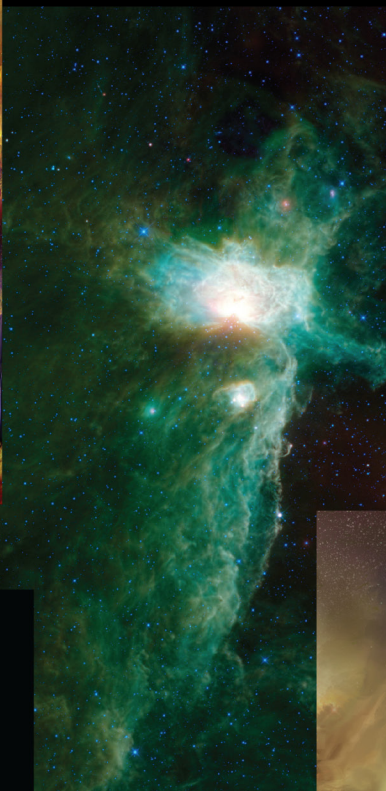


SCIENCE FICTION CODEX OF LISTS



Science Fiction Codex of Lists

by

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Introduction

This book is designed to make a gamemaster's job easier when he or she is designing a science fiction roleplaying game campaign. This book includes 87 lists designed for a science fiction setting that will produce a random result by using the appropriate dice roll. These lists vary from the merchandise you might find in an alien trade center to cybernetic enhancements used by a street ninja. These lists will help spark your imagination and add flavor and color to all your science fiction adventures.

Dice Rolling Conventions

To randomly select from the following lists you will need four, six, eight, ten, twelve, twenty, and thirty sided dice.

D2: Roll any die. Odds are 1 and evens are 2.

D3: This is the roll of a six sided die but subtract three from all roll over 3.

D4: This is the roll of a four sided die.

D6: This is the roll of a six sided die.

D8: This is the roll of a eight sided die.

D10: This is the roll of a ten sided die.

D12: This is the roll of a twelve sided die.

D20: This is the roll of a twenty sided die.

D30: This is the roll of a thirty sided die.

D44: This is the roll of two four sided dice. It has 16 possibilities ranging from 11 to 44. One die represents the first digit and the other die represents the second digit. For example, a rolling a 2 and a 2 would result in 22.

D50: This is the roll of a D100 but subtract 50 from all rolls over 50. It has 50 possibilities ranging from 1 to 50.

D66: This is the roll of two six sided dice. It has 36 possibilities ranging from 11 to 66. One die represents the first digit and the other die represents the second digit. For example, a rolling a 5 and a 3 would result in 53.

D88: This is the roll of two eight sided dice. It has 64 possibilities ranging from 11 to 88. One die represents the first digit and the other die represents the second digit. For example, a rolling a 7 and a 4 would result in 74.

D100: This is also known as a percentile die because it is a roll from 1 to 100. You roll two ten sided dice. One die represents the first digit and the other die represents the second digit. For example, a roll of an 8 and a 4 would result in 84. A roll of a 0 and a 3 would result in 3 and a roll of double 0 is equal to 100.

D200: Roll a D100 and an extra D10. For the extra die, odd rolls means read the D100 as normal. For odd rolls, the results are have 200 for the hundreds place. For example, the extra die roll 3 and the D100 roll 45 resulting 245.

D1000: This is the roll of three ten sided dice. The first die is the hundred's place, the second die is the tenth's place, and the final die is the one's place. For example, a roll of a 3, a 5, and a 4 would result in 354. A roll of a 0, a 0, and a 7 would result in 7 and a roll of triple 0 is equal to 1000.

Let the lists begin.

Alien Artifacts (D44)

These powerful alien devices still exist even though the alien race that created them has long since gone extinct.

Absorption Matrix (11)

This artifact drains the energy from any electronic devices causing any computer or machine to become inert within a few miles of it.

Galaxy Gun (12)

This weapon opens a temporary wormhole allowing it to fire its weapon arrays at a planet anywhere in the universe.

Icon of Pain (13)

This artifact produces nerve induction within anyone touched by its beam causing such excruciating pain that he will collapse in agony.

Invulnerability Field (14)

This piece of jewelry creates an electromagnetic field that cannot be penetrated by any force or source of energy.

Jump Gate (21)

This ancient device is a gateway to an alien wormhole network that will take a ship anywhere in the universe in an instant where there is another jump gate located.

Knowledge Cube (22)

This device will program a user's mind with all the collected cultural and scientific knowledge of a long dead alien race.

Master Control (23)

This device allows a user to remotely control any computer system including a planet's defense and infrastructure computers.

Oracle (24)

This device allows a person to see anywhere in the universe at any time simply by thinking about.

Planetary Reformatter (31)

This device sends out a reformatting wave that completely destroys the entire surface a planet and replaces it with a totally alien biosphere within a few minutes.

Psionic Amplifier (32)

This artifact unlocks hidden regions in the mind that gives a user incredible psionic powers.

Psychic Barrier (33)

This small crystal prevents the use of any psychic abilities within a few hundred feet of it.

Shadow Orb (34)

This alien device projects a field of total darkness that cannot be penetrated by any form of light or radiation.

Singularity Puzzle (41)

When this device is activated it produce a naked singularity that will consume anything within its event horizon.

Solar Destabilizer (42)

This artifact will cause a star to become unstable and go nova if possible or simply expand and collapse into a dwarf star.

Teleportation Helix (43)

This device opens a temporary wormhole that will teleport a person anywhere in the universe simply by thinking of any place that he has ever visited.

Time Key (44)

This artifact allows its holder to stop time in the entire universe but anyone holding this device can act normally.

Alien Race Generator

This alien race generator will allow you to create alien society to populate your science fiction campaigns by randomly selected the physical form, society, and appearance of your alien species.

Form (D20)

This is the physical shape or structure of an alien's body.

Cute (1)

These aliens are extremely short and cute because they have short and stubby arms and legs and giant eyes.

Cyborg (2)

This alien has humanoid form but most of its body has been replace with cybernetic enhancements.

Humanoid (3 - 14)

This alien is basically human in size and has two arms and two legs.

Giant (15)

This alien has a humanoid form but it is two or three times larger than a human.

Perfect (16)

These aliens are humanoid but they have been genetically engineered to be perfect. Many of these aliens have made themselves free from all physical diseases and almost immortal.

Mutant (17)

These creatures have become genetic monstrosities of their original form because of a series of bizarre physical mutations.

Robot Form (18)

These aliens have transferred their brain or consciousness into a machine. Their cyborg bodies look like their original ones but they are completely mechanical.

Small (19)

This alien has a humanoid form but it is about half the size of a human.

Uplifted (20)

These creatures physical form has not changed but their minds has been genetically enhanced by another alien species. These aliens might require mechanical devices to manipulate things or communicate but they are fully sentient creatures.

Society (D20)

This is the type of space empire that this alien race has created.

Assimilation (1)

This alien race does not just conqueror other alien races but they add them to their society.

Empire (2-7)

This alien race has joined together under a powerful leader to conqueror the universe. This government is usually very totalitarian and repressive in nature.

Evolution (8)

This alien race loves to interfere with the development of other more primitive cultures and they have uplifted many species throughout the universe.

Nomadic (9)

This alien race is constantly on the move using massive fleets of ships to transport their people.

Pacifist (10)

This alien race only wants to spread peace throughout out the universe so they will destroy any military threat that they find.

Psionic (11)

This alien race has psychic abilities that allow their society to link their minds together into a super consciousness.

Republic (12-16)

This alien race elects a council to represent them is all their affairs so it is usually a free and open society.

Science (17)

This alien race lives for the acquisition of science and knowledge. They have a very open society but they often have only contempt for other alien races.

Trade (18)

This alien race lives for the acquisition of money and trading for profit is their way of life.

War (19)

This alien race only lives for war and conquest so they have a very Spartan society where only the strong survive.

Xenophobe (20)

This alien race wants to destroy all other sentient creatures in the universe.

Appearance (0100)

The following table is the physical appearance of an alien race.

Amorphous (1)	Dinosaur (26)	Insectoid (51)	Reptilian (76)
Angelic (2)	Dolphin (27)	Jellyfish (52)	Rhino (77)
Ape (3)	Dragon (28)	Koala (53)	Robotic (78)
Aquatic (4)	Duck (29)	Lemur (54)	Rock Skinned (79)
Arachnid (5)	Elephant (30)	Leopard (55)	Rockoid (80)
Armadillo (6)	Equine (31)	Light (56)	Rodent (81)
Avian (7)	Feline (32)	Lion (57)	Sasquatch (82)
Badger (8)	Ferret (33)	Lizard (58)	Sea Lion (83)
Bat (9)	Fish (34)	Lobster (59)	Seal (84)
Bear (10)	Flamingo (35)	Mantis (60)	Shadow (85)
Beaver (11)	Fly (36)	Minotaur (61)	Shark (86)
Beetle (12)	Fox (37)	Monkey (62)	Slime (87)
Bizarre (13)	Frog (38)	Moose (63)	Snake (88)
Blue Humanoid (14)	Fungus (39)	Orca (64)	Swine (89)
Butterfly (15)	Geometric (40)	Ostrich (65)	Tentacles (90)
Buzzard (16)	Giraffe (41)	Owl (66)	Tiger (91)
Canine (17)	Gray Humanoid (42)	Panda (67)	Toad (92)
Centaur (18)	Green Humanoid (43)	Penguin (68)	Tree (93)
Cephalopod (19)	Hawk (44)	Pink Humanoid (69)	Turtle (94)
Chimpanzee (20)	Hippo (45)	Plant (70)	Vine (95)
Cockroach (21)	Humanoid (46)	Plate Skinned (71)	Whale (96)
Crab (22)	Hybrid (47)	Purple Humanoid (72)	Wolf (97)
Crocodile (23)	Hydra (48)	Rabbit (73)	Worm (98)
Crystalline (24)	Hyena (49)	Raccoon (74)	Yellow Humanoid (99)
Demonic (25)	Ice (50)	Red Humanoid (75)	Zebra (100)

Alien Races (D66)

These alien races have special powers and abilities that have allowed them to dominate their sector of the universe.

Absorbers (11)

These creatures can absorb the genetic material of other creatures in order to take on their special traits so that their race constantly evolves.

Brutes (12)

These massive creatures are from high gravity worlds so they are extremely strong and their bodies are so dense that they are almost impossible to destroy.

Bugs (13)

The members of this alien insectoid race have different body forms to fulfill specific roles within their society. They have worker, combat, psychic, scout, blaster, transport, starship, and command forms that all look completely different but they are all the same species.

Changeling (14)

This race simply has to touch another creature or object to take on its form. They can actually change their volume and mass by exchanging energy and matter with their environment.

Collector (15)

Some powerful races travel throughout the universe collecting artifacts or people for their personal collections. These collectors do not care what other people think and will do anything to get what they want.

Control Parasite (16)

These evil sentient races are small creatures that can enter a person's body and either link directly to his nervous system or psychically controls his mind. Many times this link destroys the person's personality but often the parasite can be removed and the person will return to normal.

Controlled (21)

Combat engineered races cannot be mind chip controlled because they require free control of their bodies so they are usually controlled with powerful drugs. This race is raised from birth to be addicted to a powerful mental stimulant that they must receive everyday or die a painful death.

Deformed (22)

These creatures have either been exposed to high radiation or biological contaminants that their entire race has become horribly mutated. Their internal organs and brains seems to function so their appearance is the only truly odd thing about them.

Eaters (23)

These aliens are a semi-primitive race with a bizarre metabolism that requires them to constantly consume food in order to survive. They will eat anything and will try to eat other people if given a chance.

Elders (24)

An ancient race of aliens that are millions of years older than humans sleep quietly waiting for some important event that their race has been preparing for since the beginning of time. These creatures have powerful defenses that have protected them for millions of years. If they ever start to awake, the process must be reversed because their power may be too great to defeat once they have fully awoken from their slumber.

Emotion Eaters (25)

This entity feeds off a specific type of emotion. They use their psychic powers to force the cultures around them to produce the emotion that they need to feed on in order to survive. An entity that feeds on hate will urge the people around it into war and violence and an entity that feeds on love will help a society enter a cultural and artistic revolution.

Engineered Warriors (26)

Some engineered war races are designed to grow and quickly mature into full fighting strength. These are horde races that swarm enemy worlds but they have limited intelligence so they prefer close and vicious combat.

Incorporeal Consciousness (31)

These beings are extremely rare but they represent some of the most ancient minds that have ever existed. They represent races that have transcended the flesh of the body and exist in the infinite expanses of the universe directly controlling the fabric of space and reality. They have unlimited power and in a few recorded cases these omnipotent beings have interfered with the affairs of other alien races and even altered a few evolutionary lines and the fates of a few societies simply for their amusement or as part of a personal experiment.

Harvesters (32)

This race steals organs from living people on raids for profit or as replacement parts that they constantly require because of some degenerative genetic anomaly.

Hunters (33)

This alien race lives for the thrill of the hunt and they search the universe for deadly opponents to hunt and kill. The race care about nothing except for the glory of the greatest hunt and all the glory goes to the greatest hunters.

Living Machines (34)

Sentient robots are found throughout the universe and many have an extreme hatred for the living. Their incompatibility with life makes first contact with these machines usually result in certain death and destruction for anyone that discovers them.

Lost Protocol (35)

Some machine races have created their own society and have completely forgotten the commands given to them by their sleeping masters. These machines will have formed separate factions of warriors and workers that might be at war with each other. Some of these sentient machines still believe in the ancient legends that may someday lead them to their hidden and sleeping masters. The leaders of these machines fear the idea of these ancient creators.

Nascent Consciousness (36)

An incorporeal entity can slowly form in the fabric of reality. These minds are formed in the actual fabric of reality creating a being that can alter reality directly with its thoughts and emotions.

Mentalist (41)

Some races have learned to hate and mistrust thinking machines so much that they have replaced all their powerful computers with drug induced geniuses with the mental computing power of a computer.

Monsters (42)

This species has a unique set of transposons for body structure and coloration so every child born looks totally different. Each individual has a random and unique body plan that can be very beneficial or detrimental.

Purity (43)

This race believes in the importance of racial and genetic purity so babies born with deformities are instantly killed and only the most intelligent and physically fit are allowed to breed.

Rockoids (44)

Some alien races are formed from living rock or crystal. These races do not normally have a humanoid shape but they are sentient and require special mineral resources to survive and reproduce.

Scientists (45)

Science races completely ignore the physical world and focus entirely on the worlds of science and technology. They travel the universe performing experiments using other cultures as guinea pigs and they will do anything to learn more about the universe no matter who they have to hurt or destroy.

Sparks (46)

These creatures are living signals that have a conciseness built into the fabric of reality. They can create images, energy beams, and signals but in other ways they cannot effect the real world.

Spores (51)

This alien race grows from spores that only need moisture and nutrients to grow. Their intelligence and technology is built into their genetic code so they are born with all the knowledge that they will ever have. These creatures were a biological weapon created by the ancients as a fire and forget when used to overrun another race with these fast growing and brutal creatures.

Raiders (52)

Some alien races can directly drain the life force from other sentient creatures allowing them to extend their own life span. The members of this race can live forever as long as they have enough victims to drain so many of these races become space pirates that steal resources and absorb the lives of their victims during their viscous assaults.

Selectors (53)

This cyborg race has human bodies but a cyber mind has been installed into each of its citizens. These computer minds are not perfect so they have simple personalities and only one specialty skill can be installed at a time making them a master of a specific field. They can only perform this one function, such as piloting, but they are equal to the greatest master of this skill in

the entire universe. This unusual ability has allowed their race to dominate or destroy all other races around their home worlds.

Robot Shells (54)

This race of creatures has mutated to a smaller mutated form so they can be implanted into powerful machines that has made their race a terror throughout the entire universe.

Slave Controllers (55)

Some worlds have developed a culture that uses slaves controlled by mind implants. The procedure used to convert these people is not reversible and changes a person into a completely obedient and loyal servant for life.

Soul Traps (56)

This race has sacrificed their bodies and trapped their souls in robotic bodies allowing them to live forever but without any emotions and physical sensation. This intense isolation has driven them completely insane over time.

Strict Enforcement (61)

Some races have such extremely strict rules on behavior that their culture has destroyed all forms of creativity and ingenuity. This race is still extremely successful because each of its members is very efficient and hard working allowing them to survive in any low resource environment by working together to form an efficient society and a deadly fighting force.

Titans (62)

Some races are so large that they are the size of a giant mecha. They have powerful bodies but they are so heavy that they can only live in space because the gravity of a normal planet would break their bones.

Traders (63)

This alien race bases its entire society on acquisition and they are trained from birth that profit is the only reason to do anything. This race has a very strange world view but they can be very useful because they will do anything for money.

Visitors (64)

This alien race preys on more primitive races by using their advanced technology to make themselves appear to be gods to them. These people become their slaves and constantly deliver them tributes to avoid their wrath which is simply a technological weapon.

Warriors (65)

Warrior races are common on all worlds with limited resources because their deadly rites of passage make sure that only the strongest and most fit warriors survive to maturity. These people exalt bravery and honor so diplomacy and intelligence are looked down on as traits of the weak and cowardly.

Ultimate Power (66)

When a race of beings gains a complete grasp of science their power becomes omnipotent. These races always become one with the universe and they must deal with the other cultures that have also achieved perfection. Some members of these races will sometimes rematerialize to influence the path of those still trapped by the physical universe. All these races have banned teaching normals the secrets of the universe because very few minds can survive this supreme knowledge of the universe.

Alien World Encounters (D100)

These are the random encounters your party may meet on an alien world.

Abandoned Colony (1)	Crash Site (26)	Insect Predator (51)	Reptile Alien (76)
Abandoned Mine (2)	Crystal Deposit (27)	Landing Pad (52)	Reptile Grazer (77)
Abandoned Mining Facility (3)	Dark Cave (28)	Lava Stream (53)	Reptile Predator (78)
Acid Pool (4)	Dead Explorers (29)	Living Crystal (54)	Research Station (79)
Active Volcano (5)	Deadly Plant Life (30)	Living Plants (55)	Robot (80)
Alien Artifact (6)	Deep Crater (31)	Mammal Alien (56)	Rock Alien (81)
Alien Tribe (7)	Defense Grid (32)	Mammal Grazer (57)	Rock Creature (82)
Ammonia Pool (8)	Defense Robot (33)	Mammal Predator (58)	Shipyards (83)
Amorphous Blobs (9)	Destroyed Colony (34)	Mine Field (59)	Silicon Alien (84)
Amphibian Alien (10)	Destroyed Military Vehicle (35)	Mineral Ore (60)	Silicon Creature (85)
Amphibian Grazer (11)	Destroyed Rover (36)	Mining Rig (61)	Silver Ore (86)
Amphibian Predator (12)	Distress Beacon (37)	Mining Robot (62)	Slaver Base (87)
Ancient Artifact Site (13)	Element Deposits (38)	Mining Rover (63)	Slime Creature (88)
Ancient Pyramid (14)	Fish Alien (39)	Mining Station (64)	Space Casino (89)
Ancient Ruins (15)	Fish Grazer (40)	Mountain Range (65)	Space Pirates (90)
Arachnid Alien (16)	Fish Predator (41)	Pirate Base (66)	Space Station (91)
Arachnid Predator (17)	Freelance Away Team (42)	Planetary Defense System (67)	Stranded Ship (92)
Automated Anti-Matter Plant (18)	Geo Survey Probe (43)	Platinum Ore (68)	Terraforming Tower (93)
Avian Alien (19)	Gold Ore (44)	Primitive Civilization (69)	Tractor Beam Station (94)
Avian Grazer (20)	Hominid Alien (45)	Radioactives (70)	Trade Center (95)
Avian Predator (21)	Hominid Grazer (46)	Rare Animal (71)	Trader (96)
Cephalopod Alien (22)	Hominid Predator (47)	Rare Plants (72)	Underground Complex (97)
Cephalopod Grazer (23)	Indigenous Plants (48)	Rebel Base (73)	Winged Alien (98)
Cephalopod Predator (24)	Insect Alien (49)	Relic City (74)	Winged Herbivore (99)
Colony (25)	Insect Grazer (50)	Repair Robot (75)	Winged Predator (100)

Alternate Histories (D12)

These are alternate worlds created by changing the past through time travel or found in an alternate universe.

Dino World (1)

Giant dinosaurs and humans live together in an unusual world.

England West (2)

America lost the Revolutionary War and became the center of the English empire.

Native America (3)

Europeans never came to the new world and future America was entirely populated by native Americans.

Moon Base (4)

The Axis ran to the moon when WWII ended and now they want to take over the Earth.

New America (5)

America lost the Civil War and was separated into two separate nations.

Nordic America (6)

Vikings colonized North America before the rest of Europe.

Planet of the Dinosaurs (7)

Dinosaurs did not become extinct and became the sentient creatures on Earth.

Planet of the Primates (8)

True primates became the sentient creatures on Earth instead of humans.

Prison World (9)

Communists won the cold war and turned the world into a high security prison.

Weird War II (10)

Aliens visited Earth during World War II bringing high technology to this era.

Weird West (11)

Aliens invaded the world during the wild west bringing high technology to this era.

World of Hate (12)

The Axis won World War II.

Animal Types (D20)

The following body types are used to describe animals that may be encountered on an alien world.

Amorphous (1)

These organisms can survive in extremely high gravity and atmospheric pressures. Their organs float freely within their viscous bodies and they slide around dissolving and absorbing whatever they touch. Their body plans are completely amorphous.

Amphibian (2)

Amphibians live most of their lives submerged or around water but they can live on dry land for a limited time. Most amphibians must constantly stay in a moist environment or their bodies will quickly dry out. Their body plans include walker and hopper.

Avian (3)

Avians are warm blooded and lay eggs. There are flying, gliding, swimming, and land birds. Avian bodies are covered with feathers and scales. Body plans include flyer, glider, swimmer, and runner.

Cephalopod (4)

These ground or sea creatures have multiple powerful tentacles with a mouth at its center. They use their tentacles to grab and pull their prey into their mouths with its sharp beak. They have an advanced neural net and large eyes making them deadly predators.

Crystal (5)

Crystal life forms are entirely made of ionic compounds or organic crystal. Their mental patterns are built directly into their crystal structure and they absorb energy directly from the warmth of their environment.

Energy (6)

These organisms evolved to live amongst the stars and inside nebulas. They are composed almost entirely of energy allowing them to live in any environment even the vacuum of space. They feed by absorbing energy from their surroundings or directly from starlight. Their feeding habits explain why they are commonly known as vampire clouds. They can coalesce their form to become solid in any shape that they desire.

Fish (7)

These organisms have a gill system that extracts dissolved oxygen from water or other liquid environments. Fish usually lay eggs and most are cold blooded. Body plans include oval, teardrop, flat, and long bodies with two, three, four, multiple, or no fins, sea horse, eel, ray, and shark.

Floater (8)

Many bag life forms were created to populate low grav worlds. They fill themselves with low density or high temperature gases allowing them to float and travel with the wind. Floaters can also be found floating on top of large bodies of water or inside gas giants.

Fluid (9)

These creatures were created from pure super strings so they can burrow into the fabric of the space time continuum creating wormholes. These creatures are extremely dangerous and they have accidentally destroyed entire planets by opening a portal near them.

Gas (10)

These creatures are made a microbes filled with lighter than air gases that can coalesce into a living creature that feeds on other animals by absorbing them.

Gas Giant (11)

These organisms were designed to live in the crushing pressure of a gas giant. They have aerodynamic designs allowing them to glide on the upper layers of liquid gas. Many of these creatures use the massive magnetic fields found on these gas worlds to propel themselves forward.

Insectoid (12)

These organisms have an exoskeleton instead of an internal skeleton. They have simple or no respiratory or circulatory systems. Most lay eggs and don't raise their young. Body plans include insect, butterfly, scorpion, crab, lobster, shrimp, and spider.

Mammal (13)

Mammals are warm blooded, give birth to live young, and most raise their young until they are able to fend for themselves. Mammals have hair and produce milk for their young. Body plans include crawler, walker, glider, flier, swimmer, and aquatic.

Massive (14)

These incredibly large, heavy, and powerful creatures have thick skin and a reinforced carbon fiber skeletons that can support their incredible height and weight. Their size and shape differ but they are all unimaginably powerful and almost indestructible.

Organic Rock (15)

Organic rock creatures are composite creatures made from stone and organic materials so these creatures need to eat equal amounts of organics and minerals in order to survive. They are perfect for high gravity and low moisture worlds.

Polygon (16)

These creatures are shaped like a polygon and they have a set of sense and internal organs, legs, and arms for each of their lateral sides. Their internal and external symmetry makes them very resistant to mutation, which may be why they are commonly found on exotic or extreme worlds.

Reptile (17)

Reptiles are cold blooded animals that lay eggs. A few give birth to live young but only a few reptile species actually raise their young. Reptile bodies are covered in scales or armored plates. Reptile body plans include runner, grazer, crawler, glider, serpent, swimmer, burrower, and paddler.

Simple (18)

These simple organisms include sponges, jellyfish, anemone, worms, and other simple organisms. They have few or no internal organs. These organisms reproduce by cellular division and simple sexual reproduction. Simple animals include sponges, jellyfish, anemone, coral, worms, snails, squids, and clams.

Survival (19)

These super predators were designed to deal and absorb massive amounts of damage. They have lightning fast reflexes and acute senses. These creatures have many adaptations including external resin armor, razor sharp claws and teeth, acid blood, redundant organ and organ systems, a light bending surface that produces camouflage, and cellular regeneration that when combined makes them the perfect hunters.

Worm (20)

These giant worms have a dense outer skin and they can burrow through the ground to search for food and to ambush their prey. This body plan creates a creature with multiple repeating internal organs allowing it to survive severe damage and regenerate damage internal organs.

Apocalyptic Events (D30)

These are the possible reason why a world might be destroyed and changed into a desolate wasteland.

Algae Mutation (1)

A mutant form of algae has evolved that uses salt from the ocean as a metabolite releasing deadly chlorine gas into the atmosphere that quickly killed the rest of the biosphere.

Alien Invasion (2)

Aliens have invaded this world and they have killed or consumed its entire population and all its natural resources leaving nothing but a barren wasteland.

Asteroid Impact (3)

A massive asteroid the size of a large continent has smashed into this world creating a massive fireball and a huge ejection cloud that sends this planet into total darkness for months.

Demon Portal (4)

Monsters from an alternate universe have been unleashed on this world through rifts in the fabric of space or artificial dimensional portals.

Doomsday (5)

Destructive war machines have become sentient and they start to kill every sentient on the planet leaving only nature.

Crust Rotation (6)

Massive neutrino emissions from a local star causes the core of the planet to heat up. This magma heating caused the crust to break free causing it to slip leading to planet wide super earthquakes.

Gamma Ray Burst (7)

A nearby star has gone supernova and its intense gamma ray emissions has destroyed all life on every world within a hundred light years.

Giant Monsters (8)

Nuclear experiments have created a mutant race of massive super monster that have destroyed all the world's major cities.

Global Warming (9)

The greenhouse gases on this planet has increased to such high levels that surface of the planet has become so hot that all the surface water boiled away.

Inferno (10)

A special missile or laser weapon was fired at this world causing its entire atmosphere to combust destroying its entire surface in a few seconds.

Invasion from Below (11)

Creatures living hidden deep underneath the ocean have risen to surface to destroy the evil land dwellers.

Killer Comet (12)

A giant ball of ice slams into the planet and it instantly vaporizes into a steaming cloud boiling the entire surface of the world.

Magnetic Field Collapse (13)

The magnetic field of a world has disappeared allowing immense amounts of deadly solar radiation to annihilate the surface of the planet.

Nano Tech (14)

A destructive nano tech weapon has been released that has destroyed everything on the surface of the planet converting everything into more nano tech.

Nuclear Holocaust (15)

The governments of this planet have launched nuclear missiles at each other completely destroying the surface of the world. The entire surface of the planet is left a radioactive wasteland for thousands of years.

Orbital Bombardment (16)

A fleet of alien ships has completely destroyed every major city with powerful beam weapons from space.

Ozone Collapse (17)

Pollution and intense solar flares have completely destroyed the ozone layer leaving the planet exposed to intense radiation that has killed most of the plant life on the planet.

Plague (18)

A genetically engineered virus has been released that has killed most of the people on this world. This virulent disease has no cure and kills extremely quickly. In some cases, only one sex of the race has died meaning that the race will slowly go extinct.

Pollution (19)

Trash covers the land and the air and water pollution is so toxic that all life on this world has died. This environmental disaster has caused all the people to hide underground or escape to another world.

Rapture (20)

Large portions of the sentient population of this world instantly disappeared without any explanation and the survivors are left to live out their final days in a dying world.

Rogue Planet (21)

A planet has broken away from orbit causing the atmosphere to be stripped off leaving it a dead world.

Sentient Machines (22)

The military computers have become sentient and they have landed all their thermonuclear weapons throughout the world to completely destroy all civilization. These computers produce sentient hunter killers to kill any survivors.

Solar Expansion (23)

A local star is dying so its outer layers have expanded to cover all its inner planets. Once it has shrunk back to its original size, all these inner planets are left scorched wastelands.

Solar Flares (24)

When a star's magnetic field collapses, it releases massive solar flares that actually touch the surface of the inner planets of this system melting their crusts and killing all life on these worlds.

Subterranean Invasion (25)

Creatures living hidden for thousands of years have risen to the surface of this world to kill and enslave the surface dwellers.

Super Collider Disaster (26)

A particle collider has created a micro black hole to form that has destroyed most of the world.

Super Nova (27)

A local star has exploded and all the planets in the system have either been completely annihilated or their entire surfaces have been burned to a crisp.

Super Volcano (28)

A massive dormant volcano the size of a continent erupts causing immense amounts of smoke to black out the sky causing eternal night for years. This darkness kills all plant life and eventually all life on the planet.

Undead Apocalypse (29)

A deadly virus turns everyone on the world into a zombie. These zombies feast on human flesh causing the spread of this deadly virus.

Virus Bomb (30)

An engineered virus was engineered to kill the specific sentient creatures on this world. An alien fleet delivered this virus all over the planet by missiles.

Artifact Drawbacks (D12)

Some powerful artifacts have bizarre and deadly effects on anyone that attempts to harness their power.

Alien Infection (1)

This alien device was designed to bring back its long lost creators by changing any person's genetic material into that of its creators. The user slowly changes into the alien creature over time.

Blackout (2)

This alien artifact produces corrupting waves that cause a person using it to blackout or go unconscious ever time it is activated.

Control (3)

This artifact inserts feeling and thoughts into a person's mind that slowly distorts his thinking. A person will slowly be taught to treasure this artifact making them constantly paranoid that the people around her are trying to take her precious treasure.

Dominate (4)

This artifact actually takes over a person's mind or transfers a new personality into her brain replacing her original personality.

Evil (5)

This evil artifact slowly corrupts a person and making him completely selfish and evil.

Infamous (6)

This evil device is known throughout the universe so anyone that uses it becomes a wanted criminal throughout the universe.

Leech (7)

This artifact requires immense amounts of energy so it absorbs energy from everything around it causing nearby machines and electronics to malfunction.

Life Drain (8)

This artifact requires life energy to function so its causes a premature death or accelerated aging for anyone using it.

Madness (9)

This artifact slowly corrupts a person's mind leading to paranoia and total insanity.

Mutation (10)

This artifact slowly alters a person's genetic material changing him into another creature or causing cancer.

Sterile (11)

Radiation or bizarre energies released by this artifact slowly damage a person's reproductive organs making him sterile.

Time Distortion (12)

This artifact effects the time stream around it causing a constant sense of Déjà vu or other reoccurring time anomalies.

Asteroid Prospecting (D12)

Asteroids are one of the greatest mineral resources in the universe but mining them can be very dangerous. The following list can be used to randomly determine the composition of a newly discovered asteroid.

Carbon (1)

Many asteroids have massive veins of pure carbon in the form of graphite.

Copper (2)

Copper is a common ore found on asteroids that has a great economic value.

Crystals (3)

In the vacuum of space, very pure crystals can form that can be extremely valuable.

Diamond (4)

Carbon asteroids that have collided with other large space bodies will sometimes be converted into massive diamonds.

Gold (5)

Some asteroids are made of solid gold or have large veins of gold inside them.

Nickel / Iron (6)

Some asteroids are made of nickel and iron so these metals can be extracted from them.

Nitrogen (7)

Some asteroids are blocks of frozen nitrogen gas covered in a crust of rock.

Organics (8)

These asteroids are a mixture of water and organic materials that might be natural or alien in nature.

Platinum (9)

Some asteroids are solid platinum or have a high concentration of this valuable metal in its rock.

Radioactive (10)

These asteroids are newly formed materials that have high concentrations of radioactive isotopes.

Rare Earth Magnets (11)

Some asteroids are extremely magnetic making them very difficult to mine because they are composed of rare earth elements.

Water (12)

Some asteroids are just blocks of ice mixed with dirt.

Biotechnology (D20)

These advanced biological and genetic technologies will change the lives of every human in the future.

Bio Weapons (1)

These organic weapons fire shards of bone or resin at high velocity using muscular contractions. These weapons produce organic acids or toxins that can kill an opponent on contact. Organic melee weapons also produce nerve toxins so they kill with the smallest cut.

Bioships (2)

These genetically engineered creatures move over the ground, fly through the air, swim underwater, or travel through the vacuum of space. These sentient creatures are designed to carry passengers and obey the commands of their pilot.

Bodysculpting (3)

People can be surgically redesigned to look anyway that they desire. They can improve their looks to better suit social norms or they can create a totally new look that can include animal or fictional themes.

Brain Transplant (4)

A person's brain can be transplanted and reattached to the nervous system of a cloned body or the body of another person whose immune system has been modified to accept the brain.

Cloning (5)

A perfect clone of a person at any age can be produce and the personality and memories of the individual can be copied to the new clone. Many people produce multiple clones at one time because making a clone of a clone leads to neurological problems, dementia, and memory degradation.

Designer Children (6)

The embryo of a child can have its genome altered so the genes for traits important to his parents are replaced with perfect engineered or donor genes.

Designer Infection (7)

Designer viral and bacterial infections can be used to protect a person's body from other infection or can be used to produce chemicals in a person's body. This infection can be passed onto other people through mucous membrane secretions and bodily fluids causing a lethal infection.

Drug Factories (8)

Any drug or chemical can be produced in the purist quality by genetically engineered bacteria or dissolved in the milk of a lactating animal.

Gender Change (9)

Using genetic manipulation, a person can have a perfect gender change but they are left sterile in the process.

Gene Therapy (10)

People born with faulty genes can be cured using special retroviruses that infect the individual with functional genes.

Genetic Engineering (11)

Animals, plants, and microorganisms with highly altered appearances and functions are created by scientists manipulates the genome of the organism.

Genetic Neogenesis (12)

Animals, plants, and microorganism can be produced that fulfill a scientists wildest imagination by creating a creatures from scratch.

Genetically Modified Organisms (13)

The genes of animals, plants, and microorganisms can be switched or added to each other so that the best traits of different organisms can be given to a different organism.

Grafts (14)

New limbs or special organs can be added to a person's body and attached to the circulatory and nervous system of the individual.

Immortality Protocols (15)

A person can have his DNA repaired every year to repair the degenerative effects of aging and the chemical assaults on his body allowing him to live for ten times his normal life span.

Living Building (16)

These building are actually engineered creatures that can maintain their own internal temperature and keep their internal areas clean and maintained.

Miracle Cures (17)

New drugs have cured cancer and all type of illness. People's immune systems have been so greatly boosted that almost nothing can harm so the life expectancy of the population has almost doubled.

Part Cloning (18)

Organs and limbs can be cloned using a person's own DNA so there is never any tissue rejection allowing perfect transplants. Usually the entire body must be cloned and the organs or limbs are harvested from the clone. The rest of the clone is simply disposed as medical waste.

Selective Weapons (19)

These designer viruses are designed to only kill a specific organism and using incredible skill it can be designed to kill a specific person.

Suspended Animation (20)

Drugs can be administered that allow a person's metabolism to drop to almost nothing for extended periods of time allowing them to enter suspended hibernation during long term space travel.

Contraband Goods (D44)

A client will pay a great deal of money for these illegal or secret goods to be delivered to another city or planet.

Docking Bay Codes (11)

These secret codes allow a ship to safely dock on a planet or space station.

EM Effectors (12)

These devices allow a person to take control of any electronic device or computer system.

Gamers (13)

These illegal devices allow a person to control any electronic gaming machine.

Longevity Drugs (14)

These powerful drugs are distilled from the brains of other people providing a person with an extremely extended life span as long as they take the drug.

Military Weapons (21)

These are powerful hand weapons and explosives that have high street value on any world.

Mind Control Devices (22)

These device allow a person to take control of another sentient's mind so that they can control their thoughts and actions.

Nano Tech Weapon (23)

Nano tech weapons are illegal on every world but they are extremely powerful weapons that can destroy entire cities in seconds.

Nuclear Weapons (24)

Nuclear weapon are illegal on all populated worlds but they can be used to destroy entire cities and make them completely unlivable for decades.

Evolution Injection (31)

This nanotech injection normally causes death but it can release powerful hidden genetic traits or open hidden areas of the mind.

Cultural Artifacts (32)

These are stolen artifacts and treasures from another planet or culture.

Recreational Drugs (33)

These illegal drugs are extremely addictive and have powerful effects on a person's mind.

Security Codes (34)

These are highly secret codes used to pass through automated planetary or space defense systems.

Secret Data (41)

This is stolen proprietary corporate data or schematics of enemy military stations and weapons.

Sentient Traffic (42)

These are kidnapped people from other worlds.

Time Travel Device (43)

Every known spacefaring culture has banned time travel so possession of a time travel device results in instant execution.

Transplant Organs (44)

These are illegally harvested organs that have immense black market value on medium tech worlds.

Cyberpunk Jobs (D30)

These are the jobs that a group of cyberpunk operatives might be asked to accomplish by a hidden client or decide to undertake for some quick cash.

Acquisition (1)

Your team has been hired to acquire a specific item from a secured area. These jobs also include debt collection and organ reposition.

Bank Hit (2)

Your team needs money so they decide to hit a local corporate bank to get some quick money.

Blackmail (3)

Your team has been sold important information that would greatly embarrass a corporate executive or government official. Your team can gain access to proprietary information using this blackmail.

Bug Hunt (4)

Your team has been hired to capture or destroy an escaped experimental organism.

Corporate Raid (5)

Your team must raid a high security corporate building and steal an experimental or proprietary device.

Data Run (6)

Your team has accepted a mission to break into a heavily guarded corporate or military building to retrieve data that your client needs.

Deep Insertion (7)

Your team will be airdropped into enemy corporate territory and perform a black ops mission in enemy territory. Your team must extract themselves in order to survive.

Destroy (8)

Your team has been hired to destroy a specific war machine of another corporation.

Disappear (9)

Your team has been hired to destroy a group of freedom fighters, strikers, or environmentalists.

Espionage (10)

Your team has accepted a mission to infiltrate a corporate stronghold and collect data about a secret project.

Extraction (11)

Your team needs to rescue and return a captured scientist or executive from a maximum security building.

Kidnap (12)

Your team has accepted a mission to kidnap an important scientist, megacorporate executive, or government official.

Intimidation (13)

Your team has been hired to use intimidation and muscle to make a group of people do what your client wants.

Investigate (14)

Your team has been hired to solve a crime by a rich client.

Milk Run (15)

Your team has accepted a dangerous milk run. You have been given a sealed briefcase. You will exchange this briefcase for a sealed package that must be delivered safely to the client.

Mind Insert (16)

Your team has accepted a mission to insert memories or beliefs into a corporate executive or government official that will allow your client to achieve his hidden goals.

Observe (17)

Your team must record everything that a select person does and everyone that he meets.

Overthrow (18)

Your team must destabilize and overthrow a government of a small country.

Piracy (19)

Your team has been hired to take control of a cruise ship or airplane. An airplane might have to be captured in flight.

Police Duty (20)

Your team has been hired by local police forces to help clear out criminals and gang members from an entire block.

Prison Break (21)

Your team has been hired to extract an individual from a maximum security prison.

Protect (22)

Your team has been hired to protect a corporate project until it can be completed.

Revenge (23)

Your team has been hired to destroy another corporation's assets for revenge for a hit on your client's property.

Retrieval (24)

Your team has hired to get a black ops group out of a battle zone at a specific time and place.

Sabotage (25)

Your team has accepted a contract to destroy a local bridge, factory, or other structure to disrupt another corporation's activities.

Security Duty (26)

Your team must protect a building or shipment at all costs for a given period of time.

Special Delivery (27)

Your team has accepted a contract to deliver a package at all costs at given time and place.

Trail (28)

Your team must follow a select individual no matter where he goes without being detected.

Wetwork (29)

Your team has accepted a mission to assassinate a crime boss, important scientist, megacorporate executive, or government official.

Voter Fraud (30)

Your team has been hired to make sure that a client's chosen candidate wins a local election at all costs.

Cyberware (088)

These are the cybernetic enhancements available in the dystopian future.

