

The Skin Trade is started out as your basic flesh-peddling service, with call girls, prostitutes etc. It was a well-established escort service for quite some time.

In time, however, the Skin Trade learned that people would pay horrendous amounts of cash to satisfy more than their 'basic needs.'

Sometime around 450SD, the need for slaves and escorts rose dramatically, and the Skin Trade started to branch out with their operations. They began to include kidnapping into their 'hiring practices.' Most of the people taken this way were sold as slaves. Today, almost 400 years later, that practice continues, daily.

Who you are, and where you come from makes no difference to the persons involved in the buying and selling of people. They are there to cater to anybody, and they can sell anything you want, for the right price.

SLA Industries, upon discovery of these practices tried in vain to shut down the Skin Trade. The offices were closed, officially, on June 28th, 455SD. Since that time, SLA Industries has struggled to rid the world of the Skin Trade, to no avail.

With the intervention of Karma's 812 Succubus, and 815 Incubus model Stormers, many of the perpetrators of the slave rings have been captured, or 'subdued,' and much has been learned of the Skin Trade's operations and methods.

Nevertheless, in the deep corners and shadows of Downtown, the peddling of ill-begotten flesh still runs rampant...

Operations

The Skin Trade operates everywhere in the Known Universe, every populated planet has members of the Skin Trade residing on it somewhere.

The Industrial Worlds, like Mort and New Paris are only two of the countless worlds in which the Skin Trade is a driving force.

Mort

The Skin Trade is extremely prevalent on Mort. Not surprising considering the high population density of the planet.

Almost all of the Skin Trade activity on this planet is confined to the Uptown, Suburbia and Downtown areas. Very little of the Skin Trade is to be found in Mort Central or the Cannibal Sectors. Although, it is rumoured, Orienta has had a string of missing people reports that may be linked to the Skin Trade in some way.

Uptown

Skin Trade activity in Uptown is primarily reserved to information gathering, although kidnappings do occur on the rare occasion.

The Skin Trade personnel will usually hang out at a bar and talk casually to operatives, trying to learn anything that might help them ply their trade. Whether it be school bus schedules, happening parties or the needs of the operatives, all of the information they acquire is put to use in one way or another.

Suburbia

Suburbia is usually hit more than Uptown. The Skin Trade prefers to stay out of the way of operative housing areas, and so hits the civilian population here as much as possible. Also, the common person in Suburbia is healthy and well cared for, with the added bonus of usually not being combat trained.

This makes the men, women, boys and girls very desirable to the Skin Trade Producers.

Downtown

Downtown is usually the hardest hit, mainly because the Skin Trade Producers can find just about whatever they need in the way of 'product.'

Unfortunately, with the health conditions in Downtown being what they are, the Skin Trade usually has to adjust their prices for people taken in these areas.

Downtown is usually hit for slavery purposes, as the people in these sectors are fairly submissive.

New Paris

Recently, New Paris has seen a rise in the number of missing persons due to current activities on the planet. The Skin Trade has somehow been able to start transporting its victims between the two planets. Much to the bother of SLA Industries, the method of transportation is unknown at this time.

It is said that New Parisians go for a high price on the auction blocks in Downtown Mort City.

Oriente

The Skin Trade in Oriente is almost legal, as it is protected in large part by the Orientan Underworld, and the amount of money made in this area is quite large.

Although most of the Orientan market is still prostitutional, the slave trade is beginning to show signs of strengthening among the upper crust.

Methods

Skin Trade methods are usually brutal and unrelenting, and many of the Skin Trade victims suffer massive emotional and psychological trauma from their involvement.

Acquiring

There are as many different ways to acquire merchandise as there are people willing to acquire it, from kidnappings, to volunteer prostitution, anything can be obtained.

The most common form is kidnapping.

Downtown Mort boasts the highest rate of kidnappings in the Known Universe with a 1:2000 ratio. It is believed that there is a kidnapping on Mort once every 10 seconds.

Next on the list of acquisition methods, is the selling of children to the Skin Trade. It has recently been discovered that a Human baby on Mort can bring in around 30,000u to the family that sells it. Children up to the age of 11 have been known to be sold to the Skin Trade.

Volunteerism, lets face it, some people actually want to work for the Skin Trade. And with the Skin Trade branching out, to act as financiers for props and mercenary groups, the number of volunteers has been on the rise.

Care

The care of Skin Trade merchandise varies upon the acquisition method. While volunteers are treated almost like royalty, kidnap victims are treated like cattle, and those sold into the Skin Trade are treated in a variety of horrendous ways.

