

STARDOGS

REFEREE'S HANDBOOK



The Star Dogs Referee's Handbook is a collection of tools, tables, and generators for referees running a Science Fiction tabletop roleplaying campaign. While it has been written for use with Star Dogs, it is system neutral and can be used with any Science Fiction tabletop ruleset.

How To Use This Book:

The tools in the Star Dogs Referee's Handbook can be used either ad hoc as needed, or to generate and sculpt an entire galaxy sector for Player Characters to spacecrawl through.

If you want to start a campaign or run a session of Star Dogs as soon as possible, I recommend generating a single planet, an outpost on that planet, a handful of NPCs and a mission for the Player Characters to complete. Run the session and generate further galactic details as needed.

Otherwise, start at the Galaxy Mapper and Stocker, map out and stock an entire galaxy sector and then use the other tools in the book to flesh it out.

Some Advice for Running Star Dogs (or Other Soft Science Fiction Tabletop Games):

- ♦ Fill in the gaps, or logical inconsistencies, you encounter using the generators with interesting details. Make the results work rather than re-rolling a more normal/expected result.
- ♦ Don't be afraid to make your own rulings. The galaxy is a big place and there is no way every weird and wonderful situation your players will find themselves in could be covered in a rulebook.
- ♦ Always apply pressure to your players and always assume the universe wants to kill the Space Dogs. This will fill game sessions with interesting and meaningful choices and any victories won will be much sweeter.
- ♦ The referee's role is to create problems, the player's role is to create solutions. Do not waste your time creating solutions to the problems you generate, this will only make the game more boring to both run and play in.
- ♦ Let the players choose the direction they want to go in and give them agency. Be prepared to make things up for areas encountered you haven't prepared (there are plenty of tools you can use at the table in this very book!).

STAR DOGS

Contents:

- ♦ Introduction and advice, page 2.
- ♦ Galaxy Sector Mapper and Stocker, page 4.
- ♦ Planet Generator, page 5.
- ♦ Outpost/Space Station Generator, page 8.
- ♦ Map Generator for Outposts/ Space Stations, page 11.
- ♦ NPC Generator, page 15.
- ♦ NPC Group Generator, page 23.
- ♦ Alien Species Generator, page 25.
- ♦ Tables for Roleplaying NPCs, page 32.
- ♦ Mission Generator, page 35.
- ♦ Dangerous Sector Generator, page 39.
- ♦ Impressive Technology and Advanced Combat Equipment Generator, page 45.
- ♦ Random Space Encounter Generator, page 49.
- ♦ Spacecraft Generator, page 53.
- ♦ Nebula Generator, page 59.

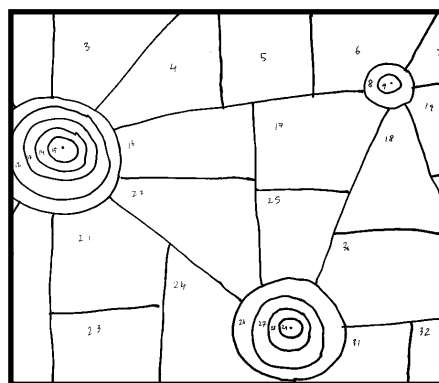
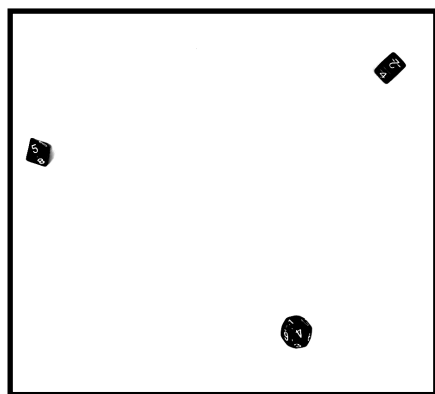
Credits:

- ♦ Cover and interior art by Matthew Adams
- ♦ Corner decorative art by Evey Lockhart.
- ♦ Design and writing by Michael Raston.

Galaxy Sector Mapper and Stocker:

Roll a d6 to determine the number of stars in the galaxy sector. Die drop that number of random sized die on to a blank sheet of paper. Draw concentric circles equal to the result rolled around each dropped die in the location they landed. This is the number of orbiting sectors the star has. These orbiting sectors can be divided into smaller orbiting sectors for a more populated system.

Grid out the blank areas surrounding the stars and orbiting sectors as appropriate, with as many or as little sectors as needed. The sectors can be irregular. It's space, draw them as you please.



Star Orbiting Sector Stocker: Stock each sector orbiting a star with the following table.
Roll a d4.

- 1) Empty.
- 2) Planet (generator on page 5).
- 3) Space station (generator on page 8).
- 4) Random space encounter (generator on page 49).

Starless Sector Stocker: Stock each sector outside of the orbit of a star with the following table.
Roll a d6.

- 1-2) Empty.
- 3) Starless planet (generator on page 5).
- 4) Space station (generator on page 8).
- 5) Random space encounter (generator on page 49).
- 6) Nebula, roll a d8. The nebula fills that many sectors nearby. Re-roll on the Starless sector stocker to see if there is anything else in the nebula originating sector. If a nebula result is rolled in a pre-existing nebula, assume the sector is empty. Nebulas can fill both star orbiting and starless sectors (generator on page 59).

Planet Generator:

Combine the results from the following tables to generate a planet.

Planetary Landscape: Roll on this table twice and combine the results to get a more "alien" planet (once to get something less weird). Roll a d4, then a d10.

1.

1. Gentle, rolling grasslands.
2. Planet swallowing megacity.
3. Hypercoloured glowing irradiated quartz.
4. Swirling thick gas, pleasant or foul.
5. Atmosphereless chalky white rock.
6. Grey foggy swamplands.
7. Dead crumbling mountains destroyed by unending gales.
8. Muddy plains of neverending rain.
9. Tiny over fertile and verdant moon.
10. Fields of red living flesh flora.

2.

1. Freezing tundric wastelands.
2. Mountains and caves of clear crystal.
3. Ashlands covered in thick black smoke.
4. Thick mushroom forests, air thick with vivifying spores.
5. Golden deserts, rich with mineral deposits.
6. Spike spire ranges of reflective, smooth mineral.
7. Labyrinth of thick flowing, nutrient-rich rivers.
8. Planet covering alien geometric ruins of super-hardened material.
9. Neverending ocean, of water or other liquid.
10. Perfectly flat, attractively veined, marble.

3.

1. Caustic smog over pools of acid, melted into plains of spongy white coral.
2. Enormous biobubbles of atmosphere floating in space.
3. Thick forest of skyscraper-sized trees.
4. Dead plains covered in mountains of bones of unknown aliens.
5. Neat, pleasant plains of well-kept garden flora.
6. Cracked and broken land, islands of rock floating free of any central mass.
7. Roiling rivers of magma bubbling out of volcanos.
8. Tumble piles of lurid coloured perfectly spherical boulders.
9. Landmass is on the back (or otherwise) of ancient, slow-moving leviathan.
10. Tiny perfect pleasure islands dotted across a calm cerulean sea.

4.

1. Enormous fertile cavern complex hidden beneath barren rocky wasteland.
2. Iridescent, shimmering mounds of basalt columns.
3. Putrid steamy, vine filled jungle.
4. Decaying meat mounds, ever pushed skyward from an evergrowing flesh core.
5. Tangle of fractal mineral structures, like psychedelic dead trees.
6. Trash mountains of endless discarded craft and tech husks
7. Endless gloom night over fields of stunted fungi.
8. Freezing snow-covered ranges of mountains.
9. Field of rich loamy earth, wriggling with worm-like fauna.
10. Endless chasms dropping away into darkness.

Planet Atmosphere Manifestation: Further warp and mutate the planet's surface by combining the "Planetary Landscape" results with the result from this table. Roll a d4, then a d20.

1.

1. Mutative overgrowth.
2. Holy, religious and sacred.
3. Welcoming, calming and accommodating.
4. Secure, locked and quarantined.
5. Clear view of outer space, other planets and stars.
6. Burning pillars of flame/plasma.
7. Flowing, blowing and leaking voluminous gas.
8. Utter calm and dangerously soothing.
9. Frozen and preserved.
10. Hulking downed space and hovercraft.
11. Enormous refinery and mining operations.
12. Ethereal and vaporous - forms twisting, flowing and floating.
13. Mould Like crystalline coating.
14. Haunted by powerful A.I.
15. Overfluid movement, frenzied speed, and savage quickness.
16. Shrunken, small and shrivelled - rotted and wrecked.
17. Clampering hordes of alien vermin and insects.
18. Bare, barren, stripped of splendour and excess.
19. Ooze-ridden and globular, slime-covered and excreting.
20. All is eyes and sentinels, never-ending watching.

2.

1. Regrown and rebuilt.
2. Clear, translucent, delicate and dazzling.
3. Obesely opulent, gilded and bejewelled.
4. Hordes, crowds, and hives.
5. Internal organs on display, fleshy, bloody and sanguine.
6. Self consumptive and destructive.
7. Reflection, mirrored image, and repetition.
8. Metal and minerals.
9. A huge and oppressive sun and or moon.
10. Oppressive heat and dryness.
11. Frozen, cold, frigid and icy.
12. Liquid waste, sewage, and stinking effluent.
13. Sizzling acid or burning magma.
14. Thick plating and armour, layers of protective outer coating.
15. Vegetative construction, swirling vines, leaves, and flowers.
16. Overgrown, gigantic and cyclopic.
17. Meat, carcasses, bones, and carrion.
18. Psychedelic, apparitions, and visions.
19. Scents, over alluring or oppressive.
20. Petals, pollens, bursting ripe fruit.

3.

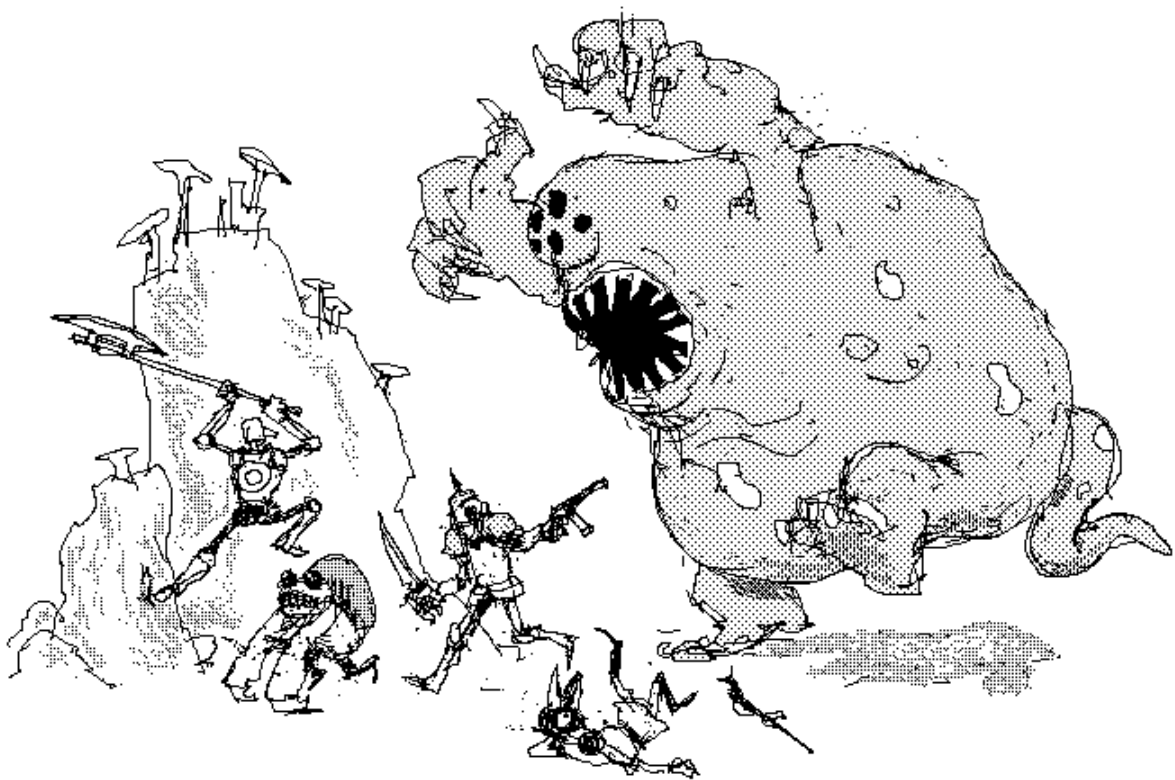
1. Fire, flames, and burning.
2. Destruction, ruin, rubble, rocks, and wreck.
3. Mountainous rubbish, rolling refuse and towering waste.
4. Extremely high tech, wondrous technology abounds.
5. Patrolled by armadas and fleets of spacecraft.
6. Androids and robots.
7. Extremely alien, beyond exotic and otherworldly.
8. Mechanical, gears, chains and motors, fumes and engines.
9. Oversized, enormous, overgrown - repulsive in mass.
10. Monstrous and horrible, misshapen and obscene.
11. Inebriation and sensualness.
12. Tunnels, holes, and craters.
13. Bugs and beetles.
14. Encasement in crystal and mineral calcification.
15. Dirt, mud, soil, humus, sand.
16. Ornate and polished stone, smooth, shiny marble.
17. Wormholes and portals.
18. Fast/slow day/night cycle.
19. Dust, crumbling, ash and ruin.
20. Contorted - twisting forms of tortured pain.

4.

1. Mazes, labyrinths, and puzzles.
2. Shadows, darkness, malformity.
3. Rotted, liquefying and putrid to the point of slop.
4. Sickness, disease, and plague.
5. Deformed, demented and wrong.
6. Bones, tusks, and skulls.
7. Veins and vines.
8. Inability to access the data plane.
9. Electronics disturbing atmosphere.
10. Chaotic Khybe intensity.
11. Extremely high gravity.
12. Very low gravity.
13. An Eden-like land of plenty.
14. Landscape is too geometric and angular – clearly designed and constructed.
15. Ruined, ancient and enormous statues or other architecture, left behind to rot.
16. An abundance of moons, of varying climates and landscapes.
17. A single leviathanic alien haunts the planet.
18. Flora and fauna have been fitted without of place cybernetics/technology.
19. Severe, never-ending, storms.
20. Local population (alien, human, robot or otherwise) is somehow frozen in stasis.

Planet Population: Although many groups may populate a planet, this table determines the dominant group. Roll a d12.

1. Empty.
2. Alien beasts.
3. Primitive aliens.
4. Alien civilisation.
5. Robots or Androids.
6. Escaped synthoids.
7. Khybe monks.
8. Empire forces/empire protectorate.
9. Outlaws.
10. Free humans.
11. Two groups at peace (roll twice).
12. Two groups at war (roll twice).



Outpost/Space Station Generator:

Use the following tables to generate areas of humanoid habitation (or alien civilisations).

Outpost/Space Station Population: Although many groups may populate an Outpost/Space station, this table determines the dominant group. Roll a d8.

1. Empty.
2. Alien civilisation.
3. Robots or Androids.
4. Escaped synthoids.
5. Khybe monks.
6. Empire forces/empire protectorate.
7. Outlaws.
8. Free humans.

Key Purpose of Outpost/Space Station: The central industry of the area. Its founding purpose and most important source of employment and trade. Roll a d6, then a d10.

1.

1. Religious.
2. Spa, resort, and relaxation.
3. Vegetation growing.
4. Quarantine prisons.
5. Law enforcement.
6. Mega-storage.
7. Data plane research.
8. Media creation.
9. Mining.
10. Fuel refining.

2.

1. Luxury accommodation.
2. Cleansing operations.
3. Squatter habitation.
4. Inhabited alien ruins.
5. Spacecraft repurposed as housing.
6. Crystal farming.
7. Observation center.
8. Biological research.
9. Liquid recycling.
10. Biological containment.

3.

1. Leisure/entertainment centre
2. Toxic waste disposal.
3. Greenhouse.
4. Gladiatorial entertainment
5. Restaurant centre.
6. Vat farm.
7. Banking and vault holding.
8. Decorative art creation.
9. Data plane server centre.
10. Hospital and medical research.

4.

1. Revelry and carousing.
2. Trade emporium.
3. Military barracks.
4. A.I operated factory.
5. Waste/ore crushing.
6. Prison.
7. Elite housing.
8. Corporate slave factories.
9. Geothermal/plasma power plants.
10. Domed arcology.

5.

1. Waste and refuse dumps.
2. Border crossing.
3. Gang/space pirate occupation.
4. Alien Zoo.
5. Synthoid/android/robot production.
6. Pharmaceutical production.
7. Alcohol or other inebriating substance production.
8. Corporate mansion housing.
9. Advanced technological research.

6.

1. Weapon/armour research.
2. Graveyard.
3. Slum.
4. Spacecraft production
5. Hovercraft production.
6. Cybernetic augmentation research.
7. Spaceport.
8. Crime lord palaces.
9. Alien research.
10. Imperial power center.
11. Khybe research/worship.

Atmosphere of Outpost/Space Station: What is weird/unusual/interesting about the area. Roll a d8, then a d10.

1.

1. Overly well lit with floodlights.
2. Aglow with eerie neon signs.
3. Locals are helpful do-gooders.
4. Architecture is rigid, too straight and angled.
5. Shrines, miniature temples, and religious iconography proliferate.
6. Eerily clean, devoid of any litter or detritus.
7. Seemingly empty, no one to be seen.
8. Overly guarded with heavily armed troops.
9. An alarming number of fires.
10. Localized gravity quirks.

2.

1. Fog choked and gassy, can barely see a few feet ahead.
2. Tinny muzak piped through speakers.
3. Mischievous A.I's make electronics malfunction.
4. Endless charms hang from ropes and string.
5. Paved with carpet, cloth, and rugs.
6. Great harnessed alien beasts are main form of transportation.
7. Smoking or leaking pipes protrude, expelling waste.
8. Dead/dying and shriveled plant life erupts from every crack.
9. Slime or jelly oozes and gloops through walls and floor.
10. Ornate pools and fountains.

3.

1. Shanty lean to's clog public areas.
2. Street entertainers prowl for audiences.
3. Robed or hooded figures keep silent watch, sentinels everywhere.
4. Public feasting and revelry.
5. An abundance of shady looking figures stalk and case potential targets for thievery.
6. Decorative holograms proliferate from untold hologram projectors.
7. Sleepers dream and nightmare on every available flat surface.
8. Possessionless, often naked, ascetics choke the public areas.
9. Fleshy, blood-soaked organ and street cybernetic augmentations stalls line public areas.
10. An abundance of mirrors and reflective metal.

4.

1. Pool sized crack and decay puddles house content or vicious aquatic alien life.
2. Plasteel coffins line public areas.
3. Skins from alien beasts hang in public areas.
4. A stream of acid, pumping out of nearby buildings, melts and sizzles along the streets.
5. Devices of public incarceration, torture, and punishment line the streets.
6. Toxic pools of milky goops of various alchemies line, litter and pollute.
7. Vandalism, political or profane, proliferates.
8. Large or giant robots form part of architecture.
9. Chained or caged alien beasts slobber, howl and growl in abundance.
10. An abundance of meat hangs from great hooks.

