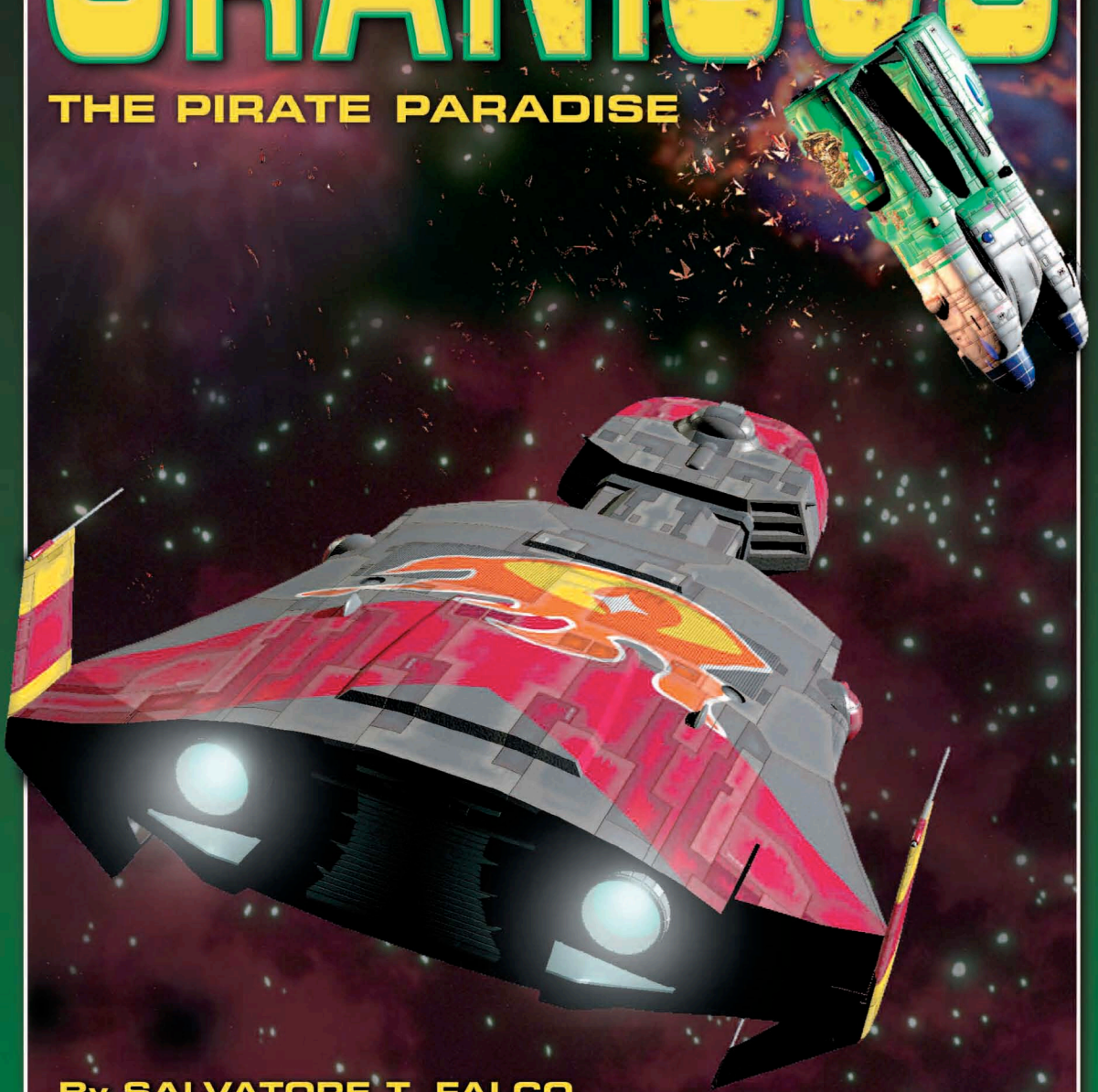


GURPS® *Traveller*®  
Planetary Survey 3

# GRANICUS

THE PIRATE PARADISE



By SALVATORE T. FALCO

STEVE JACKSON GAMES

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## CUT YOUR DRIVES AND PREPARE FOR BOARDING!

---

Just outside the Imperium lies Granicus, a nondescript planet in an ordinary system. Nominally part of the Federation of Heron, Granicus charts its own course. The planetary government is a farce, barely able to control the struggles between city-states which define the planet's politics. And then there are the pirates.

