

BAR TREK

Random Tables (and How to Break Them) For Shore Leave in *Star Trek: The Role-Playing Game*

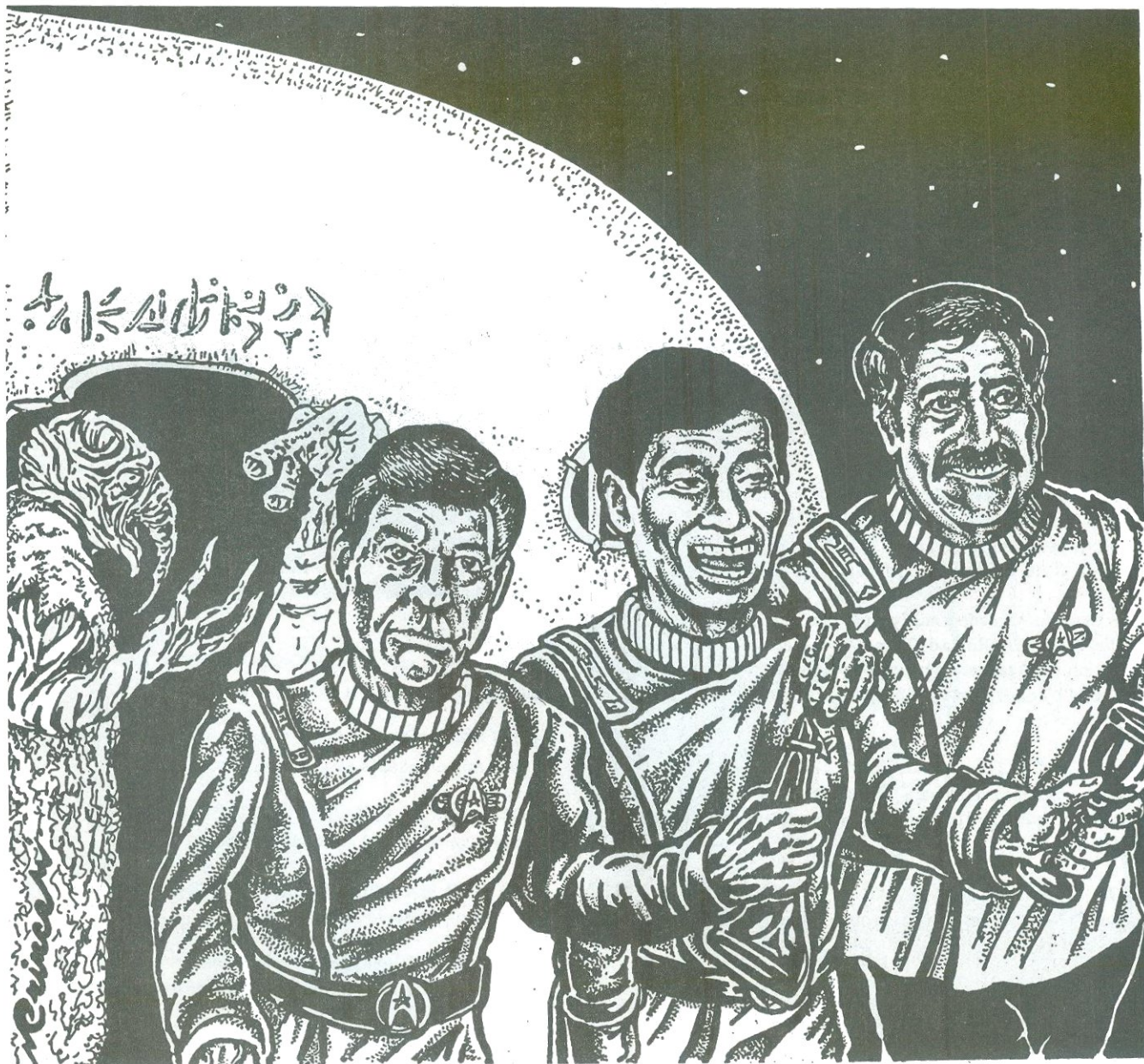
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The FASA Star Trek universe is a fantastic place populated by many intelligent species that live and work in harmony. Of all the possible variations in culture, style, and what constitutes recreation, there is one common factor that links all. This factor is Shore Leave and is better known as a mad dash for the transporter regardless of where it takes them.

The following charts generate possible small adventures and

local color for the explorers of the back alleys of the final frontier. We are not talking Wrigley's Pleasure Planet or the shopping malls of Old Earth, but those out-of-the-way places where pianos still play and the hum of a phaser can still be heard during a card game.

While these shore leave tables are designed primarily for *Star Trek*, they are easily adaptable for *Traveller*, *FTL 2448*, or most space games.



CUSTOMS

To begin, start with the ever present customs or debarkation area that is a fixture at nearly all ports. Roll a D100 for the general hassle of Port authorities.

01-50 NO PROBLEM

Passed through with no delay whatsoever.

51-75 MINOR DELAY

Passed through after D100 +10 minutes.