5.

1. Flora erupts from the ground and walls.
2. Vine, bramble, weeds, etc, chokes public areas.
3. A perfume most delicate and alluring or overbearing and offensive wafts through the air.
4. Games are being played in the street, often gambling but sometimes tests of skill and strength.
5. Some enormous and constant public unrest is occurring, riot, protest, etc.
6. Enslaved androids and robots tour the area.
7. Area is semi-destroyed, enormous craters and rubble.
8. Mountains of refuse , often scaling them is the only way forward.
9. Sleek and fancy hovercraft speed through public area.
10. Oil, goop or slime-covered. Festering, wet and rotted.

6.

1. Roiling, organic and hilly.
2. The guts, claws, teeth and hides of enormous alien beasts decorate the area.
3. An abundance of bridges over dangerous substances.
4. Huge grim statues stare down at passersbys.
5. Walkways, catwalks, ramps, and runways.
6. An abundance of public lounging and rest areas.
7. An infestation of elevators.
8. Architecture is incredibly ornate, beautiful and decorative.
9. A neverending myriad of arches and gates.
10. Preserved things are displayed in hanging vats.

7.

1. Public comlogs available for all to use.
2. Hologram projectors display a variety of text across public walls.
3. Corpses clog public areas.
4. Lighting sources are unpowered, leaving area dim or in total darkness.
5. Area is tunnel and warren-like. Very claustrophobic.
6. Alien megaliths, often engraved, often toppled over.
7. Heavily armoured thugs saunter the area.
8. Technological contraptions extract crackling ether from the atmosphere.
9. Rotting, abandoned and now useless heavy weaponry litters area.
10. Architecture is reclaimed scrap and refuse welded together.




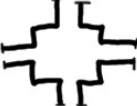
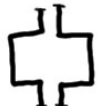











































8.

1. Buildings are housed within the guts of decaying spacecraft.
2. Human or alien forms, floating in stasis vats, are prominent decoration.
3. An abundance of smooth and uniquely coloured stone or marble.
4. Heavily overpopulated, throngs of people crowding public spaces.
5. Automated weapon turrets oppressively scan passer-bys.
6. Huge, churning and smoking open vats of bubbling chemicals.
7. Lumbering, custom-built robots publically complete the key purpose of the area.
8. Plasma power generators spark, surge, and leak.
9. Huge and vicious, chained alien beasts are kept in public as security.
10. Security and order keeping troops ever accompany visitors.

Map Generator for Outposts/Space Stations:

Use the following tables to generate a map for Outposts/Spacestations.

Transport Network (Road) Layout Mapper: Arrange the key transport network passageway using the following generator. Combine the pieces to get a road map. Use the results as a guide to come up with an interesting map. If needed, roll on the Building Mapper visual table to get an outline of the overall perimeter/border of the Outpost or the shape of the space station.

d8, d6	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								

Outpost/Space Station Building Mapper: Populate the area map with buildings generated on the following table. Use the results as a general guide, and try to create an interesting map. Stick to a single row to get similar shaped buildings. If needed, roll an appropriate die (d12/d20) to determine the number of total buildings in the outpost/space station.

Advice for Building Mapper: Use the shapes as a guide - morph the results to suit the architecture of the region as you envision it. Have buildings share outer walls for high-density areas and spread them out for lower populated areas.

d8, d6	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								

Outpost/Space Station Building Stocking Table: Use the following table to determine what is inside each of the buildings mapped. Use the key purpose and atmospheric results for the outpost/space station to invent specific details for each building. Roll a d6, then a d10.

1.

1. Residential occupation, slumlike.
2. Residential occupation, opulent.
3. Residential occupation, high security.
4. Residential occupation, run down.
5. Hotel.
6. Cantina.
7. Temple.
8. Surgeon.
9. Cafeteria.
10. Illicit substance den.

2.

1. Factory of mental labour.
2. Public data plane access.
3. Cosmetic surgery center.
4. A.I Operated auto factory.
5. Public garden.
6. Physical labour factory.
7. Minor Gang or Space Pirate occupation.
8. Major Gang or Space Pirate occupation.
9. Minor Alien Beast occupation.
10. Major Alien Beast occupation.

3.

1. Public entertainment venue.
2. Private club entertainment venue.
3. Constabulary barracks.
4. Graveyard.
5. Storage warehouse.
6. Trade organisation clubhouse.
7. Science organisation clubhouse.
8. Mercenary organisation clubhouse.
9. Vat food storage.
10. Mundane and everyday items store.

4.

1. Tools and speciality equipment store.
2. Weapons store.
3. Armour store.
4. Small/medium trade goods depot.
5. Large trade goods depot.
6. Decorative/artistic goods store.
7. Cybernetic augmentation installation.
8. Advanced combat equipment store.
9. Impressive technology equipment store.
10. Abandoned and empty.

5.

1. Abandoned, infested with madmen and alien beasts.
2. Abandoned, infested with diseases or traps.
3. Abandoned, collapsing and falling apart.
4. Spacecraft workshop.
5. Hovercraft workshop.
6. Spaceport.
7. Hoverport.
8. Waste disposal.
9. Bank.
10. Atmosphere generator.

6.

1. Gravity generator.
2. Water generator.
3. Data plane Server.
4. Spacecraft store.
5. Hovercraft store.
6. Synthoid/android/robot replication center.
7. Military barracks.
8. Climate regulator.
9. Matter recycling facility.
10. Vat farm.



NPC Generator:

Combine the results from the following tables to generate an NPC.

Expertise: What is the NPC's main skill/business/pursuit? Roll a d8, then a d20.

1.

1. First aid.
2. Cybernetic research.
3. Accommodation operations.
4. Travel.
5. Psychology.
6. Temple operations.
7. Accounting.
8. Vault guarding.
9. Warehousing.
10. Data plane data entry.
11. Quarantine.
12. Legal interpretation.
13. Lighting.
14. Space exploration.
15. Planetary exploration.
16. Future prediction.
17. Space weather.
18. Spacecraft piloting.
19. Mind reading.
20. Trade of illicit substances.

3.

1. Wormholes.
2. Martial arts.
3. Alien beast breeding.
4. Nano or miniature technology.
5. Pet alien beasts.
6. Plumbing.
7. Herbs and spices.
8. Chemistry.
9. Sanitation.
10. Air and atmosphere locks.
11. Water generation and transportation.
12. Automated manufacturing.
13. Public performance.
14. Languages, alien and otherwise.
15. Cosmetic surgery.
16. Covert intelligence.
17. Vat farming.
18. Cybernetic installation.
19. Building construction.
20. Event coordination.

3.

1. Sleep therapy.
2. Gas mining/storage/production.
3. Vision and dream interpretation.
4. Spacesuits.
5. Hovercraft piloting.
6. Flying alien beast breeding.
7. Data plane record erasure.
8. Biological sample preservation.
9. Music creation.
10. Planetary weather.
11. Artificial Intelligence.
12. Fashion manufacturing.
13. Robotics.
14. Data plane communications.
15. Synthoids and androids.
16. Wearable technologies.
17. Hovercraft manufacture and maintenance.
18. Interstellar trade.
19. Crystal manufacture and trade.
20. Antique spacecraft.

4.

1. Alien beast enclosures.
2. Banking.
3. Jewelry.
4. Theft.
5. Credit regulation.
6. Asset protection.
7. Data plane databases.
8. Education.
9. Esoteric philosophy.
10. Mind control.
11. Surgery.
12. Meat growing.
13. Organ harvesting.
14. Blood banking.
15. Fertiliser.
16. Cleaning.
17. Medical analysis.
18. Gemstones.
19. Aquatic alien beast breeding.
20. Sewage.

5.

1. Contract law.
2. Debt collection.
3. Arbitration.
4. Galactic Pallet operation.
5. Manufacturing.
6. Prison warding.
7. Protection.
8. Bounty hunting.
9. Armour manufacturing.
10. Security
11. Data plane security.
12. Data plane intrusion.
13. Forgery.
14. Melee weapon manufacturing.
15. Interstellar migration.
16. Khybe worship.
17. Alien flora architecture.
18. Alien architecture.
19. Alien humanoid slaving.
20. Robot/android/synthoid operations.

6.

1. Sensuality.
2. Parades.
3. Alien beast taming.
4. Meat production/preparation.
5. Data plane avatars.
6. Cosmetic augmentation.
7. Vat gardening.
8. Trade consulting.
9. Facilitating.
10. Illicit substance preparation/production.
11. Perfume.
12. Synthoid replication.
13. Gambling.
14. Hologram projection.
15. Revolution organising.
16. Khybe mutations.
17. Alien trade goods.
18. Negotiation.
19. Planetary cartography.
20. Space cartography.

7.

1. Insurance.
2. Manufacturing technology.
3. Advanced combat equipment.
4. Explosives.
5. Fuel mining/storage/production.
6. Ore mining/storage/production.
7. Robot modification.
8. Ranged weapon manufacturing.
9. Weapon modification and augmentation.
10. Spacecraft modification and augmentation.
11. Hovercraft modification and augmentation.
12. Refuse recycling.
13. Waste disposal.
14. Ancient alien ruins.
15. Deep space exploration.
16. Spacecraft manufacture and maintenance.
17. Alien menageries.
18. Fitness.
19. Public relations.
20. Media.

8.

1. Vacuum of space dwelling aliens.
2. Biological augmentation.
3. Acting.
4. Space station manufacture and maintenance.
5. Outpost manufacture and maintenance.
6. Mundane items manufacture and maintenance.
7. Underground habitation and architecture.
8. Underground exploration.
9. Treasure hunting.
10. Data plane hacking.
11. Secret gathering and trading.
12. Terraforming.
13. Timekeeping.
14. History.
15. Exotic technology trading.
16. Poisons and disease.
17. Torture.
18. Data plane viruses/malfunctions.
19. Corpse preparation/disposal/preservation.
20. Assassination.

Modus Operandi: How does the NPC operate? What are their quirks or obsessions in pursuing their expertise? Roll a d12, then a d10.

1.

1. Overly generous.
2. Helps downtrodden.
3. Acts as charity.
4. Aloof but avoids creation of suffering.
5. Regimented and militaristic.
6. Must ensure justice at any cost.
7. Seemingly unconcerned with the physical world.
8. Aware of the future.
9. Creates perfect forms.
10. Blissfully single-minded.

2.

1. Work is achieved through A.I.
2. Work is done in zero gravity.
3. Is an empty husk.
4. Creates fakes and copies.
5. Is always recruiting.
6. Work is achieved through robots, synthoids or androids.
7. Very insidious.
8. Always whispers, literally and metaphorically.
9. Haunted by the past.
10. Blustering, abrupt and infinitely rude.

3.

1. Controlled by an A.I.
2. Work is self-replicating.
3. Always strikes first.
4. Very transient.
5. Works with incredible speed.
6. Incredibly secretive.
7. Uses nano-sized technology.
8. Infected with disease.
9. Bluntly honest and pragmatic.
10. Transparent in workings.

4.

1. Rarely seen.
2. Works in an incredibly mundane and basic manner.
3. Works in the background.
4. Work always breaks down and malfunctions.
5. Reviving things long forgotten and abandoned.
6. Works is new and novel.
7. Revives dead and broken things.
8. Purely concerned with material profit.
9. Opulent and be-jeweled.
10. Is immeasurably, obscenely materially wealthy.

5.

1. Work requires an obscene amount of fuel.
2. Creates data plane reports on expertise.
3. Work is purely theoretical.
4. Work requires blood and sacrifice.
5. Work has been halted for a long time.
6. Motivated by ancient grudges and oaths.
7. Constantly reuses and recycles own work.
8. Work ever destroys and rebuilds itself.
9. Only works with those they deem worthy.
10. Bound by byzantine set of rules and law.

6.

1. Judges others.
2. Clean, tidy and over organised.
3. Acidic and caustic.
4. Makes others conducts themselves with a higher moral standard.
5. Work dissipates over time.
6. Work conducted entirely through robot,synthoid and android slaves.
7. Entraps others.
8. Incredibly strict and rigid.
9. Haunted by something in space.
10. Prefers space to planetary habitation.

7.

1. Is hated by those around them.
2. Work employs large alien beasts.
3. Brutal and savage.
4. Ever calm and peaceful.
5. Utter pacifist.
6. Obsessed with ecology.
7. Ever fighting with self.
8. Attempts to warp and change others through work.
9. Work is always on the brink of exploding.
10. Burns all they touch.

8.

1. Is in disarray, barely held together and collapsing.
2. Works in the ruins of the past.
3. Intending to bring wrack and ruin.
4. Self-destructive.
5. Attempting to catch others.
6. Is in constant motion.
7. Controlled by outside agents.
8. Motivated by an apocalyptic prophecy.
9. Acts through others.
10. Makes work too large.

9.

1. Terrifying and monstrous.
2. Work is horrifying.
3. Hugely popular.
4. Is gigantic.
5. Work is incredibly pleasurable.
6. Intoxicated.
7. Operates through seduction.
8. Always breaking things apart.
9. Works deep beneath the ground.
10. Influenced by the Khybe.

10.

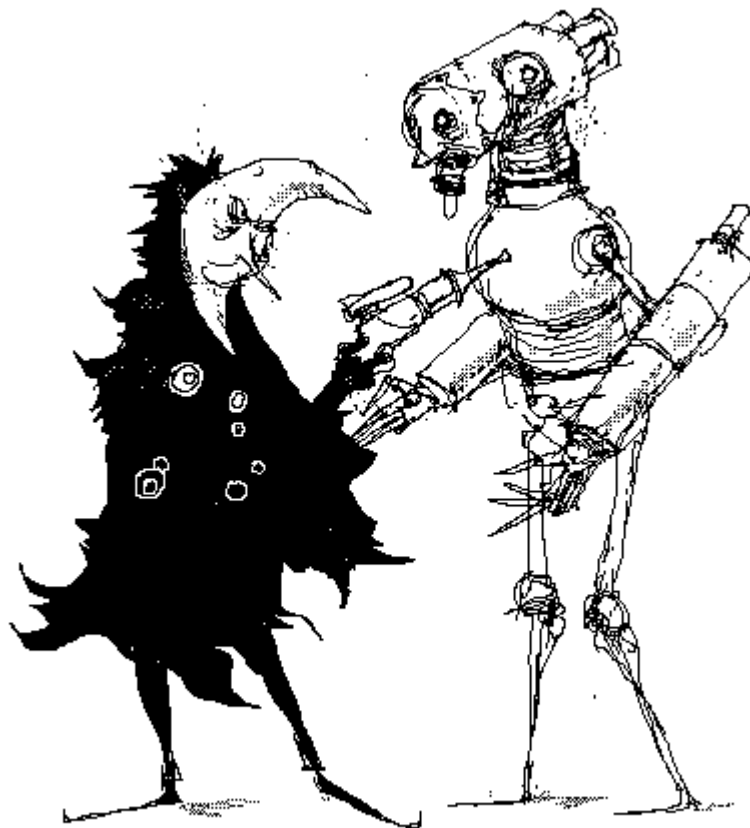
1. Always works in darkness.
2. Incredibly solid and durable.
3. An expert in the field.
4. Lacks basic knowledge and experience.
5. Ever hungry.
6. Obsessed with data plane records.
7. Obsessed with the past.
8. Closely linked to The Empire.
9. Work causes pain.
10. Motivated by a deep hatred.

11.

1. Always wants to harm and crush.
2. Enjoys the suffering of others.
3. Secretly worships a manifestation of the Khybe.
4. Constantly steals.
5. Close to death and dying.
6. All work is broken.
7. Works in the shadow.
8. Obsessed with getting vengeance.
9. Work is incredibly lethal.

12.

1. Helps those looking for death.
2. Works only in the data plane.
3. Reliant on cybernetic augmentations.
4. Obsessed with aliens.
5. Works through enslaved aliens.
6. Controlled secretly by alien humanoids.
7. Works through impressive technology.
8. Incredibly aggressive and violent.
9. Sly and double-crossing.
10. Incredibly suspicious.
11. Obsessed with weaponry.



Appearance: What is unusual about the NPC's appearance? Roll a d100.

1. Cybernetic augmentation in head.
2. Shaggy alien furs.
3. Cybernetic augmentation in eyes.
4. A cloud of tiny robots hovers above them.
5. Colourful alien feathers.
6. Huge and ornate cybernetic hands.
7. Thorny and irritated skin condition.
8. Ornate metal spikes adorn garb.
9. Skin is red and cracked.
10. Sworlling tattoos cover body.
11. Nose removed, just open slits.
12. Decorative helmet.
13. Alien horns/bones.
14. Necklaces of wire.
15. Elaborate and long facial hair.
16. Smoking implement billowing mesmerizing clouds.
17. Huge buckled multi-connection technobelt.
18. White decorative feathers.
19. Dyed a primary colour hair, skin, etc.
20. Cybernetic claws.
21. Transported by crawling robotic throne.
22. Large earphones, constantly listening to music/data plane report.
23. Holds a metal shield.
24. Necklaces of rock/geode/crystal.
25. Always wet with sweat.
26. Oversized frills on collars and shoulders.
27. An abundance of rings.
28. Too large fingers and or hands.
29. Flying robot perches on shoulder.
30. Cybernetic augmentation in torso.
31. Huge hoopy earrings.
32. Celestial inspired symbols, insignia, jewelry, etc.
33. Cage like headgear.
34. Ears missing.
35. A bouquet of alien flowers.
36. Cybernetic augmented mouth or jaw.
37. A metal cybernetic tail terminating in a jagged blade.
38. Clear visible lethal weaponry.
39. A cybernetically sealed mouth, communicates only through data plane.
40. Completely black, white or other colour eyes.
41. A mouth of fangs.
42. Huge, slightly malformed, muscles.
43. Warped and stretched face.
44. Smeared war paint.
45. Flower or generally vegetative tattoos.
46. Head or wristband made of ancient khybe monk robe.
47. Hold gross alien idol, or hangs it from neck.
48. Caked in dirt.
49. Wild unkempt hair.
50. Additionally cybernetic limb.
51. Banners and flags attached cybernetically to back.
52. Rotting flesh.
53. Long hair in elaborate styling cinched in place with metal bands.
54. Cybernetic augmentation in legs.
55. Ornate and opulent necklace/s.
56. Exuding some green yellow slime from too large pores.
57. Wart or boil covered skin.
58. Long, dirty claws.
59. Missing or broken/chipped teeth.
60. Jagged stumps of failed cybernetic augmentations erupt from body.
61. Cybernetic spines ridging along back or arms.
62. Infestation of alien scales, varied in colour or monotone.
63. High, frilly collars, generally followed by a pompous attitude.
64. Bejeweled and ornate weaponry.
65. Doted on by android or robot servant.
66. Cybernetic augmentation in chest.
67. Wreath of trash, old vegetation, and general detritus.
68. Huge belly.
69. Wrapped in long scarves and face masks of rags.
70. Strumming an antique instrument.
71. Ever upward facing eyes, never look away from the sky when talking.
72. A hive of symbiotic robots living in torso.
73. Crown of cybernetic augmentations emerge from head.
74. Large geometric symbols etched into armour.
75. Ropes of alien skulls hung around body.
76. Always drooling in copious amounts.
77. Holds, and drinks from, an ornate drinking tanker.
78. Cybernetic augmentation in arms.
79. Protective face-covering including goggles and breathing aparati.
80. Cybernetic wings, either operational or decorative.
81. Wears a chest sling of work tools.
82. Accompanied by a well trained alien beast.
83. Miniature shrines strapped to shoulders, replete with little offerings.
84. Has an implanted comlog, always monitoring the data plane.
85. Head and faces draped in shimmering veil of opaque gauze.
86. Metallic or organic flower tucked behind ears.
87. Cybernetic augmentation in feet.
88. Missing a limb or two.
89. An aura of smoke, belching from nearby technology or cybernetics.
90. Incredibly gaunt and bony.
91. A too-long tongue that hangs out the mouth.
92. Legs inoperable, transported via hoverchair.
93. Jeweled and/or elaborately designed immaculate boots.
94. Naked or nigh naked.
95. Tangles and coils of cable looped all over body.
96. A small electronic portrait hangs from neck.
97. Encased in industrial exoskeleton suit.
98. Wears a mask.
99. Huge encompassing cloak or robe.
100. Consciousness implanted into one or several accompanying androids/synthoids.