For decades, Granicus has been a haven for space pirates, from independent Vargr corsairs to well-organized "cartels" that control whole renegade fleets. Savagely fighting with each other, openly controlling the government, and secretly supported by the Federation governor, the pirates of Granicus menace trade all the way into Imperial space. Now, finally, the Imperium is moving. Will it risk war with the Federation of Heron, or will it act more . . . indirectly?

Adventures abound for traders, spies, and freedom fighters alike. Brave the treachery and share in the wealth of Granicus . . .

**. . . the Pirate Planet.**



**STEVE JACKSON GAMES**  
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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

**SALVATORE T. FALCO**

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

**MARC MILLER**

Edited by

**ANDREW HACKARD  
AND STEVE JACKSON**

Cover by

**JESSE DEGRAFF**

Illustrated by

**PAUL DALY**

FIRST EDITION  
PUBLISHED MAY 2001

ISBN 1-55634-510-0

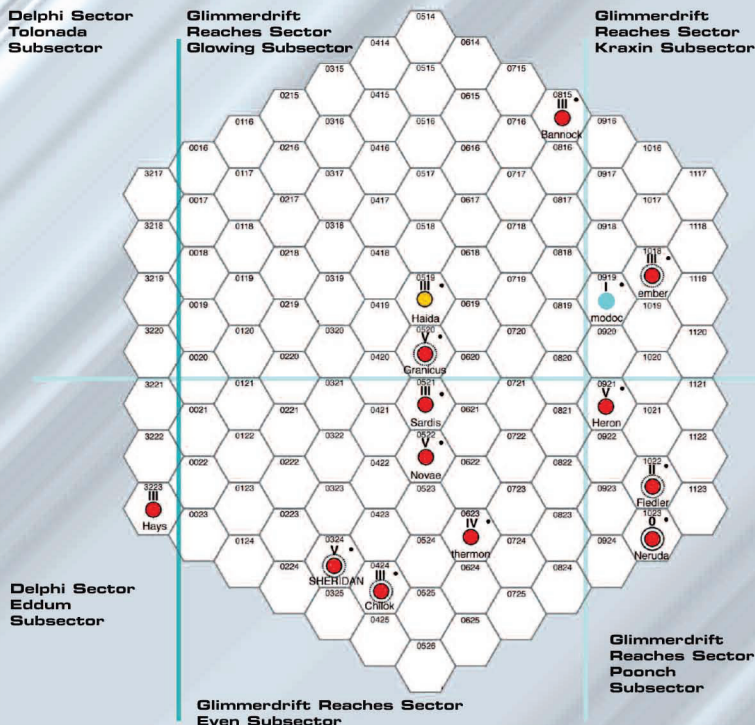


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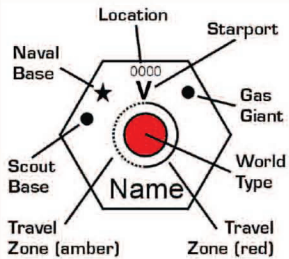
SJG00895 **6803**

Printed in the  
USA

# Jump-6 Map for Granicus



## LEGEND



### World Types

Asteroid	
Vacuum	
Desert	
Normal	
Water	

Worlds with population over a billion are named in all caps, e.g., **SHERIDAN**. Worlds with population 10,000 or less are named in all lower-case, e.g., **ember**. Worlds between these extremes are capitalized normally, e.g., **Granicus**.

