

EGRESS STATION

Teenage angst in a space opera future

*(FULL PAGE ART OF EGRESS STATION,
IN THE STYLE OF TRAVEL PROMOTION.*

*THE MAIN TITLE IS PART OF THE PROMOTION,
THE SUBTITLE IS NEON GRAFFITI)*

This game answers the age old question, "What happens if you combine space operas, *This Is Spinal Tap*, and *Dazed and Confused*?"

This game is about larger than life teens who refuse to live a quiet life in their quiet corner of the galaxy.

This game gives you aliens, oppression and rock 'n' roll, then asks, "How do you escape this boring life?"

Touchstones

- ▶ The Wayfarers novels by Becky Chambers
- ▶ This Is Spinal Tap
- ▶ Titan AE
- ▶ Bill & Ted's Excellent Adventure
- ▶ Being a teenager stuck in a shitty spot and dreaming of something more

Credits

- ▶ Setting and lore by Victor Lane
- ▶ Mechanics from Slugblaster by Mikey Hamm, used with permission
- ▶ Via Slugblaster, this game is based on Blades in the Dark, by John Harper
- ▶ Setting inspired by Long Way to a Small Angry Planet and other books by Becky Chambers
- ▶ Playtested by

SETTING THE STAGE

Read these sections as a group. Take a few minutes to make Egress Station your own. Discuss tone and safety tools. Remember, this is a game about teenagers.

The Universe

- ▶ The universe is vast and varied. Life has evolved countless times on countless planets. Each sentient species is unique, unlike any other.
- ▶ The League of Sentient Sapient keeps the peace and governs interstellar trade. But you don't care about boring stuff like that, do you?
- ▶ Humans are just one tiny slice of the galactic population. You're latecomers to the galactic scene. All the good planets were claimed already, so you're stuck with what is left.
- ▶ No species is inherently "good" or "evil". All sapient have their own motivation. Even if a species is truly alien to a human, they still are complex sentient beings with a full range of beliefs and emotions.

Egress Station

- ▶ The station's location near multiple jump gates has made it the most important trade site in the sector. Other than the gas giant Thul'eh, a few frozen planetoids, and the station itself, the system is empty.

- ▶ Egress Station orbits the massive gas giant Thul'eh. Orange and red storms swirl across its surface. Ring surfers dive and swoop through its rings as fans watch by holovid.
- ▶ The wealthiest sapients live in the Towers, with massive windows overlooking Thul'eh and its rings. The poorest sapients live deep inside Engineering, far from any windows. Most sapients, including you, live in the hab domes.
- ▶ Humans are just one small community among the many thousand sapients who live on the station. Nearly all the humans on Egress live in a small enclave inside Hab 4.

Humanity

Pick a story that excites everyone at the table.

- ▶ Humans are refugees from a dying earth. Why has your community settled here?
- ▶ Humans are an insular and isolated species. Why did your community leave Earth?
- ▶ Humans are the dominant species in another sector. Why did your community reject their power and wealth?

Pick two to describe the humans of Egress Station: Rich, poor, structured, religious, numerous, isolated.


- ▶ Based on the above, how do other sapients treat your community?

HOW TO PLAY

ACTION ROLLS


Say what you're trying to do and roll 1d6. On a 6: You succeed. On a 4 or 5: you succeed, but there's a Slam or a Complication. On a 1 to 3: you fail, and there's a Slam or a Complication, sometimes both.

Adding Dice

Say how your Attitude or Signature Instrument helps, then check any number of  to add that number of dice to your roll. Take the highest result. There's no stacking limit.

You can also give yourself a single die by either marking 1 Trouble, or accepting a Complication. The GM picks it, but anyone can suggest things. (You can't Nope this one, you gotta take it on the chin.)

ADDING KICK

Say how your Attitude or Signature Instrument helps then check any number of  to add Kick to your action. There's no stacking limit. Boosting Kick makes your success more powerful. You make more progress or gain some side benefit. Say what else you're trying to achieve before you roll.