76-85 MAJOR DELAY

Maybe it was your attitude, but you have been chosen for a full questioning on your motives and past history. Delay takes D100 +100 minutes.

86-95 STRIP SEARCH

See #76 for time and add a strip search and analysis of all materials you are carrying. They dismantle any hardware, luggage, or container you carry. If they find nothing wrong, they think of some excuse and keep you there an extra D100 minutes.

96-98 CONTRABAND

See #86 but add the authorities' finding something that isn't to their liking. While thought harmless by the character, it is serious to the Port authority. It can be invoiced, held, or confiscated. The character can be warned, fined, or denied access to the Port.

99 SERIOUS CONTRABAND

See #96, but add the horror and indignation of the Port authorities over some small thing. They will go out of their way to make the character look like a fool and keep tabs, (If allowed Port access), on him or her with Physical or electronic surveillance.

00 ARREST

See #96, but the Port authorities immediately arrest the Player on some mistaken charge for d10+1 day or until the records can be proven to be in error.

Jail Is:

01-75 CLEAN AND MODERN

76-85 PRIMITIVE, BUT LIVABLE

86-95 SPARTAN, BARELY LIVABLE

96-98 A CHAMBER OF HORRORS

99-00 THE PIGS WERE MOVED ELSEWHERE

Now that you've made it easily through customs, generate the general quality of the Port. Roll a d100 and then generate the number of special attraction (SA) places. These odd points of interest are known and renowned by others from off planet.

PORT OF CALL

01-50 AVERAGE PORT OF CALL

Has every general sort of shop and place you were expecting along with 10 SA places.

51-75 LESS THEN AVERAGE PORT OF CALL

Generally like visiting Tokyo if you don't know the city. It takes time to find things and they aren't quite what you expected. Rol 8 SA places.

76-85 LIMITED PORT OF CALL

There's not a whole lot here, but a few good shops exist. Add 4 SA places.



86-95 AWFUL PORT OF CALL

Has a bar at best, if you can call it that. Has one SA place if you can ferrit it out with luck, time, and credits.

96-00 EXOTIC PORT

It may cater to many things, but you are not one of them unless you are wealthy or enjoy a sulphur bath or toxic beverages. Add 4 SA points that you have a 30% chance of finding or being admitted to.

SPECIAL ATTRACTIONS

Roll a d100 for column, then a d20 for Place.

01-50	51-90	91-00
01 Good Bar	01 Great Bar	01 Posh Bar
02 Bar & Grill	02 Holo Theatre	02 Racetrack
03 History Museum	03 Cultural Museum	03 Art Museum
04 Food Stand	04 Restaraunt	04 Gourmet Restaraunt
05 Arcade	05 Dance Hall	05 Gentlemans Club
06 Sports Arena	06 Amusement Park	06 Holy Place
07 Shopping Center	07 Side Show	07 Hobby Shop
08 Circus	08 Another Bar	08 Sporting Goods Shop
09 Flea Market	09 Toy Store	09 Specialty Restaraunt
10 Clothing Shop	10 Weapons Shop	10 Fine Tailor
11 Holy Spot	11 Tavern	11 Plaza/Fountain
12 Motel	12 Hotel	12 Exotic Pet Shop
13 Fast Food	13 Public Pool	13 Exotic Food Shop
14 Open Market	14 Tourist Shop	14 Local Craft Shop
15 More Fast Food	15 Tobacco Shop	15 Book Store
16 Rec Center	16 Gambling Hall	16 Night Club
17 Repair Shop	17 Pawn Shop	17 Hunt Club
18 Monument	18 Surplus Store	18 Tour Agency
19 Vehicle Dealer	19 Bar with Band	19 Symphony/Concert
20 Yet Another Bar	20 Novelty Shop	20 Theatre (Live)

RACIAL MIX

01-50 HUMAN

Another budding outpost of humanity.

51-75 HUMANS/HUMANOIDS

A good mix of humans and humanoid stocks.

76-85 MIXED STOCK

Mostly humanoids and mixed alien forms.

86-90 HUMANOID MINORITY

Mostly non-humanoid forms.

91-95 HOMEWORLD

A majority of one alien race with a small mixture of other types.

96-00 EXOTICS

A majority of aliens of an exotic type.



FRATERNIZING WITH NATIVES

01-24 TOO FRIENDLY

Would gladly take you home to join the family.

25-75 FRIENDLY

Friendly and Polite with an eye on the economic benefits of tourism.

76-85 NEUTRAL

Could care less as long as you don't upset them.

86-95 SHY

Don't like to deal with outsiders

96-00 HOSTILE

Don't like outsiders for one reason or another, can be dangerous if local customs or taboos are broken and advise outsiders to stay in designated areas.

SIDE TOURS

01-50 GREAT MONUMENT

A temple, marker or tomb of epic size or majesty revered by the natives.

51-75 NATURAL WONDER

A stunning natural wonder or oddity, mountains, hot springs, quicksand, fountains, something.

