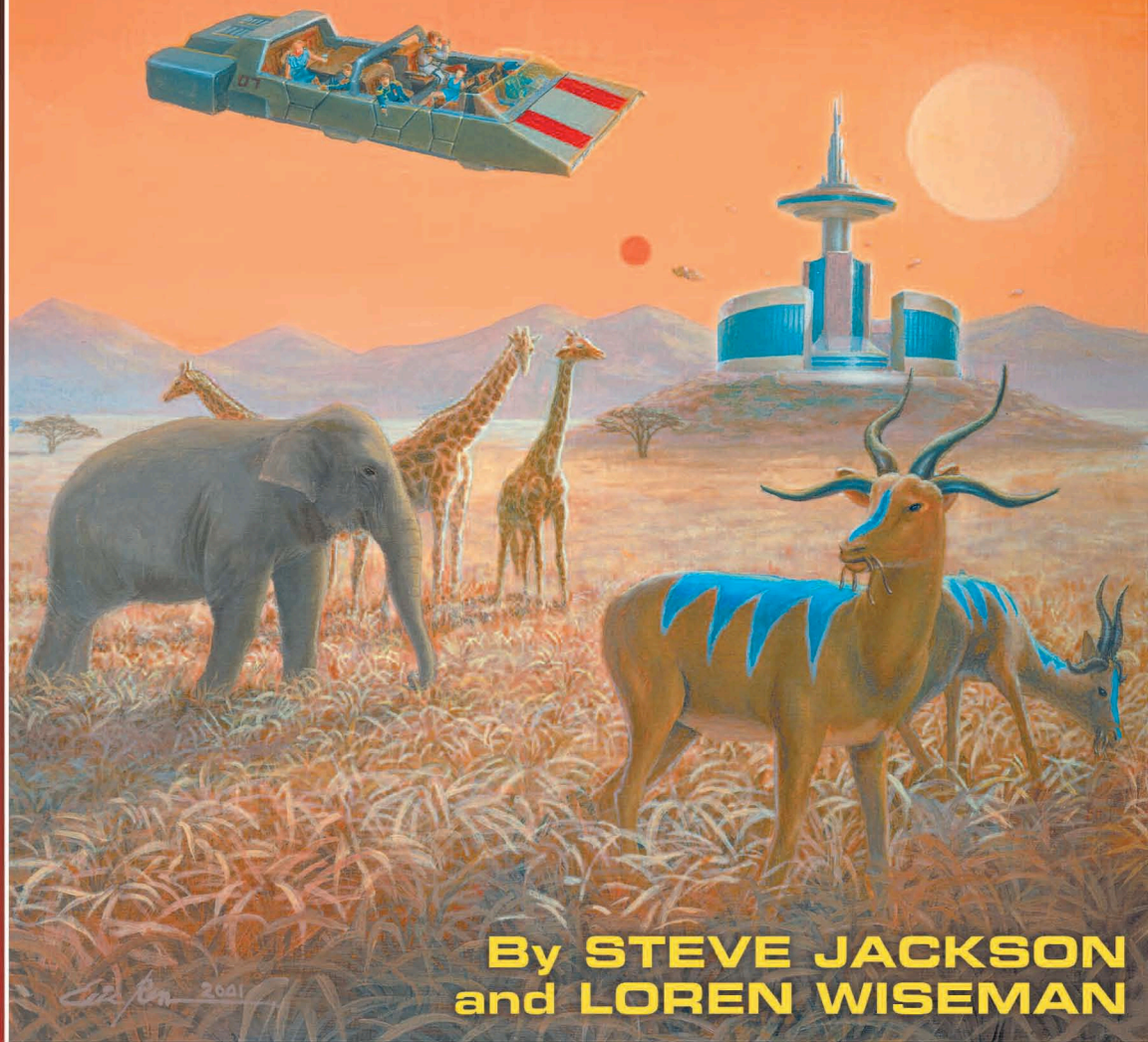


GURPS® *Traveller*® Planetary Survey 1

KAMSII THE PLEASURE PLANET



STEVE JACKSON GAMES

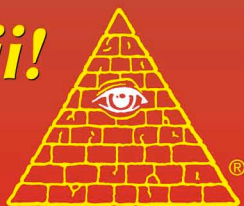
A WORLD OF FUN!