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# GURPS® Traveller®

## Planetary Survey 3

# GRANICUS

### THE PIRATE PARADISE

By Salvatore T. Falco

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

*Edited by Andrew Hackard and Steve Jackson*

*Additional material by Loren Wiseman*

*Cover by Jesse DeGraff*

*Illustrated by Paul Daly*

*Additional illustrations by Jesse DeGraff,  
and Allen Nunis*

*Maps by Andy Akins,  
Alex Fernandez, and Heather Oliver*

GURPS System Design ■ STEVE JACKSON

Managing Editor ■ ALAIN H. DAWSON

GURPS Line Editor ■ SEAN PUNCH

GURPS Traveller Line Editor ■

LOREN K. WISEMAN

Production Manager ■ GENE SEABOLT

Page Design ■ JACK ELMY

Production Artist ■ HEATHER OLIVER

Production Assistance ■ PHILIP REED

Print Buying ■ PAUL RICKERT

Art Direction ■ PHILIP REED

GURPS Errata Coordinator ■ ANDY VETROMILE

Sales Manager ■ ROSS JEPSON

#### CONTENTS

Planetary Map .....	IFC
Introduction .....	2
ISS Data – Granicus / Glimmerdrift Reaches .....	3
Chapter 1: Granicus .....	4
Chapter 2: Society .....	8
Chapter 3: Pirate Cartels .....	14
Chapter 4: Extrastellar Relations ..	24
Chapter 5: Characters .....	28
Index .....	31
Worlds Within Jump-6 .....	32
Jump-6 Map .....	IBC



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ISBN 1-55634-510-0

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# STEVE JACKSON GAMES

# Introduction

## 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](http://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!

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The **GURPS Traveller Planetary Survey 3: Granicus** Web page is at [www.sjgames.com/gurps/traveller/ps3/](http://www.sjgames.com/gurps/traveller/ps3/).

## 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**, CII to **Compendium II**, GT to **GURPS Traveller, Second Edition**, and T:FT to **Traveller: Far Trader**.

For a full list of abbreviations, see p. CI181 or the updated web list at [www.sjgames.com/gurps/abbrevs.html](http://www.sjgames.com/gurps/abbrevs.html).

*When your ship's smaller than the target, you can't beat it down before you board – you swoop in, grab the goods, and get back out, dodging fire the whole time. Usually that works. This time, it didn't. That son-of-a-Vargr on the **Fortune's Hope** knocked out the **Talon's** jump engines as soon as we got within range. At that point, we knew we had to take the **Hope** if we wanted to get out alive.*

*We knew it was bad when the **Captain** suited up. Everyone crammed into our two breaching pods, and we launched for the **Hope** while the **Talon** zipped around on automated evasive maneuvers. I don't know how our pod made it through that cross-fire – the other was gone as soon as it hit space – but **Captain Kremkau** brought us in right over the **Hope's** bridge and started the pod chewing through her armor.*

*Most people don't know what it's like to wait even **one** minute, without moving, without talking. Now try waiting **ten** – knowing people are lining up just outside the door, waiting for the chance to be a hero at your expense, and not a damn thing you can do about it.*

*As soon as the pod doors burst open, our second mate jumped through the jagged opening and hurled a grenade, buying us our only chance with her life. It blew a hole in the deck, but it also took out half a dozen of the **Hope's** crew and stopped the barrage of fire long enough to give us a chance. We spilled out and started cutting them down.*

*I guess we were more desperate than them, because even though they outnumbered us, we drove them off the bridge in only a few minutes. Then we pushed them back until they realized that continuing to fight was pointless. They surrendered, so we gave them a lifeboat. The ship was ours.*

*Of course, the first thing we did once we'd transferred all our stuff off the **Talon** was to take the **Hope** to Granicus. We fenced her cargo to get her ready to go back out. The **Captain** bought papers that said she had always been ours, and had always been named the **Sun Conure**. Now we were ready to do some real damage . . .”*

– Sam Terranova, **Three Years on the Conure**

## ABOUT THE AUTHOR

Salvatore T. Falco was born in New Jersey, and was transplanted to Florida when he was eight years old. As far back as he can remember, he has imagined new worlds of his own creation, vastly preferring those worlds to the real thing. He started playing role-playing games at 12, with the boxed version of **Dungeons & Dragons**. He stumbled onto **Traveller** a few years later, and still can't believe how fortunate he is to have the opportunity to add his personal touch to the setting. He started playing **GURPS** in 1989, while he was a student at the University of South Florida. There he received a bachelor's degree in history, a master's degree in literature, and the nickname “Sam.” He's now the senior technical writer for a software company. When not hunched over a table rolling dice and quoting Monty Python, his hobbies include ballroom and Latin dance, playing guitar, and posting to **Pyramid** newsgroups as “Pope Oeneus.” He lives in Palm Harbor, Florida.

## ZESCHTER

The planetary capital is at Duval, on Zeschter. Like Laglund, Zeschter straddles the equator. Its northernmost point is at 23°N latitude and it stretches as far as 21°S. It is slightly less than 2,000 miles wide at its widest point. Most of Zeschter is covered in jungle, rain forest, and swamps, except for its mountainous interior.

