

SETTLEMENT DESIGN QUESTIONNAIRE

Expanded d10 Edition for Raygun-Slingers

Instructions: Roll a d10 for each category to randomly generate your frontier settlement, or cherry-pick the options that create the perfect town for your campaign. From dusty outposts to gleaming hub cities!

PART 1: BASIC CHARACTERISTICS

Defining the settlement's identity

SETTLEMENT SIZE

d10	Example Answer
1	Outpost (50-200) - Frontier waystation, barely permanent
2	Village (200-800) - Small agricultural or mining community
3	Town (800-3,000) - Regional trading hub with basic services
4	City (3,000-15,000) - Major settlement with diverse economy
5	Metropolis (15,000-50,000) - Regional capital, political center
6	Megacity (50,000+) - Sprawling urban center, system hub
7	Mobile Settlement (Variable) - Nomadic caravan or fleet of ships
8	Underground Complex (500-5,000) - Subterranean refuge or mining operation
9	Orbital Station (1,000-10,000) - Space habitat, not planetside
10	Ruins Revival (100-1,000) - Rebuilt on ancient alien city foundations

PRIMARY FUNCTION

d10	Example Answer
1	Mining Hub - Extraction of valuable minerals (uranium, plutonium, rare metals)
2	Agricultural Center - Terraformed farmland feeds other settlements
3	Trade Junction - Crossroads where shipping routes converge
4	Military Garrison - Defensive fort or naval base
5	Religious Pilgrimage Site - Sacred location draws faithful
6	Corporate Headquarters - Company town owned by single entity
7	Research Station - Scientific study of local phenomena or artifacts

8	Penal Colony - Prison settlement for exiled criminals
9	Refugee Camp - Displaced populations fleeing conflict or disaster
10	Entertainment/Vice District - Gambling, pleasure, escapism

AGE OF SETTLEMENT

d10	Example Answer
1	Brand New (0-5 years) - Still being built, everything temporary
2	Young (5-20 years) - Established but growing rapidly
3	Mature (20-50 years) - Stable, second generation born here
4	Old (50-100 years) - Historic by frontier standards, traditions formed
5	Ancient (100+ years) - Among first human colonies, legacy families
6	Pre-Human Ruins (Millennia) - Built atop alien civilization remains
7	Cyclical (Variable) - Abandoned and resettled multiple times
8	Time-Dilated (Subjective) - Relativistic effects make age unclear
9	Recently Rediscovered (Unknown) - Lost colony contact restored
10	Artificially Aged (Decades) - Accelerated growth through corporate investment

FOUNDING STORY

d10	Example Answer
1	Planned Colony - Corporate or government sponsored settlement
2	Accidental Settlement - Stranded travelers made the best of it
3	Gold Rush - Discovered valuable resources, boom town formed
4	Religious Exodus - Fleeing persecution, seeking promised land
5	Military Outpost Evolved - Fort became civilian settlement over time
6	Shipwreck Survivors - Crashed vessel became foundation of town
7	Exile Community - Criminals or political dissidents banished here
8	First Contact Site - Built where humans met alien species
9	Archaeological Discovery - Scientists stayed to study alien ruins
10	Corporate Experiment - Social engineering project or test city

PART 2: ENVIRONMENT & CLIMATE

The natural world shapes daily life

CLIMATE TYPE

d10	Example Answer
1	Desert - Extreme heat, minimal water, sandstorms
2	Arctic/Tundra - Freezing temperatures, ice storms, long nights
3	Temperate - Earth-like seasons, comfortable for humans
4	Jungle/Rainforest - Hot, humid, dense vegetation, constant rain
5	Volcanic - Geothermal activity, ash clouds, lava flows
6	Toxic Atmosphere - Requires environmental suits or domed habitats
7	Water World - Built on platforms or floating structures
8	Underground - No natural weather, artificial climate control
9	Radiation Zone - High atomic background, protective gear needed
10	Variable/Extreme - Dramatic swings between hot and cold