This is the first of a new series of 32-page *GURPS Traveller* books, each one a detailed look at a single planet. Written by Loren Wiseman and Steve Jackson, this book describes a planetary theme park – a whole world dedicated to entertainment – but with a hidden dark side. From family fun to lavish decadence, from hundred-mile kiddie rides to recreations of the court of Caligula, Kamsii has it all. The Kamsii Company says everybody will have a good time, and nobody crosses the Company. *Not twice.*

This book includes:

- Complete history of Kamsii and its place in Imperial culture.
- Kamsii today: its society and people, its tourist attractions, Guests, Troubleshooters, and more.
- Star map and statistics for all worlds within Jump-6 of Kamsii.
- Adventure seeds for Kamsii as written, and alternate versions you can customize for your own campaign.
- "I'm From Kamsii" – how to use this world as a detailed PC or NPC background.

Come to Kamsii!



STEVE JACKSON GAMES

www.sjgames.com



The *GURPS Basic Set*, *GURPS Traveller*, and *GURPS Space* are required for full use of this book in a *GURPS* campaign. The background presented here will be of great value to any *Traveller* campaign, and will also serve as a source of inspiration for other SF games.

THE SURVEYORS:

Written by

**STEVE JACKSON
AND LOREN WISEMAN**

Based on the award-winning *Traveller*
science-fiction universe by

MARC MILLER

Edited by

ANDREW HACKARD

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**STORN COOK,
TOM BIONDOLILLO,
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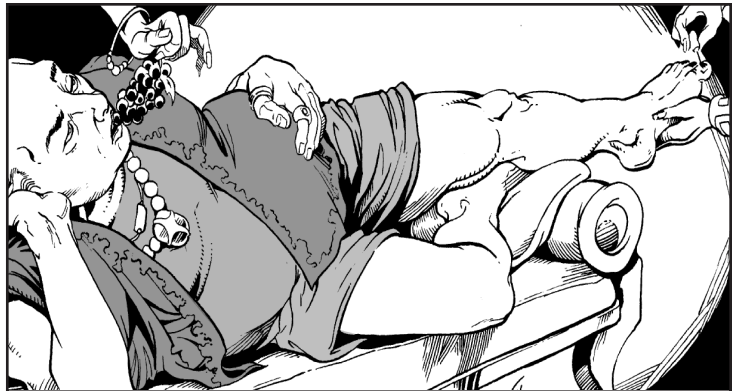
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STEVE JACKSON GAMES

About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu* and many more top games – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. We also have Compuserve and AOL conferences. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, mail majordomo@io.com with "subscribe GURPSnet-L" in the message body, or point your Web browser to gurpsnet.sjgames.com.

The *GURPS Traveller Planetary Survey 1: Kamsii* Web page is at www.sjgames.com/gurps/traveller/ps1/.

Page References

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to *Compendium I*, GT to *GURPS Traveller, Second Edition*, T:AI to *Traveller: Alien Races 1*, T:All to *Traveller: Alien Races 2*, T:BC to *Traveller: Behind the Claw*, T:FT to *Traveller: Far Trader*, T:SM to *Traveller: Star Mercs*, and VE to *Vehicles, Second Edition*.

For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

Kamsii is a departure from what most *Traveller* GMs are used to seeing. It's not a frontier or a gritty cyberpunk setting. It's deep in the civilized Core Sector . . . a whole planet devoted to providing good, clean, safe fun for the entire family. Nevertheless, there's more to Kamsii than appears on the surface.

The setting offers considerable potential for adventure, especially for non-military campaigns. Kamsii is a vacation world, a pleasure planet, with a population devoted to the entertainment and safety of their guests. Everything is designed to be entertaining, educational, and/or just plain fun, and no expense is spared to make every guest's visit to Kamsii the time of his life.

However, it's also a hyper-controlled society, with a high technology in the hands of a dedicated population that is the product of generations of selection and training. Adventurers who run afoul of Kamsii's rulers, or merely its people, may be surprised at just how effectively a "nice" world can protect itself.

Welcome to Kamsii! Have a great time . . .

HOW TO USE THIS BOOK

The *Planetary Survey* books are not rules; they're background, nearly system-free. They are designed as a series of adventure settings . . . not just worlds the PCs can visit, but also "offstage" places with their own history that can be used to drive adventures elsewhere (see *Kamsii Comes to You*, p. 30, for using Kamsii in a non-Core campaign). You can use this book:

■ As is. Kamsii/Core is an official part of the *GURPS Traveller* continuity, located in a logical place and tied in to the history of the Imperium. Take it and run.