76-85 GENERAL MONUMENT

A tribute to someone forgotten or some export item of importance to a small group.

86-90 LOCAL MONUMENT

Something forgotten even to the natives.

91-95 TOURIST MONUMENT

Monument designed to attract tourists and sell an over price souvenir or two.

96-00 MYSTERY SPOT

A fabled place that is little more then a relic or mud-hole with a high admission price.

SHOPPING

01-10 BARGAINS GALORE

You can purchase things for half of what you were expecting. The quality might be a bit less then you wanted, but the prices are great.

PRICE MODIFIER

01-75	Multiply by 0.75	86-95	Multiply by 0.40
76-85	Multiply by 0.50	96-98	Multiply by 0.35
86-95	Multiply by 0.40	99-00	Multiply by 0.30

11-75 WHAT YOU EXPECTED

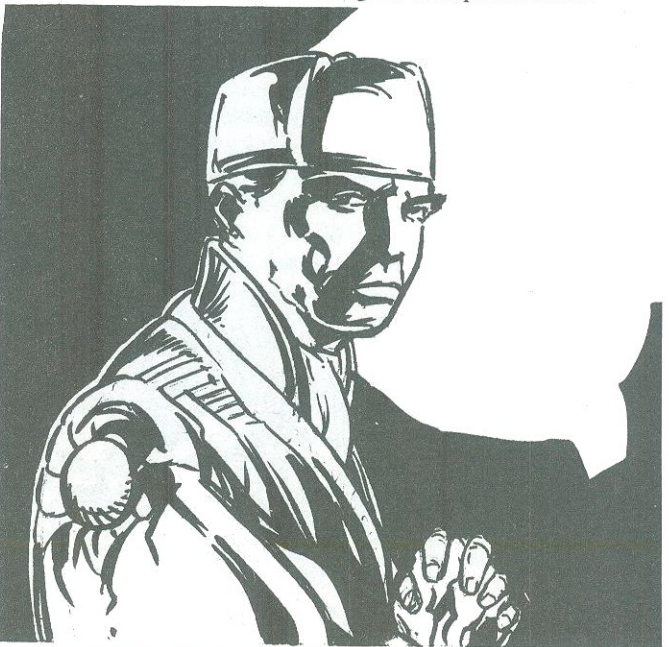
Prices are the same everywhere, but you have a 10% chance of finding a bargain, getting a roll on the Price Modifier chart above.

76-85 A BIT EXPENSIVE

Multiply all prices by 1.25

86-95 EXCESSIVE

This is the only place to get things so the prices are high. Multiply all prices by 1.50 but give them real bargains at Expected Prices.



96-00 RIDICULOUS

Double all prices for goods. Slap an export tax on everything else or an import tax on off world goods that may be up to 20% of the final cost.

LOCAL POLICE

01-75 JUST DO THEIR JOB

Could care less what you do as long as you don't break a law. They will often warn the ignorant of a possible violation before they arrest them.

76-85 WATCH THE TOURISTS

Keep a close watch on the tourist in case they begin to become rowdy.

86-95 ANNOY THE TOURISTS

Other bad examples of tourists have made the local constabulary a bit leery. They do not like the tourists and will inform them of the fact. They will arrest them for violations of civil codes.

96-98 HASSLE THE TOURISTS

These Police go out of the way to make a tourist not welcome and prevent them from having a good time no matter how well they behave. They want any excuse to make an arrest, separate the tourist from his money, and send him home.

99-00 ARREST TOURISTS WITHOUT PROVOCATION

Will find any excuse to arrest a tourist.

MUGGERS AND SCUM

01-75 ARE NOT TO BE FOUND

Keep clear of off-worlders.

76-85 ARE LOOKING FOR TOURISTS

Would like to find a stupid tourist to rob, though they stay away from groups. May include a simple attempt by a pickpocket or a conman (or woman).

86-95 HAVE BARGAINS FOR TOURISTS

Have stolen or illegal merchandise to sell to the unwary. At least 10% of these bargains are legal though the character will never know it.

96-98 ARE SETTING TOURISTS UP

Have just what the tourist wants, only it's a trap for a mugging.

99 WORK FOR THE CITY

Work with the city and Police to turn a profit.

00 ARE NOT WHAT THEY SEEM

May be part of a Political or social problem that is generally unseen by off-worlders.



THAT SPECIAL BAR

After everyone has recommended it to your group, you have finally found it in some back alley. Roll a d100 the table below for its general aspects. This may also be used for shops.

ASPECTS

Selection of Drink	Quality of Alcohol
Selection of Food	Quality of Food
Live Entertainment	Dancing
Atmosphere	Music
Patrons	Joviality of Patrons
Bar Staff	Prices
Hours of Operation	Size of Establishment
Merchandise For Sale	Souvenirs

RANDOMIZED RESULTS

01-05	Far Less Than You Expected
06-25	Not What You Expected
26-50	Slightly Less Than You Expected
51-75	What You Expected
76-85	Better Than You Expected
86-98	Outstanding
99-00	Far Better Than You Ever Imagined