NATURAL HAZARDS

d10	Example Answer
1	Radiation Storms - Periodic atomic weather, seek shelter or die
2	Seismic Activity - Earthquakes, volcanic eruptions common
3	Predatory Wildlife - Dangerous alien creatures hunt near settlement
4	Toxic Flora - Poisonous plants, spore clouds, carnivorous vegetation
5	Extreme Temperature Swings - Deadly heat by day, freezing by night
6	Atmospheric Phenomena - Lightning storms, tornadoes, magnetic anomalies
7	Sinkholes/Unstable Ground - Buildings collapse into underground voids
8	Solar Flares - Star's activity disrupts electronics regularly
9	Tidal Forces - If orbiting gas giant, extreme gravitational stress
10	Dust Storms - Visibility zero, machinery clogs, suffocation risk

WATER SOURCE

d10	Example Answer
1	Natural Aquifer - Underground water, wells sustain settlement
2	River/Lake - Surface water abundant, but may be contaminated

3	Ice Harvesting - Melt glaciers or ice caps for water
4	Atmospheric Condensers - Extract moisture from air mechanically
5	Imported - Water shipped in from off-world, expensive
6	Recycling Plant - Closed-loop system, every drop reused
7	Alien Ecosystem - Native organisms produce potable water
8	Underground Ice - Permafrost mining operations
9	Toxic Source - Water available but requires extensive purification
10	Perpetual Shortage - Water is most valuable commodity, rationed strictly

TERRAIN FEATURES

d10	Example Answer
1	Flat Plains - Wide open, easy building, no natural defenses
2	Canyon/Gorge - Built into cliff walls, vertically oriented
3	Island/Archipelago - Separated by water, boats essential
4	Mountain Valley - Surrounded by peaks, defensible but isolated
5	Cave System - Underground tunnels and caverns
6	Crater - Built in impact site, natural amphitheater
7	Forest/Jungle - Dense vegetation provides cover and resources
8	Badlands - Eroded rock formations, mazelike geography
9	Swamp/Marsh - Wet, difficult terrain, disease risk
10	Artificial Landscape - Heavily terraformed or entirely constructed

PART 3: GOVERNANCE & POWER STRUCTURE

Who really runs this place

OFFICIAL GOVERNMENT

d10	Example Answer
1	Corporate Owned - Company holds all property, residents are employees
2	Military Dictatorship - Garrison commander rules with absolute authority
3	Democratic Council - Elected representatives make decisions collectively
4	Hereditary Leadership - Founding family dynasty maintains control
5	Theocracy - Religious leaders govern according to doctrine
6	Anarchy - No formal government, might makes right
7	AI Administrator - Computer system makes all major decisions
8	Colonial Governor - Appointed by distant planetary/system authority
9	Syndicate Rule - Criminal organizations control openly
10	Hybrid System - Multiple power centers share authority uneasily

REAL POWER HOLDER

d10	Example Answer
1	Wealthy Industrialist - Controls economy, thus controls everything
2	Crime Boss - Underground network actually runs daily operations
3	Military Commander - Official government is puppet for armed forces
4	Religious Leader - Spiritual authority supersedes legal authority
5	AI/Computer - Automated systems make decisions, humans follow
6	Off-World Corporation - Distant company pulls strings through proxies
7	Secret Society - Hidden cabal manipulates public leaders
8	Alien Benefactor - Non-human entity provides resources, demands obedience
9	Warlord/Strongman - Individual with personal army enforces will
10	No One - Genuine power vacuum, constant struggle for control

LAW ENFORCEMENT

d10	Example Answer
1	Corporate Security - Private armed force serves company interests
2	Elected Sheriff - Accountable to citizens, limited resources

3	Military Police - Soldiers maintain order, martial law mentality
4	Bounty System - Private contractors hunt criminals for rewards
5	Vigilante Justice - Citizens enforce own codes, lynch mobs common
6	AI Surveillance - Automated systems detect and punish crime
7	Religious Enforcers - Faith-based justice, morality crimes prosecuted
8	Minimal/Absent - Frontier justice, individuals settle own disputes
9	Corrupt/Ineffective - Law exists but enforcement is joke
10	Competing Forces - Multiple groups claim authority, confusion reigns