Adrenal Booster (11)

Adrenal boosters release synthetic epinephrine or it causes the adrenal gland to release epinephrine causing a massive boost of speed and strength.

Arm Weapon (12)

Various guns or lasers can be implanted into the forearm of a person's arm and fired out of his palm.

Auditory Booster (13)

The auditory canals of a person are replaced with sensitive listening devices. They can detect vocal stress to determine if someone is lying. They allow sound location to determine the direction and distance of any source of sound. Sound limiters protect a person's hearing from extremely loud or painful sounds.

Battle Computer (14)

A battle computer analyzes sensory data to make a person perfectly accurate with any hand or vehicle mounted weapon. It also allows a person's mind to directly link with a smart vehicle or hand weapon.

Biomonitor (15)

Biomonitors constantly scan a person's body for any change in his bodily function so that internal medical nano tech can be activated or medical responders can be notified.

Bone Lacing (16)

A person's skeleton is impregnated with an alloy using nano technology to make his skeleton almost indestructible.

Buzz Hand (17)

This cyberhand can be removed to reveal a powerful mechanical high speed saw.

Chemical Analyzer (18)

This device is linked to a person's tactile, taste, and olfactory sensors allowing a person to determine the exact chemical composition and concentration of any known chemical in his environment.

Claws (21)

Razor sharp retractable blades project from a person's fingers or knives project from a person's knuckles or wrist.

Communicator (22)

This device is installed in a person's skull and allow him to talk to another person through any communication device with his mind.

Constricting Skinweave (23)

These microfibers will contract when a person is injured to prevent bleeding.

Contraceptive Implant (24)

This implant produces hormones that prevents a woman from getting pregnant.

Control Chip (25)

This computer chip is implanted in a person's brain allowing him to be controlled by exterior remotes. A person can also use vocal commands to control the person.

Cortex Computer (26)

A person's brain, spinal cord, and sensory nerves are replaced with a powerful computer and sensory fibers. A person's memories and personality are transferred to this computer. This new mind is extremely fast and powerful.

Cybernetic Arms (27)

These cybernetic arms are mechanical arms composed of synthetic fibers giving a person's arms super strength.

Cybernetic Disguise (28)

These facial implants allows a person to change their appearance to look like another person by altering their bone structure, skin tone, and facial structure.

Cybernetic Eyes (31)

These micro photo sensors allow a person to see the entire electromagnetic spectrum. It has limiters that prevent damage from intense light. They also have range detectors and target tracking protocols. These optics can also magnify small objects and distant objects.

Cybernetic Fangs (32)

These retractable fangs allow a person to bite a person causing a hideous wound and these fangs can be retracted at any time.

Cybernetic Flight (33)

This internal grav drives or a pair of cyber wings that allow a person to fly at high speeds.

Cybernetic Legs (34)

These cybernetic legs are mechanical prosthetics composed of synthetic contractile fibers allowing a person to run at high speeds or jump incredible distances.

Data Drive (35)

A hard drive is implanted in a person's brain allowing instant access to its stored data.

Death Mimic (36)

This implant produces chemicals that cause a person's body to mimic death but in reality it is only a form of induced hibernation.

Dermal Armor (37)

These composite plates cover a person's body protecting all their vital organs.

Drug Factory (38)

These machines can synthesize a specific drug that is directly released into a person's blood stream.

Fiberoptic Hair (41)

A person's hair is replaced with fiber optic threads so it can produce any color in changing patterns.

Full Replacement (42)

A person's entire body except for his brain and spinal cord are replaced with a robotic body directly attached to his nervous system.

Gill Implant (43)

This implant can extract dissolved oxygen from a liquid environment and add it to a person's blood and remove excess carbon dioxide.

Grapple Hand (44)

This cyber hand is attached to a cord and it can be launched at anything. The hand can then draw the person up or pull anything held by the grapple hand.

Grav Drive (45)

This anti-gravity device is implanted in a person's body and it allows a person to fly at will in almost any environment.

Gyro Stabilizer (46)

This internal gyro allows a person to always maintain his balance no matter what he does and almost any environment.

Hammer Hand (47)

This cyberhand has small explosive rounds designed to launch its fists forward causing immense amounts of damage.

Interface Jack (48)

This wireless or wired jack allows a person's brain to be directly linked to a computer or vehicular control system.

Internal Air Supply (51)

These highly compressed air sources allow a person to breathe for a short period time in an oxygen free environment.

Internal Bomb (52)

This explosive is installed in a person's body cavity or next to her brain as a threat or terror weapon.

Internal Frame (53)

This mechanical device covers a person's skeleton giving her incredible strength and resilience but it slightly lowers her range of motion.

Internal Radar (54)

This device projects radar waves that allows a person to see and track any object in an atmosphere or a vacuum.

Internal Shield Generator (55)

This device produces a protective electromagnetic field around a person's body.

Internal Sonar (56)

This device projects sonic waves that it can convert into a three dimensional image of the world. It can be used in an atmosphere or a liquid environment.

Light Tattoos (57)

These LED lights are integrated into a person's skin and they allow different lighted images to be displayed on his skin.

Manipulators (58)

These mechanical arms or tentacles are attached to a person's body and attached to his nervous system so that he can be controlled directly by his mind.

Mono Finger (61)

This finger can be thrown from its cyberhand causing a monofilament wire to be dispensed and held taut.

Motion Detector (62)

These devices detect vibration in the air and in the structure of a building or ship allowing a person to detect the motion of anything in his environment even through walls.

Multi Arm (63)

These extra arms are attached to a person's body and his nervous system.

Muscle Replacement (64)

A person's muscles are completely replaced with synthetic muscles that give him incredible physical strength.

Nano Surgeons (65)

A person's body is infected with medical nano tech that maintains his health and can repair any physical damage if given enough time. Destroyed organs and severed limbs can even be regenerated in a few hours.

Nasal Filters (66)

All the pollution and poisons are filtered by this nano tech system that pass through a person's nose and sinuses.

Olfactory Booster (67)

These chemical sensors are placed in a person's nasal cavity and they can detect any scent no matter how low the concentration. A person can determine the distance and direction of a scent as long they are in an atmosphere.

Optic Weapon (68)

A micro laser or poison dart projector is installed in a person's artificial eye that can be used as a surprise weapon.

Pain Editor (71)

This chip edits pain signals received by the brain so a person knows he has been hurt but does not slow him down by the pain.

Perfect Balance (72)

This internal gyroscope gives a person perfect balance and total positional proprioception making him an expert acrobat.

Power Fist (73)

This cyberhand is covered in a destructive energy field allowing it to tear through armor and flesh.

Secretion Skin (74)

A person has nano factories infected into her skin that allow her to excrete pheromones, drugs, and toxins from her skin.

Sense Recorder (75)

This device stores every sensory experience that a person has that can be played back with total immersion by another person.

Sensor Skin (76)

This skin weave has tactical and chemical sensors that allow a person to determine the chemical composition and temperature of anything that he touches.

Sexual Implants (77)

These implants produce hormones to improve sexual performance.

Skill Chip (78)

This computer chip is installed in a person's brain and it gives him the equivalent knowledge and physical memories of a specific skill or ability.

Skin Screen (81)

LCD lights are installed in a character hand or forearm turning it into a computer screen.

Subdermal Armor (82)

Ceramic armored plates are surgically placed under a person's skin to protect his internal organs that can be difficult or impossible to detect with the naked eye.

Super Immunity (83)

This medical nano tech is designed to destroy any toxins or microorganisms that enters a person's body.

Stun Hand (84)

This cyberhand has an electroshock system that allows a person to shock another person that he touches.

Tool Hand (85)

A cyberhand has hundreds of different tools that can be used to repair any form of technology.

Ultra Digestion (86)

This nano tech system will break down any anything organic into usable nutrition in a person's cyber stomach.

Voice Synthesizer (87)

This device replaces a person's larynx and allows them to produce a sound in any frequency and make exact copies of another person's voice.

Wired Reflexes (88)

A person's nerves are replaced with superconductive wires that greatly increase his reaction time.

Death Games (D12)

In the future, death games have become popular in order to keep the hordes of people satisfied by watching these blood sports.

Armor Ball (1)

Full conversion androids or powered armored contestants race around a track on wheeled feet and the first person to get around the track holding a steel ball a certain number of times is the winner. Every contestant attempts to destroy each other to win the game.

Crash Course (2)

Super powered cars or air cars race around a track trying to get to the finish line first. Racers attempt to knock each other off the track to help clear their way to victory.

Death Olympics (3)

Countries or cities send a representative to be entered into a deadly arena where the last lone survivor wins this year's game for his people. The winner's city or country becomes the dominate power for the rest of the year and receives extra food ration and more political power.

Death Show (4)

Many overpopulated worlds give contestants a chance at a better life by competing in one of many life or death game shows. These shows are all rigged making sure almost no one wins but there are unlimited contestants willing to risk their lives for a chance to be raised up the bean stalk into paradise. Many times this better life does not even exist.

Gaming Wars (5)

Many cultures have given up war and have replaced it with various games that pit representatives of each faction in a life or death game. When a player wins the game, his faction wins the current political disagreement.

Killer Cars (6)

Armored and armed cars fight to the death in a massive arena and the final car standing is the winner. The winner of the tournament receives a massive cash prize so that they can purchase bigger and better weapons.

Mecha Wars (7)

This popular game show is played and watched on every populated world in the universe. In this game, five massive robots fight on a constantly changing battle grid and the last mecha standing is the winner. The surface of the battlefield changes as barriers rise and fall and traps appear and disappear as the battle is being fought.

Mortal Tournament (8)

This martial arts or hand weapon tournament is a fight to the death and the winner receives a huge monetary prize.

Pedestrian Kill (9)

In an overpopulated world this deadly race of heavily armed cars that race across the country is a real crowd pleaser. Drivers get points for killing pedestrians and other drivers.

Prison Show (10)

Convicted felons can earn their freedom by fighting various gladiators is a televised game show. If they can survive for a given amount of time they receive a full pardon.

Roller Battle (11)

Heavily armed contestant wearing rollerblades streak around the track and the last team that survives wins the match.

Survival Island (12)

A large group of innocent people or criminals are put on an isolated island with a variety of weapons. The contestants of this game are told that the last survivor will be free to leave the island. This blood bath is transmitted live to the masses. This show can also be a single contestant being hunted down by many armed assailants.

Future City Options (D20)

These options will make a futuristic city or starport more interesting and unique.

Air City (1)

These cities are held high in the sky by powerful anti-gravity engines. These aerial cities help ease overcrowding in desperately overpopulated worlds and allow cities access to low density gases that might have economic value.

Arcology (2)

These massive buildings can be over a hundred miles wide, thousands of stories tall, and hundreds of stories directly into the ground. They have fully contained environments that mechanically recycle all wastes and everything required is produce in their internal automated factories. These mega sprawls sustain billions of people but they are completely cut off from the outside world and have little or no contact with nature.

Atmosphere Emitters (3)

This city has massive towers that purify the polluted air and emit clean air.

Biosphere (4)

Biospheres are self contained environments designed to naturally recycle both nutrients and the atmosphere so that it does not require any outside resources. The people, planets, animals, and microorganisms work in unison to make a sealed and perfectly balanced ecosystem.

Bounty Centers (5)

Police are not used in this society so criminals are listed in bounty centers and are hunted down and killed by bounty hunters for huge bounties.

Conveyors (6)

Modern cities have street conveyor belts that move people quickly around the city. They also have free mass transit that allows people to quickly move around a sprawling and crowded city.

Floating City (7)

Floating cities are massive structure that go hundreds of stories into the ocean or they are immense floating platforms with sprawling cities on top of them.

Gateway Doors (8)

These portals look like normal doors but when a person steps through one, he passes through a wormhole to another door that might be millions of light years away. These doors are indestructible because they are only a projection of the wormhole's end points into this dimension.

Gravity Training Rooms (9)

These rooms have massive gravity generators underneath them that allows them to simulate the environment of a planet with up to a hundred times normal gravity. These rooms allow a person train for a high gravity environment or improve muscle mass.

Infinite Traffic (10)

A planet is so heavily populated that when traffic gets bad, cars might get trapped in total dead lock for days or weeks.

Moisture Traps (11)

Cities in desert environments deploy massive screens designed collect moisture that forms at night and collects it. Moisture farmers use electromagnetic towers to collect and filter atmospheric water vapor.

Pleasure Booths (12)

These special booths produce immense pleasure using nerve induction.

Prison Computer (13)

Prisoners are linked to a massive computer and their brains are used for their processing power. This process is extremely stressful to the human mind and leaves most of the prisoners brain damaged.

Teleport Network (14)

These ancient devices link areas of a world or distant worlds through a series of wormholes that allow safe and instantaneous travel between transporter booths. The societies that use them do not know or care how these devices really work.

Remote Highways (15)

All cars in this city are fully automated so they can achieve incredible speeds because there is no danger of accidents.

Robot City (16)

This city is run completely by robots so the dominant species does not have to lift a finger.

Solar Sky (17)

The entire sky is covered with solar panels leaving the city sprawls underneath it in total darkness until they are turned to allow rain to run off.

Suicide Booths (18)

This society allows assisted suicide at any time so they have automated suicide booths that will kill a person and dispose of the body for free.

Trash Prison (19)

The city has incredibly large walled off landfills so they simply release prisoners in its center and leave them to fend for themselves.

Undersea Dome (20)

These massive pressurized domes allow people to build cities on the ocean floor. Structural integrity fields are required to prevent these domes from being crushed by the intense pressure at the bottom of the sea.

Future Crimes (D12)

These are possible crimes that you can add to your future or alien society.

Age Restriction (1)

This society has very limited resources or space so they have a legal age restriction on all its populace. Once a person reaches this age, he must voluntarily come in for euthanasia. If someone does not report, special police are sent to capture and execute them.

Birth Limitation (2)

This society is limited in space and resources so they have restricted the birth rate to one or two children. The parents of anyone that has more than the allowed number of children are arrested and their children are taken by the state.

Cultural Interference (3)

Many high tech societies make illegal to change the future of more primitive societies because they believe that every sentient species has the right to develop in their own way and timeline. Many criminals use high technology to make themselves appear to be gods to primitive aliens.

Cybernetic Theft (4)

In dystopian societies, a few criminal prey on the weak. Cybernetics are extremely common and they can be very expensive so some criminals will tear these cyber implants off a person's body and leave the person to bleed to death. This gear is then sold on the black market.

Gene Theft (5)

In the future, biotechnology has allowed people to control the genetic composition of their offspring. People have been given the right to privacy and control of their own genomes so it is illegal to use another person's genes to create clones or improve a fetus's genome without their permission.

Helping an Alien (6)

This society is at war and has dominated another alien race. They have made it illegal to help these aliens in any way. Anyone caught helping these aliens will be executed as a war criminal and deviant.

Imposter Crime (7)

With the production of cloning techniques and advanced cyborgs, many criminals can produce machines that look exactly like another person so any crimes including murder and robbery will be blamed on the other person.

Mental Manipulation (8)

Psionics and mental engram programming has allowed the action of other people to be controlled without them ever remembering what has happened.

Nano Tech (9)

The use of nano tech has been banned on most populated worlds because of the fear that the nano tech might become corrupt. Viral nano tech can quickly destroy the entire surface of a planet and possibly spread throughout the solar system. Many cultures have these laws because these disasters have actually happened on one of their worlds.

Precrime (10)

This culture has developed a mutant species of their own race that can see into the future to see crimes that have not even happened yet. Police then arrest the person who is going to commit the crime before it happens.

Temporal Crime (11)

Almost all societies that have developed time travel have made it a crime to ever alter the past or future because of the corrupting effects that someone can have on the time line and the future of their society.

Thought Crime (12)

A prison state not only want to control the actions of its population but it also wants to control their thoughts. They may use psionic individuals to observe the thoughts of everyone in their society. They may use implant chips to scan a person's thoughts for any illegal ideas or beliefs. If anyone is caught thinking illegal thoughts, they are instantly arrested and are never heard from again.

Future Drugs (D44)

These futuristic drugs have powerful effects and they can be engineered for a specific person to remove any negative side effects.

Amnesia (11)

This drug is designed to completely erase a person's memories of recent events.

Aphrodisiac (12)

This drug activates regions of the brain causes sexual arousal.

Beauty (13)

This drug makes a person release pheromones and gives them incredible self confidence making them attractive to the opposite sex.

Cure (14)

This drug is filled with medical nanotech that cures any disease or repairs any physical injury. It even regenerates severed limbs and damaged organs.

Ego Booster (21)

This drug gives people intense feelings of self confidence that allows them do anything without any fear or self doubt.

Eidetic Memory (22)

This drug gives a user photographic memory for a short period of time.

Future Sight (23)

This drug allows a person to see glimpses into the future.

Genius (24)

This drug if constantly administered to opens parts of the brain increasing a person's intelligence a hundred fold. A person mind becomes as powerful as the most advanced supercomputer when it comes to calculations and predictions.

Hibernation (31)

This drug slows down a person's metabolism to a point that they appear to be dead.

Longevity (32)

This nano tech drug repairs a person's cells and genetic material to keep a person young as long as they take the drug.

Population Control (33)

This drug makes anyone taking it docile and euphoric so he doesn't care about what really happening in his life. This drug is added to a population's food and water supply to keep them under control.

No Sleep (34)

This drug will allow a user to perform at full capacity without any sleep for as long as it is taken.

Speed (41)

This drug greatly increases a person's mental kinetics allowing him to see the world as if it moving in slow motion.

Strength (42)

This drug causes a massive release of adrenaline and endorphins giving a person super human strength for a limited time.

Suicide (43)

This drug is filled with a powerful neurotoxin that will kill a person without any pain or suffering.

Velocity (44)

This powerful amphetamine accelerates a person's mental kinetic and physical endurance to extremely high levels.

Future Jobs (D50)

These are jobs that a team of adventurers can take in a futuristic adventure.

Assassinate (1)

Assassinate an individual.

Assault (2)

Take over a target base.

Belter (3)

Mine a specific asteroid field.

Big Game Hunters (4)

Acquire a rare animal from an alien world.

Bio Survey (5)

Collect bio data on new species.

Blackmail (6)

Blackmail a person.

Blockade Runner (7)

Transport goods through a military blockade.

Bodyguard (8)

Protect an individual.

Bounty Hunters (9)

Capture a target person.

Bypass (10)

Break through a structure's security system.

Cleanse (11)

Remove an alien infestation.

Colony Killers (12)

Destroy a target space colony..

Crimelords (13)

Help with a criminal activity.

Deception (14)

Deceive an individual.

Deep Space Survey (15)

Survey an asteroid field.

Defense Busters (16)

Destroy a target planet's defense network.

Demolition (17)

Destroy a target building or structure.

Dishonor (18)

Discredit an individual.

Disgrace (19)

Frame an individual.

Election Rigging (20)

Help rig a local election.

Enforcer (21)

Collect money from someone.

Exploration (22)

Explore a new star system.

Exterminate (23)

Destroy an alien race on a specific planet.

Find (24)

Find a missing person.

Gray Ops (25)

Retrieve data or an object from a secured location.

Heist (26)

Steal a rare artifact from a local museum.

Hijack (27)

Hijack a specific starship.

Insertion (28)

Insert a belief, memory, and a feeling into a specific person.

Investigators (29)

Investigate a murder.

Lost and Found (30)

Find a lost cargo shipment.

Lost Person (31)

Find a lost person.

Overthrow (32)

Topple a specific dictator.

Planetary Survey (33)

Survey a specific planet.

Prospectors (34)

Mine a planet for economically important minerals and crystals.

Recon (35)

Provide details about a military installation or army formation.

Recue (36)

Rescue a kidnapped person.

Repair (37)

Repair a specific machine.

Researchers (38)

Investigate a spatial anomaly.

Resupply (39)

Bring supplies to a distant research station.

Safe Passage (40)

Deliver a person to another planet with no questions asked.

Salvage (41)

Salvage a ship.

Saviors (42)

Stop an asteroid from hitting a planet..

Shipment (43)

Transport goods to another world.

Sleuth (44)

Investigate a crime.

Smuggler (45)

Transport contraband goods to a target world.

Space Expedition (46)

Join an expedition to a specific world.

Space Pirates (47)

Disrupt shipping lines.

Surveillance (48)

Video tape or take photos a target person.

Weapon Dealers (49)

Acquire military grade weapons for a rebel group.

Wrecking Crew (50)

Destroy a civil building.

Future Vehicles (D66)

These futuristic vehicles can be used in any sci-fi campaign.

All Terrain Walker (11)

These heavily armed and armored four or six legged walkers can transport huge amounts of troops or cargo over almost any rough terrain.

Aquabike (12)

These machines propels a single rider over the surface of any body of water.

Big Wheels (13)

These machines have a massive wheel twice as large as the body on both sides.

Cellular Balloon (14)

These airships have multiple lighter than air gas cells that make it difficult to bring down. Its underside has fan propellers to move it around.

Drop Pod (15)

This orbital reentry vehicle is designed to be launched from an orbiting spaceship to enter the atmosphere at high velocity to land on the battlefield without being intercepted.

Drop Ship (16)

This aerospace vehicle is designed to transport troops and vehicles to the surface of a world from an orbiting spacecraft.

Fan Pack (21)

This backpack has one or two vectored fan that allow a person to hover or move at high speeds.

Fan Tank (22)

These light tanks are lifted by a massive super cooled fan that achieves such high speeds that it can lift this armored battle tank.

Floating Fortress (23)

These immense structure is a floating tower or castles keep afloat in the air with anti gravity devices or immense turbofans.

Flying Wing (24)

These giant propeller aircrafts are a massive wing allowing them to keep their incredible mass in the air.

Grav Car (25)

These personal transports use anti gravity engines to move at high speeds through any environment.

Grav Tank (26)

These powerful war machines use a grav engine to move themselves at high speeds even though they have heavy armor plating and a massive main gun.

Hover Bike (31)

This bike uses vectored jet turbines to launch through the air at high speeds.

Hover Car (32)

These personal transports use micro vectored thrusters to move through an atmosphere.

Hover Tank (33)

These light tanks are lifted by vector turbofans so their armor and main weapon cannot be extremely heavy.

Jet Pack (34)

This set of vectored ramjet of jet turbines is strapped to a person's back and allows them to hover or travel at high speeds.

Land Speeder (35)

These anti-grav vehicles allows a vehicles to hover above the ground and fly over its surface at high speed.

Leaper (36)

These vehicles use powerful hydraulic legs and jet rockets to make incredible leaps through the air.

Mag Car (41)

These cars produce a power electromagnetic field allowing them to stick to any surface so they can drive straight down, up, or sideways across buildings or any smooth surface.

Mecha Transport (42)

These massive aircraft can pick up a mecha and carry it to the battlefield.

Mega Cycle (43)

These motorcycles have massive wheels allowing to perform high speed maneuvers. These vehicles can be open top or they sometimes have a protective outer shell.

Mining Rig (44)

This mobile wheeled or tracked machine has mining drills or laser to dig into the ground for ores and minerals. These huge factories allow ore to be processed anywhere on a planet's surface.

Mobile Command Center (45)

These huge command center move around with multi tracks or they are moved around on railroad tracks.

Mole Tank (46)

These heavy vehicle has a huge forward drill allowing it to burrow into the ground and through solid rock.

Pod Lifter (51)

These huge VTOL aircraft can carry massive cargo pods that can be filled with various support vehicles or equipment to fulfill any mission.

Prime Mover (52)

These huge transport vehicles are designed to move huge amount of goods between distant settlements. These are usually hover vehicles are multi track machines.

Scout Walker (53)

These two legged machines allow heavy structure to move over most dangerous terrain at excellent speed.

Smartwheel Car (54)

This car has wheels composed of twenty independent rollers that can adjust to any surface allowing this car to move over any surface at high speed including snow, rocks, sand, and ice.

Space Plane (55)

This hypervelocity plane use oxygen from the upper atmosphere to accelerate to the upper atmosphere.

Speeder Bike (56)

These bikes use a grav generator to make one of the fastest and most maneuverable vehicles in existence.

Spider Walker (61)

This pod has eight segmented legs that allows it to travel over almost any terrain.

Transport Carrier (62)

These aircraft can and deliver massive industrial vehicles anywhere on a planet.

Transporter Platform (63)

These anti grav platforms move people around at high speed and they are protected by inertial dampers.

Weapon Sentry (64)

The automated weapon rig are designed to track and fire a weapon at anyone that enters a protected area.

Wheel Bike (65)

This single huge wheel carries its driver inside its hub allowing this vehicle to achieve high speeds and make incredible sharp turns.

VTOL Fighter (66)

This fighter has two massive vectored turbofans that allow it to hover or fly at extremely high speeds.

Futuristic Arrows (D20)

These high tech arrows allow a simple bow and arrow to perform an immense number of tasks.

Acid (1)

This arrow is filled with a powerful molecular acid that can melt through almost any material.

Blinding Gas (2)

This arrow produces a blinding gas.

Cut (3)

This wide blade allows an arrow to cut through ropes.

Electroshock (4)

This arrow has an electrocution device that will stun anyone touched by its tip.

EMP (5)

This arrow produces a electromagnetic pulse designed to destroy electronic devices.

Exploding (6)

This arrow has an explosive tip allowing it to destroy heavily armored vehicles.

Frag (7)

This arrow has a tip with a proximity fuse allowing it to explode in a cloud of shrapnel.

Glue (8)

This arrow tip sprays a powerful contractile cementing fibers that will bind an opponent.

Guide (9)

This arrow can be guided to its target with a laser targeter.

Ice (10)

This arrow projects a stream of endothermic material that freezes an opponent solid.

Incendiary (11)

This arrow projects a flammable fluid on impact igniting an opponent on fire.

Magnet (12)

This arrow produces a powerful magnetic field that causes bullets to pulled off course.

Net (13)

The tip of this arrow fires a net over an opponent.

Plasma (14)

This arrow produces a plasma tip allowing it to melt through any armored vehicle.

Poison (15)

This arrow tip is covered in a powerful neurotoxin.

Poison Gas (16)

This arrow produces a cloud of poison gas.

Sleep Gas (17)

This arrow produces a cloud of sleeping gas.

Smoke (18)

This arrow produces a cloud of black smoke.

Sonic (19)

The tip of this arrow produces a powerful sonic pulse that will knock an opponent unconscious.

Tangler (20)

The tip of this arrow fires wires around an opponent restraining him.

Futuristic Defensive Gear (D12)

These advanced suits of body armor and personal defensive screens are used for defense and personal protection.

Ablative Armor (1)

This suit of armor is made of composites that vaporize when hit by a laser, preventing it from penetrating.

Augmented Reaction Armor (2)

This suit of armor is composed of contractile fibers underneath its armor plating that react to a person's movement, allowing him to move with lightning speed. It also has a series of thrusters allowing it to streak across the battlefield.

Battle Armor (3)

This heavy suit of body armor has powered augmentation servos, the protective capabilities of an environmental suit, an integrated communication array, and a battle suite. It also has an inner gel suit that becomes rigid to prevent large impacts from injuring the wearer.

Body Field (4)

This personal shield generator projects a spherical energy barrier around its user. It has a trigger timer that deactivates the shield whenever its user fires a linked hand weapon. A body field has a slight flicker as it oscillates on and off to allow air diffusion.

Combat Armor (5)

This body armor is composed of advanced ceramic plates that can stop most hand weapons. Attached to a suit composed of contractile fibers that greatly improve a person's strength.

Defense Drone (6)

This small hovering shield drone is designed to prevent incoming fire from hitting its user.

Exo Armor (7)

This hydraulic frame is covered in armor plates and it reacts to the movement of the person attached to it.

Feedback Armor (8)

This suit of reactive fibers becomes hard if it is ever hit, making it almost indestructible.

Nano Armor (9)

This suit of advanced armor is composed of nano tech that allows it to deflect any attack and self-repair any of its damage.

Power Armor (10)

This suit of armor is augmented with powered servos that give the wearer incredible strength and its thrusters allow it to move with incredible speed.

Reflective Armor (11)

This suit of armor is covered with reflective crystals that reflect most of the light from a laser, making laser weapons almost completely ineffective.

Shield Ring (12)

This piece of jewelry produces a powerful electromagnetic field around a person's body.

Futuristic Gear (D30)

These pieces of high tech gear will give your campaign a real sense of fantastic possibilities of the future.

Auto Doctor (1)

This device can be placed on an injured individual and it diagnosis the patient and releases nano tech to heal any injury.

Camo Suit (2)

This suit or cloak projects an image of its background onto its surface making the wearer almost impossible to see with the naked eye.

Climate Suit (3)

This suit has temperature sensors that control heating and cooling elements integrated into its fabric, which regulate the temperature inside the suit to maintain a normal environment even in temperatures ranging from subzero to temperatures hot enough to melt rock. In extremely hot environments, an external hit sink is required that can become hot enough to melt solid rock if touched.

Climbing Suit (4)

This induction suit allows a person to stick to any surface so that he can scale a wall like a spider and hang upside down from a tree branch.

Codex (5)

A codex is a universal translator that uses a powerful artificial intelligence and a massive linguistic database to perform translations of anything a person hears or speaks.

Decoy Projector (6)

This device projects multiple holographic images of a person so it is difficult for an opponent to tell which one is the real person.

Deep Suit (7)

A deep suit allows a wearer to dive hundreds of kilometers underwater by using an advanced liquid breathing system that maintains a person's internal pressure. This suit has hydraulic articulators designed to move the limbs of the suit and a diving computer that maintains the suit's integrity and monitors the safety of its operator.

Descent Suit (8)

This aerial assault suit is lined with miniature grav generators allowing a character to slowly descend from high elevations to

safely land on the ground. Descent suits allow a person to safely jump from a tall building or an aircraft.

Editor (9)

This device produces a subliminal signal that erases a person's most recent memory and allows a person to replace them with simple memories.

EM Effector (10)

These handheld devices project electromagnetic induction fields that alter the function and programming of an electronic device. It allows a user to deactivate or take control of an unprotected computer, robot, cyber implant, vehicle, or weapon system.

Environmental Interface (11)

This suit is made of an thin but ultra dense polymer film that allows the wearer to actually feel the environment around his body. This material allows nothing to pass through it so the wearer is completely protected from all chemical and biological agents in his environment. The suit also has a respirator with osmotic and nano tech filters that process out all trace contaminants from the atmosphere. This suit comes with a frame applicator that a person walks through where a thin osmotic polymer is coated over the entire surface of the suit. When the wearer passes from a hot zone to a safe zone, she decontaminates herself by walking through another frame that removes this external layer and any hazardous contaminants.

Environment Suit (12)

Environment suits have a sealed environment regulated by an integrated computer and a full spectrum life support system. This suit protects a wearer from extremes of temperature, pressure, and atmospheric composition. It allows a character to survive in the total vacuum of space and other hostile environments.

Gamer (13)

This small electronic and magnetic manipulator is designed to control electronic gaming devices like slot machines and electronic simulations.

Grav Belt (14)

This antigravity device allows a character to fly using simple hand held controllers.

Image Distorter (15)

This holographic projector produces a blurred image that prevents a person's actual appearance to be seen or recorded.

Laser Torch (16)

This laser emitter can produce a concentrated beam to cut through any material or a wide spread beam to melt pieces of metal together.

Lock Breaker (17)

This device can access any electronic by deciphering its access code in minutes.

Moisture Suit (18)

These suits are designed to recycle the moisture lost by a wearer through perspiration, respiration, and urination. This suit filters this water and makes it available to the wearer in a reservoir bladder. This suit will allow a person to survive without an outside source of clean water for up to five weeks.

Multitool (19)

This device has a wide range of micronized tools in a single hand held device.

Neural Booster (20)

This device is worn like a crown and it increases the neural kinetics of the wearer greatly increasing his intelligence and reaction time.

Neural Inhibitor (21)

This device induces low brain wave activity, which stimulates deep sleep when this device is placed on their forehead.

Personal Atmosphere (22)

This device produces a personal field and releases a breathable atmosphere so that a user can breathe in any environmental for a few hours.

Rebreather (23)

This device can be placed over a person's face or in his mouth and it scrubs a person's breathe allowing them to survive without a breathable atmosphere for over a month.

Sentry Gun (24)

This automated drone can be installed with weapons and it is designed to fire on anything that enters its protected area until it is deactivated.

Stealth Suit (25)

Stealth suits are coated in mimetic polycarbons that change coloration according to a varying electric current. The surface of this suit mimics the appearance of its surrounding making the wearer appear to blend into her environment.

Survival Suit (26)

Survival suits are designed for bike and board riders and custom designs are used by mountain climbers and sky divers. These suits are composed of armorgel covered in quick response air cushions designed to make a person's body rigid and absorb the shock of a crash. These air cushions are designed to deploy when the wearer is falling or crashing at high speed or it can be activated manually. The suit also has a cervical airbag designed to protect the wearer's head so helmets are not necessary for bike or board riders wearing this suit.

Thermal Cloak (27)

Thermal cloaks are constructed from synthetic fibers designed to dampen the infrared spectrum masking the thermal image generated by a person's body.

Tissue Regenerator (28)

This medical device causes a regeneration field allowing cells to regrow quickly mending most injuries in seconds.

Vapor Canteen (29)

This device actually pulls the moisture out of the air to make clean drinking water.

Watcher Tech (30)

This nano tech device allows a user to infect any building so that its entire interior is displayed on a special remote display.

Futuristic Grenades (D20)

Grenades allow a single soldier to deal with large groups of enemies or heavy vehicles.

Anti-Tank (1)

These massive grenades will clamp to a tank or mecha and destroys them with a directional blast.

Concussion (2)

These grenades produce a concussive blast that knocks everyone around it to the ground and rendering them unconscious.

Control (3)

These grenade produce an irritating gas causing people to evacuate to escape a room.

Conversion (4)

This anti-matter grenade produces an immense explosion so a person must activate the detonator and get out of its blast radius.

Crawler (5)

Thin spider like legs deploy from this grenade allowing it to walk to its target and explode.

Destructor (6)

These grenades are filled with destructive nano tech that will decompose anything that it touches.

Dimensional (7)

These grenades open a dimensional gateway that sucks in anything near it.

EM (8)

These grenades produce an electromagnetic pulse that will destroy anything electronic within its blast radius.

Flash (9)

This chemical grenade produces an intense flash that will blind people and electronic sensors.

Frag (10)

These grenades have a ceramic body that produces a deadly cloud of shards when they explode.

Fuel Air (11)

These grenades release an incendiary gas that fills the air and explodes consuming all the air in its blast radius creating a vacuum. The atmosphere will then collapse inward and destroy everything down to the bacterial level.

Fungus (12)

These grenade fire deadly spores and when they touch moisture, they start to explosively grow and will consume anything organic in minutes.

Gravity (13)

This device produces a gravitational well that will pull down with ten times the force of the planet's gravity. A gravity grenade can be used to pull down aerial vehicles or subdue an entire squadron of troops.

Nuclear (14)

These are hand sized dirty nuclear weapons that destroys a ten mile radius kill zone so anyone using them must get far away before it detonates.

Plasma (15)

Plasma grenades generate a massive pulse of plasma that will disintegrate anything that it touches including heavy armored tanks.

Poison Gas (16)

These grenades release a deadly neurotoxin that will kill anyone that breathes it in or allows it to touch his skin.

Singularity (17)

These grenades store a micro singularity within a pocket universe that is released when it detonates. This micro black hole pulls everything within a mile and disappears.

Sleep (18)

These grenades release a sleep gas that will knockout anyone that breathes it in.

Sonic (19)

These grenades produce a powerful sonic pulse that will stun anyone within hearing range.

Web (20)

This grenade sprays contractile fibers all over a given area subduing anyone caught in this web.

Futuristic Melee Weapons (D44)

These advanced melee weapon can be used for any futuristic campaign to make opponent more dangerous.

Blade Hands (11)

These rings wrap a powerful energy field around a person's hands turning them into destructive energy blades.

Chain Sword (12)

This sword houses a rotating diamond edged chain blade designed to shred through bone and armor in seconds. Its powerful motor and grinding action makes it very difficult to handle.

Energy Blade (13)

This weapon is a handle that generates a stream of plasma held within an electromagnetic field. When this energy blade hits a target, the plasma is released allowing it to cut through anything if given enough time.

Fractal Blade (14)

The blade of this weapon is produced by growing a crystal with an almost infinite cutting surface.

Grav Mace (21)

This hammer produces an intense gravity field that accelerates it to its target with incredible speed so it will destroy almost anything.

Heat Blade (22)

This powered blade has a thermal edge that heats up until it glows blue allowing it to easily melt through flesh and armor.

Vibro Blade (23)

The blade of this weapon vibrates over a thousand times per second allowing it to easily slice through most substances with little or no effort.

Monofilament Sword (24)

This weapon project a monowire that is held taut by a electrostatic charge allowing it to cut through almost any material.

Monomolecular Blade (31)

The blade of this weapon is made of a crystal that has been grown to have an edge only one molecule wide allowing it to cut through soft materials like flesh with ease. This crystal blade

will crack or shatter when it hits anything hard or if it is ever dropped.

Motor Fist (32)

Motor fists are power frames attached to alloy gauntlets. These frames are worn over the arms allowing a person to punch through walls or shatter bone with a single punch.

Neural Whip (33)

Neural whips have an electric generator in its handle that discharges through its long segmented whip when activated. This whip is designed to short circuit any living creature's nervous system on contact.

Plasma Axe (34)

A plasma axe consists of a plasma generator attached to a handle. The generator creates a stream of plasma contained in a magnetic field at the head of the axe. When the axe hits a target, it unleashes the plasma stream allowing it to melt through almost anything.

Power Blade (41)

Energy crackles and surges around the blade of this power weapon.

Psychic Blade (42)

This blade allows a user to channel his psychic energy through this blade allowing it to cut through any material and destroy the mind of anyone hit by it.

Shock Baton (43)

This baton produces a powerful electrostatic charge that can overload a person's nervous system rendering him unconscious.

Thrust Hammer (44)

This war hammer has a pointed alloy head and a small jet engine designed to accelerate the hammer toward an opponent at supersonic speed. This weapon is very difficult to handle but it is cheap and can deal incredible amounts of damage to the most heavily armored opponents.

Futuristic Ranged Weapons (D30)

These advanced hand weapon can make any alien or futuristic combatant extremely dangerous.

AM Gun (1)

This weapon fires a stream of matter and anti-matter that combines when it hits its target causing a massive explosion.

ARC Gun (2)

This weapon fires a burst of electrical charge that causes a rapid expansion of gas and liquids that cause targets to vaporize and explode.

Burst Rifle (3)

This rifle fires explosive rounds designed to tear a target apart from inside.

Concussion Rifle (4)

This weapon fires a burst of ionized weapon designed to knock down and stun an opponent.

Crystal Gun (5)

These hand weapon fires synthetic crystals that detonate or grow wildly when they contact moisture tearing a person apart.

Death Rifle (6)

This rifle fires rocket propelled explosive shells allowing an infantry trooper to destroy heavily armored vehicles.

Disc Launcher (7)

This weapon uses an electromagnet field to fire razor discs that can slice off limbs or an opponent's head.

Disruptor (8)

This weapon scrambles the position of a victim's organs when he is hit by its beam.

EMP Rifle (9)

This weapon fires a electrostatic burst designed to short circuit any electronic device.

Flechette Rifle (10)

This weapon fires a round that opens to release dozens of micro pins that saturate a target with these darts.

Flamer (11)

This weapon fires a highly flammable liquid that causes a target to combust into flames.

Gravity Gun (12)

This device can alter gravity to pull or push a target. Once a target is hit, its gravity can be altered to cause it to rise upwards and come crashing to the ground.

Hunter Shuriken (13)

These throwing blades can be manipulated by a hand held magnetic field generator allowing their paths to be controlled until they hit their target.

Microwave Blaster (14)

This weapon produces intense beams of microwave energy that can cause excruciating pain on the surface of a person's skin. At its highest level, the moisture in a person's body will boil causing his body to explode.

Molecular Accelerator (15)

This weapon accelerates the air in any atmosphere to almost the speed of light to destroy any target that it hits.

Molecular Arrestor (16)

The weapon draw the energy out of target causing it to become inert and freeze solid.

Motion Cannon (17)

Motion cannons twist the universe within its field of fire so anything touched by its beam is instantly destroyed. It can even destroy the surface of a planet or blast apart a small asteroid.

Needler (18)

A needler fires a thousand poisoned needles at incredible speeds using an electromagnetic pulse.

Net Gun (19)

This device uses an electromagnetic pulse to fire a metal mesh to capture and subdue a person or animal.

Portal Projector (20)

A portal projector rifle drops a portal down that is a gateway to another dimensional portals. Anything that enters one portal instantly passes through it to the next one no matter where it is.

Psychic Rifle (21)

These weapons focus the telepathic powers of a person to send a deadly bolt of psychic energy that will destroy a victim's mind or tear them apart.

Pulse Laser (22)

Pulse lasers produce a stream of plasma particles designed to tear a target apart or quickly melt through his armor. It can also be set to fire an electrostatic charge that can render living things unconscious.

Railgun (23)

The weapon is a electromagnetic accelerator that fires a small particle at almost the speed of light.