TEAMWORK

You can freely give ☹️ or 🎵 to teammates, as well as Nope problems for them. Describe how your Attitude or Signature Instrument helps.

SLAMS & COMPLICATIONS

Complications are events that make the situation worse for you.

Slams impact you physically or emotionally. Write them down on your character sheet.

If you take a fourth Slam, clear all Slams but something terrible happens to you. (You can't Nope this one. Sorrynotsorry.)

NOPE!

If you don't like a Slam or a Complication, say Nope! and describe how you avoided it instead. Mark 2 trouble.

"TURN IT TO 11!"

Do something in a bold, stylish way. Tell the GM, then roll your action like normal. Any problems you get will be worse, but if you succeed mark 1 style.

*(A TEEN RUNNING AWAY FROM CAMERA,
A HOLOGRAPHIC GUITAR ON THEIR BACK.
STATION SECURITY/ROBOCOPS ARE CHASING HIM.)*

INTRODUCING...

- 1** Pick a unique playbook
- 2** Pick a unique signature instrument
- 3** Pick two or three aesthetics, a name and pronouns
- 4** Pick gear. You get a wristcom and two other items
- 5** Introduce your character to the table

Aesthetics

Ripped, minimal, technical, over sized, fitted, all black, pastel, neon, muted, vintage, flashy, polished, relaxed, provocative, cutesy, trashy, brand new ,second-hand, handmade, dirty, androgynous, sporty, classic, chic, glasses, bandana, piercings, chains, jewelry, patches, pins, shoestring belt, light makeup, lots of hair, dyed, shaved head, braces, water bottle, cut your own hair, highly-organized, never smile, your drink matches your shoes, basic b, one song on repeat, something else

Gear

Gear doesn't provide extra dice or kick, but instead simply allows you to do things you couldn't normally do, using common sense. You can't hack without a patch cable and you can't shoot a music video without a holocam.

Wristcom (everyone has one)

This unassuming piece of tech is everywhere on Egress. Part wristwatch, part phone, part holocam, part projector, all tiny. It doesn't do anything well, but it can do almost anything.

Electro-Picks

Egress Station has a lot of locked doors. Most of them hide boring things, like the bathroom or a storage closet. But sometimes, there's something awesome behind the locked door. Electro-Picks let you short the lock and open the door. If you're lucky. If you're not lucky you'll fry yourself instead.

Hacker's Patch Cable

Every wristcom is an insanely powerful little computer. Yours is special though. Yours has an extra port on the side. This patch cable lets you plug your wristcom into just about any computer on the station. After that, it's up to you, hacker kid.

Slap On™ Strobe Light

Turn any party into a rager with the all new Slap On™ Strobe Light! Just slap it on to the nearest wall, turn it on and rock on. Patented Slap On Goo™ keeps the light stuck in place all night. Use your wristcom to change the color, pattern, effect, it's all in your hands! When it's time to move on, just give it a twist and the Slap On™ Strobe Light pops right off.

Auto-Follow Amp

What if you took a robotic spider and bolted an amplifier to the top? That's basically what the Auto-Follow Amp is. Someone made the first one as a joke. Turns out it's insanely popular with rockers on the go. Wherever you are, the Auto-Follow Amp will be there with you.

Repair Tools

If it ain't broke don't fix it. If it is broke, fix it with Repair Tools.

Anti-Grav Drone

A while back anti-grav gens got small enough to fit in a lunchbox. Ever since then little drones have been floating all over the station. This one is special, because it's yours. It has a name, of course. And it has a small device, such as a spot light, holocam or holo projector.

Grappling Hook

Have you ever been down here but really wanted to be up there. Then you need Grappling Hook! From the people who brought you Ladder, Grappling Hook is your tool for up there quickly. Works in null G.