LEGAL SYSTEM

d10	Example Answer
1	Corporate Code - Company regulations have force of law
2	Frontier Justice - Quick trials, harsh sentences, public executions
3	Traditional Earth Law - Attempts to maintain old-world legal standards
4	Alien Jurisdiction - Non-human legal framework applies
5	Religious Law - Sacred texts define crime and punishment
6	Survival Pragmatism - Whatever keeps settlement functioning is legal
7	No Written Laws - Precedent and custom guide decisions
8	Trial by Combat - Disputes settled through formalized violence
9	Lottery Justice - Random selection determines verdicts (fairness through chaos)
10	Dual System - Different laws for citizens vs. outsiders/transients

PART 4: ECONOMY & RESOURCES

What keeps this place running

PRIMARY EXPORT

d10	Example Answer
1	Atomic Minerals - Uranium, plutonium, radioactive isotopes
2	Alien Artifacts - Recovered technology or cultural relics
3	Agricultural Products - Food for less habitable worlds
4	Manufactured Goods - Industrial production for frontier markets
5	Luxury Items - Rare gems, exotic materials, artisan crafts
6	Services - Entertainment, medical care, technical expertise
7	Military Equipment - Weapons, armor, vehicles for frontier conflicts
8	Biological Samples - Native organisms for pharmaceutical research
9	Water/Breathable Air - Exported to resource-poor settlements
10	Nothing - Settlement exists for strategic location, not production

ECONOMIC HEALTH

d10	Example Answer
1	Boom Town - Rapid growth, jobs plentiful, fortunes being made
2	Stable - Modest but consistent economic activity
3	Declining - Industry failing, population leaving, decay setting in
4	Boom/Bust Cycle - Alternates between prosperity and desperation
5	Black Market Thriving - Illegal economy dwarfs legitimate trade
6	Corporate Monopoly - One company controls everything, prices inflated
7	Post-Scarcity (Local) - Automation and resources meet all needs
8	Barter Economy - Currency worthless, trade in goods and services
9	Debt Slavery - Most residents owe company store, trapped by debt
10	War Profiteering - Conflict in region creates economic opportunity

SCARCITY/VALUABLE RESOURCE

d10	Example Answer
1	Water - Every drop precious, controlled by power brokers
2	Food - Agriculture difficult, starvation threat constant

3	Medicine - Medical supplies rare, life-saving drugs expensive
4	Ammunition - Arms plentiful but bullets scarce
5	Energy/Fuel - Power sources limited, rationed carefully
6	Breathable Air - Toxic atmosphere makes oxygen valuable
7	Technology Parts - Replacement components must be imported
8	Skilled Labor - Technical expertise in high demand
9	Entertainment - Desperate for distraction from harsh life
10	Information - Knowledge itself is commodity, secrets traded

TRADE CONNECTIONS

d10	Example Answer
1	Major Hub - Multiple shipping routes converge here
2	Single Route - One supply line, vulnerable to disruption
3	Isolated - Rarely visited, self-sufficient by necessity
4	Smuggler's Haven - Unofficial trade thrives, avoid tariffs
5	Corporate Franchise - Company controls all imports/exports
6	Pirate Target - Frequent raids disrupt legitimate commerce
7	Treaty Port - Aliens and humans trade here under agreements
8	Blockaded - Hostile forces restrict access
9	Black Market Central - More illegal than legal trade
10	Middleman Settlement - Nothing produced, everything passes through

PART 5: POPULATION & CULTURE

The people who call this home

POPULATION COMPOSITION

d10	Example Answer
1	Homogeneous - Single ethnicity/culture dominates (90%+)
2	Melting Pot - Diverse mix of Earth cultures integrated
3	Corporate Employees - Transferred workers, little local identity
4	Multi-Species - Humans and aliens coexist
5	Class Divided - Wealthy elite vs. poor laborers, stark separation
6	Generational Split - Old settlers vs. recent arrivals, tension
7	Clan-Based - Rival family groups compete for influence
8	Transient Majority - Few permanent residents, constant turnover
9	Synthetic/Enhanced - High percentage of cyborgs, clones, modified humans
10	Refugee Population - Displaced peoples from multiple conflicts