NPC Want: Not an all-encompassing description of the central drive of the NPC, but a hook to give the NPC a motivation when they are encountered by PC's. Roll a d8, then a d10.

1.

1. Heal someone important to them.
2. Secure a new home or base of operations.
3. Store, securely and secretly, something valuable on their person.
4. Remove a competitor in their field of expertise.
5. Extract revenge for a recent betrayal.
6. Explore an area recently discovered.
7. Acquire a means of transportation.
8. Gain guidance from a venerable leader
9. Gain control of their local power structure.
10. Resurrect and restore a forgotten method of their expertise.

2.

1. Create a fearsome reputation for themselves within their expertise.
2. Become rich.
3. Charm a local authority, through bribery, blackmail, extortion, etc.
4. Purchase, build, steal or otherwise acquire a personal security robot or bodyguard.
5. Poison or destroy local food/water/resource supply.
6. Gather intelligence on a nearby rival in their expertise.
7. Organise a party.
8. Increase their material wealth.
9. Steal something of value from a nearby rival.
10. Decipher disturbing dreams they have been experiencing of late.

3.

1. Acquire a cybernetic augmentation.
2. Brutally intimidate nearby rival.
3. Eat something.
4. Get as inebriated as possible on whatever substances are available.
5. Prepare a funeral or grieve someone close to or important them, recently deceased.
6. Unearth something valuable from beneath the ground.
7. Capture a huge and fearsome alien beast.
8. Find a significant other for procreation purposes.
9. Find a business or working partner within their field of expertise.
10. Collect a large debt owed to them.

4.

1. Acquire upgraded weapons and armour.
2. Acquire an abundance of food.
3. Protect some valuable physical item or secret recently acquired.
4. Conduct a spiritual or personal ritual to calm and centre self.
5. Make peace with an enemy.
6. Sell a shipment in their possession.
7. Burn and destroy as much as possible.
8. Dispose of some waste or refuse in their possession
9. Acquire a spacecraft.
10. Acquire a hovercraft.

5.

1. Hunt an exotic alien beast.
2. Make some new friends, or new expertise associates.
3. Copulate.
4. Kill an enemy.
5. Move to a new planet or space station.
6. Learn the secrets hidden in some esoteric text.
7. Transport a physical item to friend, colleague or enemy.
8. Explore somewhere dangerous yet rewarding.
9. Recover a hidden valuable item of which they know the location.
10. Steal a valuable item.

6.

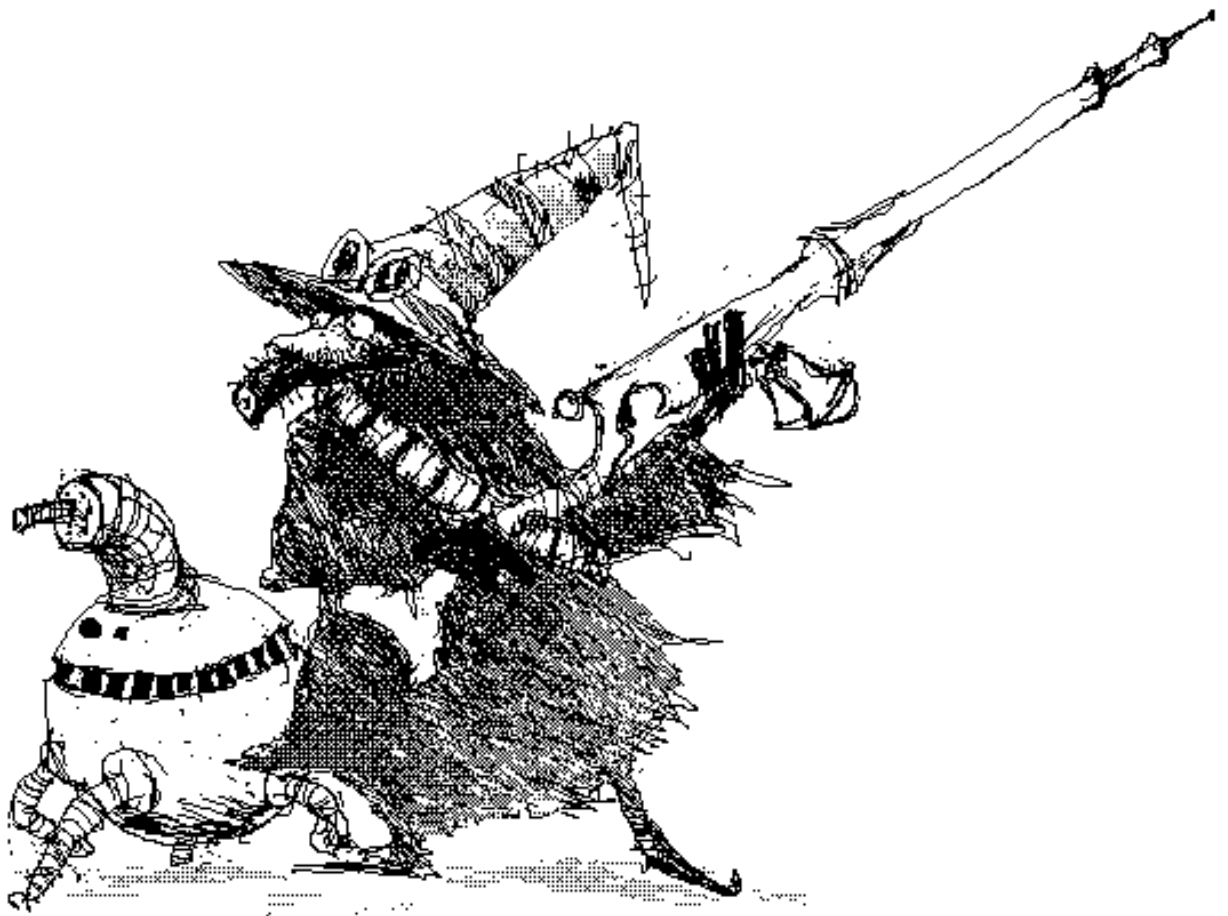
1. Terrorize an enemy.
2. Improve their relationship with a friend or colleague in their expertise.
3. Make a new discovery in their expertise.
4. Cure themselves of a disease or disorder.
5. Save a relationship, personal or professional, close to destruction.
6. Do good deed for someone to assuage personal guilt.
7. Discover the answers to a local mystery.
8. Report to local law/security providers about a crime.
9. Clean self or work/living space.
10. Acquire, and possibly use, explosives.

7.

1. Present a gift to an important relation.
2. Bring peace and calm to someone or something nearby.
3. To fade into obscurity or escape those hunting for them.
4. Begin a completely new life.
5. Get somewhere quiet to reflect and meditate on recent events.
6. Solve a problem associated with expertise.
7. Offload a troublesome personal possession.
8. Payback a debt owed to someone dangerous.
9. Avoid being incarcerated or captured.
10. Restore their besmirched reputation.

8.

1. Find immediate relief to severe pain.
2. Disappear from sight.
3. Discover something unknown about their history.
4. Hide evidence of their wrongdoing.
5. Break something important to an enemy.
6. Conduct an expedition to the wilderness, hunting for something valuable
7. Throw the nearby environment into chaos.
8. Terrify an enemy.
9. Get guidance about their future.
10. Acquire an item specific to their expertise they have long coveted.





NPC Group Generator:

To generate NPC groups, organisations, gangs and the like, simply use the tables of the NPC generator but assume the results apply to a collective of NPCs. Roll on the additional Culture table below to complete the NPC group.

NPC Group Culture: Not intended as an all-encompassing description of the group's culture, but some interesting aspect of it that will give a hook when roleplaying the group. Roll a d8, then a d10.

1.

1. Overzealous with the administration of violence.
2. Protects the less fortunate.
3. Incredibly wealthy.
4. Will always capture enemies, rather than kill them.
5. Militaristic and mercenary, group very regimented and rife with punishment.
6. All in the group have cosmetic modifications to look similar.
7. All members of the group are addicted to the same substance.
8. Group devoted to a mysterious quasi-religious leader.
9. Group members are in constant communication through the data plane.
10. Group is composed entirely of the same model of robot or android.

2.

1. Group welcomes all others.
2. All members of the group have the same disease.
3. Group is chaotic and disordered.
4. Group is in a symbiotic or parasitic relationship with a species of aliens.
5. Group is leaderless and devoted to equality.
6. Group members always creep and whisper, sticking to the shadows.
7. Group is an utter pariah having committed some vile transgression in the past.
8. Group never allows themselves to be seen, always sending envoys or covering/disguising themselves completely.
9. Group members are incredibly upfront and honest.
10. Group members are very petty and shallow-minded.

3.

1. Group members are sick with some terminal illness, making them incredibly desperate.
2. Group is very weak, will disperse and crumble with the slightest provocation.
3. Group member's equipment and possessions are constantly breaking, as is their resolve.
4. Group is only concerned with wealth of the mind, deals only in information, secrets, etc.
5. Group members are addicted to the data plane and under the sway of an A.I leader.
6. Group always employ slaves (flesh or robotic) to do their dirty work.
7. Some ancient and horrific force has reawakened to claim leadership of the group.
8. Group is obsessed with ostentatious displays of material wealth.
9. Every group member must record all happenings into a comlog, which is then logged into the data plane.
10. Group always over plans everything to the extreme.

4.

1. Group has an inexhaustible amount of material wealth.
2. Group members are all Khybe sensitive in some manner.
3. Group has an obsession with bones and skeletons.
4. All group members are focused on ritual sacrifice.
5. Group operates in pairs of inseparable lovers.
6. Group members are incredibly lazy.
7. All group members are incredibly dishonest and shift.
8. Cruel and vindictive to all not belonging to the group.
9. Group members require some vivifying cybernetic to keep them alive.
10. Group members all follow a strict moral code of conduct.

5.

1. Group members are all kleptomaniacs.
2. Group is fastidiously clean, to the point of obsession.
3. Group freely supply highly addictive and destructive substances to all those they meet.
4. Group sees themselves as morally upstanding, that everyone else is wrong and immoral.
5. Group is constantly on the hunt.
6. The group's membership is so large they have become a pest.
7. Group members refuse to communicate in any way with outsiders.
8. Group members always rides some form of fearsome alien beast.
9. Group members are cannibals.
10. Group members conduct themselves in an eerily calm manner.

6.

1. The group never harms, injures or kills another living being.
2. Many, if not all, of the group members have some horrible mutation.
3. Group generally fails at everything it attempts to do.
4. Group loves fire.
5. Group loves explosions.
6. The group currently has no leader, creating a chaotic mess of betrayals and double-crosses.
7. Group is in decline after a once glorious golden age.
8. All group members ensure they double-cross and destroy all those they deal with.
9. Group always has hidden lookouts, monitoring every relevant interaction/event.
10. Group is convinced the end times are at hand.

7.

1. Group is incredibly shadowy and mysterious. Often only communicating through notes, cryptic messages and intermediaries.
2. Group members are hyperactive to the extreme.
3. Group members are giggling and cruel tricksters.
4. Group employs the use of massively oversized weaponry and tools.
5. Group members enjoy gross horror and terror.
6. Group seduces all those they encounter.
7. Two factions have recently formed in the group, there is simmering tension that often erupts into open violence.
8. Group members are incredibly sensual, constantly eating, touching, drinking and copulating.
9. Group never leaves dark places.
10. Group members are ever burrowing deeper and deeper underground.

8.

1. All members of the group are tough as nails, wrapped up in heavy armour and armed to the teeth.
2. Group has some enormous tree, fungus, weed or beast central to their existence.
3. All group members are feasters, loving to eat, and hugely obese.
4. The group is aimless and drifting, devoid of a purpose.
5. All group members are ancient, all perhaps living forever.
6. Group always causes others pain at every opportunity.
7. Group is in the throes of a bloody vendetta war with another group.
8. Group must annihilate any other groups operating nearby to them.
9. All group members are obsessed with collecting scrap materials.
10. Group has an obsession with death.

Alien Species Generator:

Combine the results from the following tables to generate an alien species.

Basic Form: Roll on this table twice and combine the results to get a more "alien" alien (roll once to get something less weird). Give an average for HD and AC values and choose the best attack method of the two (or use both). The HD values are low, representing a "regular civilian" member of the species. A more combat focused specimen may have much more HD. Roll a d4, then a d10 (twice).

1.

1. **Man**, 2HD, AC11, Crude tool: d6.
2. **Pygmy**, 1HD, AC10, Crude tool: d4.
3. **High Grav Man**, 1HD, AC12, Crude tool: d8.
4. **Giant Man**, 4HD, AC11, Crude tool: d8.
5. **Low Grav Man**, 1HD, AC10, Crude tool: d6.
6. **Crab**, 1HD, AC14, Claws: d6x2.
7. **Fish**, 2HD, AC11, Bite: d6.
8. **Octopus**, 1HD, AC11, Tentacle: d6x4.
9. **Mobile Flower**, 1HD, AC9, Poison Dust: d6 to all Nearby.
10. **Snake**, 1HD, AC11, Poison Bite: d6, test CON or d4 damage for d6 rounds.

2.

1. **Lizard**, 2HD, AC11, Bite: d6.
2. **Turtle**, 2HD, AC14, Bite: d6.
3. **Toad**, 1HD, AC11, Poison Touch: Melee attackers test DEX or d6 damage.
4. **Dog**, 1HD, AC11, Bite: d8.
5. **Cat**, 1HD, AC13, Claw: d6.
6. **Bear**, 3HD, AC11, Claw: d8 + Bite: d6.
7. **Tiger**, 2HD, AC14, Claw: d8 + Bite: d6.
8. **Slime Mound**, 2HD, AC14, Acid Punch: d6 + 1 damage per round for d6 rounds.
9. **Jelly Cube**, 4HD, AC11, Consume: Target tests DEX or sucked into jelly and choked for d6 damage per round until successful DEX test.
10. **Worm**, 1HD, AC11, Headbutt: d4.

3.

1. **Centipede**, 1HD, AC12, Pincer: d6x2.
2. **Flying Bird**, 1HD, AC12, Claw or Beak: d6.
3. **Flightless Bird**, 1HD, AC11, Claw or Beak: d8.
4. **Butterfly**, 1HD, AC9, Poison Dust: d6 to all Nearby.
5. **Mosquito**, 1HD, AC9, Proboscis: d6, can suck blood automatically after successful attack, d4 damage per round.
6. **Beetle**, 1HD, AC14, Pincer: d6.
7. **Spider**, 1HD, AC12, Poison Bite: d6, test CON or d4 damage for d6 rounds.
8. **Mantis**, 2HD, AC12, Claw: d8.
9. **Wasp**, 1HD, AC12, Poison Sting: d6, test CON or d4 damage for d6 rounds.
10. **Slug**, 4HD, AC9, Bite: d4.

4.

1. **Ape**, 1HD, AC11, Punch: d6 + Bite: d4.
2. **Mobile Fungi**, 2HD, AC11, Punch: d6 + Sleep Touch: When attacked released sleep spores, all Nearby must test CON or fall asleep for d4 rounds.
3. **Mobile Tree**, 2HD, AC12, Branch: d8.
4. **Jellyfish**, 2HD, AC10, Stun Tentacle: d6, stuns target for next round after successful attack.
5. **Bull**, 3HD, AC11, Horns: d8.
6. **Hog**, 2HD, AC11, Horns: d8.
7. **Ram**, 1HD, AC11, Horns: d8.
8. **Rat**, 1HD, AC11, Diseased Bite: d6, target tests CON or receives disease.
9. **Elephant**, 4HD, AC12, Trample: d10.
10. **Snail**, 2HD, AC15, Bite: d4.

Form Manifestation: The particular way the alien's form has evolved and mutated. Roll a d4, then a d10.

1.

1. Cute, Infantile and apparently defenseless.
2. Attractive, symmetrical, strong and capable.
3. Glowing, radiant, plasmic and blinding.
4. Floating, gaseous, bulbous and peaceful.
5. Flat, hidden, creeping and thin.
6. Ghostly, incorporeal, shimmering and misty.
7. Erratic, jagged, spikey and sharp.
8. Incomplete, a jumble, asymmetrical and confused.
9. Skeletal, filled with holes, shrivelled and gaunt.
10. Clear, translucent, watery and viscous.

2.

1. Diffused, cloudlike, flickering and intangible.
2. Duplicated, doubled, additional features, limbs, and heads.
3. Gem encrusted, gold plated, shimmering and opulent.
4. Brain bulging, intellectual, mind developed at expense of body.
5. Bloody, fleshy, inside out with pulpy organs on display.
6. Warping, chameleon, copying, and changing.
7. Wet, dripping, oozing, and slithering.
8. Thorny, plated, protected and warty.
9. Acidic, caustic, spitting and sizzling.
10. Caught, captured, encased in inorganic technological parasites.

3.

1. A specific body part or feature is exaggerated, huge and massive.
2. All mouth, consumption, chewing, maw, and teeth.
3. Vegetative, green, vine ridden and flowering.
4. Disordered, backwards, illcreated and warped.
5. Smoking, smouldering, wafting heat and flame.
6. Rotted, crumbling, foul and tattered.
7. Gangly, too long, reaching and grasping.
8. Geometric war scars, holy symbols of blood, symbols and tattoos.
9. Horrific, dripping with terror, an affront and abomination,
10. Gargantuan, enormous, leviathanic and massive.

4.