Pro Holo Gear

Sure, your wristcom has a holocam, but this is the good stuff. Full fidelity, realistic depth of field, lossless interpolation and a great microphone, all in a convenient portable package. Anyone can record grainy proto 3D, but you can do the real thing. You're a PRO.

Your Own Merch

Your band logo on a jumpsuit. Your band logo on a sticker. Your band logo on a auto holo tat. Enough to hand out to your adoring fans.

First Aid Kit

Your parents bought it for you. Might be useful, but nothing bad is gonna happen. Right? Right.

An Alien Pet

Not your normal Earth pet. Roll on the sapient generator on the back page for inspiration.

GETTING THE BAND TOGETHER

Your Genre

Pick your band's genre. You can pick your band name now, or wait until inspiration strikes.

- ▶ Vaporwave: +1 style per player after sessions where you take an unconventional approach. What is unusual about your band's appearance or style?
- ▶ Punk: +1 style per player after sessions where you leave your mark or make a statement. Who or what are you rebelling against?
- ▶ Underground: +1 style per player after sessions where you get in way over your heads. Why will the mainstream never accept your music?
- ▶ Non-Human: +1 style per player after sessions where you learn an alien song or perform with a non-human band. Who is your favorite non-human musician and why do your parents hate them?

Practice Space

Pick a practice space. This is where your story will start.

- ▶ Abandoned personal transport: It doesn't work, but you've managed to scrounge exo suits from the wreckage. These allow access to unconnected modules of the station.

- ▶ Off limits crawl space: You broke into the station's service corridors. This allows access to Engineering without authorization.
- ▶ Back room at the Bug-Fry: The regulars at the Bug-Fry have gotten used to hearing you practice. Some of them even like the music! You can call on these fans to show up when you need them most.

Rival Band

Pick a rival band and decide why they're just the worst.

- ▶ Damned Humanity, a human duo obsessed with alien music. Are they actually as good as they think they are?
- ▶ Hyper-Rocket, a 34 member mixed species space metal band. Can you hear the separate instruments or is it a wall of noise?
- ▶ Talkin' Earth, a group of squid-like aliens who play the blues. They play the blues perfectly. Maybe TOO perfectly?
- ▶ Repeating History, a human group who are determined to preserve traditional Earth music. Not these nerds again.

Sapient Fan

Pick your band's biggest fan friend. Describe the first time you met them.

- ▶ Mari, a passionate, scorpion-like ring surfer who famous on Egress for her stunts.
- ▶ K'Krani, a heartbroken, centipede-like docker who books bands for The Spacer's Bar.
- ▶ Self-Reliant Matrix Machine 6, an adventurous, cyborg mechanic in Engineering who's into Earth audio tech.
- ▶ Ya'Balha, a trusting, scaly, spider-like rich kid from The Towers who hangs out in The Grotto.
- ▶ Erul, a suspicious, morphing, snake-like admin officer in charge of The Grotto.
- ▶ [The smell of broccoli], an enthusiastic and incomprehensible other dimensional sapient looking for a new experience.

Station Antagonist

Pick the band's antagonist and describe the most recent thing you did to piss them off.

► **Station Security:** The local law enforcement. They keep the order and enforce the rules. They really don't like kids these days with their loud music and fancy holo-lights.

► **Dockers:** The most important workforce on the station (according to them), they manage all cargo in and out of the station.

► **Music Labels:** They try to control all the bands on Egress, won't cause problems as long as you pay your licensing fees.

► **Tourists:** They come to Egress Station for the bazaar, to surf Thul'eh's rings, just to say they've been here or maybe even to see the rare humans.



(A GROUP OF HUMAN TEENS CHILLING AT THE BUG HUT.)

LIFE ON THE STATION

A shining jewel, orbiting the gas giant Thul'eh. A temple to commerce, center of trade for the entire sector. A boring home for a kid with big dreams. Egress Station is all of this and more.