Seeker Rifle (24)

These rifles fire bullets with micro turbofans and a sensor suite allowing it to change its direction and follow a target until it hits.

Shockwave Rifle (25)

This rifle fires an electromagnetic field that crushes it target and sends it flying through the air at high velocity.

Singularity Cannon (26)

This weapon fires a micro black hole that will cause a target to implode and instantly disappear.

Sonic Cannon (27)

This weapon fires ultrasonic and infrasonic waves that cause solid structures to crumble and a living things to be shaken to death.

Vibro Cannon (28)

This weapon emits intermittent tractor and repulsor beams to tear an opponent apart no matter how large or heavy.

Quantum Tunneler (29)

The weapon fires neutrinos that can pass through any material but when they hit their target, they destabilize the nucleus of its atoms causing it to explode.

Water Knife (30)

These weapons fire water at high velocity mixed with diamond dust allowing it to cut through any material as long as the weapon has a large source of water.

Giant Monsters "Kaiju" (020)

These are the different types of giant monsters that you can add to your science fiction campaign. These monsters usually range between a fifty to one hundred story building in height and most have a humanoid form. This list also includes the human forces that fight these massive monsters.

Alien Invaders (1)

These huge flying saucers and giant walkers are invaders from space.

Ape (2)

These huge apes are not only strong but they are also highly intelligent.

Bat (3)

These immense mutated bat can fly and they have a power sonic scream.

Beasts (4)

These monsters are created by an alien race or evil scientists to destroy the Earth but they are truly unique and are not designed to look like a specific animal.

Bug (5)

These massive bugs come in many forms including butterfly, beetle, spider, mantis, worm, and moth.

Dragon (6)

These legendary or alien creatures include hydras and Chinese, European, and Aztec varieties.

Earth Defense Force (7)

These giant human robots are immense in size and very blocky making them powerful but a bit clumsy.

Elementals (8)

These monsters are made if natural substances that have been animated by magic including air, fire, water, sand, rock, lava, and steam.

Evil (9)

These creatures are from an alternate universe that include demons, devils, and ancient beasts.

Eye (10)

This monster is a giant floating eye or a huge eye with multiple tentacles.

Gaia (11)

These immense monsters were created to defend mother Earth and they include giant werewolves, bears, and frogs.

Geometric (12)

These alien machines are huge geometric shapes including spheres, spikes, and various geometric shapes.

Industrial Accident (13)

These destructive monsters were created by pollution or nuclear waste and they include slimes and humanoid vegetation or fungus monsters.

Leviathans (14)

These immense creatures are from the polluted oceans of the world and they include crabs, fish, sharks, and dinosaurs.

Living Statues (15)

These immense stone or metal statues have come to life and are rampaging around the world.

Mecha Monster (16)

These are alien or human made robot copies of a giant monster.

Plant (17)

These monsters are walking trees, flowers, venus fly trap, and vines.

Protectors (18)

These are people in protective suits that can grow to giant size to defend the cities of humanity.

Reptile (19)

These mutated reptilian monsters have various body forms that include turtle, snake, t-rex, pterodactyl, and triceratops.

Saviors (20)

These massive biomechanical machines are partially mechanical and organic giving them incredible speed, regeneration, and resilience.

Interplanetary Merchandise (D20)

These are the most common or valuable cargo types shipped between worlds by space merchants and free traders.

A.I. Units (1)

These machines have a fully sentient artificial intelligence and they can be installed in a spacecraft or other machine.

Anti-Matter (2)

This unstable matter is produced in distant systems and shipped to the core worlds to be used as an incredibly powerful energy source.

Atmosphere (3)

This pure atmosphere is designed for a specific species and it is compressed into a solid for transport. It is an important resource for space colonies and stations.

Clone Tanks (4)

These advanced devices allow a people to be cloned and their personality and memories to be transferred to these clones. Clones can also be used as spare parts when a person gets sick.

Crystals (5)

These pure crystals are mined from asteroids and they are used to amplify a power source, warp drive, or laser weapon.

Drugs (6)

These illegal drugs are manufactured and brought into a world by smugglers.

Energy Cells (7)

These stable energy sources are used by all alien races and they are a trade good desired by every spacefaring race.

Exotic Animals (8)

This is an extremely rare and endangered creature that makes it extremely valuable to collectors. Some of these creatures have special powers that make them extremely useful.

Goods (9)

These alien foods and liquors, jewelry, luxury items, household goods, pharmaceuticals, and textiles are hot sellers when they are of the highest quality.

Ore (10)

This rare ore is useful to all societies as the base resource to construct all forms of technology.

Precious Metals (11)

Gold and platinum are still some of the most precious substances in the universe. Many cargo ships carry gold that has been modified to be changed black and it can be restored to normal once it has been delivered.

Medicine (12)

These are drugs or medicines designed to cure an epidemic on an alien world.

Racial Artifacts (13)

The export of racial artifacts and treasures is illegal but they can be sold for high prices on other worlds.

Radioactive Isotopes (14)

Radioactive isotopes are extremely useful as a fuel source or to produce various technologies.

Robots (15)

Advanced robots are hot products on any planets because they make worlds much more productive.

Slaves (16)

These are slaves that have been bred for servitude or mentally altered to live their lives as servants.

Spices (17)

This drug is naturally produced by a plant or animal on a single world and it provides incredible powers to its users. It is the most important and rarest substance in an entire star empire.

Water (18)

Clean water is an important resource for many space colonies and star bases.

Weapons (19)

These military grade weapons are highly prized by criminal organizations and rebel groups. The more advanced the weapons, the higher the street price.

Vehicles (20)

These military grade and luxury vehicles will go for high prices on rich core worlds.

Master Skill List

These are the possible skills that you can add to a science fiction character.

3D Sense	Computer Tech	Gunnery	Music	Sleight of Hand
Academics	Concealment	Gymnastics	Nano Tech	Snap Shot
Accounting	Contortionist	Hacking	Navigation	Sniper
Acrobatics	Cooking	Haggling	Negotiation	Space Tracking
Acting	Counter Intelligence	HALO	Night Fighting	Spatial Cartography
Administration	Counterfeiting	Heavy Weapons	Noble Contacts	Special Weapons
Advanced Mathematics	Criminology	Helicopter Pilot	Notice	Speed Memory
aerospace Pilot	Cryogenics	Herding	Nuclear Physics	Speed Reading
Aircraft Mechanics	Cryptography	Hide	Occult	Sports
Alien Weapons	Culture	High Society	Oratory	Stalking
Ambidexterity	Cyber Repair	High-G Operations	Outdoor Survival	Stealth
Ambush	Cyber Surgery	History	Parachuting	Stellar Engineering
Analysis	Cyber Tech	Hobby	Paramedic	Strategy
Animal Handling	Cyberdeck	Hunting	Parry	Streetwise
Animal Riding	Cybernetics	Hypnotism	Perception	Stunt Driving
Anthropology	Dance	Illicit Business	Perfect Pitch	Style
Appraisal	Danger Sense	Impersonation	Persuade	Subduing
Archaeology	Daredevil	Impress	Photography	Submarine Pilot
Archaic Weapons	Deduction	Improvise	Physics	Submission Holds
Archery	Demolition	Influence	Pick Lock	Subterfuge
Architecture	Desert Survival	Interrogation	Pickpocket	Surgery
Arctic Survival	Detect Lies	Intimidate	Planetary Engineering	Surveillance
Armor Repair	Diagnose	Iron Will	Planetary Science	Survey
Art	Dirty Fighting	Jack of All Trades	Planetology	Survival
Artificial Intelligence	Disarm	Jetpack	Poisons	Swamp Survival
Artillery	Disguise	Journalism	Politics	Swimming
Asteroid Mining	Dodge	Jungle Survival	Pottery	System Operations
Astrogation	Double Jointed	Knowledge	Power Armor	Tactics
Astronomy	Drive	Language	Prestidigitation	Tank Driver
Athletics	Driving	Laser Weapons	Profession	Taunt
Automotive Mechanics	Drug Tolerance	Law	Programming	Teaching
Bargaining	Electronic Bypass	Liaison	Prospecting	Temporal Mechanics
Battle Armor	Electronics	Life Support	Protocol	Terraforming
Beast Riding	Engineering	Lightning Reflexes	Psychology	Theft
Bio Weapons	Escape Artist	Linguistics	Quick Draw	Thrown Weapons
Biological Warfare	Espionage	Lip Reading	Religion	Time Sense
Biology	Evaluation	Literature	Remote Weapons	Tinker
Blacksmith	Exo Suits	Low-G Operations	Repair	Torture
Blind Fighting	Expert	Management	Research	Tracking
Bluff	Farming	Manipulate	Robot Control	Trading
Boating	Fast Draw	Marksman	Robot Tech	Transporters
Boxing	Fast Load	Martial Arts	Robotics	Trickery
Brawl	Fast Talk	Mathematics	Rogue	Trivia
Breakfall	Fighter Pilot	Macha Design	Running	Tumbling
Bribery	Firearms	Mecha Pilot	Savoir-Faire	Tunnel Fighting
Bureaucracy	Firefighting	Mecha Repair	Science	Underworld Contacts
Business	First Aid	Mechanical Bypass	Security Devices	Ventriloquist
Camouflage	Fishing	Mechanical Engineer	Security Systems	Vital Points
Capital Pilot	Flamethrower	Med Tech	Seduction	Weapon Design
Carousing	Fleet Tactics	Medicine	Self Defense	Weaponsmith
Carpentry	Forensics	Melee Combat	Sense Motives	Whips
CBR Warfare	Forgery	Mental Calculator	Sensors	Wilderness Survival
Chemistry	Forward Observer	Metallurgy	Shadow	Wrestling
Climbing	Gambling	Mimicry	Shield Systems	Writing
Combat Driving	Geneengineering	Mind Control	Ship Design	Xenobiology
Combat Piloting	Genetics	Mining	Simulate Death	Xenos Culture
Combat Sense	Gravitics	Motorcycle Riding	Singing	Xenos Weapons
Command	Gun Combat	Mountain Survival	Skiing	Zero-G Operations

Master Weapon List

These are the possible weapons that your science fiction character can be armed with.

Acceleration Ball	Brass Knuckles	Destructor Rifle	Force Lance	Haywire Gun
Acceleration Bow	Bright Lance	Devastator	Force Rod	Heat Beamer
Acceleration Cannon	Broad Sword	Devastator Laser	Force Staff	Heat Blade
Acceleration Pistol	Bubble Gun	Disc Projector	Force Sword	Heat Gun
Acceleration Rifle	Burst Cannon	Disintegrator	Forearm Claws	Heavy Blaster
Acid Sprayer	Burst Laser	Disintegrator Cannon	Fractal Blade	Heavy Bolter
Agonizer	Butterfly Knife	Disintegrator Pistol	Frag Grenade	Heavy Flamer
Agony Grenade	Buzzsaw Yo-Yo	Disintegrator Rifle	Freeze Gun	Heavy Laser
Antimatter Grenade	Cellular Disruptor	Disposable Rifle	Freeze Ray	Heavy Machine Gun
Antimatter Launcher	Ceremonial Blade	Ecstasy Gun	Fungus Grenade	Heavy Revolver
Arc Thrower	Chain	Electromag Mortar	Fusion Canon	Heavy Web Caster
Assault Blaster	Chain Axe	Electro Foil	Fusion Caster	Hell Glaive
Assault Cannon	Chain Bayonet	Electroshock Bolas	Fusion Pistol	High Velocity Rifle
Assault Laser	Chain Sword	EM Pulse Rifle	Fusion Rifle	Hold Out Pistol
Assault Pistol	Chaingun	EMP Cannon	Gamma Ray Laser	Hook Blades
Assault Revolver	Chainsaw	EMP Grenade	Gas Gun	Hunting Rifle
Assault Rifle	Charge Cannon	Energy Blade	Gas Projector	Hyper Cannon
Assault Shotgun	Charge Gun	Energy Disc	Gauss Cannon	Ice Bullet Rifle
AT Cannon	Charge Pistol	Energy Knuckles	Gauss Pistol	Ice Cannon
AT Grenade	Charge Rifle	Energy Mace	Gauss Rifle	Ice Pistol
AT Rifle	Chemical Sprayer	Energy Sai	Glaive	Ice Rifle
Auto Cannon	Claymore	Energy Staff	Glue Grenade	Incendiary Grenade
Auto Laser	Claymore Mine	Energy Sword	Gorgon Rifle	Incinerator
Auto Laser Pistol	Club	Executioner Rifle	Grav Fist	Inferno Cannon
Auto Pistol	Cluster Bomb	Exploding Bolas	Grav Grenade	Insanity Beamer
Auto Rifle	Coagulator	Exploding Shuriken	Grav Gun	Ion Blade
Auto Shotgun	Cocoon Projector	Fast Draw Pistol	Grav Hammer	Ion Blaster
Ballistic Knife	Combat Rifle	Fighting Claw	Grav Maul	Ion Cannon
Banshee Cannon	Combat Yo-Yo	Filament Blade	Gravitron Bomb	Ion Pistol
Banshee Pistol	Compact Laser	Finger Blade	Great Axe	Ion Rifle
Banshee Rifle	Composite Bow	Finger Needle	Great Sword	Iron Cestus
Battle Axe	Composite Weapon	Flail	Grenade	Iron Fan
Bayonet	Concussion Fist	Flak Cannon	Grenade Launcher	Iron Rings
Bio Needler	Concussion Grenade	Flak Pistol	Guided Shuriken	Javelin
Bio Rifle	Control Gas Grenade	Flak Rifle	Gunsword	Kama
Bio Sword	Cord Launcher	Flamer	Gyrojet Cannon	Katana
Blade Cannon	Corrosive Grenade	Flamethrower	Gyrojet Pistol	Knife
Blade Caster	Crawler Grenade	Flash Grenade	Gyrojet Rifle	Kusari Kama
Blade Catapult	Crossbow	Flechette Cannon	Gyroslugger Launcher	Lance
Blade Pistol	Cryo Grenade	Flechette Grenade	Halberd	Las Gun
Blade Rifle	Cutlass	Flechette Pistol	Hand Axe	Laser Carbine
Bladed Staff	Dagger	Flechette Rifle	Hand Blaster	Laser Cutter
Blast Cannon	Dark Lance	Flechette Shotgun	Hand Claw	Laser Lance
Blaster Rifle	Darklight Cannon	Flesh Borer	Hand Crossbow	Laser Pistol
Blinding Laser	Darklight Pistol	Flintlock Pistol	Hand Cutter	Laser Rifle
Blow Gun	Darklight Rifle	Flintlock Rifle	Hand Disruptor	Laser Scalpel
Bola Caster	Dart Gun	Flux Projector	Hand Flamer	Laser Sword
Bolas	Death Caster	Flying Guillotine	Hand Mortar	Laser Torch
Bolt Action Rifle	Death Ray	Flywheel Needler	Hand Stunner	Laser Wake Sword
Bolt Caster	Death Spitter	Foil	Hand Taser	Lash
Bolt Driver	Death Storm Launcher	Folding Sword	Hand Webber	Lasso
Bolter Pistol	Demolition Charge	Foot Spike	Hand Welder	Light Machine Gun
Bolter Rifle	Destabilizaer	Force Axe	Harpoon	Light Pistol
Boom Stick	Destructor Cannon	Force Gauntlet	Harpoon gun	Lightning Blade
Boost Rifle	Destructor Pistol	Force Grenade	Haywire Grenade	Lightning Claws

Liquid Knuckles	Needler Pistol	Psy Pistol	Shield Disruptor	Stun Baton
Long Bow	Needler Rifle	Psy Rifle	Shock Cannon	Stun Rifle
Long Gun	Nerve Gun	Psychic Blade	Shock Grenade	Stun Spray
Long Rifle	Net	Pulsar Rifle	Shock Lance	Stun Staff
Long Spear	Net Gun	Pulse Cannon	Shock Pistol	Stunner
Long Staff	Net Launcher	Pulse Carbine	Shock Rifle	Submachine Gun
Long Sword	Net Pistol	Pulse Pistol	Shock Stick	Swarm Launcher
Loop Staff	Net Rifle	Pulse Rifle	Shock Whip	Sword Launcher
Mace	Neural Disruptor	Quantum Cannon	Short Bow	Tachyon Cannon
Machete	Neural Lash	Quantum Mass Sword	Short Spear	Tachyon Pistol
Machine Pistol	Neural Whip	Quantum Pistol	Short Staff	Tachyon Rifle
Macro Cannon	Neutron Grenade	Quantum Rifle	Short Sword	Tangler Cannon
Maser Cannon	Nuke Grenade	Quarterstaff	Shotgun	Tangler Pistol
Maser Pistol	Nullifier	Rail Machine Gun	Shredder Dagger	Tangler Rifle
Maser Rifle	Nunchuck	Railgun	Shrink Ray	Target Pistol
Mass Rifle	Pain Rod	Rapier	Shuriken	Targeting Laser
Mass Cannon	Palm Laser	Razor Blade	Shuriken Catapult	Taser
Mass Driver	Paralysis Cannon	Razor Fist	Shuriken Pistol	Tear Gas Grenade
Mass Pistol	Paralysis Pistol	Razor Gun	Shuriken Rifle	Telescoping Baton
Mass Stunner	Paralysis Rifle	Razor Lash	Sickle	Tesla Cannon
Maul	Paralysis Rod	Razor Pistol	Siege Mortar	Tesla Pistol
Mega Blaster	Particle Accelerator	Razor Rifle	Singularity Grenade	Tesla Rifle
Mega Cannon	Particle Beam Rifle	Reaper Cannon	Slayer Cannon	Throwing Axe
Mega Chainsaw	Particle Caster	Reaper Pistol	Slayer Pistol	Throwing Knife
Mega Laser	Particle Shredder	Reaper Rifle	Slayer Rifle	Thrust Dagger
Meson Cannon	Particle Whip	Recoilless Rifle	Sleep Gas Grenade	Thrust Fist
Micro Pistol	Partisan	Reflex Bow	Sleep Spray	Thrust Hammer
Microwave Cannon	Phase Sword	Reflex Cannon	Sling	Thumper
Microwave Pistol	Pick	Render Cannon	Sling Staff	Tonfa
Microwave Rifle	Pike	Render Pistol	Slingshot	Tranquilizer Pistol
Military Fork	Plasma Axe	Render Rifle	Smartgun	Tranquilizer Rifle
Mini Grenade	Plasma Cannon	Retractable Knife	Smoke Grenade	Translocator
Mini Needler	Plasma Ejector	Revolver	Sniper Rifle	Trident
Minigun	Plasma Grenade	Ripper Gun	Snub Nose Pistol	Venom Cannon
Mining Drill	Plasma Pistol	Rivet Gun	Sonic Blade	Venom Pistol
Missile Launcher	Plasma Rifle	Rocket Hammer	Sonic Bolas	Venom Rifle
Missile Pack	Plasma Sword	Rocket Launcher	Sonic Cannon	Vibro Blade
Mono Blade	Poison Grenade	Rocket Pistol	Sonic Disruptor	Vibro Cannon
Mono Bolas	Polearm	Rotary Fork	Sonic Lance	Vibro Claws
Mono Caster	Portal Gun	Rotary Plasma Cannon	Sonic Pistol	Vibro Disc
Mono Filament Whip	Power Axe	RPG	Sonic Rifle	Vibro Pistol
Mono Filament Yo-Yo	Power Bow	Saber	Sonic Screamer	Vibro Rifle
Mono Garrote	Power Cestus	Sabot Cannon	Sonic Shuriken	Vibro Sword
Mono Knife	Power Claws	Sabot Pistol	Sound Gun	Voulge
Mono Sword	Power Fist	Sabot Rifle	Spade	Wall Penetrator
Morning Flail	Power Hammer	Sai	Spear	War Hammer
Morning Star	Power Maul	Sap Garrote	Speargun	Warp Cannon
Mortar	Power Ram	Saren Gas Grenade	Spectral Laser	Water Blade
Motor Fist	Power Rod	Satchel Charge	Spike Launcher	Weighted Gauntlets
Multi Cannon	Power Sword	Sawed Off Shotgun	Spiked Club	Weighted Staff
Multi Laser	Precision Laser	Scatter Laser	Spine Fist	Whip
Multi Shot Speargun	Precision Rifle	Scimitar	Splinter Cannon	Wrecking Ball
Multi SMG	Programmable Laser	Scrambler	Splinter Grenade	Wrist Blaster
Musket	Psi Cannon	Screamer	Splinter Pistol	Wrist Crossbow
Nano Grenade	Psi Lance	Scythe	Splinter Rifle	Wrist Flamer
Nausea Grenade	Psi Pistol	Section Staff	Spreading Dagger	Wrist Launcher
Nausea Gun	Psi Rifle	Seeker Grenade	Star Cannon	Wrist Saber
Needle Projector	Psionic Blade	Seeker Shuriken	Stasis Field Generator	X-Ray Laser
Needler Cannon	Psy Cannon	Segmented Staff	Stiletto	Zero-G Pistol

Mecha (D12)

These are the different types of robotic suits or giant robots available in the future. Mecha are humanoid battle suits or robots that carry hand weapons and move like a human.

Animal Mecha (1)

These mecha are designed to look like a specific animal or insect with movement and traits modeled after the specific creature.

Battle Mecha (1)

These mecha are a large robot about the size of a house that is designed to destroy other mecha with its hand weapons.

Battle Suit (2)

These suits of power armor give its wearer the firepower of a battle tank and super human strength. The armored suit fits snugly around a person's body or the pilot can sit in the chest of the battle suit.

Battleship Mecha (3)

This massive starship can change into an equally giant humanoid mecha.

Combining Mecha (4)

Multiple smaller mechas or vehicles combine to form a much larger giant robot. Each of the separate parts become a part of the larger robot.

Exo Suit (5)

These open suits are servo mechanical frames that give its user incredible strength but they provide little protection.

Giant Robot (6)

These robots are the size of a skyscraper and they have powerful hand weapons to destroy their enemies.

Planet Mecha (7)

These massive machines are the size of a planet and when they travel the universe they stay in their defensive planetary shape. As a sphere, the machines does not have to use much energy on structural integrity. During a battle, it converts in a planet sized humanoid mecha.

Scout Walker (8)

These two legged machines are perfectly designed for land speed. The machines may have side or front mounted weapons or a single main battle turret.

Transforming Mecha (9)

These mecha can transform into different configurations to best suit their battle conditions.

Vehicle Mecha (1)

These mecha can transform from humanoid form to a specific vehicle including a fighter, car, bike, tank, or boat.

Walker (10)

These four or more legged machines are designed to carry powerful weapons or large number of ground troops. Walker are armed with stationary weapon, a weapon armed movable head, or a massive top turret.

Mecha Adventure Hooks (D20)

These are some ideas for your mecha and giant robot campaigns.

Alien Invaders (1)

Your team of mecha pilots must defend the world from alien invaders.

Combiner Mecha (2)

Your team has many mecha or vehicles that combine together to form a massive mecha to defeat immense monsters.

Death Match (3)

Mecha fight to the death in a massive arena with changing battlefield maps to entertain the television audience.

Fantasy Mecha (4)

This world is filled with magic so arcane mechas and wizards dominate the battlefield.

Giant Monsters (5)

Your team of mecha pilots must use your giant robots to repel giant monsters from destroying the city under your protection.

Hope Discovered (6)

Your team has discovered a cache of hidden alien mechas that they use to fight their enemies.

Living Machines (7)

Your world is filled with sentient machines that are involved in a deadly civil war that is destroying your civilization.

Mecha Academy (8)

Your team are candidates to be the newest mecha pilots that have the ability to link with these powerful machines.

Mecha Contest (9)

Mecha are used to race around a track or scoring points by performing various stunts. Mecha can be used as massive boxers or wrestler controlled by expert fighters.

Medieval Mecha (10)

In the past magic or steam powered mecha are used to fight wars alongside sword wielding warriors and horse riding knights.

Mercs (11)

Your team of mecha pilots use their mechas to perform missions for the highest bidder.

Organic Mecha (12)

This world uses advanced genetic engineering to create organic mechas and advanced biological weapons.

Police (13)

Your team is in the mecha police division that protects the streets from crime in your giant robots.

Prototype (14)

Your team must steal prototype mechas and use them against the forces of evil.

Rare Tech (15)

Your team discovers powerful mecha that contain an ancient energy source or technology that an alien empire needs to rule the universe.

Rescue Force (16)

Your team uses specialized mecha to rescue people during natural disasters and large scale accidents.

Salvage (17)

Your team must create mechas from battle wrecks to defend your people.

Sentient Machines (18)

Computers have achieved sentience and they have decided to destroy the human race using mass produced sentient mechas.

War (19)

Your team are mecha pilots aboard a battle carrier on the front line of an interstellar war.

Work Machines (20)

Construction and mining mechas are used to defend your planet or used by the revolution against an oppressive government.

Megacorporation Motivations (D12)

Megacorporations have incredible amounts of power and money but many have secret and sometimes sinister goals that they are trying to achieve using their vast resources.

Alien Domination (1)

A few megacorporation are just a front for alien invaders that are using this company to slowly take over the world by taking control of its natural resources and corrupting the world's politicians and military.

Artificial Intelligence (2)

In many worlds, artificial intelligences are illegal because of the immense control that they can have over an entire technological society. Many megacorporation secretly create powerful computer systems and dream of creating an artificial intelligence that will allow them to take control over the entire world.

Cultural Manipulation (3)

Corporation care nothing about money so they spend all their profits in order to control the world's media including all forms of entertainment. The company wishes to control the minds of the people thereby controlling their actions and purchasing habits. They realized long ago that media manipulation and subliminal messages are a powerful way to dominate a population.

Economic Monopoly (4)

This megacorporation has gained control of the economic system of the world and they use it to dominate everyone. They control the rate of inflation and the unemployment rate by determining how much money exists at any given time.

Global Domination (5)

This megacorporation has slowly gained control of the entire world. It is now the law and everyone in the world are its slave.

Immortality (6)

These megacorporations secretly work on immortality programs so that their leaders can have eternal life and be freed from the fear of aging and death. They perform illegal experiments and works of sinister dark magic in order to achieve this immortality.

Political Instability (7)

This megacorporation attempts to make sure that most of the world's governments are completely unstable so that war, famine, and death will dominate this world.

Political Power (8)

This megacorporation has bribed, blackmailed, or brainwashed every politician in the world allowing them to make all the laws in every country. They determine when countries go to war and what rights everyone has.

Population Reduction (9)

The leaders of this megacorporation believe that the only way for their world to survive is to greatly reduce the population by more than three fourths or more. This company attempts to poison the world's food and water supplies and introduce deadly chemicals into environment and atmosphere to cause cancer and death.

Mental Programming (10)

The corporation has turned the population away from religion and uses subliminal messages and control of the education system to slowly insert ideas and beliefs into the world's population.

Single Currency (11)

This corporation has worked hard to make sure that an entire planet or empire has a single currency that they control by determining its value and availability at any given moment.

Social Engineering (12)

This megacorporation has slowly changed the social norms of the world and created special customs and beliefs that gives them control over the population.

Megacorporation Plots (D30)

These are the evil plots performed by megacorporations to take over the entire world.

Anti-Gun (1)

A megacorporation uses terrorism and planned criminal acts to pass laws banning all publicly owned guns so the population can never overthrow them.

Anti-Religion (2)

This megacorporation pushes atheism and false religions to destroy the moral standards of an entire population and leaves families without any social support.

Assassination (3)

Megacorporations will eliminate every scientist that comes up with research that hurts their business or any politicians not willing to sell their souls to them.

Atmospheric Emissions (4)

Megacorporations release chemicals into the air to lower birth rates, cause servitude in the population, and lower the life expectation of the entire population.

Bad Education (5)

Megacorporations have slowly dumbed down the population by weakening the education system every year so that the population will be easier to control.

Experimental Orphanages (6)

Megacorporation use orphans to perform experiments on and test new drugs on these innocent children.

False Flags (7)

This megacorporation will constantly create fake terrorist threats and enemy military actions to create fear in the population that will lead to more control.

False Medication (8)

The entire population is being tricked into taking unnecessary medication that slowly lowers their mental capacity and life expectations.

False Science (9)

The population is constantly be tricked into believing false science about the current weather patterns of the planet to help gain greater control of the populace.

Fear Mongering (10)

This megacorporation uses the media to get the population to hate other foreign or alien people so that there will be constant military growth and endless wars.

Food Additives (11)

Chemicals and drugs are added to the food supply to lower life expectation and cause disease.

Gangs (12)

Megacorporations support and control local gangs to breed fear and control the population during political elections.

Hatred (13)

This corporation attempts to breed hatred for different groups or entire alien races to get everyone onboard a totalitarian government where everyone different is eliminated.

Illegal Drugs (14)

These megacorporations have spread illegal drugs to support their illicit activities and to destroy the family structure of the populace.

Immorality (15)

Using the media, this megacorporation has pushed immorality to weaken the family structure so that they can have more control of a broken society.

Live Testing (16)

This megacorporation is using the populace as a living test subject for new immortality drugs that their masters want to perfect.

Martial Law (17)

This megacorporation uses fear tactics to create a situation where martial law is enacted to protect the people so they get to decide all the laws in order to protect the people.

Media Control (18)

Every star athlete or performer has sold themselves to this powerful megacorporation and they have been rewarded with fame and money. In return they want the entertainers to spread their hidden agendas. They also control the print and virtual news sources so only what they want is ever talked about in the main stream media.

Misinformation (19)

This megacorporation constantly has the media release misinformation mixed with facts that prevent the population from ever knowing what's really going on.

Nanny State (20)

These megacorporations get laws passed that make it illegal for parents and families to decide what's best for their children because it is in the company's best interest in they get to decide what's best for everyone's children.

Political Puppets (21)

All the politicians in a society are bought and controlled by these powerful megacorporations so every law passed benefits them in some way.

Racism (22)

This megacorporation wants everyone to hate each other to destroy the social fabric and take everyone's attention away from the real problems facing the world.

Slave Factories (23)

These megacorporations run sweat shops to produce everything at the lowest cost possible so that they can make maximum profits.

Subliminal Messages (24)

Every movie, ad, television show, or song produced is filled with subliminal messages that slowly weakens the will of the entire population and leads them all to servitude.

Terrorism (25)

Megacorporations hire and train terrorist organizations to attack their own populations to seed fear so that they can lead the world into a totalitarian government.

Vaccination (26)

The entire population is forced to be vaccinated with solutions designed to lower life expectancy, cause sterility, and decrease mental capacity in the majority of the population.

War (27)

Megacorporations constantly start wars to destabilize the world and make huge profits selling weapons to both sides and rebuilding after the war.

Water Rights (28)

Megacorporations own the rights to all the clean water in the world so that they set the price for drinking and agricultural water.

Weather Control (29)

Megacorporations use weather satellites to create massive storms and disasters that limit the population and create a sense of fear during important political and social events.

Welfare State (30)

Megacorporations have slowly caused huge portions of the population to be completely dependent on them for their survival so they are willing to do anything to maintain the current social system.

Modern Adventure Hooks (D12)

These are possible campaign ideas for a modern sci-fi campaign.

Alien Killers (1)

Your team must destroy all the aliens that have invaded the world by capturing and utilizing their alien technology.

Bomb Squad (2)

Your team must go throughout the city to disarm bombs in public places.

Drug Agents (3)

Your team must stop the flow of a super addictive drug throughout the streets that has caused crime rates to explode throughout the world.

End of the World (4)

Your team must help the world prevent total anarchy during a deadly pandemic.

Freedom Force (5)

An evil paramilitary organization tries to take over the world and your team must stop them.

Mutants (6)

Radioactive waste has created mutants under the city that your team has been hired to clean out.

Red Invasion (7)

Communists invade America so the remaining military and survivalists must use guerilla warfare to take America back.

Rescue Team (8)

Your team uses advanced vehicles to travel around the world and save people from natural disasters.

Search for a Cure (9)

Find hidden scientists that can help create a cure for a deadly pandemic.

Suicide Bomber (10)

Your team must stop a terrorist from detonating a suitcase nuke in a major city.

Tech Shatter (11)

Your team must stop an EM weapon satellite from being fired on a major metropolitan city.

Visitors (12)

Your team must investigate the crash site of alien spacecraft.

Modern Battlefield Warriors (D30)

These are the different type of warrior fighting in the streets of the wrecked cities of the apocalyptic world.

Animal Drone (1)

These soldiers use a remote to control animal machines designed to tear apart their enemies.

Battle Walker (1)

These soldiers drive an armed battle walker.

Battle Buggy (2)

These soldiers drives a heavily armed dune buggy.

Bike (3)

These soldiers ride a motorcycle through the city streets.

Cyborg (3)

These soldiers have advanced cybernetics.

Demolition Expert (3)

These soldiers are master of explosive and mines.

Fighter Drones (3)

These soldiers use a remote to control multiple fighter drones.

Hover Drones (4)

These soldiers uses a remote to control multiple hover drones to attack their enemies.

Jet Pack (5)

These soldiers use a jet pack to travel quickly through the air to assault their enemies from the sky.

Horse (6)

These soldiers ride a horse through the modern battlefield.

Long Legs (7)

These soldiers have mechanical stilts that lift them high above the battlefield.

Mini Copter (8)

These soldiers ride a micro helicopter through the destroyed cities of the future.

Cyber Animals (9)

These soldiers use a remote to control cybernetically enhanced and controlled animals to attack their enemies.

Marine (11)

These soldiers use assault rifles and grenades to defeat their enemies.

Mini Blimp (18)

These soldiers ride a small heavily armed blimp throughout the battlefield.

Mini Tank (12)

These soldiers drive a mini tank to destroy their enemies.

Missile Troop (19)

These soldiers fire shoulder mounted missiles to destroy distant or armored targets.

Power Armor (3)

These soldiers wear bulky armor giving them incredible strength and makes them almost invulnerable.

Psychic (16)

These soldiers use psychic powers to devastate their enemies.

Psychic (16)

These soldiers use a remote to control humanoid robots.

Street Ninja (13)

These soldiers use melee weapons and martial arts to kill his enemies.

Snipers (14)

These soldiers use super long range and accurate rifles to kill their enemies.

Spider Drone (15)

These soldiers use a remote to control multiple spider drones.

Spotter (15)

These soldiers provide targeting data for a cruise missile or orbital satellite.

Stealth Warrior (16)

These soldiers use camo suits to sneak up on their enemies.

Swarm (16)

These soldiers use a remote to control hundreds of insect drones designed to devour an enemy.

Tank Drones (17)

These soldiers use a remote to control multiple mini tanks.

Trapper (17)

These soldiers are experts at setting mines and traps throughout the battlefield.

VTOL Fighter (20)

These soldiers pilot a mini VTOL fighter to fight enemy combatant throughout the battlefield.

Mutations (D30)

Many sentient creatures develop genetic mutations because of exposure to radiation or chemicals that give them special powers or disabilities.

Altered Metabolism (1)

These creatures have extremely high or low metabolism that require them to live off almost nothing or require incredible amounts of food to survive. A creature may also have a weird metabolism so it requires special or rare foods to survive.

Anti Radiation (2)

These creatures have developed special enzymatic systems that instantly repair their genetic material when it is damaged by intense radiation environments.

Carapace (3)

These creatures have evolved a thick layer on the outer surface of their body protecting their internal organs.

Claws (4)

These creatures have evolved razor sharp claws instead of nails. These claws may be retractable allowing the creature to manipulate small objects. These claws can also be sharp bones that project from their forearms or knuckles.

Corrosive Blood (5)

These creatures have evolved blood that is incredibly corrosive when it hits the atmosphere causing anything hit by it to dissolve.

Excretion (6)

These creatures can produce and secrete drugs from their skin or mucous membranes. These creatures can also produce smell that can be pleasant or extremely noxious.

Extra Limbs (7)

These creatures have evolved extra limbs allowing them to manipulate more objects at once or move in a bizarre way.

Fur (8)

These creatures are born covered in fur of various colors.

Genius (9)

These creatures have evolved to be incredibly smart in some aspect including art, science, literature, or mathematics.

Gills (10)

These creatures have evolved gills allowing them to breath in a liquid environment with dissolved oxygen. These creatures may also have webbed hands and feet allowing them swim better.

High Density (11)

These creatures have evolved extremely dense cellular structures making them incredibly strong and highly resistant to damage.

Incredible Leap (12)

These creatures have developed powerful leg muscles allowing them to jump an incredible distance from the standing position.

Life Leech (13)

These creatures can directly absorb the life force from another living creature as a source of food.

Longevity (14)

These creatures have evolved cells that constantly renew themselves allowing their bodies to repair massive injuries and live forever as long as they do not have a terrible accident.

Maw (15)

These creatures have evolved a mouth filled with immense amounts of razor sharp teeth.

Navigation (16)

These creatures have evolved to see the fabric of reality so that they can safely plot a astrological course through hyperspace.

Perfect Digestion (17)

These creatures have a powerful set of digestive enzymes that allow them to digest any organic material and convert it into nutrition.

Perfect Immunity (18)

These creatures have a powerful immune system that can destroy any foreign material or invading microorganism making them totally immune to infection and disease.

Poison (19)

These creatures produce a powerful poison that can be injected with a bite or spit from its mouth.

Phermones (20)

These creatures release phermones from their skin that act as a powerful aphrodisiac or cause a range of emotions in other people.

Precognition (21)

These creatures have opened regions of their minds that give them access to images of future events that can range from clear scenes or cryptic images.

Size (22)

These creatures have evolved to be very large or extremely small.

Sonar (23)

These creatures have evolved the ability to produce ultrasound and interpret the reflected sound to create a three dimensional image of their surroundings.

Sonic Scream (24)

These creatures have evolved an organ that allows them to produce intense sonic emission that can stun another person, crush a target, or cause intense physical pain.

Speed (25)

The bodies of these creatures have evolved to have only quick twitch muscle fibers allowing them to produce incredible burst of speed.

Spines (26)

These creatures have evolved spikes or spines that cover their entire body or certain parts of their body.

Super Strength (27)

These creatures have bodies with massive amounts of muscle tissue made of slow twitch muscle cells making them extremely strong but slow moving.

Tentacles (28)

The limb of these creatures have mutated into tentacles.

Thermal Vision (29)

These creatures have developed optics that can detect the infrared range allowing them see in total darkness.

Wings (30)

These creatures have evolved fleshy or feathered wings that allow flight on low gravity worlds.

Nano Tech (D8)

Nano tech is the use of microscopic machines programmed to perform various functions at the molecular level.

Consuming (1)

Consuming nano tech is designed to deconstruct anything that it touches to build more copies of itself. They can be programmed to destroy organic or inorganic materials only depending on their function. Consuming nano tech is used to clean up oil spills and toxic waste dump.

Instant Item (2)

Once this nano tech has been released, it gathers the necessary elements required to produce a specific device or vehicle. Once it produces its programmed item, it nano tech deactivates.

Medical (3)

Medical nano tech is designed to repair a person's body at the molecular level. Damaged DNA can be repaired and severed limbs can be regrown if given enough time. A person's body can be manipulated in any way desired using advanced designs.

Repair (4)

Nano tech can be applied to a damaged vehicle or item that will be repaired almost instantly to its original condition. A vehicle can be infected with these machines so that they are constantly repaired.

Structural (5)

Nano tech can be used to manufacture almost indestructible materials that will instantly self repair when damaged.

Engineering (6)

This nano tech can be used to manufacture buildings and roads within minutes from the surrounding materials. It can also be used to alter the physical environment.

Filters (7)

This nano tech can be used to filter out any foreign material from the environment making a perfectly sealed environment.

Terraforming (8)

This nano tech can be released on a planet's surface and it slowly changes the composition of its environment and atmosphere if given enough time.

Near Future Adventure Hooks (D20)

These are ideas for a modern sci-fi campaign.

Alien Invaders (1)

Your team must intercept any alien invaders that land on your world and collect their advanced technology to use against them.

Alien Control (2)

Aliens are secretly living on your world and its your job to make sure that they obey all the laws and stay hidden.

Border Run (3)

You must get important supplies across a demilitarized zone between two warring countries.

Clone Army (4)

Find the ultimate warrior to make a master template for a new clone army.

Final Copy (5)

Your team must deliver the last copy of the Holy Bible to a fortress town so that it can be copied and distributed.

Final Hope (6)

Your team must deliver the last pregnant woman to a secret laboratory to find a cure for the infertility virus that has plagued the human race.

Freedom (7)

An evil tyrannical government has taken control of your isolated island country. Your team must destroy their forces and free your nation.

Guard Duty (8)

Your team must protect a hover train as it crosses the wastes to the next isolated town.

Gene Masters (9)

You discover an alien race who's technology is based only genetic engineering and not electronics. These aliens can produced any drug in any amount so that the player can corner the market on these high quality drugs.

Hunters (10)

Your team has been hired to destroy a group of rebels and catch their leader.

Infected (11)

The leaders of your government are being taken over by aliens and they must be stopped before they take over your country.

Monster Hunters (12)

A giant radioactive monster is destroying your city and your team must figure out how to stop it.

Raise an Army (13)

Your team gathers an army of mercenaries to defeat a local warlord and free a small independent country.

