# Loner: Spacer

*Loner: Spacer* is a solo tabletop RPG adventure set in the vast, uncharted expanse of the cosmos. This game immerses you in the life of a lone starfarer navigating a galaxy filled with dangers, opportunities, and mysteries. Will you become a legendary trader, a daring explorer, or a feared outlaw? The choice—and the stars—are yours.

## Introduction

*Loner: Spacer* follows the following design principles:

1. **Portable**: To play, you’ll need a few six-sided dice, writing materials, and your imagination. Optional tools like a star map or digital randomizers can enhance the experience.
2. **Rules-Light**: The game relies on a few key rules and a flexible oracle mechanic that adapts to any scenario.
3. **Tag-Based**: Characters, starships, factions, and even planetary systems are defined by descriptive tags rather than numbers.

### What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters’ actions and interactions.

### What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the Fighting Fantasy, Lone Wolf, and Tunnels & Trolls series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author’s choices.

Through the interaction of player, oracle, tools, and prompts, the character’s actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

### Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself, and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Don’t be afraid to tackle new themes, but do so in full awareness of your boundaries.

### Minimum Requirements

To play *Loner: Spacer* you will need: - **4 six sided dice** (also known as d6s): two pairs of different colors - **Paper and writing tools**: at least a sheet of scrap paper and and pencil, but index cards or sticky notes are a fine addition - **Character sheet**: you may use the provided sheet at the back or a simple index card. - **Notebook**: *Loner: Spacer* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of you game if you feel the need!

With a focus on quick resolutions, **Loner: Spacer** throws you headfirst into the heart of the action. Your character will be defined by thematic tags, such as *“Reckless Pilot,”* *“Ace Navigator,”* *“Cunning Smuggler,”* or *“Starry-Eyed Explorer.”*

## Characters

In *Loner: Spacer*, characters are the heart of your spacefaring adventure. Whether you’re a daring pilot, a cunning trader, or an enigmatic drifter, your character will be defined by narrative-driven traits. Every decision, challenge, and victory helps shape their journey through the stars.

### Everything is a Character!

In *Loner: Spacer*, everything of significance—whether it’s a starship, a rival faction, or a deadly alien—is treated as a character. This ensures consistency across gameplay and simplifies mechanics.

Your protagonist is described by several fixed traits:

* **Name**: Choose a name that resonates with the galaxy’s setting, memorable and iconic.
* **Concept**: Summarize your character with an evocative phrase, such as *“Clever Rogue Trader”* or *“Haunted Scout Pilot.”*
* **Skills** (x2): Two specific proficiencies that give your character an edge. Avoid generic terms like *“Smart”;* instead, use unique skills like *“Hyperdrive Technician”* or *“Bluff Master.”*
* **Frailty**: A flaw that creates challenges, such as *“Impulsive Gambler”* or *“Paranoid Survivor.”*
* **Gear** (x2): Two pieces of specialized equipment integral to your character, like *“Handheld Plasma Cutter”* or *“Holo-Chart Navigator.”* Everyday items are assumed.
* **Goal**: Your long-term aspiration—what your character is working toward, such as *“Escape a Criminal Past”* or *“Find a Mythical Star Relic.”*
* **Motive**: The reason that drives the pursuit of the goal, such as *“Prove my Worth”* or *“Seek Redemption.”*
* **Nemesis**: A personal enemy, rival, or opposing faction. This may emerge during gameplay, adding complexity and tension.
* **Luck**: A measure of fortune and resilience. Starts and caps at 6, and resets after conflicts.

### Character Traits

#### Concepts

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Brave Explorer | Cunning Smuggler | Mercenary Bounty | Exiled Aristocrat | Retired Military | Enigmatic Trader |
| 2 | Rogue Mechanic | Aspiring Diplomat | Ambitious Miner | AI Specialist | Drifting Nomad | Tech Salvager |
| 3 | Idealistic Rebel | Mysterious Guide | Famed Explorer | Obsessed Scholar | Ruthless Pirate | Galactic Outlaw |
| 4 | Visionary Engineer | Star Cartographer | Bold Diplomat | Secretive Agent | Rogue Biologist | Lost Noble |
| 5 | War-Hardened Pilot | Adventurous Courier | Undercover Spy | Relic Seeker | War Refugee | Curious Xenologist |
| 6 | Veteran Navigator | Risk-Taking Gambler | Devout Missionary | Daring Test Pilot | Coldhearted Mercenary | Fortune Hunter |

#### Skills

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Expert Pilot | Astrogation Pro | Combat Marksman | Holo-Interpreter | Quick Fixer | Deceptive Talker |
| 2 | Alien Negotiator | Mechanic Savant | Silent Infiltrator | Data Hacker | Resource Finder | Quick Thinker |
| 3 | Hazard Planner | Space Survivalist | Star Chart Reader | Inventive Thinker | Galactic Historian | Strategic Planner |
| 4 | Gunner Specialist | Relic Identifier | Expert Smuggler | Risk Assessor | Alien Linguist | Ship Modder |
| 5 | Combat Strategist | Ship Tactician | Fast Diplomat | Stealth Operator | Bold Explorer | System Analyst |
| 6 | Trade Negotiator | Warp Engineer | Crash Specialist | Artifact Appraiser | Navigation Ace | Weapon Designer |