Zeschter's population is an even mix of Newcomers and natives. There is little intermarriage between the two groups, so the distinctions are likely to last well into the future.

## CLIMATE AND WEATHER

Due to its small axial tilt (only 8%), most of the planet enjoys a pleasant climate. There is almost no seasonal shift – most cities enjoy warm weather year-round. Hurricane-strength storms are rare on Granicus, and the most severe storm ever recorded had sustained winds of only 96 mph. The strongest storms generally appear in the ocean west of Laglund and travel west, normally dying out before they make landfall. The rainiest parts of the world are the areas west of the Khantaf mountains; the driest area is in central Shastag.

## RESOURCES

Granicus has all the resources necessary to sustain the enormous ship-repair industry that has developed in the past half century. It exports some raw materials, mostly heavy metals that are used by the Federation, but for the most part, planetary resources are used locally.

In addition to industrial resources, Granicus is known for its exotic plant and animal life, some of which is shipped offplanet in trade.

## FLORA AND FAUNA

Granicus has a diverse native biosphere, with a vast array of higher animals living alongside many creatures imported from Earth during the original settlement (see pp. 6-7).

The largest native creature on land is the zarchy, a herbivore native to Laglund and Zeschter. Named for its most common cry, the zarchy is about the size of an elephant. Other significant Granican species include the needle-mouth and the gramoris, an incredibly annoying creature found everywhere on the planet except at the poles.

## ADVENTURE SEEDS

☉ Granican black markets are famous throughout the sector and beyond. No matter what you need, you can find it on Granicus. However, the particular item the PCs have been sent to obtain can't be found anywhere, and they quickly discover that their investigation has brought them under the scrutiny of some rather unpleasant characters. Why has the item disappeared from the market, and who wants to keep it that way?

☉ On a smuggling trip to Granicus, the PCs' ship malfunctions, and they crash-land in the jungles of Zeschter. Their communications equipment is destroyed, and since they couldn't register with Traffic Control, no one will notice they are missing – there is no hope of rescue. The PCs will have to slog their way through the jungle to civilization.



## VARIATIONS ON THE THEME

If our version of Granicus doesn't quite fit your campaign, or if your players own this book and you want to arrange a little surprise for them, here are three different "takes" on the pirates' paradise.

### GRANICUS LIGHT

The criminal cartels are incompetent, or at least inefficient. A GM with a sense of humor could turn this particular Granicus into a slapstick wonderland right out of the movies, populating the streets with clumsy gangsters and stumblebum thugs. An equally light-hearted but less farcical approach could involve the adventurers in a romance between members of two opposing cartels (lifting elements from *Romeo & Juliet* – or *West Side Story* – and the classic *Star Trek* episode "A Piece of the Action").

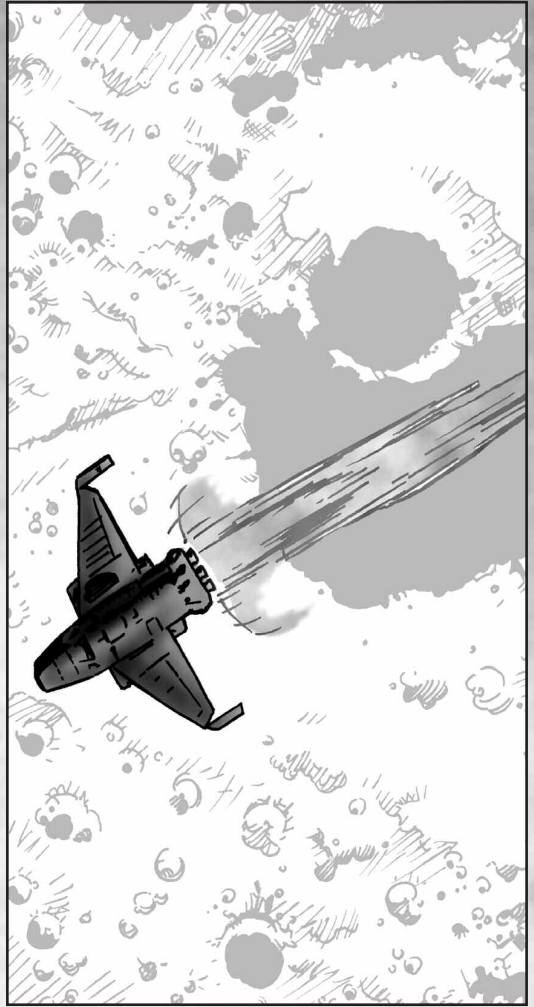
Another possibility is that the situation has settled into a kind of low-key stasis. Here, the conflict has become stylized, the cartels don't actually do anything for fear of initiating a response from the other side, and the action is carefully (and ludicrously) controlled by both sides so as not to upset things.

