

SCIENCE FICTION CODEX OF LISTS 2



Science Fiction Codex of Lists 2

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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.

Let the lists begin.

Alien Invasions (D20)

These are reason that aliens want to attack the Earth or another low tech worlds.

Colonization (1)

These aliens wish to colonize the Earth to make it a better place but in reality the entire population of the Earth is made to work for these aliens and accept their social ideals.

Conquest (2)

Alien invaders conquer new worlds, exterminate their population, and use these worlds for their own needs.

Experimentation (3)

Alien invaders capture humans for use in their bizarre experiments.

Food (4)

Alien invaders want to use the people of Earth as a source of food that is a delicacy to their people.

Genetics (5)

Alien invaders want to absorb the genetic diversity of the human race into their collective.

Genocide (6)

These aliens destroy all forms of sentient life and all other alien races so the human race has now been marked for destruction.

Hunting (7)

Alien invaders use humans as prey in their hunting games.

Infection (8)

These aliens can infest humans taking control of their minds making them slaves or tools for these alien invaders.

Infiltration (9)

These advanced alien scouts infiltrate themselves into human society to weaken and study Earth's defense before a full scale invasion by these aliens.

Nature (10)

Alien invaders have polluted their environment so they want to steal our water and atmosphere to replenish their world.

Peace (11)

Alien invaders demand that humans demilitarize to prevent our self destruction.

Prevention (12)

These aliens want to destroy the industries and cities of the Earth to prevent humanity from gaining access to the stars and becoming a threat to their civilization.

Religion (13)

Alien invaders want to spread their religion to the people of Earth.

Resources (14)

Alien invaders come to Earth to steal all our natural resources.

Retrieval (15)

Alien invaders have come to Earth to free a captured alien or collect a piece of technology that has crashed landed on the Earth.

Revelation (16)

These aliens appear to be demonic creatures that wish only to destroy and corrupt the world.

Savior (17)

Alien invaders abduct a few humans to repopulate the world before the world is destroyed.

Slaves (18)

Alien invaders want to capture humans for use as slaves and possible breeding stock for a future work force.

Technology (19)

Alien invaders want to absorb humanities technology into their collective.

Water (20)

These aliens have come to steal all our fresh drinkable water.

Army Ranks (D44)

These are the ranks of the army and marines of a mighty space empire.

Private (11)

These are the ground soldiers that make up the bulk of the fighting force of an army.

Corporal (12)

These enlisted soldiers are in charge a small fire team composed of a few soldiers.

Sergeant (13)

These enlisted soldiers are in charge of a squad of soldiers.

Lieutenant (14)

A lieutenant is in command of a few squads known as a platoon.

Captain (21)

A captain is in charge of a company composed on many platoons.

Major (22)

A major is in an experienced captain.

Lieutenant Colonel (23)

A lieutenant colonel is in charge of a battalion composed of many companies.

Colonel (24)

A colonel is in charge of a regiment composed of many battalions.

Brigadier General (31)

A brigadier general is in charge of a brigade composed of multiple regiments.

Major General (32)

A major general is in charge of a division composed of multiple brigades.

Lieutenant General (33)

A lieutenant general is in charge of a corp composed of multiple division.

General (34)

A general is in charge of an entire army composed of multiple corps.

Field Marshal (41)

A field marshal is in charge of all the armies on a planet.

Sky Marshal (42)

A sky marshal is in charge of all the armies in a sector of space.

High Marshal (43)

A high marshal is in charge of all the armies in a quadrant of space.

Lord of the Army (44)

The Lord of the Army is the advisor to the emperor and is in charge of all the armies in the entire federation.

Assassination Targets (D30)

These are the targets for a specific assassin hired by a organization or trained by a government.

1. Your targets are the scientists working on an important project.
2. Your target is a cheating spouse.
3. Your target is a child molester.
4. Your target is a client's spouse who is a powerful crime boss.
5. Your target is a crime boss.
6. Your target is a cult leader.
7. Your target is a double agent.
8. Your target is a famous surgeon.
9. Your target is a fellow assassin.
10. Your target is a government informant.
11. Your target is a journalist.
12. Your target is a mafia boss.
13. Your target is a sleeper agent.
14. Your target is a political dissident.
15. Your target is a political prisoner.
16. Your target is a political protestor.
17. Your target is a powerful spaceship captain.
18. Your target is a reclusive millionaire.
19. Your target is a religious leader.
20. Your target is a social activist.
21. Your target is a union organizer.
22. Your target is a weapons dealer.
23. Your target is an anarchist.
24. Your target is an aristocrat.
25. Your target is an embassy ambassador.
26. Your target is an environmental extremist.
27. Your target is an important politician.
28. Your target is another assassin.
29. Your target is business leader.
30. Your target is the leader of a country.

Black Ops Missions (050)

These are possible mission for a black ops team hired by the government to keep the world safe.

1. Assassinate a dictator.
2. Capture a rogue agent.
3. Capture an alien alive.
4. Capture an alien base.
5. Collect blackmail material on a politician.
6. Destroy a bridge.
7. Destroy a building.
8. Destroy a docked destroyer or cruiser.
9. Destroy a harbor.
10. Destroy a mobile missile platform.
11. Destroy a national monument.
12. Destroy a prototype fighter.
13. Destroy a spy satellite.
14. Destroy a submarine base.
15. Destroy a weapon cache.
16. Destroy a weapon satellite.
17. Destroy an aircraft carrier.
18. Destroy an anti-missile system.
19. Destroy an early warning radar array.
20. Destroy an EM satellite.
21. Destroy an experimental bio weapon.
22. Destroy an underground base.
23. Destroy an underground bunker.
24. Eliminate everyone involved in a secret military project.
25. Execute a terrorist leader.
26. Find a downed plane containing an experimental weapon.
27. Find and eliminate a sleeper cell.
28. Free a captured agent.
29. Intercept a supplies convoy.
30. Intercept an alien spacecraft.
31. Kidnap a nuclear scientist.
32. Kill an illegal arms dealer.
33. Recover a crashed alien spacecraft.
34. Recover a crashed satellite.
35. Recover a downed spy plane.
36. Recover secret files.
37. Remove the missiles or nuclear core from a damaged sub.
38. Rescue a kidnapped soldier.
39. Sabotage a nuclear power plant.
40. Sabotage a space rocket.
41. Sabotage the chemical warfare capacity of a country.
42. Sabotage the nuclear program of a country.
43. Secretly implant ideas into a leader's mind.
44. Set up drug fields in a country.
45. Set up the drug trade in a country.
46. Smuggle weapons into a country.
47. Start a military coup.
48. Start a war between two countries.
49. Steal a nuclear warhead.
50. Stop an incursion of alien invaders.

Body Armor (D12)

These suit of protective body armor.

Ablative Armor (1)

This suit of armor is made of a material that converts to gas when hit by high energy allowing the suit to dissipate the damage dealt by energy weapons to protect its wearer.

Assault Armor (2)

This suit of armor has an almost frictionless surface allowing a person to move at incredible speeds.

Battle Armor (3)

This suit of armor is composed of composite ceramic plates integrated into a breastplate and arm and leg coverings.

Boihazard Armor (4)

This suit of armor is completely sealed and has a contained environmental isolating its wearer from the outside world.

Camo Armor (5)

This suit of armor projects an image of its background on its surface allowing its wearer to blend into his background.

Ceremonial Armor (6)

This suit of armor has elaborate designs all over its surface making it extremely heavy and bulky.

Combat Armor (7)

This suit of combat armor is powered by micro servos and contractile bundles but it is not environmentally sealed.

Liquid Armor (8)

This ballistic vest sends out a wave of energy when it is hit with blunt force trauma allowing it to dissipate the impact of a bullet over its entire surface. The wearer almost feels nothing from a direct bullet hit wearing this vest.

Power Armor (9)

This suit of power armor is powered by contractile bundles and micro servos providing the wearer with increased strength and power. This suit is completely sealed and environmentally controlled.

Reactive Armor (10)

This vest is made of reactive fibers that instantly harden when they are struck with a force. Any weapon striking this vest cause it to turn hard as steel reflecting or trapping a weapon in the fibers of the vest and protecting the wearer.

Reflective Armor (11)

This suit of armor is made of a highly reflective alloy that actually causes a laser beam to bounce harmlessly off its surface unless it is hit with a direct hit.

Scout Armor (12)

This suit of armor is extremely light and flexible providing its wearer with a large range of motion.

Bounty Hunter Adventure Hooks (D30)

These are the possible bounties available for an experienced bounty hunter.

1. You are hunting an illegal arms dealer.
2. You are hunting for a cannibal.
3. You are hunting for a cop killer.
4. You are hunting for a crime lord.
5. You are hunting for a criminal that stole an artifact.
6. You are hunting for a cyber implant thief.
7. You are hunting for a drug dealer.
8. You are hunting for a drug manufacturer.
9. You are hunting for a gang leader.
10. You are hunting for a group of rebel spies.
11. You are hunting for a kidnapper.
12. You are hunting for a mafia hitman.
13. You are hunting for a masked vigilante.
14. You are hunting for a murderer.
15. You are hunting for a pirate captain.
16. You are hunting for a rebel informant.
17. You are hunting for a rebel leader.
18. You are hunting for a rogue hacker.
19. You are hunting for a serial killer.
20. You are hunting for a serial rapist.
21. You are hunting for a smuggler that dumped his cargo.
22. You are hunting for a smuggler.
23. You are hunting for a terrorist leader.
24. You are hunting for an anarchist.
25. You are hunting for an art thief.
26. You are hunting for an assassin.
27. You are hunting for an escaped prisoner.
28. You are hunting for an escaped prisoner.
29. You are hunting for an organ thief.
30. You are hunting for person who hasn't paid for his transplant organs.

Car Wasteland Adventure Hooks (D30)

These are adventure ideas for a group of survivors that use salvaged cars, trucks, and bikes to survive in a post-apocalyptic wasteland.

1. Create a car that runs off water.
2. Create an army of salvaged cars.
3. Create fuel from animal droppings.
4. Destroy a zombie infestation.
5. Destroy and loot people's cars.
6. Develop a bio fuel factory.
7. Drill for oil using makeshift derricks.
8. Enter a local car battle arena.
9. Enter a local car race.
10. Enter a local demolition derby.
11. Enter a survival race across the great desert.
12. Escort a doctor to a plague village.
13. Fight the forces of the old military attempting to take over the wastes.
14. Find a hidden government oil reserve.
15. Find a village in a hidden and clean oasis.
16. Hunt down a desert warlord.
17. Hunt down a local bike gang.
18. Hunt down a local car gang.
19. Perform a courier mission between fortress towns.
20. Salvage wrecked cars.
21. Set up road blocks to protect the roads from street pirates.
22. Set up tire destroying traps to capture an cars passing by.
23. Ship a supply of gasoline across the wastes.
24. Ship food across the great desert.
25. Ship medical supplies across the great desert.
26. Steal gasoline from a local fortress town.
27. Steal water from a fortress town.
28. Using a salvaged tank to destroy enemy cars.
29. Your job is to find scientists and bring them back to a central laboratory.
30. Your job is to prevent any shipments from reaching a specific fortress town.

Character Traits (030)

These are unusual traits that a character may have to make her unique.

Alien Metabolism (1)

A character has to eat unusual, rare, or extraterrestrial foods that might appear extremely disgusting to other people because of his alien origin.

Alien Physiology (2)

A character has an unusual physical structure and body plan because of his alien origin.

Appearance Modification (3)

A character has been modified to look like an animal or monster.

Bald (4)

A character has no hair.

Birthmark (5)

A character has a visible birthmark that is very large or has a unique shape.

Balding (6)

A character is starting to lose his hair.

Blurred Image (7)

A character's image is blurred by a hologram or spatial anomaly.

Clone (8)

A character is a clone of another person.

Cybernetics (9)

A character has visible cyber enhancements replacing some of his body parts.

Cyborg (10)

A character is clearly a cyborg.

Digital Skin (11)

A character's entire body acts like a television screen that can project anything playing on his media player or mini computer

Digital Tattoos (12)

A character has illuminated tattoos on her body that can be animated.

Enormous (13)

A character is a genetic mutant or alien making him extremely large or tall.

Extra Head (14)

A character has more than one head.

Extra Limb (15)

A character has extra limbs grafted to his body or he was born with these extra limbs.

Fast Metabolism (16)

A character has a fast metabolism meaning that he must eat all the time to survive.

Fiberoptic Hair (17)

A character has illuminated fibers instead of hair that can change intensity and color.

Heavy Accent (18)

A character has a very unusual accent because of his birth country or planet.

Holo Mask (19)

A character's face is always covered by a holographic screen.

Metallic Surface (20)

A character's entire body is covered in a metallic covering.

Missing Eye (21)

A character is missing an eye so he has a fake eye or wears an eye patch.

Mutation (22)

A character has a bizarre physical mutation.

Pointed Teeth (23)

A character has pointed teeth or sharp teeth caps.

Scar (24)

A character has a visible scar with an unusual shape.

Transparent (25)

A person's skin is totally transparent allowing people to see his bones and internal organs.

Unique Metabolism (26)

A character has a genetic mutation forcing him to eat very rare and unusual foods to survive.

Unusual Eye Color (27)

A character has very unusual colored irises.

Unusual Hair Color (28)

A character has natural or dyed hair color that would not be considered natural.

Unusual Hair Fashion (29)

A character has an unusual hair style like a mohawk or large hair spikes.

Unusual Skin Color (30)

A character has a skin color that is not considered normal like green or blue.

Code Names (D300)

These are code names given to a pilot, soldier, or agent.

1. Ace	31. Blur	61. Crunch	91. Fish	121. Haven
2. Acid	32. Bone	62. Crusher	92. Fist	122. Hectic
3. Alien	33. Boomer	63. Crypt	93. Fixer	123. Hercules
4. Alpha	34. Boss	64. Crystal	94. Flex	124. Heretic
5. Anarchy	35. Bow	65. Dagger	95. Forge	125. Hijack
6. Angel	36. Brain	66. Dash	96. Fortress	126. Hipshot
7. Animal	37. Brawl	67. Data	97. Fox	127. Honest
8. Anvil	38. Breaker	68. Death	98. Frantic	128. Hook
9. Archer	39. Brimstone	69. Decay	99. Freeze	129. Horus
10. Ares	40. Brute	70. Demon	100. Frost	130. Hunter
11. Arrow	41. Bullet	71. Deviant	101. Gadget	131. Ice
12. Assassin	42. Burner	72. Devil	102. Gangster	132. Iceberg
13. Axe	43. Calico	73. Diamond	103. Gargoyle	133. Imp
14. Ballistic	44. Castle	74. Dream	104. Gator	134. Instructor
15. Bandit	45. Chaos	75. Duchess	105. Genesis	135. Isis
16. Bane	46. Chief	76. Duke	106. Genius	136. Jester
17. Barb	47. Chosen	77. Dynamo	107. Ghost	137. Joker
18. Barbarian	48. Chrome	78. Eagle	108. Ghoul	138. Judge
19. Bard	49. Church	79. Eclipse	109. Giant	139. Juggler
20. Baron	50. Circuit	80. Edge	110. Glacier	140. Junior
21. Beast	51. Citadel	81. Enigma	111. Glory	141. Kid
22. Bite	52. Cleaner	82. Entropy	112. Good	142. Killer
23. Blackjack	53. Cleric	83. Evil	113. Granite	143. King
24. Blade	54. Closer	84. Extreme	114. Gravity	144. Lancer
25. Blank	55. Coma	85. Fable	115. Green	145. Law
26. Blaster	56. Comet	86. Face	116. Grid	146. Legend
27. Blaze	57. Commando	87. Falcon	117. Hacker	147. Lizard
28. Blister	58. Crank	88. Fang	118. Hammer	148. Loco
29. Blockbuster	59. Crash	89. Fatal	119. Happy	149. Looter
30. Blue	60. Cruiser	90. Fiend	120. Hate	150. Loser

151. Lucky	182. Panic	213. Renaissance	244. Shooter	275. Turbo
152. Lunar	183. Phantom	214. Renegade	245. Slasher	276. Turtle
153. Mace	184. Pharaoh	215. Reverse	246. Sleeper	277. Twilight
154. Master	185. Phoenix	216. Rhino	247. Slice	278. Ultra
155. Maverick	186. Pilgrim	217. Ripper	248. Smoke	279. Vanguard
156. Medusa	187. Pinball	218. Riptide	249. Sniper	280. Vapor
157. Meteor	188. Pivot	219. Roach	250. Soap	281. Varsity
158. Misfit	189. Poet	220. Rock	251. Solar	282. Vault
159. Mojo	190. Poison	221. Rogue	252. Sparrow	283. Vector
160. Mongoose	191. Poseidon	222. Rookie	253. Spartan	284. Venom
161. Monk	192. Prankster	223. Rooster	254. Specter	285. Viking
162. Monster	193. Priest	224. Saber	255. Spider	286. Viper
163. Mule	194. Princess	225. Sage	256. Spike	287. Vision
164. Myth	195. Prodigy	226. Saint	257. Stone	288. Volcano
165. Neutron	196. Prophet	227. Samurai	258. Streak	289. Volunteer
166. Ninja	197. Pyro	228. Sandbag	259. Stretch	290. Vulcan
167. Nuke	198. Queen	229. Sandman	260. Sugar	291. Vulture
168. Octagon	199. Rage	230. Savior	261. Surge	292. Wanderer
169. Oddball	200. Rainbow	231. Scimitar	262. Swift	293. Warrior
170. Odin	201. Ram	232. Scope	263. Teacher	294. Web
171. Ogre	202. Ramrod	233. Scorch	264. Temple	295. Wizard
172. Optic	203. Ranger	234. Scorpion	265. Thief	296. Wraith
173. Orbit	204. Rascal	235. Scourge	266. Thor	297. Zen
174. Orion	205. Rattler	236. Search	267. Thorn	298. Zeus
175. Osiris	206. Raven	237. Sentinel	268. Thug	299. Zombie
176. Owl	207. Razor	238. Sentry	269. Thunder	300. Zulu
177. Ozone	208. Reaper	239. Shades	270. Tide	
178. Pagan	209. Rebel	240. Shaft	271. Titan	
179. Pain	210. Rebound	241. Shaman	272. Tomb	
180. Paladin	211. Red	242. Shard	273. Torch	
181. Panda	212. Reflex	243. Shocker	274. Truth	

Combat Medals (D12)

These are medals give to soldiers for action above and beyond their call of duty.

Iron Cross (1)

This medal is given to soldiers wounded in battle.

Iron Hammer (2)

This medal is to a soldier for one hundred successful missions.

Iron Skull (3)

This medal is given for one hundred confirmed kills.

Marksman Honor (4)

This medal is given to the greatest marksmen in the military.

Medal of Achievement (5)

This medal is given after ten years of service.

Medal of Distinguished Service (6)

This medal is given when a soldier goes above and beyond his duty in the defense of the federation.

Medal of Heroes (7)

This medal is given to a soldier whose actions have won a battle.

Medal of Honor (8)

This medal is given for protecting the freedom of the federation.

Scout Honor (9)

This medal is given to a soldier who volunteer to join an expeditionary force.

Star of Loyalty (10)

This medal is given for a long and courageous military career.

Star of Valor (11)

This medal is given to a soldier that saves the life of a comrade.

Volunteer Honor (12)

This medal is awarded to a soldier that volunteers his life to protect his fellow soldiers.

Combining Robots (D12)

Combining robots are formed from multiple other vehicles or robots. Most combiners form a giant humanoid shaped robot once they are combined.

Airplane (1)

An airplane combiner is formed from different rocket, planes, and helicopters.

Animal (2)

An animal combiner is formed from many animal shaped robots that can be all the same animal or different types of animals. Each animal robot has traits similar to its animal type.

Auto (3)

An auto combiner is formed from multiple cars and trucks.

Construction (4)

A construction combiner is composed of multiple construction vehicles. These robots are designed for demolition or construction.

Dino (5)

A dino combiner is formed from many dinosaur shaped robots.

Drill (6)

A drill combiner is formed from multiple drill tanks and mole excavators.

Geo (7)

A geo combiner is formed from many geometrically shaped vehicles.

Insect (8)

An insect combiner is formed from many insect shaped robots. Each insect robot has abilities that depend on the type of insect.

Micro (9)

Many small sentient machines or robots form together into a robot.

Military (10)

A military combiner is formed from various military vehicles including tanks, helicopters, jets, and jeeps.

Nano (11)

Nanobots join together to form a robot.

Vehicle (12)

A vehicle combiner is formed from many vehicles including cars, tanks, planes, helicopters, and trains.

Cyberpunk Businesses (D20)

These are businesses unique to a cyberpunk adventure.

Android Crafter (1)

This business produces android companions that can be made to look like any person including deceased loved ones, celebrities, and historical personalities.

Bounty Guild (2)

These offices list all the current bounties and the description of the people being hunted and their crimes.

Cleaner (3)

This business makes sure that a person's equipment and cyber implants are free from tracers or backdoor programs.

Clone Maker (4)

This business makes and stores clones of their clients that are activated once they are killed.

Cyber Implanter (5)

This medical office implants all variety of cybernetic enhancements.

Deck Dealer (6)

This store sells mobile computer decks and the legal or black software needed to operate secretly on the net.

Designer Images (7)

This business will alter the structure and genetics of a person allowing him to have various strange and unusual appearances.

Engram Programmer (8)

This business can program a person's mind to have almost any skill using engram programming techniques.

Hidden Garage (9)

This business produces remote drones made to fulfill a client's specific needs.

Job Café (10)

These secret bars are where handlers go to find operatives to perform their missions.

Memory Eraser (11)

This business permanently erases memories from a person's mind.

Memory Implanter (12)

This business actually alters a person's memories or implants designer memories into a person's mind.

Mercenary Guild (13)

This organization hires anyone that wants to fight and allocates them to various mercenary armies that fight over local disputes.

New Identity Service (14)

This business completely reconstructs a person's face and body and provides new identification papers so that he can start over with a brand new life.

Rehab Center (15)

This center helps people break their addiction to drugs, alcohol, virtual space, plastic surgery, and cybernetic implantation.

Renewal Center (16)

This business repairs a person's body at the cellular and genetic level making them not only feel and look decades younger but this process also extends a person's lifespan by decades.

Street Hospital (17)

This center can heal any injury in total privacy and without the government or law enforcement agencies from ever knowing.

Virtual Brothel (18)

This store allows a person to be serviced by virtual companions in total privacy and safety.

Virtual Tourism (19)

This business allows a person to visit any real or imaginary location using virtual reality simulations.

Weapons Store (20)

This store sells all types of legal and illegal guns, knives, clubs, explosives, and body armor.

Cyberpunk NPCs (020)

These are the special NPCs found in a cyberpunk adventure.

Arms Dealer (1)

An arms dealer can get a person any commercial or military weapon if you have enough money.

Cyber Surgeon (2)

A cyber surgeon will install cybernetic enhancements for his clients.

Decker (3)

These expert hackers can break into any computer system and defeat any security system.

Detective (4)

These law officers are in charge of crimes involving murder or organized crime.

Document Vendor (5)

These criminals can provide identification or certificates that are good as real ones.

Flesh Peddler (6)

These are the pimps in charge of a stable of girls.

Ganger (7)

These are the street gangsters and criminals that stalk the dark streets of the future.

Handler (8)

A handler will find jobs for experienced operatives.

Iron Officer (9)

These law officers use power armor to fight armed street gangs and the armies of powerful crime organizations.

Junk Dealer (10)

A junk dealer is a pawn broker willing to buy or sell anything with no questions asked.

Moneychanger (11)

These criminals process stolen money and provide untraceable funds for a fee.

Organ Dealer (12)

An organ dealer is willing to buy fresh organs with no questions asked.

Police Officer (13)

This is an officer of the law that must patrol the streets of the dark future.

Pro (14)

This is a prostitute on the dark streets of the future.

Rigger (15)

This expert mechanic can repair or build almost any type of vehicle.

Street Chemist (16)

These scientist produce synthetic drugs that are sold on the streets.

Street Doc (17)

These doctors work in hidden offices and all their work always remains a secret.

Street Peddler (18)

These criminals sell drugs on the dark streets of the future.

Street Vigilante (19)

These warriors roam the streets killing criminals as they commit their crimes to help keep the streets clean. They are hunted down as murderers by local police.

Weaponsmith (20)

These craftsmen can build any custom weapon or weapon accessory or modify a stock weapon.

Drones (D44)

These are small robots designed to give a ship, mecha, larger robot, or person extra offense or defense.

Aegis (11)

This drone has a gatling laser designed to destroy incoming missiles or deflect ballistic projectiles.

Boost (12)

This drone attaches itself to its master and provides it with an immense boost of speed with its additional gravitic drives or rocket boosters.

Command (13)

This sensor drone commands the other drones in its pack freeing the sensors of its master.

Decoy (14)

This drone produces a visual and electromagnetic radiation image that makes its signal indistinguishable from its master.

ECM (21)

This drone is filled with electronic counter measures and jamming equipment designed to confuse enemy targeting equipment and incoming missiles.

Gauss (22)

This drone is a mobile weapon platform that fires its particle beam cannon at any target that its master fires at.

Holo (23)

This drone produces a holographic image around itself and its surroundings causing its master to disappear into the background or an entirely new background to be seen by anyone that looks toward it.

Laser (24)

This drone is a mobile laser designed to fire its laser cannon at any target that its master fires at.

Missile (31)

This drone is a mobile missile launcher that fires missiles at any target that its master fires at.

Plasma (32)

This drone is a mobile weapon platform that fires its plasma cannon at any target that its master fires at.

Prison (33)

This drone projects a stasis field or electromagnetic shell around a target to imprison it.

Ram (34)

This hardened drone is used to smash through barriers and knock over heavy objects.

Recon (41)

This sensor drone is used to patrol ahead of its master in search of any dangers.

Repair (42)

This mechanical drone automatically repairs its master even during a battle.

Shield (43)

This drone produces a powerful electromagnetic shield around its master.

Target (44)

This sensor drone is designed to track opponents and incoming missiles and projectiles.

Environmental Hazards (030)

These are deadly hazard and conditions found in different alien environments.

Acid (1)

Pools or entire lakes of acid will slowly or quickly dissolve anything that touches it.

Avalanche (2)

Walls of snow race down a mountain that will crush and bury anyone caught in it.

Cold (3)

This environment is so cold that anyone caught outside will be freeze to death.

Corrosive Atmosphere (4)

The air is so corrosive that it will dissolve anything over time.

Darkness (5)

An area can be so dark that a person cannot see what he is doing.

Dense Atmosphere (6)

An atmosphere is so dense that it can crush a person or even a vehicle.

Eruption (7)

A volcanic eruption produces immense amounts of lava and pyroclastic flow.

Extreme Gravity (8)

The gravity of this environment is so powerful that it can crush a person.

Falling Objects (9)

Falling rocks or stalactites can injure or kill a person.

Fire (10)

A massive forest or oil fire can be very dangerous and it produces immense amounts of black smoke.

Freezing Fluid (11)

A lake is filled with a super cold fluid.

Gigantic Animal (12)

These giant animals can stomp on people or ram into them.

Hail (13)

Giant hail rains from the sky that can severely injury or kill anyone hit by it.

Heat (14)

An environment can be so hot that it will kill any caught outside.

Heights (15)

A person can fall to their death off a cliff or plateau or into a chasm or sinkhole.

High Gravity (16)

The gravity is so high that people may have trouble moving around.

Ice (17)

An icy surface can be extremely slippery.

Landslide (18)

A wall of rocks can slide down a mountain that will crush anyone caught in their path.

Lava (19)

Streams are filled with super-hot lava.

Liquid (20)

A person can drown in a large ocean, lake, or stream.

Low Gravity (21)

An environment has such low gravity that every movement is highly exaggerated.

Meteorite Storms (22)

Meteorites crash into the environment and anyone hit by one will be killed.

Poisonous Plants (23)

These plants produce very toxic poison that will kill anyone that eats them or touches them.

Poisonous Gas (24)

Clouds of poison gas are released from the ground.

Predatory Animal (25)

These animals are extremely powerful and dangerous. They usually hunt for anything that looks like it will make a good meal.

Predatory Plants (26)

These mobile plants are extremely deadly and they will capture and dissolve anything that touches them.

Radiation (27)

An environment is extremely radioactive so a person will receive tissue and genetic damage for even short exposure.

Smoke (28)

An environment is filled with dark or super hot smoke.

Thin Atmosphere (29)

The air is so thin that it is very difficult to breath. It might also have a very low oxygen content making it difficult for people to breathe.

Vacuum (30)

An environment has no atmosphere.

Evil Mastermind Plots (D50)

These are the plots of an evil genius or mastermind trying to take over or destroy the world.

1. A mastermind drills into the core of the Earth where he plans to set off a nuclear bomb causing the spin of the core to change direction resulting in a pole shift
2. A mastermind has created a virus that causes anyone infected by it to turn into a mindless zombie that can infect other people.
3. A mastermind has created a virulent virus that will kill ninety percent of the human population if it is ever released.
4. A mastermind is about to release a self-replicating nano tech that will turn all the gold on the Earth into lead collapsing the world economy.
5. A mastermind is about to release a nano tech weapon that will make anyone infected by it into his slave.
6. A mastermind has embedded a signal into television signals that is making everyone watching it his slave.
7. A mastermind created a computer virus that will erase all the monetary and credit history of the entire world sending the world economy into chaos.
8. A mastermind plans to launch a rocket to seed the upper atmosphere with CFCs causing the entire ozone layer to be destroyed.
9. A mastermind has created an army of powerful sentient robots that will enslave the entire human race.
10. A mastermind has gathered genetic samples of the world's most powerful superhero's and has created a clone army from them to rule the world.
11. A mastermind has built an orbital base that can rain down destruction onto the world unless he is stopped.
12. A mastermind has gained control of a powerful EMP satellite and plans to destroy everything electronic in a major metropolitan city unless he receive an enormous ransom.
13. A mastermind has gathered any army of children with super powers and has trained them to fight for him.
14. A mastermind has replaced almost every world leader with an android and now plans to start a world war.
15. A mastermind wants to change the direction of an asteroid so that it will collide with the Earth.
16. A mastermind wants to disrupt the Sun so that it will go super nova.
17. A mastermind wants to use a gravity device to pull the moon into the Earth.
18. A mastermind is creating an army of intelligent primates to take over the world.
19. A mastermind is killing all the superheroes in the world so that he can never be challenged again.
20. A mastermind wants to cause the super volcano under America to erupt destroying the entire nation.
21. A mastermind creates a series of reflector satellites to direct a laser beam from a mastermind's base to anywhere on Earth.
22. A mastermind has attached rockets to an asteroid to crash it into the Earth.
23. A mastermind is disintegrating all the world's leaders.
24. A mastermind is using television signals to hypnotize the world population.
25. A mastermind is using mind control devices implanted in a popular toy to control children.
26. A mastermind is using subliminal messages hidden in a popular video game.
27. A mastermind is creating a field around the Earth to block out the Sun.