The Grotto is the core of the station. A mined out asteroid, now the economic center of the sector. The Hab Domes bulge out from the asteroid like glowing warts. The Towers overshadow the domes, reaching out towards the rings of Thul'eh. The Docking Rings float in space, wrapping around the Grotto like a belt. Down below, Engineering desperately clings to the bottom and keeps everyone alive.

The Grotto

The Grotto started its life as an asteroid mining colony. Tunnels and rooms were carved into it over decades. Finally all the valuable metals were removed and the miners left. Soon after the merchants found it and moved in.

Now it's a multi-leveled and complex bazaar. The upper levels feature high-end shops with exclusive clientele. These shops feature guards at the door to keep out the riff raff, commoners and **ahem** musicians. The lower levels are narrow hallways, densely packed with shops and stalls. You can find anything in the lower levels, legal and otherwise. Sapient from across the known universe come here to buy, sell and trade. If it exists, someone is selling it in the Bazaar.

Hungry? Try one of these many delicacies available in the Grotto:

- ▶ Fried bugs, on a stick or in a bag
- ▶ Tub o' Tentacles
- ▶ Jello that tries to escape
- ▶ Electrified juice ("It's A Zap!")
- ▶ Nutritional paste, edible by all, loved by none
- ▶ Coffee, Earth's only export

Sights and sounds of the Bazaar:

- ▶ Squid-like tourists, busy taking holovids
- ▶ A lone cyborg, preaching the gospel of the techno faith
- ▶ Two gaseous balls, having a conversation with scents
- ▶ Station security, checking everyone for contrand
- ▶ Bird-like rich kids from The Towers, slumming in the Bazaar
- ▶ Crab-like spacers from off station, laughing at the humans

Need to buy something? Take a look at these options. Remember, you can find anything you want in the Bazaar. It just might take some digging.

	You find:	That is selling:	It will only cost:
1	A tinny stall	Illegally modified instruments	Your reputation
2	A sprawling store	Passcodes to another part of the station	More credits than you've ever seen
3	A hidden backroom	The answers you need	The rights to your first album
4	A booth at the noodle shop	Access to the media nets for the entire sector	Your favorite possession
5	A single sapient down an alley	A record executive's direct number	Your family's respect
6	Your old friend	A ticket off station	Nothing, for now

Hab Domes

Hab 1:

Affectionately called Water World, this is home to all the aqua sapients on Egress. These water breathers rarely leave their hab. When they must, they venture out in wheeled tanks of various sizes. More frequently they hire runners and gofers from hab 2 and 4. Breathing apparatuses are rented to visitors, but you can jury-rig some, right?

Hab 2:

A large sphere filled with an opaque hydrogen, which mimics the gas giant home worlds of many species. Homes here float freely through the sphere. The constantly drifting buildings makes finding anyone a real pain in the ass. On top of that, you can't even breathe in here. Hab 2 kinda sucks, to be honest. On the other hand., light shows from your holo projector are especially cool in the misty atmo.

Hab 4:

Home. Boring. Best to be avoided as much as possible. The atmo here is roughly Earth equivalent, but it smells like rotten eggs ALL the time. Humans are just one of many species that live in Hab 4.

Dark Hab (requires exo suit):

This used to be Hab 3, before it was cut off from the station by some terrible accident. Only Admin knows why and they're not talking. Rumors say something is still moving in there, even though the sensors don't show any living creatures. Only the most hardcore bands record a holovid here.

Engineering (Requires access codes)

Engineering juts out from the bottom of Egress Station. From a distance it looks like a collection of metal warts. Up close it's an impressive network of conduits, corridors and claustrophobic rooms. It's dark, crowded and dirty. Access to Engineering is restricted to maintenance personnel. However, the sapients of Below Town seem to come and go as they please. How do you get down here?