#### Frailties

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Reckless | Haunted by Past | Greedy | Socially Awkward | Impulsive | Cynical |
| 2 | Overconfident | Fragile Health | Distrustful | Perfectionist | Paranoid | Nostalgic |
| 3 | Overambitious | Hot Tempered | Lone Wolf | Guilt-Ridden | Superstitious | Fearful of Failure |
| 4 | Addictive Personality | Crippled Morality | Clumsy | Ill-Fated | Unfocused | Cowardly |
| 5 | Stubborn | Chronically Late | Self-Sabotaging | Disorganized | Emotionally Distant | Power-Hungry |
| 6 | Naïve | Regretful | Haunted by Guilt | Obsessive | Secretive | Vindictive |

#### Gear

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Plasma Cutter | Holo-Chart Navigator | Blaster Pistol | Smuggler’s Hold | Alien Translator | Repair Drone |
| 2 | Sensor Array Booster | Portable Shield Gen | Prototype Scanner | Data Decryptor | Stealth Field Cloak | Survival Pack |
| 3 | Hyperspace Fuel Tank | Starship Toolkit | Ancient Artifact | Custom Weapon | Medic Kit | Modified Ship Thrusters |
| 4 | Personal AI Assistant | Cargo Lift Drone | Hidden Compartments | Emergency Breather | Scrapper’s Pack | Personal Force Shield |
| 5 | Advanced Repair Unit | Ion Disruptor Rifle | Plasma Gloves | Holographic Disguise | Energy Pack | Starlight Binoculars |
| 6 | Signal Beacon | Cloaking Device | Rare Trading Goods | Gravity Stabilizer | Jetpack | Multitool Wand |

### Details

#### Names

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Kaelis | Vyrra | Zalen | Astrel | Cylra | Erasyn |
| 2 | Nova | Lirien | Xandros | Eryth | Solyn | Zethar |
| 3 | Quorra | Myrris | Rylos | Orana | Synra | Vyrex |
| 4 | Aelith | Kryos | Lynara | Serith | Elyndra | Xarion |
| 5 | Taryn | Lyraen | Calyx | Norys | Sythra | Velion |
| 6 | Zelra | Orith | Kaelith | Syrien | Thalix | Vrynn |

#### Surnames

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Starlance | Voidweaver | Nebrask | Skyrunner | Darkreach | Solhaven |
| 2 | Zenith | Starforge | Etherial | Voidcaller | Lightborne | Shadowspire |
| 3 | Vortex | Nebulark | Exodian | Astralis | Skyfire | Halcyon |
| 4 | Pulsar | Celestyn | Duskwarden | Riftwalker | Sunspar | Tempestwave |
| 5 | Eclipse | Galvaris | Aeronark | Cryostar | Duskmere | Shadowborne |
| 6 | Aetherial | Skynox | Starbound | Velorn | Solforge | Deepforge |

#### Species

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Human | Vexarin | Nexari | Astrelian | Erythar | Aetherian |
| 2 | Crythian | Xenovian | Myralis | Solarin | Galvarian | Syntherian |
| 3 | Celestian | Riftkin | Voidborne | Zynthar | Helion | Aerthian |
| 4 | Starlun | Zolarith | Skylith | Exovian | Arcanian | Lytherin |
| 5 | Nebulare | Starborn | Pulsari | Quorath | Astrael | Velarith |
| 6 | Etherkin | Varion | Thalorian | Tempestral | Krythian | Xenarith |

## Equipment and Gear

Characters rely on specialized gear to survive the harshness of space.

### **Equipment Categories**

| **Category** | **Examples** |
| --- | --- |
| **Exploration** | Jetpack, Portable Oxygen Tank, Terrain Mapper |
| **Combat** | Plasma Cutter, Energy Shield, Phase Blaster |
| **Utility** | Holo-Chart Navigator, Multitool, Portable Repair Kit |
| **Survival** | Emergency Shelter, Rations Pack, Heat Regulator |

### **Gear Tags**

* Gear is defined by tags like *“Lightweight,”* *“Durable,”* or *“High-Tech.”*
* Tags determine how gear interacts with the environment and challenges. For example, *“Waterproof”* may grant an **Advantage** during waterlogged conditions.

### **Maintaining Gear**

Ask the oracle if a piece of gear malfunctions or requires maintenance after prolonged use. Tags like *“Reliable”* or *“Old and Worn”* influence these outcomes.