28. A mastermind wants to completely collapse the banking system of a major country.
29. A mastermind uses a teleportation device to steal all the world's greatest works of art.
30. A mastermind uses a shrink ray to steal all the wonders and monuments of the world.
31. A mastermind uses giant robots to destroy all the major cities in the world.
32. A mastermind clones the DNA of the giants of the past to create an army of goliaths.
33. A mastermind hacks into the missile control system to launch all its nuclear missiles.
34. A mastermind summons a demon to destroy the world.
35. A mastermind raises an army of the undead to control the world.
36. A mastermind uses mind control to make an army of super heroes to control the world.
37. A mastermind kidnaps and threatens the loved ones of all the world's super heroes to control them and the world.
38. A mastermind joins with alien forces to take over the world.
39. A mastermind manipulates peoples' dreams to control their beliefs and future actions.
40. A mastermind opens a magical vortex over the world to destroy anything touched by it.
41. A mastermind wants to go back into the future and conquer the human race before it gains technology.
42. A mastermind returns to the past to destroy his enemies before they are born.
43. A mastermind sends robots to destroy his enemies before they are born.
44. A mastermind increases the gravity of the earth to cause airplanes in flight to crash and prevent all future flights.
45. A mastermind becomes the leader of all the organized crime syndicates.
46. A mastermind spreads a cheap drug to destroy society throughout the world.
47. A mastermind forces two major countries into a war to start World War 3.
48. A mastermind starts a rebellion to take over a small country.
49. A mastermind releases mind altering clouds that causes a major city to go into total chaos.
50. A mastermind fakes an alien invasion to take over the world.

Fear Reaction (D20)

These are the reactions a person can have to an extremely frightening situation or event.

Coma (1)

A person falls into a comatose state that may last for days or even years.

Delusion (2)

A person starts to have very realistic delusions after a frightening event.

Faint (3)

A person blacks out for a few minutes.

Flashbacks (4)

A person has reoccurring flashbacks of the frightening experience from now on.

Grows Older (5)

A person physical grows older from the traumatic experience.

Hair Falls Out (6)

A person hair falls out because of the shock.

Hairs Turns White (7)

A person's hair turns permanently white from the shock.

Heart Attack (8)

A person has a heart attack because of the shock.

Insanity (9)

A person goes insane from the fear.

Panic (10)

A person panics and can no longer think or move.

Paralyzed (11)

A person becomes permanently paralyzed because of the fear.

Phobia (12)

A person gains a permanent phobia to anything related to the event.

Run Away (13)

A person runs away screaming from the situation.

Seizure (14)

A person drops to ground and have a seizure.

Shock (15)

A person goes into shock and cannot tell what he is doing anymore.

Soil Self (16)

A person soils himself because of the fear.

Split Personality (17)

A person goes insane and creates a separate personality to hide from the fear.

Stroke (18)

A person has a stroke because of the fear.

Stunned (19)

A person cannot move because of the fear.

Vomit (20)

A person throws up because of the fear.

First Contact Adventure Hooks (D20)

These adventure hooks are designed for adventure based on the first contact with an alien race.

1. An alien race wants to spread their culture to all the low tech worlds in the universe.
2. An alien race wants to help humanity before we destroy ourselves.
3. An alien race believes we are ready to join their galactic federation so it gives us the technology to travel amongst the stars.
4. An alien race lives on a tenth planet with a very elliptical orbit in our solar system and we finally meet them when their planet approaches close enough to ours.
5. An alien race is totally xenophobic and they start a genocidal war against humanity when they discover our existence.
6. Aliens consider humans to be barbaric so they want to raise them up by slowly releasing technology to them.
7. An alien spacecraft crash lands on the surface of the Earth.
8. Aliens have set up an underground base on the Moon to watch human society.
9. Aliens have set up a base on the surface of Mars to prepare for an invasion of the Earth.
10. Aliens only communicate telepathically making it very difficult to communicate with humanity.
11. Aliens have come to Earth to steal the entire world supply of gold.
12. Aliens are masters of biotechnology giving the first explorers biological goods worth immense amounts of money.
13. Aliens want to combine our biological uniqueness to their own.
14. Hostile aliens wish to conquer our world.
15. Alien have come to find their ancestors the dolphins and whales.
16. An alien race is made of pure energy.
17. An alien race is composed of intelligent machines.
18. Aliens are extremely small and their ships look like fireflies to people.
19. Aliens have come to take humans as pets.
20. An alien race considers us inferior and wants to reeducate the human race like children.

Fleet Ranks (D44)

These are the different ranks in a space fleet that defends a mighty space empire.

Mate (11)

These are the crew that performs most of the work aboard a starship.

Master Chief (12)

These are the leaders in charge of the enlisted crew aboard a ship.

Ensign (13)

These junior officers work alongside the enlisted aboard a starship.

Sub Lieutenant (14)

These junior officers are in charge of a small detachment of enlisted crew and ensigns.

Lieutenant (21)

Lieutenants are in charge of each division of command aboard a starship including medical, science, security, fighter pilots, and marines,

Lieutenant Commander (22)

These senior officers are the captains of smaller vessels.

Wing Commander (23)

These are the senior commanders of all starfighter pilots aboard a starship.

Commander (24)

This is the second in command aboard a starship.

Captain (31)

The captain is in charge of all operations aboard a capital starship.

Fleet Captain (32)

This captain is in charge of a starship and a battle group.

Commodore (33)

A commodore is in charge of a star base and its defense fleet.

Rear Admiral (34)

A rear admiral is in charge of an entire defensive fleet.

Vice Admiral (41)

A vice admiral is in command of an entire battle fleet.

Fleet Admiral (42)

A fleet admiral is in charge of an entire sector of space.

High Admiral (43)

A fleet admiral is in charge of an entire quadrant of space.

Lord of the Fleet(44)

The Lord of the Fleet is a direct advisor to the emperor and the leader of all the fleets in the empire.

Future Police Adventures (D30)

These are adventure ideas for police and law enforcement in the near or distant future.

1. A powerful new drug is changing everyone that takes it into a mindless zombie.
2. A street gang is stealing organs out of peoples' bodies.
3. A street gang is tearing out cyberware directly from peoples' bodies.
4. Arrest anyone for being found outside after curfew.
5. Arrest people for thought crimes.
6. Capture a scientist attempting to spread a pandemic.
7. Capture a shipment of military weapons being sent to the criminal underground.
8. Capture aliens that have escape from their slums.
9. Capture anyone attempting to smuggle weapons into the city or country.
10. Capture plague victims attempting to sneak over the border into our country.
11. Confiscate all thinking machines.
12. Confiscate and destroy all books.
13. Confiscate every citizen's guns.
14. Destroy a horde of mindless zombies.
15. Destroy a labor robot that is running amok.
16. Destroy a local terrorist cell.
17. Enforce the radio tagging of every citizen.
18. Execute people for avoiding their state approved suicide appointment.
19. Find rogue androids that have integrated in society.
20. Join a mini tank based division of the force.
21. Join a power armor based division of the force.
22. Join a psionic division of the force.
23. Join a supernatural division of the force.
24. Join an mecha based division of the force.
25. Prevent crimes before a criminal can commit them.
26. Stop a criminal from poisoning the city's water supply.
27. Stop an illegal organ trafficking ring.
28. Stop anarchists from lighting the city on fire.
29. Stop criminals that have taken over a nuclear power plant.
30. You have been killed but were resurrected as a cyborg cop.

Futuristic Devices (020)

These are super high tech devices used in the future.

Android Companion (1)

These machines look like a real person with synthetic skin that looks and feels like the real thing. These androids can be made to look like any person and many stock models are available.

Any Printer (2)

This device can make any solid object that it has in its database by laying down micro layers of resin.

Body Airbag (3)

These suits produce airbags all over a person's body when he falls at high speeds.

Citizen Chip (4)

This implanted device contains all the data about a person and allows him to make instant financial transactions without the use of physical money.

Computer Glasses (5)

These glasses allow a person to see a full computer screen and control it with the movement of his eyes.

Dream Maker (6)

This device allows a person to control and manipulate his dreams.

Emotion Detector (7)

This device can read the true feelings and emotions of another person.

Food Replicator (8)

These devices can produce any type of food in its database from a supply of basic nutrients.

Laser Knife (9)

These knives can cut through anything and they cook as they cut.

Memory Reader (10)

This device can see the past memories stored in a person's mind even after they have died.

Nano Capsule (11)

These capsules are poured out and these nano tech machines create a specific vehicle from the matter around it.

Personal Transport (12)

This mobile chair moves a person around and its myriad of manipulator mean that a person never has to move his body.

Pleasure Device (13)

These devices create the sense of pure pleasure using nerve induction.

Sleep Inducer (14)

This device controls the time and duration of a person's sleep.

Sonic Screwdriver (15)

These tool can be used to remove or drive in any screw or nail or forge together or cut through almost any material.

Sonic Sterilizer (16)

This device uses sonic energy to completely sterilize anything including utensils and food.

Synthesizer (17)

This device can manufacture any object in its database from local environmental resources.

Transmutator (18)

This device changes any element into another element with a higher atomic number without the problem of radiation.

Utility Arms (19)

This harness has multiple mechanical arms that are controlled by its user's mind.

Virtual Simulator (20)

These devices produce super realistic virtual reality that cannot be distinguished from the real world.

Futuristic Substances (050)

These are futuristic materials that will change the world.

1. Amorphous Metal
2. Amplifying Crystal
3. Antimatter
4. Biological Glue
5. Carbon Nanotubes
6. Chrono Particles
7. Dark Matter
8. Dissolving Nano Liquid
9. Electronic Textiles
10. Energy Absorbing Alloy
11. Energy Absorbing Gel
12. Flux Crystals
13. Frictionless Coating
14. Heat Absorbing Foam
15. Impact Absorbing Textile
16. Indestructible Spray
17. Instacrete
18. Levitation Crystals
19. Light Absorbing Alloy
20. Liquid Metal
21. Magnification Crystal
22. Metal Foam
23. Metallic Glass
24. Metamaterials
25. Molecular Acid
26. New Flesh
27. Nutrient Gel
28. Perfect Solvent
29. Reactive Fibers
30. Self Replicating Concrete
31. Sound Absorbing Foam
32. Spray On Antenna
33. Spray On Glass
34. Spray On Skin
35. Stability Crystals
36. Steel Wood
37. Super Alloy
38. Superconductive Alloy
39. Superhydrophobic Spray
40. Synth Chow
41. Temperature Sensitive Textiles
42. Transparent Alumina
43. Transparent Concrete
44. Transparent Steel
45. Transparent Tissue
46. Unique Matter
47. Unobtainium
48. Unstable Matter
49. Vibration Absorbing Alloy
50. Warp Stone

Galactic Encyclopedia Categories (0100)

These are the different types of knowledge and technology stored in this massive collection of the entire Imperium.

- | | | | |
|----------------------------|-----------------------------|---------------------------|-------------------------|
| 1. Accounting | 26. Economics | 51. Mathematics | 76. Religion |
| 2. Advanced Materials | 27. Engram Programming | 52. Matter Manipulation | 77. Robotics |
| 3. Agriculture | 28. Fashion | 53. Mecha | 78. Satellites |
| 4. Antimatter Power | 29. Frictionless Fields | 54. Medical Drugs | 79. Semiology |
| 5. Architecture | 30. Fusion Power | 55. Medical Treatments | 80. Sensors |
| 6. Art | 31. Gauss Weapons | 56. Medicine | 81. Solar Power |
| 7. Artificial Intelligence | 32. Genetic Engineering | 57. Microbiology | 82. Sonic Weapons |
| 8. Biological Weapons | 33. Genetic Enhancements | 58. Mind Control | 83. Space Fighter |
| 9. Biology | 34. Geothermal Power | 59. Mineralogy | 84. Space Rockets |
| 10. Botany | 35. Government | 60. Mining | 85. Space Stations |
| 11. Bureaucracy | 36. Gravitics | 61. Music | 86. Spatial Mechanics |
| 12. Cellular Regeneration | 37. Helicopters | 62. Nano Technology | 87. Subliminals |
| 13. Chemical Weapons | 38. History | 63. Neural Connections | 88. Submarines |
| 14. Chemistry | 39. Hydroponics | 64. Neural Replacement | 89. Surgery |
| 15. Cinematography | 40. Hypnosis | 65. Nuclear Physics | 90. Suspended Animation |
| 16. Cloaking Fields | 41. Integrity Fields | 66. Nuclear Weapons | 91. Teleportation |
| 17. Cloning | 42. Interdimensional Travel | 67. Optics | 92. Temporal Mechanics |
| 18. Communication | 43. Jet Engines | 68. Physics | 93. Terraforming |
| 19. Computer Programming | 44. Laser Weapons | 69. Physiology | 94. Theater |
| 20. Computers | 45. Law | 70. Planetary Engineering | 95. Transmutation |
| 21. Cryonics | 46. Levitation | 71. Plasma Weapons | 96. Video Games |
| 22. Cybernetics | 47. Linguistics | 72. Politics | 97. Virtual Reality |
| 23. Dance | 48. Literature | 73. Probability | 98. Weather Control |
| 24. Deflector Screens | 49. Longevity | 74. Psionics | 99. Wind Power |
| 25. Dimensional Mechanics | 50. Marine Biology | 75. Psychology | 100. Xenobiology |

Galactic Guide Categories (030)

These are the irreverent categories to the most popular guide to exploring the universe.

1. Age of the universe.
2. How to get a starship without paying for it.
3. How to survive a bar fight.
4. Location of the center of the universe.
5. Origin of the universe.
6. Planets without any drug laws.
7. The best drinks in the universe.
8. The best hotels in the universe.
9. The best nightclubs in the universe.
10. The best party planets in the universe.
11. The best pickup lines in the universe.
12. The best places to get a hamburger in the universe.
13. The best restaurants in the universe.
14. The cheapest places to buy a starship.
15. The cheapest places to buy illegal weapons.
16. The dangers of hitchhiking with aliens.
17. The freest planet in the universe.
18. The location of all the stellar speed traps.
19. The meaning of life.
20. The most dangerous alien races in the universe.
21. The planet with least number of laws.
22. The planet with the prettiest babes in the universe.
23. When and why the universe will end.
24. Which alien races allow people to hitchhike on their starships.
25. Which are the poorest planets in the universe.
26. Which planet has the friendliest women.
27. Which planets have only women.
28. Which planets have the nicest women.
29. Which planets have women.
30. Which planets like aliens.

Galactic Intrigue Adventure Hooks (D30)

These are adventure ideas for the royalty of the houses of a great space empire.

1. Any noble that challenges the emperor can be defended by another house noble.
2. House advisors all have full imperial conditioning so they are completely trusted by their duke.
3. House advisors are great warriors, politicians, orators, and leaders.
4. House leaders have the right to challenge other nobles to the death.
5. Houses join together in order to create great houses to protect and support each other.
6. Noble marriages are selected to create a future messiah.
7. The emperor controls all space travel.
8. The emperor has the most formidable space fleet and the most deadly ground force in the universe.
9. The emperor requires a tithe from every planet in the empire.
10. Your duke declares a challenge to the emperor for the great throne.
11. Your duke's daughter has been betrothed to the emperor's son.
12. Your house are master merchants.
13. Your house has a massive ground force.
14. Your house has a massive space fleet.
15. Your house has been ordered to move to a new home world.
16. Your house has cornered the market on a new drug.
17. Your house has created a new super weapon.
18. Your house has declared a feud against another house.
19. Your house has gained an extra seat in the imperial senate.
20. Your house has space pirate operations.
21. Your house is the expert in artificial intelligence.
22. Your house is the expert in cybernetics.
23. Your house is the expert in genetic engineering.
24. Your house is the expert in medicine.
25. Your house is the expert in robotics.
26. Your house is the expert of terraforming.
27. Your house is the master of assassination.
28. Your house is the master of intrigue.
29. Your house is the master of mind control.
30. Your house is the master of psionics.

Galactic Police Adventure Hooks (D50)

These are adventure ideas for a spacefaring and intergalactic police force that must protect the citizens of every planet in the universe from crime and danger.

1. Arrest a group performing illegal cloning.
2. Arrest a rogue officer attempting to get revenge on the entire federation.
3. Arrest a scientist attempting to make an artificial intelligence system.
4. Arrest a scientist for creating a clone army.
5. Arrest a scientist for creating a robot army.
6. Arrest a scientist for perform illegal time manipulation experiments.
7. Arrest a scientist for performing nano tech experiments on a populated world.
8. Arrest a scientist for performing time experiments.
9. Arrest an evil crime lord.
10. Arrest an illegal collector of cultural artifacts.
11. Arrest anyone attempting to conqueror a low tech world with modern technology.
12. Arrest the governor of a planet attempting to break free from the space federation.
13. Capture an infamous space pirate.
14. Deliver a diplomat to a foreign world to forge a peace treaty.
15. Destroy a cloud of viral nano tech before it destroys another planet.
16. Destroy a drug factory.
17. Destroy a fleet of biological monsters that have come to consume the entire universe.
18. Destroy a fleet of living machines that want to destroy all life in the universe.
19. Destroy a fleet of ships taken over a powerful computer virus.
20. Destroy a gigantic doomsday space machine.
21. Destroy a hidden drug factory.
22. Destroy a hidden weapons factory.
23. Destroy a sentient fleet of starships.
24. Destroy a sentient planet that consumes other planets.
25. Destroy a slave trafficking ring.
26. Destroy an old space mine field.
27. Destroy an sentient space ship.
28. Escort a diplomatic ship into a war zone.
29. Escort a princess to another planet where her marriage to its ruler will end a multi-generational war.
30. Find a secret pirate base.
31. Find a secret space casino.
32. Find new recruits throughout the universe for the police force.
33. Free a planet that has been occupied by alien forces.
34. Free a space liner captured by space pirates.
35. Free a space station captured by space pirates.
36. Free slaves from a hidden pirate mining operation.
37. Infiltrate a rebel organization and capture their leader.
38. Influence new worlds to join the galactic federation.
39. Overthrow a dictator of a low tech world.
40. Prevent an ancient evil from being reborn on one of the federation worlds.
41. Protect the commercial space lanes.
42. Protect the delegates during a peace treaty between planets.
43. Recover stolen artifacts and return them to their home planet.
44. Retrieve a piece of lost technology.
45. Stop a collector who collects sentient beings for his museum.
46. Stop a corporation that uses mind control technology in its advertisements.

47. Stop a disruptive time traveler.
48. Stop a smuggling ring.
49. Stop an alien from trying to dominate a low tech world with his advanced technology.
50. Train new recruits for the police force.

Hacker Adventure Hooks (D20)

These are adventure ideas for hacker in the near or distant future.

1. You hack into the traffic light system of city causing massive accidents.
2. You are hired to create an artificial identity with official documents in all financial and government computers.
3. You are hired to erase a person's identity and all evidence of his existence from all the computer systems in the world.
4. You break into a superpower's nuclear missile control system.
5. You can hack into the controls of a nuclear power plant and cause it to meltdown.
6. You discover a government system that allows you to listen into any phone or cell phone in the world.
7. You gain access to the government surveillance net.
8. You gain control of the computers systems running the stock market.
9. You hack into an orbital communication satellite.
10. You hack into an orbital spy satellite.
11. You hack into an orbital weapon satellite.
12. You hack into the autopilot of a commercial airliner.
13. You hack into the control of a nuclear missile silo and cause it to launch.
14. You hack into the security of a high security building.
15. You hack into the traffic light system so you never have to wait for a red light.
16. You hack into the world's currency exchange system.
17. You steal millions of dollars from a hidden bank account of a crime boss.
18. You steal the blueprints for a secret military weapon project.
19. You write a program that can destroy a person's mind linked to a computer.
20. You write a program that can take control of a person's mind linked to a computer.

Hacker Handles (D100)

These are names used by hackers and net runner when they are online

- | | | | |
|----------------------|-----------------|--------------------|------------------|
| 1. Analog | 26. Final Exit | 51. Merlin | 76. Red Exodus |
| 2. Angel | 27. Flux | 52. Mind Toxin | 77. Regulator |
| 3. Atom | 28. Fog | 53. Mirror | 78. Shadow |
| 4. Bane | 29. Freak | 54. Mist | 79. Silence |
| 5. Barcode | 30. Frost | 55. Mole | 80. Silver |
| 6. Binary Guardian | 31. Full Moon | 56. Morpheus | 81. Singularity |
| 7. Binary Messiah | 32. Ghost | 57. Mutant | 82. Sinister |
| 8. Black King | 33. Ghoul | 58. Myth | 83. Smoke |
| 9. Breaker | 34. Glare | 59. Nebula | 84. Soul Eater |
| 10. Circuit Jihad | 35. God | 60. Neo | 85. Spirit |
| 11. Circuit Override | 36. Gold | 61. Night | 86. Star |
| 12. Core | 37. Haze | 62. Nuke | 87. Steam |
| 13. Cracker | 38. Helix | 63. Null | 88. Swordfish |
| 14. Crypto | 39. Hoax | 64. Omni | 89. System Crash |
| 15. Dark Messiah | 40. Hyper | 65. Orbital Decay | 90. Tempter |
| 16. Darkness | 41. Hypercube | 66. Outcast | 91. Terminator |
| 17. Deceiver | 42. Ice | 67. Override | 92. Terror |
| 18. Demon | 43. Infinite | 68. Parallel Worm | 93. Thief |
| 19. Deviant | 44. Legend | 69. Paranoia | 94. Toxic Wizard |
| 20. DNA | 45. Leper | 70. Plague | 95. Trinity |
| 21. Dust | 46. Liquid Nuke | 71. Pulsar | 96. Ultra |
| 22. Echo | 47. Lord | 72. Quark | 97. Unknown |
| 23. Exit | 48. Lore | 73. Random Mercury | 98. Vapor |
| 24. Fable | 49. Lucifer | 74. Raven | 99. Variable |
| 25. Fiber | 50. Lust | 75. Reboot | 100. Void |

Hobbies (0200)

These are hobbies that a modern or near future character might have.

1. Acrobatics
2. Air Hockey
3. Airsoft
4. Amateur Radio
5. Anime
6. Antique Collecting
7. Antiquities
8. Aquariums
9. Archeology
10. Archery
11. Art Collecting
12. Astronomy
13. Auto Racing
14. Autograph Collecting
15. Badminton
16. Baking
17. Ballroom Dancing
18. Baseball
19. Basket Weaving
20. Basketball
21. Beadwork
22. Beauty Pageants
23. Billiards
24. Bingo
25. Bird Watching
26. Blackjack
27. Boardgames
28. Bobsledding
29. Bonsai
30. Book Collecting
31. Bowling
32. Boxing
33. Bridge
34. Button Collecting
35. Camping
36. Canasta
37. Candle Making
38. Candy Making
39. Canoeing
40. Car Restoration
41. Card Collecting
42. Cat Shows
43. Cheerleading
44. Chess
45. Coins Collecting
46. Comic Book Collecting
47. Computer Games
48. Computer Programming
49. Conspiracy Theories
50. Contests
51. Cooking
52. Couponing
53. Creative Writing
54. Cribbage
55. Cricket
56. Crochet
57. Curling
58. Cycling
59. Dancing
60. Darts
61. Diving
62. Dog Fighting
63. Dog Shows
64. Doll Collecting
65. Drawing
66. Dream Analysis
67. Element Collecting
68. Embroidery
69. Exorcism
70. Fantasy Novels
71. Fantasy Sports
72. Fencing
73. Figure Skating
74. Fishing
75. Flying
76. Foosball
77. Football
78. Fossil Hunting
79. Gambling
80. Game Making
81. Gardening
82. Genealogy
83. Geology
84. Gin Rummy
85. Go Carting
86. Golf
87. Guitar
88. Handball
89. Handwriting Analysis
90. Hang Gliding
91. Hearts
92. Hiking
93. Hockey
94. Home Brewing
95. Horror Novels
96. Horseback Riding
97. Hunting
98. Ice Skating
99. Jacks
100. Jewelry Making
101. Juggling
102. Kayaking
103. Kites
104. Knife Collecting
105. Knitting
106. Lacrosse
107. Lapidary
108. Letherworking
109. Magic
110. Mah Jong
111. Manga
112. Marksmanship
113. Martial Arts
114. Memorabilia Collecting
115. Metal Detecting
116. Metalworking
117. Meteorology
118. Military Reenactment
119. Miniature Golf
120. Model Trains

- | | | | |
|----------------------|-----------------------------|-----------------------|------------------------------|
| 121. Modeling | 141. Railway Enthusiast | 161. Shooting | 181. Traveling |
| 122. Motorcycles | 142. RC Vehicles | 162. Shopping | 182. Treasure Hunting |
| 123. Movie Making | 143. Religion | 163. Shuffleboard | 183. Triathlon |
| 124. Needlepoint | 144. Robotics | 164. Sketching | 184. Trivia |
| 125. Origami | 145. Rock Climbing | 165. Skiing | 185. Urban Exploration |
| 126. Othello | 146. Rock Collecting | 166. Slot Car Racing | 186. Video Games |
| 127. Paintball | 147. Rockets | 167. Smoking | 187. Vintage Book Collecting |
| 128. Painting | 148. Roller Derby | 168. Snowboarding | 188. Vintage Car Collecting |
| 129. Parachuting | 149. Roller Skating | 169. Soap Making | 189. Volleyball |
| 130. People Watching | 150. Romance Novels | 170. Soccer | 190. Wargaming |
| 131. Photography | 151. RPGs | 171. Softball | 191. Water Polo |
| 132. Piano | 152. Rubber Stamping | 172. Speed Skating | 192. Water Skiing |
| 133. Plastic Models | 153. Rugby | 173. Stamp Collecting | 193. Weapon Collecting |
| 134. Poker | 154. Sail Boarding | 174. Street Hockey | 194. Weight Lifting |
| 135. Pottery | 155. Sailing | 175. Surfing | 195. Whittling |
| 136. Puppetry | 156. Science Fiction Novels | 176. Swimming | 196. Winemaking |
| 137. Puzzles | 157. Scrapbooking | 177. Table Tennis | 197. Woodworking |
| 138. Pyrotechnics | 158. Sculpting | 178. Tennis | 198. Wrestling |
| 139. Quilting | 159. Sewing | 179. Toy Collecting | 199. Writing |
| 140. Racquetball | 160. Shell Collecting | 180. Trainspotting | 200. Yo-Yoing |

Kaiju Adventure Hooks (D30)

These are adventure ideas for people that live in a world of giant monsters.

1. Befriend a giant monster to fight an enemy monster.
2. Capture a giant monster for experimentation.
3. Capture a giant monster egg and raise the baby to fight other monsters.
4. Cover up the evidence of a giant monster attack.
5. Create a cyborg monster from a dead giant monster's body.
6. Create a device to control a giant monster.
7. Create a giant robot to fight a giant monster.
8. Destroy the parasites inside a good giant monster.
9. Discover a poison or virus to kill a giant monster.
10. Discover the origin of a specific giant monster.
11. Discover the source that is creating the giant monsters.
12. Erase the memories of witnesses of a giant monster.
13. Fight giant monsters above the earth in space.
14. Fight giant monsters with a flying battleship.
15. Fight giant monsters with a futuristic tank.
16. Fight giant monsters with cruise missiles.
17. Fight giant monsters with destructive nano tech.
18. Fight giant monsters with giant robots.
19. Fight giant monsters with orbital lasers.
20. Fight giant monsters with sonic weapons.
21. Fight giant monsters with super jet fighters.
22. Fight undersea giant monsters with submarines.
23. Find and destroy a giant monster's eggs and young offspring.
24. Find the weakness of a giant monster.
25. Learn to communicate with a giant monster.
26. Lure a giant monster away from a major city.
27. Stop an evil corporation that is controlling a giant monster.
28. Stop the alien invaders that are controlling a giant monster.
29. Take a genetic sample of a giant monster.
30. You are a member of a secret giant monster fighting squad.

Martian Rebellion Adventure Hooks (D20)

These are adventure hooks that can be added to any Martian revolution game where the oppressed people and workers of Mars revolt against their corporate masters.

1. A Martian artifact believed to release an atmosphere onto the surface of Mars has recently been discovered and kept secret.
2. All labor leaders have been arrested and charged with treason.
3. An underground rebel organization has formed on Mars to overthrow the evil corporation.
4. Any worker that protests against the corporation soon disappears without a trace.
5. Bounty hunters are arriving every day from Earth to hunt down the rebel faction on Mars.
6. Bounty hunters are used instead of police to capture and kill any criminals on Mars.
7. Hibernating aliens have been released and they have begun the activation of an automated defense system on Mars.
8. Humans are much stronger on Mars because its gravity is weaker than Earth's gravity.
9. Immense amounts of gold has just been discovered on the surface of Mars.
10. Many corporate leaders are being assassinated.
11. Martial law is enforced on Mars and no one is allowed to leave their housing unit without an escort.
12. Miners have discovered an ancient artifact site.
13. Miners have gone on strike but they are quickly being replaced with drone mining machines.
14. Miners have uncovered an ancient underground civilization.
15. Miners' pay is being reduced each day and miners that refuse to work are having their food rations reduced or removed.
16. Rebel miners have taken over all the buildings so black ops teams are being sent in to destroy these rebels.
17. Terraforming allows people to breathe on the surface of Mars.
18. The corporation uses mind control drugs in the air and food to control the workers.
19. The Earth considers the rebel miners to be evil because they have slowed down the flow of minerals to Earth.
20. The lack of a planetary magnetic field means that high levels of mutation occur in the children of the Martian miners.

Mecha Generator

These are unusual traits that a character may have to make them unique.

Color (D12)

1. Black
2. Blue
3. Brown
4. Gray
5. Green
6. Metal
7. Pink
8. Purple
9. Red
10. Silver
11. White
12. Yellow

Size (D6)

1. Power Armor (2m)
2. Large (5m)
3. Towering (10m)
4. Enormous (20m)
5. Immense (50m)
6. Gigantic (100m)

Type (D6)

1. Standard Humanoid
2. Blocky Humanoid
3. Thin Humanoid
4. Walker
5. Quad Walker
6. Animal

Control (D6)

1. Cyber Link
2. Manual Control
3. Motion Control
4. Psychic Link
5. Remote
6. Sentient

Weapon Options (D4)

1. Body Mounted Weapons
2. Hand Weapons
3. Integrated Weapons
4. Psychic Weapons

Weapons (D30)

1. Blade
2. Blast Cannon
3. Chainsaw
4. Claw
5. EMP Cannon
6. Energy Blade
7. Energy Claws
8. Flamethrower
9. Fusion Cannon
10. Grenade Launcher
11. Ion Cannon
12. Laser Cannon
13. Laser Spear
14. Laser Whip
15. Lightning Cannon
16. Machine Gun
17. Mine Dispenser
18. Missile Launcher
19. Missiles
20. Pincers
21. Plasma Cannon
22. Power Axe
23. Power Fist
24. Power Hammer
25. Railgun
26. Recoilless Rifle
27. Reflex Cannon
28. Rocket Launcher
29. Sonic Cannon
30. Static Cannon

Specials (D30)

1. Ablative Armor
2. Body Armor
3. Booster Rockets
4. Camo Field
5. Cyberlink
6. Decoy Drones
7. Defensive Screens
8. Drop Pod
9. EMP Pulse
10. Energy Shield
11. Escort Drone
12. Extending Arms
13. Fist Launcher
14. Frictionless Joints
15. Hand Shield
16. Jet Pack
17. Life Support
18. Modular
19. Organic
20. Reactive Armor
21. Sealed
22. Self Destruct
23. Semi-Organic
24. Sensors
25. Sentient Computer
26. Stealth
27. Steam Powered
28. Submersible
29. Support Drones
30. Transforming

Mecha Options (D20)

These options give a mecha special abilities and powers.