CULTURAL IDENTITY

d10	Example Answer
1	Frontier Individualism - Self-reliance, personal freedom paramount
2	Corporate Loyalty - Company defines identity, 'family' culture
3	Old Earth Nostalgia - Clings to pre-colonization traditions
4	New Frontier Pride - Defining new culture distinct from Earth
5	Religious Fundamentalism - Faith shapes all aspects of life
6	Survivalist Pragmatism - Whatever works, no room for sentiment
7	Outlaw Mystique - Romanticizes criminal lifestyle
8	Academic/Scientific - Knowledge and discovery valued above all
9	Martial Culture - Honor, combat prowess, military structure
10	Hedonistic Escapism - Life is short, pursue pleasure constantly

SOCIAL TENSIONS

d10	Example Answer
1	Rich vs. Poor - Wealth inequality creates resentment
2	Locals vs. Newcomers - Established residents resist new arrivals

3	Human vs. Alien - Species integration creates prejudice
4	Religious Conflict - Competing faiths vie for converts
5	Labor vs. Management - Workers organize against corporate control
6	Traditionalists vs. Progressives - Old ways vs. change
7	Criminal vs. Law - Endemic corruption or organized crime
8	Augmented vs. Natural - Cyborgs/modified humans face discrimination
9	Generational Divide - Youth reject elders' values
10	Resource Competition - Scarcity creates zero-sum mentality

EDUCATION LEVEL

d10	Example Answer
1	Highly Educated - Research institution or corporate elite
2	Trade Schools Dominant - Practical skills prioritized
3	Minimal Formal - Most learn through apprenticeship
4	Corporate Training Only - Company provides job-specific education
5	Religious Schools - Faith-based curriculum
6	Non-Existent - Frontier survival leaves no time for schooling
7	AI Tutors - Automated education systems
8	University Town - Higher learning is primary industry
9	Oral Tradition - Knowledge passed through storytelling
10	Class-Based - Elite educated off-world, poor remain illiterate

PART 6: INFRASTRUCTURE & TECHNOLOGY

What's been built and what works

BUILDING MATERIALS

d10	Example Answer
1	Prefab Modules - Shipped components, quick assembly
2	Local Stone/Metal - Quarried or mined from planet
3	Recycled Starship Parts - Decommissioned vessels repurposed
4	Adobe/Mud Brick - Low-tech, abundant materials
5	Alien Ruins Integration - Built atop/within ancient structures
6	Living Structures - Bioengineered organisms grow buildings
7	Plastic/Polymer - Manufactured from local hydrocarbons
8	Ice/Snow - Frozen water provides structure in cold climates
9	Force Field Architecture - Energy barriers instead of solid walls
10	Scrap Patchwork - Whatever materials salvaged, chaotic appearance

POWER SOURCE

d10	Example Answer
1	Nuclear Reactor - Fission or fusion plant, reliable but hazardous
2	Solar Arrays - Star's energy harvested, weather-dependent
3	Geothermal - Planetary heat tapped for power
4	Imported Fuel - Energy shipped in, expensive and vulnerable
5	Alien Technology - Recovered power source, poorly understood
6	Wind Turbines - Atmospheric currents drive generators
7	Hydroelectric - Water flow generates electricity
8	Biofuel - Locally grown organic materials burned
9	Inconsistent/Rationed - Power available only certain hours
10	Zero-Point Energy - Experimental/theoretical power extraction

TRANSPORTATION

d10	Example Answer
1	Ground Vehicles Only - Cars, trucks, limited to roads/terrain
2	Hover Transport - Anti-grav vehicles, smooth but energy-intensive

3	Rail System - Trains connect districts or nearby settlements
4	Aircraft/Shuttles - Vertical take-off craft for rapid transit
5	Beasts of Burden - Alien or modified Earth animals for transport
6	Walking/Foot Traffic - Settlement compact enough, vehicles unnecessary
7	Underground Tunnels - Subway or maintenance passage network
8	Teleportation Pads - Limited-range matter transmission
9	Cable Cars/Gondolas - Aerial transport in mountainous terrain
10	Mix/Chaotic - No unified system, every method coexists