### Gear and Equipment Table

| **D66** | **Item** | **Category** | **Description** | **Tags** | **Cost (Credits)** |
| --- | --- | --- | --- | --- | --- |
| 11 | Jetpack | Exploration | Personal propulsion for zero-gravity or planets. | Lightweight, High-Tech | 15,000 |
| 12 | Portable Oxygen Tank | Survival | Supplies breathable air for emergencies. | Durable, Reliable | 5,000 |
| 13 | Terrain Mapper | Exploration | Scans and maps surrounding terrain or structures. | Advanced, Compact | 8,000 |
| 14 | Plasma Cutter | Combat | High-energy tool for cutting and combat. | Powerful, Versatile | 12,000 |
| 15 | Emergency Shelter | Survival | Compact, quick-assembly protective tent. | Portable, Heat-Resistant | 6,000 |
| 16 | Rations Pack | Survival | Long-lasting food supply for extended missions. | Compact, Lightweight | 500 |
| 21 | Phase Blaster | Combat | Energy weapon with adjustable power settings. | High-Tech, Precise | 18,000 |
| 22 | Energy Shield | Combat | Wearable generator that absorbs energy attacks. | Durable, Rechargeable | 20,000 |
| 23 | Portable Repair Kit | Utility | Tools for repairing equipment or machinery. | Versatile, Compact | 4,000 |
| 24 | Holo-Chart Navigator | Utility | Projects navigational maps for space travel. | High-Tech, Reliable | 10,000 |
| 25 | Heat Regulator | Survival | Maintains body temperature in extreme climates. | Durable, Energy-Efficient | 7,000 |
| 26 | Multitool | Utility | All-purpose tool for repairs and adjustments. | Compact, Versatile | 3,000 |
| 31 | Radiation Suit | Survival | Shields wearer from hazardous radiation. | Heavy, Durable | 12,000 |
| 32 | Signal Beacon | Utility | Transmits distress signals across vast distances. | Lightweight, Reliable | 2,500 |
| 33 | Portable Shield Gen | Combat | Personal defense against projectiles and energy. | Rechargeable, Compact | 15,000 |
| 34 | Survival Pack | Survival | Contains essentials like water, fire starter. | Lightweight, Compact | 1,000 |
| 35 | Gravity Anchor Boots | Exploration | Enables traction in zero-gravity environments. | Durable, Reliable | 9,000 |
| 36 | Ion Disruptor Rifle | Combat | High-energy rifle designed for disabling systems. | Powerful, Specialized | 22,000 |
| 41 | Data Decryptor | Utility | Cracks encrypted systems and data files. | High-Tech, Versatile | 14,000 |
| 42 | Recon Drone | Exploration | Deployable drone for scouting and reconnaissance. | Compact, Long-Range | 20,000 |
| 43 | Stealth Cloak | Combat | Temporarily renders wearer invisible to sensors. | Advanced, Fragile | 25,000 |
| 44 | Emergency Breather | Survival | Compact rebreather for short-term air supply. | Lightweight, Compact | 3,500 |
| 45 | Medical Scanner | Utility | Scans biological data for injuries or illness. | Advanced, Reliable | 12,000 |
| 46 | Tactical HUD | Combat | Displays battlefield data in real-time. | High-Tech, Advanced | 18,000 |
| 51 | Xenotech Translator | Utility | Decodes alien languages and communication. | Advanced, Compact | 20,000 |
| 52 | Climbing Harness | Exploration | Safety gear for vertical surfaces or cliffs. | Durable, Reliable | 6,000 |
| 53 | Cryo-Pack | Utility | Portable unit for preserving biological samples. | Compact, Energy-Efficient | 8,000 |
| 54 | Thermal Generator | Utility | Converts heat to energy for recharging devices. | Durable, Versatile | 15,000 |
| 55 | EMP Grenade | Combat | Temporarily disables electronics in an area. | Advanced, Fragile | 12,000 |
| 56 | Alien Artifact Scanner | Exploration | Analyzes unknown artifacts for origin and value. | Advanced, Specialized | 22,000 |
| 61 | Hoverboard | Exploration | Personal transport for smooth surfaces. | Lightweight, Fast | 10,000 |
| 62 | Shielded Storage Unit | Survival | Protects items from radiation and extreme heat. | Durable, Heavy | 12,000 |
| 63 | Sonic Disruptor | Combat | Emits sound waves to disorient enemies. | Compact, Rechargeable | 16,000 |
| 64 | Holo-Cam Recorder | Utility | Captures holographic images and videos. | Compact, Versatile | 5,000 |
| 65 | Energy Blade | Combat | Lightweight melee weapon with a plasma edge. | Advanced, Precise | 20,000 |
| 66 | Atmospheric Tester | Exploration | Analyzes air composition and safety. | Advanced, Reliable | 7,500 |

## Rules

*Loner: Spacer* is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You’ll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

### Keep The Action In Motion

A game in *Loner: Spacer* is a succession of scenes. A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Loner: Spacer* at each scene:

1. **Identify what you expect from the scene**. Compared to traits, goal, and motivation determine the Protagonist’s action. What might be the reaction of the game world?
2. **Test your expectations**. When you are uncertain (or overconfident) about the reaction to your actions, [ask the Oracle](#consulting-the-oracle) a closed question (answer is Yes or No), considering the tags involved to determine if there is an [Advantage or Disadvantage](#advantage-and-disadvantage).
3. **Interpret the result**. Is the Oracle’s answer in line with your expectations? If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

### Consulting the Oracle

When you need to test your expectations you’ll ask the Oracle a closed question.

You’ll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**:

* If the Chance Die is highest, the answer is **Yes**.
* If the Risk Die is highest, the answer is **No**.
* If both are low (3 or less), add a **but…**.
* If both are high (4 or more), add an **and…**.
* If both are equal, the answer is **Yes, and…**. Add a point to the [**Twist Counter**](#twist-counter).

| Dice Value | Chance Die > Risk Die | Risk Die > Chance Die |
| --- | --- | --- |
| Both < 4 | Yes, but… | No, but… |
| Both > 3 | Yes, and… | No, and… |
| Mismatched | Yes | No |
|  |  |  |
| Equal | Add 1 to the Twist Counter |  |

### Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

### Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but…**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

| D6 | Subject | Action |
| --- | --- | --- |
| 1 | A third party | Appears |
| 2 | The hero | Alters the location |
| 3 | An encounter | Helps the hero |
| 4 | A physical event | Hinders the hero |
| 5 | An emotional event | Changes the goal |
| 6 | An object | Ends the scene |

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

### Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle’s answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

| Answer | Do you get what you want? | Harm |
| --- | --- | --- |
| Yes, and… | You get what you want, and something else. | Cause 3 |
| Yes… | You get what you want. | Cause 2 |
| Yes, but… | You get what you want, but at a cost. | Cause 1 |
| No, but… | You don’t get what you want, but it’s not a total loss. | Take 1 |
| No… | You don’t get what you were after. | Take 2 |
| No, and… | You don’t get what you want, and things get worse. | Take 3 |

### Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

| D6 | Next Scene |
| --- | --- |
| 1-3 | Dramatic scene |
| 4-5 | Quiet Scene |
| 6 | Meanwhile… |

* A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
* During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
* A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

### Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

### When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

## Spacecraft Design and Customization

Your spacecraft is an integral part of your character’s story and a reflection of their role in the galaxy. Ships are described using **tags** and **modules**.