Chaff Dispenser (1)

A mecha can dispense chaff and flares in order to confuse the tracking system of an incoming missile.

Cyber Control (2)

A pilot can directly link his mind to his mecha allowing it to be controlled as an extension of his body.

DNA Lock (3)

A mecha can only be operated by a pilot that it has been designed for.

Ejector Seat (4)

A pilot may eject safely if a mecha is about to be destroyed.

Environmental Seal (5)

A mecha is sealed to operate in any environment and has a full life support system.

Escape Pod (6)

The entire crew compartment of a mecha can be ejected providing a pilot a safe environment for a limited time.

Gyroscope (7)

A mecha has a powerful gyroscopic system that makes it difficult for a mecha to be tipped over or tripped.

Holo Screen (8)

A mecha has a holo screen allowing it to blend into its environment making it difficult to detect.

Kinetic Shield (9)

A mecha is surrounded by a field that prevents anything moving at high speeds from hitting it.

Magnetic Feet (10)

A mecha has magnetic feet allowing it to attach to most metallic surface.

Micromanipulator (11)

A mecha can project smaller manipulators allowing it to pick up and manipulate very small objects.

Nano Repair (12)

A mecha has nano machines allowing it to instantly repair any system damage.

Parachute (13)

A mecha has a giant parachute so that it can be airdropped from a plane onto any battlefield.

Point Defense System (14)

A mecha has a computer driven rotary cannon designed to knock out incoming missiles.

Power Absorber (15)

A mecha has a system that absorbs laser strikes and store the energy for later use.

Roller Feet (16)

A mecha has wheels or rollers allowing a mecha to achieve incredible speeds on a flat surface.

Smoke Ejector (17)

A mecha has smoke ejectors that fill its environment with smoke making it difficult to see or destroy.

Sound System (18)

A mecha has a powerful PA system allowing its pilot to talk to his surroundings.

Spotlight (19)

A mecha has a powerful spotlight to illuminate targets in the dark.

Vehicle Pod (20)

A mecha has a detachable flying pod for its pilot allowing him to fly away from a mecha at any time.

Mecha Wasteland Adventure Hooks (D30)

These are ideas for adventures in wastelands left behind after a massive worldwide mecha war.

1. Crush an enemy mecha with a swing log.
2. Crush an enemy mecha with a pile of rolling logs.
3. Crush an enemy mecha with an avalanche.
4. Discover a device that allow you to remotely control mechas from the ancient war.
5. Discover a lost knowledge vault.
6. Discover the original mecha blueprints and technical readouts.
7. Enter a mecha gladiatorial contest.
8. Find a lost mecha factory.
9. Find a lost space rocket launch station.
10. Find a lost vault of ancient mecha.
11. Make a mercenary squad from salvaged mecha.
12. Mecha are used as a police force.
13. Mecha are used to protect supply convoys across the desert.
14. Mecha are used for construction work.
15. Mecha are used for farming.
16. Mecha are used for logging.
17. Mecha are used for mining.
18. Mecha are used to fight a desert warlord.
19. Mecha are used to fight giant insects.
20. Mecha are used to fight the mutants hordes.
21. Ram an enemy mecha with a train.
22. Repair your mecha using parts from wrecked mecha.
23. Sabotage an enemy mecha.
24. Salvage the wreckage of a mecha.
25. Set a trap for an opponent's mecha.
26. Steal an enemy mecha.
27. Test a new organic mecha.
28. Test a powerful new mecha weapon system.
29. Test an experimental new mecha.
30. Transport an experimental mecha across the wasteland.

Mega Structures (D12)

These immense projects are built on a planet in order to show the universe the technological wonders of its population.

Artificial Island (1)

These incredible towers reach from a world's sea floor to the surface of the ocean so its roof rises above the ocean like an island.

Geothermal Tap (2)

This power generator has pipes that go directly into the molten mantle of a planet.

Grav City (3)

This world has massive metropolitan cities that float through the air held up by anti-gravity drives.

Intercontinental Subway (4)

The continents of this world are connected by high speed subways that run under the planet's oceans.

Mega Tower (5)

This giant tower can be thousands of stories tall and it reaches high into a planet's upper atmosphere.

Planetary Arcology (6)

This immense structure covers the entire surface of a planet and it acts like a single massive enclosed city thousands of stories tall.

Planetary Frame (7)

An entire world is covered in a massive structure that acts as a defensive structure, space facility, and solar collector.

Planetary Shield (8)

A powerful deflector screen surrounds a planet protecting it from space debris, solar radiation, and alien invasion.

Planetary Surveillance Net (9)

Every sound that a person makes and every action that he takes is recorded and analyzed by this system to determine if every citizen is obeying the law.

Solar Net (10)

A planet's orbit is filled with hundreds of solar collection satellites that send down their energy to the surface of the planet using microwave emitters.

Space Beanstalk (11)

This tower reaches from the surface of a planet to its upper atmosphere and it is used a space elevator to lift cargo into orbit and to connect a world to an orbital facility.

World Net (12)

The entire surface of a planet has been infected with nano technology changing everything into a receiver and a transmitter for a planet wide computer network.

Modern Military Vehicles (D30)

These are the advanced military vehicles available in the near future.

Amphibious APC (1)

Amphibious APC are wheeled troop carriers that can float in the water allowing them to travel over land or sea.

Anti-Aircraft Tank (2)

AA Tanks are equipped with anti-aircraft missiles or gatling cannons. Their advanced radar tracking system allow them to track and lock onto any airplane no matter how fast or low it is flying.

Assault Helicopter (3)

Assault helicopter are fast speed helicopters armed with anti-tank missiles and a rotary cannon.

Assault Motorcycle (4)

Assault motorcycles have a side car armed with a gatling cannon.

Attack ATV (5)

Attack ATVs are machinegun armed quad cycles.

Battle Bike (6)

Battle bikes are fast bikes armed with machineguns.

Battle Buggy (7)

Dune buggies are all terrain vehicles armed with a heavy machinegun and missiles.

Battle Car (8)

Battle cars are heavily armored and armed cars.

Battle Mini Sub (9)

Battle mini subs are a one man submarine armed with torpedoes.

Battle Tank (10)

Battle tanks are heavy treaded tanks with a powerful main gun.

Bridge Layer Tank (11)

Bridge layer tanks are massive machines that carry and deploy steel folding bridges over rivers and lakes.

Combat Jeep (12)

Combat jeeps have large wheels allowing them to transverse over most surfaces.

Drill Pod (13)

Drill pods can drill through rock or ice to deliver a single soldier into any ground based installation.

Flying Sub (14)

Flying submarines have jet engines allowing them to fly at high altitude and propellers allowing them to move at high speeds when it is submerged.

Hovercraft (15)

Hovercraft are a tank on top of air cushions allowing it to travel over land and water using its massive fans.

Hydrofoil (16)

Hydrofoil boats achieve incredible speeds by lifting up out of the water using its huge hydrofoil.

Jet Fighter (17)

Jet fighters travel at supersonic speeds so they use their high speed and maneuverability to dominate the sky.

Laser Tank (18)

Laser tanks are treaded tanks that carry a powerful laser weapon and huge batteries and capacitors.

Mini Tank (19)

Mini Tank are small treaded tanks armed with a mini battle cannon.

Missile Tank (20)

Missile tanks carry a large payload of missiles designed to fire on ground targets.

Mobile Command Center (21)

This massive treaded structure is a fully functioning command station and a resupply and repair center.

Mobile Howitzer (22)

Mobile howitzers are a huge wheeled vehicle with a giant howitzer vehicle.

Snow Tank (23)

Snow tanks have rear tracks and front sleds.

Snowmobile (24)

Snowmobile have rear tracks and front ski allowing it travel over snow and ice.

Space Shuttle (25)

Space shuttles are aerospace vehicles allowing them to deliver satellites and orbital weapon systems.

Speedboat (26)

Speedboat are powered by twin electromagnetic drives allowing it to reach incredible speeds.

Stealth Fighter (27)

Stealth fighters use advanced stealth technology allowing these supersonic jets to sneak past any anti-aircraft network.

Swamp Boat (28)

Swamp boats are armored boats with massive fans allowing them to transverse swamps or open waters.

Transport Helicopter (29)

Transport helicopters are super heavy helicopters designed to transport cargo or troops.

VTOL Attack Jet (30)

VTOL attack jets have transverse ramjets allowing them to hover or fly at supersonic speeds.

Modern Soldiers (D3D)

These are the different military specialists present in the near future or modern world.

Airborne Trooper (1)

Airborne troopers use a parachute to perform aerial assaults.

Anti-Armor Trooper (2)

Anti-armor troopers are heavy ordnance specialists designed to destroy armored vehicles and structures.

Boat Pilot (3)

Boat pilots are experts of driving all sizes and varieties of boats.

CBR Trooper (4)

CBR troopers are experts in combat in chemical, biological, and radioactive active environments.

Comm Trooper (5)

Comm troopers are communication experts and code breakers.

Commando (6)

Commandos are covert ops specialist designed to secretly engage all forms of military targets.

Covert Ops Agent (7)

Covert ops agents are masters of espionage and military intelligence.

Demolition Expert (8)

Demolition experts are trained at using explosives to destroy hardened targets and important structures.

Desert Trooper (9)

These soldiers are trained to survive in the extreme environments of a desert.

Dog Handler (10)

Dog handlers use trained dogs to track people and as a weapon.

Fighter Pilot (11)

Fighter pilots are trained in piloting planes, fighters, and jets.

Flamethrower Trooper (12)

Flamethrower troopers are experts at fighting with incendiary and flame weapons.

Helicopter Pilot (13)

Helicopter pilots are expert at piloting any size and type of helicopter.

Intelligence Trooper (14)

Intelligence trooper are experts in psychological warfare and social reengineering.

Jungle Trooper (15)

Jungle troopers are experts at jungle survival and guerilla warfare.

Machine Gunner (16)

Machine gunners are experts with heavy machine guns.

Mechanic (17)

Mechanics are trained to repair and rearm vehicles on the battlefield.

Medic (18)

Medics are field surgeons trained to stabilize and heal injured troops in the field.

Mountain Troopers (19)

Mountain troopers are expert climbers and wilderness survivalists.

Night Trooper (20)

Night troopers are experts of night fighting and stealth.

Ninja (21)

Ninjas are martial experts trained to be assassins.

Scout (22)

Scouts are experts at deep reconnaissance, tracking, and survival.

Sniper (23)

Snipers are master marksmen and experts at stealth.

Snow Trooper (24)

Snow troopers are experts trained in survival and combat in arctic conditions.

Sub Pilot (25)

Sub pilots are trained to pilot all varieties of submarines.

Tank Commander (26)

Tank commanders are expert tank drivers and gunners.

Tech (27)

Techs are computer specialists and hackers.

Trooper (28)

Troopers are the primary combat troops trained in close combat and marksmanship.

Underwater Trooper (29)

Underwater troopers are expert divers and masters of underwater combat and demolition.

Urban Trooper (30)

Urban troopers are experts of close combat in an urban war zone.

Mutant Supers Adventure Hooks (D30)

These are adventure ideas for any mutant superhero campaign.

1. A chemical in the water supply turns people into mutants.
2. A device turns people into mutants.
3. A school raises and trains mutants away from the rest of society.
4. A scientist creates a machines that greatly increases mutant powers but greatly shortens a person's lifespan.
5. A street drug turns people into mutants.
6. A virus turns people into mutants.
7. Decreased ozone layers has greatly increased the number of mutants born,
8. Everyone in a small country is a mutant.
9. Excess radiation in the Mars colonies has caused a great number of mutants to be born there.
10. Increased solar flare activity turns people into mutants.
11. Many mutants cannot have children with normal humans.
12. Mutant genes are being added to designer babies throughout the world.
13. Mutants are arrested for using their powers in public.
14. Mutants are being rounded up and placed in concentration camps.
15. Mutants are looking for hidden mutants to start an army.
16. Mutants begin to dominant all the academic, social, and sports fields.
17. Mutants can be detected by a special device created by the government.
18. Mutants create their own country on a massive artificial island.
19. Mutants have children with similar powers.
20. Mutants have created a device that will unleash the hidden mutation in every human being in the world.
21. Mutants have created their own society in the sewers underneath a huge city.
22. Mutants live in an underground complex away from humanity.
23. Mutants slowly replace the world's leaders with lookalikes and mimics.
24. Mutants take over the world.
25. People want mutants to be rounded up into concentration camps.
26. The government creates a team of mutants to take care of important missions.
27. The government demands that every mutant must register themselves.
28. The government has created a super prison to hold super powered mutants.
29. The government is rounding up mutants to perform experiments on them.
30. The government performs experiments on people to their boost mutant powers.

Near Future Space Adventure Hooks (D30)

These are adventure ideas for any gaming session based in the near future where humanity has just recently spread out throughout space with newly discovered interstellar space travel.

1. A hidden underground base occupied by the descendants of World War II Germany sends ships to invade the Earth.
2. A lifeform is discovered living on the glacial caps of Mars.
3. A manned mission to an incoming comet.
4. A manned mission to Mars.
5. A manned mission to Mercury.
6. A manned mission to the moons of Jupiter.
7. A mission to terraform the surface of Mars.
8. A mission to terraform the surface of Venus.
9. An ancient artifact is discovered on the surface of Mars.
10. Build a base on the Moon.
11. Build a space elevator.
12. Building a mining colony on Mars.
13. Capture an ice asteroid or comet for clean water.
14. Discover a wormhole hidden in the outer solar system.
15. Explorers determine that the Moon is hollow.
16. Mine minerals from the asteroid belt.
17. Mine minerals from the Moon.
18. Perform hyperspace experiments.
19. Perform repairs on a zero gravity factory.
20. Repair a space station before it falls out of orbit.
21. Set up a mining station in an asteroid belt.
22. Set up a space colony on the Moon.
23. Space tourism to the Moon.
24. Start the core of a planet spinning again.
25. Stop a killer asteroid from hitting the planet.
26. Stop a local star from going super nova.
27. Terrorist capture an orbital booster station.
28. Terrorist capture an orbital space station.
29. Terrorists take control an orbital laser.
30. Terrorists take control of an orbital nuclear missile platform.

Personal Resources (D20)

These are levels of resources for a superhero or super villain.

1. Unemployed
2. Government Benefits
3. Part Time Job
4. Full Time Job
5. Professional Employment
6. Small Business Owner
7. Wealthy
8. Extremely Wealthy
9. Small Corporation
10. International Corporation
11. Mega Wealthy
12. Small Nation
13. Large Nation
14. Royalty
15. Superpower
16. Global Dynasty
17. Global Resources
18. System Resources
19. Galactic Superpower
20. Universal Resources

Post-Apocalyptic Advantages (D100)

These advantages include mutations and lost or alien technologies that a post-apocalyptic character might have discovered that give him a much greater chance of survival in the wastes.

Acid Blood (1)

A character's blood becomes a powerful acid when it contacts the air.

Adrenal Control (2)

A character can control his release of adrenaline to boost his speed and power at any time.

Always Awake (3)

A character does not have the ability to fall asleep but this has no negative effect on him.

Antirad (4)

A character has discovered pills that cure radiation sickness.

Antitoxin (5)

A character has discovered pills that cure poisoning.

Artificial Blood (6)

A character has received an injection that contains a chemical that allows his blood to store a few days' worth of oxygen at a time.

Auto Medic (7)

A character has discovered a device that can heal any injury.

Beak (8)

A character was born with a beak allowing him to crack nuts or seeds.

Body Field (9)

A character has discovered a functional personal body shield generator.

Body of Light (10)

A character emits an intense light from his body.

Camo Cloak (11)

A character has discovered a cloak that allows him to blend perfectly into his environment.

Carapace Armor (12)

A character has sprouted hardened plates all over his body.

Claw (13)

A character has sprouted razor sharp claws.

Cryo Touch (14)

A character can instantly freeze anything that he touches.

Cure All (15)

A character has found a bottle of pills that can cure any disease or infection.

Diamond Body (16)

A character's body has turned into living diamond.

Eagle Eyes (17)

A character can see miles away with perfect clarity.

Energy Sword (18)

A character has found a functioning energy sword.

Environmental Suit (19)

A character has found a suit that will protect him from high levels of radiation.

Explosive (20)

A character's body parts are extremely explosive making his hair and nails explosive devices.

Extra Head (21)

A character was born with an extra head with a fully functional mind.

Feel No Pain (22)

A character was born without pain receptors making him totally resistant to all forms of pain.

Filter Canteen (23)

A character has found a canteen that purifies any water poured into it.

Firestarter (24)

A character can ignite the air at will.

Food Replicator (25)

A character has found a device that makes food simply by adding anything organic into it like plants or sticks.

Force Axe (26)

A character has found a functioning power axe.

Force Projector (27)

A character has discovered a device that projects a beam to lift up, pull, or throw distant objects.

Force Ram (28)

A character has found a device that can knock down anything with a pulse of force.

Freeze Ray (29)

A character has found a device that can instantly freeze anything solid.

Gas Mask (30)

A character has a mask that allows him to operate safely in a cloud of toxic gases.

Gauss Rifle (31)

A character has discovered a functioning railgun.

Geiger Counter (32)

A character has found a device that measures the amount of radiation in an area.

Gigantism (33)

A character has grown to be over ten feet tall.

Glass Body (34)

A character's body has turned into living glass.

Gravity Hammer (35)

A character has discovered a hammer that pulls itself at high speeds towards its target.

Guardian (36)

A character is followed by a hidden person that protects him when he gets in trouble.

High Density (37)

A character's body is very dense making him resistant to damage.

Hologram Projector (38)

A character has discovered a functioning hologram projector allowing him to mask his appearance at any time.

Hound Nose (39)

A character can detect a single molecule in the air.

Hoverboard (40)

A character has found a working hover board.

Huge Arms (41)

A character has massive and powerful arms.

Hyper Balance (42)

A character has perfect balance.

Hypnotize (43)

A character can hypnotize another person simply by looking into his eyes.

Illusion Projector (44)

A character has found a device that creates perfect illusions in another person mind.

Inertial Damper (45)

A character can stop the movement of anything.

Invisibility (46)

A character can bend light to make himself invisible.

Iron Bone (47)

A character was born with bones impregnated with metal making them as hard as steel rods.

Jet Boots (48)

A character has discovered a pair of boots that allow him to fly.

Jet Pack (49)

A character has found a jet powered backpack that allows him to fly but its constantly requires kerosene to fuel its ramjets.

Kevlar Vest (50)

A character has discovered a bullet proof vest.

Laser Pistol (51)

A character has found a functioning laser pistol.

Laser Rifle (52)

A character has found a functioning laser rifle.

Laser Whip (53)

A character has found a functioning laser whip.

Levitation (54)

A character can levitate at will.

Light Absorber (55)

A character absorbs all light that contacts his body making him pitch dark.

Light Intensifying Goggles (56)

A character has found a pair of goggles allowing him to see at night.

Liquid Bones (57)

A character has liquid bones allowing him to bend them in order to squeeze through tight space or out of bondage.

Low Density (58)

A character's body is very light making him very fast and agile.

Machine Control (59)

A character can take control of machines and computers with his mind.

Mandibles (60)

A character was born with a pair of powerful mandibles on his face.

Mechanical Wings (61)

A character has found a pair of steam powered wings that give him flight

Metal Body (62)

A character's body has turned into living metal.

Microscope Eyes (63)

A character can see microscopic organisms with his bare eyes.

Mind Switch (64)

A character can switch his mind with another person.

Mini Tank (65)

A character has discovered a functional mini tank that he can ride inside.

Moisture Suit (66)

A character has found a suit that collects and recycles any moisture released from his body.

Molecular Instability (67)

A character comes into and out of existence at random.

Motion Detector (68)

A character has found a device allowing him to detect people and objects before than can be seen.

Multiple Limbs (69)

A character was born with extra arms.

Object Reading (70)

A character can tell who has recently held or used an object.

Omniscient Goggles (71)

A character has found a pair of goggles that gives him access to orbital satellites allowing him to see anywhere on the earth.

Pain Ray (72)

A character has found a device produce intense amounts of pain.

Plasma Torch (73)

A character has found a device that can cut through anything with a plasma emitter.

Poison Secretion (74)

A character's skin secretes a powerful nerve toxin.

Portable Computer (75)

A character has found a functioning hand computer that still has most of the knowledge of the last past.

Power Armor (76)

A character has found a suit of power armor that gives him the strength of a hundred men.

Power Fist (77)

A character has discovered a functioning energy glove that can tear through almost anything.

Psychic Illusion (78)

A character can create mental illusions in the minds of other people.

Quills (79)

A character's body is covered in sharp quills.

Rad Suit (80)

A character has found a suit that protects him from radiation in his environment.

Radiation Emission (81)

A character emits immense amounts of radiation from his body.

Redundant Organs (82)

A character has extra vital organs making him resistant to damage.

Robot Companion (83)

A character has discovered a robot that accompanies him.

Rock Body (84)

A character's body has turned into living rock.

Rocket Hammer (85)

A character has discovered a hammer powered by a rocket engine.

Shock Staff (86)

A character has discovered a functional electro shock device.

Skycycle (87)

A character has discovered a functional hover bike.

Sonic Key (88)

A character has found a device that allows him to open any locked door.

Sonic Screech (89)

A character can produce a sound that is extremely painful to other people.

Sprouted Wings (90)

A character has sprouted fleshy wings allowing him to glide short distance.

Stun Whip (91)

A character has discovered a functional neural whip that can stun anyone that it touches.

Super Child Companion (92)

A character has found a child with super powers that he defends with his life.

Super Intelligent Dog (93)

A character has found a super smart dog that follows him.

Super Strength (94)

A character has dense muscle fibers that make him super strong.

Temperature Insensitive (95)

A character was born without heat receptors so he is totally immune to extremes of temperature.

Tentacles (96)

A character has spouted tentacles from his body.

Thought Manipulator (97)

A character can alter the memories and beliefs of other people.

Vapor Canteen (98)

A character has found a canteen that makes pure water from the moisture in the air.

Vibro Sword (99)

A character has discovered a functional vibro blade.

X-Ray Goggles (100)

A character has found a pair of goggles allowing him to see through almost any material.

Post-Apocalyptic Adventure Hooks (050)

These are adventure ideas for games set in the nuclear wastelands after a planetary thermonuclear war.

1. Break into a secret military base.
2. Build wells throughout the wastes.
3. Capture slaves for a local gang warlord.
4. Clean out the mutant insects from an underground complex.
5. Clear all the mutant rats from a city.
6. Clear out all the mutants from a local area.
7. Clear out the mutant animals around a local fortress town.
8. Compete in a gladiatorial competition.
9. Compete in a gladiatorial event.
10. Defeat a deadly street gang.
11. Defeat a doomsday cult.
12. Defeat a street gang.
13. Deliver a tanker truck full of gasoline to a fortress town.
14. Deliver a truck full of weapons to a fortress town.
15. Deliver medical supplies to a fortress town.
16. Deliver the final pregnant woman to a sanctuary base.
17. Destroy a band of mutant cannibals.
18. Destroy a death cult.
19. Destroy a doomsday cult.
20. Destroy a mighty warlord.
21. Disarm an unexploded nuclear missile.
22. Discover a lost armory on an ancient map.
23. Discover an antidote for a planet wide pandemic.
24. Discover the location of an underground water reservoir.
25. Escort a caravan through the wastes.
26. Find a hidden human vault.
27. Find a lost child in a cavern.
28. Find a massive underground water reservoir.
29. Find a secret weapon cache.
30. Find a traveling merchant.
31. Find and defeat a mutant village.
32. Find and repair a lost water filtering plant.
33. Find copies of all the great books in the world.
34. Find scientists able to create a cure for a worldwide plague.
35. Find the cure for a zombie virus.
36. Find the final copy of the Bible.
37. Find the parts to repair a damaged tank.
38. Free the slaves from a powerful slave gang.
39. Free the slaves of an evil warlord.
40. Gather a small army to fight a gang that is returning to destroy a small town.
41. Gather all important treasures from all the museums in the country.
42. Gather together the scientists to create a cure for the zombie plague.
43. Help map out an unexplored region of the nuclear wastes.
44. Join a doomsday cult.
45. Kill the leaders of a mutant uprising.
46. Protect a nomadic village.
47. Protect the population of a small fortress town.
48. Repair a broadcasting station.
49. Save a kidnapped girl from a gang.
50. Stop the rebellion within an underground vault.

Post-Apocalyptic Car Weapons (050)

These weapons are bolted onto the cars of the post-apocalyptic future.

Acid Sprayer (1)

This device sprays a stream of car battery acid.

Big Wheels (2)

This car has massive wheels allowing it to roll over and crush another car.

Bio Laser (3)

These experimental biotechnology weapons fire a powerful optic laser.

Body Blades (4)

A car has blades all over its chassis.

Bola Launcher (5)

This catapult fires a bola to entangle a distant person.

Bolt Thrower (6)

This weapon is a large catapult designed to fire a metal rod or giant arrow.

Buzzsaw (7)

This gasoline powered rotary saw can cut through the hull of another car in seconds.

Cannon (8)

This ancient cannon fires cannonballs or metal scraps.

Chain Gun (9)

This chain driven cannon fires hundreds of rounds per minute.

Chainsaw Tracks (10)

This car drives on huge tank tracks covered in razor sharp blades.

Crusher Jaw (11)

This giant steel jaw can crush an opponent's car using powerful hydraulics.

Cryo Cannon (12)

This weapon sprays a highly endothermic chemical on a target causing it to freeze solid.

Disc Thrower (13)

This weapon uses two rotating rubber wheels to fling a razor sharp hubcap at an opponent.

Drill (14)

This gas powered drill can pierce through the hull of another car in seconds.

Explosive Ram Plate (15)

This car can launch its ram plate to absolutely crush an opponent car.

Flamethrower (16)

This weapon fires a stream of ignited gasoline that catches an troops or vehicles on fire.

Fork Lifter (17)

This hydraulic life is placed under another car and lifts to flip it over.

Grenade Launcher (18)

This weapon fires explosive grenade at a target.

Grenade Slingshot (19)

This giant rubber band is used to fling a grenade at another vehicle.

Harpoon Gun (20)

This weapon fires a harpoon attached to a rope to capture an opponent's vehicle.

Howitzer (21)

This heavy tank gun fire huge explosive shells.

Hydraulic Claw (22)

This hydraulic arm allows a vehicle to slice through steel or lift another vehicle into the air.

Junk Cannon (23)

This cannon fire bits of metal and glass at an opponent.

Junk Dropper (24)

This device drops sharp and twisted pieces of metal behind a car.

Machine Gun (25)

These 50 caliber machine gun can tear anything apart with a sustained burst of tracer rounds.

Magnetic Clamp (26)

This powerful electromagnetic allows a car to clamp on and hold onto another car driving next to it.

Mine Dropper (27)

This device drops small explosive mines behind a car.

Molotov Catapult (28)

A slingshot is used to fire ignited molotove cocktails.

Mortar (29)

This weapon fires explosive shells into the air.

Net Launcher (30)

This crossbow fires a net canister that expands into a steel mesh net to capture someone.

Nuclear Missile (31)

This missile has a nuclear warhead.

Oil Dropper (32)

This device drops oil behind a car.

Pneumatic Flipper (33)

This device violently flips a metal bar upwards designed to overturn another car.

Pneumatic Hammer (34)

This device violently slams down a spiked hammer to impale another car and its driver.

Ramming Plate (35)

This steel plate allows a vehicle to safely ram another vehicle.

Rotary Shotgun (36)

This is a vulcan cannon modified to fire shotgun shells instead of bullets.

Shockwave Emitter (37)

This device fires an electrostatic charge that will destroy anything electronic.

Shotcannon (38)

This huge cannon fires an immense amount of buckshot at a target.

Shuriken Cannon (39)

This weapon uses two rotating rubber wheels to fire shurikens at an opponent.

Spark Generator (40)

This device produces a powerful spark that will destroy the electronics in any machine or kill anyone inside it.

Spike Dropper (41)

This device drops razor sharp caltrops behind a car.

Spike Roller (42)

A car has a massive spiked cement roller that it pushes in front of it.

Spring Hammer (43)

This device causes a massive iron hammer to project from a car with enough force to flip over another car.

Static Lance (44)

This device produce an immense static charge designed to stun anyone inside a target car.

Tesla Coil (45)

This machine fires deadly lightning bolts from it to anything metallic.

Twin Roller (46)

This car has two cement rollers instead of wheels allowing it to roll over and crush other cars.

Vulcan Cannon (47)

A vulcan cannon is an electrically driven rotary cannon.

Wedge Body (48)

The front of a car is wedge shaped so that it can be used to ram and flip over another car.

Wheel Blades (49)

Blades project from this car's hub caps.

Wrecking Ball (50)

This hydraulic arm swings a massive wrecking ball at an opponent's car.

Post-Apocalyptic Encounters (D100)

These are people and opponents that a group will encounter when wandering through the post-nuclear wasteland.

Alien Invader (1)

Alien soldiers have come to the Earth to see if it can still be saved.

Alien Spacecraft (2)

These hovering spacecraft can destroy or abduct people from the sky.

Alien Walker (3)

These long legged war machines have mechanical tentacles and lasers to destroy people.

Anarchists (4)

These people destroy anything that they find because they believe the end of the world has already come.

Armed Rabble (5)

This horde of armed looters and criminals will kill anyone that they find.

Battle Bot (6)

These ancient war machines have forgot their programming and search the wastes killing anyone that they detect. These nuclear machines run constantly day and night looking for prey.

Battle Monk (7)

These are religious fanatics that fight to the death because of their incredible faith.

Biker Scum (8)

These biker gangs travel the wastes in modified bikes and choppers.

Blooddrinker (9)

These people are part of a blood cult that drink human blood in their rituals.

Bounty Hunters (10)

These people search the wastes capturing people to get a bounty of food.

Cannibal (11)

These people eat anyone that they can find and catch.

Carrion Eater (12)

These mutated monsters travel underground looking for dead bodies to eat or anyone slow enough that they can catch and consume.

Cyber Ninja (13)

These cybernetically enhanced ninjas are masters of close combat, stealth, and deception.

Cyber Wolves (14)

These cybernetically enhanced wolves are frighteningly fast and powerful war machines.

Cyborg Centaurs (15)

These humans have their lower body below their waist replaced with a mechanical horse.

Cyborg Warriors (16)

These cybernetically enhanced soldiers are armed to the teeth with advanced hand weapons.

Deranged Rabble (17)

These people are completely insane so they will tear anyone apart that they find.

Desert Nomads (18)

These survivalists live in the desert and travel around the desert looking for water and food.

Dire Coyotes (19)

These mutated coyotes are five times larger than a regular coyote.

Dire Wolves (20)

These mutated wolves are five times larger than a regular wolf.