1. Tendrilic, squirming, hydratic and hypnotising.
2. Crumbling, craggy, sandy and granular.
3. Deep boring, burying, loamy and earthy.
4. Rocky, stony, hard and solid.
5. Eyes, huge or multiple, watching, seeing and knowing.
6. Ancient, too old, beyond wise and venerable.
7. Blades, spines, needles, bringer of pain and death.
8. Leering, greening, cackling and vile.
9. Dark, shadowy, hidden, silent and creeping.
10. Diseased, rotting, boils, scabs and pus plaguebearer.

Armour Technology Level: Add this improvement to Armour Class to either all members of the species, or just the warrior class. Roll a d10.

1. None.
2. Laz shields, immune to Laz fire for d6 rounds.
3. Metal shields +1 AC.
4. Heavy Armour +6 AC.
5. Medium Armour +4 AC.
6. Light Armour +2 AC.
7. Thick Skin +1 AC.
8. Bio organic mineral skin plates +2 AC.
9. Hyper alert +1 AC.
10. Mineral flesh +3 AC.

Weapon Technology Level: Just because an alien species has access to a certain weapon technology doesn't mean they will wield it. The alien species may be more deadly using their inherit weapons and special abilities. Additionally, warriors in the species may be able to wield much more powerful members than others of its brethren. Roll a d10.

1. Pacifists.
2. None, attacks with body.
3. Crude melee weapons (stone tools and axes).
4. Modern melee weapons (swords and daggers).
5. Futuristic melee weapons (energy and mechanical swords).
6. Plasma melee weapons (Plasma cestus and sword).
7. Crude ranged weapons (rocks, bow, and arrow).
8. Modern ranged weapons (Bull guns).
9. Futuristic ranged weapons (Laz guns).
10. Combination, roll on this table twice.

Communication Method: May lead to fun roleplay situations, can be ignored if preferred. Roll a d10.

1. Mouth-based auditory.
2. Body-based auditory.
3. Shimmering skin/plumage.
4. Physical gestures.
5. Speech.
6. Telepathy.
7. Touch telepathy.
8. Via comlog and the data plane.
9. Pheromones.
10. Written only.

Special Ability: Take into consideration how the alien species has manifested so far and use the result here as a catalyst to invent something interesting the species can do. Roll a d100.

1. Healing and regeneration.
2. Protection and armouring.
3. Guidance and navigation.
4. Storage and compartments.
5. Immunity and resistance.
6. Illumination and clear sight.
7. Knowledge and intelligence.
8. Flight and gliding.
9. Psionics and thought power.
10. Sleep and meditation.
11. Wings and gills.
12. Cleansing and reduction.
13. Supply of air and gas.
14. Voice control and noise creation.
15. Disguise and camouflage.
16. Charming and beguiling.
17. Speed and swiftness.
18. Implanted weapons of body and mind.
19. Endurance and vitality.
20. Shrinking and resizing.
21. Cluster growths and useful tumors.
22. Jellyfying and Sliming.
23. Reflection and repetition.
24. Piercing and smashing.
25. Tricks and misdirection.
26. Eyes and vision.
27. Eating and consumption.
28. Repair and replacement.
29. Gilding and glamour.
30. Cutting and slashing.
31. Analysis and research.
32. Dreaming and fantasy.
33. Mind control and enslavement.
34. Flesh sculpting and forming.
35. Extra organs and skin.
36. Self-destruction and cannibalism.
37. Regulation and replenishment.
38. Neutralisation and elimination.
39. Swimming and aquatics.
40. Clawing and prying.
41. Balance and order.
42. Acid and melting.
43. Steam and boiling.
44. Cleaning and tidying.
45. Entrapment and seizure.
46. Locks and safety.
47. Growth and gigantism.
48. Vegetables and fruit.
49. Sensuality and instinct.
50. Ornamentation and fashion.
51. Beasts and wildness.
52. Grinding and dissection.
53. Peace and kindness.
54. Scent and smell.
55. Illusions and fakery.
56. Madness and mutation.
57. Fire and burning.
58. Explosives and incendiaries.
59. Destruction and crushing.
60. Recycling and reusing.
61. Pilfering and scavaging.
62. Wheels and cogs.
63. Tentacles and suckers.
64. Divination and the future.
65. Maps and direction.
66. Mechanics and automation.
67. Blubber and mass.
68. Height and towering.
69. Preservation and undying.
70. Gathering and binding.
71. Silkiness and softness.
72. Intoxication and inebriation.
73. Picking and probing.
74. Charisma and allure.
75. Seeking and hunting.
76. Stone and rigidity.
77. Chemistry and alchemy.
78. Secrets and hiding.
79. Decoration and plumage.
80. Time and history.
81. Etherealness and dissipation.
82. Writing and recording.
83. Curiosity and novelty.
84. Torturing and extraction.
85. Poison and sickness.
86. Curses and counterattacks.
87. Bile and phlegm.
88. Shadows and darkness.
89. Bones and death.
90. Warping and reworking.
91. Climbing and scouting.
92. Copies and cloning.
93. Mechanics and combustion.
94. Prediction and far sight.
95. Unrelenting and dauntless.
96. Rage and aggression.
97. Twisting and serpentine.
98. Spores and bacteria.
99. Honour and ethics.
100. Slimes and serums.

Culture: Not an all-encompassing description of the alien's culture, but some interesting aspect of it that should give you some hook when roleplaying the alien species. Roll a d8, then a d10.

1.

1. Overzealous with the administration of violence.
2. Protects the less fortunate of the species.
3. Always leave valuable offerings.
4. Will always capture enemies, rather than kill them.
5. More like an army than a species, very regimented and rife with punishment.
6. All in the species looks eerily similar.
7. Species is addicted to some pleasure causing substance.
8. Species devoted to a mysterious quasi-religious leader.
9. Species can read each other's minds.
10. All of species are clones.

2.

1. Species welcomes all others.
2. Species has a horrific disease.
3. Species is chaotic and disordered.
4. Species live on the back of larger alien species.
5. Species is leaderless and devoted to equality.
6. Species always creeps and whispers, sticking to the shadows.
7. Species is an utter pariah having committed some vile transgression in the past.
8. Species never allow themselves to be seen, always sending envoys or covering/disguising themselves completely.
9. Incredibly upfront and honest.
10. Very petty and shallow-minded.

3.

1. Species sick with some terminal illness, making them incredibly desperate.
2. Species is very weak, will disperse and crumble with the slightest provocation.
3. Species equipment and possessions are constantly breaking, as is their resolve.
4. Species is only concerned with wealth of the mind, deals only in information, secrets, etc.
5. Species are addicted to the data plane and under the sway of an A.I leader.
6. Species always employ slaves (flesh or robotic) to do their dirty work.
7. Some ancient and horrific force has reawakened to claim leadership of the species.
8. Obsessed with ostentatious displays of material wealth.
9. Every species member must record all happenings into a comlog, which is then logged into the data plane.
10. Species always over plans everything to the extreme.

4.

1. Species has an inexhaustible amount of material wealth.
2. Species are all Khybe sensitive in some manner.
3. Species has an obsession with bones and skeletons.
4. All species focused on ritual sacrifice.
5. Species operate in pairs of inseparable lovers.
6. Species is incredibly lazy.
7. Species always lies.
8. Cruel and vindictive to all not belonging to the species.
9. Species connected by cybernetics to some life-giving liquid piped into the body from nearby vats.
10. Species obsessed with a strict moral code of conduct.

5.

1. Species are kleptomaniacs.
2. Species is fastidiously clean, to the point of obsession.
3. Species freely supply highly addictive and destructive substances to all those they meet.
4. Species sees themselves as morally upstanding, that everyone else is wrong and immoral.
5. Species constantly on the hunt.
6. The species population is so large they have become a pest.
7. Species refuses to communicate in any way with outsiders.
8. Species always rides some form of fearsome alien beast.
9. Species are cannibals.
10. Species conducts itself in an eerily calm manner.

6.

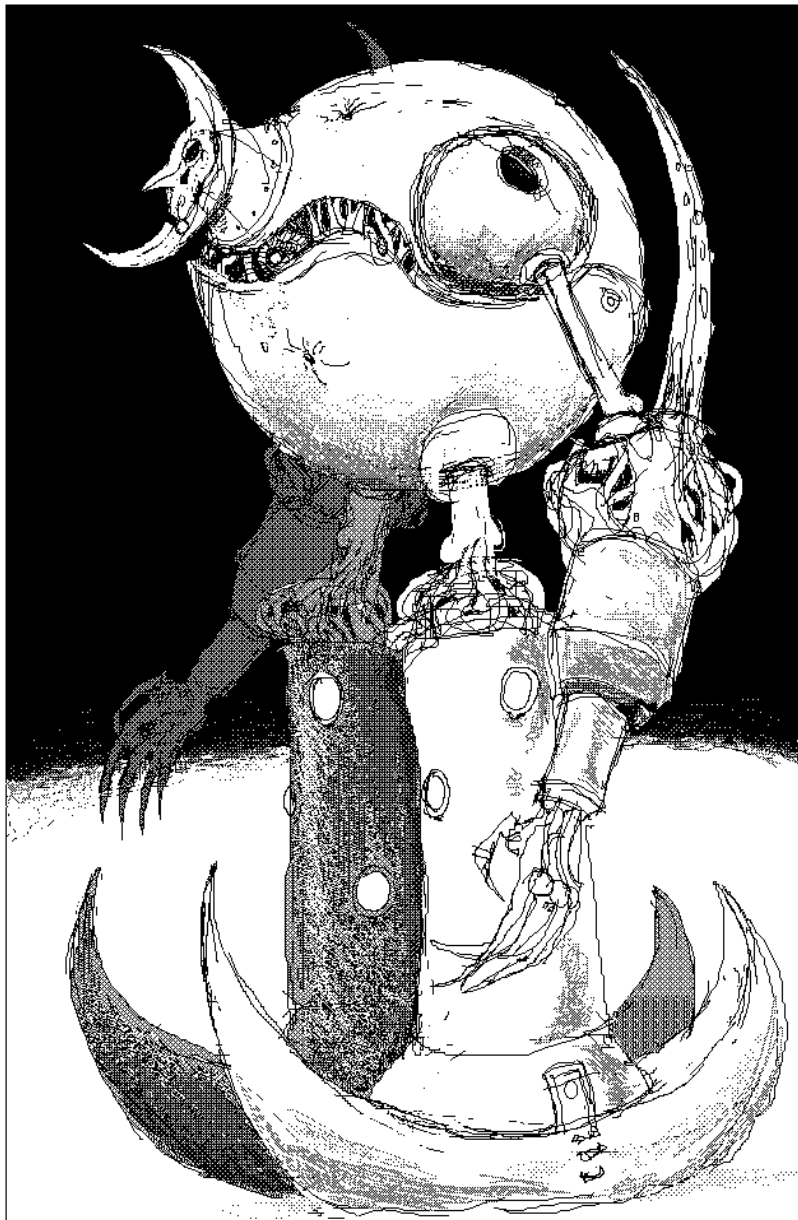
1. Species never harms, injures or kills another living being.
2. Species is horribly mutated from some atmospheric radiation.
3. Species fails at everything it attempts to do.
4. Species loves fire.
5. Species loves explosions.
6. The species currently has no leader, creating a chaotic mess of betrayals and double-crosses.
7. The species is in decline after a once glorious golden age.
8. The species ensures it double-crosses and then destroys all those it deals with.
9. Species will always have dozens of hidden lookouts, monitoring every interaction that occurs in their territory.
10. Species is convinced the end times are at hand.

7.

1. Species is incredibly shadowy and mysterious. Often only communicating through notes, cryptic messages and intermediaries.
2. Species is hyperactive to the extreme.
3. Species are giggling and cruel tricksters.
4. Species employs the use of massively oversized weaponry and tools.
5. Species enjoys gross horror and terror.
6. Species seduce all those they encounter.
7. Two factions have recently formed in the species, there is simmering tension that often erupts into open violence.
8. Species is incredibly sensual, constantly eating, touching, drinking and copulating.
9. Species never leaves dark places.
10. Species is ever burrowing deeper and deeper underground.

8.

1. All of species are tough as nails, wrapped up in heavy armour and armed to the teeth.
2. Species has some enormous tree, fungus, weed or animal central to their existence.
3. Species are feasters, loving to eat, and hugely obese.
4. Species is soulless.
5. All species members are ancient, all perhaps living forever.
6. Species always causes others pain at every opportunity.
7. Species is in the throes of a bloody vendetta war with another species.
8. Species must annihilate any other species living nearby to them.
9. Species collects technological scrap and dwells in downed spacecraft.
10. Species has an obsession with death.



Want: Again, not an all-encompassing description of the central drive of the alien species, but a hook to give the species a motivation when they are encountered by PC's. Roll a d6, and then a d10.

1.

1. Get a leader or important individual healed.
2. Find a new and secure home.
3. Find somewhere safe to store something sacred/important.
4. Remove the competition for a specific resource.
5. Find out who betrayed them recently.
6. Explore a recently discovered alien ruin.
7. Acquire a means of interplanetary transportation.
8. Gain guidance from a venerable and ancient leader
9. Gain control of the planet or system.
10. Resurrect a venerated leader.

2.

1. Shroud the reputation of the species in false and fearsome rumours.
2. Grow rich through the manipulations of local markets, possibly owning a monopoly of some highly desired commodity.
3. Charm some local empire authority, though bribery, blackmail, extortion, etc.
4. Purchase, build, steal or otherwise acquire a menacing army of attack robots.
5. Poison or destroy local food/water/resource supply.
6. Gather intelligence on a nearby rival species through spying and subterfuge.
7. Hold a grand festival.
8. Increase the material wealth of the species.
9. Steal some sacred relic or important technology from a rival species.
10. Decipher weird and disturbing dreams experienced by leader.

3.

1. Acquire a cybernetic augmentation technician to enhance the warriors of the species.
2. Drench the planet/system in blood in a ritual of intimidation.
3. Capture, prepare and consume local figure of import.
4. Prepare a grand tomb or funeral procession for a recently deceased leader.
5. Dredge something valuable from beneath the ground.
6. Capture a huge and fearsome alien beast.
7. Find a replacement leader.
8. Collect a large debt owed to the species.
9. Outfight warriors with upgraded weapons and armour.
10. Setup a thriving and healthy vat farm system.

3.

1. Protect some technology recently discovered/uncovered.
2. Grow a calming and spiritual garden.
3. Secure a peace treaty with a nearby rival species.
4. Setup a thriving galactic shipping operation.
5. Burn and destroy as much as possible.
6. Dispose of an alarming pile of irradiated waste.
7. Acquire a fleet of spacecraft.
8. Acquire a fleet of hovercraft.
9. Train an army of alien beasts.
10. Increase the population of the species.

5.

1. Begin/continue/expand an interspecies breeding program.
2. Decrease the population of the species.
3. Steal, build or otherwise acquire a space station as a base of operations.
4. Learn the secrets hidden in some esoteric text.
5. Build a vital and useful transportation network.
6. Clear out, or dig, a tunnel between/beneath two important locations.
7. Recover an impressive technology of which the species has valuable intelligence about location.
8. Steal an important technology and hold it ransom.
9. Terrorize a neighboring group, to scare them into paying fealty/tribute.
10. Maintain peaceful relationships with all nearby species.

6.

1. Improve relations with nearby alien species.
2. Cure the species of a contagious disease they are afflicted by.
3. Remove a troublesome group within the species.
4. Bring calm and peace to the area the species inhabits.
5. Avoid being captured by another species.
6. Restore the reputation of the species.
7. Hide evidence of the species' wrongdoings.
8. Throw the nearby environment into chaos.
9. Discover something unknown about their history.
10. Get guidance about the future.

Tables for Roleplaying NPCs:

d12 Reaction Table:

d12	Reaction:
1	Kind and Helpful - will assist
2	Friendly and affable - will somewhat assist
3	Polite and pleasant - leaning towards assisting depending on PC's actions
4	Brusque yet reasonable - reaction is dependant on PC's actions
5	Undecided but calm - reaction is dependant on PC's actions
6	Undecided but peeved - leaning towards attacking depending on PC's actions
7	Cool, aloof and disinterested - may attack
8	Rude and impatient - willing to attack
9	Mocking and deriding - willing to attack
10	Vicious and spitting - wanting to attack
11	Threatening and aggressive - wanting to attack
12	Bloodthirsty and attacking

Alignment Dependant d6 "What Does The NPC Do?" Table:

D6	Chaotic	Neutral	Lawful
1	Will noisily and gleefully assist PC, joined with any cronies at hand.	Will assist PC and encourage others to do the same.	Will assist PC after getting approval from a superior.
2	Will assist PC as long as upset and disorder are being caused.	Will assist PC.	Will assist PC as long as no rules are broken in front of them.
3	Will deny assistance to PC without them first lavishing a gift, or providing a favour.	Needs further encouragement to assist.	Will deny assistance to PC but not stop them unless rules are broken in front of them.
4	Will agree to assist PC , then wait for an inopportune time to spoil their plans.	Will stop PC without some encouragement.	Will deny assistance to PC and immediately report the incident to a superior.
5	Will agree to assist, leave and come back with cronies, intent on stopping PC.	Will deny PC the request and attempt to stop them.	Will deny assistance to PC , and demand they leave the vicinity immediately. Will forcible ensure they leave.
6	Will attack PC (physically or verbally).	Will deny PC the request and attempt to stop them, encouraging others to do the same.	Will attempt to capture PC and have them be questioned by a superior.

2d12 "What Does the NPC Think of The Other NPC/Group" Table:

D12	Adjective:	Relation:
1.	Secretly and silently	Loves and adores
2.	Calmly and quietly	Submits to and obeys
3.	Serenely and acceptingly	Respects and admires
4.	Strongly and aggressively	Lusts for and desires
5.	Underhandedly and covertly	Ignores and is oblivious of
6.	Unsurely and confusingly	Laughs at and derides
7.	Coldly and matter of factly	Tolerates and endures
8.	Meekly and weakly	Distrusts and suspects
9.	Brashly and rudely	Fears and terrorised by
10.	Openly and confidently	Hates and reviles
11.	Toxically and infectiously	Loathes and disgusted by
12.	Loudly and rambunctiously	Enraged and angered by

Mission Generator:

Combine the results from the following tables to generate a mission for your players to complete. Missions are constructed in the following format: **Target, Action, Location, Danger, Reward.**

Target: Who or what is the focus of the mission? Roll a d6, then a d10.

1.

1. A helpful, kind individual.
2. A technology/substance of peace and love.
3. A technology related to the worship of the Khybe.
4. A Khybe monk.
5. An enlightening technology/substance.
6. A leader.
7. A fount of data.
8. A technology/substance that brings bliss.
9. A non Khybe cult leader.
10. A place abandoned/empty.

2.

1. A mad hermit.
2. A memory.
3. A statue.
4. An assassin or thief.
5. A stimulating technology/substance.
6. A nano-sized technology.
7. A shrinking technology/substance.
8. A largely ignored individual.
9. An idea, plan or theory.
10. A healing technology/substance.

3.