### Core Traits

Every spacecraft starts with the following core traits:

* **Name**: A unique and memorable name for the ship, such as *“Starlight Shadow”* or *“Void Whisper.”*
* **Type**: Describes the general purpose of the ship, such as *“Trader,”* *“Explorer,”* *“Fighter,”* or *“Courier.”*
* **Modules** (x4): Each ship has at least four distinct modules, representing functional systems. Examples include *“Hyperdrive Unit,”* *“Cargo Bay,”* and *“Sensor Array.”*
* **Condition**: A qualitative measure of the ship’s overall state, such as *“Pristine,”* *“Worn,”* or *“Malfunctioning.”*
* **Frailty**: A unique drawback that affects performance, like *“Weak Structural Integrity”* or *“Underpowered Reactor.”*

### **Customizing Your Ship**

Customization occurs during play using tags and oracle-driven prompts. A ship can be modified by adding or upgrading **modules**, which enhance or change its capabilities.

#### **Module Examples**

| **Category** | **Examples** |
| --- | --- |
| **Propulsion** | Basic Thrusters, Ion Engines, Warp Drive |
| **Weapons** | Laser Cannons, Missile Launchers, EMP Blaster |
| **Defensive** | Energy Shields, Reinforced Hull, Cloaking Device |
| **Utility** | Advanced Sensors, Repair Drones, Science Lab |
| **Cargo** | Smuggler’s Hold, Refrigerated Storage, Expanded Bay |

#### **Upgrading Modules**

To upgrade a module:

1. **Determine Availability**: Ask the oracle whether the upgrade is available at your current location.
2. **Check Requirements**: Modules may require tags like *“Advanced Engineering”* or *“Alien Tech Specialist.”*
3. **Pay Costs**: Use the economic system to purchase or barter for upgrades.

### Starhips Traits

#### Names

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Starlight Shadow | Void Whisper | Nebula Voyager | Iron Phoenix | Quantum Echo | Celestial Warden |
| 2 | Midnight Horizon | Eternal Flame | Crimson Hawk | Lunar Dagger | Radiant Path | Spectral Tempest |
| 3 | Solar Wind | Silent Reaver | Obsidian Wing | Horizon Chaser | Ether Beacon | Nova Seeker |
| 4 | Infinite Horizon | Gravity Blade | Sapphire Star | Echo’s Legacy | Vortex Runner | Nightfall Specter |
| 5 | Phantom Veil | Azure Arrow | Warp Harbinger | Starfall Saber | Polaris Arc | Cosmic Wanderer |
| 6 | Ember Sentinel | Ghost Barricade | Titan’s Reach | Aether Drift | Radiant Blade | Voidborn Falcon |

#### Types

| **D6** | **Starship Type** | **Description** |
| --- | --- | --- |
| 1 | **Explorer** | Equipped for long-range exploration and surveys. |
| 2 | **Trader** | Specializes in transporting goods and commodities. |
| 3 | **Fighter** | Armed for combat, built for speed and agility. |
| 4 | **Courier** | Fast and reliable for delivering messages or small cargo. |
| 5 | **Mining Vessel** | Designed for resource extraction in asteroid belts or planets. |
| 6 | **Science Vessel** | Equipped with labs and sensors for research and analysis. |

#### Modules

| **D66** | **Module** | **Category** | **Description** | **Cost (Credits)** |
| --- | --- | --- | --- | --- |
| 11 | Basic Thrusters | Propulsion | Standard propulsion system for maneuvering. | 5,000 |
| 12 | Advanced Sensors | Utility | Detects objects and ships at a greater range. | 10,000 |
| 13 | Hyperdrive Unit | Propulsion | Enables faster-than-light travel. | 20,000 |
| 14 | Shield Generator | Defensive | Provides energy shielding for defense. | 15,000 |
| 15 | Cargo Bay | Cargo | Increases cargo storage capacity. | 8,000 |
| 16 | Fuel Tank | Propulsion | Stores additional fuel for longer journeys. | 6,000 |
| 21 | Repair Drone Bay | Utility | Houses drones for ship maintenance and repair. | 12,000 |
| 22 | Mining Laser | Weapons | Extracts resources from asteroids or planets. | 14,000 |
| 23 | Smuggler’s Hold | Cargo | Hidden compartment for illicit goods. | 9,000 |
| 24 | Cloaking Device | Defensive | Temporarily hides the ship from sensors. | 25,000 |
| 25 | Advanced Shielding | Defensive | Enhanced energy shielding for better defense. | 25,000 |
| 26 | Auto-Turret System | Weapons | Automated defense turret for protection. | 18,000 |
| 31 | Long-Range Scanner | Utility | Detects ships and objects in distant space. | 12,000 |
| 32 | Tractor Beam | Utility | Captures and moves objects or small ships. | 15,000 |
| 33 | Science Lab | Utility | Allows detailed research and experiments. | 20,000 |
| 34 | Medical Bay | Utility | Provides on-board medical treatment and care. | 10,000 |
| 35 | Escape Pods | Defensive | Ensures crew safety during emergencies. | 8,000 |
| 36 | Combat-Grade Hull | Defensive | Reinforced hull for better durability in combat. | 18,000 |
| 41 | Energy Efficient Reactor | Utility | Reduces fuel consumption for longer voyages. | 20,000 |
| 42 | Advanced Navigation | Utility | Improves hyperspace accuracy and efficiency. | 14,000 |
| 43 | Weapon Hardpoint | Weapons | Adds a mount for additional weapons. | 10,000 |
| 44 | Boarding Pod | Utility | Allows crew to breach other ships. | 15,000 |
| 45 | EMP Blaster | Weapons | Disables enemy electronics temporarily. | 18,000 |
| 46 | Refrigerated Cargo Hold | Cargo | Stores perishable goods safely. | 12,000 |
| 51 | Stealth Module | Defensive | Reduces visibility to sensors. | 22,000 |
| 52 | Interceptor Drones | Weapons | Launches drones to intercept threats. | 16,000 |
| 53 | Gravity Stabilizer | Utility | Enhances stability during gravitational anomalies. | 10,000 |
| 54 | Energy Core Upgrade | Utility | Improves overall ship energy output. | 18,000 |
| 55 | Advanced Life Support | Utility | Enhances environmental systems for longer crew survival. | 15,000 |
| 56 | Cryo-Chamber | Utility | Allows cryogenic stasis for crew during long trips. | 12,000 |
| 61 | Weapons Array | Weapons | Multi-weapon system for improved firepower. | 25,000 |
| 62 | Heavy Armor Plating | Defensive | Adds significant protection but reduces speed. | 20,000 |
| 63 | Atmospheric Thrusters | Propulsion | Enables planetary entry and exit. | 12,000 |
| 64 | Communication Relay | Utility | Boosts signal range and quality. | 8,000 |
| 65 | Tactical Display System | Utility | Provides combat and navigation overlays. | 14,000 |
| 66 | Drone Launch Bay | Utility | Deploys various drones for tasks like exploration or combat. | 20,000 |