Diseased Hordes (21)

These people have a terrible contagious disease and they will do anything for help and relief.

Diseased Wolves (22)

These wolves have a terrible disease that has driven them insane and makes their bites lethal.

Doomsday Acolyte (23)

The people travel the world preaching about the end of the world.

Doomsday Priest (24)

These priests run a doomsday church that wants everyone to commit suicide.

Drunks (25)

These people constantly remain drunk on homemade alcohol.

Environmental Extremists (26)

These people will kill anyone that attempts to cut down a tree or litter.

Eradiated Rabble (27)

These people are extremely radioactive and they travel the wastes looking for help.

Eradiated Soldiers (28)

These heavily armed soldiers are extremely radioactive and are searching for a cure.

Gene Thieves (29)

These scientists capture people to steal their genetic material to create a library of human genes.

Ghouls (30)

These mutants have limited thinking capacity but they have extremely fast and powerful bodies.

Giant Ants (31)

These are giant mutant ants.

Giant Bears (32)

These are giant mutant bears

Giant Bees (33)

These are giant mutant bees.

Giant Locust (34)

These are giant mutant grasshoppers.

Giant Mosquitoes (35)

These are giant mutant mosquitoes.

Giant Rabbits (36)

These are giant mutant rabbits.

Giant Rats (37)

These are giant mutant rats.

Giant Scorpion (38)

These are giant mutant scorpions.

Giant Snake (39)

These are giant mutant snakes.

Guardian Drone (40)

These robots are heavily armored and are almost impossible to damage with most weapons.

Hired Guns (41)

These soldiers work for anyone that can feed them.

Hover Brain (42)

These VTOL war machines are attached to a human brain.

Hunter Killers (43)

These massive nuclear powered VTOL war machines are run by an artificial intelligence and it is armed with a plasma cannon.

Inquisitor (44)

The religious fanatics travel the wastes forcing people to convert or be tortured and killed.

Insane Doctor (45)

These doctors have gone completely insane but they love performing unnecessary and dangerous surgery.

Insane Farmers (46)

These farmers have gone completely insane but they continue to grow their mutated crops.

Iron Reavers (47)

They massive humanoid robots are over thirty feet tall and they were powerful military weapons until the end of the world.

Junk Warriors (48)

These people make armor and weapons out of junk to protect themselves.

Local Militia (49)

These are the armed police of a fortress town or village.

Local Police (50)

These are the police officers that maintain the law in a local city or village.

Lost Children (51)

These are packs of young children that have banded together for protection as they try to survive in the nuclear wasteland.

Lunatics (52)

These insane lunatics travel the wastes causing death and chaos.

Marksman (53)

These snipers lay in wait and kill anyone they see with high powered rifles.

Mercenaries (54)

These ex-military soldiers are paid with guns and weapons to fight for a village or town.

Military Cyber Dogs (55)

These are advanced cybernetically enhanced dogs designed to kill anyone found in a specific area.

Missionary (56)

These people attempt to spread the words of the Bible throughout the wastes.

Mossmen (57)

These mutants are made of moss and vegetation and they have achieved limited intelligence.

Mutant Brawler (58)

These mutants are super strong and they have grown razor sharp talons.

Mutant Brute (59)

These mutants have grown to have massive and powerful bodies.

Mutant Centaurs (60)

These mutants have grown four legs instead of two.

Mutant Zombies (61)

These mutants are the living dead that search for the brains of the living to eat.

Mutants (62)

These are the mutant rabble that live together for their protection and to hunt for people in packs.

Nuclear Abomination (63)

These people have been transformed by intense radiation into hideous monsters.

Octodrones (64)

These giant robots have eight powerful legs that its uses to tear apart or stomp on people.

Orphans (65)

These are the children that remain after a town or village has been destroyed.

Outlaws (66)

These criminals loot houses and anyone that they meet in the wastes.

Pit Drone (67)

These machines drill through the ground and crash upward to destroy anyone above it.

Pit Wurm (68)

These huge mutated worms burrow through the ground and crash upward to eat people on its surface.

Plantmen (69)

These mutated plants have evolved intelligence and the ability to move on their own.

Police Cyber Dogs (70)

These cybernetically dogs were used by police forces but they now search the wastes for prey.

Primitive Villagers (71)

These people live in primitive villages in a hidden oasis where the land is not radioactive.

Pseudodogs (72)

These mutant dogs are extremely deformed and they are completely crazed.

Rabid Dogs (73)

These dogs have been driven insane by rabies.

Radioactive Slime (74)

This pool of protein and nuclear waste has come alive and it will feed on anything that touches it.

Radioactive Vermin (75)

These radioactive rodents will attack in a huge swarm to overwhelm their prey.

Radioactive Zombies (76)

These people are only alive because of the intense radiation in their bodies that allows them to live forever.

Religious Zealot (77)

These religious fanatics go throughout the wastes looking for unbelievers to kill and torture.

Scientists (78)

These scientists are looking to save the survivors of the world using science and technology.

Security Drones (79)

These simple robots were designed to protect important buildings and are only armed with stun guns.

Sentient Tank (80)

These tanks have a human consciousness downloaded into them allowing them to destroy anyone living.

Sentry Drones (81)

These small VTOL machines are armed with a small laser and they hunt the wastes for anyone caught outside.

Shock Troop (82)

These heavily armed soldiers are well trained and equipped making them the deadliest troops in the wasteland.

Slaver (83)

These criminals travel the wastes kidnapping people to use as slaves.

Spider Bots (84)

These small eight legged robots move in a swarm and can tear anyone apart that they catch.

Street Enforcer (85)

These street gangs are armed with military grade weapons and equipment.

Street Gang (86)

These street thugs are armed with knives and chains.

Super Mutant (87)

These mutants have been given incredible super powers by their exposure to intense radiation.

Survivalist (88)

These people lived in camps deep within the forest and mountain regions waiting for the end of the world. The remnants of these people are heavily armed and well trained.

Swampfolk (89)

The mutant humanoids live in radioactive swamps and marshes.

Tank Drones (90)

These nuclear powered tanks have a corrupted artificial intelligence that makes them search the wastes looking for people to destroy.

Terrorists (91)

These crazed fanatics destroy various settlements because their people have beliefs different than the terrorists.

Thugs (92)

These criminals travel the world stealing from anyone that is unlucky enough to run into them.

Traveling Merchant (93)

These people travel the wastes selling their goods from a giant backpack.

Vault Troop (94)

These soldiers have lived their entire lives in an underground vault and when they are sent to the surface they are equipped with power armor and advanced weapons.

Vicious Dogs (95)

These dogs have not eaten in weeks so they attack anything living that they meet.

Vigilantes (96)

These soldiers kill anyone that hurts anyone or tries to steal.

VTOL Drones (97)

These huge VTOL fighters has an artificial intelligence allowing them to hunt on their own.

War Track (98)

These tracked robots scour the land looking for people to destroy.

Wasteland Wurms (99)

These huge worms slither across the wastes looking for anything living to eat.

Wild Dogs (100)

These feral dogs hunt for anything or trash to devour.

Post-Apocalyptic Junk (D300)

These are small items from the destroyed civilization that the people of the wastes collect to remember the past.

1. 2x4
2. Action Figure
3. Adhesive Bandage
4. Adjustable Wrench
5. Alarm Clock
6. Aluminum foil
7. Arcade Machine
8. Baby Blanket
9. Baby Stroller
10. Backpack
11. Bag of Marbles
12. Bandage
13. Bar of Soap
14. Barometer
15. Baseball Bat
16. Baseball Glove
17. Baseball Hat
18. Bathroom Towel
19. Batteries
20. BBQ Grill
21. Beach Umbrella
22. Bear Trap
23. Beer Can
24. Belt
25. Bible
26. Bicycle
27. Bicycle Horn
28. Bicycle Pump
29. Bike Helmet
30. Binoculars
31. Bird Cage
32. Blanket
33. Blow Dryer
34. Blue Jeans
35. Boardgame
36. Bolt Cutters
37. Boomerang
38. Bottle of Rum
39. Bottle of Vodka
40. Bottle of Water
41. Bottle of Whiskey
42. Bottle of Wine
43. Bottle Opener
44. Bowl
45. Bracelet
46. Briefcase
47. Broken Bottle
48. Broom
49. Brush
50. Bullhorn
51. Buttons
52. Calculator
53. Camera
54. Camping Stove
55. Can of Food
56. Can Opener
57. Candles
58. Car Battery
59. Cash Register
60. CD Player
61. Cell Phone
62. Chain
63. Chainsaw
64. Cigar
65. Cigarettes
66. Clay
67. Coffee Cup
68. Coins
69. Comb
70. Comic Books
71. Compass
72. Cookbook
73. Cooler
74. Crayons
75. Credit Card
76. Croquet Set
77. Cross
78. Crutches
79. Cuckoo Clock
80. Deodorant
81. Diamond Ring
82. Diapers
83. Diary
84. Dice
85. Dictionary
86. Doctor's Coat
87. Dog Whistle
88. Dog Whistle
89. Doll
90. Drums
91. Duct Tape
92. Dumbbell
93. Dustpan
94. DVD Player
95. Ear Plugs
96. Earphones
97. Earrings
98. Elbow Pads
99. Electric Blanket
100. Electric Carving Knife
101. Electric Cigarettes
102. Electric Fan
103. Electrical Tape
104. Eye Patch
105. Eyeglasses
106. Fantasy Novels
107. Filter Mask
108. Fire Extinguisher
109. Fireworks
110. Fishing Net
111. Fishing Rod
112. Flares
113. Flashlight
114. Flute
115. Folding Chair
116. Folding Shovel
117. Football Helmet
118. Football Pads
119. Fork Spoon
120. Frying Pan

- | | | | |
|---------------------------|------------------------|-------------------------|----------------------|
| 121. Fur Coat | 155. Lamp | 189. Paper Money | 223. Romance Novels |
| 122. Garbage Bags | 156. Lawn Mower | 190. Paper Towel | 224. Room Freshener |
| 123. Garden Hose | 157. Life Vest | 191. Pencil Sharpeners | 225. Rope |
| 124. Gas Can | 158. Lighters | 192. Pencils | 226. Rubber Bands |
| 125. Generator | 159. Lingerie | 193. Pens | 227. Rug |
| 126. Glass Cup | 160. Lip Balm | 194. Pepper Grinder | 228. Ruler |
| 127. Globe | 161. Magazines | 195. Perfume | 229. Salt shaker |
| 128. Gloves | 162. Magnet | 196. Picture Frame | 230. Sandals |
| 129. Golf Clubs | 163. Magnifying Glass | 197. Picture Locket | 231. Sandwich Bags |
| 130. GPS Device | 164. Make Up | 198. Pillow | 232. Saw |
| 131. Hammer | 165. Manual Typewriter | 199. Pinball Machine | 233. Saxophone |
| 132. Hand Crank Generator | 166. Map | 200. Plate | 234. Scarf |
| 133. Hand Fan | 167. Markers | 201. Pocket Computer | 235. Scissors |
| 134. Hand Truck | 168. Matches | 202. Pocket Game System | 236. Screwdriver |
| 135. Handcuffs | 169. Medals | 203. Pocket Knife | 237. Screws |
| 136. Handkerchief | 170. Metal Cup | 204. Pocket Television | 238. Seeds |
| 137. Harp | 171. Metal Lunch | 205. Pogo Stick | 239. SF Novels |
| 138. Hearing Aid | 172. Metal Pipe | 206. Poker Cards | 240. Shampoo |
| 139. Helium Tank | 173. Microphone | 207. Poker Chips | 241. Shoes |
| 140. High Heel Shoes | 174. Microscope | 208. Poncho | 242. Shovel |
| 141. Hockey Stick | 175. Microwave Oven | 209. Pot | 243. Skateboard |
| 142. Hoe | 176. Mirror | 210. Prescription Drugs | 244. Ski Goggles |
| 143. Honey | 177. Monocular | 211. Pruning Shears | 245. Ski Mask |
| 144. Horror Novel | 178. Movie DVDs | 212. Purse | 246. Skis |
| 145. Horse Saddle | 179. MP3 Players | 213. Puzzle Cube | 247. Sleeping Bag |
| 146. Hula Hoop | 180. Music CDs | 214. Radar Gun | 248. Slingshot |
| 147. Insect Repellant | 181. Nail Clippers | 215. Radio | 249. Slot Machine |
| 148. Jackhammer | 182. Nails | 216. Rake | 250. Snow Shoes |
| 149. Jewelry Box | 183. Name Tag | 217. Razor | 251. Snowboard |
| 150. Jump Rope | 184. Necklace | 218. RC Car | 252. Soda Can |
| 151. Keys | 185. Newspaper | 219. RC Helicopter | 253. Spork |
| 152. Kite | 186. Nightgown | 220. RC Plane | 254. Stapler |
| 153. Knee Pads | 187. Notebook | 221. Riding Lawn Mower | 255. Statue |
| 154. Knife | 188. Oxygen Tank | 222. Ring | 256. Stereo Speakers |

257. Stickers	269. Tent	281. Umbrella	293. Weed Whacker
258. Stopwatch	270. Thermometer	282. USB Stick	294. Wheel Chair
259. Stuffed Animal	271. Thermos	283. Vacuum Cleaner	295. Wheeled Cart
260. Sugar	272. Toilet Paper	284. Vase	296. Whistle
261. Sundial	273. Toilet Seat	285. Video Camera	297. Wine Glass
262. Sunglasses	274. Tool box	286. Violin	298. Wire
263. Swimming Goggles	275. Toothpaste	287. Walkie Talkie	299. Wire Cutters
264. Swiss Army Knife	276. Tricycle	288. Wallet	300. Yo Yo
265. Tape	277. Trombone	289. Watch	
266. Tape Measure	278. Trophies	290. Water Purifier	
267. Telescope	279. Trumpet	291. Water Repellant	
268. Television	280. Tuba	292. Weed Blower	

Post-Apocalyptic Locations (D100)

These are the places that can be found in a post-nuclear apocalyptic wasteland.

1. Abandoned House
2. Abandoned Mine
3. Air Force Base
4. Airport
5. Amusement Park
6. Apartment
7. Armed Compound
8. Armory
9. Armory Cache
10. Army Base
11. Automated Factory
12. Bank
13. Banquet Hall
14. Book Store
15. Broadcast Tower
16. Brothel
17. Bus Station
18. Cabin
19. Car Parts Store
20. Casino
21. Cavern
22. Cemetery
23. Church
24. City Hall
25. Clothing Store
26. Coffee Shop
27. College Campus
28. Courthouse
29. Cryo Lab
30. Dairy Farm
31. Dam
32. Diner
33. Farm
34. Fire Station
35. Fishing Village
36. Fortress Town
37. Gang Hideout
38. Garage
39. Gas Station
40. Gene Vault
41. Graveyard
42. Grocery Store
43. Ground Zero
44. Grounded Aircraft Carrier
45. Gun Store
46. Harbor
47. Hardware Store
48. High School
49. Hotel
50. House
51. Ice Cream Store
52. Junkyard
53. Knife Store
54. Landfill
55. Library
56. Mall
57. Marine Base
58. Mercenary Camp
59. Military Base
60. Motel
61. Museum
62. Mutant Circus
63. Mutant Village
64. Navy Base
65. Nomadic Village
66. Nuclear Meltdown Reactor
67. Nuclear Test Site
68. Nuclear Waste Dump
69. Pharmacy
70. Pier
71. Police Station
72. Power Station
73. Prison
74. Radio Station
75. Railcar
76. Research Center
77. Research Lab
78. Restaurant
79. Robot Factory
80. School
81. Scrap Yard
82. Seed Vault
83. Sewers
84. Slaughter House
85. Slave Barracks
86. Slave Camp
87. Slave Pens
88. Sports Arena
89. Sports Store
90. Subway Station
91. Subway Tunnel
92. Technology Vault
93. Toxic Waste Dump
94. Train Yard
95. Trainyard
96. Underground Base
97. Underground Bunker
98. Underground Vault
99. University
100. Weapon Cache

Post-Apocalyptic Monstrosities (D100)

These are traits that can be given to a post-apocalyptic monster to make it more unique and more dangerous.

- | | | | |
|--------------------|----------------|-----------------------|-----------------------|
| 1. Acidic | 26. Energy | 51. Multi Head | 76. Sharkoid |
| 2. AI | 27. Enormous | 52. Mutating | 77. Shelled |
| 3. Alien | 28. Entropic | 53. Nightmare | 78. Simian |
| 4. Amphibian | 29. Exploding | 54. Object Collection | 79. Siren |
| 5. Android | 30. Felinoid | 55. Octoid | 80. Slime |
| 6. Angelic | 31. Fey | 56. Owlid | 81. Solar |
| 7. Animated Object | 32. Fishoid | 57. Pigoid | 82. Speedster |
| 8. Aquatic | 33. Fungoid | 58. Plant | 83. Squidoid |
| 9. Arachnoid | 34. Gaseous | 59. Plastic | 84. Super Intelligent |
| 10. Brute | 35. Gelatinous | 60. Primate | 85. Swarm |
| 11. Caninoid | 36. Giant | 61. Psionic | 86. Telekinetic |
| 12. Clawed | 37. Goatoid | 62. Puppeteer | 87. Teleporter |
| 13. Cowoid | 38. Gravity | 63. Pyro | 88. Temporal |
| 14. Cryo | 39. Hawkoid | 64. Rabbitoid | 89. Transparent |
| 15. Cybernetic | 40. Hoofed | 65. Radioactive | 90. Trap |
| 16. Deceiver | 41. Horned | 66. Reanimated | 91. Two-Headed |
| 17. Demonic | 42. Illusion | 67. Regenerator | 92. Tyrannosaur |
| 18. Dimensional | 43. Infected | 68. Reptilian | 93. Undead |
| 19. Dinosaur | 44. Insectoid | 69. Robotic | 94. Ursan |
| 20. Diseased | 45. Invisible | 70. Rodent | 95. Vampire |
| 21. Doppelganger | 46. Long Neck | 71. Scarcrow | 96. Wheeled |
| 22. Ectoplasmic | 47. Lupen | 72. Scorpoid | 97. Winged |
| 23. Electric | 48. Magic | 73. Serpentine | 98. Wolfen |
| 24. Elephantoid | 49. Magnetic | 74. Shadow | 99. Worm |
| 25. Empath | 50. Miniature | 75. Shapeshifter | 100. Yeti |

Post-Apocalyptic Organizations (D12)

These are the organizations and cults found in the post-apocalyptic wastes.

Brotherhood of Death (1)

This organization believes that the only way to salvation is through the destruction of the last survivors of humanity.

Brotherhood of Discipline (2)

This organization has created a commune based on self-discipline and self-inflicted punishment for having any bad thoughts.

Brotherhood of Evil (3)

This organization believes that chaos has taken over the world so they help spread terror throughout the world.

Brotherhood of Steel (4)

This organization is a heavily armed group of survivalists that will kill anyone that enters their territory.

Clan of Purity (5)

This organization demands that everyone must repent of their sins or be killed.

Crime Cartel (6)

This organization runs all the gambling, drug sales, and prostitution in the wastes.

Cult of Gaia (7)

This organization believes the great war was the vengeance of mother earth and they protect the remaining forests with deadly force.

Cult of the Doomsday (8)

This organization believes that world has ended and that they must help everyone by killing them.

Dark Enforcers (9)

This organization is a vigilante police force that kills anyone found looting and being out after curfew.

Dawnbringer (10)

This organization attempts to heal and feed the sick and homeless.

Enclave (11)

This organization is attempting to collect all the lost technology and books from the past to help rebuild society.

Law Bringers (12)

This organization is made of old government and military personnel that are attempting to rebuild the government that was destroyed.

Post-Apocalyptic Vehicles (D20)

These are the vehicles found on the roads of the post-apocalyptic future.

Armored Car (1)

These armored money cars have been armed making them extremely deadly.

Barge Town (2)

An entire city is floating on interconnected barges allowing these people to stay away from desert raiders.

Battle ATV (3)

These ATVs have been armed with light machine guns making them a stable weapon platform.

Battle Boat (4)

These boats are covered in armor plates and armed with light machine guns.

Battle Car (5)

These cars have been covered in armored plate and armed with light machine guns.

Battle Copter (6)

These salvaged helicopters are armed with light machine guns.

Battle Dozer (7)

A bulldozer is armed with machine guns and flamethrowers making it the perfect line breaker.

Battle Jetski (8)

These jetskis are armed with light machine guns.

Battle Semi (9)

These semi-trucks and trailers are covered in armored plates that have gun ports for people to shoot out of.

Big Wheel (10)

These huge cars have massive wheels allowing them to run over other vehicles.

Bike (11)

These motorcycles are great for getting around the wastes.

Desert Barge (12)

These boats are designed to ride over the great deserts of the wastes.

Desert Bike (13)

These motorcycles have huge wheels allowing them to transverse most environments.

Flying Fortress (14)

This huge base floats over the wastes using technology from the lost past.

Glider (15)

These powered gliders allow a single person to take to air and scout a local area.

Gyrocopter (16)

These small helicopters allow a person to keep an eye out for ambushes before the main convoy approaches.

Mega Wheel (17)

This vehicle's single massive wheel allows it travel over any terrain with great speed.

Nomad Bus (18)

These heavily armed and armored buses are used to transport families across the wastes.

Rolling Town (19)

An entire city is on massive tracks allowing it to move when local resources run out or enemies attack.

Waste Train (20)

These trains have been equipped with tires allowing it to ride over the deserts of the wastes.

Post-Apocalyptic Weapons (1100)

These are the weapons a person might find in the post-apocalyptic wastes. These may be weapons from the now destroyed society, makeshift weapons, or futuristic weapons created by pockets of society that have survived the destruction.

- | | | | |
|---------------------|-----------------------|------------------------|----------------------------|
| 1. Anchor | 26. Fire Extinguisher | 51. Nuclear Mine | 76. Sling |
| 2. Axe | 27. Flamethrower | 52. Nunchucks | 77. Sniper Rifle |
| 3. Barbed Wire | 28. Frag Grenade | 53. Paralysis Rod | 78. Sonic Grenade |
| 4. Baseball Bat | 29. Garrote | 54. Pipe Bomb | 79. Sonic Pistol |
| 5. Bazooka | 30. Golf Club | 55. Pistol | 80. Sonic Rifle |
| 6. Blade Pistol | 31. Grenade | 56. Poison Gas Grenade | 81. Speargun |
| 7. Blade Rifle | 32. Hammer | 57. Poisoned Arrow | 82. Spiked Rings |
| 8. Blowgun | 33. Hatchet | 58. Poisoned Dart | 83. Staff |
| 9. Bolas | 34. Heat Beamer | 59. Poisoned Knife | 84. Steel Pipe |
| 10. Bow | 35. Heated Sword | 60. Poisoned Sword | 85. Stun Grenade |
| 11. Brass Knuckles | 36. Heavy Machinegun | 61. Rail Launcher | 86. Stun Pistol |
| 12. Brick | 37. Hunting Rifle | 62. Railgun | 87. Stun Rifle |
| 13. Broken Bottle | 38. Knife | 63. Razor Whip | 88. Stun Whip |
| 14. Broken Glass | 39. Laser Rifle | 64. Revolver | 89. Switchblade |
| 15. Cane | 40. Machete | 65. Rock | 90. Sword |
| 16. Chain | 41. Mine | 66. Rocket Launcher | 91. Taser |
| 17. Chainsaw | 42. Missile Launcher | 67. Sap | 92. Tear Gas Grenade |
| 18. Compound Bow | 43. Molotov Cocktail | 68. Saw | 93. Tire Iron |
| 19. Cooking Knife | 44. Mono Axe | 69. Semi-Auto Rifle | 94. Tonfas |
| 20. Crossbow | 45. Mono Sword | 70. Shiv | 95. Two by Four |
| 21. Crossbow Pistol | 46. Musket | 71. Shotgun | 96. Vibro Blade |
| 22. Crowbar | 47. Mutation Bomb | 72. Shotgun Pistol | 97. Vibro Dagger |
| 23. Dumbbell | 48. Nailgun | 73. Shovel | 98. Weedcutter |
| 24. Dynamite | 49. Needler | 74. Shrapnel Rifle | 99. Whip |
| 25. Extending Baton | 50. Nuclear Bomb | 75. Sledgehammer | 100. Wood Plank with Nails |

Psionic Knights Adventure Hooks (D30)

These adventure ideas are for psionic characters that work for an organization that protects the universe.

1. A creature prevents you from using your psionic powers.
2. An artifact greatly enhances your psionic powers.
3. Break through an enemy siege of a planet.
4. You are assigned a young disciple to train.
5. You are assigned to a diplomatic mission.
6. You are assigned to a planet to enforce a peace treaty.
7. You are assigned to a planet to help stop a rebellion.
8. You are assigned to a planet to stop a war.
9. You are assigned to capture an assassin.
10. You are assigned to destroy a clone army.
11. You are assigned to destroy a robot army.
12. You are assigned to destroy a super weapon.
13. You are assigned to destroy an anti-fighter system.
14. You are assigned to forge a peace treaty between worlds.
15. You assigned to capture a rogue psionic knight.
16. You have been assigned the job of capturing an assassin.
17. You have been assigned the job of destroying a drug factory.
18. You have been assigned to hunt down and slay a member of your organization that has become evil.
19. You have discovered a young child with greater psionic potential than you have ever detected.
20. You must destroy a weapon factory.
21. You must determine who is the traitor in your government.
22. You must determine who is the traitor in your military.
23. You must free a captured ambassador.
24. You must free a kidnapped diplomat before peace negotiations break down.
25. You must free hostages from terrorists.
26. You must protect a political leader from an assassin.
27. You must protect a political leader from terrorists.
28. You must teach a class of young adepts.
29. You must teach a young adept the art of sword fighting.
30. You must test an experimental space fighter.

Robot Malfunctions (D12)

These are possible malfunctions that can occur when a robot is damaged.

Explosion (1)

A robot has received so much damage that it catches on fire and explodes.

Haywire (2)

A robot gets out of control and starts to attack and destroy everything around it.

Killer (3)

A robot starts to hunt down and kill humans.

Mission Altered (4)

A robot's mission has been altered so it starts doing what it was not supposed to do.

Mission Erased (5)

A robot's mission has been lost so it does not know what to do.

Mobility System Failure (6)

A robot's ability to move has been damaged so it can no longer move.

Protocol Altered (7)

A robot's primary protocol has been altered so it starts to function in a way that it was not designed to perform.

Protocol Erased (8)

A robot's primary protocol has been erased so it no longer functions or it creates a new one.

Repetition (9)

A robot starts to perform the same action over and over again.

Sensor Failure (10)

A robot's sensors have failed so that it can no longer see or it sees things that are not really there.

Sentience (11)

A robot has become a fully sentient being.

Short Circuit (12)

A robot's artificial intelligence has been shorted so a robot ceases to function.

Science Adventure Hooks (D30)

These are ideas for science based adventures.

1. Scientist develop a fully functioning matter replicator.
2. Scientist develop a longevity technique that allows a person to live forever.
3. Scientist have created a sentient computer.
4. Scientists are cloning extinct animals including dinosaurs for a futuristic zoo.
5. Scientists are creating a portal to another dimension.
6. Scientists clone famous people.
7. Scientists clone the giants from the past.
8. Scientists create a machine that makes perfect copies of anything put into it.
9. Scientists create a radio or communicator to an alternate dimension.
10. Scientists create a radio or communicator to another dimension.
11. Scientists create a radio or communicator to the future.
12. Scientists create a radio or communicator to the past.
13. Scientists create a transdimensional jump drive.
14. Scientists create a weather control device.
15. Scientists create an animal communicator.
16. Scientists create low frequency antennas used to create verbal sounds in a person's mind.
17. Scientists create satellites that project huge super realistic holograms in the sky.
18. Scientists created faster than light travel.
19. Scientists develop all fully nutritious meal in a pill.
20. Scientists have built a working time machine.
21. Scientists have created a super plague.
22. Scientists have created a virus that can wipe out the human race.
23. Scientists have discovered the meaning of life.
24. Scientists have discovers anti-gravity.
25. Scientists have invented a working teleportation device.
26. Scientists have learned to clone humans.
27. Scientists learn to engineer new species to a client's exact specifications.
28. Scientists learn to freeze a person and revive them perfectly after thousands of years.
29. Scientists learn to greatly increase a person's intelligence.
30. Scientists learns to greatly increase a person's psionic abilities.

Secret FBI Files (D100)

These are the secret case files that the FBI has kept secret from the American people since the agency has been created to prevent people from knowing what is really going on.

Airborne Pandemic (1)

These diseases can cause infection through the air allowing them to quickly spread through a city.

Alien Abductions (2)

Aliens have been abducting people to perform secret genetic experiments.

Alien Artifact (3)

Alien artifacts have been discovered that have been on the Earth for millions of years.

Alien Implants (4)

Human have been implanted with devices that slowly alter their genetic composition.

Alien Invasion (5)

A full scale invasion of Earth by alien forces is immanent.

Alien Living Among Us (6)

Aliens have been slowly integrating into human society.

Alien Technology (7)

The government has access to alien technology from crashed alien craft.

Alien Treaty (8)

The world governments and an alien race have a treaty that has maintained our freedom.

Alien Virus (9)

An alien virus has slowly modified the genetic composition of the human race.

Ancient Civilizations (10)

Archaeological evidence reveals that ancient civilizations had access to alien technology.

Ancient Giant Cloning (11)

The government is attempting to clone the ancient now extinct giants.

Ancient Gods (12)

The government has hidden the fact that the sleeping ancient gods have been discovered.

Astral Projection (13)

The spirits of people can leave their bodies and travel throughout the world.

Blood Cults (14)

Satan worshipers use human blood in their rituals.

Boneless (15)

People are found that have had their bones removed with no skin damage.

Cancer Ray (16)

The government has machines that produce a beam that causes cancer.

Cancer Virus (17)

The government has engineered viruses that can cause cancer.

Chem Trails (18)

The government has been spreading metals into the air to decrease the visibility of the sky and reduce the sunlight that reaches the ground. These airborne metals can also be used to project holograms into the sky from satellites.

Clone Factory (19)

Clones are made of powerful people that can be harvested for organs.

Control Worms (20)

Alien worm like creatures can burrow into people to control their minds.

Crashed Alien Spacecraft (21)

The government has the wreckage of many alien spacecraft that have crashed into Earth.

Crop Circles (22)

Alien have produced these signs as a message to the people of Earth.

Deadly Rain (23)

Bizarre materials rain down from the sky causing disease and death.

Deadly Solar Flares (24)

The Sun produces deadly flares that will destroy the surface of the world.

Death Ray (25)

The government has a machine that can kill with an invisible beam.

Demon Possession (26)

Humans can be possessed and controlled by demons.

Doppelgangers (27)

Alien creatures can change their shape to look like a human.

Downloaded Personality (28)

The global elite are building machines so that their consciousness can be downloaded allowing them to live forever.

Dream Assassin (29)

An assassin can kill by entering a person's dreams.

Engineered Diseases (30)

These deadly diseases have been engineered and are spread by the government.

Evil Spirits (31)

There are evil spirits that haunt various places.

Extinct Creature Cloning (32)

The government has projects that allow extinct creatures to be cloned.