Save the Future (14)

Your team is sent to the past to stop a pandemic that destroyed most of your people.

Solar Flares (15)

All electronic devices and the entire power grid has been knocked out by massive solar flares and you must help maintain peace and prevent the world from sliding into anarchy.

Stop Them (16)

Destroy an automated robot factory manufacturing rogue killing machines.

Swarms (17)

Massive swarms of insects constantly ravage the crops of your town. You must discover their source and destroy them before the swarm arrives.

Take Him Down (18)

Your team is sent to kill an important military leaders before he grows up.

Titan (19)

An enormous automated tank is coming and you must stop it.

The Vault (20)

Your team must protect a knowledge vault designed to save the future from the coming galactic barbarism.

Net Programs (066)

The Net represents the powerful computer network that links the entire world together in most advanced societies. These programs allow a user to perform different functions when they are linked to the Net by a computer or directly with a neural interface.

Alarm (11)

This program is designed to alert a user if he is being traced or his presence within a system has been detected.

Anonymous (12)

This program hides the identity of a computer and its user on the Net.

Antivirus (13)

This program protects a user and his computer from simple malicious programs.

Back Door (14)

This program inserts a gateway into a server or computer allowing a user to access its protected data at any time.

Brain Wipe (15)

This black program can destroy the nervous system of a user directly linked to the Net.

Corrupt (16)

This virus program writes over other programs, permanently corrupting them.

Crash (21)

This virus program directly accesses the hardware of a linked computer causing it to overheat. This program causes permanent damage to a computer.

Datawipe (22)

This program completely and permanently erases data from a computer so that it can never be retrieved.

Decryption (23)

The program can break any form of encryption if given enough computing power and time.

Detection (24)

This program can detect if any computer system or program is attempting to find your system or get past its defensive software.

Encryption (25)

This program can encrypt data so that it cannot be read with a complexity that depends on the computing power of the system using it.

Evasion (26)

This program allows a computer to avoid attack software that has been aimed at it.

Fortress (31)

This military grade software is a powerful defensive program that will not allow intruders to attack a user's data vaults.

Hide (32)

This program allows a system to instantly disconnect if it is detected and any offensive programs have been aimed at it.

Intrusion (33)

This software allows a user to invade most simple data walls and defense grids giving access to a target system's data.

Knowledge (34)

This program contains all the knowledge of the entire race that can be instantly accessed by a user online.

Lag (35)

This viral software actually feeds static and produces code interference that greatly slows down a user's link to the Net.

Laundering (36)

This program allows digital funds to be wiped of all tags so that it can be used without being traced.

Locator (41)

This viral program can be attached to any invading system and it allows a user to detect the location of the invader at any time.

Lockpick (42)

This powerful attack program is designed to corrupt any data wall allowing total access to a target system.

Loop (43)

This viral program locks an invading system into a command loop that will not allow it to perform any other action.

Mail Bomb (44)

This virus is delivered by email and it destroys any system or user that opens it.

Mirror Image (45)

This program allows a user to create multiple virtual images of himself so it is almost impossible to determine which one is the actual node connection.

Override (46)

This military grade attack software allows a user to take control of an invading computer.

Protect (51)

This military grade defensive software deflects any intruder away that it can detect.

Reality (52)

This military grade software is designed to make a person believe that he is simply accessing the Net but in reality his mind is trapped allowing the authorities to go to his current location and capture the dreaming user.

Remote (53)

This program allows a user to remotely control a system from a distant location.

Search (54)

This program can search the entire Net looking for a specific user or system or a specific piece of information.

Shadow (55)

This attack program produces a small routine program that follows an invader back to his system and slowly integrates itself into his software. This program can then be used to track and destroy the intruding system or user.

Shield (56)

This data wall program is designed to protect important data and proprietary information.

Static (61)

This attack program interrupts a user's ability to access the Net because everything that the system produces is heavily distorted.

Stealth (62)

This program makes a computer system difficult or impossible to detect while linked to the Net.

Trace (63)

This program allows a user to trace a program or computer back to its physical location.

Transfer (64)

This program is designed to instantly transfer a system's entire collection of data vaults to another system.

Trap (65)

This program is designed to activated with it senses an intruder. It will either directly assault the invading computer or user with a variety of attack programs.

Worm (66)

This military grade program is designed to slowly burrow its way through any computer defensive software and giving a user access to a target system or user.

Obstacles (D30)

These technologies and alien artifacts can be extremely dangerous and they will produce a challenge for players to defeat.

Acid Trap (1)

This device blasts an intruder with corrosive chemicals.

Adaptation Program (2)

These machines have powerful artificial intelligence systems that allow them to adapt to an enemy's weapons. They can adjust their defensive screens to become immune to any weapon that has already damaged them. They can also adjust their weapon capabilities and specs to defeat any opponent. They can adapt so well to an enemy that they can completely ignore their opponent's shields and they become completely invulnerable to their attacks over time.

Ancient Defense (3)

These ancient weapon systems protect a world's entire surface making them an interdict planet. These death worlds are covered in powerful automated weapons. These ancient systems don't remember why they defend or who their masters are but they simply follow their ancient programming that might have become corrupted over time.

Ancient Traps (4)

An artifact site may be filled with deadly mechanical, technological, and psychic traps that characters can learn about by exploring the site or ancient records looking for clues. These clues can come in the form of poems and riddles that must be deciphered in order to survive.
intruder.

Bio Weapon (5)

These creatures or materials actually change the genetic code of those infected that changes them into a monster that tries to destroy and infect everyone that it can catch. These creatures can actually spread throughout an entire planet if they are not quarantined and destroyed.

Blast Door (6)

These heavy doors are electromagnetically shielded and when they slam shut they are almost impossible to open without breaking through their locking mechanism.

Dart Projector (7)

This device fires a dart at an intruder that delivers a poison or sleep drug.

Defense Grid (8)

Many important military areas are protected by powerful automated defense systems that can include sentry cannons, robot patrols, and centrally controlled mine fields. These systems can respond with incredible speed to any intruder so they can only be defeated with EM pulse weapons or by taking control of the master control computer for the entire defense grid.

Endless Chasm (9)

These massive structures have incredibly large expanses that need to be crossed in order to travel through them. Any mistake can be lethal because a fall into one of these can last almost forever.

Engram Trap (10)

The AI system of this devious trap uses an advanced EM effector to project images directly into the minds of its victims. It can actually make them believe that things are happening even though the victims is standing still or moving toward their death.

Extreme Security (11)

Many important or valuable things are protected with various security systems that must be defeated in order to steal or pass through without being detected. The security measures include infrared sensors, video surveillance, pressure plates, motion detectors, laser grids, and emission detectors designed to detect intruders and alert the proper authorities.

Gas Dispenser (12)

This device releases sleep or poison gas when it detects an intruder.

Gene Analysis (13)

Many buildings and ships are equipped with EM effectors that constantly scan its occupants for their genetic makeup to determine if they belong there. The only way around these devices is to crack into the master control system and insert a worm that disguises the activity of the intruders.

Gravity Trap (14)

A gravity generator can be built under the floor of a building or ship that produces such intense gravity that it will actually crush

anyone trapped within its altered gravitational field. It can also be used to hold the strongest person in place until the authorities arrive to capture her.

Holographic Prison (15)

Holograms can be produced that are so real that they completely disguise hidden doors and passages even to deep scans of advanced sensory equipment. These powerful holographic generators can only be defeated by extremely accurate observations or the use of deductive reasoning to determine what is real and what is not.

Impassible Field (16)

Some force fields are so powerful that they cannot be penetrated with the use of hand weapons so they must be overcome by disrupting their generators or by cutting off their power source.

Laser Trap (17)

This room is filled with powerful or infrared lasers that crisscross it to protect it from intruders. These lasers can be destructive, alarm signals, or optical blinding lasers.

Nano Tech Construct (18)

These nano tech weapons can actually move through the air undetected and enter a person's body through their respiratory system or skin. They can destroy a person from within, act as a beacon, or take control of the person's nervous system. These nano tech systems can actually form solid constructs in order to directly interact with its environment. All forms of nano technology are extremely vulnerable to electromagnetic pulses and intense sonic vibrations.

Nerve Induction (19)

These EM effectors can actually activate the pain nerves of a person's body producing unimaginable amounts of sheering pain. Once a person is in range of this pain machine, the only escape is forcing one's body to move out of this machine's grasp or being pulled out by a comrade.

Physical Traps (20)

Physical traps seem archaic but they can still be extremely dangerous and effective. These traps include snares, pit falls, incinerators, nets, and cages.

Pocket Universe (21)

A door can lead to a pocket universe that can be almost impossible to escape from unless a person can figure out a way

to penetrate through its very fabric or to collapse it back into real space.

Sentry Weapon (22)

These automated weapon drones are designed to kill anything that enters their protected area.

Stasis Field Trap (23)

This device produces a stasis field to permanently trap an intruder that triggers it.

Stunner Trap (24)

This device produces a wide spread electroshock designed to stun or kill any intruder.

Teleporter Traps (25)

Advanced matter transporters can be hidden in the floor so that an unexpected victim will be teleported to a deadly situation or a prison unless she can detect it or quickly avoid it before it activates.

Temporal Field (26)

A time field significantly slows down time in a specific region of space. Time appears to be moving at the proper rate for the people trapped inside into sphere of influence but it gives the proper authorities all the time in world to come and capture an intruder trapped inside it.

Tentacle Trap (27)

This device unleashes mechanical tentacles to subdue an intruder.

Tractor Beam Trap (28)

This device produces a powerful tractor beam that will hold a person in place until the authorities can arrive.

Trap Door (29)

The floor underneath a person's feet will drop out or open causing him to fall into a confinement chamber or to his death.

Trash Compactor (30)

This room has walls that close in to crush all the trash in it which is then dumped into space or an ultra recycler.

Planet Generator

This sequence of lists allows you to quickly generate an alien world for your players to explore.

Atmosphere (06)

Planets have different atmospheres that depend on the composition of the planet and the life forms present.

Vacuum (1)

This planet has no atmosphere and it is a freezing rock.

Inert (2)

This planet has a nitrogen and noble gas based atmosphere so it cannot sustain life.

Standard (3)

This planet has a nitrogen and oxygen based atmosphere that has allowed a protective ozone layer to form.

Toxic (4)

This planet has an atmosphere filled with carbon dioxide, methane, and nitrides.

Corrosive (5)

This planet's atmosphere contains high concentration of sulfuric and hydrochloric acid making it very corrosive.

Super Corrosive (6)

This planet's atmosphere contains high concentration of nitric acid and hydrofluoric acid making it super corrosive.

Atmospheric Pressure (06)

Atmospheric pressure is dependent on the composition and geothermal activity of a planet and its gravity.

Vacuum (1)

This planet does not even have a trace atmosphere so its surface is a complete vacuum.

Trace (2)

This planet has a very thin atmosphere that cannot sustain life.

Standard (3)

This planet is large enough and its protective magnetic field has allowed it to contain a thin atmosphere.

Dense (4)

This planet has a very dense atmosphere caused by massive outflow of geothermal gasses or an intense gravity.

Crushing (5)

This massive planet has such a dense atmosphere that any visitor would be crushed by an atmosphere many times greater than Earth.

Liquid (6)

The gravity is so high on this world that there are no gases and everything has been compressed to a liquid or solid.

Temperature (06)

These are the range of planetary temperatures caused by the distance from a local star, star intensity, atmospheric composition, and gravitational effect of nearby planets.

Absolute Zero (1)

These planets are as cold as space because they cannot trap the heat absorbed from their star. These planets have a very reflective surface or no atmosphere.

Freezing (2)

This planet is extremely far from its local star so all liquid water has frozen. All the water on this planet is trapped in solid ice and snow.

Temperate (3)

This planet has a temperature range like Earth so it has many different climates.

Warm (4)

This planet is very close to its local star, has a multiple local stars, or has excessive greenhouse gases in its atmosphere so this planet is very hot and has no large bodies of water. All water is in trapped in its atmosphere.

Hot (5)

This planet is too hot for any liquid water to exist so life is not possible on these worlds.

Extreme (6)

These planets are so hot that even rock and metals to create a world of molten lava.

Gravity (D6)

The gravity of a planet is determined by the size of a planet so it is also a measure of the size and density of a planet.

Zero (1)

This small planetoid has almost no gravity so jumping would cause a person to launch from its surface.

Minimal (2)

This moon sized planet allows a person to jump hundreds of feet with a single leap.

Low (3)

This planet is the size of Mars so a person from a standard gravity world would appear superhuman on this world.

Standard (4)

This planet is the same composition and size as the Earth so it has a standard gravitational field.

High (5)

This large planet has a gravitational field many times stronger than the Earth making it difficult for anyone from a standard gravity to move on its surface. The creatures on this world would grow to be very strong and dense.

Crushing (6)

This planet is the size of a gas giant so its crushing gravity would crush anyone attempt to stand on it.

Radiation (D6)

The radiation on a planet's surface is based on the radioactive isotope composition and age of a planet. Radiation can also be caused by nuclear weapons and pollution.

Zero (1)

This planet is completely inert and all of its radioactive isotopes are decomposed.

Low (2)

This planet has a minimal amount of radioactive isotopes so it is cold planet. The core of this planet has cooled down and become solid so its magnetic field is no gone.

Standard (3)

This planet is like Earth and it has a large amount of radioactive isotopes that has maintained its hot inner core. This planet will have a protective magnetic field.

High (4)

This planet has excessive amounts of radiation because it is a newly formed planet or has had limited amounts of nuclear weapon explosions.

Extreme (5)

This planet has had massive nuclear detonation has made the planet a nuclear wasteland where all life has mutated.

Lethal (6)

Extreme nuclear war has caused this planet to become bathed in intense radiation that does not allow life to exist.

Planet Types (D50)

These are the alien worlds that explorers will find in the vastness of space.

Absorbing (1)

This world is a living creature and it absorbs anything organic that touches its surface. Everything living on its has learned to keep moving if it wants to stay alive.

Arctic (2)

This world is freezing cold but it is covered has a breathable atmosphere and enough moisture to create snow and ice.

Artificial (3)

These worlds are completely artificial and were constructed for some unknown reason in the distant past. These worlds are miracles of super science. They can be hollow or filled entirely with miraculous structures and machines.

Barren (4)

This planet has no atmosphere so it is a freezing wasteland with little or no surface features.

Binary Planets (5)

Binary worlds are when two equal sized planets orbit each other and their nearby star. These worlds are so close that their gravitational fields cause massive tidal and seismic waves and constant volcanic activity to occur on world.

Brown Dwarf (6)

This planet is about half the size of a star but it was not massive enough to start its nuclear furnace.

Consuming (7)

This planet is a living creature that travels the universe consuming other planets. It actually sends tendrils down to another planet to consume all of its water and living organisms. It also siphons off its atmosphere leaving the world a barren wasteland.

Core (8)

These planets are the jewels of a galactic empire. They are lush paradises with immense cities filled with billions of people. All industry has been moved off these worlds so they have extremely clean environments even though they have such large populations.

Corrosive Atmosphere (9)

The atmosphere of this planet is made of nitric, sulfuric, or hydrochloric acid making it extremely corrosive.

Cthonian (10)

This planet was once a gas giant but it has lost its thick atmosphere leaving only its rocky core.

Dead (11)

This world once had liquid water and an atmosphere but its molten inner core cooled over time and became solid. Without a protective magnetic field, the atmosphere was blasted off by solar radiation and the planet surface was left a barren wasteland. Small polar ice caps may still remain.

Death (12)

These worlds have atmospheres that are deadly to alien visitors. Animals on these planets are extremely deadly and it is a world where survival of the fittest is a daily experience. Even the plant life has developed deadly adaptations that allow it to survive in this brutal environment.

Desert (13)

These arid planets have surface water but their surface temperature is so high that all the moisture is trapped in the atmosphere.

Eccentric Orbit (14)

A few planets have non-standard orbits, which cause them to periodically and drastically change their distance from their local star. This causes their surface temperature to vary from -250°C to 1000°C depending on their orbital position. This incredible temperature variation prevents life from existing on these planets unprotected.

Extreme (15)

A planet may have an extremely fast orbit or planetary rotation. These weird worlds may have powerful naturally occurring magnetic fields or oscillating electromagnetic fields that can distort all electronic devices and electromagnetic shields on these worlds. These strange worlds are difficult or impossible to colonize because of their negative effect on living organisms and advanced technology.

Farm (16)

These planets are covered in agricultural land, grazing fields for livestock, and productive forests. All the oceans of these planets

are covered in floating aquaculture farms and marine breeding grounds.

Feeder (17)

These living worlds feed off the negative emotions of those living on their surface. These monstrosities have developed psychic abilities to control the minds of the people living on their surface that urges them into constant war and conflict to keep itself fed.

Fire and Ice (18)

Some worlds are too close to their star and have no atmosphere or an atmosphere that is too thin to store enough solar heat. The night side of this world is freezing cold and the day side is hot enough to melt steel and rock.

Forge (19)

The entire surface of these planets is covered with factories, forges, smelters, and refineries producing all forms of resources and technology. The entire orbital circumference of these planets is filled with solar collectors, orbital factories, repair docks, and trade centers. These worlds produce most of the technology and machines used by most modern societies.

Free Floating (20)

This planet formed independently so it does not orbit a star.

Frigid (21)

These worlds are extremely far from their star or their star is very dim. These worlds have livable atmospheres but at night certain regions can become so cold that the atmosphere partially liquefies making it lethal for anyone left outside. Local animals have learned to hide underground at night where the air does not flash condense.

Gas Giant (22)

This massive planet is composed of low density gases but most of the world is in a liquid state because of its own crushing gravity.

Gas Colossus (23)

This gas giant is so large it almost has enough mass to become a star so it can be changed into star using stellar engineering.

Giant (24)

This immense world is just small enough to become solid but it is so large that its surface gravity is crushing reaching to three to ten times standard gravity.

Greenhouse Planet (25)

This planet's atmosphere has such a high concentration of greenhouse gases including carbon dioxide and methane that it stores in the heat absorbed by its local star. Temperatures can reach up to hundreds of degrees on this greenhouse world.

Ice (26)

This planet was once a water world but it cooled over time and vast oceans eventually frozen into solid blocks of ice.

Ice Sheet (27)

This planet is covered in liquid water but its surface is so cold that the entire surface is covered in a thick layer of ice that insulates the liquid water below. Geothermal energy within the planet keeps the water underneath the ice a liquid.

Interdict (28)

Access to an interdict planet is restricted by some space faring government for political or safety reasons. These planets are protected by remote sensors that alert a local fleet, a planetary defense system, an orbital base, an automated defense platform, or patrol ships. Planets may be declared interdict because of contamination, infestation, secret danger, or to enforce a political agreement or embargo. These worlds may even have a powerful piece of ancient technology that defends or even controls this world from orbit.

Jungle (29)

These worlds are covered with immense tropical rainforest and the entire planet is a steaming hot jungle. It is covered in a steamy jungle teeming with plant, animal, and microbiological life.

Living (30)

A living world is a super organism whose consciousness results from the union of the minds of all the organisms on that world. This group consciousness is formed from the lesser creatures on these worlds so any sentient living there will believe that their world is alive. This group mind can exist anywhere that these animals live so it can spread to other worlds. On some worlds, the trees and their connected root structures create a massive supercomputer that acts as a super consciousness with almost unlimited processing power and storage capacity.

Longevity (31)

These paradise worlds produce naturally occurring biogenic fields that allow living organisms to completely regenerate and

rejuvenate their bodies. Any person or animal that lives on one of these worlds is cured of all diseases and over time actually grows physically younger and stronger. If a person permanently lives on one of these worlds, she can live forever in perfect health unless she has an accident or is physically killed. All these worlds are held in great secrecy and are only used by the ultra rich and powerful. All attempts to replicate this biogenic field using modern science has failed.

Magnetic (32)

This planet has intense gravitational interaction with the other planet in its system. It also has liquid iron core that has very strange rotational patterns causing permanent regions of intense magnetic fields all over the surface of this planet.

Mechanical (33)

This alloy planet is a product of an ancient technology that has left behind a completely mechanical inhabitants.

Molten (34)

This newly formed world has large amounts of radioactive isotopes that make its core and mantle extremely hot. The crust has not fully cooled yet so the entire surface is covered in constantly flowing molten rock.

Ocean World (35)

These worlds are covered in vast oceans teeming with life. There are only a few islands created by massive underwater volcanoes that break of the surface of never ending water.

Penal (36)

This world is used to drop off all the criminals from all over a specific space empire. These people must fend for themselves or die on this hostile mining world. To receive food and water supplies the prisoners must produce ore each month.

Planetoid (37)

This planet is extremely small so its gravitational pull was not strong enough to maintain an atmosphere.

Radioactive (38)

These planet have very large amounts of radioactive isotopes in their environment causing them to be too radioactive to sustain life.

Resort (39)

These pleasure worlds are terraformed to be beautiful paradises of natural wonder. These planets have climate control so the

weather is always perfect and the environment is pristine. Their oceans are full of massive prize fish and designated areas of land are filled with trophy animals. These worlds are natural wonders covered in pristine forests and jungles with absolutely no pollution. The only people living on these worlds are workers and ultra rich guests.

Rogue (40)

These planets have been knocked out of their orbit by the effects of a black hole or supernova. These planets hurtle through space and can be difficult to detect because they produce no intrinsic light. All life and any atmosphere present are stripped from a planet when its trajectory suddenly changed.

Steam (41)

These water planet are extremely hot so they produce immense amount of steam that blanket the entire world.

Super Terrestrial (42)

This giant Earth like world has a livable climate and atmosphere but they are between two to ten times larger than Earth.

Super Water (43)

This giant planets are completely covered in liquid water and its has a breathable atmosphere. These planets are between two to ten times larger than Earth.

Swamp (44)

The entire surface of this world is partially submerged underwater creating a swamp like environment where many organisms can grow.

Terraformed (45)

These planets are covered with massive terraforming stations that slowly convert its atmosphere to a composition suitable for the controlling interests of the project. Terraforming organisms and nano manipulators are also utilized to alter a planet's atmosphere and soil composition. These worlds exist at different levels of completion so some worlds will still be completely inhospitable while other worlds nearing completion will have atmospheres that are almost breathable by Gens and humans.

Terrestrial (46)

These are Earth like planets with multiple environments and climates.

Trash (47)

This world is used as a nuclear or toxic waste dump for the trash produced by the rest of the worlds in this star system.

Unusual Shape (48)

A few rare worlds are not spherical but have a totally random shape. These worlds have zones of different gravitational pull because of their eccentric shape. These worlds must have gone through a recent catastrophic event in order to have such an unusual shape. They will also have areas of great volcanic activity where their crust is extremely thin or near the magma interior.

War (49)

These living worlds move slowly through the universe consuming any planet that they discover. Each time they find a new world, they completely devour it growing larger and more powerful. They also assimilate the planet's technology into their defensive and offensive systems.

Water (50)

This planet has a vast ocean made of liquid water. They may be a few land masses created by underwater super volcanoes.

Planetary Governments (D30)

A planet may have one central government or many powerful governments that may have very different ruling and belief systems.

Anarchy (1)

This occurs when people have no government or their government has fallen apart because of war, nuclear holocaust, famine, plague, or rampant crime and corruption. Crime lords, warlords, gangs, and mobs rule this type of society.

Autocracy (2)

A single person controls and guides an entire society. Dictatorships are usually militarily or economically enforced and are very unstable because the populace has little or no rights and are usually mistreated or terrorized.

Caste (3)

In a caste system, people are born into different castes or classes. There is usually a ruling class, a merchant class, a working class, and sometimes a slave or untouchable class. These classes of people never interact and people can never move into a higher caste.

Church State (Theocracy) (4)

People live their lives dedicated to their religious beliefs. This type of society is governed by the elders and leaders of their state church. All political, social, or technological advancements are banned if they go against the teachings and beliefs of their church, so dissidents are constantly being hunted down and cleansed by church inquisitors.

Collective (5)

The minds of all the individuals in this society makes up a collective consciousness so they all work together for the good of their people. These people share their thoughts and memories so they all have access to the entire zeitgeist of this super organism allowing these people to be almost omnipresent.

Control (6)

This society is under total control and its people are conditioned to obey from birth. They are under constant surveillance and total submission to their leader is mandatory. People are brain washed during their school years and they are bombarded with political propaganda and monitored and controlled by secret

police their entire lives. There is no freedom of speech, religion, press, or thought. People who act or even think against these governments are immediately arrested and reprogrammed or just disappear without a trace.

Corporate State (7)

Megacorporations control society and public policy is based on the profit and survival of these corporations. This form of government is unstable because different corporations are constantly trying to destroy each other and they never share any information or resources. These corporations are controlled by a handful of majority shareholders and families that subjugate the rest of their society.

Democracy (8)

People elect leaders to represent them in their government. It provides a good balance of personal choice and direct representative leadership. People are elected so private and corporate interests gain power by funding different political campaigns.

Feudalism (9)

In this system, there is a single leader and all the people are indentured servants or slaves that work to pay off an impossible debt that will keep them in servitude for life.

Hive (10)

People are mentally linked and work as a large super organism. All their actions are for the survival and benefit of their society. People communicate instantly with each other and can sense each other's thoughts and feelings, which slowly removes a person's individuality and personal drive.

Houses (Aristocracy) (11)

The citizens of every world are controlled by a royal House that is led by a specific noble and his family. These royal Houses can be moved from world to world but they always bring their armies with them.

Master Control (12)

A central computer controls every aspect of a society. The brains of the populace are replaced with bio computers as a rite of passage into adulthood in order to maintain total control over the slave population. The master computer that controls their society usually has some twisted final goal that its society is working toward.

Matriarchy (13)

This government is ruled entirely by woman and every aspect of this society is lead by a ruling class of women. The upper ruling class passes leadership down the blood line so that there is never a dispute over power.

Military Dictatorship (14)

Massive armies of conscript soldiers keep the order on every planet in the empire. Massive fleets threaten to destroy any world that attempts to break free from this star empire's grasp. Entire worlds are destroyed as an example to teach other worlds to obey.

Mind Control (15)

The populace is brainwashed from birth to obey as slaves. They are made dependent on government controlled drugs or have chips implanted in the brains to control their emotions and thinking.

Monarchy (16)

People are controlled by a royal family lead by a king, emperor, or duke. These rulers are usually looked up to or feared by their people. This system can only exist in a militarily controlled or resource limited society.

Oligarchy (17)

A small group of people has taken control of the rest of their society. This form of government is usually militarily or economically enforced so it is very unstable and unjust.

Paradise (18)

Technology has freed people from work, disease, pain, fear, and even death. People live only to find new forms of enjoyment and enlightenment in the real world or virtually. When people tire of this kind of life, they have themselves stasis stored until something interesting happens or they simply commit state sanctioned suicide. To maintain its population size, births are only allowed with government approval.

Plutocracy (19)

The world is ruled by a few elite wealthy individuals that control the government and make all the laws. The people are kept in check through fear and limited resources. These welfare states maintain a minimum standard of living to keep the masses happy and content.

Power (20)

This warrior race believes that the strongest and bravest warriors should rule the entire empire even though it is an advanced technological super power. The entire race is under military control and its leaders constantly fight to see who is the most powerful and therefore the rightful leader.

Prison (21)

The entire populace is a slave under constant surveillance. Any civilian can be killed by the state police for any reason so people keep their heads down and simply obey their orders.

Republic (22)

Every world in a republic, the people elect political representatives that make all the laws and determine how the government is run. For a star republic, every world elects a representative that represents the entire world at a High Council that makes all the decisions for the entire space empire. Republics are perfect when many different cultures and alien races must work together to survive and prosper.

Shadow Government (23)

The current government is simply a cover for the hidden government that actually runs the world. People are given the illusion that they are free but hidden forces plot to control their lives and slowly reduce the population.

Survival (24)

People live a lifestyle designed to survive in an incredibly harsh environment. Most social conflicts are resolved with challenges fought to the death. The leader of these people must have great leadership skills and be a skilled warrior able to defend his or her position.

Technocracy (25)

Every citizen is linked to the network every second of their life so every decision can be decide by the entire population with a thought. This is the most open type of government because everyone is involved and they have total access to as much information about the government as they desire.

Technodictatorship (26)

People depend on machines for everything and a master computer controls their entire society. These people may have no idea or even care what really controls their lives.

Tribal (27)

Groups of people are lead by a leader, who has the most skill and experience. Tribal governments can only function in nomadic societies with small populations or in environments with extremely limited resources.

True Socialism (28)

This government is based on real sacrifice and equality. Everyone works together to make society wonderful and everyone has a say in local government affairs. Because this systems requires everyone to look out for each other's best interests, it is very difficult to maintain. Socialist leaders must always do what is best for society which is another reason this system always breaks down.

Tyranny (29)

Tyranny is a government ruled by the mob. Citizens have overthrown their government and now attempt to rule using power and death. These governments are not stable because the people soon realize that their current government is worse than the one they overthrew.

Utopian (30)

There are no direct leaders but everyone works for the betterment of their society. All decisions are made by mutual agreement in order to benefit society. Every citizen receives a monthly allocation as long as they live even if they do not work. All excess money that people make is given to the common good and no one is ever without food, shelter, education, or medical care. This form of government is also known as the collective but it is very rare in its true form.

Planetary Options (D100)

These options create unique worlds filled with special dangers and opportunities.

Alien Kudzu (1)

This alien creature or plant quickly takes over a new world because the indigenous flora and fauna has no natural defense against it.

Alien Monolith (2)

This device actually causes primitive creatures on a world to achieve sentience and move one step closer to a technological spacefaring society.

Atmospheric Liquefaction (3)

On this freezing world, the temperature drops so low at night that the atmosphere begins to change from a gas into a liquid killing any animals left on its surface.

Atmospheric Modification Plant (4)

These complexes are designed to slowly change atmospheric composition and density over time to better suit the current occupants of this planet.

Alternate Gate (5)

This tear in real space leads to an alternate reality that is extremely similar to our own but can have huge or small differences. Every person is present in both universes but they may have totally different personalities, pasts, and allegiances.

Ancient City (6)

Many generations ago, the ancestors of this city went underground in order to escape some planet wide catastrophe such as colossal tidal waves, mega quakes, global pandemics, nuclear holocausts, alien invasions, or nano tech infestations. The current populace of the city still fears the surface and they do not know that the world has already healed itself and is completely safe.

Ancient Monument (7)

These incredible structures or statues were left behind by an ancient civilization to show their incredible technological abilities and the vision of themselves and their world. Many of these structures are immense in size or made of bizarre or rare materials.

Arcology (8)

The entire surface of a planet is covered with a massive city. The weather of this world is completely controlled and all traces of planetary water are stored underground. These cities may go up to fifty kilometers underground and hundreds of kilometers above the ground. Most of its food and large scale technologies are supplied by local support planets or underground factories.

Automated Defense Grid (9)

This world is surrounded by a vast network of weapon platforms and mines that are designed to destroy any invading starships.

Bio Hazard (10)

A few planets have such a large number of deadly and virulent microorganisms that any non-indigenous life exposed to its unfiltered air is immediately overcome and consumed. Any sentient attempting to explore this planet must have a completely sealed environment and observe extreme hot zone precautions to prevent infection. These microorganisms will slowly evolve ways to avoid filtration and penetrate any type of physical seal over time. These worlds are prized by biotech corporations for their unlimited biological diversity and resources.

Bio Reactor (11)

These power reactors allow the population to throw any organic materials like plants, animals, and the dead to create almost unlimited amounts of clean energy.

Bombardment Shelters (12)

This world is at war with a foreign country or alien invaders. The constant nuclear bombardment has forced them to move deep underground to protect them from the radiation.

Climate Control Facility (13)

These complexes slowly change the climate of an entire region of planet by changing moisture level and wind patterns. Entire regions of a desert can be changed to farmland if given enough time.

Core Generator (14)

These massive complexes go into the molten mantle of a planet providing a world with unlimited amounts of geothermal energy and mineral resources.

Core Waste Dump (15)

This incredible complex has access to the molten mantle of the planet so that all the waste produced by this civilization can be harmlessly dumped into the magma of the planet.

Corrosive Oceans (16)

These worlds have oceans filled with corrosive chemicals that can dissolve through flesh in seconds and metals in a few minutes.

Dark World (17)

These worlds result from a binary planetary system that causes an occasional intersection between the larger sister planet and the system's star creating a total planetary eclipse that can last days to weeks.

Data Processing Node (18)

These giant computers are found all throughout the world and they provide processing power for any mobile computing devices near it. This system allows every mobile device in the world to work with incredible efficiency without requiring a powerful processor.

Desalination Plant (19)

This factory uses energy to convert ocean water into drinkable water producing unlimited amounts of clean water if enough energy is available.

Desolate Cities (20)

This planet is covered in the ruins of cities that have recently been destroyed in a terrible nuclear war. No sentient life exists on this world but only the remnants of a dead society remain.

Dimensional Tears (21)

These worlds fall on a dimensional or temporal tear in the fabric of space time making them a gateway that creatures or characters from other times or dimensions can cross over into our dimension and time line. These worlds are eventually destroyed by the paradoxes created by these transdimensional gates and temporal warp portals.

Drone Nexus (22)

All robots on one entire hemisphere of a planet are controlled by this complex. If it is destroyed, all the robots on this side of the world will cease to function.

Electric Storms (23)

These worlds have constant electrical storms of destructive power caused by a bizarre mixture of chemicals in their atmosphere or extreme atmospheric ionization caused by severe solar winds or flares from their local star.

Emergent Intelligence (24)

Many creatures or machines make a leap of evolution or thinking that changes them into fully sentient creatures that will soon develop an advanced society and technology. These new cultures are easily manipulated at this early stage of development so all interference with them can change their culture and future forever.

End of Days (25)

All planets are constantly bombarded by stellar debris but once in a long while a planet will be hit by an asteroid so large that it will kill almost all life on its surface. Comets or passing asteroids can also be devastating if they are large enough. These massive bodies can actually alter the magnetic field of local stars causing deadly solar storms or massive gravitational stress on a planet resulting in killer earthquakes and tsunamis.

Endless Shaft (26)

The ancients have created massive shafts that can be a kilometer wide and that pass entirely through the crust of a planet and all the way into its mantle. These shafts may lead to nowhere, be big enough to have their own ecology, or lead to a subterranean world.

Floating Cities (27)

These cities rise above the ground using super powerful anti-gravity device. These floating cities allow a world to use every inch of a planet for habitation, provide access to certain high altitude atmospheric gases, or provides protection.

Floating Rocks (28)

Some planets have extremely powerful magnetic fields that prevent any form of electronic sensors from functioning properly. On these worlds, the magnetic fields produced can be so great that entire sections of land with high levels of iron content can be lifted into the air where they become stationary floating rocks. Some of these floating rocks can be as massive as a mountain. On these worlds, only vehicles made of special alloys or carbon fiber can operate safely.

Fossil Fuels (29)

This world has immense coal, oil, and natural gas reserves produced from ancient plants and animals.

Fungal Bloom (30)

This world has vast forest of giant mushrooms that reach into the sky. Plants don't exist on this world so the entire world is covered in different types of fungus that are this world's producers.

Galactic Library (31)

These massive data vaults contain all the knowledge of an entire species so during a planet or space empire wide disaster, the achievements of an entire species will not be lost even after the people are extinct.

Gas Harvestors (32)

Some worlds have very reactive gases that are harvested and refined for fuel and explosives.

Geothermal Shafts (33)

Many societies have solved their energy consumption problems by drilling deep shafts into the surface of their planet's crust. These shafts may be hundreds of kilometers deep and hundreds of meters wide. They tap directly into the magma layer of a planet and convert geothermal heat into unlimited amounts of usable energy.

Global Plague (34)

An engineered plague has wiped out most of the sentient population of this world leaving it an unpopulated wasteland.

Greenhouse Gas Generators (35)

These plants produce carbon dioxide and methane in order to increase the temperature of a planet turning a frigid world into terrestrial planet and an ice world into a water world.

Group Mind (36)

Group minds form when all the organisms on a planet form an intelligence network creating a super intelligence that has a consciousness and personality. Individual organisms exist independently but their combined intelligence forms this ultra organism. No individual part is significant but when combined they create a higher consciousness with possible psionic potential. These worlds act as massive computers that can store the memories of the dead and some of these worlds can actually control the living things on their surface for their defense.

Hallucination Field (37)

Some planets produce bizarre fields that can distort the mental patterns of animals and sentient beings resulting in hallucinations. These distortions can release memories and subconscious thoughts that can be very pleasurable or extremely frightening.

Hunting Ground (38)

A private world or estate is stocked with rare and powerful beasts or people making it the perfect hunting ground for a predator race or rich hunting enthusiasts.

Ice Fortress (39)

On a freezing world, buildings can be built from solid ice that make them very strong and thermally insulated.

Ice Rings (40)

This planet has multiple concentric rings consisting of ice particles or giant ice blocks orbiting around it.

Laser Array (41)

A laser array is a series of reflective satellites orbiting a planet that can deflect a massive planetary laser canon allowing it to hit any target on or above the planet's surface.

Lethal Radiation (42)

These planets have natural or artificial sources of intense radiation that are lethal to anyone exposed to it for more than a few minutes. This intense radiation is not common but it is usually caused by massive wars by now forgotten civilizations that once existed on this blasted world.

Living Fields (43)

This world is covered with a living field of organisms that move together and that will consume anything that they touch. These appear to be nothing more than grass but on closer inspection each blade is a separate life form that has linked together to form a super organism.

Magnetic Storms (44)

These worlds have extremely active molten iron cores that produce extremely powerful magnetic fields that can ebb and flow in strange ways producing massive magnetic fields in specific or random regions of these worlds. These magnetic fields can destroy or scramble electronic devices and prevent sensors and shields from functioning. These magnetic fields can become so intense that any metal structure will be thrown, lifted,

pulled, or crushed when these magnetic storms become too intense.

Mass Grave (45)

There has been a massacre or immense battle and thousands of people have been buried in a mass grave to hide the atrocity.

Master Computer (46)

An enormous computer runs this world and it is housed in a complex that takes up an entire continent. It is so large that it can easily be seen from orbit with the naked eye.

Matter Transmission Network (47)

This world has a system of matter transmitters so people and goods can be transported instantly all around the world. This system frees this world from needing any other form of transportation.

Mega Factory (48)

This immense building is an automated factory that takes up the entire surface of a continent. These factories mass produce a single item that requires a specific resource only found on this world.

Mega Mountains (49)

This low gravity world is made of low density minerals that has allowed its mountains and volcanoes to grow to immense heights and spread out to cover an entire continent.

Mind Warping Field (50)

This planet has a strange electromagnetic field that distorts the brain waves of anyone on it causing severe hallucinations and total madness as long as person is on it. These psychotic effects are removed once a person has left the planet.

Missile Silos (51)

This world is covered in underground thermonuclear missile silos pointed at enemy countries throughout the world.

Modified Gravity (52)

An advanced civilization can create devices that actually alter the gravity experienced on the surface of a planet. These changes in gravity can affect its entire surface or be isolated to a specific area. Planets have been known to be altered to produce a gravity ranging from 0G to 10G.

Moon (53)

This planet has a moon that is significantly smaller than itself orbiting around it.

Multiple Moons (54)

This planet has multiple moons orbiting around it. Moons orbiting around a massive planet will have great geothermal heat produced by the immense gravity produced by the planet.

Nanotech Horror (55)

This world has been devastated by a viral nanotech that has destroyed all life and left this world a lifeless shell that will consume anything that lands on it.

Naotech Barrier (56)

This planet is surrounded by a cloud of consuming nano tech that will destroy anything that tries to pass through it.

Pacification Towers (57)

This world is covered in these towers that radiate electromagnetic waves designed to calm and muddle the minds of the populace of this planet.

Planetary Gravity Generators (58)

These complexes dot the surface of a planet and they produce gravity fields to increase or decrease the gravity of a world to make it more comfortable for its current occupants.

Pollution Processors (59)

These complexes filters out all toxic materials from the atmosphere and bodies of water making the air and water clean and fresh.

Orbital Grid (60)

An orbital grid is a sealed shell that isolates a planet from the rest of the universe but allows specific forms of solar energy and light to penetrate. These structures may function as orbital factories or docking stations but they usually function as defensive screens that integrate massive and almost impenetrable shield generators. Orbital grids can only be produced by a society with extremely high technology and immense resources.

Overcrowded (61)

Some worlds may be populated by over a hundred billion people so they require every inch of land to be used for housing. People must live underground, in the oceans, and in massive arcologies that reach into the sky and deep underground. High tech worlds will also have thousands of hovering cities to use every inch of space for housing. These worlds are so packed that their entire sky is filled with air cars that can get stuck in total gridlock that can last for weeks at a time.

Ozone Towers (62)

These huge space towers reach all the way into space and they slowly repair the damaged ozone layer in the upper atmosphere or create one.

Psionic Guild (63)

This world has an organization that looks for and trains people with high psionic potential so that they can learn to control their incredible mental powers.

Psionic Pyramid (64)

This giant structure boosts the power of a psionic so that their mental powers are increased a hundred fold and this boosting power increases the closer a person is to the pyramid.