The cartels might still represent a threat to ships outside the system, but they may also be working (ineffectually, of course) to find outside allies, such as the party and its ship . . .

### GRANICUS DARK

The cartels are in open warfare, the World League is powerless or nonexistent, and blood is running in the streets. Crime is rampant, and the cartels do nothing to limit "collateral damage" from their warfare. Law enforcement is a joke, and the populace is cowering in their basements when they aren't forming neighborhood "self-defense" groups or trying to figure out how to leave the system. Outsiders are regularly and involuntarily sucked into local conflicts between cartels, and running afoul of each side's "if you ain't with us, you're agin us" mentality.

Operations far afield take on a more ruthless quality, and this version of Granicus will rapidly bring Imperial involvement in-system. Adventures could involve undercover agents working for the IISS or INI, working to gather information for the eventual Imperial annexation.



### GRANICUS GRAY

The cartels are actually privateers, sponsored by various city-states in an attempt to monopolize trade and drive other city-states to ruin. The Federation of Heron has chosen not to interfere, but it's an open secret that they are allowing the piracy to continue . . . or even abetting the cartels. Imperial involvement is minimal, consisting mostly of deep agents planted to observe and make sure nothing occurs contrary to the Imperium's interests.

Granican vessels will be both traders and raiders. The only ships in serious danger from them are those of opposing cartels. Adventuring parties could operate ships for a cartel, be hired to improve a crew's fighting skills, or become involved after their ship was mistaken for a cartel member and attacked.

retiring; others are content to make ends meet on a smaller scale. Grifters will sometimes supplement their income with outright theft.

## ENFORCER 84 POINTS

The Enforcer is the foot soldier of traditional organized crime. Enforcers can be hit men, bag men, extortionists – or any other basic thug. Cartels use enforcers to extort money from Granican businesses as well as offworld shipping concerns, assassinate enemies, oversee criminal operations, and serve as couriers.

**Attributes:** ST 12 [20]; DX 12 [20]; IQ 10 [0]; HT 12 [20].

**Advantages:** A total of 30 points chosen from Alertness [5/level]; Ambidexterity [10]; Collected [5]; Combat Reflexes [15]; Contacts (Street; skill-18, 6 or less, somewhat reliable) [3/contact]; Danger Sense [15]; High Pain Threshold [10]; Luck [15]; Night Vision [10]; Patron (Minor cartel; includes a -5-point Duty, 9 or less) [10]; Rapid Healing [5]; Single-Minded [5]; Strong Will [4/level]; Toughness [10 or 25]; or Unfazeable [15 or more]

**Disadvantages:** A total of -30 points chosen from Addiction [Varies]; Bad Temper [-1]; Bully [-10]; Callous [-6]; Compulsive Gambling [-5 to -15]; Compulsive Lying [-15]; Enemy (Law

enforcement agency, 6 or less) [-15]; Greed [-15]; Light Sleeper [-5]; Loner [-5]; Paranoia [-10]; Reputation (Crook) [Varies]; Sadism [-15]; Secret (Any) [-5 to -20]; Selfish or Self-Centered [-5 or -10]; Social Stigma (Outlaw) [-15]; Status -1 [-5]; or Trademark [-1 to -15].

**Primary Skills:** Brawling (P/E) DX+1 [2]-13; Guns (Any) (P/E) DX+1 [2]-14\*; Intimidation (M/A) IQ+2 [6]-12.

**Secondary Skills:** 8 points from the following: Garrote (P/E) DX+1 [2]-13; Holdout (M/A) IQ+1 [4]-11; Knife (P/E) DX+1 [2]-13; Knife Throwing (P/E) DX+1 [2]-13; Shadowing (M/A) IQ+1 [4]-11; Stealth (M/A) IQ+1 [4]-11; Streetwise (M/A) IQ+1 [4]-11; or Tracking (M/E) IQ+1 [2]-11.