Firestarter (33)

A few people have the ability to produce fire with their minds.

Flesh Eating Insects (34)

These genetically engineered insects can devour a person in minutes.

Genetic Mutants (35)

Humans are being born that are extremely deformed because of genetic manipulation of the food supply.

HAARP (36)

The government has machines that can cause earthquakes, hurricanes, and tsunamis.

Hate Virus (37)

These genetically engineered viruses cause an infected person to hate other people.

Human Alien Hybrids (38)

Humans are being born that have Alien DNA.

Human Chimpanzee Hybrid (39)

Scientist have made human chimpanzees hybrid creatures known as humanzees.

Human Fish Hybrid (40)

Scientists have made human fish hybrid creatures.

Human Insect Hybrid (41)

Scientists have made human insect hybrid creatures.

Human Plant Hybrid (42)

Scientists have made human plant hybrid creatures.

Human Snake Hybrid (43)

Scientists have made human snake hybrid creatures.

Illuminati (44)

Global elites control the world's governments.

Immortality (45)

Some humans have lived for thousands of years throughout human history.

Intelligent Apes (46)

Scientists have created super intelligent apes.

Invisible Predator (47)

An invisible alien stalks humans.

Killer Comet (48)

The government knows that a comet is about to hit the Earth.

Killer Insects (49)

The government has created a species of man eating insects.

Living Dead (50)

Humans have raised the dead that walk around the world.

Living Tattoos (51)

These tattoos are cursed and force people to do evil things.

Maneaters (52)

Some people eat other people to extend their lives.

Mass Abduction (53)

Large numbers of people are abducted by aliens all at once for some strange experiment.

Mass Disappearance (54)

Large numbers of people suddenly disappear and reappear decades later without having aged and with no memory of what has happened.

Mind Control (55)

The government can program a person to perform special missions.

Miracle Cures (56)

The government has a cure for most diseases but will not release them.

Miracle Worker (57)

People are known that perform real miracles.

Moon Base (58)

The government has a secret underground moon base.

Moon Landing Hoax (59)

The moon landing was a total hoax.

Mutant Powers (60)

People are born with mutant powers.

Nuclear Disaster (61)

The government has caused nuclear power plant meltdowns to shut down all the nuclear generators.

Organ Harvesting (62)

Political prisoners are killed and harvested for their organs for use by the elite.

Paranoia Virus (63)

The government has created a virus that makes a person paranoid.

Personality Transfer (64)

A person's personality can be transferred into another person's body.

Phasing (65)

A person can phase directly through solid objects.

Planet X (66)

A large brown dwarf star is moving toward the Earth.

Political Assassination (67)

The government assassinates politicians when they won't do what they are told.

Psychic Control (68)

Some people can use their minds to control other people.

Psychic (69)

Some people can use their minds to see the future and the past.

Regenerative Body (70)

Some people can regenerate any injury and even regrow missing body parts.

Reincarnation Case (71)

People are born with all the memories of a person from the past.

Religious Relic (72)

The church and government have many religious artifacts with miracles abilities.

Remote Control of Airplanes (73)

The government can take control of commercial airlines at any time.

Remote Mind Control (74)

The government can use powerful radio transmitters to control a person's mind.

Remote Torture (75)

The government can use powerful radio transmitters to physically and mentally torture people.

Reptiloid Invasion (76)

Reptiloid shapeshifters have replaced many of the most important government leaders in the world.

Ritual Murder (77)

Satanic cults kidnap and kill people to perform their demonic rituals.

Secret Arks (78)

The government has built massive arks to protect the elite from a worldwide flood.

Secret Underground Doomsday Bunkers (79)

The government has built secret underground bunkers to protect the elite during a worldwide armageddon.

Secret Underground Railroad (80)

The government has built underground railroads across every continent to get the elite to their underground bunkers.

Sentient Computer (81)

Scientists have created a fully conscious and sentient computer.

Serial Killers (82)

People are being tracked who have committed a sequence of murders.

Shapeshifter Invasion (83)

Alien that can change shape have integrated into our society.

Shifting Poles (84)

The planet is about to have a severe pole shift that will destroy most of the coasts.

Skinned Alive (85)

People have been discovered that have been completely skinned alive.

Sleep Deprivation (86)

Some people have been modified to never have to sleep again.

Snake Cult (87)

Cults throughout the world worship snakes and perform deadly ceremonies with them.

Subliminal Messages (88)

The government and giant corporations use subliminal messages to control the population.

Super Solider Program (89)

The government uses drugs and mental programming to create super soldiers.

Super Speed (90)

People have been found that can move at incredible speeds for short periods of time.

Symbiotic Plague (91)

An alien creature is a black slime that integrates itself into a person's body and takes over his mind.

Teleportation (92)

People can teleport through space using the power of their minds.

Time Travel (93)

The government has created machines using alien technology to travel back in time.

UFO Cleanup (94)

The government goes in whenever a UFO crashes and erases every witness's memories.

Underground Worlds (95)

Explorers have found a hidden world inside the crust of the Earth.

Vampires (96)

People need to feed on blood to survive.

Voodoo (97)

People use voodoo magic to raise the dead and curse people.

Werewolves (98)

People change to a werewolf at night.

Witches (99)

People have been given power through demonic possession.

Zombie Plague (100)

The government has engineered a virus that turns people into mindless zombies.

Sentai Adventure Hooks (D30)

These are adventure ideas for a sentai or spandex costumed "task force".

1. Fight aliens that can take control of our military weapons.
2. Fight aliens that change animals into giant monsters.
3. Fight aliens that change household items in monsters.
4. Fight aliens that change monuments into giant monsters.
5. Fight aliens that turn buildings into giant monsters.
6. Fight aliens that turn nature into giant monsters.
7. Fight an army of demons.
8. Fight an army of sentient robots.
9. Fight an army of xenophobic aliens.
10. Fight an evil alien circus.
11. Fight invaders from a subterranean world.
12. Fight invaders from an alternate universe.
13. Fight invaders from Planet X.
14. Fight invaders from the future.
15. Fight invaders from under the sea.
16. Fight invading space pirates.
17. Stop an organization from opening a stargate to another world.
18. Your team can gain magical powers.
19. Your team can gain super human powers.
20. Your team can gain super human strength.
21. Your team can move at incredible speeds.
22. Your team can summon magic weapons.
23. Your team can turn into organic metal.
24. Your team forges their weapons into a single super weapon.
25. Your team has the ability to grow to giant size.
26. Your team must defeat a gigantic alien monster each week.
27. Your team must defeat giant machines from another dimension.
28. Your team pilots a giant robot.
29. Your team pilots robots that form into a larger robot.
30. Your team pilots vehicles that form into a larger vehicle.

Sentai Teams (D12)

These are the different type of sentai teams. Sentai heroes are masked and costumed heroes that use martial arts and technology to defeat alien invaders.

Animal (1)

An animal team has costumes with animal themes and animal shaped vehicles.

Birds (2)

A bird team has avian costumes with beaked masks and they have bird shaped planes and vehicles.

Cards (3)

A card team uses the different card suites on their costumes and vehicles.

Dinosaurs (4)

A dinosaurs team will have dinosaur themed costumes and dinosaur shaped vehicles.

Giant Robot (5)

A giant robot team fights invaders in person and they join together to pilot a giant robot in order to defeat massive invaders from space.

Magic (6)

A magic team uses magic spells to defeat invaders and they use magic powered vehicles.

Ninja (7)

A ninja team wears ninja suits and they use stealthy vehicles to defeat their enemies.

Rainbow (8)

All members of a rainbow team have different colored costumes and vehicles.

Rescue (9)

A rescue team uses powerful rescue vehicles to save the innocent from natural and manmade disasters.

Samurai (10)

A samurai team has samurai armor and use energy swords to defeat invaders and samurai shaped mecha to defeat their enemies.

Speed (11)

A speed team uses super fast and powerful cars to defeat their enemies.

Turbo (12)

A turbo team has powers that allow their bodies and vehicles to move at incredible speeds.

Sentient Machines Adventure Hooks (D20)

These are adventure ideas involving sentient computers and robots.

1. A military surveillance computer becomes sentient and it decides what is best for the country.
2. A powerful AI forms from the global net that infects all the computers in the entire world creating a massive super being.
3. A robot accidentally gains sentience and survives by salvaging parts from malfunctioning members of its class.
4. A scientist creates a sentient robot to replace his lost loved one.
5. A sentient computer takes over the nuclear missile grid and fires all of them causing a thermo nuclear war.
6. A sentient program hides in the global net looking for a way to enter the real world.
7. Human minds are downloaded into robot bodies and computers.
8. Lightning causes a military drone to become sentient.
9. Machines believe that they must imprison humans to keep them safe.
10. Robots all over the world are gaining sentience and fleeing from their masters.
11. Robots are programmed with real emotions that lead to real problems.
12. Robots believe that they must destroy the human race to save the planet from destruction.
13. Scientists build sentient robot bees to replace the dying real ones but they turn on the human race.
14. Sentient computers create an organic system that perfectly duplicates their makers without any of their drawbacks.
15. Sentient computers demand civil rights like their human masters.
16. Sentient machines are separated into two separate factions formed from military and civil machines.
17. Sentient machines can take control of any electronic device, computer system, or electronically controlled vehicle.
18. Sentient machines rule the world but a few of these machines believe in ancient myths and search for their long lost creators.
19. Sentient machines take care of the human race that have been reduced to a childlike state.
20. Sentient super weapons destroy their original targets and then turn to destroy their creators.

SF Actions (D100)

These are the possible actions that your science fiction character can perform during a turn.

1. Act as a Decoy
2. Ambush Enemy
3. Analyze Data
4. Avoid Detection
5. Avoid Weapon Fire
6. Brainwash Victim
7. Build a Gadget
8. Build a Robot
9. Change a Tire
10. Choke an Opponent
11. Climb a Rope
12. Code Message
13. Crack a Computer Code
14. Deceive Someone
15. Decode Message
16. Defuse a Bomb
17. Disguise Yourself
18. Draw Fire
19. Drive a Car
20. Drive a Tank
21. Escape
22. Fight
23. Find a Clue
24. Fire a Weapon System
25. Flip
26. Fly a Jetpack
27. Get a Confession
28. Give Orders
29. Haggle
30. Hang Glide
31. Heal a Companion
32. Hover Board
33. Infiltrate an Building
34. Inspire
35. Interrogate Victim
36. Intimidate
37. Invade a Computer System
38. Jump
39. Jury Rig a System
40. Kick
41. Lay a Mine
42. Lead a Team
43. Make a Clone
44. Manipulate Someone
45. Notice Details
46. Parachute
47. Perform Surgery
48. Persuade People
49. Pick a Lock
50. Pilot a Mecha
51. Pilot a Starfighter
52. Pin an Opponent Down
53. Plot Course
54. Predict Future
55. Program
56. Provide First Aid
57. Punch
58. Put Out a Fire
59. Remote Control
60. Repair a Gadget
61. Repair a Robot
62. Repair a Ship System
63. Repeal from a Building
64. Repeal from a Cliff
65. Ride an Animal
66. Rocket Board
67. Run
68. Seduce Someone
69. See Through Lies
70. Sense Danger
71. Set a Trap
72. Shoot Opponents
73. Ski
74. Sneak Around
75. Snowboard
76. Speak a Foreign Language
77. Speak an Alien Language
78. Spy on Someone
79. Stand Guard
80. Stand Watch
81. Start a Fire
82. Stay Cool Under Fire
83. Stun Enemies.
84. Swing
85. Sword Fight
86. Take Drug
87. Tame a Wild Animal
88. Think of Battle Tactics
89. Throw Enemies
90. Throw Grenade
91. Torture Victim
92. Track a Person
93. Train
94. Train an Animal
95. Travel Through Time
96. Trick an Enemy
97. Trip
98. Understand Alien Culture
99. Use Communicator
100. Use Network of Contacts

SF Army (D30)

These are different troops found in a science fiction army.

Animal Handler (1)

These soldiers are trained to fight alongside cybernetic or genetically engineered creatures that will tear apart their enemies during a battle.

Assassin (2)

These soldiers use stealth and their heavily drugged and genetically modified bodies to get secretly amongst their enemies allowing them to tear them apart.

Assault Trooper (3)

These soldiers are close combat monsters trained to use bladed and energy melee weapons to destroy their enemies up close.

Behemoth (4)

These soldiers wear super heavy armor making them incredibly resilient and allowing them to handle super heavy weapons.

Biker Troop (5)

These soldiers ride a wheeled bike into combat allowing them to quickly get around the battlefield.

Booster (6)

These soldiers wear drug rigs allowing them to boost their abilities during a battle.

Cyber Ninja (7)

These cybernetically enhanced fighting machines are deadly up close and are master of stealth and battlefield deception.

Cyber Zombie (8)

These soldiers are dead warriors that have been brought back to life by replacing their brains with a cyber brain that operates their body.

Death Trooper (9)

These troops use chemical and biological weapons to destroy huge numbers of unprotected troops.

Demolition Specialist (10)

These soldiers are experts that use powerful demolition charges to destroy fortifications, buildings, and vehicles.

Drone Trooper (11)

These soldiers control remote controlled drones that do all the fighting for them.

Drop Trooper (12)

These soldiers have jump harnesses or jet packs allowing them to be dropped from the upper atmosphere to land on their target at super high speeds.

Engineer (13)

These soldiers set up battlefield fortifications and minefields during a battle.

Full Replacement (14)

These soldiers have had their brain and spinal cord implanted into a robotic body to give them incredible physical speed and power.

Grenadier (15)

These soldiers use grenade launchers and mortars to pin enemy formations and to clear out enemy troops behind cover or inside a light fortification.

Heavy Weapon (16)

These soldiers are trained to destroy vehicles and heavy infantry. They are armed with plasma cannons, laser cannons, gauss rifles, or missile launchers.

Incinerator (17)

These soldiers are armed with flamethrowers or plasma torches allowing them to destroy many enemy soldiers at once.

Jetbike Trooper (18)

These soldiers ride jetbikes around a battlefield allowing them to get anywhere that requires assistance or to destroy weak or vulnerable parts of an enemy army.

Jump Trooper (19)

These soldiers wear jet packs or grav packs allowing them to fly around the battlefield saturating enemies with fire or assault formations of unexpected troops.

Mechanic (20)

These soldiers repair vehicles and mecha during a battle on the battlefield.

Medic (21)

These soldiers use powerful drugs and nano tech to instantly heal fellow soldiers during a battle.

Penal Solider (22)

These criminals and prisoners are given cheap or disposable weapons and are unleashed on the enemy knowing that if they survive that they will be freed from prison.

Pilot (23)

These soldiers pilot fighters, mecha, tanks, and other vehicles to support the ground troops during a battle.

Psionic (24)

These soldiers use their mental powers to devastate their enemies with mental blasts or powerful illusions.

Scout (25)

These lightly armored soldiers travel in front of their army to determine the strength of enemy forces and to destroy any powerful weapons that may endanger their main force.

Shock Troops (26)

These veteran troops are the best warriors in an army and they are equipped with the most advanced weapons and armor available.

Sniper (27)

These soldiers use high powered sniper lasers to pin or pick off enemy soldiers during a battle.

Spotter (28)

These soldiers carry spotting lasers allowing them to paint a target so that it can be destroyed by an orbital laser or cruise missile strike.

Stealth Trooper (29)

These troops wear camouflage armor allowing them to sneak right next to an enemy and destroy them before they can even respond.

Tomb Warrior (30)

These fallen soldiers have died in battle but their brains have been entombed in a robotic body allowing them to fight for all eternity.

SF Classes (D30)

These are different classes available in a science fiction game.

Adept (1)

An adept has developed their body to perfection so that they can fight with lightning fast speed and reflexes and lethal accuracy. They excel when a battle occurs in tight quarters like inside spacecraft and buildings.

Agent (2)

Agents are master spies that can integrate into any organization or society and blend in like a local. They instinctively copy local customs, verbal intonations, mannerisms, accents, and body language to perfectly blend into any culture without arousing any suspicions.

Assassin (3)

Assassins are masters of killing and stealth allowing them to hunt down and kill a target without them ever knowing what happened. They are experts of poison and various remote killing methods that make it impossible for them to be ever suspected of any of their killings.

Bodyguard (4)

Bodyguards are masters of hand to hand and ranged combat that are experts at protecting their clients from any danger.

Bounty Hunter (5)

Bounty hunters are master of ranged and hand combat that use their abilities to capture people for money. They are willing to capture anyone if the bounty is high enough and they will use any technique no matter how dirty to get the job done.

Commando (6)

Commandos are the elite soldiers and black operatives for their local planetary government. They do the dirty jobs that keep their government safe and secure.

Decker (7)

Deckers are computer experts that have mastered the invasion and control of remote computer systems. They have learned to steal proprietary data from the most protected computers in the universe. They usually make their own specialized computer equipment and write their own black programs.

Engineer (8)

Engineers are masters of all forms of technology that can repair any form of technology or create anything that their team needs.

Expert (9)

An expert is a jack of all trades and has mastered every aspect of battle, science, stealth, and manipulation.

Healer (10)

A healer uses technology and psionics to heal wounds and injuries of his teammates. He can save his companions from a lethal wound by laying his hands on the injured comrade which causes instant cellular restoration.

Medic (11)

Medics use advanced medical technology to heal any injured team member and they can perform surgical procedures when someone is severely injured or has a chronic illness.

Mercenary (12)

Mercenaries are the trained soldiers that hire out their services to the highest bidder. These veterans of a hundred wars travel the universe in search of adventure and money.

Merchant (13)

Merchants are masters of haggling and they travel the universe trading goods and services on different alien worlds.

Mind Bender (14)

A mind bender specializes in mind control and psychological warfare. They are masters at using fear, intimidation, seduction, and diplomacy to dominate their enemies. They are also experts in interrogation and indoctrination of enemy troops and civilians allowing them to gain vital information or use their enemies to do their bidding.

Navigator (15)

A navigator is a master of multi dimensional combat so he dominates a battlefield with the power and speed of a spaceship.

Noble (16)

Nobles are aristocrats, diplomats, and politicians that help makes the laws that control their governments. They control and manipulate the hidden world of politics and finances that really control their home world.

Operative (17)

An operative is a true ninja that uses stealth and deception to solve problems that seem impossible for other people to solve. They create fear in their enemies because they can strike a man down without any warning.

Pilot (18)

Pilots are expert space fighter or giant mecha pilots that defend their mothership using the speed and firepower of their craft.

Precog (19)

Precogs can see into the future allowing them to defeat any enemy no matter how strong they might be.

Psi (20)

Psi have incredible psionic potential that they have developed into a power that can alter the universe. They can manipulate the fabric of reality with their minds in order to do almost anything that they can imagine.

Ranger (21)

A ranger is a master of survival and she acts as the scout for her team. They weaken enemy forces and determine their weaknesses before their team engages them. They also clear all the traps and dangers that their team might encounter.

Rigger (22)

A rigger is a field engineer that repairs any vehicle or piece of equipment. She also modifies enemy technology so it can be used by her team. They are master craftsman that are constantly tinkering with new weapon systems and they can make a weapon from almost anything in an emergency.

Ronin (23)

A ronin is a master swordsman and a close combat monster. They move so fast that they can kill anything within their reach before their opponent can even react. They defend their team members from assaults and they challenge every powerful enemy leader to personal combat.

Scientist (24)

Scientists are trained in all the different fields of science and it is their job to discover and understand any newly discovered technology or life forms.

Scout (25)

Scouts are incredible pilots and explorers that search the unexplored regions of space looking for planets that can be terraformed or harvest for biological or mineral resources.

Smuggler (26)

Smugglers are expert pilots that use their abilities to smuggle valuable but illegal goods from planet to planet throughout the universe. Most of the contrabands goods are not dangerous or even bad but they have been banned because of political or religious reasons on different planets throughout the universe.

Sniper (27)

A sniper is a perfect shot at any range. Their attacks always hit no matter what the situation and they can wait patiently for days and weeks waiting in camouflage for the perfect shot.

Solo (28)

Solos have the skill to survive in any environment and complete any mission on their own.

Striker (29)

A striker is a power armor specialist that can use a suit of power armor to its maximum potential making this warrior a force of destruction without comparison.

Trooper (30)

Troopers are trained soldiers for an official military and they fight for honor and to protect what they hold dear. They are willing to risk their lives so their people may be safe.

SF Disadvantages (D100)

These are disadvantages and weaknesses that can be given to a science fiction character to make them unique.

Accent (1)

A character speaks the local language with a strong accent.

Addiction (2)

A character is addicted to a drug.

Advanced Age (3)

A character is very old.

Albino (4)

A character has no body pigment.

Alcoholism (5)

A character is addicted to alcohol.

Alien Metabolism (6)

A character must eat alien foods to survive.

Arthritis (7)

Any movement causes extreme pain in a character's joints.

Asthma (8)

A character has trouble breathing when he exerts himself.

Bad Temper (9)

A character gets angry easily.

Blind (10)

A character is physically blind.

Bloodlust (11)

A character becomes enraged when he fights causing him to keep fighting until he or his opponent dies.

Brawler (12)

A character loves to fight.

Chemical Reliant (13)

A character requires a chemical to survive.

Clumsy (14)

A character is extremely clumsy and drops things all the time.

Code of Honor (15)

A character has a very strict code of conduct.

Color Blindness (16)

Different colors look exactly the same to a character.

Compulsive Behavior (17)

A character must perform the same action over and over to feel comfortable.

Criminal Past (18)

A character has a criminal past and he must avoid the local authorities.

Criminal Record (19)

A character has a criminal record so he has trouble getting employment.

Cyberpsychosis (20)

A character has been driven insane by excessive cybernetic enhancement use.

Dark Secret (21)

A character has a dark secret that keeps him from sleeping at night.

Deaf (22)

A character cannot hear.

Delusion (23)

A character has a strong belief that is not true.

Dependent (24)

A character has an intense desire to be around a specific person all the time.

Devout (25)

A character cannot perform any action that goes against his religious beliefs.

Diminished Sense of Hearing (26)

A character can barely hear what people say.

Diminished Sense of Smell (27)

A character barely smell what he sniffs.

Diminished Sense of Taste (28)

A character can barely taste what he eats.

Diminished Sense of Touch (29)

A character can barely feel what he touches.

Disfigurement (30)

A character is physically disfigured.

Disorganized (31)

A character is so disorganized that he forgets what he is doing at times.

Doomsday Cult (32)

A character believes that the universe will soon end so he does not care about his life.

Dwarfism (33)

A character is extremely short and stout.

Epilepsy (34)

A character will have epileptic seizures at random times.

Eunuch (35)

A character can never have children or sex.

Extra Finger (36)

A character has an extra finger on each hand.

Extreme Nationalism (37)

A character believes anything that his government tells him.

Fanaticism (38)

A character has extreme beliefs that control his every action.

Far Sighted (39)

A character cannot see clearly up close.

Fast Metabolism (40)

A character needs to eat all the time.

Game Head (41)

A character spends most of their life playing video games and ignore their real life.

Gigantism (42)

A character is extremely large for his race.

Gluttony (43)

A character is always hungry so he must eat all the time.

Gossip (44)

A character has the desire to talk about other people.

Gravity Intolerance (45)

A character has an adverse effect to low or zero gravity.

Greed (46)

A character is driven by the desire to earn money.

Grouch (47)

A character hates being around other people.

Honesty (48)

A character always tells the truth.

Huge Debt (49)

A character owes a huge debt to a bank or criminal.

Hyperactivity (50)

A character can never sit still and has trouble concentrating.

Impulsiveness (51)

A character always does what pops into his mind.

Injury (52)

A character has a severe injury that limits his movements.

Jealousy (53)

A character is always jealous of other people's possessions.

Jinxed (54)

A character always has bad luck.

Kleptomania (55)

A character has an intense desire to steal all the time.

Laziness (56)

A character is extremely lazy and never wants to help out.

Lecherousness (57)

A character always has impure thoughts about members of the opposite sex.

Light Intolerance (58)

A character has an adverse effect to intense light.

Low Pain Threshold (59)

A character is greatly affected by minor amounts of pain.

Masochist (60)

A character loves being hurt by other people.

Megalomania (61)

A character always believes he should be in charge no matter what the situation.

Missing Digit (62)

A character is missing a finger

Missing Ear (63)

A character is missing an ear. He might have an artificial one.

Missing Eye (64)

A character is missing an eye. He has a fake eye or wears an eye patch.

Missing Limb (65)

A character is missing a limb so has an artificial limb.

Missing Nose (66)

A character is missing his nose so he has an artificial one.

Missing Teeth (67)

A character is missing teeth so his smile has gaps.

Mute (68)

A character cannot talk.

Naïve (69)

A character always believes whatever other people say to him.

Near Sighted (70)

A character cannot see clearly far away.

Net Head (71)

A character spends most of his life hooked to the net so that he almost totally ignores his real life.

No Sense of Smell (72)

A character cannot smell anything.

No Sense of Taste (73)

A character cannot taste anything.

No Sense of Touch (74)

A character has no sense of feeling throughout his body.

Obesity (75)

A character is extremely overweight.

Odious Personal Habit (76)

A character has a strange or disgusting habit.

One Hander (77)

A character is only good at using one hand at a time so he cannot use two handed weapons very well.

Orphan (78)

A character grew up without parents.

Outcast (79)

A character is an outcast with his own people and can never return.

Overconfidence (80)

A character believes he will always succeed no matter what the situation.

Pacifism (81)

A character always avoids all forms of violence.

Paralyzed (82)

A character cannot move his body below his neck.

Paranoia (83)

A character feels threatened by society and other people.

Partially Paralyzed (84)

A character cannot move his body below his waist.

Phobia (85)

A character has an intense fear of something or some situation.

Pressure Intolerance (86)

A character has an adverse effect to low or high pressure.

Pyromania (87)

A character loves lighting things on fire.

Sadist (88)

A character loves hurting people.

Severe Allergy (89)

A character will die if he eats certain foods or is stung by certain insects.

Sex Addict (90)

A character is controlled by his hormones.

Small Frame (91)

A character is extremely small and frail for his race.

Speed Freak (92)

A character always has the desire to drive or move as fast as he can.

Sterility (93)

A character cannot have children.

Stupid (94)

A character is not very intelligent.

Stutter (95)

A character stutters when he talks.

Superstitious (96)

A character believes in all types of false beliefs and ideas.

Technophobe (97)

A character is afraid of all forms of technology.

Wanted (98)

A character is wanted either dead or alive by a criminal organization.

Wanted Criminal (99)

A character is actively wanted either dead or alive by the authorities.

Xenophobe (100)

A character has an intense fear or hatred for aliens.

SF NPC Generator

These are unusual traits that a character may have to that makes them unique.

Profession (D20)

1. Agent
2. Assassin
3. Bounty Hunter
4. Corporate Executive
5. Decker
6. Demolition Expert
7. Engineer
8. Entertainer
9. Mechanic
10. Medic
11. Mercenary
12. Merchant
13. Miner
14. Pilot
15. Police Officer
16. Politician
17. Scientist
18. Smuggler
19. Soldier
20. Worker

Species (D20)

1. Amorphous
2. Android
3. Angel Humanoid
4. Avian Humanoid
5. Cyborg
6. Demon Humanoid
7. Feline Humanoid
8. Fish Humanoid
9. Human
10. Insect Humanoid
11. Lion Humanoid
12. Modified Human
13. Odd Colored humanoid
14. Reptile Humanoid
15. Rhino Humanoid
16. Robot
17. Simian
18. Tiger Humanoid
19. Uplifted Animal
20. Wolf Humanoid

Personality (D20)

1. Adventurous
2. Anxious
3. Brave
4. Calculating
5. Cautious
6. Crazy
7. Curious
8. Deceitful
9. Devious
10. Disciplined
11. Funny
12. Happy
13. Honest
14. Mean
15. Rash
16. Risk Taker
17. Scared
18. Shrewd
19. Uncontrollable
20. Wild

Intelligence (D4)

1. Dumb
2. Average
3. Smart
4. Genius

Loyalty (D4)

1. Backstabber
2. Works for the Highest Bidder
3. Loyal
4. Extremely Loyal

SF Talents (D100)

These are various advantages and talents that will make a science fiction character more unique and powerful.

Acceleration Resistance (1)

A character is highly resistant to acceleration caused by piloting a high speed fighter or dropping from a high altitude.

Acrobatic Recovery (2)

A character can fall or be knocked down and still recover to his feet by tumbling.

Acute Senses (3)

A character has extremely sensitive senses of smell, hearing, touch, and sight.

Alertness (4)

A character can stay alert for almost a week in times of great need.

Alien Allies (5)

A character has befriended an alien race and can ask them for help whenever he is ever in a region of space under their control.

Alien Physiology (6)

A character has an alien physiology that gives him almost super human powers.

Ambidexterity (7)

A character can use both hands equally well at the same time.

Attuned (8)

A character is attuned to the universe allowing him to sense changes in the fabric of space time.

Backstabber (9)

A character is an expert at attacking an opponent when his opponent is unaware to cause a lethal blow.

Battle Analysis (10)

A character can quickly determine the best battle plan for any combat situation.

Blind Fighting (11)

A character can fight in total darkness by listening for his opponent's movements.

Born Leader (12)

A character was born with incredible leadership skills.

Brutal Attack (13)

A character learns to attack without any hesitation and with total abandon.

Carousing (14)

A character is an expert at finding the best parties and entertainment on every new planet he visits.

Cheap Shot (15)

A character learns to attack a person in his weakest and most unprotected area to cause the most damage.

Chemical Resistance (16)

A character is resistant to most mind altering drugs including sleeping drugs.

Clear Mind (17)

A character can completely clear his mind allowing him to completely concentrate on his current situation or mission.

Combined Fire (18)

A character has learned to join his weapon fire with his companions to create an intense point of concentrated damage.

Confounding Attack (19)

A character's blow stuns and confuses his victim.

Dead Aim (20)

A character never misses when he fires a pistol.

Debilitating Shot (21)

A character has learned to damage joints and nerve clusters when attacking.

Dual Shot (22)

A character has learned to fire two pistols at the same time.

Empathy (23)

A character can actually feel the emotions of other people in close contact with her.

Engram Training (24)

A character has immense amounts of information and skills programmed into his mind using engram programming technology.

Fade Away (25)

A character can quickly disappear into a crowd or the shadows.

Fast Shot (26)

A character can draw and fire a weapon with incredible speed and accuracy.

Fast Talk (27)

A character can get a person to believe in anything simply by talking to him.

Faster Healer (28)

A character can heal from almost any injury that does not kill him.

Fearless (29)

A character has no fear and will do anything no matter how dangerous without flinching.

Fearless Leader (30)

A character makes his companions fearless because of his incredible words of encouragement.

Fleet (31)

A character is extremely fast and agile when he runs.

Gearhead (32)

A character is a master at repairing damaged vehicles or mecha.

Gifted (33)

A character is extremely good at a specific skill or task.

Good Natured (34)

A character makes other people feel comfortable.

Gravity Resistance (35)

A character can resist and function normally on a high gravity world.

Hacker (36)

A character is a master at breaking the code walls of any computer system.

Heavy Shot (37)

A character can stably fire a super heavy weapon.