COMMUNICATION TECHNOLOGY

d10	Example Answer
1	Quantum Ansible - Instant FTL communication, expensive
2	Radio/Wireless - Standard transmission, lag over distances
3	Courier System - Physical message delivery by ship/rider
4	Telepathic Network - Psionic communication infrastructure
5	AI Relay - Computer systems manage and route all messages
6	Satellite Uplink - Orbital network provides coverage
7	Limited/Censored - Communication monitored and restricted
8	Quantum Encryption - Secure but requires special equipment
9	Unreliable - Systems frequently fail, messages lost
10	None - Settlement isolated, no outside contact

PART 7: DEFENSES & THREATS

What protects and endangers the settlement

DEFENSIVE MEASURES

d10	Example Answer
1	High Walls - Physical barriers surround settlement
2	Energy Shields - Force fields protect against attacks
3	Gun Emplacements - Automated or manned weapons platforms
4	Militia/Armed Citizens - Everyone capable fights when needed
5	Professional Garrison - Dedicated military force stationed here
6	Mercenary Guard - Hired protection, loyalty questionable
7	Early Warning Systems - Sensors detect approaching threats
8	Natural Defenses - Geography makes attack difficult
9	Minimal/None - Open settlement, relies on luck or diplomacy
10	Hidden Location - Security through obscurity, hard to find

EXTERNAL THREATS

d10	Example Answer
1	Pirate Raids - Bandits attack for loot and supplies
2	Alien Hostiles - Native species views settlement as invasion
3	Corporate Warfare - Rival companies use force to compete
4	Separatist Insurgency - Rebels fight against government control
5	Environmental Hazards - Nature itself is biggest threat
6	Slavers - Organized groups kidnap residents for sale
7	Cult/Religious Extremists - Fanatics target settlement
8	Rogue AI - Malfunctioning machines attack without reason
9	Zombie/Infected - Disease or parasite creates aggressive victims
10	No External Threats - Isolation or treaties maintain safety

INTERNAL THREATS

d10	Example Answer
1	Crime Syndicates - Organized criminals control districts
2	Corrupt Officials - Leaders abuse power for personal gain

3	Social Unrest - Protests, riots, potential revolution
4	Saboteurs - Agents of rival powers undermine from within
5	Disease Outbreak - Epidemic threatens population
6	Psychic Threats - Rogue psionics or mental parasites
7	Resource Riots - Scarcity drives violence over supplies
8	Cult Infiltration - Secret believers work toward hidden agenda
9	Labor Strikes - Work stoppages paralyze settlement
10	Relatively Peaceful - Minor crime only, generally safe

DANGER LEVEL

d10	Example Answer
1	Death World - Constant mortal threats, survival uncertain
2	High Risk - Regular dangers, casualties expected
3	Moderate - Occasional incidents, precautions necessary
4	Stable with Risks - Generally safe, specific known threats
5	Low Danger - Frontier, but well-protected and supplied
6	Safe Haven - Unusual security for frontier settlement
7	Cycle of Violence - Alternates between peaceful and dangerous
8	False Security - Appears safe but hidden threats loom
9	Escalating - Danger increasing over time
10	Declining - Once dangerous, now pacified or abandoned

PART 8: NOTABLE LOCATIONS

Landmarks and gathering places

CENTRAL LANDMARK

d10	Example Answer
1	Starport/Landing Pad - Where ships arrive and depart
2	Main Square/Plaza - Public gathering space, markets
3	Corporate Headquarters - Imposing building of ruling company
4	Religious Temple - Sacred structure dominates skyline
5	Alien Ruins - Ancient structure integrated into settlement
6	Reactor/Power Station - Energy source is architectural focus
7	Memorial/Monument - Honors founding or tragedy
8	Water Tower/Reservoir - Life source prominently displayed
9	Fortified Keep/Citadel - Defensive structure at heart
10	Natural Wonder - Unique geological/biological feature

SOCIAL HUB

d10	Example Answer
1	Saloon/Bar - Drinking, gambling, information exchange
2	Company Store - Only shop, center of economic life
3	Bazaar/Market - Open-air trading, chaotic commerce
4	Church/Temple - Religious community gathers here
5	Fight Pits - Legal or illegal combat entertainment
6	Cantina/Diner - Cheap food, working-class gathering spot
7	Brothel/Pleasure House - Vice district's main attraction
8	Union Hall - Workers organize and meet
9	Public Bathhouse - Hygiene and socialization combined
10	Virtual Reality Arcade - Escapism through technology