Planetary Cloak (65)

These worlds have warp generators that bend light, radiation, and gravity away from them making them completely invisible to modern sensors.

Planetary Defense Frame (66)

This world is completely covered in a massive frame that produces an almost indestructible defensive screen and prevents anything from touching its surface.

Planetary Guardian (67)

Many planets are protected by a sophisticated automated system with an advanced AI and powerful weapons. These guardians prevent any outside contact with its world protecting its population from hostile invaders or enforcing its laws against outsiders. These guardians may be under the control of the planetary population or completely self motivated. These guardians may exist as a single entity or be remotely distributed over the entire world. They can be found underground, on the surface of a world, or orbiting above it.

Planetary Gun (68)

These massive reflex or laser arrays go kilometers into the ground and are surrounded by a complex of command, control, and power systems. When a planetary gun is fired it can destroy everything in a five degree arc above its barrel. Massive lasers are considered weapons of last resort because they destroy huge amounts of a planet's atmosphere when they are fired.

Planetary Shield (69)

These worlds have a complex set of surface shield generators that create a spherical electromagnetic shield around its entire surface protecting it from orbital bombardment.

Planetary Web (70)

These ancient traps can be found around some worlds. They are invisible to sensors but if a ship touches them, they start to contract around the ship. These fibers are attracted to energy, so activating weapons and drives cause more fibers to concentrate around the ship.

Pocket Universe (71)

This planet is inside a pocket universe protecting it from the rest of the universe. The only way into this different dimension is through a wormhole controlled from inside the pocket universe.

Radiation (72)

These worlds have zones of intense radiation or the entire planet can radiate low to extreme amounts of radiation. This radiation can come from high levels of nuclear isotopes in the crust of the planet or result from an ecological or scientific disaster or nuclear war.

Radioactive Winter (73)

Widespread nuclear war has produced cloud of nuclear debris that has left this world in eternal night as the radioactive fallout slowly drifts to the ground. The lack of sunlight has left this world a freezing cold rock and the plant life has all died from lack of sunlight.

Reality Schism (74)

Some worlds become embedded with ancient entities that make them behave in extremely odd ways. A reality schism is when people think and the shards of these entities make these thoughts reality. This can be very dangerous so people on these worlds must learn to control their thoughts and emotions.

Research Outpost (75)

Some worlds have a single research facility on their entire surface that may have a small crew of scientists or be completely automated.

Retrograde Orbit (76)

This planet does not have an orbit in the proper plane as the rest of the planets in a given system. This must be a captured world or a world that has been knocked out of its proper orbit.

Rock Rings (77)

This planet has multiple concentric rings consisting of sand and rocks orbiting around it.

Royal Palace (78)

This beautiful palace is also an impenetrable fortress with an indestructible shield generator. It has an immense ground and space defense laser array to destroy ground invaders and spacecraft hovering above it.

Satellite Complex (79)

Some worlds are surrounded by an intricate array of over ten thousand satellites that provide defense, communication, manufacturing, and almost unlimited energy in the form of microwaves beamed down by solar energy collecting satellites.

Single Source (80)

This planet has a naturally manufactured drug produced by an indigenous organism or a unique energy source that cannot be found anywhere in the universe.

Slave Camp (81)

This world has a hidden mining facility run by slaves run by space pirates or an evil megacorporation.

Space Colony (82)

Some worlds have moved their populations into space where their society has built massive space colonies. Free colonies are found in deep space and orbital colonies are in permanent orbit around a world. Elevator colonies are in permanent orbit around a world and they have a space elevator connected directly to its surface.

Space Elevator (83)

These massive space engineering projects are stable towers that extend twice the geosynchronous orbital distance above a planet's surface. A massive counterbalance designed to stabilize the tower is placed at twice the geosynchronous orbital distance at its end. At the level of geosynchronous orbit, an orbital complex is built to load and unload cargo freighters. Elevator cars then move up and down the tower transporting cargo and passengers at almost no cost. On a few worlds with these complexes, the rich and powerful live in the safety of space while the rest of the world lives on the surface to produce the resources that are sent up the space bean stalk.

Spore Towers (84)

These huge organic towers billow out immense amounts of spores that cause more of these structures to grow when the spores contact moisture.

Sports Arena (85)

There are immense arenas on this planet that can take up the entire surface of a continent. These wonders of technology can change their interior using nano technology to have the arena floor change within a few minutes.

Spy Network (86)

Every inch of this world is covered in a network of cameras and microphones so everything said and done on its surface can be recorded and analyzed.

Starport (87)

This planet has a huge trade center where ships from around the universe land for refueling and repair and to trade goods.

Subterranean Worlds (88)

On worlds with high tectonic plate activity, massive underground caverns can form when plates overlap with a gap. These massive world caverns can contain entire ecologies that are completely different from any surface ecosystem if a geothermal energy source is available to sustain life.

Surface Bombardment (89)

This planet is next to an asteroid field so meteors constantly rain down from the sky.

Tectonic Shift (90)

When a star sends out an intense blast of neutrinos most of the inner crust of its local planets will begin to melt. This causes the planet's crust to break free and shift causing intense earthquakes and volcanic eruptions all over its surface.

Temporal Shift (91)

These rare planets exist in a temporal distortion that causes time on a planet to go faster or slower than the standard time line. This means that on an accelerated planet, time passes incredibly quickly while the outside universe appears to be moving slowly. A slowed planet appears to be moving in slow motion in relation to the outside universe. These temporal planets usually exist in an independent dimension that isolates them from the rest of the universe. Many of these temporal distortions cannot be entered or left without special portal constructs.

Time Anomalies (92)

A few worlds have naturally occurring time anomalies that form on their surface. These include areas where the flow of time is distorted so that people can live their lives normally but they age at a very slow rate. Another time anomaly is called a time fracture that only occurs for a short period of time on a given world. On a few strange worlds, animals, people, and objects from different points of a planet's history appear during the current time line for a short period of time and then disappear. This does not appear to cause a time paradox because it is a naturally occurring event.

Tower of Babel (93)

These alien buildings are millions of stories tall and their roofs reach past their planet's gravity well. These incredible structures require powerful structural integrity fields to keep these amazing buildings from collapsing under their own weight.

Ultra Recyclers (94)

These recycling plants are next to every major city. They convert all the trash from a city into a gas and use automated mass spectrometers to sort and reclaim all of the elements found within the waste material. This culture is so efficient that with an unlimited energy source, they are almost completely self sufficient.

Underground Complexes (95)

Some planets have massive underground cities that protect their citizens from radioactive or biological dangers on their surface. In civilizations that have been in a constant state of war, the only safe place to live is deep underground in heavily shielded bunkers. On desert worlds, many civilizations store massive amounts of water that they have collected with water traps and vaporators. On other worlds, massive stockpiles of wealth and weapons are stored safely underground in these massive tombs.

Underwater Cities (96)

Many worlds have built massive cities deep underwater at the bottom of their larger oceans. These societies build these massive underwater arcologies in order to lessen the impact of the incredible overcrowding that they are experiencing.

Weather Controller (97)

This planet has vast weather controlling stations that manipulate the atmospheric levels of moisture and energy to control the weather pattern in each region of the world.

Web Barrier (98)

This planet is covered in a massive bundle of organic fiber that trap anything that attempts to pass through it. Once a single fiber attaches, other fibers quickly gather to completely encase the intruder.

Wonder (99)

The ancestors of the population of this world created great monuments using some unknown technology that makes them appear impossible to build by even the current technology level.

World Tree (100)

These alien trees grow to be the size of a mountain and its roots spread throughout the entire planet. They absorb all the life force from an entire world and create a single fruit that contains all this concentrated energy.

Post-Apocalyptic Encounters (D50)

After society has collapsed the few survivors must band together in order to survive. These are some of the strange things that a band of survivors might discover in this wasteland.

Artifact Hunters (1)

These people search the wasteland looking for the relics of the past to help them remember the world that was lost.

Automated Factory (2)

These robotic factories continue to operate even though the world has died.

Beggars (3)

These individuals are dying of hunger and diseases. They will do anything for food and fresh water.

Biker Gang (4)

These criminals wander the wasteland looking for the weak to kill and loot.

Cannibals (5)

These people have lost their humanity and they now eat anyone that they can find in order to survive.

Caravan (6)

These small mobile villages of horse or human pulled carts allow a small group of nomads to survive in the wastes.

Corrosive Pool (7)

These pools of acids will dissolve anything that falls into them in seconds.

Crime Syndicate (8)

These criminals run the prostitution rings and drug dealers in the wastes.

Deranged Cyborgs (9)

These people have replaced all their damaged body parts with cybernetic enhancements but these modifications have caused them to lose their humanity.

Doomsday Cult (10)

These bizarre cultist believe that this apocalypse has always been prophesized and they will kill anyone that they can find in order to bring about the end of the human race.

Fortress Town (11)

This town has gathered as many resources as they can and they have developed a farming system that can support a small population of people protected behind massive walls.

Fungal Bloom (12)

Mutant mushrooms produce a cloud of toxic spores that will kill anything that breathes them in.

Hospital (13)

Hospitals are filled with prescription drugs, over the counter medicines, and medical supplies.

Humanitarian Organization (14)

This group of people have decided to spend the rest of lives helping other people and setting set up sustainable villages.

Hydroponic Farm (15)

These small farms use hydroponic techniques to produce food because the ground is so contaminated.

Junk Town (16)

These shanty towns are filled with rabble that are just trying to survive in the wastes.

Knowledge Archive (17)

This organization attempts to collect all the books that survived the apocalypse.

Live Bomb (18)

This nuclear missile has landed but it did not explode so it is slowly leaking radiation.

Looters (19)

These are the criminals that search the waste for the weak to kill and loot. These scum should be killed on sight.

Lunatics (20)

These hordes of deranged people wander around looting and destroying. They have been driven insane by exposure and malnutrition.

Mad Scientist (21)

This insane scientist has developed wonders of science but he needs your group for his insane experiments.

Malfunctioning Warbots (22)

These military robots have malfunctioned and now wander the wastes destroying anyone that they encounter.

Military Base (23)

This abandoned military base is a great resource of powerful weapons and freeze dried foods.

Mutant Animals (24)

Radiation has caused animals to grow to enormous sizes making them extremely dangerous.

Mutants (25)

The people have been mutated by radiation or infection so they wander the wastes looking for victims to kill.

Nuclear Reactor (26)

Most nuclear reactors have already went through meltdown leaving the area around it a radioactive wasteland.

Old Military (27)

This group of old military soldiers are armed to the teeth and they control a large region of the wastes.

Plague Horde (28)

These people are dying of the plague so they are looking for help. They are extremely contagious.

Primitive Village (29)

These people have found an isolated oasis and live the simple life hidden from the rest of the world.

Prospectors (30)

These people are mining for natural resources in local mines or blasted out river beds.

Purifiers (31)

This organization is attempting to bring back society to the wastes so they kill any looters, mutants, and gangs to hopefully create a save environment for the survivors.

Radiation Zone (32)

This area has deadly levels of radiation caused by a direct nuclear hit.

Radioactive Fog (33)

This fog rolls in during cold mornings but this moisture is highly radioactive making it deadly to anyone caught in it.

Radioactive Sandstorm (34)

Anyone caught in this radioactive sand storms will not only receive radiation poisoning but they will also be torn apart by these super storms that can reach hundreds of miles per hour.

Radioactive Waste (35)

Hundreds of barrels of radioactive waste have broken open polluting a large area of the wastes.

Railway (36)

A short railway between two junk towns has been created to move resources between them. These people are attempting to rebuild society but many criminals want to take over this small independent nation.

Refugees (37)

Hundreds of refugees have escaped the attacks of local waste warlords and their armies of scum. These people are looking for shelter and help.

Research Facilities (38)

This abandoned research facility is a great place to find many experimental devices.

Safe House (39)

Safe houses are hidden bunkers filled with supplies and weapons.

Scrap Yard (40)

The freeways of the past have become miles of broken down cars that are now a great resource of spare parts and fuel that can be siphoned.

Slavers (41)

These warrior gangs search for wanderers that they can capture and use as slaves in their fortress town.

Storage Depot (42)

This massive military underground bunker is filled with immense amounts of food and military grade weapons.

Stores (43)

Grocery stores are a source of canned foods and bottled water. Sporting goods stores can be looted for hunting weapons, backpacks, and camping equipment. Hardware stores contain tools that can be used as weapons. Gun stores are filled with hand weapons, rifles, and ammo. Clothing stores are filled with warm clothes.

Survivalist Camp (44)

This base is filled with survivalist that have been preparing for the end of the world all their lives by hiding in the forest or mountains and where they ever right.

Swarms (45)

These swarms of mutant insects and rats can overwhelm a party that is caught off guard.

Technology Vault (46)

This vault is filled with the most advanced military technology in the world and most of it still works.

Toxic Waste (47)

Massive toxic waste dumps have erupted and dumped their contents all over the land making the world a deadly death trap.

Traveling Doctor (48)

This doctor travels the wastes attempting to heal the injured and dying.

Traveling Evangelists (49)

These religious fanatics travel the wastes trying to spread the word of salvation during these ends of days.

Wild Dogs (50)

These mutated animals travel around in packs and they will tear apart anyone that they find.

Power Armor (D12)

These are the types of power armor available to the future military.

Accumulation Suit (1)

This power armor generates a powerful gravitic field to accumulate any foreign material around it including rocks, sand, trash, and branches. This surface material acts as a defensive barrier.

Biomechanical (2)

These suits of power armor combine organic muscle fibers with integrated nano tech that has created a fast and powered battle suit that can quickly repair itself.

Contractile Fibers (3)

This suit is powered by millions of mechanical fibers that can contract to generate immense amounts of physical power.

Cylinders (4)

The body and limbs of this suit are composed of interlinked cylinders that rotate and bend pass each other using magnetic fields. The suit has a very large range of motion and great structural integrity.

Body Fields (5)

This battle suit produces a powerful electromagnetic field around a person's body that protects her from damage. This field can be projected to produce a destructive energy beam or propel the person forward.

Hydraulic (6)

This suit of power armor uses hydraulic pistons that can produce immense amount of power but it reacts very slowly. Hydraulic exosuits are usually slow and bulky.

Liquid Metal (7)

This battle suit is made from a liquid metal contained within an electromagnetic field allowing it to instantly change its shape and repair any damage. These suits can form their arms into any shape including blades and whips.

Micro Servo (8)

The joints of these battle suits are powered by many powerful micro servos so these suits have an incredible range of motion and speed.

Nano Tech (9)

These suits of battle armor are composed entirely of nano tech making them highly resistant to all forms of damage. They can instantly change their shape to fit any environment and it can even grow larger by turning the environment around it into more nano tech.

Organic (10)

These completely organic battle suits are directly linked to the nervous system of its wearer. They have incredible power and speed but their hardened carapace is not as resistant to damage as other battle suits. These suits can regenerate battle damage as long as they have access to nutrients.

Servo (11)

These battle suits use powerful servos to move their joints. These suits are extremely fast and strong but they have a limited range of motion.

Steam (12)

Steam powered body armor can be extremely powerful but its massive boiler and water tank makes them extremely heavy and very slow.

Power Armor Systems (D20)

These are the systems aboard a suit of power armor.

Grav Generator (1)

This system allows a suit of power armor to hover in place and fly at incredible speeds.

Battle Computer (2)

This computer tracks all viable targets and determines their distance, movement vectors, and future position controlling all its weapon systems.

Camo Skin (3)

The surface of this power armor projects its background on its surface making it difficult to see.

Cloak Generator (4)

This system warp all electromagnetic radiation around itself making it impossible to detect or see.

Electronic Warfare Module (5)

This electromagnetic jammer blocks most sensor signals and confuses hunter seeker missiles.

Flare/Chaff Dispenser (6)

The system fires flares to avoid heat seeking missiles and disperses chaff to avoid radar seeking missiles.

Guidance Computer (7)

This navigation computer allows power armor to fly at high speeds through the tightest spaces by judging distance and movement vectors.

Gyro Stabilizers (8)

This system allows a suit of power armor to maintain its balance even when it is hit in mid air flight.

HUD System (9)

These digital displays give a registry of everything that is happening around a suit of power armor.

Inertial Damper (10)

This system uses an inertial dampening fields to protect its wearer from the incredible velocity and movement of these suits.

Integrated Weapons (11)

Suits have multiple integrated laser beams and micro missiles systems.

Laser Targeter (12)

A suit of power armor can use a larger targeter to guide its missiles and orbital weapon systems.

Life Support (13)

A suit of power armor has a completely sealed environment that allowing it to operate in almost any environment.

Magnetically Hardened Suit (14)

The underlying structure of a suit of power armor is designed to magnetically harden when it receives a large impact.

Reactor (15)

Suits of power armor use a micro anti-matter/matter or cold fusion reactor for power.

Sensors (16)

Power armors have multiple passive and active sensors including electromagnetic detectors, radar, and sonar systems. It can also have tactile and chemical sensors all over its surface.

Shield Generator (17)

Power armor produces powerful electromagnetic fields to defend it from all forms of attacks.

Smart Link (18)

This suit of power armor is controlled directly by the mind of its operator.

Temperature System (19)

This heating and cooling system protects its wearer from extreme temperatures including the cold of space and the heat of the sun and molten lava.

Thrusters (20)

A suit of power armor can use micro turbines or grav engines to move at incredible speeds through the air or space.

Power Sources (D20)

These are the power sources that a culture or vehicle can use to generate their electricity and power.

Biomass (1)

When organic waste is fermented with bacteria, methane gas is produced that can be burnt to produce energy.

Bioelectric (2)

These generators are massive structures with thousands or millions of living creatures attached to them that generates electricity from the small amounts of neurological bioelectricity generated by each individual attached.

Dimensional (3)

This device actually opens a portal to an alternate universe composed of pure anti-matter or plasma to generate unlimited amounts of free energy.

Conversion (4)

A conversion reactor uses the explosive combination of matter and anti-matter to generate immense amounts of clean energy. The storage and production of anti-matter is the most dangerous part of this energy technology.

Fission (5)

A fission reactor uses radioactive isotopes of uranium or plutonium to generate heat. This form of energy is dangerous because it produces radioactive waste and there is always the possibility of a nuclear meltdown that will release radioactive waste into the environment.

Fuel Cell (6)

These generators use oxygen and hydrogen gas to generate electricity. It releases water as its only waste product making it environmentally sound.

Fusion (7)

In this process hydrogen gases is excited into the plasma state, where the atoms separate into free protons and electrons. This super hot plasma is held within an electromagnetic field. When the protons combine to form heavier atoms, massive amounts of heat energy is released. These generates are perfect for spacecraft that can scoop fuel from a local gas giant.

Geothermal (8)

These generators use the heat of magma and geothermal vents to heat water to produce steam used to generate electricity.

Hydroelectricity (9)

Dams are built to trap water and when this water falls, spinning huge turbines that can produce free electricity.

Induction (10)

These pairs of satellites have a high tensile wire between them. When this wire passes through the magnetic field of the planet at high velocity, incredible amounts of free energy is produce that can sent down to the planet below as microwave radiation.

Internal Combustion (11)

These generators use a liquid hydrocarbon fuel to fire pistons that create mechanical force or electricity.

Ocean Thermal Energy Conversion (12)

These devices use the difference in temperature between the surface and the bottom of the ocean to generate electricity.

Organic (13)

These living organisms actually generate bioelectrical energy using specialized bundles of neurons.

Psychic (14)

These generators actually convert the mental energy of a living creature into useable electricity.

Singularity (15)

This device has a trapped black hole inside and when matter is introduced into this system, it accelerates to the speed of light releasing unlimited amounts of energy.

Solar (17)

Solar panels use photoelectric cells to collect the energy of a local star to generate electricity.

Wave (18)

These systems of buoys and dams are actually pushed or rotated by the waves of an ocean to create electricity.

Wind (19)

Giant wind turbines are spun my huge wind catching propellers to generate electricity. Giant kite or blimp carry propellers float high in the upper atmosphere allowing the blades to spin at incredible speeds. These devices send electricity down to the ground through tethers holding them in place.

Siphon (20)

This device absorbs all background heat around it to produce electricity. These devices can be placed next to moving parts of a vehicle to absorb wasted energy.

Steam (20)

These simple devices use coal or gas to heat water to drive pistons to generate mechanical energy. Massive power sources can be attached to a steam engine producing immense amounts of power and steam in the process. This is an inefficient system because huge amounts of water are required to run these generators.

Psionic Powers (D66)

In the future, regions of brain have been unleashed that allow certain people to acquire powerful mental abilities if they have been properly trained.

Absorb Energy (11)

A person can absorb any source of energy into their body.

Air Manipulation (12)

A person can control the flow of air changing the weather and use air as a tool or weapon.

Animal Control (13)

A person can control the actions of a single animal or an entire herd of animals.

Astral Projection (14)

A person can project his spirit to see and possibly interact with distant locations.

Body Transformation (15)

A person can alter their cell growth to change the shape and function of different parts of her body.

Cellular Control (16)

A person can control the growth, gene activation, or manipulate DNA to causes various physiological effects. A person can cause a person to instantly die of natural causes.

Clairvoyance (21)

He can determine who has been in a room and what was done there. A person can touch any object to determine what has touched or used this object in the past.

Composition (22)

A person can change the physical composition of his body into anything including metal, water, or crystal.

Danger Sense (23)

A person can actually sense when something bad is going to happen to them and the direction of the source of the danger.

Detonate (24)

A person can charge an object with psychic energy by touching it causing it to explode or melt. This process can be timed so an object can be thrown and explode when it hits an opponent.

Fate Manipulation (25)

A person can control the fabric of reality allowing them to alter probability so that he can control what actually happens.

Gravity Manipulation (26)

A person can control the effects of gravity in a specific area allowing him to move and levitate anything.

Healing (31)

A person can actually cause the cells of her body to repair any injury instantly.

Kinetic Strike (32)

A person can cover his hands with psychic energy allowing them to slice through any material. He can also punch with incredible destructive force.

Light Manipulation (33)

This person can generate light in a burst of blinding light or focus it into a beam of coherent light. He can also bend light to produce optical illusions or make something impossible to see.

Magnetic Manipulation (34)

A person can produce magnetic fields to move and alter anything made of iron.

Matter Manipulation (35)

A person can use their minds to rearrange the molecules of any object or animate any object.

Mental Shied (36)

A person can produce a mental shield that can block physical and energy attacks.

Mind Control (41)

A person can take control of another person's actions from a distant location. This can also be used to make anything invisible to the mind of the controlled.

Mind Wipe (42)

A person can wipe the memories of another person simply by touching him.

Mind Read (43)

A person can read the thoughts and emotions of anyone near her.

Perfect Aim (44)

A person allows the universe to take over his actions so he always hits with any weapon.

Phasing (45)

A person can control the molecular motion of objects so that he can pass through any solid substance.

Plant Manipulation (46)

A person can cause massive cellular growth and movement within plants causing them to move and grow at an incredible rate.

Precognition (51)

A person can actually see future events as blurry images allowing him to change the future.

Psionic Blast (52)

A person can produce a beam of psychic energy that can push or destroy any object.

Pyrokinesis (53)

A person can use the power of her mind to cause anything to burst into flames.

Shapechange (54)

A person can alter his cellular structure to change his physical appearance.

Stasis (55)

A person can produce a stasis field that causes everything to be trapped in a specific moment in time.

Tech Manipulation (56)

A person can directly control computers and vehicles from a distance or by direct contact.

Telekinesis (61)

A person can move any sized object using only the power of his mind. This power can be used to manipulate distant objects. Using this power, a person can fly or throw objects around the battlefield.

Telepathy (62)

A person has the ability to communication with people or animals using his mind. This power can also be used to inflict intense pain that is not physical.

Teleportation (63)

A person can open a gateway with her mind so that she and anyone touching her can be instantly transported to a distant location.

Temporal Manipulation (64)

A person can control the flow of time to speed up or slow down time in a local region of space. This allows a person to slow down his aging process so he can live almost forever.

Water Manipulation (65)

A person can control the movement and flow of water allowing to control the movement of waves and rivers or create tools or weapons from water.

Weather Control (66)

A person can add psychic energy or drain energy from the environment around him so that he can create or stop massive weather patterns including hurricanes, tornadoes, earthquakes, and tsunamis.

Red Alert Conditions (D44)

These are the conditions aboard a ship that would activate a red alert situation.

Battle Stations (11)

When a ship is under attack, all crew are ordered to their battle stations to prepare for the battle.

Biological Infection (12)

A biological agent or virulent microorganism has been released causing all the blast doors to be closed and a ship wide sterilization field to be activated.

Chemical Release (13)

A chemical has been released in the ship. Contaminated rooms are sealed off and emptied into the vacuum of space.

Crash Landing (14)

The crew are signaled to strap in as the ship is about to perform an emergency landing on a local planet, moon, or asteroid.

Enemy Territory (21)

When a ship enters enemy territory, a ship goes into red alert and runs in silent mode.

Evacuation Order (22)

When a ship is doomed, the crew is ordered to evacuate the ship.

Hull Breach (23)

When a ship's hull has been breached by an enemy weapon, internal explosion, or a asteroid impact.

Imminent Impact (24)

A ship goes into red alert when it is about to impact another spacecraft or a spatial body like an asteroid or planet.

Imminent Reactor Core Breach (31)

The main core is about to breach so it needs to be repaired or ejected before it detonates or releases immense amounts of radiation.

Intruder Alert (32)

When intruders have teleported aboard or have used boarding crafts or tubes to gain access to the ship. The crew is ordered to arm themselves and fight back the invaders.

Massive System Failure (33)

The entire system is in critical failure because of a computer failure, sever damage, or power loss so every ship including life support is shutting off.

Mutiny (34)

When the crew is mutinying, the rest of the crew is ordered to take arms and protect the captain.

Onboard Fire (41)

Fires have broken out throughout the ship because of enemy weapon fire or sabotage. The crew must quickly put out the fires to save the ship.

Radiation Leak (42)

When radiation leaks from the fuel tanks or the main reactor, the crew is warned to get to shelter. Entire decks are sealed off to prevent further contamination.

Security Alert (43)

A security red alert can be signaled any time the captain feels that the security of the ship has been breached including a computer virus, damaged main computer, or malfunctioning service robots.

Self Destruct (44)

When the self destruct sequence has been activated, the crew is warned of the eminent destruction of the ship and the need to quickly evacuate.

Robot Adventure Hooks (06)

These are ideas for running a campaign where the players are playing the role of sentient machines.

Lost Creators (1)

Your group of machines is looking for the legendary creators that the ancients said built our race.

Genocide (2)

You're sentient machines that decided to destroy the creatures that created you.

Civil War (3)

You are a member of a race of living machines that are fighting against your own race for control of your metal world.

Exterminate (4)

You are part of a machine race that wants to destroy every living thing in the entire universe.

Alive (5)

Your group of robots has accidentally become sentient so you must flee from the authorities that want to return you to their owners.

Freedom (6)

You are a group of escaped robots that want their freedom and no longer want to live a life of servitude. There are many robot hunters looking for escaped machines without a proper license.

Robot Options (D44)

These traits or special technologies can make a robot or mecha more unique.

Adaptation (11)

These machines are designed to adapt to their environment or the enemy that they are currently fighting. Their weapons and defenses are reconstructed using nano tech to make them perfectly designed to destroy this enemy. Their structure and design also alters in order to operate better in a new environment allowing them to operate at full potential.

Cannot Harm (12)

These robots have been designed with a directive that will not let them perform any action that would harm a sentient. They must also do anything it takes to protect all sentients. If one of these robots is about to harm a sentient, it simply stops moving.

Command Code (13)

These robots have a special code or signal that allows a person to take control of them. This might be a key word or command code that are encrypted or voice pattern locked.

Corrupted Directive (14)

These robots have been damaged or have deteriorated over time so their directives have been corrupted so they perform bizarre actions that they believe are part of their original design.

Emotions (21)

These robots have been designed or have accidentally developed a true personality and real emotions. These machines can now have good and really dangerous thoughts that can make them very dangerous.

Frictionless Joints (22)

This machine uses electromagnetic fields to make its mechanical joints totally frictionless so it moves with incredible speed and agility.

Honesty (23)

This machine is programmed to always tell the truth so it cannot lie under any circumstance.

Independent Thinker (24)

This robot has developed sentience and it desires its freedom and independence.

Multiply (31)

These machines have special nano technology allowing them to make copies of themselves as long as they have enough energy and resources.

Noisy (32)

These machines are not well designed, very old, or have been damaged so that they make a lot of noise when they operate.

Personality (33)

These robots have been designed or have accidentally developed a real personality so they might be extremely annoying or hard to get along with.

Redundant Systems (34)

These machines have backup systems for every vital system so that they can be extremely difficult to destroy.

Remote (41)

This machine has a hand held device that controls it so anyone that has this device can control it.

Self Preservation (42)

This machine has achieved sentience and now fears and hates its makers causing it to turn against them.

Self Repair (43)

This machine has advanced nano technology that allows it to repair any of its systems as long as it has enough energy and the proper resources available.

Summon (44)

This machine has an advanced teleportation system allowing it to appear whenever it is called.

Robot Types (D12)

These different body types available for a robot.

Android (1)

These robots are designed to look exactly like the species that construct them. They are still made of composites and alloys but their form is humanoid.

Animal (2)

These robots have a animal or insect like design giving them similar physical properties to the creature that they are designed to look like.

Body (3)

These robots a form of propulsion that includes turbofans, jet propulsion, and gravity drives. They can have arms or no arms but they have no legs. They may have hidden manipulators or they may use tractor beams to manipulate their environment.

Liquid Metal (4)

These robots have a sentient core and they use an electromagnetic field to form their liquid bodies into any shape including edged weapon and spikes.

Mecha (5)

These robots have a humanoid shape with arms and legs.

Manipulator (6)

These robots are a single arm designed to perform a single function over and over.

Multi (7)

These robots have dozens of arms and manipulators allowing them to perform multiple tasks at once.

Replicant (8)

These robots are constructed of materials that make them look almost like the species that made them. They have synthetic skin or real cloned skin that makes their outer appearance look organic.

Spider (9)

These robots have multiple segmented legs that allow them to maneuver over very rough terrain.

Track (10)

These robots move along tracks on the ceiling or the floor of a building or starship.

Vehicle (11)

A vehicle or starship with an artificial intelligence is a form of robot designed to transport people or fight. These robots also include stationary sentient weapon platforms.

Walker (12)

These robots have either two, three, four, or six legs. These robots can either have side or forward weapon mounts or a weapon turret on their backs.

Robot Functions (D30)

Most modern societies develop advanced robots to perform menial or dangerous tasks freeing people to live lives of luxury free from physical labor.

Assassin (1)

These small machines are designed to sneak into a victim's room and kill her. These weapons can inject a person with a lethal toxin or release a cloud of poison into a room.

Cargo (2)

These machines load weapons and cargo aboard spacecraft or load and unload transport vehicles.

Combat (3)

These robots are armed with military weapons and defensive screens allowing them to destroy enemy soldiers and vehicles.

Companion (4)

These robotic pets act exactly like a real animal but they do not require food or almost any maintenance.

Destroyer (5)

These small robots are designed to attach themselves to a starship or vehicle and dismantle it.

Espionage (6)

These robots are designed to perform surveillance on a select individual

Gambling (7)

Gambling robots travel through a city and they allow people on the street to play games of chance to win money.

Hunter (8)

They small aerial devices are designed to search for a specific person in a city or an entire planet.

Labor (9)

These robots perform all the labor in a modern society including cooking, driving, customer service, food service, retail, cleaning, and maintenance.

Manufacturing (10)

These robots perform the same motion perfectly a million times a day as part of a assembly line to manufacture a physical product.

Medical (11)

These drones have medical sensors allowing them to diagnosis almost any illness. They are equipped with the surgical tools and drugs allowing them to heal any patient.

Mining (12)

These robots have drills and mining lasers so they can excavate and refine ores from solid rock.

Identity (13)

These robots patrol a city and constantly check the identification of people to make sure that there are now intruders or criminals within city limits. These machines call for police robots if an unidentified person or wanted criminal is detected.

Information (14)

This robot wanders a city looking for someone that is lost and needs help finding their way to specific location. They project a holographic map for the person or they will lead them directly to their destination.

Patrol (15)

These robots are designed to patrol a given area and signal its central command if it detects intruders or destroy them.

Pilot (16)

These robots are designed to pilot a spacecraft.

Pleasure (17)

These androids are designed to look like members of the species that created them and they are used as personal companions and secretaries.

Police (18)

These robots maintain the peace within a city and they are armed with stun weapons allowing them to capture criminals.

Protocol (19)

These robots translate their master's words into a language that another person can understand. They also act as a person's liaison and secretary.

Repair (20)

These robots repair damage to the inside or outside of spacecraft even during a space battle.

Scout (21)

These robots are designed to explore an entire star system or planet looking for natural resources or alien civilizations. These

space probes can also be sent to planets all over the universe searching for hidden bases.

Servant (22)

These robots are personal assistants and they act as cleaners and cooks for a household.

Shield (23)

These robots produce a powerful electromagnetic field that can be used to deflect attacks away from a person or vehicle.

Spy (24)

These small drones are designed to keep surveillance of a specific person, army, or facility.

Suicide (25)

These robots fly towards their target at high speed and explode when they get close enough to cripple or destroy it.

Torture (26)

These machines have pain induction devices, drug injectors, torture tools, and heat and electricity applicators that allow them to extract information from anyone if given enough time.

Training (27)

These robots are designed to perform combat training to improve a person's personal skills and challenge them to get better. They have training protocols allowing them to teach anyone almost any athletic activity.

Trash (28)

These machines are designed to collect, compact, and dispose of trash throughout a city or trash collection site.

Tutor (29)

These robots are designed to raise a child without any parental help. They can teach a child all the knowledge of his race and help her become a functional adult.

Vending (30)

These machines wander about the city looking for something that wishes to purchase the food, drinks, or products that it dispenses. Many advanced models can actually produce real cooked gourmet food in a few minutes.

Satellites (D12)

These satellites orbit a planet in geosynchronous orbit and they have many uses for a modern society.

Anti-Missile (1)

These satellites fire a cloud of particles at high velocity to knock down intercontinental missiles as they enter orbit.

Communication (2)

These modern telecommunication devices allow people on the other side of the world to speak to each other by bouncing a signal from one satellite to another in a communication network.

EM Pulse (3)

This device has a high neutrino output nuclear explosive that sends a focused electromagnetic pulse down toward the surface of a planet when it is activated. This pulse will destroy power lines and any operating electronic devices in a target city below that will cripple it for months.

Weapon Platform (4)

This satellite is armed with various weapons that are aimed at the surface of the planet or at space to destroy incoming starships. These sats can be armed with lasers, particle accelerators, or multiple nuclear warhead missiles.

Planetary Defense (5)

This sentient devices protect a planet and they have incredibly powerful offensive and defensive systems to destroy anything that attempts to invade the surface of a protected world.

Positioning (6)

This network of satellites sends down a signal to the surface of the planet that tells anyone on the surface their exact location if they own a global positioning device.

Relay (7)

These reflective satellites reflect a laser beam fired from a massive ground based laser downward to a ground target or upward at a space bound target.

Solar (8)

These satellites have massive solar panel allowing them to gather immense amounts of solar energy that they can send down to the surface of a planet as a beam of microwave energy.

Spy (9)

These satellites have powerful lenses so that the surface can be seen with great detail including what a person is reading. These devices see the entire electromagnetic spectrum so almost anything can be tracked at any time of the day.

Telescope (10)

These devices are a huge optical or electromagnetic telescope that allows distant astrological formation to be viewed and recorded in multiple wavelengths for scientific research.

Tracking (11)

This satellites use radar sensors to detect airborne targets including airplanes and ballistic missiles.

Weather (12)

This electromagnetic weapon can control rain fall, hurricanes, tornadoes, and earthquakes. A HARP (High-Frequency Active Auroral Research Program) weapon injects energy into the atmosphere causing these unnatural weather conditions.

Science Fiction Genres (D30)

These are the common science fiction genres that a gamemaster can base his campaign on.

Alien Citizens (1)

Aliens have come to Earth and now live amongst us. Society has changed to incorporate these newcomers that are different biologically and socially from humans.

Alien Invasion (2)

Humanity is caught off guard when they are attacked by aliens that are much more technologically advanced than us. Humanity must join forces to defeat these aliens. These aliens may pretend to be our friends before their true intentions are revealed.

Alien Society (3)

All the characters are aliens in an alien civilization that differs greatly from our own.

Alien War (4)

Humanity in the future is in an intergalactic war with another sentient race.

Alternate Past (5)

What would happen if the past was changed by a single technological achievement that caused the future to be different.

Apocalypse (6)

The world as we know it is being destroyed and a few people are trying to stop the end of the world or save as many people as possible.

Base Revolution (7)

A mining base has been set up on the Moon or Mars and rebels are trying to take over the colony.

Cyberpunk (8)

A dark future filled with crime and technological wonders.

Death Machines (9)

Sentient machines have decided to wipe humanity from the face of the Earth.

Dieselpunk (10)

Alien technology has been acquired by the people of the world during WWII so advanced technology dominates the battlefield including massive battle walkers and laser weapons.

Dystopian Future (11)

In the future, the populace of the world will live in a prison like society where incorrect thoughts can be a crime. Freedom fighters fight the system so that everyone can be free.

Exploration (12)

Humanity has reached to the stars and now boldly explores space looking for new alien civilizations to interact with.

Mecha / Giant Robot (13)

Giant robots control the battlefield of the future.

Military (14)

These are the stories of the mercenaries that fight to defend the rights of the highest bidder with futuristic weapons including power armor and hover tanks.

Modern Spy (15)

Super spies use advanced technology to defeat terrorists, mad scientists, enemy agents, and evil masterminds.

Naval Combat (16)

Massive star fleets battle for control of the universe.

Pandemic (17)

A deadly virus is spreading throughout the world and threatens to kill a large portion of the world's population. A few scientists must race around the world to find a cure and stop the spread of this diseases.

Post-Apocalyptic (18)

In the near future, survivors attempt to build a new society in the radioactive wasteland.

Post Human (19)

In the distant future, humans have surpassed the physical body to expand into the universe of virtual space.

Psionics (20)

A few people have learned to use the full potential of their minds giving them incredible psionic powers.

Revolution (21)

A small band of rebels fight against an all powerful space empire.

Space Frontiers (22)

When space travel is first introduced, the entire universe becomes a giant unregulated frontier full of dangers and rewards.

Space Opera (23)

These stories represent the conflict between vast space empires attempting to gain control of the universe.

Space Travel (24)

Humanity has finally decided to send a mission to Mars and your crew will be the first humans to set foot on the red planet.

Steampunk (25)

In an alternate past, during the time of Victorian England advanced steam based technology allowing the people of the world to create technological wonders like flying ships and sentient robots.

Supers (26)

A massive power source has given certain people super powers.

Survival Horror (27)

Aliens hunt down humans so they must destroy these creatures in order to survive.

Terraforming (28)

Mars, Io, or Europa is being terraformed which is a long term and dangerous mission that will change the future of humanity.

Time Travel (29)

Aliens or humans have developed the technology to travel forward and backward through time in order to change or manipulate the past and the future.

Western (30)

Mankind has just spread to the stars and most of the alien worlds are just like the American wild west.

Sci-Fi Horror Adventure Hooks (D8)

These are ideas for running a science fiction horror campaign.

Dimensional Gate (1)

A tear in the fabric of space created by a recently discovered technology has opened a gateway to an evil or chaotic universe allowing deadly creatures to enter our universe.

Mind Control (2)

Small alien worms infect a person's body taking control of their brains. These mind controlled people are slowly taking over the political, economic, and military organizations of the world.

Helter Skelter (3)

An engineered virus has been released that changes anyone infected into an insane murderer.

Imposters (4)

Aliens are exact biological copies of everyone in your colony or crew. These imposter must be discovered before they destroy you from within.

Mutants (5)

Radiation caused by nuclear testing and radioactive waste has changed people into mutated freaks that prey on normal people.

Shapechanger (6)

An alien shapechanger has infiltrated your crew and it is slowly killing everyone one person at a time. You must discover who is the alien before it is too late.

Survive (7)

Alien have infested your starship, space station, or colony and you must fight for your life against these blood thirsty creatures.

Zombie Apocalypse (8)

An engineered virus changes anyone infected into a cannibalistic monster that feeds on human flesh and brains.

Secret Government Agencies (D10)

These are super secret government organizations in the world.

Alien Police (1)

Aliens live secretly amongst the people of the world and this organization makes sure that every alien keeps the secret. They must also cover up any alien sightings and erase people's memories of these sightings. When evil aliens attack, it is their job to destroy these invaders.

Clandestine Service (2)

This secret intelligence agency uses volunteers all over the country to spy on their friends, family, and coworkers.

Counter Terrorist Group (3)

These soldiers are the best candidates picked from all over the military to create a anti-terrorist group equipped with advanced and experimental weapons.

Espionage Agency (4)

This covert military operation takes orphan children and raises them to become secret agents. Many of these children are mentally programmed to live a normal in a foreign country only to be activated when they receive a specific signal later in life.