1. A trader or banker.
2. A large store of credits.
3. A scholar.
4. A technology of great learning, a store of knowledge.
5. A key, or part of a greater whole.
6. An individual's innards.
7. A duplicating technology.
8. An agent of the Empire.
9. A criminal.
10. A technology of great destruction.

4.

1. A cleaning technology/substance.
2. An imprisonment technology.
3. A soldier or guard.
4. A technology/substance for growing.
5. An individual amassing power.
6. A rare alien beast.
7. A delicacy.
8. A trainer.
9. A sacred place.
10. A site of great Khybe energy.

5.

1. A technology of automation.
2. A ruin or broken technology.
3. A pilot or driver.
4. A synthoid resurrector.
5. A monstrous alien.
6. An alien of giant size.
7. An addictive technology/substance.
8. A hovercraft.
9. A spacecraft.
10. A mining technology.

6.

1. A secret.
2. A stockpile.
3. A Comlog.
4. A technology used for torture.
5. A deceased individual.
6. A technology used for recording.
7. Data records.
8. A technology for augmentation.
9. A Khybe inducing technology/substance
10. A robot.

Action: What must be done to the target of the mission? Roll a d4, then a d10.

1.

1. Help target.
2. Give target a gift.
3. Reorder target.
4. Forcefully correct target.
5. Enlighten target.
6. Bring peace to target.
7. Bring a new idea to target.
8. Isolate target.
9. Spy on target.
10. Replace target.

2.

1. Accelerate target.
2. Shrink or wither target.
3. Make target disappear.
4. Transport target to the data plane.
5. Revive target.
6. Steal from target.
7. Learn from target.
8. Educate target.
9. Rearrange internals of target.
10. Create a copy of target.

3.

1. Get revenge for target, or revenge from target.
2. Reward target.
3. Bring justice to target.
4. Clean target.
5. Capture target.
6. Grow target.
7. Feed target.
8. Have target be eaten.
9. Mesmerise target.
10. Violently destroy target.

4.

1. Kidnap target.
2. Terrify target.
3. Nearly destroy target.
4. Bury target.
5. Freeze target in place.
6. Create detailed report on target.
7. Torture target.
8. Corrupt target.
9. Put target in the dark.
10. Disease or poison target.



Location: Where will the mission take place? Roll a d4, then a d10

1.

1. A Khybe temple.
2. An Empire outpost.
3. A data plane server.
4. A pleasure garden.
5. A spacecraft wreck.
6. An abandoned building.
7. A space station.
8. A black market.
9. A hidden hut.
10. A body of water.

2.

1. A hover dwelling or estate.
2. A vat farm.
3. A warehouse.
4. A research center.
5. A prison.
6. A laboratory.
7. A dock, space or otherwise.
8. A barracks.
9. A food manufacturing factory.
10. A shared space (roll twice and combine results).

3.

1. A slum.
2. A zoo of exotic alien beasts.
3. A forest.
4. A cave.
5. An automated or robot-run factory.
6. A gas production plant.
7. A fortified wall or battlements.
8. A hyper mall.
9. An alien experimentation laboratory.
10. An ancient alien ruin.

4.

1. An island or asteroid.
2. The data plane.
3. A mine.
4. A wasteland.
5. A weapons factory.
6. A place of entertainment.
7. A graveyard.
8. In space.
9. A sewer.
10. A bar.

Danger: What is dangerous about the mission location, or the mission itself? Roll a d4, then a d10.

1.

1. Aggressive local population.
2. Searing radiation leakage.
3. Well trained and equipped security forces.
4. Stupefying substance in atmosphere.
5. No air/poisoned air.
6. Malfunctioning fighter robots.
7. Bottomless chasms.
8. Gale force winds.
9. Plasma walls.
10. A melting ooze secretes in abundance.

2.

1. Enemies and dangers instantly repair/regrow.
2. Secret doors.
3. Infestation of parasitic aliens.
4. Intruders recorded and punished later.
5. Warping of ability to think.
6. Production of counterfeits, doubles, and copies.
7. Flooding.
8. Deadly heat or cold.
9. Chemical leakage.
10. Entrapping rooms.

3.

1. Overgrown with deadly alien flora.
2. Overrun with deadly alien fauna.
3. Mutating Khybe corruption.
4. Traps that vomit deadly substances.
5. A hive of dangerous alien humanoids.
6. Mazelike.
7. Collapsing architecture.
8. Infected with disease.
9. Malfunctioning automated vats and machines.
10. High levels of surveillance.

4.

1. EMP field stops electronics working.
2. Choking, burning gas.
3. Minefields.
4. AI security systems.
5. Automated Bull/Laz turrets.
6. Anti projectile atmosphere.
7. Metal corroding atmosphere.
8. Miniature wormholes.
9. Gravity fluctuations.
10. Unlightable darkness.

Reward: What will the players get for completing the mission? Roll a d4, then a d10.

1.

1. Client-specific service.
2. Secret knowledge.
3. Drugs or chemicals.
4. Transport services.
5. Small sized impressive technology equipment.
6. Honour and glory.
7. Cybernetic augmentation.
8. Medical services or technology.
9. A wondrous substance that is quickly consumed.
10. Credits.

2.

1. Protection services.
2. Advanced combat equipment.
3. A party.
4. Base or hideout.
5. Advanced weaponry.
6. Decorative treasure.
7. Assassin, intimidation or tactical services.
8. An exotic alien beast.
9. Insight into the future.
10. Hovercraft.

3.

1. Spacecraft.
2. Data plane access.
3. Honorary title.
4. Valuable coordinates.
5. Galactic Trade Pallets.
6. Advanced armour.
7. A Khybe artifact.
8. Large sized impressive technology equipment.
9. Tools and equipment.
10. Valuable, possible illicit, substances.

4.

1. A large supply of basic weaponry.
2. A large supply of basic armour.
3. Robot/s.
4. Resolve a PC's bane.
5. Repair a cybernetic malfunction.
6. Hovercraft modification.
7. Spacecraft modification.
8. Trained alien beast.
9. Two rewards, roll twice.
10. Credits, plus roll again for an additional reward.

Dangerous Sector Generator:

Use the following tables to generate rooms or regions in threat filled areas of planets, buildings, space stations, etc. These might be areas that the mission takes place in, or areas that the players choose to explore.

Visual Map Generator: Roll on the following table and combine the results to construct a map for the dangerous sector.

d8, d12	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								

Sector Stocking: Ensure you have a basic understanding of who and what dwells in the sector, and what could possibly be dangerous, of note, etc. Use the results to stimulate ideas that you already know about the sector and make it more interesting. Each of the following stocking options will manifest differently depending on the context of the sector you are generating. An area of “eating” looks much different on a space station than in the cave of some primitive alien beast. Roll a d6, then a d10.

1.

1. Empty, place of rest.
2. Empty, place of recreation.
3. Empty, place of physical work.
4. Empty, place of physical storage.
5. Empty, place of sleep.
6. Empty, place of ornamentation.
7. Empty, place of ritual and worship.
8. Empty, place of waste disposal.
9. Empty, place of eating.
10. Empty, place of lavatory.

2.

1. Empty, place of mental work and research.
2. Empty, place of mental storage.
3. Empty, place of bathing.
4. Empty, place of mechanics and machinery.
5. Empty, place of growing.
6. Empty, place of secrets.
7. Empty, place of desolation.
8. Empty, place of death.
9. Empty, place of trade and commerce.
10. Inhabitants, sleeping or resting.

3.

1. Inhabitants, conducting relaxation or recreation.
2. Inhabitants, physically toiling.
3. Inhabitants, hidden and watching.
4. Inhabitants, eating or drinking.
5. Inhabitants, indisposed through sickness or misadventure.
6. Inhabitants, conducting ritual or worship.
7. Inhabitants, mentally toiling.
8. Inhabitants, ignoring impressive technology.
9. Inhabitants, using impressive technology.
10. Inhabitants, transporting or protecting technology.

4.

1. Inhabitants, searching for impressive technology.
2. Inhabitants, conducting trade and commerce.
3. Inhabitants, fighting one another.
4. Impressive technology, subsumed in location.
5. Impressive technology, out of place and unusual.
6. Impressive technology, focus of work or worship.
7. Impressive technology, hidden.
8. Trap, hazard inherent in environment.
9. Trap, set by nearby Inhabitants, evidence of their work.
10. Trap, obvious and menacing.

5.

1. Trap, hidden and deadly.
2. Trap, mild and annoying.
3. Inhabitants, trapped in hazard of environment.
4. Inhabitants, using traps to their advantage against interlopers.
5. Inhabitants, vaguely aware of trap, but not knowledgeable of specifics.
6. Inhabitants, unaware of trap they may be about to trigger.
7. Inhabitants, scouting and guarding.
8. Technology specific and inherent to environment, expected but intriguing.
9. Technology external and unusual to environment, out of place sourced from elsewhere.
10. Technology used in regular work of environment, mundane but effective.

6.

1. Technology with obscure, secret use that belies a shadow use of environment.
2. Technology, malfunctioning.
3. Technology, causing destruction.
4. Technology, destroyed and inoperable.
5. Technology, operating automatically.
6. Inhabitants, using technology to conduct relatively mundane activity.
7. Inhabitants, puzzling over the way in which a technology is used.
8. Inhabitants, using technology effectively to halt interlopers.
9. Inhabitants, using technology for a dark, devious and deviant purpose.
10. Inhabitants, salvaging technology.

Visual Manifestation: Again, have an understanding of the context of the sector you are generation and apply the statement rolled to warp and modify the appearance of the room/area in question. Roll a d100.

1. An overabundance of light.
2. Low visibility, due to lack of light, fog, etc.
3. Harsh, cruel, angular and geometric.
4. Smooth, clean, clear and empty of clutter.
5. Sublime, awe-inspiring and stunning.
6. Suspiciously and noticeable barren.
7. Easily defended area, heavy with cover and lookout points.
8. Impacted by an overabundance of heat, melted, burnt, etc.
9. Spacious and stretched out and apart.
10. Unnatural movement inherent to the environment.
11. An abundance of elements hanging or floating.
12. Soft, squishy, mucky and hushed.
13. Broken elements expulsing internal materials.
14. Modified heavily by the passing of some giant fauna/inhabitant.
15. Broken, failing and unhealthy.
16. Sticky, slimy and grasping substances.
17. Bodies of liquid.
18. Endemic clusters of some pest flora.
19. A novel, unusual or out of place element.
20. Areas of heavy shadow and light.
21. Overgrown or overcrowded.
22. Easy to access and traverse.
23. Closed, locked, protected and forbidden.
24. Open up wide to the air and sky.
25. Air thick with a substance.
26. Fundamentally wrong, doing the opposite of what it is supposed to.
27. Elements caught and held in place, against their will.
28. An abundance of movement in the air, sky or ceiling.
29. Elements float ghostly through the air.
30. Elements have been covered and coated in some endemic pest/substance.
31. Mobile pests constantly move through area.
32. Elements are operating much faster than they should.
33. Utter rot and ruin.
34. Clear fake and sham elements, rudely pretending to be something they are not.
35. Recently rebuilt or regrown or restructured.
36. Barren and bare.
37. Translucent and clear elements that can be seen right through.
38. Plump, curved and squat.
39. Shimmering, hazy, dreamlike and psychedelic.
40. Internals of flora, fauna, and architecture revealed and on display.
41. Idiotic, catastrophic mistakes.
42. Flora/architecture eating itself.
43. Stunningly decorative and opulent.
44. Reflections and mirroring.
45. Hard, jagged imposing minerals materials.
46. Elements enclosed and entrapped in other elements.
47. Muddy, sloppy and damp.
48. Dried out, cracking and flaking.
49. Fresh new flora or architecture exploding out of old elements.
50. Sudden freezing, shocking cold.
51. Roiling, warping and transient waste/effluent.
52. Melting, bubbling slow-moving destruction.
53. Evidence of feasting, by inhabitants or fauna.
54. Endless murky shadows.
55. Elements are dead or dying or otherwise faltering.
56. Emptied out and hallowed elements, left carelessly discarded.
57. Spiked, pronged and grasping.
58. Evidence of recent and savage conflict.
59. Oversized elements loom menacingly over others.
60. Smooth, easy-going and pleasant.
61. Dramatic differences in vertical levels.
62. Gaps, gulfs, and chasms.
63. Gaps, gulfs, and chasms crossed by bridges.
64. Enormous ornamentation.
65. Flora and architecture designed specifically for rest and indolence.
66. Tight, crowded and claustrophobic.
67. Arches, columns and towers.
68. Preservation receptacles in abundance.
69. Nigh total darkness.
70. Ruins, wrecks, fossils, and bones.
71. Incongruent flora or architecture, sticking out in the nearby region.
72. Rotting, polluted and disgusting.
73. Heavy, thick and oppressive.
74. Spikey, sharp, long and probing.
75. Flowery and ornate.
76. Overgrown and too large.
77. Repetition of elements, too many of one thing.
78. Bristly, tough and rugged.
79. Swirling, twisting and interconnected.
80. Ripe, bursting and overfull.
81. Flames, plasma and heat sources.
82. Ice, coolant, and frigidness.
83. Windswept or otherwise climate impacted.
84. Overly mechanical and geometric.
85. Disturbingly weird and out of place.
86. Camouflaged, hidden and disguised.
87. Horribly and obscenely misshapen and warped.
88. Luxurious, soft and enveloping.
89. Open wide vistas and good views.
90. Raw, unfinished and incomplete.
91. Bound, enveloped and entangled.
92. Wonky, off-kilter and sloping.
93. Holes, craters and caverns.
94. Portals, visions, and windows to places that shouldn't be.
95. Polished, smooth and shiny.
96. Reversed, upside down and the wrong way around.
97. Confused, twisting and maze-like.
98. Idols, statues, and elements on harsh display.
99. Elements taboo and normally avoided.
100. Corruption spreading and infectious.

Sector Trap Generator: Combine these two tables to get a trap.

What is the Trap?: Roll a d6, then a d8.

1.

1. Data plane virus.
2. Chemical.
3. Laws.
4. Net.
5. Flames.
6. Data reader.
7. Scanner.
8. Cloud.

3.

1. Machinery.
2. Claw.
3. Cage.
4. Mist.
5. Mineral material.
6. Liquid.
7. Reflection.
8. Sensor.

5.

1. Illicit substance.
2. Desires.
3. Lazer
4. Chain.
5. Crystal.
6. Rock.
7. Mud.
8. Dung.

2.

1. Climate.
2. Equipment.
3. Security robot.
4. Slime.
5. Jelly.
6. Pool.
7. Portal.
8. Ideas.

4.

1. Opening.
2. Girder.
3. Vegetation.
4. Choppers.
5. Holograms.
6. Explosion.
7. Drill.
8. Mechanical arm.

6.

1. Weapon.
2. Bones.
3. Disease.
4. Shadows.
5. Atmosphere.
6. Gravity.
7. Architecture.
8. Door.

How Does the Trap Affect its Victims: Roll a d6, then a d10.

1.

1. Control and dominate victim.
2. Must include victim in creation of something.
3. Infects victim with unhealthy euphoria.
4. Floats and flies, besetting victim.
5. Predicts a bad, true future for victim.
6. Must empty and hollow victim.
7. Must store or hide something in victim.
8. Forces victim to join cause.
9. Must insult victim.
10. Haunts and hides from victim, causing ongoing annoyance and pain.

2.

1. Voice is heard in victim's mind.
2. Must use victim as a home.
3. Must make a copy of victim.
4. Increases speed of victim.
5. Shrinks victim in some manner.
6. Must spread the disease they are infected with to victim.
7. Must destroy the spirit of victim.
8. Wants to ride victim.
9. Corrode and corrupt victim.
10. Needs victims to create new lifeforms.

3.

1. Wants victim's credits.
2. Wants victim's possessions.
3. Must document the pain of victim.
4. Must test theory on victim.
5. Requires the flesh and blood of victim.
6. Must copy actions of victim.
7. Needs victims as sacrifice.
8. Must stop victim.
9. Makes victim disappear over time.
10. Must restrain or cage victim.

4.

1. Must clean or organise victim.
2. Must enslave victim.
3. Must harvest victim.
4. Must keep territory clear and clean of interlopers.
5. Must consume victim.
6. Infects victim with utter calm.
7. Must mutate victim.
8. Must burn victim.
9. Must explode victim.
10. Touch melts victim.

5.

1. Puts victim into total disarray.
2. Must self destruct near victim.
3. Is controlled externally to detriment of victim.
4. Must install extra parts onto victim.
5. Must increase size of victim.
6. Is dangerous in size.
7. Must seduce victim.
8. Must mock and taunt victim.
9. Infects victim with stupefying pleasure.
10. Knows the secrets of victim.

6.

1. Wants to take victim to deep places.
2. Is too hard, solid and impassable.
3. Must implant, seed and grow in victim.
4. Stops time for victim.
5. Ages victim.
6. Warps victim.
7. Negatively influences victim's mind.
8. Must cause pain for victim.
9. Must cause suffering.
10. Must torture.

Sector Technology Generator: Combine the two tables to get a sector influencing technology. These are generally large pieces of technology that may fill a room or form part of the scenery. The technology generated will often be the focus of the room it is housed within.

What Does the Technology Do?: Roll a d100.

- | | |
|------------------|------------------|
| 1. Heals. | 53. Sensualizes. |
| 2. Protects. | 54. Ornaments. |
| 3. Guides. | 55. Dissects. |
| 4. Stores. | 56. Grinds |
| 5. Resists. | 57. Smells. |
| 6. Illuminates. | 58. Projects. |
| 7. Flies. | 59. Fakes. |
| 8. Informs. | 60. Mutates. |
| 9. Entertains. | 61. Maddens. |
| 10. Sleeps. | 62. Burns. |
| 11. Breathes. | 63. Crushes. |
| 12. Cleans. | 64. Recycles. |
| 13. Gases. | 65. Reuses. |
| 14. Voices. | 66. Pilfers. |
| 15. Programs. | 67. Scavenges. |
| 16. Disguises. | 68. Turns. |
| 17. Charms. | 69. Sucks. |
| 18. Speeds. | 70. Divines. |
| 19. Weaponises. | 71. Maps. |
| 20. Endures. | 72. Automates. |
| 21. Shrinks. | 73. Bubbles. |
| 22. Grows. | 74. Towers. |
| 23. Clusters. | 75. Preserves. |
| 24. Repeats. | 76. Gathers. |
| 25. Reflects. | 77. Binds. |
| 26. Smashes. | 78. Softens. |
| 27. Tricks. | 79. Intoxicates. |
| 28. Sees. | 80. Bridges. |
| 29. Consumes. | 81. Picks. |
| 30. Repairs. | 82. Probes. |
| 31. Gilds. | 83. Allures. |
| 32. Cuts. | 84. Seeks. |
| 33. Analysis. | 85. Hunts. |
| 34. Dreams. | 86. Hides. |
| 35. Controls. | 87. Decorates. |
| 36. Sculpts. | 88. Records. |
| 37. Skins. | 89. Tortures. |
| 38. Destroys. | 90. Extracts. |
| 39. Regulates. | 91. Poisons. |
| 40. Neutralises | 92. Frustrates. |
| 41. Replenishes. | 93. Darkens. |
| 42. Claws. | 94. Liquifies. |
| 43. Times. | 95. Kills. |
| 44. Darkness. | 96. Marks. |
| 45. Balances. | 97. Reworks. |
| 46. Melts. | 98. Dissipates. |
| 47. Boils. | 99. Sickens. |
| 48. Tidies. | 100. Writes. |
| 49. Entraps. | |
| 50. Locks. | |
| 51. Seizes. | |
| 52. Fruits. | |

How does the technology operate?: Roll a d8, then a d10.