#### Conditions

| **D6** | **Condition** | **Description** |
| --- | --- | --- |
| 1 | **Pristine** | Like new; perfectly maintained with no damage or wear. |
| 2 | **Reliable** | Well-maintained and dependable under normal circumstances. |
| 3 | **Worn** | Minor cosmetic damage but fully operational. |
| 4 | **Damaged** | Reduced performance due to visible damage; requires repairs soon. |
| 5 | **Malfunctioning** | Systems frequently fail; immediate repairs are critical. |
| 6 | **Experimental** | Cutting-edge but untested; highly risky with unpredictable outcomes. |

#### Frailties

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Weak Structural Integrity | Underpowered Reactor | Faulty Navigation System | Prone to Overheating | Unreliable Hyperdrive | Slow Maneuverability |
| 2 | Excessive Fuel Consumption | Poor Weaponry | Limited Cargo Space | Malfunctioning Shields | Outdated Technology | Inconsistent Sensors |
| 3 | Noisy Engines | High Maintenance Costs | Unstable AI | Fragile Hull | Poor Atmospheric Capability | Vulnerable to EMPs |
| 4 | Insufficient Crew Capacity | Intermittent Power Loss | No Defensive Systems | Heavy and Cumbersome | Short Range Communication | Erratic Autopilot |
| 5 | Frequent Engine Misfires | Leaky Fuel Tanks | Weak Heat Regulation | Easily Detected | Low Combat Efficiency | Uncalibrated Weapons |
| 6 | Incompatible Systems | Difficult to Upgrade | Fragile Internal Systems | No Escape Pods | Susceptible to Corrosion | Jam-Prone Weapons |

### Example Starships

#### **1. Celestial Warden**

* **Type**: **Explorer**  
  Equipped for long-range exploration and surveys.
* **Modules**:
  + **Hyperdrive Unit** (*20,000 credits*)  
    Enables faster-than-light travel.
  + **Advanced Sensors** (*10,000 credits*)  
    Detects objects and ships at a greater range.
  + **Energy Efficient Reactor** (*20,000 credits*)  
    Reduces fuel consumption for longer voyages.
  + **Long-Range Scanner** (*12,000 credits*)  
    Detects ships and objects in distant space.
* **Condition**: **Pristine**  
  Like new; perfectly maintained with no damage or wear.
* **Frailty**: **Excessive Fuel Consumption**  
  Uses more fuel than typical ships, requiring frequent refueling.

#### **2. Void Whisper**

* **Type**: **Courier**  
  Fast and reliable for delivering messages or small cargo.
* **Modules**:
  + **Basic Thrusters** (*5,000 credits*)  
    Standard propulsion system for maneuvering.
  + **Cloaking Device** (*25,000 credits*)  
    Temporarily hides the ship from sensors.
  + **Advanced Navigation** (*14,000 credits*)  
    Improves hyperspace accuracy and efficiency.
  + **Escape Pods** (*8,000 credits*)  
    Ensures crew safety during emergencies.
* **Condition**: **Reliable**  
  Well-maintained and dependable under normal circumstances.
* **Frailty**: **Limited Cargo Space**  
  Small cargo bay limits hauling capacity.

#### **3. Nebula Voyager**

* **Type**: **Trader**  
  Specializes in transporting goods and commodities.
* **Modules**:
  + **Cargo Bay** (*8,000 credits*)  
    Increases cargo storage capacity.
  + **Refrigerated Cargo Hold** (*12,000 credits*)  
    Stores perishable goods safely.
  + **Communication Relay** (*8,000 credits*)  
    Boosts signal range and quality.
  + **Shield Generator** (*15,000 credits*)  
    Provides energy shielding for defense.
* **Condition**: **Worn**  
  Minor cosmetic damage but fully operational.
* **Frailty**: **Noisy Engines**  
  Loud propulsion makes the ship easily detectable.