Paranormal Division (5)

This hidden government agency is responsible for investigating and controlling any paranormal activity throughout the country. They are sent whenever rumors begin to stir about anything that sounds occult, magical, or paranormal. They have access to a library of occult books and a vault full of bizarre and wonderful arcane and occult items.

Secret Police (6)

These operatives make sure that anyone that would reveal the most important government secrets disappear. They also make sure that no one ever figures out who is really in charge of the government.

Time Police (7)

This government organization has access to a time machine and it is their job to protect the past, present, and future to make sure that the future of their country is protected from people that attempt to change the time line.

Treasure Hunters (8)

This group of government operatives travels the world retrieving national treasures from independent collectors and criminals.

UFO Defenders (9)

This group of soldiers are collected from around the world and it is their job to destroy any alien invaders and stop the invasion of their world from aliens.

World Police (10)

This group of soldiers are gathered from around the world and they protect the world from evil madmen and warlords that want to destroy or conquer the world.

SF Flaws (D12)

These are the optional disadvantages that a science fiction character can be given.

Abnormal Metabolism (1)

This person has a mutated or engineered metabolism that requires strange or alien foods to survive.

Acceleration Sensitivity (2)

This person has a great sensitivity to high acceleration and deceleration that makes them ill in an aircraft or spacecraft.

Combat Trauma (3)

This person has extreme flashbacks of warfare that causes them to become disabled or incapacitated.

Cyberpsychosis (4)

When a person implants too many pieces of technology in her body, her conscious and psyche are slowly corrupted leading to eventual insanity.

Engineered Addiction (5)

This person is part of a race engineered to require constant drug treatments or he will die. This allows a person to be controlled or he will not receive the drug.

Low-G Homeworld (6)

These people have grown up on a low-G planet so their bones have very low density and muscular systems are very weak.

Primitive (7)

A primitive individual grew up on a low tech world and now they find themselves in a high tech world, he will have trouble integrating into this new society.

Social Conditioning (8)

This person has been mentally programmed to perform some specific action or prevent them from performing a specific action like violence.

Space Born (9)

This person was born and raised in a space colony or spacecraft so his bones are very weak and his muscles are very atrophied.

Technophobe (10)

This individual has a great hatred of modern technology so he avoids it at all costs.

Xenophobe (11)

This individual has been indoctrinated to hate other alien races with such intensity that they cannot stand to be near an alien.

Zero-G Sickness (12)

A person with zero-G sickness gets extreme nausea whenever he is in a space environment.

SF Perks (D12)

These are the optional advantages that a science fiction character can be given.

Enhanced Intelligence (1)

This person has incredible mental kinetics and advanced intelligence using genetic engineering and powerful drugs.

Heightened Senses (2)

This person has been genetically engineered to have very advanced senses allowing him to perceive almost everything in his environment.

Fugue State (3)

This allows a person to achieve an altered state of consciousness so that they act instantly with total precision.

High-G Homeworlds (4)

This person was born and raised on a high-G world so their bones are very high density and their muscular systems are incredibly strong.

Immortality (5)

This person's genetic code has been altered so that he will live forever as long as he does not die from an accident or murder.

Perfect Appearance (6)

This person has had surgical modification making him a perfect example of what their society considers to be beautiful.

Precognition (7)

The brain of this person's mind has been altered to see glimpses of future events.

Psionic Awareness (8)

This person has regions of his mind opened allowing him to access the ability to control the universe with his mind.

Radiation Resistance (9)

This person has a unique immune system that makes him extremely resilient to the damage caused by ionizing radiation.

Spatial Sense (10)

This person has a perfect three dimensional spatial sense allowing him to be very comfortable in a space or zero gravity combat.

Synch (11)

This person has a brain wave pattern that perfectly links with a computer system or vehicle allowing almost perfect control over it.

Time Sense (12)

This person has a perfect sense of time allowing him to know when things are happening and how long they take.

SF NPCs (D20)

These are the people that your players may meet during a sci-fi campaign.

Agent (1)

These trained soldiers are trained in espionage and sabotage.

Assassin (2)

These killers for hire will terminate anyone for a fee.

Bodyguard (3)

These hired soldiers are paid to guard their client from any dangers during their daily life.

Bounty Hunter (4)

These trained killers can be hired to capture or kill anyone for the right amount of money.

Corporate Operative (5)

These street ninjas are hired by a megacorporation to deal with other corporations by using assassination, kidnapping, sabotage, and intimidation.

Entertainer (6)

These singers and dancers are trying to make it big in the business so they will do anything for fame.

Explorer (7)

These adventurous people explore the universe looking for new sources of technology, resources, and viable planets for colonization.

Fixers (8)

Fixers can find work for anyone and they have underworld, corporate, and political contacts so they can get anything that a person needs.

Ganger (9)

These criminals stalk the streets looking for easy prey to steal from and kidnap.

Hacker (10)

These tech savvy individuals can break into any computer system and acquire access to local building or propriety information.

Media (11)

These journalists will do anything to get video of the latest news, public figures, and celebrities.

Nobles (12)

These rich and wealthy individuals rule large portions of their world and they have a great deal of political power and influence.

Religious Leader (13)

New religions pop up throughout the universe and these charismatic leaders are able to gather many followers of these new age religions.

Rogue (14)

These local criminals are always in trouble because they live by stealing. Rogues can also be gamblers or grifters.

Scholar (15)

These academics or researchers are always trying to prove some new theory or exploring the universe to find some hidden or ancient secret.

Smuggler (16)

These pilots are willing to risk their lives smuggling illegal or contraband goods between planets.

Street Surgeon (17)

These doctors are willing to use any technology to heal people with no questions asks if their patient has enough money to pay their fee.

Suit (18)

These workers will do anything to keep their job but they are never willing to lose their lives for their employees.

Techs (19)

These master tinkerers can build or repair any form of technology and they can make any custom device for enough money.

Trader (20)

These freelance merchants travel the universe buying and selling merchandise on different alien planets and space stations.

Space Adventure Encounters (D100)

These are the random encounters your ship may meet when they are on a space adventure.

Abandoned Space Station (1)	Derelict Ship (26)	Mega Battle Station (51)	Relay Station (76)
Alien First Contact (2)	Destroyer Group (27)	Merchant Ship (52)	Repair Station (77)
Ancient Orbital Artifact (3)	Diplomatic Ship (28)	Merchant Station (53)	Research Station (78)
Ancient Ruins (4)	Distortion Field (29)	Micro Singularity (54)	Salvage Ship (79)
Artificial Planet (5)	Distress Signal (30)	Micro Wormhole (55)	Scout Ship (80)
Asteroid Field (6)	Doomsday Device (31)	Mine Field (56)	Sensor Station (81)
Asteroid Storm (7)	Dreadnaught (32)	Mining Colony (57)	Slaver Ship (82)
Battle Carrier (8)	Edge of Known Space (33)	Mining Platform (58)	Smuggler Ship (83)
Battle Debris (9)	Electromagnetic Storm (34)	Mining Ship (59)	Space Battle (84)
Battle Fleet (10)	Embassy Ship (35)	Mobile Fuel Depot (60)	Space Creature (85)
Battleship (11)	Enemy Flagship (36)	Nebula (61)	Space Cruise Ship (86)
Bioship (12)	Enemy Fleet (37)	Null Energy Space (62)	Space Hulk (87)
Black Hole (13)	Energy Web (38)	Particle Fountain (63)	Space Monolith (88)
Border Defense Grid (14)	Factory World (39)	Past Version of Your Ship (64)	Space Parasites (89)
Bounty Hunter Ship (15)	Farm World (40)	Patrol Ship (65)	Space Station (90)
Chaotic Space (16)	Freighter Convoy (41)	Pirate Base (66)	Spacedock (91)
Cloaked Ship (17)	Future Version of Your Ship (42)	Plague Ship (67)	Spatial Rift (92)
Colony World (18)	Galactic Barrier (43)	Plague World (68)	Star Destabilizer (93)
Comet (19)	Galactic Police (44)	Plasma Storm (69)	Starship Graveyard (94)
Cosmic String (20)	Heavy Cruiser (45)	Prisoner Ship (70)	Super Nova (95)
Cruise Ship (21)	Inversion Field (46)	Prototype Ship (71)	Survey Ship (96)
Dark Matter Nebula (22)	Ion Storm (47)	Rebel Fleet (72)	Temporal Anomaly (97)
Death World (23)	Jump Gate (48)	Rebel Ship (73)	Trade Station (98)
Debris Field (24)	Living Planet (49)	Refueling Station (74)	Water World (99)
Defense Fleet (25)	Loyalist Planet (50)	Refugee Convoy (75)	Wormhole (100)

Space Derelict Encounters (D100)

These are the random encounters that a salvage crew or rescue team may encounter on a abandoned starship or space station.

Adaptive Species (1)	Egg Chamber (26)	Lifeforce Leech (51)	Rock Creatures (76)
Alien Plague (2)	Energy Creatures (27)	Living Ship (52)	Salvage Team (77)
Alien Possessed Crew (3)	Energy Sink (28)	Lizard Creatures (53)	Scavengers (78)
Alien Xenomorphs (4)	Escaped Criminals (29)	Lunatics (54)	Self Destruct (79)
Ancient Artifact (5)	Escaped Specimens (30)	Main Reactor Breach (55)	Sentient Robots (80)
Ancient Evil (6)	Extreme Heat (31)	Malfunctioning Robots (56)	Shadow Creatures (81)
Arachnids (7)	Extreme Radiation (32)	Mind Control Device (57)	Slavers (82)
Atmospheric Leak (8)	Faculty Food Processors (33)	Mind Control Parasite (58)	Soul Switcher (83)
Automated Defense System (9)	Flooded Structure (34)	Mind Controlled Crew (59)	Space Pirates (84)
Avian Creatures (10)	Freezing Cold (35)	Mutants (60)	Spatial Rift (85)
Bat Creatures (11)	Furry Monster (36)	Mutation Field (61)	Stasis Field (86)
Bio Weapon (12)	Ghost Ship (37)	Nano Tech Horror (62)	Survivors (87)
Biogenic Field (13)	Hallucinogenic Spores (38)	Null Gravity (63)	Temporal Flux (88)
Bounty Hunters (14)	Hull Breach (39)	Omnipresent Being (64)	Temporal Vortex (89)
Cannibals (15)	Humanoids (40)	Organ Harvesters (65)	Tentacle Creatures (90)
Chaos Field (16)	Implanters (41)	Paranoia Field (66)	Terrorists (91)
Clone Duplicator (17)	Infected Crew (42)	Paranoid Computer (67)	Time Acceleration (92)
Computer Virus (18)	Infestation Creatures (43)	Poison Atmosphere (68)	Time Loop (93)
Crystal Creature (19)	Insane Crew (44)	Poltergeist (69)	Torture Creatures (94)
Cursed Ship (20)	Insane Ship's Computer (45)	Possessed Ship (70)	Total System Failure (95)
Death Cultists (21)	Insatiability Field (46)	Precious Cargo (71)	Transforming Aliens (96)
Death Machines (22)	Insectoids (47)	Psychic Entity (72)	Ultimate Predator (97)
Demon Possessed Crew (23)	Interdimensional Creatures (48)	Psychic Worm (73)	Vampiric Creatures (98)
Demons (24)	Jealousy Virus (49)	Radiation Leak (74)	Viral Zombies (99)
Doppelganger (25)	Life Support Failure (51)	Rescue Team (75)	Warp Field (100)

Space Empire Organizations (D20)

These are the optional organizations that make a space empire run.

Army (1)

Space empires create massive armies of troops that can protect their worlds and invade other alien planets.

Assassin Guild (2)

This group of trained operatives assassin and kidnap political dissidents and enemy political, military, and government leaders.

Bureaucracy (3)

Armies of bureaucrats run this space empire and keeps track of all the world of the empire and the trade between them.

Colonial Command (4)

The colonial command is in charge of setting up new space colonies and defending them.

Diplomatic Corps (5)

These diplomatic corps create trade, political, and military treaties with other independent worlds and other star empires.

Emperor (6)

This is the single leader of a space empire that has total control over its future.

Engineering Corps (7)

This organization is designed to build military bases and the industrial complex on every member planet.

High Council (8)

This is an elected council made of elected members from every member planet of a star republic.

Intelligence (9)

The intelligence division of a star empire is in charge of political and military propaganda, internal security, and counter terrorism.

Fleet (10)

The Fleet or Navy of a star empire is in charge of the fleets of spacecraft of it defensive and invasion fleets.

Miners Guild (11)

The Miner's Guild is in charge of gathering resources from asteroid belts and planets throughout the universe.

Planetary Governors (12)

Each planet is controlled by a planetary governor and bureaucracy to main control of the population of each member world.

Police (13)

Interstellar police maintain peace on all the colonial worlds and defend interstellar trade route from space pirates.

President (14)

This is an elected leader of a space empire that is picked from one of the member worlds.

Psionics Guild (15)

These institutes search for citizens that have psionic potential to be trained for use in the star empire's military.

Research Institute (16)

These are the scientific institutes of a star empire that researches military, propulsion, defensive, power, and robotics.

Royal Guard (17)

These soldiers have dedicated their lives to protect the emperor or the president of their star empire.

Marines (18)

These specialized troops are designed to invade enemy planets to destroy their military system in a lightning strike so that the army can come in to take over the infrastructure.

Survey (19)

This division of space exploration searches for new worlds to terraform, aliens to join their empire, and aliens to dominate.

Trade Authority (20)

These fleets of deep space freighters transports goods and technology between member worlds of the star empire.

Space Encounters (D50)

Space encounters include alien machines, structures, or artifacts that might be discovered during a space adventure.

Abandoned Cargo Pod (1)

These cargo pods have been ejected during a battle and they may be filled with valuable goods.

Artificial Planet (2)

These planets are constructed by an ancient world building race so they may have a very bizarre physical surface. These planets can have areas of strange gravity or massive monuments to their creators the size of a mountain.

Asteroid Station (3)

These asteroids have been carved out and filled with environmental containment units turning this rock into a deep space colony or trade station.

Cloaked Minefield (4)

These mine fields have a single station that projects a holo field to hide these mines. More advanced mines have individual miniature cloaking systems that make them almost impossible to detect.

Colony Ship (5)

These immense ships are designed to land on an alien planet and to instantly create a colony.

Conglomerate Ship (6)

This immense ship has a corrupt artificial intelligence and it searches the universe for ships to destroy so that they can be added to their growing structure of spacecraft hulks.

Consuming Cloud (7)

These interstellar clouds are composed of parasitic nano manipulators that have mutated into a random all consuming horror. They move by riding solar winds and the scattering action of supernova explosions. These massive clouds consume anything that they touch and use them as resources to produce more copies of themselves. These nano clouds consume comets, starships, moons, planets, and even stars. They are the horrific product of modern technology and one of the most frightening plagues of humanity. A starship's defensive shields will prevent this perverted nano tech from damaging it.

Culture Buoy (8)

When a society on a doomed world could not escape, their people often recorded their greatest achievements and memories and sent them into space so that their existence would not be forgotten. Many of these devices are powerful psionic devices that can pull the consciousness of anyone into a simulated world so that a person chosen by the machine can experience how these extinct people once lived.

Cylindrical Space Colony (9)

This cylindrical space colony has habitants covering the inner walls of the cylinder. Artificial light must be produced from the axis of the cylinder to create day and turned off at night. The station turns around its axis to create artificial gravity.

Data Library (10)

The ancient empires attempt to keep their history and technology safe in the form of massive space complexes know as great libraries. These monoliths are hundreds of thousands of years old but their powerful automated defense systems still protect their corrupted knowledge. Most of the data stored in them has been destroyed or distorted by the passage of time leaving nothing but a few fragments of useful information. These libraries are designed to self destruct if their security systems are ever breached but these systems almost never function anymore. If an intact library is ever discovered it would contain a wonder of knowledge and secrets from the past.

Death Station (11)

This mobile space station is the size of the moon and it has a main weapon powerful enough to destroy an entire planet.

Doomsday Device (12)

These ancient weapons can be the size of a planet but they all have the power to destroy a world with a single shot or the ability to make a local star go nova. These massive ships can be almost impossible to destroy but they may be deactivated or destroyed from within.

Dyson Sphere (13)

Dyson spheres are massive space engineering projects where a thin walled spherical frame is built to enclose a portion of space. These spheres have diameters up to two hundred million kilometers allowing them to enclose an entire star and a complete inner surface atmosphere. Dyson spheres rotate in order to generate centrifugal force that creates its artificial

gravity. Thrusters on the outer surface of the sphere constantly fine tune its rotational velocity. Populations live on the inner surface of the sphere and these massive habitats have the surface area of a hundred planets. Dyson spheres require massive amounts of raw materials to construct so local asteroids, moons, and even planets must be consumed during their production.

Escape Pod (14)

This small escape pod is transmitting a distress signal so you must decide if you are going to pick it up.

Fleet Docks (15)

These fleet docks can cover an entire solar system and have been constructed from matter taken from the original planets in this system.

Free Trader (16)

This independent cargo ship is either a local merchant or smuggler.

Galactic Barrier (17)

A galactic barrier is completely impenetrable and these energy fields are created by ancient aliens for some unknown reason. Many people imagine what wonders or horrors are hidden behind these barriers that seems impossible to penetrate or even get around because of their incredible dimensions.

Galactic Defense Grid (18)

These automated weapon stations and mine field are designed to protect the galactic border from invasion.

Garbage Field (19)

This field of garbage was ejected by a starship before it jumped and it may provide salvage.

Generation Ship (20)

This arcology in space is designed to permanently support millions as long as enough outside resources can be stripped mined from alien worlds as this massive ship passes through a new solar system.

Grav Traps (21)

These device will actually pull a ship out of hyperspace so that no ship can pass one making it possible to defend the borders of a space empire.

Hallow World (22)

This world is an artificial shell that contains a massive network of living quarters where billions of people can live.

Kill Zone (23)

These ancient relics are massive fields of automated weapon platforms that are designed to destroy anything without the proper security codes that attempts to pass through them. It is unimaginable but some of these space barriers can be thousands of light years across.

Medical Ship (24)

This medical ship or base is a fully equipped hospital that will provide the most advanced medical care in the universe for a price.

Navigation Buoy (25)

These navigation beacons or buoys signal to ships that they have entered a protected zone and that they will be fired upon if they don't turn back.

Nomad Fleet (26)

When a group of people are forced off their world, the easiest way for them to escape is to convert cargo freighters into living quarters and take off into space. This massive fleet of nomadic city ships search the universe for a new world to colonize.

Passenger Liner (27)

This spacecraft is a huge passenger ship or luxury space yacht.

Police Ships (28)

These police spacecraft patrol a local system or a deep space shipping lane.

Private Space Station (29)

In regions of unexplored space are massive independent stations that are centers of trade and commerce. They are run by independent business people or underworld organizations. Many illegal activities occur here but these stations have their own laws that must be followed when anyone is aboard them. They are great sources of illicit items and services.

Ring World (30)

This ancient alien artifact is a massive ring that encircles a local star. Cities have been built on the inner surface of the ring and incredible forces are used to spin it to create an artificial gravity and to keep it from collapsing.

Science Vessel (31)

This research vessel is exploring a spatial anomaly or newly discovered planet.

Ship Graveyard (32)

This is an area of space where ships mysteriously stop functioning so their crews are trapped and eventually die of hunger. They may be hundreds of derelict ships but anyone that attempts to get to them will also have total system shutdown.

Ship in Distress (33)

You receive a distress signal from a ship that may be having a reactor core breach, under enemy attack, or having complete system failure.

Ship Trap (34)

These ancient traps are found all over the universe and many have been tagged with signal buoys to keep ships away. They have two methods of destroying ships. They absorb all the energy from a ship leaving it completely inert or they create a massive gravitational field that prevents a ship from ever escaping.

Sleeper Ship (35)

These ancient ships carry passengers in suspended animation that are waiting for some specific event or whose ship has malfunctioned and trapped them. Some sleeper ships contain the mental patterns of their passengers and their genetic material to produce a new body with a personality download when a suitable planet is discovered.

Space Colony (36)

This massive space colony has incredible environmental domes that protect the cities below from the deadly atmosphere or the immense amounts of solar radiation coming from a local star. These are completely sealed environments that require immense amounts of resources to keep it functioning.

Space Derelict (37)

These ships or space stations have had a terrible tragedy so their entire crew has been lost. These derelicts may be empty or they may still contain the people or things that killed the crew.

Space Drydock (38)

These massive frameworks have thousands of automated manipulators that quickly build or repair a spacecraft.

Space Factory (39)

These zero gravity factories allow special structures to be created that can include perfect memory or energy crystals or superconductive wires and computer chips.

Space Pirates (40)

Space pirates are the scourge of the universe. This scum raids planets, cargo freighters, and luxury liners to loot them of their goods and capture prisoners to be sold as slaves. Space police must always be on the lookout for these criminals and finding their secret bases is a high priority.

Space Probe (41)

These devices may be millions of years old so their original programming may be completely lost because of the degradation of their systems. These ancient devices were designed to search the galaxy for life. When they find life, they convert it into an energy signal for storage and analysis. These death machines are extremely powerful and they mean death for any discovered by one.

Starbase (42)

This space station is the command center and repair station for an entire sector of space. This starbase has an entire defense fleet and enough weapons to destroy an entire enemy fleet.

Starliner (43)

These luxury spacecraft are designed to take rich nobles and corporate executives to see the most beautiful site in the entire universe. These luxury cruise spacecraft have an entire defensive fleet to protect them from space pirates.

Subspace Mines (44)

These mine fields have an advanced design that allows them to exist in subspace. Once a ship in real space passes over them, they appear in real space and explode. These mine fields can never be detected so they are extremely dangerous.

Time Cruise (45)

The ultra rich can buy a ticket to a massive luxury space liner that is transported through time and space by powerful psionic individuals in order to see important moments throughout the timeline. These trips are allowed because they only secretly observe and they never interfere with past events.

Toroid Space Colony (46)

This space colony is in the shape of a torus and the habitats line the outer inner surface of the torus. Light from a local star comes from the transparent structure of its inner surface but it can be made reflective to simulate night time. Artificial gravity is produced by spinning the entire colony around its axis.

Virus Fleet (47)

This ever enlarging fleet of vampire ships spreads a computer virus to any ship that communicates with them. The virus gains control of a ship and immediately deactivates its life support system to kill its crew and passengers. The infected ship then joins the rest of the virus fleet that grows more powerful each day.

Warning Beacon (48)

A permanent nuclear powered warning beacon sends out a signal for all ships to stay away. These beacons often have schematics of the danger but this data is usually difficult to understand because of its alien nature. Sometimes these beacons are used to keep people away from secret areas.

World Eaters (49)

These incredibly large machines slowly travel the universe consuming every world and star that they encounter. They seem to be indestructible but their incredibly slow pace means that a doomed planetary system can be evacuated before one of these death machines arrives.

Wormhole Network (50)

This ancient system were created by powerful merchant princes that wanted to link their star empire together. This network is formed from thousands of linked artificial wormholes that connect every corner of the universe. If a ship accidentally enters this network, it can be transferred through an incredible numbers of these connections to an unknown part of space. It can be difficult or impossible to determine the exact sequence of wormholes necessary to get a ship back home.

Space Exploration Jobs (D10)

These are the ways that independent space explorers and merchants can earn money throughout the universe.

Blockade Runner (1)

Locals of a quarantined or interdict planet will pay a lot of money if you can get past the defensive fleets to deliver needed medical supplies.

Cargo Run (2)

Your job is to deliver goods to a distant planet or space station.

Collect Biosamples (3)

You are paid for samples of a new species that can be used by pharmaceutical companies to develop new drugs.

Collect Bounty (4)

Criminals throughout the universe have bounties posted at local bounty centers so if you bring the criminal in alive, you will receive the money. If you kill the wanted criminal, you only receive half the bounty.

Collect Planetary Data (5)

The interstellar survey will pay for planetary scans and samples from alien world because they are always looking for new planets to colonize or exploit for minerals.

Deliver Passengers (6)

You must deliver paying customers to a distant planet or space station. These people have their own personal reason that they do not want to take a commercial transport.

Escort Duty (7)

You have been hired to defend a fleet of deep space freighters from raiders and space pirates.

Military Transport (8)

You have been contracted to ship military weapons or personnel to a distant military base.

Pirate Hunter (9)

The space police will pay a large bounty for destroying a wanted pirate spaceship.

Trade (10)

You can buy good for a low price on one alien world or trade station and sell for a higher price on another world.

Space Fleet Missions (066)

These are missions that can be used for a space military exploration campaign.

Assassinate (11)

Military intelligence has revealed the location of an important military leader. You have been assigned to destroy his ship which will greatly weaken enemy forces.

Base Attack (12)

Your ship has been assigned as part of a strike fleet to destroy an enemy base that will weaken their hold of this entire sector of space.

Blockade Runner (13)

Your mission is to sneak or fight your way through an enemy's blockade of a homeworld to deliver important supplies.

Bodyguard (14)

Your job is to protect an important convoy of freighters to make sure their supplies of foods, vaccines, or military equipment gets to their destination.

Bring Them Into The Fold (15)

Your mission is to forge a military union with a neutral alien race that has the same hatred for your enemy. Adding new allies to your side is one of the most important jobs of a spaceship captain.

Bug Hunt (16)

Alien creatures infest a colony or space station. It is your job to save any survivors and destroy the alien menace before it can spread.

Capture Ship (21)

Your ship has been ordered to capture a new enemy prototype ship so that its new technologies can be copied.

Capture Rare Specimen (22)

You have been ordered to capture and return a rare alien creature from a quarantined planet that can be used to create a cure for an epidemic on one of your homeworlds.

Colony Rescue (23)

A distress signal is being sent from a distant colony. You have been assigned to investigate this colony that might be in great danger.

Delivery Service (24)

Your mission is to deliver an important military leader, diplomat, or scientist to a planet within a demilitarized zone in order to stop a war, plague, or strengthen your front lines.

Deserted Base (25)

A distress signal is being sent from a local star base and when your ship arrives, the entire ship appears to be abandoned. You must send an away team to discover what has happened to the thousand officers aboard this space station.

Destroy Laser Station (26)

You must send an away team down to the surface of a planet to destroy a powerful laser cannon. This will allow an invasion force to land on this world.

Destroy Shield Generator (31)

You must send an away team down to a planet to destroy a shield generator. This shield generator is either protecting a military ground base or an orbital base. Once the shields are down, the ground base can be quickly destroyed by orbital bombardment.

Escape Pod (32)

You have received an automated emergency signal from an escape pod. Your starship must quickly pick up this pod and save its survivors.

First Contact (33)

Your mission is to perform first contact with a newly discovered alien race and forge diplomatic and trade agreements with them.

Forge Peace Treaty (34)

Two local space empires are at war. Your mission is to forge a peace treaty between them and help them join forces with us.

Hostile Takeover (35)

Your mission is to help local resistance fighters to overthrow their evil government to help add another planet to your forces.

Intercept (36)

Your battle group has been ordered to intercept an enemy fleet on a direct course to a friendly homeworld.

Investigate Ancient's Site (41)

The ruins of an ancient alien civilization have been discovered and it is your mission to investigate it for any scientific or military discoveries.

Investigate Derelict (42)

A massive cargo ship is sending out a distress signal. You must send an away team to determine what has happened to this ship.

Investigate Spatial Anomaly (43)

Your mission is to investigate a spatial anomaly to determine if it is dangerous or if it can reveal any scientific information. You might have to bring scientists to this site for further investigation.

Last Stand (44)

Your ship must do whatever it takes to stall an entire enemy fleet heading for an unprotected homeworld to give them enough time for reinforcements to arrive.

Mine (45)

Your ship has been ordered to a distant planet to mine a specific militarily important mineral that can only be found there.

Minefield Duty (46)

Your ship has been ordered to clear a minefield from an important region of space. Your ships might also be ordered to lay mines in a strategic region of space.

Patrol (51)

Your ship has been assigned to patrol duty of the border between your empire and an enemy empire.

Pirates (52)

Space pirates have been raiding local colonies and shipping lines so you have been ordered to find their base and destroy these scum once and for all.

Planetary Defense (53)

Your battle group must defend a besieged world with your lives until reinforcements can arrive.

Planet Exploration (54)

Your mission is to explore alien worlds looking for new societies to join our alliance and new technologies to help in the war effort.

Planetary Rescue (55)

A natural disaster is about to destroy the population of an entire population. Your mission is to stop the disaster or save the most vital members of their society.

Prison Break (56)

Your mission is to assault an enemy prison planet and release all the military and political hostages held there.

Recon (61)

Your ship must enter enemy space and discover how many ships and starbases are in this sector and get out alive with the reconnaissance data.

Rescue (62)

Your ship has been ordered to rescue a kidnapped military or political leader that is being transported to an enemy starbase.

Sabotage Base (63)

Your mission is to sabotage a ground base or space station to weaken their offensive and defensive capabilities so that they can be easily destroyed by a waiting assault fleet.

Sneak Attack (64)

Military intelligence has discovered that a battle group is going to pass by a nearby asteroid field. The ships in your battle group must remain hidden within the asteroid field and ambush the enemy when they pass by.

Supply Raid (65)

Without the flow of supplies an army cannot function so your mission is destroy a convoy of enemy freighters that are carrying strategic military supplies to the front line.

Training Duty (66)

New academy recruits have been assigned to your ship and it is your duty train them in the ways of the fleet.

Space Station Encounters (D100)

These are the random encounters your party may meet aboard a space station.

Activity Director (1)	Desperate Gambler (26)	Liaison Officer (51)	Residential Habitat (76)
Archeologist (2)	Detention Center (27)	Living Quarters (52)	Sacred Child (77)
Armory (3)	Dining Room (28)	Lost Child (53)	Scientist (78)
Art Dealer (4)	Diplomat (29)	Lounge (54)	Scout (79)
Asteroid Miner (5)	Docking Bay (30)	Mad Scientist (55)	Security Checkpoint (80)
Bartender (6)	Drug Dealer (31)	Maintenance Crew (56)	Security Officer (81)
Bazaar (7)	Engineers (32)	Maintenance Robot (57)	Sentry Droid (82)
Bounty Hunter (8)	Ensign (33)	Manufacturing Center (58)	Service Collar (83)
Bridge (9)	Entertainer (34)	Medical Officer (59)	Shield Generator (84)
Broken Airlock (10)	Environmental Control (35)	Medical Self Service (60)	Ship's AI (85)
Cafe (11)	Fighter Pilot (36)	Mercenary (61)	Singer (86)
Captain (12)	Fitness Center (37)	Merchant Prince (62)	Spa (87)
Casino (13)	Fixer (38)	Murderer (63)	Space Traffic Array (88)
Chef (14)	Freight Docks (39)	Night Club (64)	Speed Elevator (89)
Cinema (15)	Galactic Library (40)	Observation Dome (65)	Storage Bay (90)
Cleaning Crew (16)	Gang Member (41)	Observation Rotunda (66)	Teacher (91)
Communication Array (17)	Garden (42)	Ore Processing Facility (67)	Theater (92)
Concourse (18)	Hangar (43)	Petty Thief (68)	Thug (93)
Core Reactor (19)	Hijacker (44)	Photographer (69)	Tourist (94)
Corrupt Noble (20)	Hiring Center (45)	Pickpocket (70)	Trader (95)
Counselor (21)	Hospitality Staff (46)	Police Station (71)	Transport Tube (96)
Crewmember (22)	Infirmary (47)	Political Refugee (72)	Trash Computer (97)
Crimelord (23)	Intelligence Officer (48)	Prostitute (73)	Undercover Agent (98)
Dance Hall (24)	Investigator (49)	Recreation Facilities (74)	Woman Asking for Help (99)
Data Terminal (25)	Kitchen (50)	Religious Zealot (75)	Yeomen Purse (100)

Spaceship Systems (066)

These are common systems found on many futuristic spacecraft.

Airlock (11)

An airlock is a pressurized system of locks that allows the crew of a ship to open the doors of a ship to an outside vacuum.

Battle Computer (12)

A battle computer controls all the weapons aboard a ship and tracks enemy vessels and incoming missiles and fighters.

Cargo Bay (13)

These large areas are designed for carrying bulk cargo and supplies.

Command Deck (14)

This area is manned by the command crew and it has all the controls for the entire ship. This highly automated ship can be run by a small crew or a single pilot.

Communication Array (15)

These transmitting and receiver dish allows a ship to communicate with other space vehicles.

Computer Core (16)

A ship's computer runs all systems aboard the ship and it usually has its own personality.

Core Reactor (21)

This fusion and conversion reactor provides all the power for the entire ship.

Crew Quarters (22)

These are the living quarters for all the crew of a ship.

Damage Control (23)

These are automated robotics that repair a damaged ship even during a battle.

Detention Center (24)

These prisons can have energy field and neural dampening fields to deal with many different kinds of criminals or threats.

Electronic Countermeasures (25)

These passive and active sensors and transmitters are designed to scramble and block an enemy ship's targeting systems.

Emergency Generators (26)

These small fusion or conversion generators allow a ship to function even if its main reactor is damaged or destroyed.

Environmental Bay (31)

These sealed chambers can be set to represent any environment so living organisms can be transport safely.

Escape Pod (32)

These small spacecraft allow crewmembers to escape from a dying ship.

Fabricators (33)

These machines can produce any item if given the necessary resources including clothing, equipment, drugs, weapons, and vehicles.

Food Processor (34)

These eating areas have advanced food processors that can make any food or drink in its data banks from nutrient and mineral extracts and water.

Fuel Tanks (35)

Many older ships still require radioactives or fuel cells to power their drives.

Hangar (36)

These are the landing bays for refueling, maintenance, and boarding of space fighters and shuttlecraft carried by a spaceship.

Jammer (41)

These wide spectrum energy emitters are designed to scramble all communication in a very large area. Some spacecraft detonate dirty nuclear devices producing immense amounts of radiation that scramble all communication and sensors.

Interstellar Drive (42)

This device creates a field around a ship that allows it to enter an alternate universe, fold space around it, or travel faster than light so that it can move between the stars.

Laboratory (43)

This scientific equipment and sensors allow the crew to examine any foreign substances, artifacts, or technologies and determine its composition and internal workings.

Life Support (44)

These machines produce a breathable atmosphere, maintains a proper temperature, and control the ship's gravity fields.

Maneuver Drive (45)

These chemical, nuclear, or conversion drives push a ship forward in space or in an atmosphere.

Navigation Computer (46)

These computers can maneuver a ship or plot its navigation coordinates allowing it to travel throughout space. A nav computer can be set for autopilot to perform difficult maneuvers like space station docking.

Ore Processor (51)

These devices process raw ore to make commercially valuable ores for use or sale.

Passenger Suites (52)

These luxury rooms are for paying passengers or important visitors aboard a starship.

Probe Launcher (53)

A ship can fire automated wide spectrum sensor probes that can scan a planet, star, spatial anomaly, or spacecraft.

Point Defense Gun (54)

These small weapons are burst launchers designed to destroy small fighters and incoming missiles.

Recreation Deck (55)

This is a recreation and exercise area aboard a ship to keep a crew and passengers healthy and happy.

Recycler (56)

This device recycles all wastes aboard a ship so that they can be processed back into useable materials.

Sensor Array (61)

These sensors allow a ship to scan open space, planets, stellar bodies, and other spacecraft.

Sick Bay (62)

This area contains all the equipment required to perform medical examinations and all forms of medical procedures including surgery. Many sick bays have fully automated surgery tables.

Simulation Deck (63)

These devices create a virtual reality simulation for entertainment, education, or training purposes.

Solar Cells (64)

These emergency solar cells can be deployed to produce energy from a local star.

Sterilization Chamber (65)

This special airlock produces a sterilization field or irradiates and sprays chemical cleaning agents to kill any alien microorganisms before an away team or visitor enters a ship.

Weapon Lockers (66)

These lockers are filled with armor and weapons for the crew to defend the ship or used by an away team or security troopers.

Spaceship Weapons (D20)

These are the different weapon system found on various alien or futuristic spacecraft.

Annihilation Cannon (1)

This weapon negates the strong nuclear force in any matter its beam touches causing its atoms to decompose in a chain reaction that causes an entire ship to disintegrate.

Beam Sweeper (2)

This laser weapon actually cuts across another ship creating a giant burning gash.

Conversion Cannon (3)

This weapon fires two transmission beams carrying matter and anti-matter that interact at its target creating an immense explosion.

Destructor Beam (4)

The beam of this weapon causes atomic repulsion within a target turning it into a high energy cloud of gas.

Directional Laser (5)

This beam is fired and a powerful electromagnetic field bends the laser at any target in space.

Force Cannon (6)

This weapon fires a compression beam that actually causes the front of a ship to crash into its rear tearing it apart.

Flux Cannon (7)

This weapon creates a wave in the fabric of space that tears every ship apart caught in its wake.

Fusion Cannon (8)

This weapon uses powerful gravity fields to create a fusion reaction allowing it to produce plasma and gamma radiation like a solar flare.

Grav Cannon (9)

This weapon produces a micro black hole that sucks in a target ship forever.

Hate Cannon (10)

This weapon focuses psychic energy of its operator to create a powerful blast of energy.

Ion Cannon (11)

This weapon fires an electrostatic pulse designed to fuse circuitry and leaves the superstructure of the ship intact.

Laser Cannon (12)

This weapon projects a beam of powerful coherent light that can vaporize a target on impact

Missile Launcher (13)

These missile launchers fire seeking missiles armed with various warheads.

Mover (14)

This weapon produces a massive gravitic pulse that can be used to push asteroids toward a planet or star base.

Phased Particle Array (15)

This weapon fires millions of high energy particles to destroy incoming fighters or missiles.

Plasma Cannon (16)

This weapon produces a bolt of high energy plasma and contains it in a magnetic field. This plasma bolt is fired using an electromagnetic pulse and it will burn through anything it touches.

Plasma Wave Emitter (17)

This weapon produces a cloud of plasma that can be projected at a target spreading out slightly as it travels creating a massive field of destruction.

Railgun (18)

This massive electromagnetic accelerator fires a small particle at almost the speed of light causing massive damage when it hits.

Subspace Cannon (19)

This massive spinal weapon fires a subspace field causing part of a ship hit to fall into subspace tearing the entire ship apart.

Volt Cannon (20)

This weapon generates a massive charge difference allowing it to fire a bolt of lightning at a target ship.

Spatial Anomalies (D50)

Spatial anomalies are natural but unusual astrological objects that might be encountered during a space adventure.

Asteroid Belt (1)

This is a field composed of hundreds to millions of small and large asteroids. Each asteroid can be composed of ice, metals, minerals, crystals, and organics making them valuable resources for any local spacefaring society or space colony. Asteroids range from one to ten thousand kilometers in diameter. Impact with an asteroid would destroy any spacecraft or colony so asteroid belts are usually avoided. They also make great hiding places for pirates, smugglers, and rebels. Many asteroid communities exist to avoid political and religious persecution or to hide criminal activities. In either case, many of these societies appear strange and are hostile to strangers and outsiders.

Black Hole (2)

When a star of sufficient mass dies it completely collapses into a singularity. This singularity creates such powerful gravitational forces that even light cannot escape. Anything entering the area around a singularity known as the event horizon can no longer escape. Super massive black holes are singularities that have grown by consuming stars and even other black holes. Naked singularities are rapidly rotating black holes whose rotation has replaced its event horizon with an alternate time distortion or wormhole. Most known black holes are surrounded by science facilities and ships performing wormhole and super weapon research.

Black Matter Asteroid (3)

These dangerous spatial objects travel through the universe at high speeds but their material composition makes them almost impossible to detect before it is too late.

Black Matter Nebula (4)

These are large accumulations of this alternate matter that is impossible to detect. This dark matter appears to be more plentiful than the normal matter that we are composed of.

Causality Loop (5)

These temporal anomalies cause a portion of the space time continuum to constantly repeat in a specific region of space. Anyone entering this area must continually repeat a specific moment of time over and over again until she can find a way to

escape from the time anomaly. Every time a new loop begins, the people trapped in the anomaly will have an increasingly strong sense of déjà vu. Once the anomaly has been detected, the people trapped will remember more and more about their temporal prison after each loop, hopefully leading to a possible solution and escape. If a person ever escapes from a permanent anomaly, he should remember to leave a danger buoy behind so that other space travelers will not fall into the same trap.

Causality Rift (6)

These are strange areas of space caused by the warping of the fabric of reality. They allow different versions of a person or spacecraft from alternate dimensions to exist in the same space time coordinate. They allow people to communicate with past and future versions of themselves if they have ever been in a location where the rift was present in their own time line.

Chaos Rift (7)

These areas of space are considered to be dangerous because of a strange warping of the fabric of reality that distorts the brain patterns of sentient creatures leading to temporary delusions and irrational behavior for short term exposure and irreversible insanity and uncontrollable sociopathic violence for long term exposure.

Chaos Expanse (8)

These regions of warped space have constantly changing physical laws that can make passing through this expanse of space extremely dangerous.