■ Elsewhere. If you like the setting but don't want to take the party to Core, you can just uproot the world and put it elsewhere . . . or, if you want to hew more closely to the continuity, you can assume that the company has already set up its first "New Kamsii," and it's located exactly where you want it.

■ In pieces. You're free to ignore all the details of location and history and treat the book as a generic guide to creating your own "pleasure planet." See *Alternate Kamsiis* on p. 26 for suggestions on tailoring the world to your own game system or campaign.

ABOUT THE AUTHORS

Steve Jackson had already been playing *Traveller* for years when he founded SJ Games in 1980. He was thrilled to get Marc Miller's permission to do *GURPS Traveller*, and is even more thrilled to finally (co)write a *Traveller* book himself!

His other work includes the basic *GURPS* system, *Ogre*, *Illuminati*, *Hacker*, *Evil Stevie's Pirate Game*, and, with Chad Irby, *Car Wars*. He likes just about every type of game he's ever played, but is especially into miniatures right now (and is enjoying the process of setting up the SJ Games miniatures division).

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced, then came to SJ Games, where he is *Traveller* line editor and expert-in-residence.

IISS DATA – KAMSII/CORE

Kamsii is a binary star system in the Core Sector, located at 3021. Kamsii is the main world of the system, and has the only significant settlement, as well as a Class V starport. Kamsii orbits the system's primary star, Baagakashira, which is also orbited by the star's companion, Akemaagar.

All worlds of the system are privately held by the haut-Jones/Hansen Family Trust, and administered by KamsiiCo. The Akemaagar subsystem contains nothing of commercial value, and is uninhabited except for a few small scientific and monitoring stations maintained by KamsiiCo, and an Imperial Customs Service base. Local system defense is handled by KamsiiCo vessels, in cooperation with Imperial Customs. Except for vessels on Imperial business, gas giant refueling is prohibited without express permission of KamsiiCo. Private title to the system predates the Third Imperium, and seems to date from the Rule of Man era, but was reconfirmed by both the Sylean Federation and Emperor Cleon I.

The world is entirely given over to entertainment facilities and managed wilderness areas, both administered by KamsiiCo. The vast majority of the inhabitants (of Kamsii and the system as a whole) are KamsiiCo employees, dependents of employees, or tourists. Various Imperial agencies maintain offices on Jadzil Highport (including recruiting stations for the Imperial Navy and Scout Service), but few other Imperial installations exist. Aside from the amusement parks, most of the world's surface is undeveloped or underdeveloped, although the company maintains highly sophisticated arcologies for employees, and maintains an extensive network of communications and surveillance satellites.

Several areas have been subjected to massive ecological transformations to create artificial ecosystems, and several non-Human communities have been established under corporate control as tourist attractions, including small settlements of Hivers and Droyne.

Starport: Jadzil Starport on Kamsii has both orbital and surface components, both of which are held by the Imperium and administered by the local port director. The extrality line is marked by a double-perimeter fence fitted with passive and active sensor systems (both thermal and low-light imaging systems) and patrolled by security teams. The only legal exit from the starport is through a

corporate area named Welcome (see p. 22), leading to the extensive local transportation network. Exiting the extrality district requires registration with local authorities and is subject to an entrance fee.

Jadzil Starport is primarily set up to handle passengers, the vast majority of whom are tourists bound for the various attractions on Kamsii. Very few vessels pass through en route to other systems; Kamsii is the final destination of the bulk of the incoming traffic. For this reason, and because many of the starship crews are KamsiiCo employees and entitled to accommodation on planet, Jadzil Starport contains an unusually small number of transient accommodations for a Class V starport. Kamsii is not on the local Xboat network, and is serviced as a side spur by standard IISS couriers rather than Xboats.

Size: Diameter 4,208 miles, density 5.6.

Gravity: 0.87.

Atmosphere: Thin oxygen/nitrogen, otherwise nothing extraordinary.

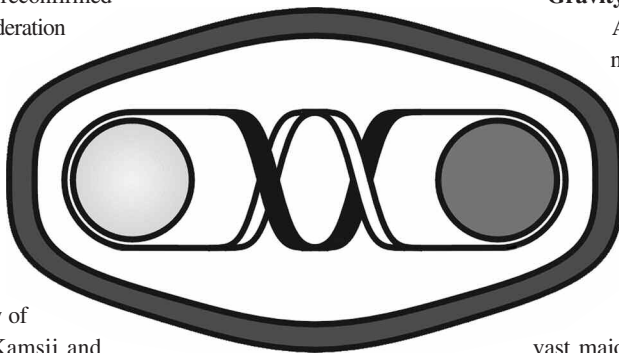
Hydrographic Percentage: 70% surface water, some tied up in small polar caps and a few small glaciers located on the polar continents.