#### **4. Crimson Hawk**

* **Type**: **Fighter**  
  Armed for combat, built for speed and agility.
* **Modules**:
  + **Weapon Hardpoint** (*10,000 credits*)  
    Adds a mount for additional weapons.
  + **Auto-Turret System** (*18,000 credits*)  
    Automated defense turret for protection.
  + **Combat-Grade Hull** (*18,000 credits*)  
    Reinforced hull for better durability in combat.
  + **Tactical Display System** (*14,000 credits*)  
    Provides combat and navigation overlays.
* **Condition**: **Damaged**  
  Reduced performance due to visible damage; requires repairs soon.
* **Frailty**: **Prone to Overheating**  
  Systems heat up quickly, causing potential malfunctions in prolonged engagements.

#### **5. Aether Drift**

* **Type**: **Mining Vessel**  
  Designed for resource extraction in asteroid belts or planets.
* **Modules**:
  + **Mining Laser** (*14,000 credits*)  
    Extracts resources from asteroids or planets.
  + **Tractor Beam** (*15,000 credits*)  
    Captures and moves objects or small ships.
  + **Energy Core Upgrade** (*18,000 credits*)  
    Improves overall ship energy output.
  + **Gravity Stabilizer** (*10,000 credits*)  
    Enhances stability during gravitational anomalies.
* **Condition**: **Experimental**  
  Cutting-edge but untested; highly risky with unpredictable outcomes.
* **Frailty**: **Frequent Engine Misfires**  
  Propulsion issues cause unreliable movement.

#### **6. Nightfall Specter**

* **Type**: **Science Vessel**  
  Equipped with labs and sensors for research and analysis.
* **Modules**:
  + **Science Lab** (*20,000 credits*)  
    Allows detailed research and experiments.
  + **Advanced Shielding** (*25,000 credits*)  
    Enhanced energy shielding for better defense.
  + **Cryo-Chamber** (*12,000 credits*)  
    Allows cryogenic stasis for crew during long trips.
  + **Interceptor Drones** (*16,000 credits*)  
    Launches drones to intercept threats.
* **Condition**: **Malfunctioning**  
  Systems frequently fail; immediate repairs are critical.
* **Frailty**: **Unstable AI**  
  The ship’s AI occasionally behaves erratically, creating risks during operations.

## Economic System

The economy in *Loner: Spacer* is a narrative-driven system for managing credits, bartering, and maintaining your ship and gear.

### Credits and Costs

* **Credits** are the universal currency. Tag your financial state with terms like *“Wealthy,”* *“Barely Scraping By,”* or *“Broke.”*
* When buying, selling, or upgrading, consult the oracle to determine prices and availability.

This table defines various **Wealth Tags** and the corresponding financial states, lifestyle standards, and consistency of credits required for upkeep.

### **Wealth Tags and Cost of Life**

| **Wealth Tag** | **Financial State** | **Lifestyle Details** | **Consistency** | **Credits Required (Monthly)** |
| --- | --- | --- | --- | --- |
| **Wealthy** | Abundant resources | Luxurious housing, fine dining, elite services, advanced entertainment, private security. | Fully consistent; no financial stress. | 50,000+ |
| **Comfortable** | Sufficient resources | Spacious apartment, quality meals, occasional luxuries, basic healthcare, hobbies. | Mostly consistent; minor budgeting needed. | 20,000–50,000 |
| **Stable** | Steady income, secure assets | Modest housing, nutritious meals, affordable healthcare, basic entertainment. | Generally consistent; manageable setbacks. | 10,000–20,000 |
| **Barely Scraping By** | Limited resources | Small housing or shared quarters, basic meals, minimal healthcare, rare luxuries. | Inconsistent; sacrifices are common. | 5,000–10,000 |
| **Broke** | No resources or debt | Crowded living, rationed food, reliance on charity, limited survival essentials. | Highly inconsistent; constant struggles. | 1,000–5,000 |
| **Destitute** | Severe lack of resources | Homeless or dependent on charity, food insecurity, frequent danger. | No consistency; survival is day-to-day. | 0–1,000 |

### **Supporting Table: Living Costs Breakdown**

| **Category** | **Low Cost** (Monthly) | **Moderate Cost** (Monthly) | **High Cost** (Monthly) |
| --- | --- | --- | --- |
| **Housing** | 500–2,000 credits | 5,000–10,000 credits | 20,000+ credits |
| **Food** | 300–1,000 credits | 3,000–5,000 credits | 10,000+ credits |
| **Healthcare** | Free or public care | 2,000–5,000 credits | 10,000+ credits |
| **Entertainment** | Free or minimal | 2,000–5,000 credits | 10,000+ credits |
| **Services** | None or shared | 1,000–3,000 credits | 8,000+ credits |

### **Maintenance Costs**

Regular upkeep is critical to keeping your ship operational. Costs scale based on ship size, complexity, and condition.

| **Ship Type** | **Fuel Costs (Monthly)** | **Docking Fees (Daily)** | **Routine Maintenance** | **Condition Impact** |
| --- | --- | --- | --- | --- |
| **Small Ship** | 1,000–3,000 credits | 100–500 credits | 2,000–5,000 credits | *Pristine*: +10% lifespan |
| **Medium Ship** | 5,000–10,000 credits | 500–1,500 credits | 8,000–15,000 credits | *Worn*: +20% maintenance costs |
| **Large Ship** | 15,000–25,000 credits | 1,500–5,000 credits | 25,000–50,000 credits | *Damaged*: Requires emergency repairs |
| **Luxury/Capital** | 50,000+ credits | 5,000+ credits | 100,000+ credits | *Malfunctioning*: -50% operational capacity |