Places to be in Engineering:

- ▶ Grav gen matrix, currently being repaired. Can you record a holovid while riding the gav waves?
- ▶ Below Town, home to anyone who can't afford rent in a Hab Dome. Can you put them in the spotlight?
- ▶ Endless twisting hallways, walkways and access tunnels. The perfect place for your post-post-industrial holovid.

People you might meet in Engineering:

- ▶ Mixey, humanoid with snake-like arms. Why are his underground raves so risky?
- ▶ The Tentacles, ten octopus-like sapients, the best band in Below Town. Can you convince them to enter the 426th Intergalactic Battle Of Music Talent?
- ▶ A killbot determined to exterminate the intruders. Can you distract them with their favorite holodrama?
- ▶ One very lost squid-like tourist. Do you take the time to help them?

The Towers (Requires invite)

The Towers stretch into space high above The Grotto. Admin Offices sit at the base of these interlocking spires. They keep the station running and the ox flowing. The richest sapients live at the top and oversee the station's commerce. In between all the station's wealthy and well-to-do sapients live, work and play.

Of course, someone has to clean up after all these rich folks. Many residents from the habs work up here in maintenance, custodial or food service jobs. It's not much, but a credit is a credit. Some of them dream of moving up here. Others dream of sabotage.

The vast green parks and huge windows framing the gas giant Thul'eh make this an epic venue. Of course, only residents and employees are allowed in the Towers. Everyone knows Admin doesn't trust sapients from the habs. Service employees are monitored closely. If you want to play the Towers you'll have to get invited up. Or figure out another way in . . .

Places to go in the Towers:

- ▶ The Egress Expo, the largest venue on the station. If you perform here then you're really made it.
- ▶ Thul'eh View Park, a greenspace with a perfect view of the gas giant and its rings. You've never seen this much grass in your life!
- ▶ The Jump Gate, a famous nightclub owned by a mecha mob boss named Mark One. The perfect place to find a promoter, if you can get in the door.

People you might meet in the Towers:

- ▶ Flu'zle, a gelatinous self centered music promoter. What can you do to impress someone who's seen it all?
- ▶ Becs, a snake-like club owner, desperate to find a band for tonight's big show. What went wrong the last time humans played at the Slither Room?
- ▶ Reporter Bot 1, a holoivid reporter, convinced that human music is corrupting the youth. Can you change their mind? Or just get some free publicity?
- ▶ Phillip, a human custodian, your neighbor in Hab 4. Why are they holding a grudge against you?
- ▶ Crab-like kids who get in the way and ask too many questions. They've never met a real live human before! What awkward questions do they ask?
- ▶ A swarm of overzealous security drones with face scanners. They'll spot you any second, how do you blend in?

*(A BANK OF SECURITY MONITORS,
ON EACH SCREEN A DIFFERENT
TEENAGER IS CAUSING MISCHIEF)*

RUNNING THE GAME

Prepping the Game

Read the whole book. Read or watch a couple of the touchstones, if you want.

Pick a Situation to play or narrow down a couple options and let the group decide at the start of the session. There are some suggestions at the end of this chapter. Use one of these or write your own.

Write down a few potential obstacles, threats, and problems they may face. Look at the NPCs, rival bands and station factions for inspiration.

Starting the Game

Have the players follow the instructions in **Getting The Band Together**. Ask follow up questions as they answer the prompts. Think about the big picture and try to weave their answers together.

Present the Situation(s) to the players. Ask them to think of characters that are connected to those ideas.

Have the players follow the instructions in **Introducing . . .** Ask questions about their background, style, instruments and relationship with NPCs and each other.

Always start the story at the band's hang out. Maybe a fan or a rival is there to goad the band into action.

Running the Game

Describe the station, and always include features and people that the players can interact with. Roll on the Sapient Generator on the back page for inspiration. Egress Station is a crowded place, there's always something happening in the background.

