



A Corporate Publication for Alliance
Citizens



INVESTMENT
PORTFOLIO



Serenity LRP

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How does it all work?

A character with the Investment skill has secured funding from a legal or illegal source in order to acquire an asset they could not afford themselves.

The Investors will fund the character up to a value of 2000 credits per each purchase of the **Investment** skill towards the acquisition of particular assets.

It is considered a partnership of one side investing the capital and the other the time needed to run the asset. An investor agrees to fund the acquisition of any of the assets listed the character wishes to purchase.

The Investors will require a standard 10% cut of all profits in return for their investment unless the actions of the character cause them to doubt the security of their investment in which case they will demand larger payments or will seize the asset. Additional purchases of the Investment skill do not increase this percentage cut, it is assumed greater investments yield greater profits. If the asset does not have a direct profitability such as a 'Fake ID' the investors will require regular payments or favours in exchange for their generosity.

Cargo Investments work slightly differently to the standard format; the cargo is considered the property of the Investor placed in the care of the character, the Investor will expect the original value invested plus 10% of all profits from the sale of the cargo. The remaining profits are the property of the character.

The character may decide to purchase the asset from the Investors in which case they will require the original sum invested plus an additional sum to ensure they have profited from the transaction. In this case the asset will become the sole property of the character.

Should a character die the asset will be under the control of their Investors, should the asset be a ship or facility installed within a ship the crew may opt to negotiate use of the asset or purchase the asset from the Investors.

In cases where two characters have combined resources to purchase an asset then in addition to the above options upon character death the surviving characters Investors may purchase the share of the asset from the dead characters Investors in order to gain a greater stake in the asset.

Generally the purchase of assets is negotiated during play with local merchants who will then contact the Investors to settle the bill.

Assets of which Investors will commonly fund the acquisition include:

- Ships
- Shuttle craft
- Medical Facilities
- Mechanical Facilities
- Computing facilities

Note: All values are listed in Credits and are approximations; face to face negotiation during play may result in you cutting a better deal.

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Ships

Ships are offered for sale all across the 'verse and vary in quality and facilities. Whilst a budding Captain might find a good purchase and acquire a vessel with full workshop and Infirmary this is not guaranteed and many second hand dealers strip such items out of their vessels and offer them as upgrades.

Over time the value of a ship depreciates which enables a Captain to pick up a ship far beyond his normal means if he doesn't mind it having several million miles on the clock and a severe rust problem. Prices are listed for new, twenty year old and forty year old vessels. (New/20yrs/40yrs.)

Chariot

A rapid courier vessel designed to get messages and small cargo from one side of Alliance space to the other in minimal time. Its innovative dual pulse drive system allows it to steer whilst in pulse drive but does result in an increased need for maintenance.

Good manoeuvrability, sensors and auto-pilot facilities are the main features of this speedy ship.

Tonnage: 250

Speed Class: 8

Cost: 20,000/4000/1000

Firefly

Perhaps the most durable design of the past hundred years, the Firefly has endured initial design faults to become a popular if archaic choice for small scale cargo deliveries. Its manoeuvrability and easy maintenance coupled with a considerable cargo capacity make up for the lack of high tech systems and safety protocols now considered standard in modern boats.

Tonnage: 2400

Speed Class: 4

Cost: 57,600/11,520/2880

Titan

Designed with moving vast quantities of cargo from A to B in mind, the Titan is a no-frills hauler with capacity being the name of the game. Whilst the average captain won't even consider a Titan for speed and agility, it cannot be beaten in its sheer

carrying capacity and the guidance systems installed to make sure the goods find their way to their destination.

Tonnage: 50,000

Speed Class: 1

Cost: 500,000/100,000/25,000

Traveller

As the boundaries of inhabited space expanded, so did the need for vessels to carry humanity to its new homes. The Traveller was one of the most successful ships designed to undertake the role of caretaker to those who wished to traverse the stars. The safety systems installed to ensure the well being of all who take passage on a Traveller are superior to any other commercial ship out there and make up for its underwhelming abilities in other areas. To this date a Traveller has yet to report the loss of passengers to mechanical fault.

Tonnage: 500

Speed Class: 5

Cost: 25,000/5000/1000

Grasshopper

The safe transport of hazardous materials is not a task just any vessel can undertake, the Grasshopper is the vessel upon which this vital task has been placed. Its thick shielded hull make it little more than a flying container but it's this very feature that made it the main choice of the smuggler during the post Independence war period, as it is notoriously difficult to scan.