**Background Skills:** A total of 6 points in Area Knowledge (Any) or Camouflage (M/E); Electronics Operation (Security Systems), Fast-Talk, Gambling, or Disguise (M/A); Detect Lies (M/H); or Carousing (HT; P/A)

\* Includes +1 for IQ.

**Customization Notes:** The enforcer can be anything from a steely-eyed, cold-blooded assassin to a dull-minded goon hitting up merchants for protection money because “It would be a shame if something happened to this nice store you’ve got here.”

# Index

- |                                       |  |  |                                 |
|---------------------------------------|--|--|---------------------------------|
| Acute Senses advantage, 28.           | Digiren, 4.  | Keral, 11.   | Quirks, 28.                     |
| Addiction disadvantage, 28.           | Diplomacy skill, 28.   | Kessin, Jeres, 17.   | Reporter, 29.                   |
| Agoraphobia disadvantage, 28.         | Duval, 5, 11, 17-18, 21, 27.                                   | Khandritsen, Telwar, 25-27.  | Resources, 5-6.                 |
| Alertness advantage, 28.              | Ecology, 4.  | Khantaf, 4, 21.  | Rogue, 29.                      |
| Animal life, 5-6.                     | Enforcer, 31.  | Khimirika, 14-19, 22, 26.  | Savoir-Faire skill, 28.         |
| Area Knowledge skill, 11.             | Eyes, 15.  | Laglund, 4.  | Shastag, 4.                     |
| Attitudes, 12-13.                     | Fallani, Orcinnim, 17.   | Landforms, 4-5.  | Slip-vines, 6.                  |
| Attorney, 28-29.                      | Fallani Syndicate, 11, 14, 17-19, 22.                          | Lassiter, Danielle, 14, 16, 26.  | Smuggler, 29-30.                |
| Bank Granicus, 10.                    | Families, 12.  | Law enforcer, 29.  | Solomani, 8.                    |
| Blake, Roxanne, 14.                   | Fast-Talk skill, 28.   | Leader, the, 19.   | Stalkers, 6.                    |
| Bounty hunter, 29.                    | Federation of Heron, 9-11, 24-26.                              | Map, <i>jump-6</i> , IBC; <i>planetary</i> , IFC.                      | Streetwise skill, 28.           |
| Callitriche, 11, 14, 18-19, 21-22.    | Flit, 25, 27.  | Mariskus, Veng, 24.  | Templates, 29-31.               |
| Captain, the, 14-16.                  | Friendships, 12.   | Merchant, 29; <i>skill</i> , 28.                                       | Tips, 13.                       |
| Cartels, <i>minor</i> , 22.           | Gramoris, 7.   | Merik, 8.  | Traveller News Service, 20, 29. |
| Character types, 28-29.               | Grifter, 30-31.  | Names, 13.   | True Humanity, 8, 10.           |
| Citizens, <i>traits of</i> , 28.      | Herm, 4, 10, 17.   | Naransa, 11.   | Turtle-beetles, 6.              |
| Climate, 5.                           | History, <i>Granicus</i> , 8; <i>Heron</i> , 24-25.            | Needle-mouth, 7.   | Undercover agent, 29.           |
| Colson City, 11, 17.                  | Holdout skill, 28.   | Newcomers, 9, 11.  | Ushkarit, 11.                   |
| Combat Reflexes advantage, 28.        | Honesty disadvantage, 28.                                      | Nolachu, 4.  | Values, 11-12.                  |
| Corsair, 29.                          | IISS, <i>intelligence</i> , 26, 29; <i>planetary data</i> , 3. | Paranoia disadvantage, 28.   | Variations, 23.                 |
| Crazy Pete’s Used Starship Sales, 13. | Journalist, 29.  | Pirates, <i>discovery of Granicus by</i> , 9; <i>independent</i> , 22. | Vargr, 3, 30.                   |
| Customs, 13.                          | Jump point, safe, 27.  | Plant life, 4-6.   | Varios, 11.                     |
| Danger Sense advantage, 28.           |  | Privacy, 13.   | Vilani, 8.                      |
| Detente, 22.                          |  | Protectorate, 8-9.   | World League, 9, 11.            |
|                                       |  |  | Zarchy, 7.                      |
|                                       |  |  | Zeschter, 5.                    |