Throw lots of fun problems at them. This is your main job. Every pause in the story, lull in the conversation or moment of quiet is your opportunity to introduce a new problem. For inspiration, look at the station antagonist, rival band, sapient fan or the list of things you might find in that part of the station.

Many parts of the station are difficult to get into. Place their goal in a restricted area, then offer a few different routes in. They can get fake IDs or they can crawl through the air vents. Getting past station security is never easy, it might take a progress track.

When a player rolls a 1 through 5 it's up to you to pick an interesting consequence. Roll on the tables on the back page if you get stuck. Early in the session use Complications. This broadens out the story and makes the world feel more lived in. Towards the end of the session switch to handing out Slams. This stops the story from sprawling as you're trying to wrap things up.

When a player decides to Turn It To 11 the consequences of their action are always worse. This can mean an extra rough Compilation, multiple Slams (which are Noped separately) or any combination of that makes sense. Go hard, remember the player knowingly accepted this risk.

When a player take their fourth Slam, the worst thing

happens. Ask the player what's the worst thing that could happen right now, then make it even worse. Their father catches them? It's worse, it's their beloved grandmother and she isn't mad, just disappointed.

Always remember that these are stories about teenagers. They don't die, they get grounded. They don't lose a limb, they lose their favorite jacket. Find things the players care about and use that to inspire Complications.

Use progress tracks for larger problems the players have to overcome or resolve. Spell out a word that represents the current problem. Use longer words for bigger problems. When the players attempt to deal with the problem and roll a success (4-6 on the highest die) check off a letter. Check off an extra letter for every Kick added to the roll. When they check off the last letter they have resolved the problem.

Use danger tracks to represent serious threats to the players. Same as above, except you check off letters when the players fail a roll (1-3 on the highest die). When the last letter is checked off the threat comes to pass. (Use shorter words for danger tracks. The players can always Nope and stop you from checking off a letter.)

Let the players do cool things. Don't say no unless it ruins someone's fun or makes the tone too silly. If you're unsure, just ask for a roll and see. If it seems overpowered, break it up with a progress track. The players decide what they do, you decide how effective it is.

Ending the Game

When the story is over it's time to tell the epilogue. Players take turns narrating short scenes or vignettes featuring their character. Use the table below to inspire the epilogue's low and high points.

For oneshot games the epilogues can cover as much time as you want. How does the rest of your life go? Do you make it big? At what cost? For campaign play, each epilogue covers a shorter amount of time. What happens in the week or two between now and the next session? What impact did this session have on the characters and the band?

Low Point

Roll 1d6 per trouble point to have and take the highest.

6 A lasting injury. A shattered dream. A future you can't escape. Press ganged on a cargo hauler. A lost friendship. Something that haunts you.

4/5 A long road. A big setback. Stuck in a rut. Humiliated. Grounded for a year. Difficult changes. Something coming to an end

1-3 A mild embarrassment. An amusing predicament. A change of plans. A thing that still nags at you. A looming threat.

High Points

Roll 1d6 per style point you have and take the highest. Include the band's genre bonus, if they earned it.

6 Living the dream. Fame. Popularity. Money. Or just complete happiness doing what you love. You get what you want most.

4/5 A new friend. An old friend. Reconnecting with your community. Progress toward a goal. Rebuilding. Keeping at it.

1-3 Glimmer of Hope. A new opportunity. A memory you'll always cherish. Something that can't be taken from you.

Describe what happens to your character in the weeks or months afterward, using the prompts you rolled as guidance and inspiration. End on a high point. No matter what, at the end of the day you're still a rock star.

Reunion Tour?

Finally, what happens to the band? What's your legacy? A faded poster at the Bug-Fry? A fleeting moment of holovid fame? A single performance and some memories? Do you still hang out? When was the last time you were all together? Did you know that was the last blue milk you'd share?