Many times, victims will have their wrists and ankles tied together and hung from rafters or poles when on display.

Victims are usually fed just enough to keep them alive and looking healthy.

Grooming is somewhat substandard, although the people are often bathed every so often so disease will not spread and just before being sold.

Also, victims have often suffered multiple rapes, beatings and other forms of abuse from the Skin Trade, prior to being sold to the people who want them. These cases of abuse run from purely psychological, to different means of physical torture that has been applied.

Reports also indicate a very effective brain-reconditioning process that makes the victim want to be sold as a slave.

These reports indicate that many are treated to different mind-altering drugs or bombarded with propaganda so intense that they start to believe that it is their position in life to be sold from one person to another.

While waiting to be taken to the auction block, victims are usually held in small rooms with no windows and very little light. This is probably to enhance the reconditioning that so many go through.

Sale

Sales are usually made in one of two ways, by placing an order with a Director, or going

to an auction.

When placing an order with the Director, the customer will give a complete detail about what they would like to have, including personality in some cases. The Director will then try and find someone that fits the description, which usually is not too hard, as this method is commonly used by those people who want a particular person.

The Director then informs a Producer, who is sent out to retrieve the victim, with the details of the condition that they are to be recovered in. The victim is then sent to a care facility, where they go under intensive punishment to make them obedient.

Auction blocks are the other type of sale, whereas, the customer is informed of an auction and proceeds to attend. At the auction, the customers bid on the slaves and the highest bidder then discusses payment and delivery with the auctioneer's assistants.

Distribution

Distribution of the slaves sold by the Skin Trade is commonly by van to a predetermined location, chosen by the Skin Trade personnel.

For delivery off-planet, the problems of containment and care are usually left to the customer, unless the Skin Trade is transporting merchandise to another planet for sale.

In this case, procurement of a chartered vehicle is usually the preferred method, wherein, the captive is kept out of sight in some way by the Producers.

It should be noted that off-planet delivery is a very high risk venture, and many directors will not make arrangements for this. The ones that do, however, make upwards of 1.5 million unis per person sold.

Skin Trade Packages

Directors

Directors are the people who actually go out and meet with the customers. They are the people that determine need and price. Very shrewd in their business practices, they are somewhat the envy of SLA Business operatives. These are the men and women who make the Skin Trade function, without them, customers would have to go out and get their own bodies.

Directors are highly charismatic people, and know how to read the wants of their clients, as well as their pocketbooks. The ultimate sales representatives, Directors will promise anything, and will never bargain over a price, once the price is set, it is set in stone.

All payments are made in advance of receiving the merchandise.

Directors commonly have skills dealing with people and business, based lightly off of the Business package for SLA Industries. Also on their list of learned skills are basic combat abilities, for those rough times when they stumble onto an undercover operative.

Producers

Producers, are the men and women who actually go out onto the streets and do the dirty work of the Skin Trade. They sneak into homes, club people on the street, whatever it takes to get what the customer needs, then take their catch to a director. Producers are also responsible for the transportation of the merchandise.

Many Props are known to be in the service of the Skin Trade on a regular or semi-regular basis, Pigman is the most famous of these, carrying off his victims in plain sight.

Producers have wide ranges of skills, varying mostly on the way they acquire their victims. Some seem to be wonderful men and women, the kind that will take you home and slip you a 'Micky.' Others are far more brutish, employing combat skills with the semblance of pleasure. Most importantly, these people enjoy their work, whether it be for the money or the thrill, is up to the individual.

Moles

Moles are Skin Trade operatives that are currently in the employ of SLA Industries, or another suppressor power. Moles tend to find very ingenious ways of getting victims to the Skin Trade, by moving up in their company and gaining the trust of their superiors so that any suspicions will be redirected. Some Moles have even been known to 'help' operatives find out what happened to the missing people.

Whether it is the sale of information, or out and out kidnapping, Moles are becoming a threat to the people of SLA Industries and the World of Progress.

Recently, Jackylynne Kelly, a supervisor at an orphanage, was discovered to be 'renting' out the children in her care to the Skin Trade, and it is suspected that someone higher up also has dealings in this matter, although no evidence has been found to date.

Moles are the trickiest to categorize by skill range, for they seem to be normal employees of whomever they work for. Anyone can be a Mole, your squadmate, your brother, your superior...you...

This alone is what makes the Moles so dangerous, they have no defining skill traits, no common profile.