### **Supporting Table: Fuel Costs by Type**

| **Fuel Type** | **Cost (Per Unit)** | **Usage Notes** |
| --- | --- | --- |
| **Standard Fuel** | 100 credits/unit | Used for most propulsion systems. |
| **Hyperfuel** | 500 credits/unit | Required for hyperspace travel; limited supply. |
| **Exotic Fuel** | 1,500 credits/unit | Needed for advanced or alien tech. |

### **Supporting Table: Docking Fees by Location**

| **Location** | **Cost (Daily)** | **Notes** |
| --- | --- | --- |
| **Small Spaceport** | 100–300 credits | Basic services, limited security. |
| **Commercial Hub** | 500–1,000 credits | Secure docking, repair facilities, refueling. |
| **Luxury Spaceport** | 2,000+ credits | Premium amenities, high security. |
| **Illegal Dockyard** | 1,000 credits flat | Discreet services, risk of betrayal. |

### **Condition-Based Maintenance Adjustments**

The condition of your ship impacts the cost and frequency of maintenance.

| **Condition** | **Adjustment to Costs** | **Impact** |
| --- | --- | --- |
| **Pristine** | -10% maintenance costs | Extended operational lifespan. |
| **Reliable** | Standard costs | Predictable performance. |
| **Worn** | +20% maintenance costs | Minor system failures are common. |
| **Damaged** | +50% maintenance costs | Major repairs required frequently. |
| **Malfunctioning** | +100% maintenance costs | Operates at reduced efficiency; prone to failure. |

### **Bartering and Cost Adjustments**

#### **Bartering System**

* **Charismatic Tags** (*“Persuasive,”* *“Clever Trader”*) grant discounts of up to 20%.
* **Wealth Tags** influence NPC reactions; *“Broke”* might lead to price hikes, while *“Wealthy”* could grant exclusive deals.

#### **Market Dynamics**

* **Location-Specific Pricing**: Goods and services are cheaper in industrial hubs but expensive in remote or war-torn areas.
* **Event-Based Fluctuations**: Prices spike during shortages, disasters, or faction conflicts.

## Cargo

In *Loner: Spacer*, cargo management and trading are central to your journey across the galaxy. Your ship’s cargo capacity and the condition of goods are influenced by its design, modules, and the challenges faced during travel. Cargo is described through narrative-driven **tags**, which affect how it is stored, transported, and traded.

### Cargo Management

Your ship’s cargo capacity is determined by the **Cargo Bay Module** and relevant tags. Cargo is described with tags like *“Fragile,”* *“Perishable,”* or *“Highly Valuable.”*

* **Capacity**: Tags like *“Spacious”* or *“Limited”* determine how much you can store.
* **Conditions**: Check for damage or loss during hazardous travel by consulting the oracle.

| **Capacity** | **Description** |
| --- | --- |
| **Spacious** | Large storage space, capable of handling significant amounts of goods. |
| **Limited** | Small capacity, requires careful management and prioritization of cargo. |
| **Customizable** | Modular design allows for specialized storage adjustments. |
| **Restricted** | Cargo hold is constrained due to additional ship systems or design limitations. |
| **Secure** | Enhanced locking and protection against theft or unauthorized access. |
| **Fragile** | Poorly constructed, prone to damage or leaks during hazardous conditions. |

| **Condition** | **Description** |
| --- | --- |
| **Pristine** | Goods are in perfect condition; no signs of damage or wear. |
| **Intact** | Items are usable and undamaged but show minor signs of handling. |
| **Worn** | Items are functional but scuffed or slightly degraded in value. |
| **Damaged** | Significant damage has reduced usability or value. |
| **Compromised** | Goods are on the verge of being unusable or unsellable. |
| **Ruined** | Cargo is completely destroyed or rendered worthless. |

## Travel and Navigation

Travel and navigation are integral to the vast, open-ended gameplay of *Loner: Spacer*. These mechanics focus on generating star systems, managing resources, and creating dynamic encounters during space travel.

### Star System Generation

Each star system is unique, offering opportunities, challenges, and mysteries. Use the following steps and tables to generate a system.

#### Step 1: Determine the Star

Roll 1d6 to determine the star type.

| **D6** | **Star Type** | **Tags** |
| --- | --- | --- |
| 1 | Red Dwarf | Dim, Cool, Long-Lived |
| 2 | Yellow Star | Stable, Moderate Heat |
| 3 | Blue Giant | Hot, Bright, Short-Lived |
| 4 | Binary System | Complex, High Gravitational Pull |
| 5 | Neutron Star | Dense, Hazardous Radiation |
| 6 | Black Hole (system edge) | Invisible, High Gravity |

##### Step 2: Planets and Features

Roll 2d6 to determine how many orbits has the system. Then roll 1d6 for each orbit to determine what occupies it.

| **D6** | **Orbit Feature** | **Tags** |
| --- | --- | --- |
| 1-2 | Rocky Planet | Resource-Rich, Dense Atmosphere |
| 3 | Gas Giant | Massive, Host to Moons |
| 4 | Habitable Planet | Fertile, Alien Ecosystem |
| 5 | Asteroid Belt | Hazardous, Rich in Minerals |
| 6 | Derelict Space Station/Artifact | Ancient, Mysterious |

##### Step 2a: Determine Habitable Planet Type

If an orbit features a **Habitable Planet**, roll 1d6 to determine its type.

| **D6** | **Planet Type** | **Description** |
| --- | --- | --- |
| 1 | Terrestrial | Earth-like world with diverse ecosystems. |
| 2 | Oceanic | Vast oceans dominate the surface, with scattered islands or submerged cities. |
| 3 | Arid | Dry deserts and rocky terrain; limited water and vegetation. |
| 4 | Frozen | Covered in ice and snow; possible subsurface oceans or geothermal activity. |
| 5 | Jungle | Dense forests and extreme biodiversity; often dangerous for outsiders. |
| 6 | Exotic | Alien landscapes with unique atmospheric or geological features. |