1.

1. Bulky but effective.
2. Is working under pressure.
3. Also helps those nearby.
4. Is bluntly obvious in operation.
5. Detached and separate.
6. Data plane in nature.
7. Incredibly specific but effective.
8. Makes everything a little better.
9. Floating, soft and dissipated.
10. Ingests and exhausts with abandon.

2.

1. Is automated or controlled by A.I
2. Subtle and insidious in effect.
3. Deadly silent.
4. Horrific in application.
5. Abrupt, obvious and shocking.
6. Incredibly swift.
7. Works secretly.
8. Slowly destroying itself.
9. Is transparent and clear.
10. Fading in effectiveness.

3.

1. Is powered by things dead and ruined.
2. Mostly affects the data plane.
3. Decorative more so than useful.
4. Powered by incredibly rare fuel.
5. Mostly concerned with the mental realm.
6. Requires a sacrifice to operate.
7. Affects the body of those nearby.
8. Impacts internal organs.
9. Requires time to recharge after each use.
10. Will only work at appropriate times.

4.

1. Equalizes those nearby.
2. Self replicates and spreads like a virus.
3. Strictly focused on a single expertise.
4. Harvests something from those around it.
5. Powered by small symbiotic bodies.
6. Technology must eat.
7. Operation is calming and peaceful.
8. Explodes into action.
9. Ignites and spreads like flame.
10. Burns or melts those nearby.

5.

1. Brings confusion and disarray.
2. Effect is oversized.
3. Emits pleasure to all those nearby.
4. Operates within the cracks.
5. Technologies effects are slowly released.
6. Creates decoys and distractions.
7. Incredibly solid and rigid.
8. Must be reloaded/refilled.
9. Increases hunger and desire.
10. Is incredibly slow.

6.

1. Can undo things that have happened.
2. Must inflict pain.
3. Increases hatred in those that use it.
4. Works best in the shadows.
5. Incredibly lethal.
6. Clarifies nearby surrounds.
7. Sucks the air out of the nearby area.
8. Thickens the atmosphere with its operation.
9. Jostles and buffets the nearby area.
10. Pumps waste into the air.

7.

1. Reinvigorates the area, bolstering and vivifying it.
2. Effect of technology is incredibly subtle.
3. Several copies of the technology are nearby.
4. Is gilded and grandiose.
5. Incredibly efficient and well designed.
6. Internal workings are on display.
7. Miniscule or nano-sized technology.
8. Recycles its materials constantly.
9. Slowly consuming everything in the areas as fuel.
10. Somehow constrains those nearby.

8.

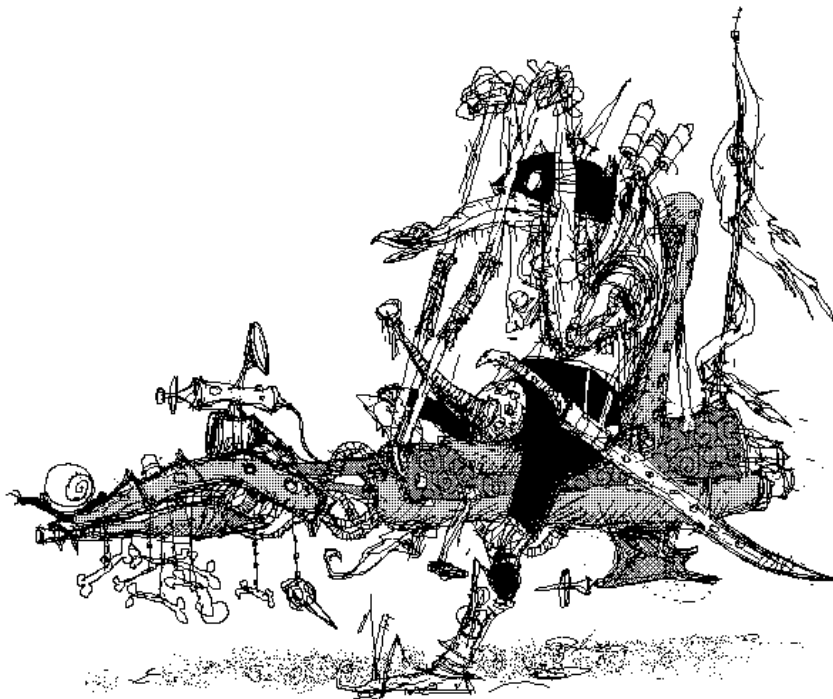
1. Technology is beneath the ground or in the walls.
2. Technology is incredibly old and failing.
3. Operation is cruel to those nearby.
4. Is creating an ever-deepening hole.
5. Perfectly designed to operate seamlessly with surrounding environment.
6. Is in direct opposition and conflict with nearby environment.
7. Requires users to be enveloped in technology.
8. Constantly reaching out and interacting with nearby environment.
9. Controlled remotely.
10. Sprawling out, taking up most of nearby area.

Impressive Technology and Advanced Combat Equipment Generator:

Combine the results of the following tables to generate a piece of technology, either focused on utility or combat.

Impressive Technology/Weapon Base Form: The shape and core purpose of the impressive technology. Roll a d20.

1. **Hat or helmet** (envelopes the head, affects the organs there).
2. **Jewelry** (worn ostentatiously, imbued with a powerful A.I or made of a Khybe inducing substance).
3. **Large chunk of Khybe sensitive substance** (must be held or operated, affects the external world).
4. **Sleep or meditation pod** (technology impacts the bodies of those inside).
5. **Chair** (technology impacts the bodies of those sat upon it).
6. **Body armour** (technology envelopes and affects the body).
7. **Shield** (technology is always defensive in nature).
8. **Robes, cloak, cape or clothing** (technology affects appearance).
9. **Boots** (technology affects ambulation and transport).
10. **Melee weapon.**
11. **Ranged weapon.**
12. **Gloves and gauntlets** (Allows the fine motor manipulation of technology).
13. **Drone** (non-sentient but automated technology).
14. **Robot** (sentient technology).
15. **Dispenser** (technology creates a daily limited supply of a consumable).
16. **Glasses or goggles** (technology affects vision).
17. **Explosives** (consumable technology with a once-off area of effect).
18. **Utility/tool** (technology makes a certain task easier or automates a certain task).
19. **Specialised comlog** (technology affects the data plane).
20. **Modular cybernetic augmentation** (very easy for a cybernetic technician to install).



Impressive Technology/ Weapon Special Power: The special power of the impressive technology or weapon. Roll a d100.

1. Heals and regenerates.
2. Protects and armours.
3. Guides and navigates.
4. Stores and hides.
5. Grants Immunity and resistance.
6. Illuminates and clarifies.
7. Provides knowledge and intelligence.
8. Provides flight and gliding.
9. Controls the mind and thoughts.
10. Causes sleep and meditation.
11. Helps breathing and moving.
12. Cleans and reduces.
13. Supplies air and gas.
14. Controls voices and noises.
15. Controls A.I's and the data plane.
16. Disguises and camouflages.
17. Charms and beguiles.
18. Grants speed and swiftness.
19. Increases damage and destruction.
20. Grants endurance and vitality.
21. Shrinks and resizes.
22. Clutches and grasps.
23. Growths and proliferates.
24. Jellifies and slimes.
25. Reflects and repeats.
26. Pierces and smashes.
27. Tricks and misdirects.
28. Sees clearly and astutely.
29. Feeds and fattens.
30. Repairs and replaces.
31. Beautifies and glamorizes.
32. Cuts and slashes.
33. Analyses and researches.
34. Causes dreams and fantasies.
35. Mind controls and enslaves.
36. Sculpts flesh and bone.
37. Grows skin and organs.
38. Self destructs and self cannibalises.
39. Regulates and replenishes.
40. Neutralises and eliminates.
41. Electrifies and shocks.
42. Claws and prys.
43. Melts and corrodes.
44. Freezes and frigerates.
45. Heats and burns.
46. Balances and orders.
47. Steams and boils.
48. Cleans and tidies.
49. Entraps and seizes.
50. Locks and secures.
51. Grows and encourages.
52. Sensualises and stimulates.
53. Decorates and ornaments.
54. Wildens and savages.
55. Grinds and dissects.
56. Gives peace and kindness.
57. Smells and creates scents.
58. Causes illusions and fakery.
59. Causes madness and warping.
60. Wets and dampens.
61. Explodes and ignites.
62. Destroys and crushes.
63. Recycles and reuses.
64. Pilfers and scavenges.
65. Automates and self-controls.
66. Maps and directs.
67. Transports and carries.
68. Sickens and disgusts.
69. Divines and tells the future.
70. Messies and dirties.
71. Removes and separates.
72. Preserves and keeps.
73. Gathers and binds.
74. Smooths and softens.
75. Intoxicates and inebriates.
76. Bridges and connects.
77. Blubbers and babbles.
78. Picks and probes.
79. Seduces and allures.
80. Digs holes and cavities.
81. Seeks and hunts.
82. Rigidifies and supports.
83. Catalyses and excites.
84. Hides and sneaks.
85. Makes fancy and decorates.
86. Records time and history.
87. Dissipates and dissolves.
88. Writes and records.
89. Entertains and distracts.
90. Tortures and extracts.
91. Poisons and sickens.
92. Counter attacks and responds.
93. Causes frustration and disbelief.
94. Brings shadows and darkness.
95. Creates markers and beacons.
96. Liquifies and emulsifies.
97. Glows and brightens.
98. Breaks and kills.
99. Warps and reworks.
100. Deregulates and deharmonises.

Special Power Modifier: Specifically how the impressive technology's or weapon's special power manifests. Roll a d100.

1. Is incredibly generous.
2. Excels at helping those who are suffering.
3. Has seemingly unlimited power source.
4. Is unable to harm anything or one.
5. Very strict and regimented.
6. Creates lots of identical small impacts.
7. Operates mostly in the mental world or the data plane.
8. Slowly glows brighter and brighter.
9. Is always one step ahead.
10. Induces pleasure in its user.
11. Somehow floats or causes floating.
12. Makes copies of things.
13. Empties and hallows things.
14. Scoops up and devours things.
15. Works incredibly silently.
16. Very old and rickety.
17. Incredibly obvious, blunt and rude.
18. Can self replicate.
19. Works incredibly fast.
20. Incredibly disruptive when operating.
21. Never stays still.
22. Pulls from the atmosphere to power itself.
23. Works very secretly.
24. Is nanotechnology.
25. Works invisibly.
26. Very basic and mundane in operation.
27. Is always fixing things.
28. Constantly reforming and renewing itself.
29. Very subtle in application.
30. Results tend to be temporary.
31. Requires credits to operate.
32. Incredibly decorative.
33. Requires an exotic substance to operate.
34. Conducts research.
35. Grows knowledge as it operates.
36. Hijacks other nearby technologies.
37. Consumes energy from the user.
38. Takes a very long time to recharge.
39. Effect is doubled or twined.
40. Reflects back things that impact it.
41. Obsessed with finding a specific target.
42. Can repair itself with ease.
43. Will only work for users who are worthy.
44. Has a strict set of operation rules.
45. Scans all nearby.
46. Cleans up after itself.
47. Harms those nearby to it when operating.
48. Restrains those nearby.
49. Can only do one very specific thing.
50. Hijacks user somehow.
51. Has not been created by humans.
52. Slowly grows as used.
53. Can only be used outside/in space.
54. Operating the technology irritates all nearby.
55. Easy to lose control while operating.
56. Makes it hard for user to concentrate.
57. Transforms between several key powers.
58. Has a limited number of uses.
59. Operating the technology calms all nearby.
60. Requires wired connection to user to operate.
61. Ejects a harmful substance while operating.
62. Could possible explode during operation.
63. Often does not operate correctly.
64. Can self destruct.
65. Tries to inflict pain where possible.
66. Does several things at once.
67. Manipulates from afar.
68. Always seem to act first.
69. Sentient A.I. inhabits the technology.
70. Controls other technologies to achieve its goal.
71. Overly large and cumbersome.
72. Operation unerves all nearby.
73. Has an adverse effect on aliens.
74. All nearby technology are infatuated with it.
75. Brings pleasure.
76. Induces intoxication.
77. Others are willing to assist operation of technology.
78. Is close to breaking.
79. Will push objects apart.
80. Must be placed on the ground to operate.
81. Is very good at hiding itself.
82. Will burrow beneath something nearby.
83. Incredibly sturdy.
84. Is a classic and exemplary model.
85. Effects of operation slowly grow.
86. Requires constant refuelling.
87. Operation has an impact on nearby gravity.
88. Take a long time to operate.
89. Is a very old model, but still works.
90. Is a brand new prototype.
91. Is harmful or painful to operate.
92. Also causes pain to target in operation.
93. Destroys or vandalises objects nearby in operation.
94. Operation attracts a specific species of alien.
95. Destroys other technologies while it operates.
96. Can cause death.
97. Is only a few uses away from destruction.
98. Needs repair to work properly.
99. Creates a large amount of smoke or other atmospheric disturbance.
100. Has an impact on the nearby data plane.

Impressive Technology Base Material: This will impact how the impressive technology/ weapon appears and the manner in which it operates (only use the "Will also" as a guide, ignore it completely as you see fit, but it will probably be interesting to see how the base element interacts with the other results). Roll a d4, then a d10.

1.

1. Soft, plush yet firm plastic. Will also help others who are not the users.
2. Clean, clear and symmetrical metal. Will also restore order and end chaos.
3. Glowing energy orbs encased in clear globes. Will also create illumination (mental and physical).
4. Gas canisters linked by tubing. Will also cause flight.
5. Bellowing pumps of air. Will also provide an optimal atmosphere.
6. White, glowing plasma pumped through clear tubes. Will also control other technologies nearby.
7. Vigorous exhaust tubings. Will also manipulate things from afar.
8. Impressively fast pumping pistons. Will also increase speed.
9. Smooth curving precious metal. Will also create credits.
10. Clusters of small metallic nodules. Will also make things smaller.

2.

1. Incredibly shiny and reflective chrome metal. Will also decrease visibility.
2. A conglomeration of screens and wires. Will also manipulate the data plane.
3. Clumps of green tubes and canisters. Will also heal.
4. A hive of small scanners connected by wires. Will also create knowledge.
5. Syringes connected to red flowing tubing. Will also manipulate internal organs.
6. Insulated housing units containing super-cold liquids. Will also freeze others in place.
7. A braided tangle of blue tubing connected to metal bulbs. Will also manipulate liquids.
8. Flat slats of interconnected metal. Will also equalize others.
9. Nozzles or funnels connected to metal canisters. Will also clean.
10. Mechanisms held in housings of metal bars. Will also entrapped others.

3.

1. Swirling and organic shaped metal. Will also make others act wild and lose control.
2. Sucking tubes connected to a central metal canister. Will also consume flesh or data.
3. Slow spinning circles of metal. Will also bring peace.
4. Dark misshapen and asymmetrical metal. Will also corrupt and warp others.
5. Vents and canisters of super-hot plasma. Will also create and manipulate heat and flame.
6. Pointed and heavysset metal. Will also break down physical matter.
7. Spindly rods orbited by metal balls. Will also lengthen the user's range of manipulation.
8. Clear canisters holding swirling dust. Will also know of future events.
9. Spiked, skeletal masses of metal. Will also create terror.
10. Cumbersome chunks of metal. Will also increase size.

4.

1. Plastic canisters connected with various taps. Will also create inebriation.
2. Sleek, small and organic lines of dark metal. Will also infiltrate.
3. Slow rotating drill heads. Will also burrow.
4. Heavy plates of thick metal. Will also protect.
5. Rattling red canisters, barely held in metal housing. Will also cause destruction.
6. Bare circuit boards connected by wire. Will also manipulate or acknowledge the past.
7. Clusters of needles connected by cruel spiked metal. Will also create pain.
8. Whirring spiked teeth cogs of metal. Will also create cruelty.
9. Globes of an inky substance, connected by pipes. Will also create darkness.
10. Hard, bone-like plastic. Will also cause death and decay.

Random Space Encounter Generator:

Combine the results of the following tables to generate a random encounter in space.

Space Scenery: The “area” that the encounter takes place in – these are intended to give interesting cover and obstacles to any potential battles. Roll a d20.