Keepers

Keepers work at the care facilities and are in charge of keeping the people brought to them alive, and responsible for the subdual of the victims to be sold.

Many Keepers are sadists and sexual perverts that use anything necessary to get the job done. They are fond of using different types of restraints, and usually dress in sexually provocative leather outfits. Almost always, they will dress their charges in the same way.

Some use forms of psychological torture to break their charges, using propaganda and

emotional games to train them.

For others it is more physical.

Keepers tend to be the more sickened individuals within the Skin Trade, and they tend to enjoy their job very much.

Keepers will have the skills needed to break and train anybody that they may come across. They usually have high ranks of torture and flexible weapon, and most also have medical knowledge and speak a few languages fluently.

Weapons and Equipment

The weapons and equipment used by the Skin Trade varies upon need. More than likely, a Director will have a Finance chip scanner, and will always have pens, notebooks, organizers and such around.

Armour is usually of Darknight make, as the Skin Trade Directors are more often than not, able to afford resigel bodysuits or power armour. Producers commonly wear whatever type of armour they can get their hands on. Moles will wear whatever they can afford according to the company they work for. Keepers generally do not wear armour, and when they do, it is usually something easy to move in.

Weapons are fairly simple. The Skin Trade rarely needs killing products, so most of the weapons are small calibre handguns and bludgeoning weapons. It should be assumed, however, that the Skin Trade personnel will carry a back up weapon of some sort, probably Darknight in manufacture.

Moles and Keepers are the exceptions to this. Moles will carry the same weapons as everybody else in their company that they can afford; while Keepers will commonly own only a knife and a few flexible weapons, which are more or less torture instruments.

Keepers will also have a large variety of restraining equipment in the care facility. Things like slings, ropes, straps, blindfolds, chains and even handcuffs are common instruments that they might be carrying.

The Different Companies

Delicacy

Largest of the Skin Trade organizations, see Karma for more information.

Puppy Talk

Puppy Talk deals in the acquisition and sale of children

Slap and Tickle

The sale of chemically subdued people who will react to stimulus, but that is about all.

Customers

The sheer variety of people who turn to the Skin Trade for one reason or another is purely staggering. From the lonely operative who just needs to relax, to the demented souls in Downtown, everybody needs somebody, and the Skin Trade can get what they need.

Most customers find the need for the Skin Trade to be a bit embarrassing, and tend to keep quiet about their dealings, this alone keeps the Skin Trade in business more than any other factor. The customer's shame, fed by the Skin Trade, is the first line of defense in this organization.

Lonely People

Some of the people who go to the Skin Trade are merely lonely, in fact, most of the people who turn to the Skin Trade for companionship are normal everyday people who just want to have a good time, and have someone to keep them company.

This type of customer usually ends up with nothing more than a prostitute or a two-hour venture into perversion, and sometimes will be a victim themselves.

Serial Killers

Recently, a few serial killers have decided to let the Skin Trade do their dirty work for them. They will tell the Director what they need, and the Skin Trade will supply the victim. This is still very rare, although, it seems to be becoming more and more of a devious way for Serial Killers to stay out of the crime scene.

Also, for some unknown reason, the Skin Trade has become more interested in using the bodies after the Serial Killer is done with them.

Madmen

Various madmen use the Skin Trade for reasons akin to the serial killers, bodies to play with.

Some of these madmen use people bought from the Skin Trade to test out drugs, to make sure they work right, or wrong. Or to conduct extreme experiments in the name of 'science.'

No matter what the reason these madmen choose, what happens to the victim is almost always horrible disfigurement or mutation, and after being driven insane by these drugs or experiments, the victim is left to fend for themselves on the streets.

Sometimes these experiments are the sources of BPN's put out by SLA Industries, either in the form of Whites or Reds, and on rare occasions, Jades.

Necanthropes

Rumours abound that certain Necanthropes have been seen having dealings with the Skin Trade, to satisfy some of the more horrific urges they may have. As yet, these rumours are unfounded.

Wharehouse 69

Wharehouse 69 is a care facility located in an old section of Downtown that has been deserted for approximately 10 years.

The Wharehouse itself is an old asylum with cracked brown walls and iron bars. Inside, it's walls and floors are stained brown the same colour as outside.

This location commonly holds around 200 people in various stages of preperation.

NPC's

For more information on the following NPC's, check out the Encyclopedia sections.

Warren Luv - Director

Jackylyne Kelly – Keeper Administrator

Jackson Klein - Mole

Marcus Dunthey - Producer