Running Performances

What's the point of starting a band if you don't put on a show? Performances make great dramatic conclusions to your story. They also work well as the midpoint of a story arc, a way to transition from one part of the story to the next. Performances are played out with the same mechanics as the rest of the game. The steps below are guidance, not requirements. You can resolve a performance with a single roll if that fits the story.

1 Set the stage. Where is the performance happening? What makes this location special and unique? Ask the players for their input, why did they choose this location specifically? Who else is here? Is the audience big/small/enthusiastic/bored/excited/distracted? Are there other bands performing? Is someone special in the audience?

2 Set the goal. Why does this performance matter? Of all the times the band has performed together, why are we focusing on this show? What are the players trying to achieve? What happens if everything goes perfectly? Pick a word for a progress track to represent this goal.

3 Set the risks. What will happen if they freeze up, choke, miss the high note or forget their signature riff? Will they disappoint someone important? Or miss out on the chance of a lifetime? Who is watching close enough to catch their mistakes? Pick a word for a danger track to represent this risk.

4 Play through the performance, making rolls and adding problems as usual. Change the setting and story as the performance happens. New audience members or bands arrive, the station antagonist gets involved, a character from earlier in the story shows up at the wrong time. Modify the progress and danger tracks to represent these changes.

Situations

- ▶ The 426th Intergalactic Battle Of Music Talent, presented by HyrdoCola! is tonight. Humans aren't important enough to be included, but that's not going to stop you. Can you get into the Towers and crash the Battle?
- ▶ You've heard someone found a working access hatch into the Dark Hab, which was locked down ages ago. You also heard the first person to try the hatch never came back. But that's just a rumor, right?
- ▶ You had a weird dream last night, like REALLY weird. It must have been a sign from the Other Dimensional Sapients that live nearby. Can you get in and perform for the weirdest show of your life?
- ▶ Mari (passionate, dripping, scorpion-like) is getting ready to surf the rings of Thul'eh for the last time. You're the perfect band to perform in the holovid, but literally every group on Egress is trying to get this gig.

Sapient Emotions				Sapient Adjectives		
1-2		3-4	5-6	1-2	3-4	5-6
1	Intrigued	Humiliated	Exasperated	Tiny	Giant	Telekinetic
2	Determined	Affectionate	Bitter	Young	Dripping	Ancient
3	Heartbroken	Cranky	Outraged	Glowing	Morphing	Ghostly
4	Despondent	Relaxed	Trusting	Crawling	Colossal	Camouflaged
5	Suspicious	Adventurous	Bored	Telepathic	Towering	Multi-headed
6	Passionate	Playful	Frightened	Scaly	Flying	Bipedal

Sapient Shapes				Sapient Names		
	1-2	3-4	5-6	1-2	3-4	5-6
1	Snake-like	Centipede-like	Swarm	Ceq'up	Kegarq	Vlakse
2	Jellyfish-like	Slug-like	Android	Wruoolz	Glechathe	Qruyhthersua
3	Crocodile-like	Eel-like	Killbot	Cheln	Eel	Zryeg
4	Crab-like	Scorpion-like	Drone	Kreib	Saeh	Ifoe
5	Spider-like	Bird-like	Cyborg	Wruahnello	Rit'ks	Gaup
6	Squid-like	Ball of Light	Mecha	Ript	Morfa	Frank

NPC Issues	
2d6	Result
2	Malfunctioning A.I
3	Criminal on the run
4	Cult missionaries
5	Wide eyed tourists
6	Arrogant ring surfers
7	Station Security
8	Rival band
9	Musicians union agent
10	Spacers on shore leave
11	Drunk wedding party
12	Audiotechnic researchers

Station Issues	
2d6	Result
2	Other dimensional incursion
3	Failed grav generator
4	Radiation contamination
5	Sealed station doors
6	Aliens slime the room
7	Power failure, lights go out
8	Interference, coms go out
9	Room filled with alien webs
10	Security checkpoint
11	Fragile alien egg sacks
12	Spaceship on a collision course