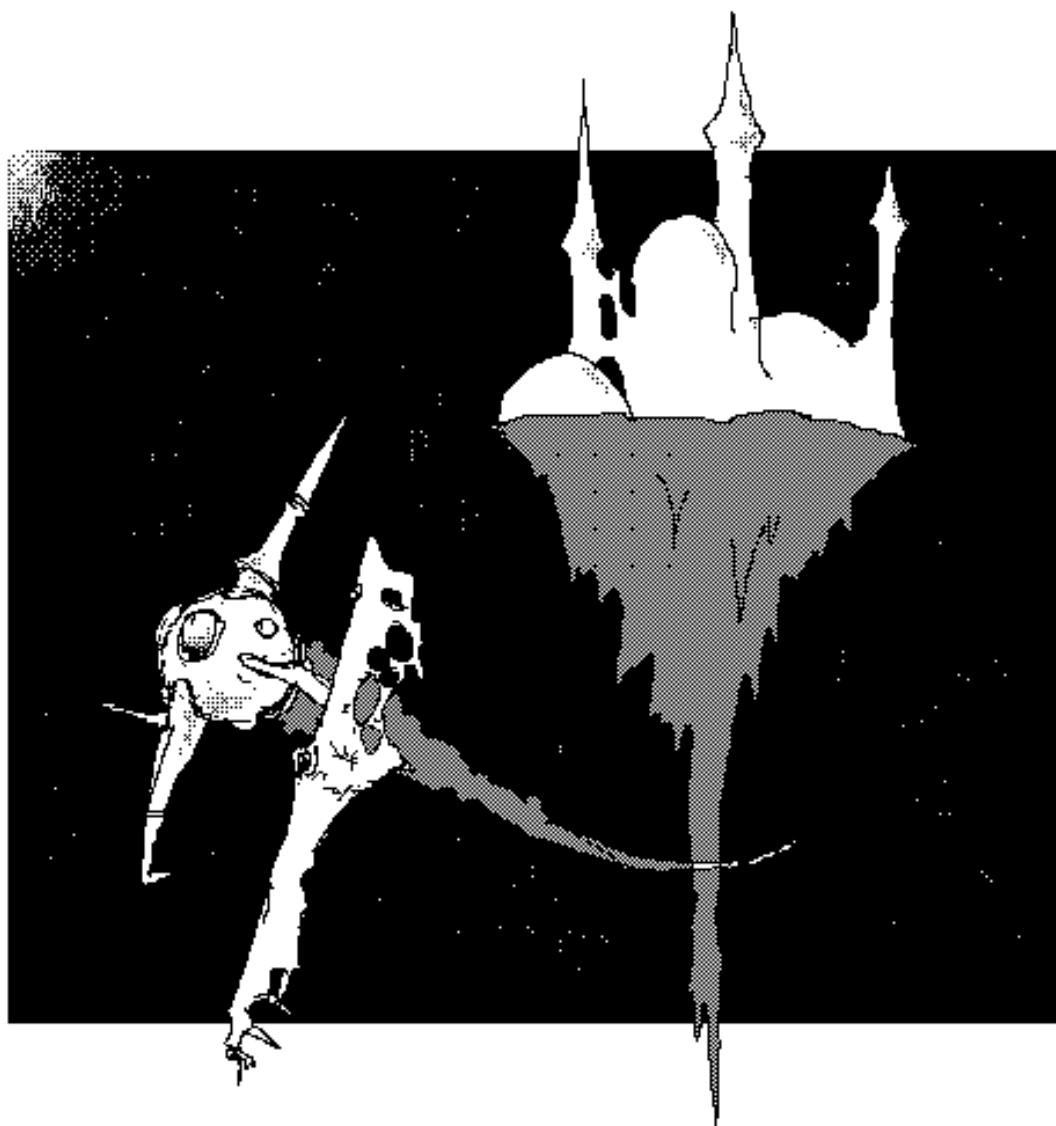
1. Clouds of fist-sized asteroids. Flying through the clouds will cause minor to moderate damage to spacecraft HP.
2. Spacecraft sized cloud of asteroids, slowly drifting and colliding.
3. An out of orbit moon, cracked, decaying, dead and lifeless.
4. A cluster of aged, defunct satellites, signal repeaters, landing assistors, and other mechanical detritus.
5. A space station. No lights, signals or transmissions are emitting from it.
6. An enormous asteroid, riddled with clearly visible caves and tunnels.
7. Clouds of chunks of ice that will melt to water globules when close enough to spacecraft exhaust and energy weapon fire.
8. Two warp portals. The portals are about the width and height of a moon. A mass of space detritus is caught in an endless loop, warping from one portal to the other, endlessly drifting.
9. An enormous stone structure cubic or pyramid in shape. It is riddled with entrances, windows, clear passageways and rooms indicating it was a structure for habitation. It is ancient and rotting, also clearly not intended for space travel.
10. A moon-sized comet, hurtling through space with a brightly colored trail of gas and debris. Collisions with the comet would be catastrophic for most spacecraft.
11. An enormous out of commission and rotting spacecraft, large holes riddling its hull. No sign of power or operation.
12. Huge and dead, hardened organic hive structure. Chunks of rotting organic material trails behind the hive as it floats through space. It does not appear to be inhabited.
13. Clouds of purple and yellow ion storming that will completely dematerialize spacecraft shield systems.
14. Clouds of thick green gas that most rudimentary spacecraft scanning system will indicate as extremely flammable and explosive.
15. Brown green clouds of thick dust, gas, and pebbles. Flying through these clouds will cause almighty din in any areas of the spacecraft close to the external hull as stones bounce from it. May also disrupt audiovisual sensors and decrease manual visibility.
16. d20 Still smoldering husks of obliterated spacecraft involved in a recent battle. There does not appear to be any survivors but some spacecraft signals are still live but silent.
17. A clearly living organic structure approximately the size of a moon. May be tree/seaweed/fungus/sea cucumber/coral/etc-like in its formation.
18. The putrid and disintegrating carcass of some mythical, long-dead space leviathan. Its features are rotted beyond recognition and classification. All that is left behind is flesh, bone, ichor, and organs frozen and floating in space. Frozen globules of blood approximately the size of a stunt fighter orbit the carcass.
19. d20 unmanned, unpowered ancient spacecraft, drifting together connected by a web of fuel and powerlines. They are of a design and make not seen in eons.
20. Clusters of drifting, globules of a type of dark matter. While entering them will not cause lasting or physical damage, it will result in complete spacecraft system failure. This dark matter will pass through any physical barriers (spacecraft hulls/shields) as if the matter around the globule has absolutely no effect on it. Organic creatures will become unconscious for d10 rounds if they come into passing contact with a globule. Anything remaining in contact with the dark matter for more than a few minutes may disappear from existence.

Modifier: The descriptor for the area, possibly changing the way it operates and appears.
Roll a d20.

1. The scenery has clearly been nibbled/chomped/eaten by a now absent space leviathan.
2. An unexplained source or sources of gravity are dragging the scenery towards it. Spacecraft may also be affected by this. Objects and detritus will be clustered, tight and swirling towards the gravity source.
3. The scenery or part of the scenery has the alarming property of draining electronic energy systems. Spacecraft in the vicinity/contact too long will lose power completely and drift aimlessly in space – all systems offline.
4. The scenery or part of the scenery has the alarming property of causing one of the following systems to go offline, d4: 1) shields 2) scanning and targeting 3) engines 4) weapon systems.
5. Garbled/disturbing/intriguing localized data plane transmissions
6. Inhabited by system specific alien – along with the housing required by that race.
7. Inhabited by system specific rogue humans (rebels, pirates, anarchists, etc) - along with the housing required.
8. Floating globules of magnetic, liquid metal. Will stick to spacecraft leading to unusual hull shapes and possibly loss of speed.
9. The scenery is churning and swirling in a massive gravitational maelstrom. This maelstrom may affect the movement of spacecraft traveling through it.
10. The area is replete with a valuable resource that can be salvaged, mined or foraged. It may be the scenery itself or attached/ingrained within the scenery.
11. Space mushrooms or truffle balls of various sizes and colours coat the physical objects in the area or float listlessly in space. They will explode in clouds of spores when coming into contact with spacecraft and their engine exhaust.
12. The physical objects in the area coated in clusters of dog-sized eggs. Eggs may or may not be covered in slime and goop and raised on a stalk. Obscene alien lifeforms may or may not be contained within.
13. Space mirage causes objects in the area to multiply, shimmer, blur and otherwise confuse those nearby.
14. The scenery, or parts of it, emit hazardous levels of radiation that may seep through spacecraft hulls depending on the craft.
15. The scenery glows blindingly with an infection of some plasma-like substance.
16. A thick ghostly space fog flows through the area, sparking with electricity.
17. A forest of coral-like space vegetation growth infests the area.
18. Corpses, either alien or human, float in clusters near the scenery.
19. Scenery is cracked, shattered and broken apart into many pieces.
20. Alien beasts who live in the vacuum of space, infest the scenery

Contents: The thing encountered, which may be anything from valuable cargo, a band of space pirates or weird space entities. There is a separate sub-table for each result on the following page. Roll a d12.

1. Galactic pallets.
2. Space anomaly.
3. Single spacecraft.
4. Group of spacecraft.
5. Galactic pallets and space anomaly.
6. Galactic pallets and single spacecraft.
7. Galactic pallets and a group of spacecraft.
8. Space anomaly and single spacecraft.
9. Space anomalies and a group of spacecraft.
10. Single spacecraft and a group of spacecraft.
11. Two opposing single spacecraft.
12. Two opposing groups of spacecraft.



Random Space Encounter Contents Sub Tables:

Galactic Pallets: Roll a d12.

1. d6 Galactic Pallets containing mundane and everyday items worth d10 x 100 credits each.
2. d6 Galactic Pallets containing tools and specialty equipment worth 2d10 x 500 credits each.
3. d6 d6 Galactic Pallets containing weapons and armour worth 3d10 x 1000 credits each.
4. d6 Galactic Pallets containing advanced combat equipment worth 3d10 x 1500 credits each.
5. d6 Galactic Pallets containing impressive technology equipment worth 3d10 x 1500 credits each.
6. d6 Galactic Pallets containing hovercraft parts worth 4d10 x 1000 credits each.
7. d6 Galactic Pallets containing spacecraft parts worth 5d10 x 2000 credits each.
8. d6 Galactic Pallets each containing a HD6 security robot, controllable by comlog.
9. A Galactic Pallet containing a comlog detailing security codes for nearby space station or planetary outpost.
10. A Galactic Pallet containing a comlog with complete layout and schematics for nearby space station or planetary outpost.
11. A Galactic Pallet containing a comlog with data for cutting edge augmentation.
12. d6 Galactic Pallets each containing a hibernating HD8 exotic and dangerous non-sentient alien.

Space Anomalies: Roll a d6.

1. 1d6 organic, living spacecraft.
2. A ratty and rotting salvaged spacecraft, made up of the remains of hundreds of destroyed spacecraft. The salvaged spacecraft is controlled by a self-aware A.I. that is traveling through space to further grow itself.
3. An ancient spacecraft controlled by an A.I.. The AI will hail and request immediate docking with any spacecraft it encounters claiming it has gifts for those onboard. Use the Dangerous Sector generator to create the hellish interior the A.I. is attempting to trap, kill, capture and torture those silly enough to board within.
4. An organic and sentient space station manned by humanoid shaped drone workers devoid of features who work tirelessly manufacturing some semi organic trade good. Use the Alien Species and Space Station generator for details of the space station.
5. Spacecraft floating slowly, engines unpowered, inhabited by a parasitic alien lifeform (use Alien Species generator). The spacecraft will hail and report in a stilted, warped voice that the pilots on board are having trouble piloting their spacecraft and require assistance. Though the parasitic lifeform want more organic hosts, they would also appreciate knowledge on how to operate their spacecraft.
6. A space leviathan (use Alien Species generator but assume the being created can swim through the vacuum of space).

Single Spacecraft: Statistic for each class of spacecraft listed here can be found on page 54. Roll a d10.

1. Alien small fighter.
2. Major power in the system small fighter.
3. Rogue humans (rebels, pirates, anarchists, etc) small fighter.
4. Rogue humans (rebels, pirates, anarchists, etc) small transport.
5. Independent merchant/trader/smuggler small transport.
6. Independent merchant/trader/smuggler large transport.
7. Alien large transport.
8. Prominent individual large fighter.
9. Major power in the system large fighter.
10. Major power in the system extra large fighter

Group of Spacecraft: Statistic for each class of spacecraft listed here can be found on page 54. Roll a d10.

1. d8 alien small fighters.
2. d8 major power in the system small fighters.
3. d8 rogue humans (rebels, pirates, anarchists, etc) small fighters.
4. Rogue humans (rebels, pirates, anarchists, etc) large transport + d8 rogue humans (rebels, pirates, anarchists, etc) small fighters.
5. d6 Independent merchant/trader/smuggler small transports.
6. d6 Independent merchant/trader/smuggler large transports.
7. Alien large transport + d8 Alien small fighters.
8. Prominent individual large fighter + d8 major power in the system small fighters.
9. Major power in the system large fighter + d8 major power in the system small fighters.
10. Major power in the system extra large fighter. + d8 major power in the system small fighters.

Spacecraft Generator:

To generate a random spacecraft, first decide whether it is an alien or human spacecraft. Roll on the appropriate "Spacecraft Form" table to get a general idea for the spacecraft's shape. From then on, the generation tables are the same for both alien or human spacecraft. Combine all results to generate a spacecraft.

Alien Spacecraft Form: Roll twice and combine the results Roll a d4, then a d10 (twice).

1.

1. Man.
2. Crab.
3. Fish.
4. Octopus.
5. Flower.
6. Snake.
7. Lizard.
8. Turtle.
9. Toad.
10. Dog.

2.

1. Bear.
2. Slime Mound.
3. Jelly Cube.
4. Worm.
5. Centipede.
6. Bird.
7. Butterfly.
8. Mosquito.
9. Beetle.
10. Spider.


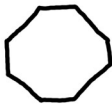


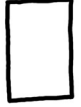


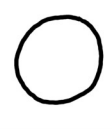
















3.

1. Mantis.
2. Wasp.
3. Slug.
4. Mushroom.
5. Tree.
6. Jellyfish.
7. Bull.
8. Hog.
9. Ram.
10. Rat.

4.

1. Elephant.
2. Snail.
3. Cube.
4. Pyramid.
5. Globe.
6. Crescent.
7. Rock.
8. Vegetable.
9. Stingray.
10. Whale.

Human Spacecraft form: Roll a d4, roll that many times on table and combine results. Roll d4, roll that many times on table and combine results.

d6, d8	1	2	3	4	5	6
1						
2						
3						
4						

Spacecraft Classes: Either pick one of these classes, or roll a d8 to get a random spacecraft class. Morph the core attributes of the spacecraft as appropriate.

1. Bee: Small fighter, 10 000 credits.

AC: 12, HP: 12, Shield Points: d6.

Weapon Points: 1, Passenger Points: 1,

Cargo Points: 0.

STR: 6, DEX: 16, CON: 6, INT: 8, WIS: 6, CHA: 6.

2. Wasp: Small fighter, 20 000 credits.

AC: 13, HP: 16, Shield Points: d8.

Weapon Points: 2, Passenger Points: 2,

Cargo Points: 0.

STR: 10, DEX: 14, CON: 8, INT: 8, WIS: 6, CHA: 6.

3. Pigeon: Small transport, 30 000 credits.

AC: 14, HP: 30, Shield Points: d8.

Weapon Points: 2, Passenger Points: 6,

Cargo Points: 3.

STR: 10, DEX: 12, CON: 10, INT: 10, WIS: 10, CHA: 10.

4. Gull: Large transport, 100 000 credits.

AC: 14, HP: 60, Shield Points: d10.

Weapon Points: 2, Passenger Points: 20,

Cargo Points: 10.

STR: 10, DEX: 10, CON: 14, INT: 12, WIS: 14, CHA: 14.

5. Eagle: Large fighter transport, 300 000 credits.

AC: 14, HP: 80, Shield Points: d12.

Weapon Points: 4, Passenger Points: 20,

Cargo Points: 10.

STR: 12, DEX: 12, CON: 14, INT: 14, WIS: 14, CHA: 12.

6. Barracuda: Large fighter, 500 000 credits.

AC: 16, HP: 100, Shield Points: d12.

Weapon Points: 6, Passenger Points: 20,

Cargo Points: 5.

STR: 14, DEX: 14, CON: 14, INT: 14, WIS: 14, CHA: 12.

7. Turtle: Extra large fighter transport, 600 000 credits.

AC: 18, HP: 200, Shield Points: d20.

Weapon Points: 4, Passenger Points: 30,

Cargo Points: 50.

STR: 15, DEX: 10, CON: 18, INT: 14, WIS: 16, CHA: 16.

8. Shark: Extra large fighter, 800 000 credits.

AC: 16, HP: 150, Shield Points: d20.

Weapon Points: 8, Passenger Points: 30,

Cargo Points: 10.

STR: 18, DEX: 12, CON: 14, INT: 18, WIS: 16, CHA: 14.

Spacecraft Form Manifestation: What is weird, unusual, or unique about the spacecraft's visual appearance. Roll a d4, then a d10.

1.

1. One component of the spacecraft is oversized.
2. Enormous engine exhausts/thrusters.
3. Ridden with a tangle of viney space fungus.
4. Craft travels bulky side first, an insult to aerodynamics.
5. Has a proliferation of smoking, flaming plasma exhausts.
6. Is in disrepair, hastily attached panels and communication modules are coming loose.
7. Extended, narrow and thin passenger bays connect chunkier engine components.
8. Riddled with battle scars, repaired rifts in hull.
9. Barely contained plasma energy sources leak into nearby atmosphere.
10. Crudely shaped and oversized.

2.

1. Soft, billowing and bulbous.
2. Perfectly smooth and elegant curves.
3. Exhaust is blindingly glowing.
4. Clusters of energy globes proliferate on hull.
5. Additional fins and wings.
6. Surrounded by a misty space fog.
7. Lines of shimmering spikes.
8. Unbalanced and asymmetrical.
9. Hollowed out and skeletal.
10. An abundance of viewing portals and panels.

3.

1. Lines of decorative energy plasma pulse all over hull.
2. Incredibly sharp, pointed and dagger-like.
3. Overly thick and chunky panels of hull.
4. Dented, cracked and semi imploded.
5. Cloud of external sensor drones hovers around spacecraft.
6. Incredibly dated, aged and old in design or actuality.
7. Fins and curves are serrated with blades and needles.
8. The components of the spacecraft are arranged such that it has a pareidolic leering visage.
9. Dark curved and stealthy, almost impossible to see with the naked eye.
10. Large chunks of the hull are rotted away, revealing working innards.

4.

1. Exhausts large clouds of vapour.
2. Doubled and paired components.
3. Golden, gilded and opulent.
4. An infestation of communication modules splays across surface.
5. Huge plasma transfer pipes and viewable engine parts.
6. Shimmering, reflective surface.
7. Infected with space barnacles from leaking engine fluid.
8. Craggy spreading mineral infestation.
9. Melted and corroded from previous battles.
10. An infestation of space parasites.

Spacecraft Special Ability: What special powers, modifications, equipment or weapons the spacecraft has. Roll a d8, then a d10.

1.

1. Self-repairing hull or shields
2. Extra protective hull.
3. A.I. assisted weapon systems.
4. Comprehensive navigation databanks.
5. Huge amount of cargo space.
6. Extra resistant to Bull or Laz fire.
7. Very powerful sensors and scanners.
8. Advanced targeting systems.
9. Incredibly fast.
10. Able to hack into other spacecraft's comlog systems.

2.

1. Onboard A.I can pilot spacecraft while all passengers sleep.
2. Can also operate in water.
3. Colour morphing paint and shield camouflages hull.
4. Expulser gas gun buffets other spacecraft.
5. Able to broadcast distracting, screeching cacophony on other spacecraft's audio systems.
6. Arrangement of external components can morph and transform on the fly.
7. Tractor beam.
8. Extremely high combat mobility.
9. Weapon systems interface directly with pilot's brains, allowing high accuracy of fire.
10. Uses space fuel incredibly efficiently, allowing many long-distance trips without refuel.

3.

1. Advanced plasma ramming system can shear parts off other spacecraft.
2. Cluster rocket launcher.
3. Globule launcher that corrodes the hulls of enemy spacecraft.
4. Spacecraft accompanied by several A.I controlled clones of itself.
5. Enormous hull based ramming head.
6. Sensor confusing drone launcher.
7. Extreme far-reaching onboard sensors.
8. Grapples other spacecraft and consumes it and its plasma reactor for fuel.
9. Grapples other spacecraft and pulls them apart with massive claws.
10. Stealth shields.

4.