DANGEROUS DISTRICT

d10	Example Answer
1	Red Light District - Prostitution, drugs, illegal entertainment
2	Slums/Tent City - Poverty, desperation, crime

3	Industrial Zone - Heavy machinery, accidents, pollution
4	The Docks/Railyard - Rough crowd of transients and laborers
5	Alien Quarter - Non-human enclave, humans unwelcome
6	Radiation Zone - Contaminated area, desperate scavengers
7	Beneath - Underground tunnels, criminal hideouts
8	The Barrens - Outskirts beyond law's reach
9	Corporate Black Site - Experiments conducted secretly
10	Quarantine Zone - Disease outbreak sealed off

POINTS OF INTEREST

d10	Example Answer
1	Ancient Observatory - Alien structure with astronomical purpose
2	Abandoned Mine - Played out or dangerous, now home to outcasts
3	Orbital Elevator - Space access point, heavily guarded
4	Crashed Starship - Landmark and scavenge site
5	Psychic Hotspot - Location with intense mental energy
6	Hidden Smuggler's Den - Secret facility for illegal trade
7	Historic Battlefield - Site of important past conflict
8	Terraform Station - Machinery actively changing environment
9	Underground River - Source of water and mystery
10	Alien Embassy - Diplomatic outpost of non-human species

PART 9: FACTIONS & ORGANIZATIONS

Competing interests within the settlement

MAJOR FACTION 1

d10	Example Answer
1	Ruling Corporation - Owns settlement, controls economy
2	Religious Order - Spiritual authority, moral guidance
3	Labor Union - Workers organized for better conditions
4	Criminal Syndicate - Illegal operations, extortion, smuggling
5	Military Garrison - Armed forces maintaining order
6	Merchant Guild - Traders and shopkeepers united
7	Settler Council - Original colonists' descendants hold influence
8	Scientific Institute - Researchers pursuing knowledge
9	Alien Delegation - Non-human representatives resident here
10	Reformist Movement - Activists seeking systemic change

MAJOR FACTION 2

d10	Example Answer
1	Rival Corporation - Competes with dominant company
2	Separatist Group - Wants independence from central authority
3	Pirate/Bandit Alliance - Organized outlaws operating nearby
4	Environmental Activists - Oppose terraforming/exploitation
5	Psychic Collective - Telepaths form mutual support network
6	Veteran's Organization - Ex-military with shared interests
7	Youth Movement - Younger generation rejecting tradition
8	Secret Society - Hidden cabal pursuing mysterious agenda
9	Refugee Advocacy - Represents displaced populations
10	Tech Cultists - Worship AI or ancient alien technology

MINOR FACTION/WILD CARD

d10	Example Answer
1	Journalists/News Service - Control information flow
2	Gladiator's Guild - Manages combat entertainment

3	Explorer's Society - Scout dangerous territories
4	Medical Collective - Healthcare providers with influence
5	Entertainer's Union - Control culture and leisure
6	Scavenger Crews - Salvage valuable materials from ruins
7	Bounty Hunter Network - Track and capture fugitives
8	Fortune Tellers/Psychics - Claim supernatural insight
9	Smuggler's Ring - Move illegal goods discreetly
10	Doomsday Cult - Predicts/welcomes settlement's destruction

FACTION CONFLICT

d10	Example Answer
1	Open Warfare - Violence erupts regularly between groups
2	Cold War - Tense standoff, proxy conflicts
3	Economic Competition - Trying to bankrupt rivals
4	Political Maneuvering - Compete for legal control
5	Ideological Struggle - Incompatible worldviews clash
6	Resource Dispute - Fight over scarce materials
7	Blood Feud - Historical grievances fuel violence
8	Uneasy Alliance - Cooperate against common threat
9	Power Vacuum - Leadership absent, everyone scrambling
10	Stable Balance - Factions coexist peacefully (for now)