However, Alliance officials quickly picked up on this fact and orders to search every Grasshopper on sight were issued. The resulting decrease in their popularity and subsequent retraction of search orders mean the Grasshopper is seeing a return as the smugglers friend.

Tonnage: 5,000 tons

Speed Class: 3

Cost: 65,000/13,000/3000

Huntress

A sleek predator, the Huntress is a federal enforcement vessel still going strong in her service to the Alliance. Its efficient sensors and computer systems compensate for its average agility and damage response systems. Woe betide the ship that fancies its chances outrunning the Huntress. This is one of the few commercially available vessels capable of mounting weaponry, although licenses are required to operate ship mounted weapons, it is not uncommon to find the Federal Crowd-Suppression

Cannon installed within this vessel. Federal holding cells are another feature of this vessel which make it the Bounty Hunter's choice.

Tonnage: 800 tons

Speed Class: 6

Cost: 60,000/12,000/3000

Barracuda space superiority fighter

At first glance a fragile fighter, the Barracuda is a fearsome opponent with its high speed and automated systems. Used by Alliance military forces to deliver high yield explosives in lightning raids it is without rival in fighter scale combat encounters. Whilst useless to the captain with cargo and transport on his mind the mercenary views this low crew capacity vessel with a glint in her eye.

Tonnage: 50 tons

Speed Class: 9

Cost: 25,000/5000/1250

Shuttlecraft and Mules

Used for short atmospheric runs, transferring cargo between ships with incompatible docking hatches or entering the atmosphere when your ship doesn't have an atmospheric flight capability.

Shuttles commonly sell for 2000-6000 credits new.

Mules are smaller planet based cargo or personnel haulers designed to carry and run around. Some feature anti-gravity drive whereas others employ the trusty wheel to get about. Investors will not purchase second hand or dated mules as they are considered little more than scrap, however second hand dealers can be found on most frontier settlements if you have spare platinum.

Grav mule: 1000 credits new.

Land mule: 200 credits new.

Medical Facilities

Dermal Mender

A portable device for reattaching lost extremities and repairing massive tissue loss using the **Surgery** skill.

Cost: 800

Infirmary

A fully stocked and well equipped Infirmary for installation on a ship. Should there be no suitable area for performing medical procedures planet side you will be glad of an Infirmary. During downtime, an Infirmary increases your chances of succeeding in a dangerous mission.

Cost: 1700

Mechanical Facilities

Workshop

All the machines and tools needed to maintain and construct equipment.

During downtime a Workshop allows a mechanic to repair broken parts and construct new devices.

Cost: 1200

Salvage gear

All the tools needed to salvage parts from derelicts and obtain access to sealed areas. During downtime it increases the success of salvage actions.

Cost: 500

External engineering tools

Large scale industrial equipment for effecting repairs and upgrades to a ships external hull. It can be stored within a ship whilst not in use. During downtime it allows a mechanic to upgrade the ships exterior.

Cost: 900

Computing Facilities

Cortex terminal box

Allows secure access to the cortex. Whilst a flexi allows general cortex access a terminal box is designed with the less legitimate user in mind. It is difficult to trace a user accessing the cortex through one of these devices. It is a large box and can be mistaken for a case system.

Cost: 800

Federal Communications Scanner

A highly illegal piece of equipment and thus hard to acquire, a comms-scanner is capable of accessing secured Alliance communications channels enabling a Cortexer to predict Alliance movements and avoid running in with the law during downtime. A scanner has to be wired into a ships long range communications systems in order to function.

Cost: 1500

Trade

Cargo

Foodstuffs, medicine, agricultural supplies, novelty items and whatever else folks might need.

Please contact the Organisers to discuss your preferences.

The skill **Guild Membership (Traders Guild)** will be of benefit if you wish to invest in cargo.

Cost: Variable

Fake ID card

A fake identity card allows you to avoid dealing with your past and lie to the feds.

Cost: 4000

Love-Bot

For satisfying those masculine or feminine urges whilst working a solitary lifestyle. Players who can provide a suitable phys-rep are welcome to bring their Love-Bot into game situations.

Cost: 2000

Indentured Servant

Those incapable of paying their debts are often contracted into Indentured Servitude wherein they are bound by law to work for the creditor until they have paid back the money they owe. The contracts of Indentured servants may be purchased with the backing of your Investors to provide you with a cheap source of labour. Full laws and regulations for the ownership of Indentured Servants are available upon request.

During downtime Indentured Servants may perform tasks for you.

Cost: Variable.