Population: 61 million, the vast majority of whom are employees of KamsiiCo or their dependents. Approximately 30 million tourists are also present at any given time, and are not included in these totals. See p. 15.

Government: Bureaucracy, administered by KamsiiCo under license from haut-Jones/Hansen Family Trust.

Control Rating: CR 6 (total control) – unrestricted invasion of privacy. With the exception of Imperial government employees in pursuit of their duties, any person found outside the extrality line without a corporate-issued identification/tracking device (see p. 13) is subject to immediate arrest. Private possession of weapons is prohibited, private transport is severely restricted (unlicensed vehicles are subject to confiscation, but there is no local source of vehicles; all are imported by KamsiiCo and modified on-planet). Export of certain devices or technologies is illegal, and "Schedule 6," the complete list of these devices and technologies, is not a public document.

Tech Level: TL10. Industrial capacity is highly specialized and devoted to the manufacture of devices incorporating a number of proprietary technologies.



– END TRANSMISSION –

History



The history of Kamsii is the history of the Hansen (later, haut-Jones/Hansen) family, a Solomani clan who fell from nobility to become hotel-keepers, and rose to become noble hotel-keepers with more wealth and influence than some Dukes.

The Hansen family dates its origins to the so-called “Naval Nobles” who took over key posts in the bureaucracy of the Ziru Sirka (the Grand Empire of the Stars) when the Terrans defeated the Vilani in -2219 and occupied their Imperium. Verification of the details of Hansen history prior to the Long Night is difficult, but what records have survived bear out most of the family tradition.

THE RULE OF MAN

Roderico Hansen was an aide to Admiral Hiroshi Estigarribia, supreme commander of the Terran Navy during the last stages of the Interstellar Wars, when the Admiral appointed himself Regent of the Vilani Imperium and Protector of Terra in -2204. Hansen was one of the outnumbered Terrans who governed the conquered territories, and ultimately received the title Duke of Ushra as a reward for his loyal service.

The family prospered greatly during the Rule of Man (-2204 to -1776), and used its title and position to amass a huge private fortune. In -2045, the Hansens acquired the entire Kamsii system from the original holder, a Vilani noble in reduced circumstances. The Vilani had used the world as a family resort, and, aside from several palace complexes, had left the world in its natural state. The Hansens also used the world as a private getaway (it was a considerable distance from their ducal fief), and chose not to develop Kamsii other than to rebuild the Vilani palace along Solomani lines. Over the years, the family was sparing in adding constructions, preferring to preserve the world in as pristine a state as possible.

THE LONG NIGHT

During the Long Night (-1776 to 0), Kamsii was cut off from the rest of the universe for some time, and inhabited only by the permanent on-world staff and a few members of the family. Several branches of the family prospered elsewhere in the former Second Imperium, and when the Sylean Federation came into being, the reunited Hansens were to play a major role.

THIRD IMPERIUM

When Cleon Zhunastu founded the Third Imperium, the Hansens were among his supporters. The family had, by that time, become fanatical Solomani supremacists, and opposed Vilani influence at the Imperial court at every turn.

During the first few centuries of the Third Imperium, the Hansen family added to the palace complexes on Kamsii, and began the small-scale modification of a few areas to match Terran ecologies. In many cases, this meant creation of idealized versions of a given ecosystem, something which the family was to change in later years.

By the time of the Civil War (604 to 622), the head of the family, Duke Renyard Hansen of Ushra, had become a highly vocal member of the Solomani sympathizers at the Imperial court. Duke Renyard was one of Admiral (later Empress) Arbellatra’s supporters during the Civil War. A relative latecomer to her faction, he was not rewarded as highly as he felt he deserved (Renyard thought he, not Soegtz, should have been made Archduke of Antares). This dissatisfaction was to combine with chauvinism to bring about the family’s fall from grace.



Characters

Kamsii is a complete world, but its plumbers and shoe salesmen have pretty much the same skills as their counterparts elsewhere – there is nothing unique about Kamsii that requires special skills to live there. The society, however, is radically different from the Imperial norm.