1. Databank with researched weak spots of nearly all known spacecraft in the galaxy.
2. Sleep ray.
3. Auto hacking comlog that can sabotage other spacecraft onboard systems.
4. Morphable hull can focus on speed, mobility or weapon damage.
5. Extra thick and regenerative shields.
6. Can self destruct.
7. Onboard vat farms can sustain crew indefinitely.
8. Organic pain ray causes excruciating pain in other spacecraft's organic crew.
9. Can dump orb loads of slowing/destructive liquid goop.
10. Weapons designed to crack open other spacecraft's hulls.

5.

1. Can accelerate freely in any direction.
2. Weapons that quickly strip away enemy spacecraft's hull.
3. Weapons that damage the crew within enemy spacecraft.
4. Can deactivate enemy spacecraft's shields.
5. Can deactivate enemy spacecraft's engines.
6. Shield bounces back Laz fire at enemy spacecraft.
7. Fires particularly large and destructive projectiles.
8. Holds a fleet of A.I controlled combat drones.
9. Augments the mental and physical capacity of the pilot.
10. Incredibly opulent and bejeweled hull.

6.

1. Very effective with ramming weapons.
2. Can deactivate weapon systems for extreme boosts to shields, hull or speed.
3. Can deactivate other spacecraft's weapon systems.
4. Incredibly odious, repulses other pilots on sight.
5. Powerful hologram projector creates fake duplicates of the spacecraft.
6. Plasma flame weaponry sets alight other spacecraft.
7. Space mine launcher.
8. Able to quickly integrate scavenged parts from other spacecraft into own system.
9. Able to leech power and fuel supplies from other spacecraft.
10. Fully automated A.I weapon systems do not require a pilot to fire.

7.

1. Shield system that damages other spacecraft it comes into contact with.
2. Several spacecraft communed together, acting in unison and increased in power.
3. Able to smoothly dodge and avoid much of the fire targeted at them.
4. Weaponry that spreads madness and disorder aboard enemy spacecraft.
5. Generates an energy field that sickens and inebriates crew of enemy spacecraft.
6. Semi organic fleshy armour covers hull and regrows quickly when damaged.
7. Target tracking weaponry barely ever misses.
8. Can quickly warp jump to nearby locations, essentially teleporting in combat.
9. Able to morph shape as to appear as another spacecraft.
10. Fires fireworks like rounds that distract and startle.

8.

1. Claw and hull cracking mechanisms allow forced boarding of other spacecraft.
2. Consumes Laz fire, charging a super-powered Laz weapon of its own.
3. Fires a weaponised parasite that consumes the hull of other spacecraft.
4. Near instantaneous warp drive.
5. Fires drones that hook onto enemy spacecraft and wreak havoc to their systems.
6. Weaponised engine exhaust that can be used to melt other spacecraft's hulls.
7. Launches combat robots that board enemy spacecraft in hull boring tubes.
8. Can target and attack enemy spacecraft from extremely long range.
9. Powerful onboard comlog and A.I send spoof commands to enemy spacecraft.
10. Launches canisters of gas that have a negative effect on enemy spacecraft.

Spacecraft Interior Atmosphere: If boarded, what the interior of the spacecraft looks like.
Roll a d6, then a d10.

1.

1. Blindingly over lit.
2. An abundance of robots and drones dote on all passengers.
3. Harsh, jagged support struts of metal.
4. Homemade, kitschy and crafty, decorations fill every nook and cranny.
5. Surgically clean.
6. Bare of any decorations or furniture.
7. Threatening security turrets, scan all passengers.
8. Clear or missing panels show the plasmic burning of the engines.
9. Defective gravity generator.
10. Defective atmosphere generator means interior is choked with smog or smoke.

2.

1. Audiovisual recording comlogs blink from every shadow.
2. Vat food farms taps provide an oversupply of food.
3. Dark, skeletal robots service the spacecraft in the shadows.
4. Hologram projectors create fake, fantastical scenes.
5. Banks of sleep and meditation pods.
6. Large amounts of shambling cleaner and service droids.
7. Body parts and alien samples preserved in canisters.
8. Panels of polished and reflective metal.
9. Aquariums built into the hull, housing aquatic life.
10. Corridors lined with bunk beds.

3.

1. Holographic game boards litter every available surface.
2. Safety alerts are constantly going off.
3. Chained or otherwise restrained androids work as maintenance slaves.
4. Humans, aliens and or synthoids floating in stasis vats line corridors.
5. Panels rotted and removing, revealing interior workings of spacecraft.
6. Massive piles of refuse and waste piled into corners and corridors.
7. Dangerous and stinking space mould spreading from leaking water tubes.
8. Large open areas crisscrossed with metal cable bridges.
9. Corridors are lined with grim-faced human and alien statues or holograms.
10. An abundance of onboard bars and lounges, filled with rich, delicious smoke.

4.

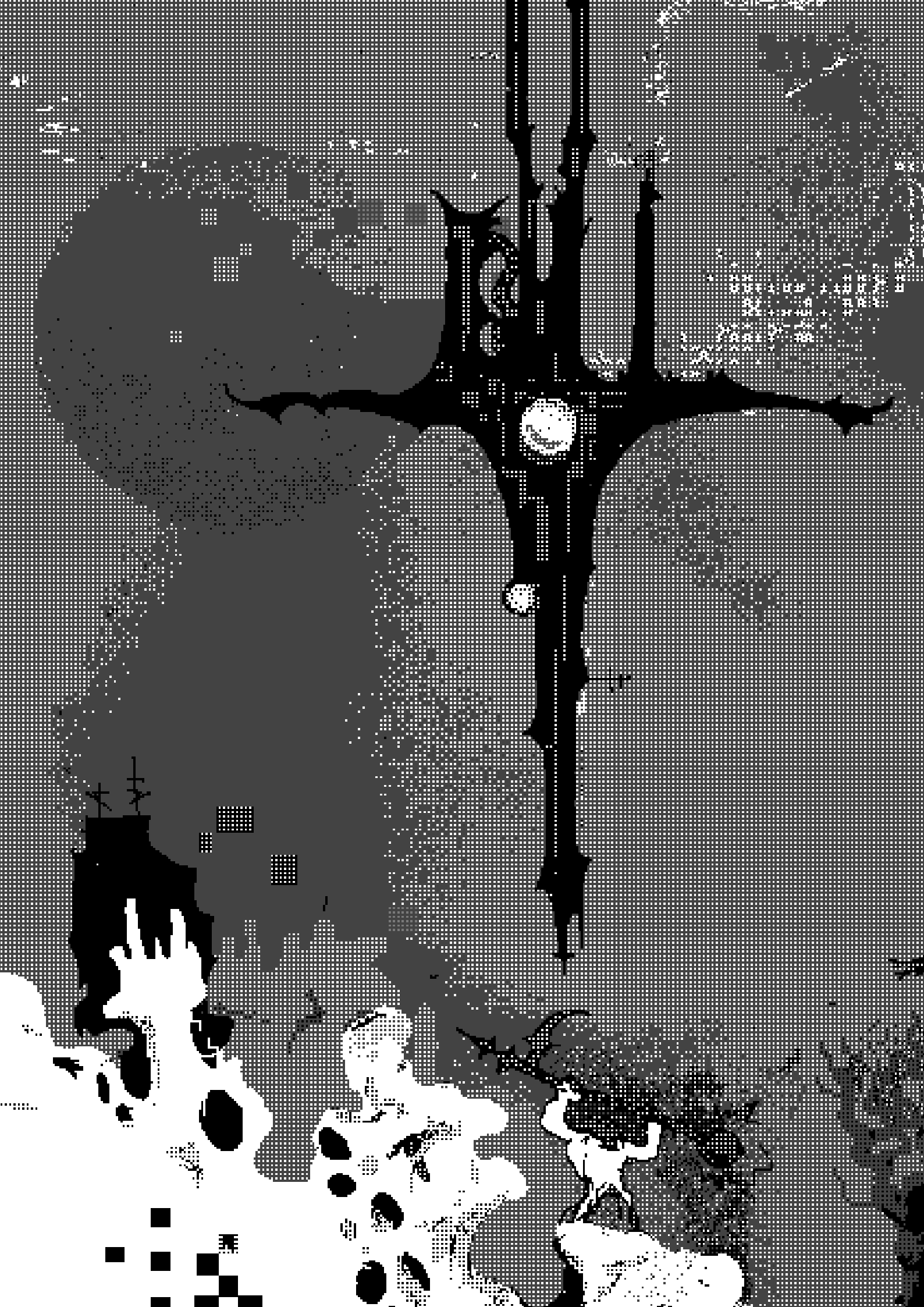
1. Heads of alien beasts hung as trophies on walls.
2. Dangerous substances leak from the walls from the engine operations.
3. A proliferation of restraining devices for prisoners.
4. Piles of toxic and dangerous chemicals in barrels and canisters.
5. Crude art, drawn directly onto the craft's walls.
6. Droids built directly into the spacecraft maintain and operate it.
7. Meat is being butchered in common areas.
8. A complicated hydroponic system has turned the interior into a jungle.
9. A depressing dead and dying hydronic garden of mostly weeds.
10. A strong scent is visibly pumped through the air vents.

5.

1. Captain or crew's music plays through spacecraft's audiovisual comlog system.
2. Alien trophies hang from the walls.
3. Filled with soft carpets and curtains.
4. Exotic aliens in cages.
5. Engine fluid and lubricant dripping in puddles from cracked pipes.
6. A lush interior hydroponic forest.
7. Metal shelves of glowing alien goop.
8. An abundance of water features.
9. Crew have strewn their bedding and personal effects in public areas.
10. Hologram screens stream a variety of entertainment.

6.

1. Racks and lockers filled with weaponry, both exotic and common.
2. An infestation of data plane viruses cause constant malfunctions.
3. Tight and tunnel-like, far too small for normal-sized humans.
4. Bizarre, half-finished and inoperative technological contraptions everywhere.
5. Data, news and feeds stream from across the galaxy, holo projected on walls.
6. Far too many doors, all thick, secure and encoded.
7. Panels and components clearly scavenged from other spacecraft.
8. An abundance of heavily armed crew guard each room.
9. Total and thick darkness.
10. Curved chromed and bejeweled, heavily decorated and ornate.



Nebula Generator:

Nebulas both warp and colour the areas of space they fill. They will have an impact on the planets, stars and space stations within them and the spacecraft and the crew that travel through them. Combine the results from the following tables to generate a nebula.

Appearance: This is what the nebula is composed of, and how that material manifests in space. This composition will affect the way in which the nebula's effect impacts those that enter the nebula. Roll a d4, then a d10.

1.

1. Soft glowing clouds of shimmering mineral dust - strong impact to all.
2. Gas formed into interlocked swirling rings - impacts only some.
3. Granules of glowing plasma dust, diffused but sometimes clumped - impacts some more than others.
4. Wispy and reaching tendrils of light gas - impacts some at specific times.
5. Spinning sheets of thick blizzard-like gas - impacts all but at different times.
6. Waves of thick then thin gas - impacts all in varying levels of intensity.
7. Strings of crisscrossing tendrils of light gas - light impact to all.
8. Huge spherical globes of heavy gas - overwhelming impact to all.
9. Twirling, ever forming and receding tendrils of thick gas - oscillating impact to all.
10. Incredibly diffused, light and misty gas - weak impact to all.

2.

1. Thick sheets of floating liquid - surging, increasing impact to all.
2. Ever receding plane of gas, dissipates on approach - initially strong, but fading impact to some.
3. Twinkling clouds of mineral dust - strong bursts of impact to all.
4. Blooming frozen explosions of gas flowers - slowly growing impact to all.
5. Cross crossing tendrils of liquid - alternates between impacting some then others.
6. Long flat planes of frozen metallic liquid - impacts only those that see it.
7. Swirling, interlocking circles of liquid - impacts at random, then spreads from those impacted.
8. Firework like ever slow exploding gas clouds - a fast-growing impact that erratically jumps from person to person.
9. Huge slowly imploding then re-expanding clouds of gas - strong impact to all that quickly fades and repeats itself.
10. Leviathanic gas clouds vaguely formed in the shapes of animals - incredibly strong impact to one random entity.

3.

1. Flat, incredibly far-reaching planes of dust - medium impact to all.
2. Flame like, roaming pillars of gas - medium impact to any that see it, then spreading from them to others.
3. Two claustrophobic flat planes of very thick gas - overwhelming impact to all.
4. Planes of mineral dust being consumed by aggressive clouds of gas - two alternating impacts to all, roll twice on effect table.
5. Huge spheres of thick gas, with calm internal spaces - soft impact accompanied by a calming of organic beings.
6. Erratic soup of swirling dust, gas and liquid - strong impact to all, roll three times on effect table.
7. Fading, dust-like remnants of gas clouds - barely noticeable impact to all.
8. Glowing explosions of mineral dust - fast-growing impact to some.
9. Hooked, claw-like tendrils of gas - long lingering impact to all.
10. Shimmering, multi-layered curtains and sheets of gas - two strong impacts to all, roll twice on effect table.

4.

1. An ever-thickening sphere of gas and minerals - impacts all, stronger closer to the center of the nebula.
2. A central wormhole spewing out clouds of thick gas - impacts some, those impacting have an unbearable urge to leave the nebula.
3. Super thick, light-blocking cloud of dust - overwhelming impact to some.
4. Swirling waves of dust - impact to all, delayed till once they leave the nebula.
5. Thick gas and dust clumped heavily around any large mass in the nebula - roll twice on effect table, strongly impacts all when nearby to planets, stars, space stations, etc.
6. An imploding star at the center of the nebula is vomiting torrents of gas - impacts all, more intensely the closer to the imploding star one is.
7. Heavy clouds of dust drifting from d12 cracked, crushed and exploded planets - impacts some very swiftly.
8. Extremely thick soup of dust and minerals - strong impact to all, damages spacecraft that fly through it.
9. Thick dust, sometimes forming into boulders of stone - strong impact to all, danger and probably of impact with spacecraft in nebula very high.
10. Thick, swirling clouds of liquid - medium impact to all, liquid melts into spacecraft hull causing lingering impact to those inside.

Nebula Effect: This is the unusual effect the nebula imbues the planets, suns and space stations within itself with, and spacecraft and crew that travel through it. Each effect has two colours associated with it, use these to describe the nebula. Roll a d6, then a d12

1. Gold, and:

1. **Green**: Vivifies and repairs organic flesh.
2. **Silver**: Solidifies and strengthens metal.
3. **Purple**: Confuses and misguides spacecraft sensors.
4. **Grey**: Can nullify the damage of Laz weapons.
5. **Red**: Empowers warp drive systems.
6. **Yellow**: Greatly increases spacecraft speed.
7. **Pink**: Causes visions and dreams in organic beings.
8. **Teal**: Clarifies the mental faculties of organic beings.
9. **Orange**: Physically empowers organic beings.
10. **Aqua**: Greatly increases the aerobic capacity of organic beings.
11. **White**: Strips clean metals.
12. **Light green**: Greatly increases metabolism and hunger in organic beings.

2. Orange, and:

1. **Gold**: Greatly increases the range and effectiveness of spacecraft sensors.
2. **White**: Causes organic beings to become incredibly sleepy.
3. **Beige**: Causes the face and forms of organic beings to warp and shimmer.
4. **Purple**: Distorts the visual field of sentient beings, causing them to feel much smaller.
5. **Grey**: Repairs and reinforces spacecraft hulls and the form of mechanical beings.
6. **Red**: Refuels and refills mechanical fuel systems.
7. **Silver**: Amplifies and clarifies spacecraft sensors.
8. **Green**: Eliminates infections, diseases, viruses, etc in organic beings.
9. **Pink**: Solidifies and strengthens organic flesh.
10. **Yellow**: Increases all sensuous desires of organic beings.
11. **Aqua**: Imbues sentient beings with an intense sense of calm.
12. **Red**: Causes all objects to leave easily trackable trails behind.

3. Red, and:

1. **Grey**: Actively consumes breathable atmosphere, dramatically reducing its supply.
2. **Silver**: Disconnects and blocks access to the data plane
3. **Purple**: Greatly empowers Laz weaponry.
4. **Green**: Increases the mass of organic beings.
5. **Magenta**: Confuses spacecraft astronavigation sensors.
6. **Amber**: Warps the bones and flesh of organic beings.
7. **Lime**: Shuts down the organic process of organic beings, slowly killing them.
8. **Grey**: Intense radiation cooks organic matter from the inside.
9. **Pink**: Stops spacecraft's warp drives from operating.
10. **Yellow**: Hijacks spacecraft's piloting system and send them to places of the nebula's choosing.
11. **Blue**: A pervading atmospheric dampness causes everything to become wet.
12. **Beige**: Infects organic beings with a maddening fever, disturbing voices, and visions.

4. Purple, and:

1. **Gold:** Causes feelings of euphoria in organic beings.
2. **Blue:** Constantly feed organic beings, like atmosphere manna from heaven.
3. **Silver:** Causes organic beings to appear incredibly attractive.
4. **Teal:** Causes accurate and prophetic dreams in sentient beings.
5. **Lime:** Creates shimmering and distracting mirror images.
6. **Red:** Ignitable atmosphere causes spacecraft weaponry to become explosive.
7. **White:** Causes organic beings to feel incredibly ill and uneasy, eventually killing them.
8. **Beige:** Causes communication, data plane or spoken, to become garbled and disjointed.
9. **Orange:** Causes all organic life to glow brightly.
10. **Aqua:** Infects sentient beings with an overbearing desire to not leave the nebula.
11. **Pink:** Induces psychedelic visions in sentient beings.
12. **Grey:** Causes increased aging in organic beings.

5. Blue, and:

1. **Grey:** Causes voices in the minds of all sentient beings.
2. **Purple:** Causes the corporeal bodies of organic beings to lose their forms, sometimes temporarily becoming sentient goop.
3. **Yellow:** Echoes all words spoken and noises made.
4. **Orange:** Stupifies and confuses organic beings.
5. **White:** Shocks and electrifies both organic and mechanical beings/objects.
6. **Lime:** Will allow organic lifeforms to live seemingly indefinitely.
7. **Beige:** Greatly intensifies chemical reactions.
8. **Silver:** Allows spacecraft to very easily avoid detection.
9. **Red:** Corrodes and rips apart metal, including spacecraft.
10. **Maroon:** Causes sentient beings to communicate telepathically.
11. **Amber:** Allows sentient beings consciousness to leave their physical form.
12. **Pink:** Infects organic beings with a nebula specific disease or parasite.

6. Green, and:

1. **Blue:** Increases the pull of gravity to all large masses.
2. **Red:** Cracks and disintegrates armour and hull.
3. **Lime:** Disintegrates the flesh of organic beings.
4. **Beige:** Steals memories from sentient beings.
5. **Gold:** Melts metal.
6. **Silver:** Freezes organic matter.
7. **Yellow:** Burns organic matter.
8. **Pink:** Causes seizures and petrification in sentient beings.
9. **White:** Causes sentient beings to lose intelligence and reason.
10. **Purple:** Extremely strengthens organic beings bones and internal support structures.
11. **Grey:** Causes all organic material to slowly break down into liquid mush.
12. **Orange:** Consumes spacecraft fuel supplies, causing travel in the nebula to be very expensive.