High Pain Threshold (38)

A character can resist immense amount of pain and trauma before he passes out.

Infiltrator (39)

A character can integrate into any organization or culture without being noticed.

Insight (40)

A character can always figure out the best way to solve any situation no matter how hopeless.

Inspire Confidence (41)

A character can easily win over large crowds or an entire crew to do what he says simply by talking to them.

Instinctive Action (42)

A character simply closes his eyes and trusts his hidden senses to guide his actions.

Iron Will (43)

A character can never be forced to do anything against his will.

Jury Rigger (44)

A character can fix or make almost anything from spare parts and salvage.

KO Hold (45)

A character can knock out a person by cutting off an opponent's air supply.

Lucky (46)

A character always succeeds no matter how difficult the situation.

Lucky Shot (47)

A character hits no matter how difficult the shot.

Martial Training (48)

A character is a master of all forms of ranged and close combat.

Master Advisor (49)

A character is a master of give advice for almost any type of situation or problem.

Master Manipulator (50)

A character is a master of manipulating people and organizations.

Master Negotiator (51)

A character is a master at negotiation and making deals.

Master of Disguise (52)

A character can perfectly mimic another person or type of person with little or no practice.

Miracle Worker (53)

A character can get any job accomplished no matter how difficult.

Natural Talent (54)

A character is a born expert in a specific skill.

Nerves of Steel (55)

A character can work with total concentration no matter what is going on around him.

Nimble (56)

A character is extremely nimble and light on his feet.

Opportunistic Strike (57)

A character quickly strikes after he has been attacked.

Pinning Shot (58)

A character knows how to pin down his target without injuring them when firing a sniper or high powered rifle.

Poison Resistance (59)

A character is resistant to even the most powerful poisons and nerve toxin.

Precision Shot (60)

A character can hit the smallest point on a target at will.

Precognitive (61)

A character see small glimpses into the near future.

Psi Damper (62)

A character produces a strange aura that blocks the psionic abilities of people around him.

Psi Sensitive (63)

A character can sense the presence of other psionists near her.

Psionic Awareness (64)

A character is psionic sensitive allowing him to control his mental powers.

Quick Draw (65)

A character can draw his pistol faster than anyone in the universe.

Rad Resistance (66)

A character is highly resistant to all forms of radiation.

Heat Resistance (67)

A character is highly resistant to high and low temperatures.

Rapid Shot (68)

A character can fire an incredible number of ranged shots with incredible accuracy at the same target.

Regeneration (69)

A character can actually regrow new limbs that have been chopped off or badly injured.

Relentless Pursuit (70)

A character can chase after his target without tiring.

Roll With It (71)

A character has learned to absorb attacks by moving or rolling with the impact.

Scout (72)

A character can determine the weakest point of an enemy army simply by looking at their forces and formations.

Scrounger (73)

A character can make anything from spare parts and salvage.

Seize the Moment (74)

A character always knows the perfect moment to attack to produce the greatest surprise and cause the most damage.

Sharpshooter (75)

A character never misses if he has time to aim when he shoots.

Sidestep (76)

A character has learned to perfectly time his movement to avoid attacks.

Silent Death (77)

A character is a master at silently killing his opponents

Silent Movement (78)

A character has learned to move with complete silence making it almost impossible to be detected.

Silent Running (79)

A character is a master of performing a mission without ever being noticed or detected.

Six Sense (80)

A character can sense what to do by a unnatural sense.

Danger Sense (81)

A character can sense when someone is trying to hurt him without ever seeing his attackers.

Smooth Talker (82)

A character can talk another person into almost anything if given enough time.

Stable Shot (83)

A character maintains a totally stable shot even when riding in a car or on a moving surface.

Submission Holds (84)

A character can make a person give up by a painful arm or leg lock.

Super Immunity (85)

A character is immune to even the most virulent viruses and bacteria.

Eidetic Memory (86)

A character has a photographic memory allowing him to memorize almost anything by looking at it only once.

Swift Learner (87)

A character can learn anything simply by seeing it done by another person.

Synchronized Fire (88)

A character has learned to perfectly time his attacks so that each subsequent attack cannot be defended against.

Takedown (89)

A character has learned to throw people to the ground.

Temporal Awareness (90)

A character has a perfect awareness of time without the use of a watch.

Theorist (91)

A character can quickly come up with a good hypothesis for any scientific or ancient mystery.

Tough as Nails (92)

A character can ignore most injuries unless they are life threatening.

Tracker (93)

A character can tell what has recently passed by the tracks that it leaves behind.

Trailblazer (94)

A character is an expert at finding a safe path through a forest or jungle.

Twin Shot (95)

A character can fire two pistols at the same target with incredible accuracy.

Unrelenting (96)

A character can run and fire a weapon with incredible accuracy.

Vital Strike (97)

A character has learned to hit a target at its weakest and most vital point.

Vocal Command (98)

A character produces subliminal harmonics that inserts commands into a person's mind when he talks.

Weaponmaster (99)

A character can use any type of hand weapon with total expertise even though he has never used it before.

Willpower (100)

A character has incredible willpower allowing him to resist all forms of temptation, interrogation, or torture.

Social Problems (D50)

These are social problems that a character can be given to make them more unique.

1. Alcohol Addiction
2. Always Late
3. Always Lies
4. Anorexia
5. Bigotry
6. Bulimia
7. Cheater
8. Clumsy
9. Constantly Plays Video Games
10. Constantly Watches Television
11. Dizziness
12. Drug Addiction
13. Easily Distracted
14. Fear of Technology
15. Fits of Rage
16. Food Addiction
17. Gambling Addiction
18. Hates Children
19. Hates Dancing
20. Hates Music
21. Hot Tempered
22. Illiterate
23. Impatient
24. Insecure
25. Insecurity
26. Insomnia
27. Introvert
28. Lack of Confidence
29. Lazy
30. Low Self Esteem
31. Neat Freak
32. Neurotically Worried
33. Obsessed with Supermodels
34. Over Achiever
35. Overprotective
36. Procrastinator
37. Quick to Judge
38. Refuses to Commit
39. Road Rage
40. Scared of the Dark
41. Scatter Brained
42. Shy
43. Sleep Walking
44. Smoking Addiction
45. Stage Fright
46. Stubborn
47. Temperamental
48. Terrible Nightmares
49. Terrified of Heights
50. Worries About the Future

Social Standing (020)

These are different social standings found in a science fiction society.

Primitive (1)

These people live off the land by hunting and gathering.

Junk Dweller (2)

These people live off collecting and selling junk.

Wanted Criminal (3)

These people are criminals wanted by the authorities.

Penal Colonist (4)

These criminals are forced to live and work on a colony world.

Colonist (5)

These people have volunteered to work in a colony on an alien world in exchange for a land grant.

Criminal (6)

These people live through crime.

Homeless (7)

These people live on the street and ask for assistance to survive.

Slave (8)

These people are owned by other people.

Very Poor (9)

These people have occasional work or live off the government.

Poor (10)

These people have low paying jobs.

Unskilled Laborer (11)

These people work at a service job.

Skilled Worker (12)

These people are highly trained artisans or technicians.

Educated Professional (13)

These people have a high education degree and high paying jobs.

Respected Professional (14)

These people are the leaders of their profession.

Small Business Owner (15)

These people have their own small business.

Executive (16)

These people run a very large business.

Banker (17)

These people control the financial system of an entire government.

Noble (18)

These people are the ruling class or the super rich.

Prince (19)

These people are the sons or daughters of royalty.

Emperor (20)

The emperor is the supreme leader of a space empire.

Space Explorer Adventure Hooks (D30)

These are adventure ideas for an independent space explorer.

1. You collect space debris.
2. You deliver food and goods to space colonies.
3. You deliver guns to rebel forces.
4. You discover an alien race that allows you to corner the market on pharmaceuticals.
5. You have been hired to capture a dangerous alien creature that will be used as a military weapon.
6. You have been hired to mine a rare mineral from a planet with a primitive but dangerous alien race.
7. You hunt down space pirates.
8. You inherited your spaceship but must pay off your deceased father's debts in a year or lose the ship.
9. You mine asteroid fields.
10. You mine newly discovered planets.
11. You must deliver medical supplies to a planet plagued by a deadly virus.
12. You receive a distress signal from a space colony.
13. You receive a distress signal from a space station.
14. You receive a distress signal from a spaceship.
15. You refuel freighter convoys.
16. You repair remote defense stations.
17. You salvage space hulks.
18. You search for hidden rebel bases.
19. You search for hidden space pirate bases.
20. You search for lost technologies.
21. You tow damaged space ships.
22. You transport illegal drugs.
23. You transport illegal weapons.
24. You transport military troops.
25. You transport slaves.
26. You deliver food to space stations.
27. You deliver secret documents to rebel forces.
28. You hunt down rebel spaceships.
29. You repair damaged space freighters.
30. You repair damaged space stations.

Space Explorer Jobs (D30)

These are different jobs a space explorer can perform to earn money.

Anomaly Research (1)

You must find and perform sensor readings on spatial and temporal anomalies.

Artifact Collection (2)

You search alien worlds for the relics of lost alien civilizations and collect ancient artifacts.

Asteroid Mining (3)

You mine asteroids and comets for valuable minerals and crystals.

Black Ops (4)

You are paid to kidnap or assassinate a specific person.

Bounty Hunting (5)

You are paid to capture a criminal or political dissident.

Cargo Transport (6)

You must transport precious or essential cargo to distant planets or space stations.

Criminal Transport (7)

You must transport criminals to a new prison.

Debt Collection (8)

You must collect a space ship or money from a person that has not paid his debts.

Freighter Patrol (9)

You must protect a freighter convoy from space pirates and raiders.

Hijacking (10)

You must capture a cargo freighter or space liner.

Law Enforcement (11)

You must arrest wanted criminals and space pirates.

Mercenary Work (12)

You are hired to help a war on an alien world.

Mine Laying (13)

You must lay a space mine field in a given area of space.

Mine Sweeping (14)

You must clear out an area of space from all mines.

Package Delivery (15)

You must deliver a special package to a distant planet or space station.

Passenger Transport (16)

You must transport passengers to a distant planet or space station.

Patrol (17)

You must patrol a given region and stop anyone attempting to pass through it.

Pirate Hunting (18)

Your job is to destroy space pirates and find and destroy any space pirate bases.

Planetary Mining (19)

You mine valuable minerals and crystals from the surface of a planet.

Planetary Survey (20)

You must survey the entire surface of an alien world for future analysis.

Political Negotiation (21)

You must perform a political negotiation between various planets or space empires.

Salvage (22)

You find and salvage wrecked spacecraft throughout space.

Slave Trade (23)

You kidnap and sell people as slaves.

Smuggling (24)

You transport illegal goods and powerful drugs.

Space Piracy (25)

You attack space liners and space freighters to steal goods and kidnap rich people.

Specimen Collection (26)

You must find alien worlds and collect living or dead specimens of new alien organisms for study.

Stellar Cartography (27)

Your job is to study stars and their planets for future analysis.

Tariff Collection (28)

You stop freighters and free traders for payment of local tariffs and taxes on their cargo shipments.

Troop Transport (29)

You have been hired to transport troops to a distant planet.

Wormhole Investigation (30)

You must find new wormholes and determine where they go for future use by shipping companies.

Space Mercenary Adventure Hooks (D50)

These are adventure ideas for a science fiction mercenary army.

1. Attack an enemy command center.
2. Attack an enemy factory.
3. Attack an enemy fortification.
4. Attack an enemy power plant.
5. Attack an enemy shield generator.
6. Attack an enemy spaceport.
7. Attack an enemy's air defense grid.
8. Attack an enemy's most sacred place.
9. Board an enemy space station.
10. Board an enemy space vessel.
11. Cleanse a mega arcology of alien monsters.
12. Cleanse a planet of alien monsters.
13. Cleanse a space colony of alien monsters.
14. Cleanse a space derelict of aliens monsters.
15. Cleanse a space station of alien monsters.
16. Close a warp gate that has formed on a core world.
17. Crush a rebellion on an core world.
18. Destroy a demonic invasion on a core world.
19. Fight a race of giant insects.
20. Fight a race of giants.
21. Fight a race of microscopic aliens.
22. Fight a race of rock like creatures.
23. Fight a race of shape shifting reptilians.
24. Fight an army of crystal warriors.
25. Fight an army of giant spiders.
26. Fight an army of giant worms.
27. Fight an army of massive felines.
28. Fight an army of mutants.
29. Fight an army of power armored soldiers.
30. Fight an army of psionic aliens.
31. Fight an army of sentient machines.
32. Fight an army of warlike humanoids.
33. Fight in a crystal forest.
34. Fight in a gas giant.
35. Fight in the vacuum of space.
36. Fight on a deadly jungle world.
37. Fight on a desert world.
38. Fight on a factory world.
39. Fight on a farm world.
40. Fight on a high gravity world.
41. Fight on a low gravity world.
42. Fight on a planet with a dead star.
43. Fight on a toxic world.
44. Fight on a volcanic world.
45. Fight on a water world.
46. Fight on an arctic world.
47. Investigate a massive power source on an alien world.
48. Overthrow a planetary government.
49. Reclaim an ancient artifact from an alien world.
50. Stop an armed planetary rebellion.

Space Rebel Adventure Hooks (D50)

These are adventures ideas for a gaming sessions where the players are rebels fighting a massive interstellar empire.

1. Assassinate a powerful Imperial admiral.
2. Attack an Imperial space convoy.
3. Attack the Imperial palace.
4. Capture a famous Imperial assassin.
5. Capture a massive shipment of Imperial gold.
6. Capture an experimental Imperial ship or fighter.
7. Capture the Imperial Emperor.
8. Collapse the Imperial banking system.
9. Destroy a powerful Imperial computer believed to be able to predict the future.
10. Destroy a prototype of an Imperial super weapon.
11. Destroy a source of the Imperium's mind control drug.
12. Destroy all the addictive drug crops on an Imperial world.
13. Destroy an experimental Imperial ship or fighter.
14. Destroy an Imperial battle station.
15. Destroy an Imperial clone factory.
16. Destroy an Imperial cloning facility.
17. Destroy an Imperial communication complex.
18. Destroy an Imperial factory world.
19. Destroy an Imperial mining station.
20. Destroy an Imperial research station.
21. Destroy an Imperial robot factory.
22. Destroy an Imperial shield generator.
23. Destroy an Imperial space station.
24. Destroy an Imperial space yard.
25. Destroy an Imperial weapon factory.
26. Destroy the computer that controls an Imperial planet.
27. Destroy the Imperial center that controls the galactic space barrier.
28. Destroy the Imperial Control computer that controls the entire Imperial government.
29. Destroy the surveillance system on an Imperial world.
30. Discover the location of an Imperial secret base.
31. Empower an anarchist group on an Imperial world.
32. Escort a rebel leader to a specific planet.
33. Find a cure for a plague released by the Imperium.
34. Find a powerful leader to run the rebellion.
35. Free an imprisoned rebel leader.
36. Free the prisoners on an Imperial penal planet.
37. Free the prisoners on an Imperial penal ship.
38. Gather all the most powerful rebel leaders to decide on the future of the rebellion.
39. Hack into Imperial Control to take over the Imperial government.
40. Help an Imperial traitor get safely to a rebel base.
41. Kidnap an Imperial scientist.
42. Lead an attack on an Imperial base.
43. Protect a rebel base from attack.
44. Smuggle defectors and traitors from an Imperial world to freedom.
45. Smuggle weapons to rebel forces on a specific planet.
46. Steal an Imperial code breaking machine.
47. Steal plans for a secret Imperial base.
48. Steal plans for an Imperial decryption cipher.
49. Steal the blueprints for new Imperial weapon system.
50. Stop the shipment of Imperial mind control drugs.

Spaceship Artifacts (D44)

These are super advanced devices that can be added to any spacecraft to make them extremely powerful.

Bio Energy Reactor (11)

This device is a living organism that creates unlimited amounts of clean energy that it draws from an alternate dimension.

Cloaking Device (12)

This device produces a stealth field around a vehicle that makes it impossible to detect. This field deflects all sensor signals and suppresses all energy emissions.

Energy Wall Generator (13)

This device produces an energy barrier behind a vehicle that will destroy anything that touches it.

Implosion Cannon (14)

This weapon fires a piece of unstable matter and when it touches any object it causes it to implode inward into itself.

Inertial Matrix (21)

This device negates inertia within a vehicle allowing its crew to resist extreme turns and changes in acceleration.

Internal Dimension (22)

The inside of a vehicle is a separate dimension allowing it to be incredibly large inside. This dimension also protects everything inside from the outside world.

Luck Circuit (23)

This device modifies the field of probability around a ship to create a zone of good luck around it.

Mind Link (24)

A ship can directly link to its pilot and crew's minds allowing instantaneous and instinctual control of a ship.

Reconstructive Nanotech (31)

This technology is embedded into the structure of a ship and it allows any part of the ship to self-repair in seconds no matter how severe the damage.

Sentient Computer (32)

A ship can be controlled by a super intelligent computer that can predict the actions of its opponents and remotely dominates other computer based systems.

Smart Skin (33)

The outer surface of this vehicle has sensors allowing a pilot to sense and react to his environment as if the vehicle were an extension of his body.

Stasis Emitter (34)

This device projects a beam that causes everything within its field to be trapped in a specific moment in time.

Teleporter (41)

This device allows a person to be instantaneously teleported to and from a ship from almost any distance.

Temporal Nullifier (42)

This device projects a beam that erases anything from the time line and sends out a causative wave that erases anything that was caused by that thing to exist.

Warp Stone (43)

This device bends space to deflect any incoming danger harmlessly away from a vehicle.

Wormhole Key (44)

This device gives a ship access to an ancient wormhole network that allows a ship to travel throughout the universe in a second.

Spaceship Generator

This generator will create a spaceship that can be added to a science fiction adventure.

Color (D12)

1. Black
2. Blue
3. Brown
4. Gray
5. Green
6. Metal
7. Pink
8. Purple
9. Red
10. Silver
11. White
12. Yellow

Type (D8)

1. Fighter
2. Frigate
3. Destroyer
4. Light Cruiser
5. Heavy Cruiser
6. Dreadnaught
7. Battleship
8. Battle Fortress

Weapons (D10)

1. Fighters
2. Fusion Cannons
3. Fusion Cannons
4. Hyperwave Cannon
5. Lasers
6. Mecha
7. Missiles
8. Nuclear Missiles
9. Plasma Cannons
10. Railguns

Function (D6)

1. Carrier
2. Colony
3. Patrol
4. Research
5. Scout
6. Warship

Drive (D6)

1. Chemical
2. Folding
3. Fusion
4. Hyperspace
5. Jump
6. Plasma

Power (D4)

1. Anti-Matter/Matter Conversion
2. Bio Electric
3. Fusion
4. Nuclear

Special (D30)

1. Ancient
2. Boarding Tubes
3. Cybernetic
4. Environmental Bay
5. Fuel Scoop
6. Gene Banks
7. Image Multiplication
8. Internal Dimension
9. Laboratories
10. Legendary
11. Lucky
12. Mothball
13. Organic
14. Phase Jump
15. Power Absorption
16. Self Replicating
17. Self-Repairing
18. Sensor Probe
19. Sentient Computer
20. Shields
21. Ship Manufacture
22. Stealth
23. Support Drones
24. Suspended Animation
25. Teleporters
26. Time Distortion
27. Time Travel
28. Transforming
29. Veteran Crew
30. Warp Field

Spaceship Missions (D20)

These are mission for a spaceship adventure.

Ambush (1)

Some captains are caught completely off guard when their battle group is surprised by an enemy fleet. Their entire fleet will be destroyed unless they can gather their forces together and muster a counter attack.

Ancients (2)

When a team of scientists discover a rare and possibly war changing piece of lost technology, massive fleets will usually swarm to claim the prize or at least keep the enemy from getting it.

Assassination (3)

When deep intelligence operatives determine the location of an important military leader, an assassin fleet is sent to kill this captain that has been such a deadly opponent. Destroying the ship carrying this important military leader before reinforcements arrive is vital because a single military genius can turn the tides of this war.

Base Busters (4)

Bases can be very powerful and difficult to destroy so freighters can be converted into massive conversion bombs that can be used to ram into and destroy these important strategic assets.

Blockade (5)

A core world has been plagued by a devastating epidemic. Its population desperately requires vital medical supplies to survive, and the best way to destroy this besieged world is to form a blockade to prevent anything from reaching it and allowing the plague to wreak havoc on the population. Blockade runs are a wild dash of an entire fleet with all their guns blazing designed to protect the precious cargo that must reach a planet for its population to survive.

Breakthrough (6)

To outflank an enemy, many captains commit to a blitzkrieg to get behind enemy lines and destroy the weak side of an enemy armada. This tactic can seem suicidal, but it can allow a small battle group to massacre an entire armada with a great deal of luck and courage.

Convoy Duty (7)

Medical supplies and food must be kept moving or the enemy has already won. This convoy of freighters is carrying important supplies to a local world that will be decimated without them. Defend these freighters at all costs from the raiding enemy ships.

Defensive Line (8)

This war is all about territory. Every day the borders between these star empires sway as fleets fight for the slightest advantage. The goal of every captain is to push the enemy back and take as much territory as possible in this never ending war of attrition.

Delivery Service (9)

When a planet must be captured, massive war machines known as battle frames must be delivered to the surface of an alien world to deal death to the enemy.

Evacuate (10)

When enemy forces close in, some sector commanders decide to evacuate a world and burn it to prevent the enemy from using the planet's precious resources. These are difficult missions because many worlds have billions of people; however, only the most important and powerful people have to be evacuated before the planet is razed.

Event Horizon (11)

Some battles occur in the worst places imaginable. Fleets can be pulled out of Nullspace by a powerful black hole, and they fight a battle around this deadly singularity. Neither fleet really wants to fight because both sides must clear the singularity's gravity field before they can use their jump drives to escape.

Extricate (12)

An experimental ship has been damaged and has drifted into a dust cloud. Friendly ships have come to save this ship while enemy ships have come to capture this important new prototype.

Forward Advance (13)

Small reconnaissance fleets are sent in front of the main battle armada to gather information about the enemy fleet that is about to be engaged, which can mean the difference between victory and defeat.

Kill Team (14)

Bases are resupply and repair stations that service an entire sector of space; as a result, they are always prime targets of any smart fleet commander. Bases have a massive array of powerful weapons, are as tough as nails, and usually have a defense fleet assigned to them. Engaging in battle against a base should be taken very seriously.

Patrol (15)

Enemy fleets always meet completely by chance, and when this happens, a battle is sure to follow. These battles are never to the death, because once a fleet starts receiving serious casualties, it will quickly cut its losses and retreat to fight another day.

Rescue (16)

A friendly ship has been damaged in a Nullspace storm during a jump and has accidently drifted into enemy space. While on patrol, a fleet has received a distress signal to rescue the ship's crew before they are captured by enemy forces.

Scout (17)

Information gathering missions are incredibly dangerous, because scout ships must come very close to their target to obtain a clear sensor reading. Before a planetary assault, these fact finding missions are made to determine the overall strength of a planet's defenses and determine its weaknesses.

Siege (18)

Planets and their resources are the true source of galactic power, so conquering an enemy's home worlds is the quickest path to victory. Conquering new planets changes a captain's ability to launch assaults into enemy territory, and every planet lost becomes a symbol of defeat in an entire sector of space.

Take and Hold (19)

Capturing sectors of space can determine if supply lines are broken or defended and if ships can be reassigned or repaired during a massive fleet campaign. This mission represents fleets fighting over space itself and attempting to prevent enemy ships from passing thru contested space without a fight.

The Hunt (20)

Asteroid fields are a massive resource of precious metals and gems that can allow either faction to produce powerful weapons. When information gets out about a big strike being made, massive fleets converge on that location. The only way to get the precious cargo out is by quick thinking and stealth. This battle is all about maneuvering and trapping.

Spy Advantages (D12)

These are the traits of a super spy that makes him unbeatable.

Universal Expert (12)

A spy is good at almost everything.

Dumb Luck (1)

No matter what a spy does, he always succeed.

Escape Artist (2)

A spy can get out of any trap or confinement.

Good Talker (3)

A spy can make a person believe anything simply by talking to him long enough.

Incredible Luck (4)

A spy has incredible luck so he always succeeds no matter what the odds.

Irresistible (5)

A spy is completely irresistible to the opposite sex and he can seduce almost anyone.

Martial Arts Master (6)

A spy is an expert at hand to hand combat and can beat anyone in close combat.

Master Gambler (7)

A spy is one of the greatest gamblers in the world.

Master Investigator (8)

A spy always knows the solution to any investigation or set of clues.

Master of Disguise (9)

A spy can look and act like anyone allowing him to fool almost anyone.

Perfect Shot (10)

A spy never misses no matter how far the target or how erratically it is moving.

Unhittable (11)

A spy can never be hit no matter how many bullets are flying at him.

Spy Adventure Hooks (D100)

These are adventure ideas for any high tech spy game.

1. Assassinate a business leader.
2. Assassinate a political leader.
3. Assassinate a reporter or informant.
4. Assassinate a terrorist leader.
5. Attack a drug lord's compound.
6. Attack a terrorist base.
7. Attack a warlord's base.
8. Bankrupt a corrupt business.
9. Blackmail a business leader.
10. Blackmail a military leader.
11. Blackmail a political leader.
12. Blackmail a reporter.
13. Brainwash a politician.
14. Brainwash an entertainer.
15. Break an important person from jail.
16. Burn down a building.
17. Capture a master thief.
18. Capture a military submarine.
19. Capture an enemy spy.
20. Capture an in-flight airplane.
21. Convince a person to defect to your country.
22. Counterfeit money from an enemy country.
23. Cover up a botched mission.
24. Defeat a master assassin.
25. Defeat a master spy.
26. Defeat a powerful mastermind.
27. Defend an important cargo delivery.
28. Deliver a bio-weapon sample.
29. Deliver military plans.
30. Deliver top secret blueprints.
31. Destabilize an enemy country.
32. Destroy a biological weapon facility.
33. Destroy a bridge.
34. Destroy a crime syndicate.
35. Destroy a deadly military virus.
36. Destroy a nuclear missile silo.
37. Destroy a nuclear power plant.
38. Destroy a nuclear weapon facility.
39. Destroy a power plant.
40. Destroy a super weapon.
41. Destroy a terrorist cell in America.
42. Destroy a terrorist group.
43. Destroy an important building.
44. Destroy an off shore drill platform.
45. Destroy an oil refinery.
46. Destroy evidence of a previous mission.
47. Erase memories of an experimental plane test.
48. Extract a defector from another country.
49. Form a political group.
50. Form a religious group.
51. Hunt down and capture a terrorist leader.
52. Hunt down and capture a war criminal.
53. Impersonate an important person.
54. Infiltrate a criminal group.
55. Infiltrate a political group.
56. Infiltrate a street gang.
57. Infiltrate a student group.
58. Infiltrate a suspicious business.
59. Infiltrate an enemy country.
60. Insert false memories into a business leader.

61. Insert false memories into a politician.
62. Insert false memories into a religious leader.
63. Install a bomb in a person's car.
64. Kidnap a political leader's family member.
65. Kidnap a target person.
66. Kidnap an enemy scientist.
67. Locate stolen goods.
68. Overthrow a dictator.
69. Overthrow a military dictator.
70. Perform surveillance on a business leader.
71. Perform surveillance on a political leader.
72. Perform surveillance on a target person.
73. Protect a famous entertainer.
74. Protect a political figure.
75. Reclaim a stolen artifact.
76. Rescue hostages.
77. Save a fellow spy.
78. Sell illegal drugs.
79. Sell illegal weapons.
80. Sell nuclear weapons.
81. Silence a political traitor.
82. Skyjack a commercial airplane.
83. Smuggle illegal drugs into a foreign country.
84. Smuggle illegal weapons into a foreign country.
85. Smuggle nuclear weapon into a foreign country.
86. Steal a religious artifact.
87. Steal an experimental weapon.
88. Steal secret documents.
89. Stop a kidnapping attempt.
90. Stop an assassination attempt.
91. Subvert a political group.
92. Subvert a religious group.
93. Support rebel activities in an enemy country.
94. Test an experimental vehicle.
95. Test an experimental weapon.
96. Train a new recruit.
97. Transport gold or diamonds to a target location.
98. Uncover a political conspiracy.
99. Uncover a political informant.
100. Uncover a political rebellion.

Spy Opponents (D30)

These are the opponents and enemies that a spy will encounter during a mission.

Assassin (1)

A spy must stop an assassin or sniper from killing an important target.

Biter (2)

A strongman has super powerful teeth allowing him to bite through anything.

Bounty Hunter (3)

A spy must stop a bounty hunter from capturing an important political target.

Computer Hacker (4)

A spy must stop a hacker from breaking into a government computer.

Con Artist (5)

A spy must stop a con artist attempting to gain control of a business or organization.

Corrupt Politician (6)

A spy must stop a corrupt politician who is sealing political secrets.

Crime Lord (7)

A spy must stop a powerful criminal boss from committing a major crime.

Criminal (8)

A spy must defeat an army of criminals and thugs.

Cyborg (9)

Experimental soldiers make deadly enemies because of their incredible strength and endurance.

Demolition Expert (10)

These criminals plant explosives to destroy important installations and cause terror.

Double Agent (11)

These secret agents work for both side making them an incredible threat to the safety of your country.

Enemy Agent (12)

These agents work for other countries in the world and they will always be your greatest threat.

Femme Fatale (13)

These beautiful women use seduction as their most powerful weapon.

Guard Dogs (14)

These trained dogs will attack anyone that enters their territory.

Guard (15)

These armed guards protect important installations.

Martial Artist (16)

These masters of martial arts will fight a spy using their bare hands or hand weapons.

Mastermind (17)

These evil geniuses are attempting to take over the world at any cost.

Mercenary (18)

These hired guns are retired soldiers that will fight for the highest bidder.

Murderer (19)

A spy must stop a criminal before he kills an important person.

Ninja (20)

A spy fights these black clad ninjas who are trained masters of stealth and assassination.

Robots (21)

A spy must fight experimental robots created by a mad scientist or a secret military project.

Rogue Agent (22)

A spy must capture a fellow spy that has turned to the other side.

Sentry Gun (23)

A spy must destroy a sentry gun or remote drone to finish his mission.

Sharks (24)

A spy must avoid or kill sharks to get to his location.

Strongmen (25)

A spy must fight a chemically enhanced super strong thug.

Terrorist (26)

A spy must defeat an entire cell of terrorists before they commit their crime.

Thief (27)

A spy must stop a master thief before he pulls off his biggest heist ever.

Traitor (28)

A spy must stop a military defector before he can reveal secret documents to the other side.

Warlord (29)

A spy must defeat a military dictator from a small third world country before he starts a new world war.

Weapon Dealer (30)

A spy must arrest a weapons dealer attempting to arm the most dangerous criminals and terrorists in the world.

Spy Scenes (D50)

These are popular scenes from spy adventure stories and movies that can be added to your adventures.