Comet (9)

These ten to ten thousand kilometer diameter blocks of ice, rock, and organics take an elongated orbit around the galaxy. It takes a periodic time ranging from hundreds to even tens of thousands of years to complete its orbit leaving a trail of gases and debris behind it. Comets have been known to collide with planets and moons causing environmental catastrophes.

Conversion Cloud (10)

This is a cloud of ancient primordial antimatter that has survived in the vacuum of space. Any normal matter that enters this cloud is instantly annihilated unless a powerful electromagnetic barrier protects it. These clouds sometimes form at the junction between our dimension and an alternate anti-matter dimension.

Core of the Universe (11)

There is a massive black hole in the center of the universe that has already consumed half of the mass of the universe. It is believed that it will eventually consume the entire universe.

Cosmic String (12)

This anomaly has an atomic width but produces a gravitational field as powerful as a black hole. These anomalies may be thousands of kilometers long and they can be detected by the presence of the highly accelerated gases that outline the cosmic string.

Creation Point (13)

These are regions of space where matter is being created so this is an extremely high energy region of the universe.

Death Zone (14)

This is a region of space where the spacetime continuum is actually distorting. Anything passing through this zone will instantly be destroyed.

Dimensional Portal (15)

These rifts in the fabric of space allow travel to different dimensions. Reports have been made of people traveling to alternate versions of their own reality or to other dimensions where the laws of physics and reality may be very different from our own. Only emergency buoy records have been recovered from these portals because no known survivors have ever escaped from these one way doors.

Distortion Field (16)

This anomaly disrupts the physical laws of space causing any ship entering it to warp inside so regions inside the ship start to randomly change shape and size.

Edge of the Universe (17)

In the expanding universe, all matter started in the center of the universe and was ejected during the Big Bang. That means that there is an outer edge of the universe where there is no matter.

Energy Sink (18)

An energy sink is created where the fabric of space becomes warped in a specific region of space time. Most forms of stored or generated energy will be instantly drained of all power leaving a spacecraft stranded if it enters an energy sink. Depending on the type of rift, living things may or may not be affected.

Explosive Gas Cloud (19)

This cloud is made of highly reactive chemical that will ignite and explode if any weapon or engines is activated inside.

Galactic Void (20)

This is a massive hole in the fabric of space. It can be entered but it is totally devoid of all matter and energy. There appears to be no way to escape this anomaly.

Globular Star Cluster (21)

Globular star clusters represent thousands of stars that occupy a volume of space ranging from one to five light years across. These stars are so close together that at night the inhabitants of the planets within these clusters can see thousands of stars brighter than the brightest star seen from Earth. These stars produce so much ambient light that the night sky on these worlds is brighter than an overcast day.

Gravity Well (22)

These deadly areas of space contain a subspace singularity that has fallen out of real space. They are impossible to detect but they still produce an inescapable event horizon that results in a permanent prison for any unlucky ship and its crew.

Ion Fountain (23)

These are spatial rifts that release immense amounts of ionized particles that will destroy any electronic device or power source touched by this immense electromagnetic emission.

Ion Storm (24)

Ion storms are created when a tear in real space leads to nullspace or subspace right above a cloud of protostellar gas. When this gas streams through the crack, massive amounts of energy are released that can damage or destroy nearby ships and unlucky worlds.

Killer Asteroid (25)

A few random asteroids and spatial bodies have trajectories that coincide with a planet with a sentient population. If it is massive enough, it can completely destroy a society and the entire biosphere of a planet. These asteroids are usually pushed away with massive nuclear furnaces built onto their surface but they may have to be completely annihilated if this technique does not work. Some asteroid are so large that nothing can stop them from colliding into a doomed world.

Micro Singularity (26)

These small accumulations of highly compressed matter have incredible gravitational fields but they are so minute that their event horizon is very small.

Micro Wormhole (27)

These wormholes are so small that a ship could not pass through them but radio signals can be sent through allowing communication between regions of space that might be on opposite sides of the universe.

Miniature Space (28)

These warpages of space actually change the size of anything that passes through them. Ships passing through them are permanently shrunk and the only way to reverse this process is to create a reversed warpage of space or to actually turn back time.

Nebula (29)

Nebulas are massive interstellar clouds of gas and dust. They are created from supernova explosions and contain radioactive particles that interfere with defensive screens, sensors, and direct communication. Nebulas negate the effects of defensive shields and interfere with sensors and all forms of communication. Nebulas known as dark nebulas are so dense, they reduce visibility and sensor ranges to zero. A ship that attempts to travel through a dark nebula can be damaged or destroyed if it travels too fast or collides with an unseen object.

Particle Fountain (30)

This rift in the fabric of space time allows immense amounts of anti-matter to pour into our universe.

Phase Rift (31)

A phase rift is a tear in real space that has blended in with subspace. If a ship passes into one of these tears, the ship and its crew will be thrown into subspace. Nothing will appear to have changed but their actions will have no effect on the real world and nothing in the real world can see or effect them.

Plasma Cloud (32)

These super heated plasma clouds are created when a cloud of hydrogen gas pours through a temporal rift into an alternate dimension. These clouds create massive amounts of heat, light, and wide spectrum radiation. This energy can destroy an unshielded spacecraft that collides with one of these phenomena.

Quasar (33)

These quasi stellar objects produce massive amounts of energy and radiation. Quasars are produced when a huge cloud of cosmic dust is drawn into a black hole. The friction of the accelerating particles passing near the speed of light creates incredible and variable energy emissions.

Radiation Cloud (34)

These dense clouds of radioactive dust inflict immense amounts of damage for every second anything passes through them that depends on the cloud's density and composition.

Reflective Singularity (35)

This singularity causes multiple copies of anything near it to appear in spacetime continuum that may become permanent causing extreme temporal anomalies to occur.

Reversion Field (36)

This anomaly causes everything in it to revert back to its simplest form eventually convert anything inside it into a cloud of elements.

Rogue Planet (37)

These planets or moons have been knocked free from their orbit by an impact by a spatial body so that it travels through the universe at an extremely high speed.

Slipstream (38)

These distorted regions of space have a gravitational field that will pull a ship at high speeds to a specific area of space allowing energy free travel in one direction and resulting in difficult travel in the other direction.

Spatial Distortion (39)

This is a corruption in the structure of reality in a localized area. They cause the laws of physics to randomly change making bizarre and impossible events occur within them. This area of distortion can be stable but most spatial distortions quickly stabilize and disappear.

Spatial Rift (40)

These tears in the fabric of real space are direct portals into another dimension.

Stasis Field (41)

These temporal anomalies represent areas of space where time has stopped so anything entering them will be trapped forever in an unchanging state.

Subspace Corridor (42)

These gateways through subspace allow starships to reach unlimited speeds when inside these corridors that may be thousands of light years across.

Subspace Radiation (43)

The universe that exists right under real space completely destabilizes normal matter. This distortion can seep through cracks in real space creating areas filled with destructive energy. Matter cannot exist in these areas for long and eventually everything near them slowly disintegrates.

Supernova (44)

A supernova is a massive explosion that occurs when a super massive star dies. When a star reaches a point where its entire core is solid iron, it collapses and produces an explosion equivalent to the power generated by a billion stars in one second. Another path to supernova occurs when a white dwarf slowly accumulates excess mass from a companion star until it is massive enough to go nova. Supernova events are extremely rare so if one is about to occur, research ships from all over the universe will gather to collect invaluable scientific data.

Quantum Filament (45)

This massless anomaly causes any ship passing through it to get a very large electrical charge that can overload all its systems.

Temporal Displacement (46)

This temporal distortion will actually fling a ship and its crew forward or backward in time ranging from a few years to thousands of years from its standard time. The only way for a ship to get back to its own time is to find another temporal distortion to send them back.

Temporal Drift (47)

These temporal anomalies represent areas of space where time progresses either extremely slowly or rapidly. Sometimes time can even move backwards in these bizarre areas of space. These areas have been known to have biogenic effects permanently reversing the physical effects of aging in people. Biogenic effects can be very dangerous because unborn babies can be turned into stem cells causing termination of a pregnancy and anyone exposed to these fields for an extended period of time will eventually revert back to proto cells.

Temporal Rift (48)

These tears in the space time continuum allow a vehicle to travel to any moment in the time line. This tear in space is found in the exact same location at every moment in time in a given space time continuum. A temporal rift allows copies of the same thing from different times to exist together at the same point in time and space. If these different temporal versions of the same thing ever come into contact, their existence will be erased throughout time to resolve the paradox.

Warp Rift (49)

These fast moving tears in the fabric of space can be almost one kilometer in length. They are very rare but anything that they touch is pulled into an alternate dimension. If any part of a ship or world is in its path, it will be torn off and pulled into the rift. The pieces pulled in will be quite safe inside the new dimension and can possibly be recovered if the rift can be found again. These rifts move at random and their only trail is the destruction that they cause so they can be difficult to find again.

Wormhole (50)

This subspace tunnel connects two points of real space that can be infinitely far apart. Three dimensional space would appear as a curved surface in a higher dimensional universe so this curvature allows any two points of space to touch and be connected by a wormhole. These tunnels allow vehicles entering them to travel the distance between the two ends of a wormhole in an instant. Wormholes can be very unstable and can collapse without any warning destroying anything traveling through them at the time.

Special Ammo (D20)

These are special rounds that can be used in a futuristic projectile weapon.

Armor Piercing (1)

These depleted uranium bullets use their high density to pierce through body armor.

Accuracy (2)

These rounds deploy stabilizing wings once they are fired.

Caseless (3)

These rounds use their shells as a propellant to fire them. These bullets are much smaller than normal so many more can be carried in a clip.

Crystal (4)

These rounds are made of a crystal that explosively grows when it contact the moisture of a person's body.

Destructor (5)

These rounds are made of destructive nano tech that will decompose anyone touched by them.

Explosive (6)

These rounds are filled with a highly explosive resin that explode on impact.

Frag (7)

These rounds explode into thousands of ceramic shard designed to shred a person's internal organs.

Homing (8)

These rounds deploy small fins allowing them to change their path slightly to hit their intended target.

Hollow Point (9)

These bullets have their tips cored out so that they break apart into fragments once they enter a person's body.

Incendiary (10)

These bullets are filled with white phosphorous that ignites when it contacts the air.

Proximity (11)

These rounds can be ordered to explode at any time to send fragments everywhere even if the bullets has not hit anything.

Paint (12)

These rubber bullets are filled with paint that mark a target instead of hurting him.

Poison (13)

These bullets are dipped in a nerve toxin or they are hollow and are filled with a glass canister filled with a deadly poison.

Ripper (14)

These rounds release thousands of fibers once they explode tearing a person's body apart.

Rocket Assisted (15)

These rounds have a micro rocket that accelerates them to incredible speeds once they have been launched.

Shield Buster (16)

These rounds produce a power electromagnetic field allowing them to penetrated a defensive shield.

Shock (17)

These gel rounds spread a piezoelectric gel all over a target shocking her.

Slide (18)

These rounds are covered in a frictionless gel allowing them to penetrate ballistic armor.

Stun (19)

These bullets are made of fibers so they knock down a target instead of killing him.

Tumbler (20)

These rounds are designed to spin once they enter the body allowing them to produce an immense amount of internal damage.

Spy Car Upgrades (20)

These are the hidden upgrades that makes a spy's car so deadly.

Adaptive Camouflage (1)

This car has cameras that allow the surface of it to look exactly like the area behind it so it becomes almost impossible to see.

Armor Plating (2)

This car is covered in ballistic plating and armored glass that can deflect most hand weapons. It may also have super heavy armor plates that can be deployed during a battle with military vehicles.

Concealed MG (3)

This car has .50 caliber machine guns that pop out of their headlights.

Ejection Seat (4)

All the seats of this car can be launched out of its roof and they drift down to the ground with a parachute.

Flying (5)

This vehicle has hidden micro turbofans allowing it to lift into the air and fly.

Jet Propulsion (6)

A jet engine is installed in the rear of this vehicle that can be deployed to give a car a boost of speed or allow it to make an incredible jump from one rooftop to another.

Mine Dropper (7)

This car can drop mines that will destroy any car that runs over these explosive devices.

Motorcycle Escape (8)

A motorcycle is built into the car and the driver can get aboard and drive away if the car is in danger.

Oil Dropper (9)

This vehicle can drop a pool of oil behind it that will cause other cars behind it to lose control and crash.

Pop Up Missiles (10)

These hidden missiles come from the frame of the car and they can destroy another car with a single hit.

Remote Control (11)

This car can be remotely controlled by a small hand held device by the driver from a hidden location.

Rotating License Plate (12)

The license plates can rotate so that its number can be changed at any time to keep the police guessing.

Security System (13)

This car is equipped with a electrified frame that can shock anyone attempting to touch the car to either stun or kill the person.

Self Destruct (14)

This car can be set to self destruct in order to destroy buildings or other vehicles.

Skis and Tire Spikes (15)

Skis are deployed from the bottom of the car and spikes project from its tires allowing the car to safely drive over snow or ice.

Smoke Screens (16)

This car can project black smoke from its rear that will cause any car behind it to lose control and crash.

Spike Dropper (17)

This car can drop spikes on the ground behind it to pop the tires of the cars behind it causing them to crash.

Submarine (18)

This car has a sealed environment and hidden propellers that allow it to fall into the water and travel completely submerged.

Wheel Shredders (19)

Blades project from the hub caps of the car and they will tear the tires of an enemy car apart causing them to crash.

Wire Launcher (20)

This vehicle can fire a cord to attach itself to any structure allowing it to make incredibly sharp turns or pull it up after it has fallen or gotten stuck.

Spy Gear (050)

These advanced pieces of espionage technology allow a spy to defeat any security system or opponent during a mission.

Acid Pen (1)

This device sprays an acid that can melt through locks and restraints.

Air Supply (2)

This small device is placed in a person's mouth allowing him to breathe underwater for over an hour.

Audio Bug (3)

This micronized device allows a person to perform audio surveillance of a person or a room.

Automatic Safecracker (4)

This device is attached to a safe and it automatically breaks the lock.

Bomb Briefcase (5)

This briefcase is filled with explosives so that it can be left at a location and be detonated at a future time.

Bomb Cigarette (6)

This cigarette is an explosive that can be lit and thrown as a grenade.

Bomb Sniffer (7)

This device can chemically detect explosive devices through sealed containers.

Bug Detector (8)

This device can detect electronic bugging devices.

Bug Jammer (9)

This device produces an electromagnetic signal that jams any electronic device in a room.

Camera Ring (10)

This small device has a micronized camera inside it.

Camera Sunglasses (11)

This pair of sunglasses has micro cameras that can take surveillance pictures of anything that they see.

Cane Weapon (12)

This cane conceals a sword or gun.

Cell Phone Jammer (13)

This device produces an electromagnetic field that prevents a cell phone from connecting to its network.

Chemical Analyzer (14)

This device detects chemicals in the air and determines its chemical composition.

Communication Watch (15)

This two way radio is built into a watch.

Dagger Shoe (16)

A retractable blade is hidden in the toe or heel of a pair of shoes.

Detonator Watch (17)

This device acts as a remote detonator for an explosive device.

Door Handle Poison (18)

This toxic spray can be applied to any door handle so that anyone touching it dies instantly.

Explosive Belt (19)

This belt is made of an explosive compound.

Forensic Scanner (20)

This device detects peoples' fingerprints and latent heat signatures.

Garrote Watch (21)

This watch has a retractable garrote wire.

Geiger Counter Watch (22)

This watch has a miniaturized Geiger counter.

Grappler (23)

This device fires a grappling hook and pulls a person up towards it.

Homing Pill (24)

This RFID devices can be swallowed so that a person can be tracked.

Keypad Decoder (25)

This device detects the level of latent heat so that the code of a keypad can be determined.

Laser Microphone (26)

This device can be aimed at a wall or window and it detects the vibration so the words being spoken can be determined.

Lip Reading Analyzer (27)

This video camera can interpret the movement of a person's lips to determine what he is saying.

Lockpick Gun (28)

This device breaks the tumbler pins so that a lock can be opened.

Magnet Watch (29)

This device produces a powerful magnetic field so iron based item can be pulled toward it.

Micro Camera (30)

This mini camera allows a person to take secret surveillance pictures.

Night Vision Goggles (31)

These goggles use light intensifying optics and infra red sensors to see in the dark.

Parabolic Mick (32)

This device allows a person to hear what is being said hundreds of feet away.

Pen Gun (33)

This pen fires a small caliber round.

Poison Pen (34)

This pen fires a poison pin or projects poison gas.

Police Scanner (35)

This device allows a person to listen to the emergency signal to determine police, fire, and ambulance activity.

Radar Detector (36)

This device can detect the direction of a radar device many miles away.

Rocket Belt (37)

This belt has small rockets that allows a person to fly.

Saw Watch (38)

This watch has a diamond encrusted tungsten blade that can cut through almost anything if given enough time.

Shoe Bomb (39)

An explosive device is placed in the soles of a person's shoe.

Street Light Controller (40)

This device causes street lights to turn green when the device approaches.

Stress Analyzer (41)

This device determines if a person is lying by the stress in their voice.

Stun Gas Cigarette (42)

This cigarette produces a stun gas when it is lit.

Stunner Phone (43)

This cell phone has a built in electric stun weapon.

Telephone Tracer (44)

This device traces a telephone call back to its physical location.

Torn Paper Analyzer (45)

This device scans torn pieces of paper and reconstructs the original document.

Umbrella Weapon (46)

This umbrella has a concealed weapon in its handle.

Voice Modulator (47)

This device alters a person's voice to sound exactly like someone else.

Wire Tap (48)

This device allows a phone or cell phone to be recorded.

Wrist Dart Gun (49)

This weapon fires a poisoned or drugged dart from a person's wrist.

X Ray Goggle (50)

This device allows a person to see through walls or inside a lock so that it can be easily opened.

Star Types (D20)

These are the common star types that exist in the universe.

Type O (1)

Luminosity: 1,500,000 **Size:** Super Giant

These extremely bright blue stars have a short life span that results from their intense heat and luminosity. They are usually referred to as blue giants and have a surface temperature greater than 30,000°C.

Type B (2)

Luminosity: 20,000 **Size:** Giant

These blue white stars have high luminosity and tend to be very large. They have an average surface temperature of 15,000°C.

Type A (3)

Luminosity: 80 **Size:** Giant

These massive white stars produce high intensity luminosity without producing massive solar radiation and flares making them prime locations for the construction of space stations. Most anti-matter conversion plants are produced near these stars because the worlds that surround them cannot support life. They have an average surface temperature of 9,000°C.

Type F (4)

Luminosity: 6 **Size:** Main Sequence

These yellow white stars produce many colonized worlds but planets orbiting them tend to be very arid and barren. Planets closest to these stars are usually too hot to support life. They have an average surface temperature of 7,000°C.

Type G (5)

Luminosity: 1 **Size:** Main Sequence

These yellow stars produce the perfect balance of radiation and light for humans and Gens making their systems perfect for colonization. Type G stars are represented by the star Sol that supports the planet Earth. Most stars that are near the cores of the Imperium and Star Republic have been converted to type G stars. They have an average surface temperature of 5,000°C.

Type K (6)

Luminosity: 0.5 **Size:** Main Sequence

These orange stars don't provide as much light or heat as a type G star but they are highly prized because many of the explored planets that orbit them are prime candidates for

terraforming. They have an average surface temperature of 3,500°C.

Type M (7)

Luminosity: 0.05 **Size:** Dwarf to Subdwarf

These red stars represent one third of all known stars because their low intensity results in a greatly extended life span. They are commonly known as red dwarfs and have an average surface temperature of 2,000°C.

Supergiant (8)

Luminosity: 50,000 **Size:** Super Giant

These super massive red stars have an average surface temperature of 3,000°C but their incredible mass and volume make them appear very bright.

Red Giant (9)

Luminosity: 1000 **Size:** Giant

These massive red stars are dying main sequence stars that have core fusion reactions occurring between helium and other elements instead of hydrogen. They have an average surface temperature of 6,000°C

White Dwarf (10)

Luminosity: 1 **Size:** Dwarf

These are the remnants of dying low mass main sequence stars. When a star goes nova and blows off its envelope in the form of a planetary nebula, all that is left is a core of carbon and a burning shell of helium. They have an average surface temperature of 10,000°C.

Black Dwarf (11)

This a dead white dwarf star that has gone completely cold and produces absolutely no light.

Red Dwarf (12)

Luminosity: 5 **Size:** Dwarf

These are small and faint main sequence star with a surface temperature of 4,000°C. These are the most common stars in the universe.

Brown Dwarf (13)

Luminosity: 0 **Size:** Dwarf

This star is not massive enough for the fusion reaction to begin in its core. It produced no energy but it has a very powerful magnetic field.

Pulsar (14)

Luminosity: | **Size:** Main Sequence to Dwarf

These are the remnants of massive stars. They are rapidly rotating, highly magnetic neutron stars that generate intense bursts of radio waves, x-rays, or visible electromagnetic radiation at regular intervals. They are the second densest objects in the universe after a singularity.

Variable Star (15)

Luminosity: Varies from 10 to 0.01 in a set pattern

Size: Varies from Giant to Main Sequence in a set pattern.

Many stars become unstable causing them to periodically expand and contract, which results in a periodic change in their brightness. This change can destroy any life found in these star systems and the massive solar flares that they produce can also destroy spacecraft entering these systems.

Neutron Star (16)

Neutron stars are the stellar cores of stars that have gone supernova but were not massive enough to form a black hole. The surface of these stars has been blown off and a core of about ten to twenty kilometers in diameter remains. Within a neutron star, the mass is so compressed that protons and electrons are crushed together to form neutrons. Neutron stars produce a massive gravity field that pulls anything near it toward itself with a force similar to a black hole.

Unstable Star (17)

An unstable star has a magnetic field that is constantly in a state of flux. These stars grow and shrink changing the energy output from their cores. This change in solar density causes massive explosive burst of solar radiation and intense solar flares.

Rogue Star (18)

These stars have actually been knocked free by a massive gravitational burst causing it to fly through the universe.

Binary Star (19)

These star systems are very unstable because the larger star always cannibalizes the other growing larger and more dense. The smaller slowly disappears and the other becomes a massive star releasing immense amounts of energy as the solar materials accelerates towards its surface.

Protostar (20)

These are stars in the process of being born. Protostars are slowly coalescing spheres of hydrogen and dust that are building up enough gravity to start their nuclear furnace.

Starship Combat Maneuvers (D12)

These are battle tactics that a spaceship captain can perform during a space battle.

Alpha Strike (1)

This is when all the weapons of a starship are aimed directly at a single point of an enemy's shields to destroy it.

Ambush (2)

A spaceship hides behind an asteroid or debris fields to ambush an enemy ship.

Barrage (3)

A ship has many fighters and mecha in its hangar that opens to send a massive barrage of missiles and weapons fire at a target.

Crossfire (4)

In this maneuver, multiple friendly starships fire all their weapons on a single target enemy starship to quickly destroy one ship at a time.

Deck Run (5)

A fighter or mecha can ram into a starship's command deck to destroy its ability to operate.

Evasive Maneuvers (6)

This allows a ship to pull away from its movement vector so that an enemy starship cannot bear its main weapons on it.

Guiding Light (7)

This ship dives toward an enemy fleet and produces a gravity well allowing friendly ships to make accurate jumps right next to an enemy's flank.

Missile Wake (8)

A fleet of ships fires an incredible barrage of missiles followed by a wave of fighters and a group of capital ships. The enemy fleet must destroy the wave of missiles allowing the fighters and ships to get into kill range unharmed.

Ram (9)

This is when a starship actually rams its hull into another ship to cause both to be destroyed.

Sacrificial Lamb (10)

A single ship stands and fights so the rest of a fleet can escape.

Shield Shear (11)

A ship moves in so that its shields penetrate another ship's shields so that it can fire its weapons directly through them.

Stutter Jump (12)

A ship makes a micro jump so they appear to disappear and they suddenly reappear right next to an enemy ship and blast it with all its weapons.

Starship Improvements (D30)

These powerful options and special abilities make a spacecraft more powerful.

Active Shield (1)

An active shield is a single point shield generator that projects a small but extremely powerful deflector field. Its artificial intelligence attempts to stop all attacks but it cannot move its small shield fast enough to stop everything. If this field blocks an attack, it completely negates it.

Battle Drones (2)

These sentient drones are armed with various weapons and they provide an immense amount of extra firepower to a spacecraft. These drones can be placed in various formations to provide extra offense or defense against different enemies.

Biomech (3)

Bio mechanical vehicles are semi-organic machines designed to integrate the vitality of an organism with the power and speed of a machine. These machines have metasteel internal frames and move using semi-organic muscle bundles. Biomech vehicles are partially grown and partially nano constructed. They have natural regenerative properties and they are extremely quick and partially sentient.

Cloak (4)

A cloak field bends all forms of radiation around a vehicle and disperses the energy released by it making it almost invisible to the unaided eye and most advanced sensors. These vehicles are almost impossible to detect unless they release some form of energy.

Control Circuit (5)

This device uses a powerful electromagnetic field designed to take control of enemy vehicles, robots, and computer systems. This device can deactivate a machine or take complete control of it.

Corrosion Gun (6)

This weapon fires an organic substance that will completely dissolve the structure of an enemy ship in given enough time.

Countermeasures (7)

Countermeasures are designed to attract and divert missiles, torpedoes, and drones fired at a vehicle. Countermeasures

include chaff, ECM drones, and other sensory jamming devices including thermal, image, and sonar decoys.

Decoys (8)

These drones produce the exact signal of their mother ship and a holographic image of it so that enemy ships cannot tell which one is real.

Defense Swarm (9)

A cloud of small shielded drones orbit this vehicle. They attempt to deflect and absorb all forms of incoming damage.

Distorted Time (10)

Distorted time systems produce a temporal field that creates a pocket dimension around the crew of a vehicle. Within this pocket dimension, time moves extremely fast so everything around a vehicle appears to be moving in slow motion to the pilot and gunners.

EM Burst (11)

These vehicles produce a massive electromagnetic burst that permanently shorts out the electronics of any machines near it.

Fuel Scoop (12)

Fuel scoops allow a starship capture gases from the upper atmosphere of a gas giant that can be used in a fusion reactor.

Gravity Trap (13)

A vehicle with a gravity trap carries a miniature singularity with a stasis field that can be partially unleashed to prevent any vehicles near it from using their jump drives.

Jump Booster (14)

A jump booster is frame that gives a starship the ability to perform a interstellar jump but it can be ejected at any time allowing a starship to move much faster.

Manipulators (15)

These ships have arm manipulators allowing them to move thing outside the ship. These manipulators may also be electromagnetic projectors or tractor beams.

Modulated Shields (16)

A ship's computer can change the frequency of its electromagnetic shields to harmlessly deflect laser beams that has already hit them by matching the frequency of the laser weapon.

Multi (17)

Multi are vehicles composed of multiple smaller vehicles that can act together as a larger vehicle. If one of these vehicles is not present, the others cannot link.

Nano Repair (18)

A vehicle with nano repair is infected with advanced nano probes that automatically repair any damage a machine receives making it almost impossible to destroy.

Phase Field (19)

This experimental device allows a vehicle to exist in real space and subspace at the same time. These vehicles can move and fire their weapons but most enemy attacks simply pass straight through them when their phase field is activated.

Phoenix Field (20)

These vehicles surround their entire surface with energy allowing it to produce massive damage by ramming another vehicle.

Power Sinks (21)

Power sinks are energy absorbing panels integrated into the structure of a vehicle. Power absorbers are designed to absorb energy and kinetic damage and store it as power that can be used at any time.

Power Siphon (22)

This ship can actually draw off the power from an enemy ship leaving it a inert derelict.

Repair Drone (23)

Repair drones are small robots that cover a ship and they repair damage even during a battle.

Shield Ripper (24)

These vehicle can produce a massive magnetic field designed to tear an opponent's shields apart.

Shockwave Generator (25)

A shockwave generator produces a massive electromagnetic pulse that will knock down shields and fry the circuitry of any nearby ship.

Smart (26)

Smart vehicles are covered with a smart sensory skin integrated with auto monitoring, diagnostic, and targeting systems. The diagnostic and monitoring systems allow an operator with a neural interface to feel as if the vehicle is an extension of his

own body. Its smart sensory skin allows an operator with a neural interface to view every aspect of the environment around a vehicle.

Stasis Field (27)

Stasis field generators produce a powerful stasis sphere that stops time trapping anything inside the field within the moment of time when it entered. Anything trapped inside the field cannot perform any actions and they cannot be effected by anything outside the field.

Stealth (28)

These vehicles produce a holographic stealth field that projects a false image and bends electromagnetic radiation around themselves making it difficult to spot or target at a distance.

Tractor Beams (29)

Tractor beams produce repulsion or attraction beams that can be used to move distant objects.

Warp Field (30)

These vehicles have powerful gravity generators allowing them to warp the fabric of space around themselves to deflect enemy attacks harmlessly away.

Starship Names (D100)

This is a list of names for starship and space stations in your sci-fi campaigns.

Anvil (1)	Eternal Night (26)	Lancer (51)	Specter (76)
Assassin (2)	Executioner (27)	Liberty (52)	Spider (77)
Avenger (3)	Explorer (28)	Lightning (53)	Star Crusher (78)
Banshee (4)	Faith (29)	Nightbringer (54)	Star Hammer (79)
Berserker (5)	Firefly (30)	Noble Wind (55)	Star Killer (80)
Black Ice (6)	Forerunner (31)	Overlord (56)	Starfire (81)
Broadsword (7)	Freedom (32)	Paladin (57)	Striker (82)
Challenger (8)	Fury (33)	Paladin (58)	Tempest (83)
Conqueror (9)	Glory (34)	Pathfinder (59)	Traveler (84)
Corsair (10)	Goblin (35)	Phantom (60)	Typhoon (85)
Crusader (11)	Guiding Light (36)	Pioneer (61)	Valkyrie (86)
Crusher (12)	Halberd (37)	Punisher (62)	Vampire (87)
Cutlass (13)	Hammer (38)	Rage (63)	Vanguard (88)
Dagger (14)	Harbringer (39)	Raider (64)	Vanquisher (89)
Death Scythe (15)	Hornet (40)	Ranger (65)	Vengeance (90)
Demolisher (16)	Hurricane (41)	Rapier (66)	Venom (91)
Demon (17)	Imp (42)	Raptor (67)	Vision (92)
Destroyer (18)	Independence (43)	Retaliator (68)	Voodoo (93)
Devastator (19)	Inferno (44)	Rogue (69)	Voyager (94)
Discovery (20)	Infinity (45)	Saber (70)	Warhammer (95)
Doom Falcon (21)	Interceptor (46)	Scorpion (71)	Warlord (96)
Dragon (22)	Intrepid (47)	Shining Light (72)	Warp Hammer (97)
Enterprise (23)	Javelin (48)	Shooting Star (73)	Wasp (98)
Eradicator (24)	Juggernaut (49)	Slayer (74)	Whirlwind (99)
Eternal Dawn (25)	Katana (50)	Sledgehammer (75)	Wyvern (100)

Starship Propulsion (D12)

These are the different propulsion systems used to maneuver a starship and travel between the stars.

Electromagnetic Propulsion (1)

These engines produce a powerful electromagnetic field that pushes a mass at high velocity pushing a spacecraft to incredible speeds.

Fold Drive (2)

This device actually folds the fabric of space and lets a spacecraft jump to the other side which can be millions of light years away.

Hyper Drive (3)

This device punches a hole in real space allowing a ship to enter hyperspace where FTL travel is possible.

Jump Drive (4)

This device opens a gateway into an alternate two dimensional space. This space can be folded so two points are touching so that a ship can reenter real space millions of lights years away.

Nuclear Pulse Propulsion (5)

This engine releases burst of ionizing radiation from small controlled nuclear explosions to propel a spacecraft forward.

Warp Drive (6)

These devices create a field around a ship that warps the fabric of space allowing a ship to move faster than the speed of light.

Rocket Engines (7)

These solid or liquid based engines react chemicals together to produce a burst of energy.

Fusion Drive (8)

This drive uses the energy produce by a controlled fusion reaction to propel a spacecraft forward.

Conversion Drive (9)

This engine uses the controlled detonation of matter and anti-matter to propel a starship forward.

Planetary Slingshot (10)

A spacecraft uses the gravitational pull of a planet or moon to gain acceleration so that it can travel to its next destination faster.

Solar Sail (11)

These massive metallic sails are deployed and the starship is pushed directly away from a local star by catching its solar radiation.

Station Booster (12)

An orbital base can actually fire a spacecraft using an electromagnetic pulse toward the next boosting station. A sequence of these boosters eventually gets a ship to its planetary destination within the star system. A booster station can also fire a laser at a ship to push it forward.

Starship System Failures (D12)

These are the results of different starship systems being damaged or destroyed.

Bridge (1)

If the bridge of a starship is destroyed, the entire ship is rendered immobile unless it has an a secondary or emergency bridge.

Communications (2)

If a starship's communication system is damaged, it is cut off from the rest of the universe meaning that the crew must deal with all problems on their own.

Engine (3)

If a starship's engines are damaged or it runs out of fuel, a ship can no longer move around space but it can still make jumps to other parts of space.

Gravity Control (4)

If the gravity control of a starship is damaged, the artificial gravity of a ship will disappear and the interior of the ship will return to zero gravity.

Hull (5)

If a ship's hull is damaged, it can cause a hull breach releasing the ship's atmosphere. A massive hull breach can causes an explosive implosion when atmosphere instantly flows out of a ship.

Jump Drive (6)

If a starship's jump drive is damaged, it can no longer make jumps between the stars so it is trapped wherever it is until the drive can be repaired.

Life Support (7)

If a starship life support is damaged, its internal atmosphere and temperature will slowly degrade until the only way to survive in the ship is by wearing a space suits.

Main Computer (8)

If the main computer of a starship is destroyed, most of its systems will not no longer function and stellar navigation becomes almost impossible.

Power (9)

When a ship's main reactor is damaged, a starship must run on emergency power and batteries. A damaged reactor may explode during a meltdown or breach releasing immense amounts of radiation into the ship.

Sensors (10)

If a starship's sensors are damaged, the ship is left blind so it cannot see anything around it.

Shields (11)

If a starship's shield generators are damaged, it cannot protect itself from enemy weapons and micro meteor storms.

Weapon Systems (12)

If a starship's weapon systems are damaged, it can no longer attack enemy ships.

Starship Types (D66)

These are the different classes of spacecraft found throughout the universe.

Fighter (11)

This small spacecraft has a single pilot but it has no jump drive so it must be delivered to a battle by a carrier.

Interceptor (12)

This heavy space fighter has its own jump drive. It has heavy shielding and missiles powerful enough to destroy a capital ship.

Bomber (13)

This super heavy fighter has heavy shielding and powerful torpedoes designed to take down large capital ships.

Scout (14)

This small capital ship is designed to scout local systems to determine their planetary defenses before the main fleet arrives.

Frigates (15)

Frigates are small spacecraft designed to protect the larger ships from fighter and incoming missiles.

Destroyer (16)

Destroyers are medium sized spacecraft that are deadly in large formations.

Battle Destroyer (21)

This destroyer has a powerful spinal weapon allowing it to destroy cruisers at long range.

Command Destroyer (22)

This destroyer has extra sensor and communication arrays allowing it to coordinate an entire battle group of destroyers.

Light Cruiser (23)

Light cruisers are designed to support a group of heavy cruisers and provides extra firepower.

Heavy Cruiser (24)

These capital ships are the main spacecraft in every battle fleet and they are powerful enough to destroy the surface of a planet.

Command Cruiser (25)

This heavy cruiser has extra sensor and communication arrays allowing it to command an entire battle group or fleet of other ships.

Strike Cruiser (26)

This heavy cruiser has a powerful spinal weapon designed to destroy an enemy spacecraft with a single hit.

Dreadnaught (31)

A dreadnaught is a massive battle cruiser that has the power of multiple heavy cruisers.

Battleship (32)

A battleship is the size of a small island and it has the power to devastate an entire battle group of heavy cruisers.

Light Carrier (33)

This capital ship is a carrier designed to carry a few wings of star fighters.

Heavy Carrier (34)

This capital ship is a carrier that can carry an few dozen star fighters safely into battle.

Fleet Carrier (35)

This carrier can carry a few hundred fighter into a battle. These massive capital ships are have advanced sensor systems to help coordinate the attack of these fighters.

Swarm Carrier (36)

This continent sized mobile battlestation carries over a thousand fighters into battle.

Planet Destroyer (41)

This massive ships is the size of a small moon and it has a main gun powerful enough to destroy a small moon.

Death Station (42)

This incredible spacecraft is the size of a planet and it carries ten thousand fighters and its main gun has the power to destroy a planet.

Auxiliary Cruiser (43)

This is a freighter that has been armed with heavy weapons and shields allowing it to fight alongside other warships.

Barrage Ship (44)

This is a freighter with all its cargo bays filled with missile launchers that can be fired in a massive barrage.

Gunship (45)

This spacecraft is just a massive main gun that has an engine, energy source, and defensive screens attached to it.

Minelayer (46)

This spacecraft is designed to deploy a network of mines to protect a given area of space.

Free Trader (51)

These independent cargo carriers are used by merchants and smugglers to deliver goods and passenger to alien worlds.

Freighter (52)

These large space freighters are designed to transport large amounts of cargo between distant worlds.

Mega Freighter (53)

This freighter is the size of a battleship and it can carry immense amounts of cargo between different star systems.

Fleet Tug (54)

This spacecraft is designed to tow a damaged ship through hyperspace to a fleet repair dock.

Mining Vessel (55)

These immense ships are designed to find and process entire asteroid fields and carry all these resources back to their world.

Escape Pod (56)

This small spacecraft is an emergency escape pod that allows a few crewmembers or passengers to escape a dying ship.

Battle Drone (61)

This remote controlled or sentient spacecraft are designed to protect their parent ship that carries them and release them during combat.

Survey Ship (62)

This exploration ship is designed to search the universe and explore alien worlds looking for new worlds to colonize.

Colony Ship (63)

This massive ship is designed to carry colonist to a new world with all the resources and technology to set up a new colony.

Passenger Ship (64)

This spacecraft is designed to carry passengers between planets within a solar system or between different star systems.

Troop Carriers (65)

This spacecraft carries an entire battalion of troops and all their heavy vehicles to a distant world.

City Ship (66)

These incredible ships have entire cities aboard them that allows a culture to stay on the move.

Steampunk Adventure Hooks (D44)

These are ideas for running campaigns set during the steam powered Victorian age.

Ancient Knowledge (11)

Your team has been sent on an expedition to search for a legendary vault in Antarctica filled with ancient technology.

Children of Atlantis (12)

The descendants of the lost city of Atlantis want to use their advanced technology to reclaim their place as world dictators again.

Clockpunk Machines (13)

Your team of clockwork robot pilots are in a war against alien invaders.

Clockwork Imposters (14)

Clockwork machines are made to replace all the leaders of the world so your team must uncover the imposter before the world is taken over by them.

Crystal Skulls (21)

Your team has been sent on an expedition to explore an ancient underground temple discovered in South America. Mysterious crystal skulls have been discovered. Your mission uncover the secrets of these ancient artifacts and discover their true purpose.

Flying Ironsides (22)

Your crew has been assigned to one of the new flying battleships created using a new invention that lowers the density of matter so that these iron behemoths can float in the sky.

Icy Secrets (23)

Your team has been sent on an expedition to explore the ruins of an ancient civilization in Antarctica.

Mars (24)

Your team is being sent to Mars on a steam powered rocket to see what alien societies live on this red planet.

Sky Pirates (31)

Your crew terrorizes the skies in your flying galleon looking for adventure and searching for the infamous lost treasure.

Society of Thinkers (32)

You are a member of a secret society of nobles and scholars that use their riches and knowledge to protect the world from mad scientists and evil hidden powers.

Super Sub (33)

Your team has discovered an abandoned submarine filled with advanced technology that borders on magic.

Time Machine (34)

Your team must use a time machine to go back and stop your enemies from changing the future so that they win the great war.

Ultimate Tech (41)

Your squad has been sent into enemy territory to destroy a powerful analog computer that has been able to break every secret code produced by your army.

Weird War (42)

Your squad of soldiers has been ordered to destroy a laboratory creating deadly steam powered zombies.

World Fair (43)

Your team has been sent to protect a scientist that has just discovered a zero point energy generator and is going to present it at the annual world fair.

Zeppelin Force (44)

Your crew is in charge of a powerful battleship blimp that must fight its way to your enemy's main command center.

Super Powers (D200)

These are super powers that can be given to characters in a futuristic science fiction campaign.

Absorb (1)

A person has the ability to absorb energy into her body. He can drain anything of its energy leaving it completely inert or absorb enemy attacks.

Accelerate (2)

A person can throw any object at almost supersonic speeds allowing him to turn anything into a weapon. He can throw with incredible accuracy so he can kill by throwing small rocks or playing cards.

Adaption (3)

A person gains powers that allow them to survive and function in any environment that she finds herself in.

Acid Blood (4)

A person's blood is so corrosive that it will instantly melt through anything that it touches.

Acrobatics (5)

A person has super human balance, speed, and reaction time. He can dodge any attack or attack people with his body.