TEMPLATES

No new templates are required for Kamsii characters – their differences are social and cultural, and are best reflected in the choices made during character creation and in the attitude of the players and GM. Characters from Kamsii are normal Humans generated using the templates found in *GURPS Traveller*, pp. 82-98, with the exceptions of Barbarian (except for those Authenticists *pretending* to be primitive), Belter (there are belts in the system, but no one is mining them), Bounty Hunter, Corsair, and Rogue.

Authenticists: Everyone from Kamsii will be familiar with the Authenticists, and most will be practitioners to a greater or lesser extent. In practical terms, this means they will be oriented towards the study of a single Human (not necessarily Solomani) culture, and will enjoy dressing up. For more details on the Authenticists, see p. 14 and pp. T:RF60-61.

I'M FROM KAMSII

A PC or NPC may have Kamsii as his place of birth. Whether he embraces his background or is rebelling against it, the planetary culture will have left its marks on his skills and personality. They will be stronger in some, weaker in others, and there are a thousand different combinations, but most of these traits will be present in most people raised on Kamsii:

- He's likely to have good social skills of the "civilized" variety. He will gravitate to crowds when he wants to have a good time. He'll respond to a challenge with a smile rather than a punch, and will appeal to authority rather than settling things himself.

- He won't have much if any Streetwise; Kamsii has no "bad neighborhoods" and very little crime. Even Kamsii police do their work via high-tech surveillance rather than walking the mean streets. Kamsii's meanest street is only slightly grumpy.

- He'll think that cash is slightly disreputable and perhaps a bit romantic. He's used electronic credit all his life. The idea of private ownership of land will be alien and exciting.

- He will be comfortable with computers and will consider any place without a planetary infosystem to be primitive.

- He may appreciate a bit of physical privacy once in a while, but he's used to strangers knowing his name and life history, and he sees constant surveillance as a valuable social tool.

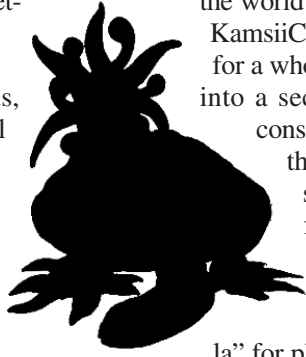
- He probably thinks he likes nature, but he will have no idea what a real wilderness is like, and his concept of ecological management starts, "First you kill off the dangerous stuff, and then you decide where to put the scenic overlooks."

- He probably thinks he's sophisticated because he comes from a high-tech, central world with millions of Guests a year. In fact, by galactic standards, he's been raised in a protected, if not actually prudish, environment. When he leaves Kamsii, he will be easily excited or easily shocked . . . or both.

■ Get Tri-D footage of a competing amusement facility.

■ Find an expert on subject X.

■ Investigate this person for us, and don't ask why. (Potential employee? Potential competitor or threat? Potential spouse for a member of the ruling clan?)



ANTAGONIST

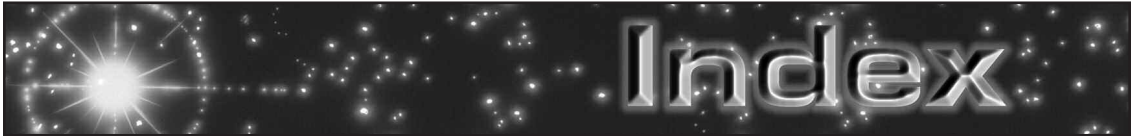
Take any of the above ideas and turn it around. The employees (native-born or hireling) of Kamsii are trying to do one of those things, and you need to stop them.

NEW KAMSII

Charted Space is big. The wealthy can travel as they like, and come to Kamsii from every sector . . . but the middle-class visitors that provide

the world's bread and butter can't afford that. So KamsiiCo is expanding its horizons. It's looking for a whole *world*, well away from Core, to turn into a second Kamsii. They need confidential consultants – preferably independents with their own ship – to check out some possibilities and possibly even negotiate for them.

Alternative idea: The party is hired by another corporation that wants to research Kamsii, recreate its “formula” for planetwide family entertainment, and set up its own pleasure world. (Of course, if Kamsii gets wind of this, it may want to stop the competition . . . but it might just offer to trade its expertise for a piece of the action.) This could turn into a whole campaign, alternating secret-agent games on Kamsii with frontier exploration and boardroom double-dealing.



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