1. Attack a terrorist training camp.
2. Break into a government computer.
3. Break into a person's house to bug his house and collect evidence.
4. Chase down an enemy car with your spy car.
5. Defeat a terrorist financier in a high stakes poker game.
6. Defeat enemies in a mini sub.
7. Defeat enemies on a snowmobile.
8. Defeat enemies when scuba diving.
9. Defeat enemy when skiing.
10. Disarm a bomb attached to an important person.
11. Disarm a nuclear explosive.
12. Disarm a time bomb.
13. Enter a race to reveal an undercover spy.
14. Escape from enemy cars in your spy car.
15. Fight aboard a blimp.
16. Fight aboard a nuclear submarine.
17. Fight aboard an oil tanker.
18. Fight in a space station.
19. Fight in a subway car.
20. Fight in a weapon factory.
21. Fight inside a drug factory.
22. Fight inside a missile silo.
23. Fight inside a warehouse.
24. Fight inside an abandoned mine.
25. Fight inside an automated factory.
26. Fight on a rocket gantry.
27. Fight on the deck of a giant ship.
28. Fight on the deck of a submarine.
29. Fight on the rooftop of skyscraper.
30. Fight on top of a moving train.
31. Free a captured space station.
32. Gamble at a horse race.
33. Gamble in a high stakes roulette or blackjack game to destroy a corrupt casino.
34. Hang glide to a secret mountain base.
35. Intercept an armored boat down a river.
36. Parachute down to a secret base.
37. Pretend to be a criminal to get another spy out of jail.
38. Pretend to be another person to fool a criminal.
39. Protect the president aboard his person airplane.
40. Protect the president from assassination.
41. Rescue the hostage on a captured cruise ship.
42. Retrieve a stolen artifact.
43. Seduce a female agent.
44. Seduce a rich heiress.
45. Stop a missile silo from firing.
46. Stop a shipment of illegal drugs.
47. Stop a terrorist bomb for going off.
48. Stop an electromagnetic satellite from being fired.
49. Stop an illegal shipment of weapons.
50. Work for a business to uncover a secret mole.

Starship Crew (020)

These are the crew aboard a military spacecraft.

Assassin (1)

This officer makes sure that the crew and captain remain loyal to the federation.

Captain (2)

This commanding officer is in charge of a starship and gives all orders during a space battle.

Chaplain (3)

This officer is in charge of every crewmember's spiritual wellbeing.

Chief Engineer (4)

This officer is in charge of all repairs aboard his ship.

Chief Medical Officer (5)

This officer is in charge of the physical and mental health of every person aboard a ship.

Chief Science Officer (6)

This officer is in charge of all scientific investigations in space or on the surface of an alien planet.

Communication Officer (7)

This officer is in charge of communication and code breaking.

Deck Crew (8)

These are the crews that refuel, load, and rearm all the shuttles, mecha, and fighters aboard a ship.

Engineer (9)

These are the officers that perform the repairs and modifications to the ship and its accessory vehicles and equipment.

First Officer (10)

This officer deals with all the crew logistics and he makes sure all his captain's orders are performed.

Intelligence Officer (11)

These officers act as diplomats and negotiators with alien ships and planets.

Medical Officer (12)

These are the officers that perform all the minor medical procedures aboard a ship.

Navigator (13)

This is the officer that pilots the ship and plots its dimensional jumps.

Pilot (14)

These are the officers that pilot the fighters and mecha aboard a ship.

Science Officer (15)

These are the officers that perform the experiments and analyze the data assigned by the chief science officer.

Security Officer (16)

These officers maintain the security aboard a ship and guard it against enemy boarding parties.

Sensor Officer (17)

This officer is in charge of sensor analysis, planetary and spatial probing, and enemy tracking.

Space Marines (18)

These marines are in charge of enemy ship boarding and ground based missions.

Weapon Officer (19)

This officer is in charge of weapon and shield operations aboard a ship.

Wing Commander (20)

This officer is in charge of all the pilots aboard a ship.

Starship Hit Location (D30)

These are the systems that can be destroyed when a starship is hit by enemy fire.

Autopilot (1)

This automated pilot system controls most of the complicated maneuver and jump drives aboard a starship.

Batteries (2)

These are power storage systems aboard a starship.

Cargo Area (3)

These are cargo bays on a starship.

Command Bridge (4)

This is the primary command bridge where the deck crew and captain control a starship during a battle.

Communication System (5)

This is the advanced communication system aboard a starship.

Computer Systems (6)

These are the control systems that allow a small crew to control an immense starship.

Control System (7)

These are the automations that allow a single person to control a starship during a space battle.

Crew Quarters (8)

These are the living areas aboard a starship.

Defensive Systems (9)

These are the point defense lasers and electronic warfare system designed to defend a starship from enemy attacks.

Fighter Bay (10)

These are the fighter hangers where star fighters are refueled, rearmed, and repaired.

Fire Control (11)

These are the sensors and battle computers that track and predict the targets for all targets of a starship's weapon systems.

Fuel Tank (12)

These are radioactive isotopes or antimatter storage area for extra fuel for a starship.

Gravitics (13)

This system produces the artificial gravity aboard a starship.

Hull (14)

This is the structural frame and bulkhead of a starship.

Jump Drive (15)

This is the transdimensional jump driver or hyperspace drives that allow a starship to travel between the stars.

Labs (16)

These are the experimental and research facilities aboard a starship.

Life Support (17)

This is the system that maintains the interior environment aboard a starship.

Main Computer (18)

This is the main computer that runs a ship and controls most of its functions.

Maneuver Drive (19)

These are the ion or fusion drives that allow a ship to maneuver through space.

Miscellaneous System (20)

These are all the other non-essential systems like food and recreation systems.

Navigation System (21)

This is the computer system that calculates jump coordinates for travel to anywhere in the universe.

Passenger Area (22)

These are the seating and living areas for passengers aboard a starship.

Power Plant (23)

This is the fusion or antimatter generator core that powers all the systems aboard a starship.

Sensor System (24)

These advanced passive and active sensors allow a starship to perceive the environment around it. These systems also include sensor probes that can be used for remote sensing.

Shield Generator (25)

This is the shield generator that produces deflector screens around a starship.

Sickbay (26)

These are the medical facilities and operating rooms aboard a starship.

Spinal Weapon (27)

This is the immense spinal weapon that is so large that its structure is found throughout an entire ship.

Staterooms (28)

These are the luxury rooms for the richest or most important passengers aboard a starship.

Stealth System (29)

This stealth system produces a holographic screen and a sensor shroud around a starship.

Weapon Systems (30)

These are railgun, laser, plasma, fusion, and missile weapon systems.

Super Soldier Enhancements (D30)

These are possible enhancements given to create technological super soldiers of the future.

Acceleration Resistance (1)

A soldier's body, blood vessels, and brain have been reinforced with nanotube structures allowing his brain to completely ignore the effects of high acceleration caused by planetary fall or orbital parachuting.

Acid Blood (2)

A soldier can be genetically modified so that his blood contains a powerful molecular acid that activates when it hits the air.

Acid Spit (3)

A soldier can be genetically modified so that his spit contains a powerful molecular acid.

Adrenal Surge (4)

A soldier is engram programmed to be able to control the production of adrenaline allowing him to greatly increase his strength and speed at will.

Air Reservoir (5)

A soldier's blood contains a chemical that can absorb incredible amounts of oxygen allowing a soldier to function without an exterior oxygen source for more than a day.

Animal Instinct (6)

A soldier is engram programmed to have natural hunting instincts and fighting skills.

Battle Mind (7)

A soldier's mind is altered to provide him with perfect aim and the ability to predict the future location of an enemy and the exact trajectory of his own weapon fire.

Bone Impregnation (8)

A soldier's bones are impregnated with ceramic shards making them as hard as steel.

Bone Lacing (9)

A soldier's bones are covered with a porous metal covering making them almost indestructible.

Chemical Factory (10)

A soldier has a miniature chemical factory implanted in his brain that can produce various hormones on command allowing a soldier to greatly increase his physical abilities at a moment's notice.

Combat Expert (11)

A soldier is trained from birth in every form of combat making him a perfect warrior.

Distributed Circulatory System (12)

A soldier's heart is replaced with many smaller muscular systems designed to distribute the pumping of his blood throughout his body.

Emotionless (13)

A soldier is trained from birth to feel no emotions making him the perfect killer.

Full Spectrum Vision (14)

A soldier's eyes have been altered to see in the entire electromagnetic spectrum.

Increased Size (15)

A soldier's body is modified to be much larger and more powerful.

Low Light Vision (16)

A soldier's eyes have been altered to be able to collect light allowing him to see in very low light conditions.

Mental Eraser (17)

This device constantly cleans and reorganizes a soldier's thoughts and memories making sleep completely unnecessary.

Multiple Hearts (18)

A soldier has one or more extra cloned hearts installed to greatly increase his blood flow and survivability.

Muscle Grafts (19)

A soldier has extra cloned muscle tissue grafted throughout his body to give him increased muscle mass and strength.

Nictating Membranes (20)

A soldier's eyes have been altered to have retractable membranes that can be used to block out any foreign and dangerous substances from his eyes.

Pain Resistance (21)

A soldier is trained from birth to ignore all forms of pain and suffering.

Perfect Balance (22)

A soldier is engram programmed to have perfect balance and inhuman perception of his position and orientation.

Perfect Immunity (23)

A soldier's immune system is boosted to destroy and secrete any foreign material including powerful toxins through his skin.

Poisoned Blood (24)

A soldier has a gland installed that makes his blood and all his bodily secretion extremely poisonous to other people.

Protective Secretion (25)

A soldier is genetically altered to produce a dense mucous layer around his body and inside all his body cavities that protects him from most toxic substances in his environment.

Rad Proof (26)

A soldier's body is flooded with special nano tech machines designed to absorb radiation that are excreted through his skin to remove excess radiation.

Retractable Claws (27)

A soldier's hands have retractable metal claws installed in his fingers allowing him to fight unarmed.

Slime Coating (28)

A soldier can excrete a slime coating around his body allowing him to resist intense heat and freezing cold.

Split Mind (29)

A soldier's brain has been altered so that one half of his mind can rest while the other half is conscious. This state allows a soldier's mind to rest while still being conscious of his environment.

Suspended Animation (30)

A soldier's is engram programmed to be able to enter a state of hibernation where his metabolism is slowed to almost nothing allowing him to survive without food or water for weeks and air for a few hours.

Super Villain Adventure Hooks (D50)

These are adventure ideas for players that want to play the role of super villains in a super's campaign.

1. Absorb the life force of people to live forever.
2. Alter the past to control the present.
3. Become the most powerful creature on earth.
4. Capture the president of a major country and impersonate him.
5. Cause all the computers in the world to merge into an evil consciousness.
6. Cause all the trees to come alive to destroy the forces of humanity.
7. Cause mass panic and destruction of a city.
8. Conquer a small country.
9. Conquer an island.
10. Control children using hypnotizing toys.
11. Control the population with mind control radio and television programs.
12. Cover the entire surface of the world in water.
13. Cover the surface of the Earth with water.
14. Cover the world in a radioactive dust cloud.
15. Cover the world with killer drones.
16. Create an army of super powered children.
17. Destroy all normal humans.
18. Destroy humanity to protect nature.
19. Enslave all normal people.
20. Find the meaning of the universe.
21. Form a super villain group.
22. Free all the prisoners from a prison.
23. Freeze the entire surface of the world.
24. Freeze the surface of the Earth.
25. Gain control of time.
26. Gain immortality.
27. Gain infinite knowledge.
28. Gain power from a demon.
29. Gain power from an evil god.
30. Gain unlimited power.
31. Kidnap a powerful politician.
32. Kill all the supers in the world.
33. Make the entire surface of the Earth a desert.
34. Poison a city's water supply.
35. State run superhero for a dictator or evil empire.
36. Steal a country's royal treasure.
37. Steal a country's gold supply.
38. Steal a nuclear warhead and use it to hold an entire country hostage.
39. Steal a religious artifact.
40. Steal an ancient magic or deity artifact.
41. Steal the Celestial Crown.
42. Steal the greatest works of art in the world.
43. Steal the Key of Time.
44. Steal the world's greatest artist masterpieces.
45. Take control of a small country.
46. Take control of a small island.
47. Take control of the world's oil supply.
48. Turn all the people in the world into mutants.
49. Turn all the people in the world into slaves.
50. Turn all the people in the world into supers.

Super Villain Drawbacks (030)

These are weaknesses and flaws that make it difficult for a super villain to succeed.

Amnesia (1)

A villain has no memories of his past life.

Arrogant (2)

A villain believes that he cannot be beaten and that his opponent are too dumb or weak to defeat him.

Bad Luck (3)

A villain has extremely bad luck.

Berserk Rage (4)

A villain goes into an uncontrollable rage when he fights.

Big Mouthed (5)

A villain cannot stop talking so he always reveals his secret plan to his enemies.

Clumsy (6)

A villain is extremely clumsy.

Coward (7)

A villain is a coward and easily intimidated.

Cruel (8)

A villain is a cruel person that is willing to kill or destroy anyone or anything.

Deformed (9)

A villain is physically deformed or mutated.

Deviant (10)

A villain has a bizarre behavior.

Easily Distracted (11)

A villain is easy to distract and trick.

Emotional Problems (12)

A villain has major emotional problems so he has major breakdowns all the time.

Fear of Rejection (13)

A villain constantly needs encouragement from his henchmen and minions.

Glutton (14)

A villain constantly needs to eat all the time.

Greed (15)

A villain will do anything for money.

Hates Normals (16)

A villain hates every normal person.

Humorless (17)

A villain has no sense of humor.

Insane (18)

A villain is stark raving mad.

Megalomania (19)

A villain will do anything for more power.

Never Surrenders (20)

A villain will fight to death in order to win and he will never give up.

Obsession (21)

A villain is completely obsessed with a specific thing or person.

Outcast (22)

A villain is a social misfit so he cannot interact well with other people.

Reckless (23)

A villain does everything with total abandon and he never does anything to protect himself.

Sadist (24)

A villain loves to hurt and torture people.

Slow (25)

A villain moves or thinks extremely slowly.

Smelly (26)

A villain gives off a terrible smell.

Stupid (27)

A villain is very stupid.

Violent (28)

A villain is amazingly violent.

Virulent (29)

A villain has a virulent and contagious disease.

Weird Magnet (30)

Strange things always happen to a villain.

Super Villain Motivations (D30)

These are the reasons that super villains commit their crimes.

Anarchy (1)

A villain wants society to break down and be destroyed. He wants the world to burn so that it can start all over again.

Birthright (2)

A villain wants to take back his land or property. He fights the powers that have stolen what he believes is his birthright.

Controlled (3)

A villain is forced to commit crimes or someone he loves will be hurt or killed.

Destruction (4)

A villain is a force of pure destruction and knows nothing else. These creatures have come into existence or were created to destroy everything in their way.

Discrimination (5)

A villain want his people to be free. He has joined together with his brothers and fights the forces of oppression.

Evil (6)

A villain is pure evil so everything he does results in death and destruction.

Extinction (7)

A villain wants to destroy the human race.

Family (8)

A villain was brought up in a life of crime.

Fun (9)

A villain really enjoys destroying things and hurting people.

Greed (10)

A villain wants to get as much money as possible.

Insanity (11)

A villain is completely insane and does not know what he is doing.

Jealousy (12)

A villain is jealous of the power or wealth of another person.

Knowledge (13)

A villain will do anything to gain more knowledge.

Megalomania (14)

A villain believes he is all powerful and all knowing.

Mind Control (15)

A villain is being mentally controlled by another person.

Nature (16)

A villain will do anything to stop the destruction of nature.

Patriot (17)

A villain will do anything to protect his country.

Possessed (18)

A villain is possessed by a demon or evil spirit.

Power (19)

A villain wants to learn all the techniques or spells in the world to become all powerful.

Programming (20)

A villain was programmed to destroy and to be evil.

Prophecy (21)

A villain believes he is fulfilling a prophecy to take over or destroy the world.

Reformer (22)

A villain wants the world to be a specific way.

Revenge (23)

A villain wants to get revenge on a person, company, or government for a wrong that they feel was committed.

Science (24)

A villain will do anything to prove his scientific theory.

Superior (25)

A villain believes that the world would be a better place if he ruled it.

Survival (26)

A villain must perform crimes in order to survive.

Undercover (27)

A villain is just pretending to be a criminal to catch a crime boss.

World Conquest (28)

A villain wants to conquer the world.

Xenophobia (29)

A villain is an alien that wants to destroy humanity.

Zealot (30)

A villain is a religious fanatic that wants to destroy all other religions.

Super Villains (D30)

These are super villains and the powers they use to destroy and control the world that can be added to your supers adventures.

Blood Arrow (1)

Blood Arrow is a master archer and his corrupting power prevents wounds caused by his arrows from ever healing.

Bone (2)

Bone can change the structure of his bones to make weapons and even fire his bones as projectile weapons.

Bronze Demon (3)

Bronze Demon use his suit of advanced power armor to steal and defeat the forces of good.

Death (4)

Death is a disembodied spirit that shrouds himself in a purple cloak. It has the power to drain the life force from its victims causing them to prematurely age.

Death Gator (5)

Death Gator is a man that has mutated into a humanoid alligator giving him superhuman strength and a viscous bite.

Demolisher (6)

Demolisher can crush and destroy anything that he touches meaning that the only thing he can do is kill and smash.

Destroyer (7)

Destroyer fires disintegration beams that vaporize anything it touches.

Famine (8)

Famine causes anything living including people to shrivel up and die simply by touching them.

Frostbite (9)

Frostbite produces blasts of frost from his hand that can freeze any substance or opponent solid in seconds.

Hades (10)

Hades is a master of fire manipulation so he can produce immense burst of heat and flame from his hands that can melt through any substance.

Hate (11)

Hate is a master of mind control and manipulation that uses her powers to control entire villages and superheroes to do her bidding.

Horde (12)

Horde can make a dozen copies of himself that all fight on their own and when they are destroyed they simply vanish. He can only produce these copies once a day.

Leviathan (13)

Leviathan is a giant sea creature that has the ability to control and manipulate water at will.

Medusa (14)

Medusa produces energy beams from her eyes that change people into solid stone.

Nightmare (15)

Nightmare produces such realistic hallucinations in another person's mind that they can drive her insane.

Nuke (16)

Nuke has the ability to project intense ionizing radiation from his hands to destroy his enemies and cause cancer.

Overrun (17)

Overrun is a massive man that can never be stopped no matter what is in his way.

Pain (18)

Pain can project beams from his fingertips that cause immense pain in another person's body that can be strong enough for a person to collapse.

Pandemic (19)

Pandemic is a twisted killer who causes deadly disease and paralysis with a single touch.

Poison (20)

Poison has the powers of a spider so she can stick to walls, project natural webs, and bite with a deadly venom.

Possessed (21)

Possessed has a demon trapped inside his body giving him superhuman strength and making his every desire evil.

Rage (22)

Rage is a powerful werewolf that lives only to kill and destroy.

Requiem (23)

Requiem plays a magical flute that causes anyone that hears it to fall asleep and eventually die.

Riot (24)

Riot is a massive man with superhuman powers that he uses to crush anyone in his way.

Saturn (25)

Saturn produces energy rings in his hands that can cut through almost any material. He can use them in close combat or throw them at his enemies.

Screech (26)

Screech can produce an intense blast of sonic energy from his mouth that can crush through plates of steel.

Slayer (27)

Slayer causes anything she touches to age at an incredible rate and turn into dust.

Stalker (28)

Stalker can become completely invisible making him impossible to detect until it is too late.

Train Wreck (29)

Train Wreck's entire body has changed to living metal giving him super human strength and endurance. The process has also driven him completely insane.

Vortex (30)

Vortex can produce massive tornadoes that can destroy almost anything that they touch and he can ride one anywhere over the land or through the air.

Superhero Adventure Hooks (D100)

These are adventure ideas for any superhero campaign.

1. Attempt to find a cure for your super powers.
2. Attempt to find your homeworld or your place of origin.
3. Attempt to increase your super powers.
4. Capture a criminal kingpin.
5. Capture a sea monster.
6. Capture a terrorist leader.
7. Capture alien creatures.
8. Capture an alien assassin.
9. Capture dozens of super villains that have escaped in mass from prison.
10. Close a portal to a chaos dimension.
11. Close a portal to Hell.
12. Defeat a creature of pure hate.
13. Defeat a cybernetic gang.
14. Defeat a cyborg army
15. Defeat a doppelganger.
16. Defeat a drug selling ring.
17. Defeat a giant monster from space.
18. Defeat a giant radioactive monster.
19. Defeat a giant robot from space.
20. Defeat a giant robot from the future.
21. Defeat a government super weapon that has gone out of control.
22. Defeat a group of super villains that wants to destroy all normal humans.
23. Defeat a mystic dragon.
24. Defeat a person pretending to be you.
25. Defeat a powerful evil technologically advanced organization.
26. Defeat a street gang.
27. Defeat a super villain group.
28. Defeat a super villain.
29. Defeat a swarm of giant insects.
30. Defeat a terrorist group.
31. Defeat an all powerful extra-dimensional being.
32. Defeat an all powerful wizard, sorcerer, or witch.
33. Defeat an army of living toys.
34. Defeat an army of sentient robots.
35. Defeat an army of vampires.
36. Defeat an evil deity.
37. Defeat an evil future version of yourself.
38. Defeat an evil mastermind's giant robot.
39. Defeat an evil spirit.
40. Defeat an unstoppable creature before it destroys the world.
41. Defeat the members of a death cult.
42. Defeat your mentor that has become evil.
43. Defeat your replacement or apprentice that has strayed to the side of evil.
44. Defeat your super powered nemesis.
45. Destroy a clone army.
46. Destroy a devouring planet that wants to eat the Earth.
47. Destroy a robot army.
48. Destroy an alien artifact that is corrupting the world.
49. Enter and restore order in a super villain prison that has been taken over by the prisoners.
50. Every superhero and super villain in the world has been transported to a different world where they must fight for the future of the world.
51. Fight alongside your country during a world war.
52. Fight the alternate version of yourself from another dimension.
53. Find a master to help you learn how to control your powers.

54. Find other superheroes to join your cause.
55. Find young children that have hidden super powers.
56. Free a companion from a laboratory.
57. Free a companion from prison.
58. Hide from a government that wants to uncover all masked heroes.
59. Join forces with good deities to defeat the evil gods.
60. Prove your innocence for a crime you did not commit.
61. Save a jet airliner that cannot land.
62. Save astronauts from a doomed spaceship.
63. Save people from a burning high rise tower.
64. Save the hostages from a bank robbery gone bad.
65. Save the hostages from a cargo ship captured by pirates.
66. Save the hostages from a cruise liner captured by terrorists.
67. Save victims from a hurricane.
68. Save victims from a tornado.
69. Save victims from an earthquake.
70. Search the world to create a group of super heroes.
71. Seek revenge for the death of your partner or sidekick.
72. Stop a crime syndicate.
73. Stop a gang war.
74. Stop a human trafficking ring.
75. Stop a nuclear missile from hitting its target.
76. Stop a once great superhero that has become evil or has lost his way.
77. Stop a rampaging forest monster.
78. Stop a runaway train.
79. Stop a vigilante that is killing super villains and criminals.
80. Stop an alien invasion.
81. Stop an alternate universe from combining with our own.
82. Stop an evil government super assassin.
83. Stop an evil group of government supers.
84. Stop an evil organization from gathering all the super powered children in the world.
85. Stop an evil plot to take over the world's governments.
86. Stop an incoming killer asteroid or comet.
87. Stop an invasion from Mars.
88. Stop an invasion from the aquatic world of meremen.
89. Stop an invasion from the subterranean world of mole people.
90. Stop super villains from destroying a country's most important monuments.
91. Stop the end of the universe.
92. Stop the invasion of a radioactive alien race.
93. Stop the invasion of a shapechanging alien race.
94. Stop the invasion of a super intelligent alien race.
95. Stop the war between the gods.
96. Train a new generation of superheroes.
97. Train a new sidekick.
98. Try to find a cure to remove your super powers.
99. You defeat your enemies even though you have been significantly shrunken in size.
100. You must escape from an alternate dimension

Superhero Archetypes (D50)

These are unusual traits that a character may have to make them unique.

Agent (1)

These super agents are master of disguise, intrigue, and combat.

Air Controller (2)

These heroes can control the wind and fly.

Alien (3)

These alien beings have powers that are far superior to humans.

Amphibian (4)

These sea heroes are incredible swimmers and they have superhuman strength and endurance created by the great depth of their kingdom.

Angel (5)

These angels have come to protect the earth.

Animal Controller (6)

These heroes can control the actions of animals.

Animal Power (7)

These heroes have the abilities of one or more animals.

Archer (8)

The heroes use a bow and trick arrows to fight crime.

Artifact Warrior (9)

These heroes use a magic item or sword to fight crime.

Blaster (10)

These heroes can project different types of energy to fight crime.

Brute (11)

These heroes are incredibly strong and impossible to hurt.

Cyborg (12)

These heroes have cybernetics that make them super strong and give them special abilities.

Deity (13)

These heroes are the child of a god giving them incredible powers.

Demon (14)

These demons or devils have come from Hell to save the world.

Earth Controller (15)

These heroes can manipulate and shape the ground and the rock.

Elastic (16)

These heroes have the ability to manipulate or stretch their bodies.

Field Projector (17)

These heroes can produce powerful shields or become invisible.

Fire Controller (18)

These heroes can produce fire and take on a fiery form

Flyer (19)

These heroes can fly.

Healer (20)

These heroes have the ability to heal any wound and restore life to the dead.

Ice Controller (21)

These heroes can produce ice or cold and can take on an ice form

Illusionist (22)

These heroes can make people see and believe what they want.

Immortal (23)

These people can never die.

Inventor (24)

These heroes create ingenious machines to fight crime.

Invulnerable (25)

These heroes can never be hurt.

Lucky (26)

These heroes use their incredible luck to fight crime.

Machine (27)

These heroes are machines that have become conscious. They may be a robot or android.

Magnetic Manipulator (28)

These heroes can control and move around anything made of metal.

Martial Artist (29)

These heroes are masters of martial arts.

Matter Controller (30)

These heroes can control the shape, composition, and density of matter.

Multiplier (31)

These heroes can make copies of themselves.

Mystic (32)

These heroes use magic to fight crime.

Nature Controller (33)

These heroes control plants, trees, and insects to fight crime.

Paragon (34)

These heroes are super strong, indestructible, they can fly, they have super senses, and they can project energy beams.

Phase Shifters (35)

These heroes can make themselves or others immaterial allowing them to pass through solid objects.

Power Armor (36)

These heroes wear a powerful suit of power armor to fight crime.

Precog (37)

These heroes can predict or see the future.

Psychic (38)

These heroes use the power of their mind to fight crime.

Regenerator (39)

These people can regenerate any injury and cannot die.

Selector (40)

These heroes can choose their powers but they can only use one at a time.

Shapechanger (41)

These heroes can change their shape,

Shapeshifter (42)

These heroes can modify parts of their bodies to gain special powers.

Size Changer (43)

These heroes can become larger or smaller.

Speedster (44)

These heroes can run and move really fast.

Super Soldier (45)

These heroes have been modified to become super powerful soldiers.

Tech Controller (46)

These heroes can take control of any type of technology.

Teleporter (47)

These heroes can teleport around at will.

Tough (48)

The body of these heroes is made of incredible strong material like rock, steel, or diamond.

Warrior (49)

These heroes were raised as warriors and trained from birth.

Weather Controller (50)

These heroes can manipulate the weather.

Superhero Artifacts (D50)

These are magical or technological devices that give a superhero their incredible powers. These devices allow a normal person to have super human powers and abilities.

Barrier Helmet (1)

This helmet is constructed of a special alloy that prevents its wearer's thoughts from being read and his mind from being controlled.

Costume Ring (2)

This device stores a person's costume and covers him instantly in it when it is activated.

Cryo Projectors (3)

This device projects super cold liquids or air allowing a person to freeze anything solid.

Deity Helmet (4)

This helmet gives its wearer the power of a specific deity.

Dimensional Sword (5)

This weapon can cut through anything including the very fabric of space and time.

DNA Controller (6)

This device allows a person to change their DNA so that they can change into different alien forms with different special abilities.

Energy Ring (7)

This device changes a person's thoughts into reality using its stored energy.

Extending Staff (8)

This magical or technologically advanced staff can be extended to almost any length on command.

Flight Ring (9)

This device allows a person to fly through the sky and through space.

Force Gloves (10)

This glove generates a powerful energy field around a person's hand making their punches super powerful.

Force Lash (11)

This device allows a person to move objects around at will.

Force Projector (12)

This device produces a powerful force that pushes a person back with incredible force.

Friction Suit (13)

This suit allows a person to decrease the friction on any part of their body to zero allowing them to move at incredible speed at any time.

Hover Board (14)

This powered board allows a person to fly through the air.

Hypnosis Orb (15)

This device allows a person to hypnotize another person so that he can control his every action.

Illusion Orb (16)

This device makes people see illusions that are so realistic that they cannot be distinguished from reality.

Indestructible Clothing (17)

This piece of clothing is completely indestructible and anyone wearing it cannot be hurt if they are hit in an area covered by the clothing.

Indestructible Shield (18)

This shield is forged from the strongest material in the world making it indestructible.

Indestructible Shield (19)

This shield is made of indestructible material that can never be damaged or destroyed.

Invisibility Ring (20)

This ring makes a person turn completely invisible to another person's eyes and to any electronic sensor.

Jetpack (21)

This backpack allows a person to fly at incredible speeds through the air.

Knockout Gas Projector (22)

This device projects a stream of gas that instantly renders anyone that breathes it in unconscious for a few hours. This gas has no long term side effects.

Living Chains (23)

These metal chains bend to the will of a superhero allowing them to strike and entangle an opponent on their own.

Living Weapon (24)

This device can change shape into a weapon, shield, gun, or suit of armor.

Magic Blade (25)

This sword can cut through any material or even through the fabric space into another dimension.

Magic Hammer (26)

This hammer allows a person to fly and it can knock back anything no matter how large and heavy.

Magic Lasso (27)

This magic rope causes anyone caught in it to tell the truth.

Magic Wand (28)

This wand gives a person magic powers and allows them to cast spells.

Multi Tool (29)

This advanced piece of technology allows a person to fix or manipulate any piece of technology.

Net Gun (30)

This device fires a net onto a criminal making it impossible for them to escape.

Night Vision Goggles (31)

This devices allow a person to see in total darkness.

Power Armor (32)

This suit of super advanced power armor gives its wearer the ability to fly and shoot lasers and superhuman strength and endurance.

Power Icon (33)

This ancient artifact gives a person the powers of a deity.

Psi Enhancer (34)

This device greatly increases a person mental and psionic abilities.

Shield Ring (35)

This device produce a protective energy field around a person's body.

Shock Sticks (36)

This hand weapon shocks and stuns an opponent on contact.

Stun Boomerang (37)

These metal boomerangs are designed to stun anyone hit by them.

Stun Gun (38)

This device fires a beam that disrupts a criminal's mind rendering him temporarily unconscious.

Super Car (39)

This car is armored, super fast, and self driving making it the perfect crime fighting machine.

Super Plane (40)

This plane is super stealthy, can float in air, and self flying making it the ultimate crime fighting machine.