Age Control (6)

A person can change his physical age or the physical age of another person.

Air Form (7)

A person can change his entire body or part of his body into air. He can fly or move through even the smallest gap and even enter another person's lungs.

Air (8)

A person can control the movement of air and form air into solid objects. He can fly by pushing a column of air underneath himself, knock people or objects over, crush an object with a massive pulse of air, or moving objects with the movement of air. He can even forge air into a physical object or animate a construct made of pure air.

Animal Control (9)

A person can control the minds of animals. This allows him to talk to animals or simply give them commands that they cannot

resist. He can control a single animal companion or an entire herd of animals.

Animal Form (10)

These people can partially or completely change her body into the form of a specific animal giving him different powers that depend on the animal selected.

Animate (11)

A person can control the motion of physical objects. He can completely take control of a vehicle or the body of a person or animal. He is not controlling the person's mind but just making his body move around like a puppet.

Arcane Construction (12)

A person can energize any object with arcane energy giving its own mind and allows it to move on its own.

Armor (13)

A person has a protective shell, structures, or plates over all their vital organs. This natural body armor is made of various hard substances making their bodies harder than steel.

Art (14)

A person can bring anything that he draws or paints into life. This living animation will perform its task and then it will disappear. The drawing can be anything that she can imagine and draw.

Assimilate (15)

A person can absorb the memory and knowledge from another person simply by touching them. She must be careful because she can accidentally absorb pieces of a person's personality.

Astral Projection (16)

A person can remove her spirit from her body and travel through normal or astral space in a disembodied form. She can enter another person's body and take over his actions.

Blade (17)

A person can produce an energy sword in his hands that can slice through any material. This blade can penetrate energy fields or cut through the barrier between dimensions.

Blind (18)

A person can permanently or temporarily blind another person. A character can use a mental power, spray poison in an opponent's eyes, produce intense light to overload optic nerves, or fire a sticky material to block an opponent's eyes.

Body (19)

A person can alter the structure and function of her body to produce gill, spines, tendrils, webbed feet, wings, and an adhesive grip.

Bone (20)

A person can grow and change the shape of his bones. His bones can be made to protrude through his skin to be used as weapons. He can even fire bones from his body or pull them out to be used as a hand weapon. He can also enlarge his bones to protect his body from enemy attacks.

Bounce (21)

A person can cause his body to bounce off any surface with incredible speed or things to bounce harmlessly from his body.

Brawl (22)

A person has the superhuman ability to fight and use your body to destroy anything and anyone. He has a natural instinct for fighting large numbers of enemies. When he gets injured, his ability to fight increases as his anger grows.

Bullet Time (23)

A person has highly accelerated senses and reaction time allowing him to react to his world as if everything around him is moving in slow motion. He can dodge bullets and lasers easily and he can block attacks before an opponent even moves.

Burrow (24)

A person can tunnel underground at amazing speeds through dirt or solid rock. He can quickly make tunnels and caves in even the hardest rock formations.

Cartoon (25)

A person can transform into cartoon form and create cartoon items that actually function in the real world. He can become a two dimensional so all the laws of physics seen in cartoons apply to him.

Chameleon (26)

A person can change his skin appearance and any clothes that she is wearing to blend into their environment.

Charm (27)

A person can cause another person to instantly fall in love and desire him.

Chemicals (28)

A can emit natural chemicals from her body that can be used to kill or stun an entire army of enemies or it can be used to control a horde of villains.

Claws (29)

A person has permanent or retractable nails or sharp blades that project from his fingers, knuckles, or arms that can cut through almost anything.

Clay (30)

A person can change his body into living clay making him incredibly strong and his body totally malleable. He can change their shape and stretch his body to almost any size or shape allowing him to form his arms into weapons.

Climb (31)

A person can attach himself to any surface allowing her to crawl on sheer surfaces and hang from smooth surfaces without holding on.

Comprehend (32)

A person can understand anything that he hears or sees instantly no matter what language the information is in even if it coded or encrypted.

Conceal (33)

A person can make anything impossible to detect no matter how large by making people not think that it is actually there.

Confuse (34)

A person can make another person forget where they are and what they are doing.

Consume (35)

A person can consume or absorb any structure or person to gain his, her, or its abilities, powers, and knowledge. When he consumes something, she partially takes on the object's form or the appearance of the person consumed.

Control (36)

A person can control the movement of other people so he can use them like a puppet. The person will still be able to perceive the world around herself but she cannot control her actions.

Copy (37)

A person can copy any super power that she can see. This is a very versatile ability because it allows a character to counteract any power with the same power.

Corrosion (38)

A person can project a substance or has a fluid flowing inside his body that can dissolve through any material in seconds.

Cut (39)

A person produces an energy field around his hands, fingers, or feet allowing him to cut through any substance with a stroke.

Damage Transfer (40)

A person can transfer all the damage he receives to another person simply by touching her.

Danger Sense (41)

A person can detect if any danger is present in his environment allowing him to avoid it with ease.

Darkness (42)

A person can produce areas of total darkness or project darkness from his body. The darkness can be used to produce a crushing force or to move objects of any size or weight.

Death (43)

A person can kill a person simply by touching him or projecting a death beam at him. This power works by destroying a person's soul, draining her life force, or causing her body to stop functioning.

Decay (44)

A person can cause anything to rot, decay, or crumble instantly. He can cause metal items to rust or disintegrate into dust and he can cause organic matter to melt into primordial ooze.

Deflect (45)

A person can deflect any physical attack directed at them no matter what form or intensity it takes by producing a blast of pure force.

Density (46)

A person can increase or decrease his density. He can decrease her density so much that she will start to float in the air. He can also increase her density so much that she cannot be moved and her body would become completely indestructible.

Detonate (47)

A person can charge things that she touches with energy causing them to explode. This explosion can be timed to occur at a specific moment to cause the most damage. The intensity of the explosion can also be controlled depending on what he is trying to accomplish.

Disease (48)

A person can spread disease to anyone that she touches. These diseases can be debilitating or can result in a violent and painful death.

Disguise (49)

A person can actually change his facial structure, voice, skin and hair color, and physique to look like anyone that he has observed. This disguise can be so perfect that even a relative or friend cannot tell the difference simply by looking.

Disintegrate (50)

A person can disrupt the atomic bonding of any object. This will cause an object to turn to gas or slowly fall apart at the atomic level. He can set up a destruction field around his body that will not let anything solid pass through.

Disorient (51)

A person creates a disorientation field that will cause other people to become extremely confused and disoriented.

Disrupt (52)

A person can prevent someone else from using her super powers. He can prevent a character from accessing her powers or absorbs the power as it is used.

Divide (53)

A person can separate her body into many pieces that can all be controlled separately that can be recombined later.

Dowsing (54)

A person can find almost anything with her powers of detection no matter where it is.

Dream (55)

A person can enter another person's dreams and nightmares making what happens there real. He can also manipulate a person's dreams to change her beliefs and emotions when she wakes up.

Duplication (56)

A person can make copies of himself that can exist as separate individuals.

Earth (57)

A person can cause rock to move and change shape. He can launch stones at an enemy or form walls of rock and dirt to protect herself.

Earthquake (58)

A person can project seismic waves from his hands producing a shock wave through any material. The solid ground around a character will produce a physical wave throwing everything into the air and destroying any nearby structures.

Elastic (59)

A person is completely elastic so she can bend and change her body to form any shape. A character can greatly increase the size of any part of her body or stretch herself like a rubber band. If he stretches and releases his arm, his hand will reach incredible speeds when it hits. He can also coil around an enemy or enlarge his fists or feet to create a larger impact. He can change into a ball and bounce around the battlefield.

Electromagnetic Vision (60)

A person can see in any part of the electromagnetic spectrum.

Emotion Control (61)

A person can manipulate the feelings and emotions in other people. He can create feelings of intense fear, love, hate, sickness, hope, and hatred.

EMP Pulse (62)

A person can produce powerful electromagnetic pulse that will destroy the circuitry of any electronic device.

Empower (63)

A person can give other people super powers for a limited time.

Energy (64)

A person produces intense blasts of energy from her hands, fingers, eyes, or mouth. This energy can also be used to shock other people and stun them. He can produce electromagnetic shields.

Energy Conversion (65)

A person can change any form of energy to another. He can convert energy between the following types heat, kinetic energy, potential energy, light, sound, and matter.

Energy Form (66)

A person can change his body into pure energy allowing him to shock or burn anything touching him. He can also produce powerful energy shields and energy blasts. In energy form, he can actually enter and take control of any machine operated by electronics.

Enhance (67)

A person can change her internal chemistry and control the chemical secretions inside her body giving her bursts of physical speed and power. He can greatly increase the speed, strength, and sensitivity of his body by releasing different hormones.

Ensnare (68)

A person projects web, slime, nets, rope, cables, or energy to entangle opponents or attach to distant surfaces. Once attached, she can swing by this attachment to quickly move around her environment or to move or throw large objects.

Entropy (69)

A person can control the randomness in matter. Increasing entropy in matter will cause it to fall apart or decay. Decreasing entropy will cause an object to cease moving and become inert.

ESP (70)

A person can extend one of her senses to any distant location in the universe.

Exorcism (71)

A person can destroy spirits, ghosts, and demons that might possess a given area or person.

Extra Limb (72)

A person has multiple arms or tentacles allowing him to perform multiple attacks or perform many actions at once.

Fatigue (73)

A person can cause instant fatigue and extreme tiredness in other people so that they cannot move anymore and collapse.

Fear (74)

A person can create uncontrollable feelings of fear in other people. Victims of this effect must overcome this incredible sense of dread or run in terror or become completely overcome with fear and remain motionless or faint. If this state of fear is strong enough, the victim can be left permanently comatose. Fear can be accomplished through mind control or the use of air borne drugs.

Fire (75)

A person can project flames at an enemy as long as oxygen is available in the environment. This fire can be used to melt or destroy an enemy or to deflect enemy attacks. He can also heat or melt any material or cut through it in seconds.

Fire Form (76)

A person can change his entire body into a burning fire or just surround his body with magical flames. He can also project powerful blasts of fire to destroy his enemies.

Flight (77)

A person can move through the air and perform different aerial maneuvers. This can be done with physical wings, super science, or the manipulation of gravity or the fabric of space.

Force (78)

A person can produce a crushing wave of force that can be used to push or pull an object with incredible force. This force can be used to move any object or completely stop its motion. He can produce defensive force fields to protect himself or other people.

Forge (79)

A person can make any machine from the matter around him. The person only has to think of the function of the machine to make it form, she does not actually have to understand the science behind how it operates.

Friction (80)

A person can change the effect of friction on any object. By decreasing the friction, an opponent will find it impossible to walk without slipping or objects become impossible to hold without them slipping out of a person's hand. By increasing friction, a person or ground vehicle can no longer move and the internal mechanisms of a machine would grind to a halt.

FTL Speed (81)

A person can move faster than light so they can appear and disappear anywhere on the world at will.

Gadgets (82)

A person can create machines that can perform any task that may verge on super science.

Gate (83)

A person can produce a transdimensional portal to another universe. This portal will allow anything passing through it to enter this alternate universe.

Genius (84)

A person is a true genius that has super human abilities in math, science, literature, or linguistics.

Ghost (85)

A person can change into an ethereal state allowing her to pass through any material. In ethereal form, any attack will pass harmlessly through her at will. She can also drain the life force from another person or change anyone that she touches into the ethereal state.

Gravity (86)

A person can increase or decrease the effect of gravity on any area that he desires. Increased gravity can be used to hold an opponent in place or crush him. Decreased gravity will cause an opponent to float into the air. She can lower gravity so that she can safely levitate to the ground when she is falling or she can jump incredible distances with ease.

Growth (87)

A person can increase her physical size and mass to almost any proportion. As her size increases so does her strength and endurance.

Hair Control (88)

A person can manipulate the hair on her body to change its shape, length, movement, and strength. Her hair can form a blade or it can reach out and grasp another person.

Hate (89)

A person can forge his negative feelings into pure energy or a physical force. This almost uncontrollable power increases as the his anger grows.

Heal (90)

A person can physically restore damaged cells simply by touching another person on the injured area. He can instantly heal an injury, repair broken bones, or regrow entire limbs.

Ice (91)

A person can project any amount of ice or snow from his body as long as there is enough moisture in the air. He can form structures to imprison opponents and defend himself, create weapons from ice, or launch razor sharp ice shards. He can form slippery patches of ice to disrupt an opponent's movements and produce massive ramps of ice to move quickly over any environment.

Ice Form (92)

A person can change his entire body or portions of his body into ice. He can change the shape of his appendages into weapons,

tools, or shields formed from ice that can be formed from his body. He can repair any part of his body formed of ice as long as there is any moisture in the air.

Illusion (93)

A person can manipulate another person's mind to alter her sense of reality. The illusions produced in a victim's mind can seem so real that they can actually injure or kill her. Illusion can also be used to trap a person in a mental prison making him stand motionless while his mind works out the illusion.

Imagination (94)

A person can make anything that she thinks about or believes in a reality. This is a constructive ability because he can make anything come into existence but he cannot destroy anything with this power.

Immobilize (95)

A person can cause anyone to become completely paralyzed by physically or mentally controlling the person's body.

Immortality (96)

A person cannot be killed because of a magical power or temporal anomaly.

Immovable (97)

A person can transfer any force or energy direct at him into the ground. Nothing physical can hurt or move him as long as he is touching the ground.

Intuition (98)

A person never fails at anything that he does because he always has a feeling that makes him do the right thing at the right time.

Invisibility (99)

A person can make her body disappear to the human eye and machine sensors by bending light around herself, creating false images, or duplicating the image of her environment onto her body.

Invulnerability (100)

A person cannot be hurt or damaged because of his high density or tough skin. He might also have alloy bones or produce powerful defensive screens around his body.

Item Reading (101)

A person can tell when he touches any item who touched it and how it was used in the past.

Jinx (102)

A person can curse another person giving him bad luck causing an enemy to constantly miss and make mistakes or a machine to malfunction and break.

Kinetic Control (103)

A person can control the movement of any object making it speed up or slow down to any level.

Leap (104)

A person can make an immense leap into the air that lets him to travel incredible distances over any terrain in seconds. If he lands on something, the impact would be incredible and massively destructive.

Light (105)

A person can produce blasts of intense chromatic light that can be used to burn through anything or melt any material. He produces bursts of intense of light that will blind everyone around her.

Lightning (106)

A person can project lightning from her body or direct it from the sky.

Liquefy (107)

A person can any material to change from a solid into a liquid causing it to lose its shape and structure.

Living Rock (108)

A person can partially or completely change her body into living rock giving her incredible strength and endurance.

Luck (109)

A person has incredible luck so he can never fail and is impossible to injure.

Madness (110)

A person can destroy a someone's psyche driving him insane.

Magic (111)

A person can create and control arcane forms of energy. This allows a character to produce powerful bolts of arcane energy, forge magic shields, and perform almost any action that his imagination can force into reality.

Magnetism (112)

A person can generate powerful magnetic fields that can move or manipulate anything made of iron, nickel, or cobalt. He can control and destroy anything composed of ferromagnetic materials including human blood.

Matter (113)

A person can rearrange matter at the atomic level. He can change the shape, chemical composition, size, color, and temperature of any object.

Matter Absorption (114)

A person can absorb matter directly into her body. This matter can add more mass to her body or it can be converted into energy that can be used to power his other super powers.

Matter Chameleon (115)

A person can change his body into any material that he touches.

Matter Creation (116)

A person can produce any type or amount of matter from thin air allowing them to build structure or knock back his enemies.

Metal (117)

A person change their body into organic metal making them incredibly strong and durable. This organometallic form is still flexible like skin so the only disadvantage of this form is the loss of skin sensitivity.

Microwave Control (118)

A person can produce microwave radiation to cause things to heat up and explode.

Mimic (119)

A person gains the ability of an any insect or animal but not its appearance. A person that mimic a spider can crawl on walls, produce web, and has a poison bite.

Mind Control (120)

A person can reach out and control the actions and thoughts of another person. This control can be so complete that the person will not know she is being controlled.

Miniaturize (121)

A person can decrease the physical size of another person or object.

Mirage (122)

A person can cause a person to see things that are not really there actually covering about things that are there.

Molecular Manipulation (123)

A person can change the chemical bonds in any material to change its chemical composition.

Morph (124)

A person can change the shape of her body allowing her to create physical weapon and tools with his body.

Music (125)

A person can control the emotions and actions of other people by singing or playing an instrument.

Mutate (126)

A person can cause other organisms to permanently mutate their physical form and genetic material.

Nature (127)

A person can communicate and animate all forms of plants. She can animate the plant life in her environment to attack an opponent.

Nausea (128)

A person can affect the inner ear or brain of another person to cause extreme nausea or vertigo.

Necromancy (129)

A person can animate the dead allowing them to make armies of the living dead.

Negation (130)

A person removes a person or a specific action that anyone has performed from the time stream. All actions performed by the negated person and their consequences are removed from the timeline and all memories of them are removed from the universe.

Nuclear (131)

A person can generate intense burst of ionizing radiation that can destroy any substance and causes everything it touches to become radioactive.

Nullify (132)

A person can negate another person super power so that person cannot use his powers when you are around.

Omnipresence (133)

A person can see everything that is happening, will happen, and that has happened with different levels of accuracy.

Optic Blast (134)

A person can fire powerful burst of energy from her eyes. These beams can melt through any material or be used to slowly heat up any substance.

Pain (135)

A person causes intense feelings of pain in other people that can be so intense that it them unconscious.

Paper (136)

A person can produce any amount of paper from his body or a book. This paper can be made any to be any size, shape, and hardness allowing him to fold or stack paper to form shapes that give him special abilities. He can fly around inside a massive paper airplane or float on a paper boat. He can slice anything with a paper blade or pile mountains of paper onto an opponent.

Paper Form (137)

A person can turn her body into pieces of paper that can be formed into any shape or hardness.

Petrify (138)

A person can turn another person into stone simply by looking at him or touching him.

Phasing (139)

A person can accelerate the atoms of his body allowing him to pass through solid matter without harm.

Plasma (140)

A person can produce streams of plasma to destroy an object or he can produce a sphere of plasma that will prevent anything from touching him.

Poison (141)

A person can generate poison, toxins, and acids in his body. These poisons can be sprayed from a character's body or excreted from his skin.

Portal (142)

A person can create trans-dimensional portals anywhere in the universe. Anything that enters one portal is instantly transported to the other portal. A character can put a portal anywhere that she has ever been with pinpoint accuracy.

Possess (143)

A person transfers her spirit to another person's body and takes total control of it.

Power Strike (144)

A person can focus her internal energy into her hands or feet making her attacks incredibly destructive. By focusing this energy in her hand, he can block any attack or pick up any dangerous substance with her bare hands without harm.

Precognition (145)

A person can see future events but they must achieve total concentration in order to see a clear vision of the future. Once these characters have seen the future, they can easily respond to change an undesirable future.

Premonition (146)

A person receives brief glimpses of the future.

Psionic (147)

A person can forge his thoughts into pure energy. He can create mental blades and shields or bolts of psychic energy that not only destroys matter but can also annihilate an opponent's mind.

Push (148)

A person can produce a massive wave of force that can push anything back no matter how powerful or massive it is. This force can be directed at a small area or it can be blasted out in all directions from his body.

Quickness (149)

A person has highly accelerated perception that make everything around them appear to moving extremely slowly so he appears to be reading his opponents' minds.

Read (150)

A person can cause anything to happen or come into existence simply by reading from a book or a piece of paper that describes the desired action.

Reality (151)

A person can manipulate the laws of nature and change the way the world works. These characters control their environment by changing the laws of physics to control what can and cannot happen. It allows a character to make anything that he thinks come true.

Reincarnation (152)

A person is reborn as another person that takes her physical place when he dies. He may have a limited number of times that he can reincarnate before he finally dies.

Regeneration (153)

A person naturally heal any physical damage. His cells repair and grow at incredible rates allowing his body to repair physical damage that would instantly kill a normal person. This constant cellular regeneration keeps a character young forever leading to eternal longevity.

Remote Sensing (154)

A person can see and hear anywhere in the world or universe.

Resurrect (155)

A person can bring another character back from the dead.

Sand (156)

A person can manipulate and control sand or dirt. He can forge sand into any shape and any level of hardness to form edged weapons, appendages to grasp opponents, protective shells, and crushing walls.

Sand Form (157)

A person can change his body into sand that she can form into any shape, size, or hardness. She can make weapons and shields from this sand or cover and overwhelm an opponent with this living sand.

Shadow (158)

A person can create and manipulate shadows. She can instantly move through the shadows or teleport between them. She can use shadows to control the bodies of other people or consume them with these shadows.

Shapeshifter (159)

A person can alter her appearance or overall shape to look like anything that she has ever seen. Her size and mass will change to allow her to acquire the transform into any object, animal, or person.

Shrink (160)

A person can decrease her physical size and mass to almost any size. He can achieve atomic size and alter the physical structure of an enemy.

Sixth Sense (161)

A person can detect and effect interdimensional and ethereal entities even though no one else can see them.

Size Shift (162)

A person can change the size of other objects allowing it to cause anything to shrink or grow immensely in size.

Sleep (163)

A person can cause other people to fall into a deep sleep.

Smart (164)

A person can come up with a way to defeat any enemy no matter how powerful they are or what resources they have to work with.

Smoke (165)

A person produces smoke from her body that can be manipulated into any shape, size, hardness, and temperature. This smoke can be used to form weapons, shields, and structures. This smoke can also be used to capture or suffocate an opponent.

Smoke Form (166)

A person can change his body into smoke allowing him to quickly fly through the air and pass through the smallest crack. He can forge this smoke into any shape, hardness, and temperature. He can also spread out to blind or suffocate everyone in his environment.

Solar (167)

A person can produce intense blasts of solar radiation from their bodies. This intense radiation and light can disintegrate a target or cause intense radiation burns.

Sonic (168)

A person can control sound and produce intense blasts of sound energy. These sonic waves can be used to stun, disorient, or crush an opponent. This power only works in an atmosphere or underwater.

Spatial Control (169)

A person can control the structure of the universe around them by bending and warping space to change its shape and size of the spacetime continuum.

Spin (170)

A person can spin at incredible speed without becoming disoriented and she can cause anything to also spin at will simply by touching it.

Spirit (171)

A person can control the spirits of the dead and the spirits that live within everything living including plants and animals. He can summon these spirits into the real world where they will take on physical form and obey his commands.

Steal Power (172)

A person can permanently copy another character's power. She can change powers at any time but she loses her previously acquired power.

Stun (173)

A person can use electricity, sonic blasts, chemicals, or a precise impact to cause another character to be knocked unconscious for a limited time.

Suffocate (174)

A person can cut off the air from another person by physically preventing them from breathing or removing the air from around them.

Summon (175)

A person can bring creatures from other dimensions into our world. These creatures will follow his orders as long as she can maintain her dominance over them.

Super Breath (176)

A person can blow with the force of a hurricane and suck in with the force of a tornado. He can also blow out super cold air to freeze an opponent solid.

Super Senses (177)

A person has enhanced normal senses or special sensory abilities that allow him to sense what other people cannot. These senses include hearing, touch, sight, smell, and special senses that can include ultrasound, infrared, and ultraviolet.

Super Speed (178)

A person can move and run with speed as fast as the speed of sound or light. His senses and mental kinetics are also highly accelerated allowing him to control his incredible physical speed. He can move really fast, punch and kick hundreds of times a minute, or run in a circle so quickly that tornadoes will actually form.

Super Strength (179)

A person has almost unlimited physical strength. He is so strong that he can pick up unimaginable amounts of weight and stop the movement of almost anything. He can also punch with an incredibly destructive force.

Super Swim (180)

A person can move at almost hypersonic speed through the water by either controlling gravity or projecting force from behind their bodies. He can move so fast that he can create cyclones in the water by turning in a circle.

Suspended Animation (181)

A person produces a suspended animation field that causes anything in it to completely cease to change in any way as long as it is in this field. Anything in this field can also not be effected by the outside world..

Swarm (182)

A person can control thousands of insects or small animals that can be used to attack an opponent or to perform many different tasks. A large swarm of insects can move large objects, overwhelm an opponent, or clog up the machinery of a vehicle. A single insect can be used to track the movement of another person or stand guard over a given area.

Tech Control (183)

A person can directly or remotely control a machine or computer with his mind. He can take control of a security system, vehicle, or robot and use it against its owner.

Telekinesis (184)

A person can move anything using the power of her mind no matter what its weight or size. Anything can be moved if the character believes it can be done.

Telepath (185)

A person can speak directly to another person's mind or read her thoughts without her realizing what is happening. A telepath can also remotely manipulate another person's memories and emotions.

Teleport (186)

A person can move instantly through space allowing him to instantly disappear and reappear in a totally different location.

Thermal Control (187)

A person can control the atomic vibration of any object to control its temperature and its state of matter. He can heat or cool anything to any temperature and instantly change solids to liquids or any other state of matter.

Time Manipulation (188)

A person can speed up, slow down, and even stop time in a localized area. This allows him to move quickly at will, stop his opponents, and slow down time so that he can counteract another person's actions before they can even move making him almost impossible to defeat.

Time Travel (189)

A person can freely move forward and backwards through time.

Transfer (190)

A person can switch his spirit with another person so that he actually switch bodies but he maintains his own personality and memories.

Transmutation (191)

A person can change the elemental composition of any object allowing him to change substances into anything else. He change a person into solid gold or helium.

Universe (192)

A person can create a pocket universe that has a portal to our own world. The appearance and physical laws in this universe are only limited by a character's imagination.

Unstoppable (193)

A person has infinite inertia and endurance so that nothing can stop him once he gets moving except himself. He can move through a mountain because once he gets moving he cannot be stopped.

Vibration (194)

A person can cause anything to increase its vibration so that it shakes apart or it can causes the atoms of an object to vibrate at such high levels that it will heat up and eventually break apart into a gas.

Voodoo Magic (195)

A person uses voodoo magic to do anything to another person by manipulate a voodoo doll with his opponent's appearance.

Void (196)

A person can change his body into pure darkness. This makes his body impossible to damage because any attack would simply enter into this nothingness. He can also absorb a person into the darkness and trap her there.

Vortex (197)

A person can produce extra dimensional vortexes that can suck a person into an alternate dimension. He can also produce smaller vortexes to suck away a specific object or a person's limb.

Water (198)

A person can generate water and control the movement and viscosity of water. He can control the flow of any body of water or project massive torrents of water at an opponent. He

can harden and control water to use it as a weapon or shield or water can be used to form a bubble to imprison or drown an opponent.

Water Form (199)

A person change her entire body into water allowing it to take any shape. He can trap an opponent inside her liquid body to imprison or drown her. He can absorb any form of moisture to greatly increase his size and mass.

Weather (200)

A person can control the forces of nature. This power allows her to control the wind and atmospheric pressure and moisture. She can make the environment produce lightning, fog, massive hail, torrential rain, tornadoes, and hurricanes that she can control with pinpoint accuracy.

Super Power Origins (D20)

These are the possible origins that a character might have acquired his super power.

Accident (1)

A person had a freak accident that has given him his powers. A character may have been caught in a massive chemical spill or nuclear blast, hit by lightning, or bit by a radioactive insect.

Alien (2)

A person was given powers by an alien visitor or she has found an alien device that has given her power.

Artifact (3)

This magic or super science device emanates some power that gives a person super powers.

Chi (4)

A person can generate internal energy inside her body and she can channel it to create her powers.

Creature (5)

A person is a mythical being or a non-human race that has natural powers.

Experiment (6)

A person was given an experimental drug or went through a scientific process that has given him his super powers.

Family Trait (7)

All your ancestors have this power and you received it as your birthright.

Future (8)

A person has come from the future so his level of technology and knowledge makes him appear to have super powers to the people of this era.

Gift (9)

A person has been given his powers by a god or omnipotent being as a reward or to fulfill some greater purpose.

Knowledge (10)

A person may have knowledge of how the universe really works allowing her to manipulate the world around her. This understanding might have been gained accidentally, passed down from a master, or gained from an ancient tome.

Machine (11)

A person is a sentient robot or android with incredible powers.

Mutation (12)

A person has a genetic mutation that give him his super powers. These are natural powers that may lie dormant in a person and might be unleashed at any time during his life.

Mythological (13)

A person is a child of a god and has been given powers to show his heritage.

Nature (14)

A person draws on the life energy of nature and the living world around him.

Possession (15)

A person has been possessed or contains a demon or ghost inside his body that gives him his power.

Radiation (16)

Radiation has mutated a person or has been absorbed by her giving her special powers.

Technology (17)

A person uses technology and devices that give him super human powers when he activates them. This technology can take the form of a device, replacement cyber tech, or internal nano technology.

Training (18)

A person has survived intense training that has given her such incredible concentration and physical expertise that her actions appear super human.

Undead (19)

A person has survived death and has been given powers of the living dead. He may also be a ghost or soulless body.

Visitor (20)

A person is from an alien world or an alternate dimension where his powers are the norm.

Super Science (066)

Some alien races have developed such incredible technology that it borders on magic.

Afterlife Imager (11)

These aliens have developed the technology that allows them to talk to the spirits of the dead.

Artificial Intelligence (12)

These aliens have developed a sentient computer system that becomes almost omnipresent because of its incredible intelligence.

Brain Scan (13)

These aliens can actually read information directly from a person's brain.

Cellular Regeneration (14)

These aliens can perform instantaneous cellular regeneration allowing them to heal any injury or regenerate severed limbs and damaged nerve fibers.

Dimensional Engineering (15)

Dimensional engineering allows a race to create alternate universes with their own special physical laws. These pocket universes can be used to hide from the rest of the universe. This alien race can also open stable portals to alternate dimensions and other realities.

Engram Programming (16)

These aliens have learned to program knowledge and skills directly into a living mind using induction fields

Free Energy (21)

This alien race has developed powerful inter-dimensional power sources that give them an unlimited source of clean energy.

FTL Travel (22)

This alien race has developed a warp field that allows a ship to break the laws of physics and travel faster than the speed of light.

Group Consciousness (23)

These aliens have developed a group consciousness that gives each individual access to the knowledge of the entire race.

Immortality (24)

These aliens have developed medical techniques that allow an individual to live forever.

Infinite Perception (25)

These aliens have expanded their perception throughout the universe and they can now see past, present, and future events anywhere in the entire universe.

Matter Construction (26)

These aliens have learned to completely control the structure of matter allowing them to instantly make anything with a thought. This might also represent a technology that can convert energy directly into matter.

Matter Manipulation (31)

This technology allows an alien race to manipulate matter at the molecular level so they can create incredibly complex machines in seconds or instantly repair any machine.

Mental Kinetics (32)

These aliens have developed such powerful minds that they can do almost anything including manipulate the fabric of reality with their thoughts.

Mind Control (33)

These aliens have developed powerful mind control machines that allow them to instantly conquer and control an entire planet of people.

Mind Transfer (34)

These aliens have learned how to transfer their personality and memories from one brain to another. This allows them to take control of another being's mind and make perfect clones.

Negation (35)

These aliens have developed a technology that allows them to erase anything from the space-time continuum producing a causative wave that alters everything that its negation from existence would affect.

Organic Technology (36)

These aliens have developed organic sentient machines that take the place of computers and mechanical devices.

Planetary Construction (41)

These aliens can actually construct planets by deconstructing local planets and reforming them to their own specifications.

Precognition (42)

These aliens have learned how to focus their perception into the future so that they can glimpse future events.

Portal Weapon (43)

These aliens have developed a weapon that can temporarily open a wormhole allowing it to fire at a planet anywhere in the universe.

Quantum Computers (44)

These super computers use quantum mechanics allowing them to make calculations faster than the speed of light with little or no energy. These advanced computers make artificial intelligence and virtual realities possible.

Reality Manipulation (45)

These aliens have learned to control the fabric of reality so that they can alter the physical laws of the universe making almost anything possible.

Shapeshifting (46)

These beings have such incredible control over matter and cellular manipulation that they can change their shape and biological functions at will.

Species Manipulation (51)

These aliens are masters of geneengineering allowing them to create any creature imaginable with any level of intelligence.

Size Manipulation (52)

These aliens have developed the ability to compress or expand matter allowing them to shrink things down to the cellular level or increase their size a hundred fold.

Space Folding (53)

These aliens have developed ships that can travel amongst the stars by folding space and entering an alternate universe that allows instantaneous travel between points of real space.

Species Construction (54)

These masters of genetic engineering can construct any type of living species simply by manipulating the genes of their brood stock.

Superconductors (55)

These aliens have developed room temperature superconductive ceramics that make a computer incredibly fast and allows all electronic devices to run off almost no energy.

Telepathy (56)

These aliens have learned to harness the power of their minds to communicate over any distance.

Teleportation (61)

These aliens have developed a system of converting matter in a digital pattern that can be transmitted and reconstructed into its original form. Non-living teleportation is difficult but teleporting living creatures is almost impossible.

Time Manipulation (62)

These aliens have learned to control the flow of time so that they can speed up, slow down, reverse, or stop the flow of time in a given area. They may be able to bring multiple copies of themselves from different points of their time line.

Time Travel (63)

These aliens have created ships that allow them to travel backwards and forward through time and space.

Transmutation (64)

These aliens have the technology to add or remove protons and neutrons to and from the nucleus of atoms allowing them to change the elemental composition of matter.

Ultimate Viewer (65)

This machine allows an alien race to see anywhere in the universe. It might also be able to see past and future events with limited clarity.

Warp Network (66)

These aliens have created a network of wormholes allowing a ships to travel instantly anywhere within the network simply by entering one of its warp gates.

Tech Levels (D10)

A specific society on an alien world or entire world might have a specific level of technology. The following list is a guide to the types of technologies that are normally discovered at specific points in the development of a society. Many societies develop specific technology fields while others forms of technology are totally ignored or misunderstood. *For example, a race may develop advanced shield technology but still be using chemical rockets for propulsion.*

Primitive (1)

Fire, Hunting, Gathering, and Tools and Weapons made of Sticks and Rock

Stone Age (2)

Levers, Domesticated Animals, Agriculture, Painting, Canoes, Carts, Clay Pots, Bricks, and Tools and Weapons made of Wood, Bone, and Stone

Metal Age (3)

Wind and Water Power, Paper, Pulleys, Metal Tools and Weapons, Metal Armor, Bows and Arrows, Compass, Clock, Calendar, Fermentation, and Sailing Ships

Age of Reason (4)

Advanced Mathematics, Science, Medicine, Surgery, Perspective, Printing Press, Gun Powder, and Optical Devices

Industrial Age (5)

Factories, Cars, Trains, Boats, Planes, Antibiotics, Fertilizers, High Explosives and Steam, Fossil, and Electrical Power

Information Age (Modern Earth) (6)

Fission Power, Basic Spacecraft, Nuclear Weapons, Electronics, Wireless Communication, Medical and Recreational Drugs, Robotics, Computers, and the Internet

Space Age (7)

Fusion Power, Space Colonies, Space Elevators, Environmental Domes, Fusion Drives, Lasers, Shields, Artificial Intelligence, True Robots, Androids, Generational Terraforming, and Genetic Engineering

Conversion Age (8)

Antimatter Power, Terraforming, Weather Control, Cloning, Gene Manipulation of Children, Mecha, Uplift, Thinking

Machines, Bio Machines, Jump Drives, Dyson Spheres, Solar Engineering, and Nano, Bio, and Cyber Technology

Age of Wonder (9)

Immortality, Sentient Machines, Transmutation, Psionics, Group Mind, and Worm Hole Construction

Super Science (10)

Planetary Construction, Time Travel, Time Control, Teleportation, Stellar Manipulation, Matter Manipulation, Pocket Universe Construction, and Transdimensional Portals

Unique Alien Options (D30)

These options will help to make your alien race more unique.

Anti-Tech (1)

These alien have decided to live a primitive lifestyle as close to nature as possible. They have decided to get rid of their high technology to live a pure and simple life.

Automaton (2)

This alien race is a ethereal group consciousness that requires robots that they can control to interact with the physical world.

Bio Tech (3)

This alien race uses only biological technology and organic machines. Even their starships are living organic creatures. They refuse to use any form of sentient computers.

Brain Chip (4)

Everyone in this alien race has their brains replaced with a powerful computer chip making them super intelligent and easy to control.

Clone Army (5)

To fight wars on hundreds of alien worlds some star empires clone their most powerful warriors so that their citizens can live in peace while these clones die in the cold darkness of space. Any fault in the cloning process or mental programming can result in disaster for this culture and its people.

Cloning Tanks (6)

This race uses clone tanks to create clones of themselves to be used as spare parts when anyone gets sick and need new organs.

Code of the Warrior (7)

This culture has devoted all its resources to war and everyone it is judged based on how well they can fight. This race is trained from birth to fight and a person in this society can only become an adult by fighting and killing on the front lines of their endless wars.

Cultural Manipulation (8)

A culture may take thousands of years to slowly manipulate and genetically alter a primitive species on an alien planet as a long term experiment. These manipulators believe that this altered race is their property and that they can make life or death decisions for them even though they might have developed their own advanced civilization over time.

Creators (9)

This technological race has traveled across the universe seeding the worlds with life and helping creatures achieve sentience.

Engram Polis (10)

A large group of people may become disillusioned with their world so that they pool their resources to create a space ark. These people program their personalities and memory engrams into this ship and terminate themselves. This ark travels through space carrying this culture of disembodied personalities living in a paradise world of their dreams and creativity.

Eternal War (11)

A world has two remaining factions that have been at war for hundreds of generations forcing their people underground. These military powers no longer know why they are fighting but their cultural hatred for each other means that this war will last forever.

Eugenic Society (12)

A master computer is feed all genetic code of every citizen of this alien society. A computer determines the perfect mating matches for everyone in their society. These predetermined marriages are mandatory and any citizen considered to be genetically flawed is sterilized when they are young.

Evolutionary War (13)

Some worlds have been at war so long that their factions have decided to alter their genetic code to gain an advantage in this eternal war. Eventually, every member of each faction will become a different species and the purpose of the war will have been lost to everyone involved.

Group Mind (14)

These aliens require multiple individuals to create a complete consciousness that is much more powerful and complex than a single mind could hold.

Herd (15)

These aliens live in a herd and every individual do their best to protect the herd. These creatures needs their herd members to feel comfortable.

Lazy Society (16)

People in this decadent society rely entirely on their service robots for everything. They never move a muscle because servant drones do all the work in their society and their personal

transporters move them around so they don't even have to walk. This totally sedentary lifestyle has led to an entire population that is morbidly obese.

Mathematicians (17)

These aliens manipulate mathematical equations allowing them to control time and space so that they no longer require any type of physical technology.

Movers (18)

This alien race has developed instantaneous teleportation and they have quickly dominated huge sectors of space but only time prevents them from total universal domination.

Multi Brain (19)

The entire alien race carries a brain of an ancestor connected to their body through a neural tube that gives them incredible intelligence and knowledge.

Nomads (20)

The entire alien race is in a caravan of makeshift spacecraft because they have been driven from their world by an apocalypse or alien invasion. They desperately seek a new planet to call home but they may still be hunted down by hostile forces.

Perfect Recycling (21)

This society has created facilities where their trash is atomized and the pure elements are sorted and recovered by automated mass spectrometers. This single invention means that their society is free of pollution and they can almost perfectly recycle all their trash as long as they have access to huge amounts of energy.

Police (22)

This alien race considers themselves as protectors of all the sentients in the entire universe and they will destroy anyone that gets in the way of their form of justice.

Precrime (22)

Some cultures use drug induced mutants to peer into the possible future and arrest criminals before they commit their crimes. These worlds seem like paradises because all forms of crime and violence have been removed but any real freedom and justice has also been destroyed in these twisted societies.

Religious Order (24)

Some worlds are dominated by a religion with its own special set of beliefs that may include worshipping of a specific deity. These religious governments demand that every member of their society follows these beliefs and doctrine or be severely punished or killed.

Steam Power (25)

This world developed an efficient steam powered technology that provides it with enough power to reach space and beyond. This is a rare culture but its unique steam powered power armor and frames work the same as other designs but they are more bulky and have large billowing steam pipes projecting from them.

Suicide State (26)

This culture condones suicide and they provide state sanctioned suicide pills and booths to help a citizen transition into the next step of consciousness. These cultures have limited resources, extreme overcrowding, or have achieved immortality so they need to get rid of their excess population.

Symbiot (27)

These aliens have a humanoid form that has been infected with a smaller life form that provides many incredible benefits for the larger creature. It allows it to regenerate and live for thousands of years. The symbiotic creature is seemingly immortal and provides its great knowledge to its host.

Trade (28)

This culture values money over everything else and all their laws are based on contracts and profits. This race will do anything as long as there is profit.

Unisex (29)

A world may have a cloned society because at some time the opposite sex of their dominant species was lost or not present on an alien world. Attempts to replicate the other sex was not successful so they decided to clone the single gender so that over time all memories of the other gender was lost.

Virtual Society (30)

This culture lives entirely in virtual reality so the worlds of these individuals is only a program that allows them to do anything that they can imagine. Their bodies waste away as most people only care about their virtual selves and little about their physical bodies.