­munications, Computer, Interrogation, Streetwise. If Intelligence skill is not at least 1, receive Intelligence-1.

4 Cover training. The year is spent undercover in a branch of the Cluster military services, or in the bureacracy. Select another service, and roll twice on the *Service Skills* table of the basic character gener­ation.

5 Vehicle Training. A manhunter cannot function efficiently if he cannot move rapidly around; being unable to drive the available transport can sometimes be a fatal failing. Roll 5+ (1D) for: **Vehicle**, **Vehicle**, Wheeled Vehicle, Tracked Vehicle, Grav Vehicle, **Aircraft**, **Space**. If Grav Vehicle skill is not at least 1, receive Grav Vehicle-1.

6 Administration College. Some agents show a natural flair for organising manhunts rather than executing them. Such characters are picked out at, and trained up at, Admin College (known in the IPAB as "The Paperchasers"). Roll 5+ (1D) for: Admin, Computer, **Mental**, Liaison, Streetwise, Forgery, Legal. If Admin is not at least 1, receive Admin-1.

## New and Changed Skills

### Cascade Skills

**Agent** Choose from: **Investigation**, Legal, Poisons & Antidotes, Security, Forgery,

 Intelligence, Hunting, **Gun Combat**, Persua­sion, Interrogation.

**Investigation** Choose from: Research, Identification, Examination, Forensic, Computer, Admin.

**Stun Weapons** Choose from: Anagun, Concussion Rifle, LPL Stungun, Hypogun, Taser Gun.

# Starships

 The Type H Hunter is a converted Toranaga Cluster Courier Service ship, functionally identical with an Imperial scout/courier. Added features include a small but secure brig, a slightly better computer with extensive research and identi-kit systems, an armed turret, low berths for preserving corpses, retina ID equipment and "evil eye" turret sighting systems to allow full one- up operation. The air/raft is traded in on a modified version, including 2 crew seats and 4 "secure" positions.

 The Type H2 is a converted merchant, usually of the Beowulf or similar class. Modifications are similar to those to the Type H, with more space al­located to the extras. The Type H2 can be operated by one person at a pinch, but is much better suited to a small team of three or four.

# Post-retirement Operations

 Characters who have retired may accept contracts on a free-lance basis at their leisure; likewise, characters already retired from other careers may take up freelance peacekeeping as a new way of life. Applications are made to any IPAB Major office (all Toranaga Cluster worlds with a starport of A or B have at least one Major office). Throw 2D for 10+, applying the modifiers below:

|  |  |
| --- | --- |
|  Toranaga Cluster citizen:  | +2 |
|  Social Standing 8+:  | +1 |
|  Intelligence 8+:  | +2 |
|  Criminal record in the Toranaga Cluster  | -2 |
|  Wanted criminal in the Toranaga Cluster  | -5 |
|  Military experience outside Cluster  | +1 |
|  Toranaga Cluster military experience  | +2 |
|  No **Gun Combat** skills:  | -3 |
|  Hunting or Persuasion skill:  | +1 |

 A successful application indicates a freelancer's license has been granted. If the character has no **Gun Combat**-based skills, the IPAB will trqin them to **Gun Combat**-1. Selection of the specific weapon is down to the charac­ter.

 Assignments are applied for at any IPAB office (all Toranaga Cluster worlds have offices); throw on the *Freelancer Assignment Table*. The resolu­tion is up to the GM; either run as an assignment above or wrap an adventure around it. A rough guide to the level of assignment can be thrown for:

|  |  |  |
| --- | --- | --- |
| **2D** | **Alive Only** | **Dead or Alive** |
| 2 | Cr10,000  | Cr1,000/Cr20,000 |
| 3 | Cr10,000  | Cr5,000/Cr20,000  |
| 4 | Cr15,000  | Cr10,000/Cr25,000 |
| 5 | Cr15,000 | Cr10,000/Cr25,000 |
| 6 | Cr20,000 | Cr20,000/Cr50,000 |
| 7 | Cr20,000 | Cr20,000/Cr50,000 |
| 8 | Cr20,000 | Cr20,000/Cr50,000  |
| 9 | Cr20,000 | Cr20,000/Cr50,000 |
| 10 | Cr25,000 | Cr30,000/Cr80,000 |
| 11 | Cr50,000 | Cr50,000/Cr100,000 |
| 12 | Cr100,000 | Cr100,000/Cr500,000 |

 +1 if previously employed OR Social 8+; +2 if Warranted.

 If the character wants to "buck" for a tastier contract, throw the fol­lowing task:

To attempt to arrange a better contract (+3 DM):

Difficult, Admin OR Bribery, Intelligence, 1 day.

Referee: If Bribery is used, the task becomes *hazardous* and *fateful*. Failure indicates a -1 DM instead; a

natural 2 indicates the character receives no contract.

 NOTE that these are *only examples* of the sort of contracts that may be issued. The referee is encouraged to create his own contracts to suit the crimnal involved. The character's eligibility for a bonus (Cr1,000x1Dx*Agent* rank, if any) is determined by the referee.

 At the conclusion of the contract, delivery of the subject earns the character the reward stipulated, in the currency format of their choice. The IPAB skims of a 5% commission, however. Note that the reward is *halved* if the character kills on an Alive Only contract !.

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- The Dog