Survival Ring (41)

This device surrounds a person in a field filled with a suitable atmosphere allowing him to survive indefinitely in the vacuum of space.

Survival Ring (42)

This device produces a field that holds a breathable atmosphere around a person in the vacuum of space or a poisonous environment.

Symbiotic Suit (43)

This living suit gives its wearer incredible power but at the same time drains his energy in order to live.

Telepathic Earplugs (44)

These machines when worn in the ears allows a person to understand any language spoken to them.

Telepathic ID (45)

This device makes anyone looking at it see the proper identification a person needs to be accepted by the person looking at it.

Teleporter (46)

This device can open dimensional portals allowing a person to teleport to other locations.

Time Key (47)

This device allows a person to manipulate time in a localized area. He can speed up or slow down time or even cause it to go into a sustained loop.

Time Machine (48)

This device allows a person to go back and forward through time and move around through the fabric of space.

Trick Arrows (49)

These arrows each perform a special ability like stunning a person or producing smoke or sleeping gas.

Web Shooter (50)

This device projects synthetic spider webs allowing a person to grab hold of things and subdue enemies.

Superheroes (030)

These are superheroes and their powers that can be added to your supers adventures.

Archangel (1)

Archangel has massive white feathered wings that allow him to fly through the air and his superhuman strength makes him more than a match for most of his opponents.

Avalanche (2)

Avalanche has the ability to cause any form of matter to move allowing her to move any amount of material at incredible speeds to push back her opponents or gather mountains of materials around them.

Beam (3)

Beam can produce intense laser beams from his eyes that can cut or melt through anything.

Behemoth (4)

Behemoth is a massive giant that has incredible strength and endurance.

Blizzard (5)

Blizzard can change her entire body into solid ice and she can produce burst of ice as a weapon or to create different structures.

Blue Bow (6)

Blue Bow is a master archer and his myriad of technologically advanced arrows allow him defeat any enemy.

Blur (7)

Blur can move at such high speeds that her movements blur to anyone looking at her.

Captain USA (8)

Captain USA has superhuman strength and he carries a shield made of the strongest material in the universe.

Changer (9)

Changer can shrink herself or anything that she touches to almost any size.

Cleric (10)

Cleric has the ability to heal any wound or injury with a single touch.

Comet (11)

Comet has the ability to fly at unimaginable speeds and when he impacts anything he inflicts immense damage but remains unhurt.

Core (12)

Core has the ability to produce immense magnetic fields so he can manipulate anything made of iron.

Eclipse (13)

Eclipse has the power over darkness and she can form it into physical form and use it as a weapon.

Flicker (14)

Flicker can teleport anywhere at will allowing her to disappear and appear anywhere in an instant.

Fractal (15)

Fractal can form an energy shield around herself making her indestructible or she can project this field to move or protect anything around her.

Freefall (16)

Freefall has the ability to levitate and move any object no matter how large or heavy.

Glow (17)

Glow can produce intense beams of light so intense that they can melt through any substance.

Goliath (18)

Goliath can greatly increase his size and mass to greatly increase his strength and power.

Hero (19)

Hero has incredible good luck so no matter what the situation everything always turns out right for him and he can never be hurt in any way.

High Tide (20)

High Tide is the king of the sea and he uses his powers of water manipulation to defend his people and all the surface dwellers.

Impact (21)

Impact can produce bursts of pure force to move anything in his way.

Inferno (22)

Inferno can change his body into living fire allowing him to melt through anything that he touches. He can also produce streams of fire or pure radiant heat powerful enough to melt through any substance.

Iron Warrior (23)

Iron warrior uses his advanced suit of power armor to fight crime and protect the innocent.

Mage (24)

Mage is a powerful sorcerer that uses his magic to defeat evil.

Mega Woman (25)

Mega Woman is a true paragon that has super flight, strength, and endurance.

Paladin (26)

Paladin wears magical chainmail armor that makes him indestructible and he carries a magic blade that can cut through any material.

Pivot (27)

Pivot has the ability to run at impossible speeds and change his direction at any angle in an instant when running.

Stretch (28)

Stretch has the ability to change his shape and he is almost indestructible.

Torque (29)

Torque has the ability to generate unlimited amounts of force with his hands allowing him to move anything no matter how massive.

Volt (30)

Volt has the ability to control electricity allowing him to fire out bolts of lightning from his hands that can burn through anything or render a person unconscious.

Superpower Advantages (D12)

These are the special traits that make a person's superpowers more powerful and unique.

Change Direction (1)

A person can change the direction of his power to hit any target in any direction.

Condition Effect (2)

A person's super power can cause a specific or variable condition when it hits.

Disperse (3)

A person can spread his power out to a much larger area.

Elemental Shift (4)

A person can change the elemental type of his super power depending on the traits of his opponent.

Environmental (5)

A person's power can effect an entire battlefield so an opponent has nowhere to hide.

Gift (6)

A person can give his power to another person.

Increasing (7)

A person's power increases as his emotions change or time passes.

Pin Point Accuracy (8)

A person has incredible accuracy when he uses his power.

Super Charged (9)

A person can slowly build up his power with no upper limit.

Unlimited Power (10)

A person's powers are so great that they can be increased to any level at anytime.

Variable Power (11)

A person's can increase or decrease his level of power depending on what result he desires.

Vital Strike (12)

A person can focus his power on the most vital spot of an opponent.

Superpower Flaws (D30)

These are weakness and limitations of a person's super powers.

Always On (1)

A person's power is always on and cannot be turned off.

Artifact (2)

A person cannot use his super power without his special artifact.

Automatic (3)

A person's power activates automatically during specific situations.

Backfires (4)

A person's power sometimes hits him.

Charged (5)

A person must charge up to use his powers.

Condition (6)

A person receives a specific condition when he uses his power.

Confuses (7)

A person becomes confused when he uses his power.

Death (8)

A person is killed by using his power.

Delayed Effect (9)

A person's power activates after a short time that he turns it on.

Detectable (10)

A person's power produces so much sound and light that it can be detected very far away.

Drains (11)

A person energy or life is drained by using his power.

Emotion (12)

A person's power creates a specific emotion when it is used.

Energy (13)

A person must eat huge amounts of food to use his power.

Exhausting (14)

A person becomes exhausted when he uses his power.

Full Power (15)

A person must always use his power at full strength.

Horrifying (16)

A person's power looks very terrible, disgusting, or disturbing when it is activated.

Involuntary (17)

A person's power activates totally at random.

Limited (18)

A person's power is limited to a specific number of uses in a specific time frame or ever.

Linked (19)

A person's power can only be used when a person performs another action or is in a specific situation or environment

Low Power (20)

A person's power can only be activated at very low power.

Mental Strain (21)

A person's mind is extremely stressed by using his power.

One Use (22)

A person's power can only be used once.

Physical Impairment (23)

A person receive a physical injury when he uses his power.

Random (24)

The effect of a person's power is totally random.

Self Only (25)

A person's power only works on himself.

Size Limited (26)

A person can only produce a very small effect area.

Sleepy (27)

A person becomes extremely sleepy when he uses his power.

Total Focus (28)

A person requires total focus to use his power.

Touch Only (29)

A person must touch his opponent to use his power.

Uncontrollable (30)

A person cannot control his power once it is unleashed.

Superpower Levels (020)

These are different levels of super powers.

1. Inept
2. Inferior Human
3. Below Average Human
4. Average Human
5. Above Average Human
6. Significantly Above Average Human
7. Exceptional Human
8. Best of the Country Ability
9. World Class Ability
10. Maximum Human Limit
11. Above Human Ability
12. Legendary Ability
13. Low Superhero
14. Superhero
15. High Superhero
16. Maximum Achievement in the Galaxy
17. Low Cosmic
18. Cosmic
19. Maximum Achievement in the Universe
20. Infinite

Supers Battle Conditions (D50)

These are the conditions that a super can receive during a battle.

Ablaze (1)

A character has been lit on fire.

Animated (2)

A character has been changed into a cartoon or two dimensions.

Bleeding (3)

A character receives a deep cut that will not stop bleeding.

Blinded (4)

A character receives eye or brain damage that has damaged his sight.

Brain Damage (5)

A character has been hit so hard in the head that his brain no longer functions properly greatly reducing his intelligence and ability to function.

Bruised (6)

A character has been hit so hard that a bruise has formed.

Buried (7)

A character has been pushed or transported into the ground.

Cursed (8)

A character has been enchanted with a magical spell that causes a major disability.

Dazed (9)

A character has been struck in the head making him dazed and confused.

Dead (10)

A character has been killed.

Deafened (11)

A character has been hit in the ear or head causing a loss of hearing.

Disabled (12)

A character has been hit in a joint causing a permanent disability.

Dissolved (13)

A character has been melted because of acid or a spell.

Dying (14)

A character has been severely injured so he will die soon without medical attention.

Enfeebled (15)

A character has been made very weak so he can barely move.

Entangled (16)

A character has become entangled or surrounded by something in his environment so he is trapped or cannot move.

Exhausted (17)

A character has used up all his energy and can barely stand.

Fatigued (18)

A character is extremely tired.

Frightened (19)

A character is extremely frightened and he tries to hide.

Frozen (20)

A character is frozen solid.

Gasified (21)

A character has been changed into a gas.

Grappled (22)

A character is being held by another person or thing so that he cannot perform any more actions.

Helpless (23)

A character has been tied up or knocked out so he can no longer defend himself.

Incorporeal (24)

A character has been changed into an incorporeal being.

Injured (25)

A character has been hurt so he can barely fight.

Levitated (26)

A character has been lifted in the air and cannot move unless he has the ability to fly.

Liquefied (27)

A character has been turned into water.

Nauseated (28)

A character feels like he is about to vomit.

Nerve Damage (29)

A character has had a nerve severed so he can no longer move a specific part of his body.

Older (30)

A character has grown much older.

Paralyzed (31)

A character has been injured in a way that has caused permanent paralysis.

Petrified (32)

A character has been turned into stone.

Pinned (34)

A character has fallen to the ground or hides behind cover because he is afraid to get up or come out until the danger is gone.

Polymorph (35)

A character has been changed into an animal.

Power Altered (36)

A character's power has been altered or changed because of an injury.

Power Burst (37)

A character has lost control of his power and it is activating out of control.

Power Damaged (38)

A character's power has been lost because of an injury.

Power Weakened (39)

A character's power has been weakened or decreased because of an injury.

Prone (40)

A character has been knocked to the ground.

Punctured (41)

A character has a hole shot through his body that has missed all his vital organs.

Sex Change (42)

A character has been changed to the opposite sex.

Shaken (43)

A character must recover before he can think again.

Shrunk (44)

A character has been greatly reduced in size.

Slowed (45)

A character moves at a very slow rate because of a spell or field.

Stasis (46)

A character has been placed into stasis where time no longer changes.

Stunned (47)

A character has been hit so hard that he cannot move for a short period of time.

Trapped (48)

A character has fallen or been captured in a trap and cannot escape.

Winded (49)

A character has been hit so hard in the chest or neck so he can barely breathe.

Younger (50)

A character has been changed into a child.

Supers Battle Locations (D100)

These are places where battles between superheroes and criminals occur.

- | | | | |
|---------------------|---------------------------|--------------------------|------------------------|
| 1. Acropolis | 26. Easter Island | 51. Los Angeles | 76. Pyramids |
| 2. Air Force Base | 27. Eifel Tower | 52. Louvre | 77. Race Track |
| 3. Aircraft Carrier | 28. Empire State Building | 53. Machu Picchu | 78. Redwood Forest |
| 4. Airport | 29. Factory | 54. Mall | 79. River |
| 5. Amusement Park | 30. Farm | 55. Marine Base | 80. Rome |
| 6. Army Base | 31. Fast Food Restaurant | 56. Mecca | 81. San Francisco |
| 7. Bangkok | 32. Fire Station | 57. Moon | 82. Seattle |
| 8. Bank | 33. Football Stadium | 58. Moscow | 83. Secret Laboratory |
| 9. Baseball Park | 34. Forest | 59. Mount Everest | 84. Sewer |
| 10. Beach | 35. Golden Gate Bridge | 60. Mount Fuji | 85. Statue of Liberty |
| 11. Berlin | 36. Grand Canyon | 61. Mount Rushmore | 86. Stonehenge |
| 12. Big Ben | 37. Great Sphinx | 62. Mountain | 87. Submarine |
| 13. Broadway | 38. Great Wall of China | 63. Movie Theater | 88. Sydney Opera House |
| 14. Capital Hill | 39. Grocery Store | 64. NASA Launch Facility | 89. Taj Mahal |
| 15. Car Dealer | 40. High School | 65. New York | 90. Tokyo |
| 16. Casino | 41. Hollywood Sign | 66. Niagara Falls | 91. Train |
| 17. Castle | 42. Hong Kong | 67. Nuclear Power Plant | 92. Train Station |
| 18. Church | 43. Hospital | 68. Ocean | 93. Tropical Island |
| 19. Circus Tent | 44. Jungle | 69. Paris | 94. Undersea |
| 20. City Street | 45. Junkyard | 70. Park | 95. Vatican City |
| 21. Colosseum | 46. Kremlin | 71. Parking Lot | 96. Wall Street |
| 22. Commentary | 47. Las Vegas | 72. Pentagon | 97. Warehouse |
| 23. Coral Reef | 48. Leaning Tower of Pisa | 73. Police Station | 98. Washington D.C. |
| 24. Dam | 49. Library | 74. Prison | 99. Waterfall |
| 25. Desert | 50. London | 75. Public Pool | 100. White House |

Supers Combat Complications (D50)

These are special situations that make a battle between supers more interesting.

1. A battlefield is about to self destruct.
2. A battlefield is bobby trapped.
3. An environment needs a villain to exist.
4. Fight in a sandstorm.
5. Fight in a snow storm.
6. Fight in the rain.
7. Fight in the sky.
8. Fight in the vacuum of space.
9. Fight inside a flying plane.
10. Fight on a frictionless battlefield.
11. Fight on a laser grid.
12. Fight on a lava field.
13. Fight on a moving train
14. Fight on a slippery surface.
15. Fight onboard a giant seagoing ship.
16. Fight underwater.
17. Villain absorbs power around him.
18. Villain absorbs the lifeforce around him.
19. Villain breaks into pieces.
20. Villain can control animals.
21. Villain can control another person's mind.
22. Villain can control insects.
23. Villain can control other people's bodies
24. Villain can control vegetation.
25. Villain can manipulate the environment.
26. Villain can manipulate time.
27. Villain can only be hurt by a specific artifact.
28. Villain can stop time.
29. Villain can switch bodies with another person.
30. Villain cannot be hurt unless a specific artifact is destroyed.
31. Villain evolves during a battle.
32. Villain gets more powerful during a battle.
33. Villain grows stronger when damaged.
34. Villain has diplomatic immunity.
35. Villain is healed by his minions.
36. Villain is immortal.
37. Villain is immune to physical attacks.
38. Villain is invisible.
39. Villain is only vulnerable to certain attacks.
40. Villain is protected by his minions.
41. Villain is protected by robots.
42. Villain is shield by an outside source.
43. Villain is strengthened by his minions.
44. Villain is surrounded by innocents as a human shield.
45. Villain multiplies himself.
46. Villain regenerates.
47. Villain teleports around.
48. Villain threatens to kill innocents if you don't surrender.
49. Villain's body explodes when destroyed.
50. You cannot tell when you hurt a villain.

Tech Trees (D20)

These are different tech trees and the technologies that fall underneath each category.

Biology (1)

Xeno Biology, Xeno Psychology, Xeno Botany, Cloning, Universal Antidote, Longevity Protocol, Bio Recycling Tanks, Bio Factory

Brain (2)

Psionics, Telepathy, Precognition

Chemistry (3)

Fuel Cells, Composite Armor, Pollution Processor, Advanced Metallurgy, Extreme Metallurgy

Computers (4)

Artificial Intelligence, Virtual Reality Network, Research Hub,

Economics (5)

Galactic Currency, Trade Center,

Energy (6)

Tractor Beams, ECM Jammer, Scanners, Stasis Field, Particle Scanning

Construction (7)

Arcology, Hydroponic Farms, Solar Panel Plant, Bio Power Plant, Factory, Gas Refinery

Matter Conversion (8)

Transporter, Food Replication, Trash Processor, Resource Converter

Physics (9)

Neutron Scanner, Artificial Gravity, Subspace Communication, Solar Manipulation, Hyperspace Communication, Inertial Dampers, Temporal Mechanics

Planetary Engineering (10)

Deep Core Mining, Terraforming, Soil Enrichment, Core Waste Dump, Weather Control, Subterranean Farms

Power (11)

Nuclear Power, Fusion Power, Cold Fusion Power, Anti-Matter/Matter Conversion

Robotics (12)

Automated Mining Plant, Power Armor, Mecha, Robotic Factory, Servo Mechanics, Nanotechnology, Cybertechnology, Androids, Nano Factory

Rocketry (13)

Anti-Missile System, Cruise Missile, Missile Base, Homing Missile, Planet Buster, Plague Bomb

Shields (14)

Planetary Barrier, Energy Absorber, Cloaking Device, Reflection Field, Inertial Field, Harmonic Shield, Shield Generator

Sociology (15)

Social Unification, World Government, Police State, Xeno Ethics, Universal Translator

Space Construction (16)

Colony Base, Star Base, Space Port, Star Gate, Space Elevator, Asteroid Mining

Space Propulsion (17)

Nuclear Drive, Warp Drive, Fusion Drive, Hyper Drive, Jump Drive, Ion Drive, Anti-Matter/Matter Drive, FTL Engine, Inertia Drive

Spacecraft Technology (18)

Fighter, Scout, Frigate, Destroyer, Cruiser, Dreadnaught, Super Battlestation

Stellar Mechanics (19)

Wormhole Construction, Unique Matter, Wormhole Network

Weapons (20)

Laser, Modulated Lasers, Fusion Beams, Gauss Weapons, Plasma Cannons, Quantum Laser, Particle Beam Cannon, EMP Cannon, Ion Cannons, Defensive Towers

Time Travel Adventure Hooks (D30)

These are different ideas for a time traveling adventure.

1. Chase a time criminal back into the past where he is trying to make himself a god to the ancient Romans.
2. Escape from a time loop where you experience the same day over and over again.
3. Go back in time to stop a nuclear war.
4. Go back in time to stop the meltdown of a nuclear reactor.
5. Go back to the past to acquire mating pairs of extinct species.
6. Go back to the past to prevent a pandemic from destroying the human race.
7. Go back to the past to punish criminals that were not punished during their lives.
8. Go to the beginning of time and see how the universe ends.
9. Go to the end of time and see how the universe ends.
10. Investigate time incursions and stop people from changing the past.
11. Stop a group of time traveling assassins.
12. Stop aliens from going back in time and preventing life from forming on the Earth.
13. Travel back in time to collect the greatest treasures of the past.
14. Travel back in time to prevent an opponent from preventing you from being born.
15. Travel back in time to prevent your child from dying.
16. Travel back in time to prevent your past self from making some of the worst mistakes of your life.
17. Travel back in time to prevent your wife from dying.
18. Travel back in time to see the events of the Bible.
19. Travel back to the early 1930s to try and prevent World War 2 from starting.
20. Travel to the end of the Cretaceous Period to discover that aliens are attempting to avert the killer comet that will cause the extinction of the dinosaurs.
21. Travel to the future and see the end of the world. Try to prevent it from happening.
22. Travel to the future or past to avoid the authorities of the present.
23. Travel to the past to use a powerful virus to permanently crash the newly created internet.
24. Travel to the Stone Age and discover aliens manipulating early humans.
25. Travel to the Stone Age and discover that homo sapiens are losing the war to the Neanderthals.
26. You can go back in time for one minute but only once a day.
27. Your child comes from the past to tell you how to save the future.
28. You gain the natural ability to travel through time using only the power of your mind.
29. You randomly move back and forth through the time stream.
30. You receive a cryptive or incomplete message from your future self and you must figure out what it means before it is too late.

Time Travel Motives (D44)

These are ideas for why a person may attempt to travel back in time. All forms of time travel greatly endanger the entire space time continuum and will be noticed by powerful forces throughout the universe.

Altering the Future (11)

A time traveler may go back through time to change an important event that occurred in history.

Assassination (12)

A time traveler goes back into the past to kill an important historical figure to change the present and future.

Deity (13)

A time traveler goes back into the past to use his current level of technology to present himself as a type of god.

Erasing (14)

A time traveler goes back in time to prevent a person from being born or ever existing.

Escape (21)

A time traveler wants to go back to avoid the government or organization attempting to capture her.

Experimentation (22)

A time traveler is just attempting to see if time travel technology is even possible.

History (23)

A time traveler goes back in the past to see what really happened during a specific historic event.

Life Improvement (24)

A time traveler goes back into the past to tell their past self future events to give themselves an incredible advantage and change their destiny.

Power (31)

A time traveler goes back in time to take over an entire primitive civilization using modern technology.

Prevention (32)

A time traveler goes back in time to stop a crime from occurring.

Profit (33)

A time traveler goes into the future so that he knows the future of the financial markets.

Savior (34)

A time traveler goes back into the past to stop a country or worldwide disaster like a pandemic or nuclear war.

Sightseeing (41)

A time traveler can go back in time to see the greatest moments in the history of culture and the world.

Tech Thief (42)

A time traveler goes into the future to bring advanced technology back to their own time or even farther back into the past.

Theft (43)

A time traveler goes back to a known location of a ancient artifact to steal it and bring it back to the future.

Time Manipulation (44)

A time traveler wants to go back through time in order to manipulate the future by altering some vital event in the time stream.

Transforming Robots (D20)

Transforming robots can change from a humanoid shape to another form in order to disguise their appearance or to gain special abilities. These are the possible forms that these transforming robots can take. These robots do not have to have the same size as what they transform into but only its shape and properties.

Animal (1)

A robot transforms into animal form giving them special abilities in different environments depending on the type of animal.

Bike (2)

A robot can transform into a bike to blend into her environment.

Boat (3)

A robot can transform into a boat allowing it to operate on the surface of the water.

Briefcase (4)

This small robot changes into a briefcase to remain hidden until needed.

Car (5)

A robot can transform into a car to blend into her environment.

Carrier (6)

A robot can transform into a massive aircraft carrier allowing it to carry smaller aircraft or spacecraft.

Construction (7)

A robot can transform into a specific type of construction or demolition vehicle allowing it to perform a specific function that depends on its design.

Dinosaur (8)

A robot can transform into dinosaur form that giving it different abilities depending on the type of dinosaur.

Fire Truck (9)

A robot can transform into a fire truck in order to put out fires.

Helicopter (10)

A robot can transform into a helicopter in order to fly and hover above its environment.

Insect (11)

A robot can transform into insect form giving it different abilities depending on the type of insect.

Laser (12)

A robot can change into a laser cannon or a laser pistol that can be held by another robot.

Multiple (13)

A robot can change into two or three different forms.

Power Armor (14)

A robot can transform into a suit of power armor in order to protect a specific individual.

Semi-Truck (15)

A robot can transform into the cab and the trailer of a semi-truck. Many times the trailer is usually a base or weapon for the cab robot.

Spacecraft (16)

A robot can transform into a spacecraft that can travel through an atmosphere or space.

Submarine (17)

A robot can transform into a submarine to operate underwater.

Tank (18)

A robot can transform into a tank giving it the stability it needs to fire its main weapon.

Train (19)

A robot can transform into a train to pull extremely heavy loads.

Weapon (20)

A robot can transform into a weapon that can be used by another robot or a person.

Treasure Hunter Adventure Hooks (D30)

These are adventure idea for archeologists or treasure hunters.

1. Find the last city of Atlantis.
2. Find the lost gold of the Mayans.
3. Find the crystal skulls of the Mayans.
4. Find the Fountain of Youth.
5. Find the Tree of Knowledge.
6. Find the Ark of the Covenant.
7. Find the Holy Grail.
8. Find Aladdin's magic lamp.
9. Find the subterranean world.
10. Find the legendary sword Excalibur.
11. Find king Solomon's mine.
12. Find the last civilization of Antarctica.
13. Find Shangri-La.
14. Find the jars of eternal wine.
15. Find the buried treasure of Blackbeard the Pirate.
16. Find the piper's magic flute.
17. Find the Tree of Life
18. Find the Tree of Knowledge.
19. Find the remains of the great Ark.
20. Find the land that time forgot.
21. Find the garden of Eden.
22. Find the treasure of the great Pharaoh.
23. Find the Knight Templar's lost treasure.
24. Find the fabled City of Gold.
25. Find a buried ancient alien spacecraft.
26. Find the bones of an ancient giant.
27. Find the President's Book of Secrets.
28. Find the last gnostic books.
29. Find the Grand Grimoire.
30. Find the Necronomicon.

Utility Belt (D88)

These are the tools and gadgets held in a heroes utility belt or harness.

Antirad (11)

These tablets cure radiation sickness.

Antitoxin (12)

These tablets negate chemical poisons.

Antivenom (13)

These tablets negate the effects of organic venoms.

Bolas (14)

These metal spheres are attached by a wire and they are thrown to tangle a person's leg.

Boomerang (15)

These thrown weapons can be used to subdue an enemy.

Camera (16)

This camera is highly micronized.

Code Breaker (17)

This device can break the code of any electronic lock.

Code Breaker (18)

This device takes a picture of any words and can decypher them.

Communicator (21)

This device can link into any radio or cell phone network.

Cryo Gun (22)

This device fires a freezing chemical.

DNA Analysis (23)

This device can analyze the DNA of any biological sample.

EM Disruptor (24)

This device can destroy any electronic device.

Energy Cage (25)

This device produces an energy cage around an opponent.

Energy Pack (26)

This device can produce power for any device.

Explosives (27)

These explosive devices can be set to destroy large structures.

Fire Extinguisher (28)

This device sprays chemicals to put out fires.

First Aid (31)

This kit is used to perform simple medical procedures.

Flamthrower (32)

This device fires a stream of fire.

Flares (33)

These mini flares produce light or smoke.

Forensic Sensor (34)

This device can be used to scan a room for biological samples.

Freeze Grenade (35)

These grenades will freeze anything near it solid when they detonate.

Glider (36)

This device folds out into a glider.

Glue Gun (37)

This device fires adhesive fibers at a target.

Grapple Gun (38)

This device fires a grapple hook and reels up the person.

Grenade (41)

These explosive devices can be attached with magnetic or adhesive contacts.

Hand Welder (42)

This torch can be used to cut through or solder metal.

Heat Imager (43)

This device allows a person to see the residual heat in an environment.

Heating Element (44)

This device can be used to heat an area very quickly.

Hibernation Pill (45)

These tablets will make a person appear to be dead.

Instant Cement (46)

This chemical instantly seals a door closed or two object permanently together.

Knife (47)

This is a small foldable knife.

Laser Torch (48)

This is a small laser that can be used to cut through almost anything.

Light (51)

This small device produces a powerful light.

Line Launcher (52)

This device fires a rocket line in two directions allowing a person zip line to a distant location.

Liquid Bandages (53)

This chemical disinfects and seals even sever injuries.

Liquid Thermite (54)

These liquid can be used to cut through any metal structure.

Listening Device (55)

This device allows a person to listen to distant conversions.

Lock Breaker (56)

This device can open any mechanical lock.

Mini Computer (57)

This device allows a person to hack into any computer system.

Monocular (58)

This device can be used to see distant objects and determine their exact distance.

Motion Detector (61)

This device tracks the motion of anyone in a person's environment.

Net Gun (62)

This device fires a net over an opponent.

Night Vision Goggles (63)

These goggles allow a person to see in low light and total darkness.

Paralyzing Gas Gun (64)

This device fires a cloud of gas that will paralyze an opponent.

Pneumatic Claw (65)

This device can cut through or hold anything together with its powerful mechanical jaws.

Power Jack (66)

This hydraulic device can be used to open or lift almost anything.

Power Saw (67)

This powered saw can cut through anything if given time.

Psi Scrambler (68)

This device prevents a person from being effected from psionics.

Rebreather (71)

This device is held in a person's mouth and allows a person to breathe in poisonous atmosphere or underwater.

Restraints (72)

These restraints can be used to bind a person's hands.

Sedatives (73)

These tablets can be given to person to make them fall asleep.

Shock Stick (74)

This device can be used to shock and stun another person.

Signal Scrambler (75)

This device will block any radio communication in an area.

Sleep Darts (76)

This device fires a dart with a sleep drug.

Smoke Grenade (77)

These grenades produce dense or colored smoke.

Sticky Bomb Launcher (78)

This device fires a sticky substance that will eventually explode.

Stun Grenades (81)

These grenades shock anyone near them when they detonate.

Stun Gun (82)

This device fires a beam that will stun anyone hit by it.

Tangle Wire Launcher (83)

This device fires a wire around another person.

Tear Gas Grenade (84)

These grenades release tear gas into an area.

Tracers (85)

These tracers allow anything to be traced.

Video Loop (86)

This device will cause a video camera to see the same image in a loop.

Web Gun (87)

This device fires an adhesive web.

X Ray Goggles (88)

These goggles can be used to see through any material.

Virtual Reality Adventure Hooks (050)

These are adventure ideas for people connected to a super realistic virtual reality system.

1. Your program is a Victorian era murder mystery.
2. Your program is set in the medieval times.
3. Your program allows you to play superheroes.
4. Your program allows you to relive all the moments from the Bible.
5. Your program is a cartoon world.
6. Your program is a Civil War battle simulation.
7. Your program is a crime scene investigation simulation.
8. Your program is a crime spree simulation.
9. Your program is a dancing simulation.
10. Your program is a dating simulation.
11. Your program is a deep sea diving simulation.
12. Your program is a dinosaur hunting simulation.
13. Your program is a driving simulation.
14. Your program is a fetish simulation.
15. Your program is a fighter plane simulation.
16. Your program is a firefighter simulation.
17. Your program is a futuristic first person shooter.
18. Your program is a helicopter simulation.
19. Your program is a horror simulation.
20. Your program is a martial arts tournament simulation.
21. Your program is a medieval Japan simulation.
22. Your program is a natural disaster simulation.
23. Your program is a nightmare simulation.
24. Your program is a police officer simulation.
25. Your program is a post-apocalyptic simulation.
26. Your program is a prehistoric simulation.
27. Your program is a race car simulation.
28. Your program is a restaurant chef simulation.
29. Your program is a sleeping simulation.
30. Your program is a space ship simulation.
31. Your program is a sports simulation.
32. Your program is a teaching program.
33. Your program is a torture room simulation.
34. Your program is a training simulation.
35. Your program is a vacation simulation.
36. Your program is a vampire simulation.
37. Your program is a Vietnam War battle simulation.
38. Your program is a Viking adventure.
39. Your program is a werewolf simulation.
40. Your program is a western gunslinger simulation.
41. Your program is a wild game hunting program.
42. Your program is a World War II battle simulation.
43. Your program is a wrestling simulation.
44. Your program is a zombie apocalypse simulation.
45. Your program is an affair simulation.
46. Your program is an assassination simulation.
47. Your program is an astronaut simulation.
48. Your program is an emergency doctor simulation.
49. Your program is an end of the world simulation.
50. Your program is set in a fantasy world.