PART 10: SECRETS & MYSTERIES

Hidden truths waiting to be discovered

SETTLEMENT'S DARK SECRET

d10	Example Answer
1	Built on Mass Grave - Founders massacred natives, buried evidence
2	Sentient AI Rules - Computer makes all decisions, humans puppets
3	Alien Artifact Influence - Ancient device subtly controls population
4	Corporate Experiment - Entire settlement is social engineering test
5	Cannibal Past - Desperate times led to eating dead, tradition persists
6	Disease Vector - Settlement itself spreads plague to visitors
7	Dimensional Rift - Portal to another reality hidden beneath
8	Slave Labor Foundation - Wealth built on trafficking, hidden today
9	Time Loop - Settlement experiences same events repeatedly
10	Fake Settlement - Elaborate facade hiding true purpose

HIDDEN TREASURE/RESOURCE

d10	Example Answer
1	Alien Vault - Ancient cache of advanced technology sealed away
2	Mother Lode - Massive mineral deposit undiscovered
3	Pre-War Bunker - Supplies and weapons from forgotten conflict
4	Psychic Nexus - Location amplifies mental powers dramatically
5	Living Artifact - Biological entity with reality-warping abilities
6	Hidden Water Source - Abundant supply would end scarcity
7	Genetic Archive - DNA of extinct species preserved
8	Star Charts - Navigation data to unexplored systems
9	Corporate Blackmail - Documents proving crimes of powerful
10	Nothing - Legend persists but no treasure exists

MYSTERIOUS PHENOMENON

d10	Example Answer
1	Recurring Visions - Multiple residents share prophetic dreams
2	Disappearances - People vanish without trace regularly

3	Haunting - Apparitions or psychic echoes appear
4	Time Distortion - Clocks run wrong, ages vary unpredictably
5	Mutation Wave - Radiation causes random genetic changes
6	Impossible Weather - Meteorological events that shouldn't occur
7	Alien Observers - Unknown entities watch from distance
8	Recovered Amnesia - Long-term residents forget past lives
9	Precognitive Animals - Beasts sense future, behave strangely
10	Reality Glitches - Physics occasionally fails in specific areas

CONSPIRACY THEORY (TRUE)

d10	Example Answer
1	Mind Control Drugs - Corporation adulterates water supply
2	Replacement People - Key citizens secretly aliens/clones
3	Fake Emergency - Leaders invented crisis to maintain control
4	Buried Starship - Functional vessel hidden beneath settlement
5	Alien Breeding Program - Non-humans secretly creating hybrids
6	Assassination List - Someone systematically eliminating residents
7	Psychic Monitoring - Telepaths read thoughts of all citizens
8	Zombie Contingency - Bodies preserved for reanimation
9	Off-World Slavery - Residents kidnapped and sold secretly
10	Controlled Opposition - 'Rebels' are actually government agents

BONUS QUESTIONS (Optional Flavor)

SETTLEMENT NICKNAME

d10	Example Answer
1	The Scar - Visible wound on planet's surface
2	Last Hope - Final refuge before wilderness
3	Rust Town - Everything corroded and decaying
4	The Crater - Founded in impact site
5	Boom City - Either prosperous or explosive, unclear
6	End of the Line - Last stop on rail route
7	The Garden - Unexpected oasis of green life
8	Devil's Bargain - Named for founding compromise/deal
9	The Anvil - Where frontier forges tough survivors
10	Tombstone - Lots of graves, questionable humor

FOUNDING TRAGEDY

d10	Example Answer
1	First Winter - Half the original colonists died
2	Ship Explosion - Arrival vehicle destroyed, stranded
3	Native Massacre - Early contact turned violent
4	Plague Outbreak - Disease killed founders' children
5	Mutiny/Murder - Leadership killed by own people
6	Starvation - Crops failed first three seasons
7	Betrayal - Promised supplies never arrived
8	Accident - Critical equipment failure killed many
9	Predator Attack - Wildlife decimated population
10	No Tragedy - Surprisingly smooth founding (suspicious)

ANNUAL EVENT/FESTIVAL

d10	Example Answer
1	Founding Day - Celebrate settlement establishment
2	Harvest Festival - Thank planets for food
3	Memorial Service - Honor the dead

4	Trade Fair - Merchants gather for major commerce
5	Combat Tournament - Gladiatorial games or duels
6	Religious Pilgrimage - Faithful journey here annually
7	Radiation Storm Sheltering - Community bunker party
8	Race/Competition - Vehicle or athletic contest
9	Rebellion Anniversary - Commemorate successful uprising
10	No Celebrations - Life too hard for festivities

LOCAL CUISINE SPECIALTY

d10	Example Answer
1	Radiation-Treated Meat - Preserved through atomic exposure
2	Alien Flora Dishes - Native plants cultivated for food
3	Synthetic Protein - Vat-grown sustenance
4	Imported Delicacies - Off-world food as luxury
5	Fungal Cultivation - Mushrooms grow in darkness
6	Insect Protein - Efficient food source, acquired taste
7	Preserved Rations - Military surplus as staple
8	Aquatic Harvest - Water-world fishing culture
9	Desert Adaptations - Cactus, dried meats
10	Nothing Special - Standard colony food paste

ARCHITECTURAL STYLE

d10	Example Answer
1	Retro-Futuristic - 1950s vision of tomorrow, chrome and fins
2	Industrial Brutalism - Function over form, concrete and steel
3	Organic Integration - Buildings blend with environment
4	Vertical Construction - Built upward in layers
5	Modular Uniformity - Identical prefab sections
6	Scavenger Aesthetic - Mismatched salvaged parts
7	Neo-Victorian - Ornate, nostalgic for Earth past
8	Alien Influence - Mimics non-human architectural principles
9	Underground Warrens - Tunnel networks, claustrophobic

10

Open-Air Market - Minimal permanent structures

HOW TO USE THIS WITH CLAUDE

Once you've rolled or chosen your settlement features:

1. COMPILE YOUR RESULTS

Copy your selected answers into a single list. Include size, function, climate, government, threats, and any other relevant details.

2. FEED TO CLAUDE WITH THIS PROMPT:

"I'm designing a frontier settlement for Raygun-Slingers. Here are my core design choices: [paste your answers]. Help me create a complete settlement with districts, NPCs, adventure hooks, maps, and interesting conflicts that fit the retro-futuristic frontier setting."

3. ITERATE 2-3 TIMES

Ask Claude to:

- Develop key NPCs and their motivations
- Create specific locations with encounter possibilities
- Suggest faction conflicts and plot hooks
- Generate random encounter tables
- Design settlement map or district breakdown

4. REQUEST FILE FORMATS

Ask Claude to create:

- Word docs for settlement guides (like the Pecos City example)
- PDFs for player handouts and maps
- Spreadsheets for NPC rosters, shop inventories
- Flowcharts showing faction relationships

Pro Tip: Reference the Pecos City guide in your project knowledge as an example of the detail level and tone you want. Tell Claude: "Create something with this level of detail and attitude, but for my settlement."

INSTRUCTOR NOTES

Teaching Applications:

- **Systems thinking:** Students learn how settlement features interconnect (climate affects economy, government shapes culture, etc.)
- **Worldbuilding coherence:** Students see how random elements can be unified into logical, believable places
- **Conflict generation:** Students discover that interesting settlements have built-in tensions and problems
- **Scalable complexity:** Students learn to start with core features and expand detail as needed

Key Learning Moment:

When students roll contradictory results (e.g., 'Safe Haven' with 'Criminal Syndicate Rules'), they learn to ask Claude: 'How can both be true?' This teaches them that apparent contradictions create interesting nuance—the settlement APPEARS safe but criminals maintain order brutally, or it's safe FOR criminals, etc. AI excels at resolving these apparent conflicts creatively.

Settlement Design Best Practices:

Teach students that the best settlements have: (1) Clear stakes - something valuable to protect or fight over, (2) Multiple factions - competing interests create drama, (3) Hidden layers - not everything is obvious on first visit, (4) Adventure hooks built in - the setting naturally generates story opportunities. Every settlement should answer: 'Why do players NEED to come here?' and 'What goes wrong if they don't intervene?'

Using This With Your Pecos City Example:

You've already created Pecos City as a detailed example. Have students analyze it using this questionnaire—which categories does it fill? Then have them create a RIVAL settlement that contrasts with Pecos City in interesting ways. This teaches them to create variety across multiple locations in the same campaign world.