##### Step 2b: Planetary Civilization

Roll 1d6 to determine the level of civilization present on the planet.

| **D6** | **Civilization Level** | **Tags** |
| --- | --- | --- |
| 1 | Pre-Industrial | Primitive, Resourceful |
| 2 | Early Industrial | Mechanized, Rapidly Expanding |
| 3 | Spacefaring | Efficient, Connected |
| 4 | Advanced Spacefaring | Innovative, Symbiotic with Technology |
| 5 | Post-Civilization | Collapsed, Scattered Survivors |
| 6 | Alien Civilization | Mysterious, Culturally Complex |

##### Step 2c: Habitable Planet Features

Roll 1d6 to determine additional features that define the planet’s environment.

| **D6** | **Planetary Feature** | **Tags** |
| --- | --- | --- |
| 1 | Massive Mountain Ranges | Hazardous, Rich in Minerals |
| 2 | Extensive Cave Networks | Hidden, Mysterious |
| 3 | Vibrant Alien Flora | Fertile, Potentially Dangerous |
| 4 | Abundant Water Sources | Fertile, Promotes Biodiversity |
| 5 | Harsh Weather Conditions | Dangerous, Difficult to Navigate |
| 6 | Floating Cities or Habitats | Advanced, Limited Access |

#### Step 3: Special System Events

Roll 1d6 to add a unique event or trait to the system.

| **D6** | **Special Trait** |
| --- | --- |
| 1 | Hostile Faction Presence |
| 2 | Dangerous Radiation Storm |
| 3 | Alien Ruins |
| 4 | Trade Hub or Spaceport |
| 5 | Civil War or Conflict Zone |
| 6 | Rare Resource Cluster |

### Navigation and Travel

Space travel involves precise calculations and careful resource management. All travel distances are measured in **Light Units (LU)** — a narrative measure of distance.

#### Travel Procedure

1. **Determine Destination**: Select a nearby system or roll the oracle to randomly choose.
2. **Calculate Distance**: Roll 1d6 for the distance in LU. Tags like *“Navigational Charts”* or *“Astrogation Expert”* may influence the outcome (i.e. roll 2d6 and take the lower).
3. **Check Resources**: Ensure your ship has sufficient fuel and supplies for the journey.
4. **Resolve Travel**: Roll on the **Space Travel Encounter Table** (see below).

#### Fuel and Resource Management

* Each ship has a **Fuel Capacity**, defined by its tags. Example: *“Efficient Engines”* may use less fuel.
* **Resource Consumption**: For each LU traveled, deduct 1 unit of fuel or supplies. A tag like *“Extended Fuel Tanks”* allows for longer journeys.
* **Refueling**: Purchase fuel at spaceports or mine resources in systems with asteroid belts or gas giants (requires *“Mining Equipment”* tag).

#### **Travel Failure**

If you run out of fuel or supplies, ask the oracle if a distress beacon brings help or leads to an encounter. Tags like *“High Traffic Region”* or *“Remote Space”* influence outcomes.

### Hyperspace/Faster-Than-Light (FTL) Travel

FTL travel allows you to bypass vast distances but introduces unique risks.

#### **FTL Jump Procedure**

1. **Spool Hyperdrive**: Takes 1d6 in-game hours. Tags like *“Advanced Hyperdrive”* may reduce this.
2. **Plot Course**: Roll 2d6. A result of 7+ means a clear path. Otherwise, consult the **FTL Mishap Table**.
3. **Jump to Hyperspace**: Each jump consumes significant fuel—calculate based on distance.

##### **FTL Mishap Table (2d6)**

| **Roll** | **Result** |
| --- | --- |
| 2 | Catastrophic Malfunction (emergency exit) |
| 3-4 | Severe Navigation Error (lost in space) |
| 5-6 | Minor System Damage |
| 7-8 | Unstable Jump (takes longer) |
| 9-10 | Encounter Hazard (see encounter table) |
| 11-12 | Smooth Jump |

### **Space Travel Encounter Table**

During travel, roll 2d6 to determine events or challenges.

| **Roll** | **Encounter** |
| --- | --- |
| 2 | Hostile Pirate Ambush |
| 3 | Derelict Ship or Station |
| 4 | Asteroid Field |
| 5 | Space Weather (solar flares, storms) |
| 6 | Alien Contact (hostile or neutral) |
| 7 | Peaceful Journey |
| 8 | Trader Ship Encounter |
| 9 | Navigational Error |
| 10 | Distress Signal |
| 11 | Mysterious Phenomenon |
| 12 | Valuable Discovery |

## Economy and Trading

The economic system in *Loner: Spacer* is built around dynamic, oracle-driven trading mechanics. It focuses on the flow of commodities, fluctuating markets, and the player’s ability to influence their reputation and profitability within an interstellar economy.

### Commodity and Trade Route Mechanics

Trading is a central activity for players who choose the merchant or smuggler path. Commodities are defined by **tags** that influence their value and transport requirements.

#### **Step 1: Determine Commodities**

Roll on the **Good Table** to identify trade goods available at your current location.

| **D6** | **Good** | **Tags** |
| --- | --- | --- |
| 1 | Food Supplies | Perishable, High Demand |
| 2 | Precious Metals | Compact, High Value |
| 3 | Advanced Tech | Fragile, Restricted |
| 4 | Alien Artifacts | Mysterious, Illegal |
| 5 | Industrial Goods | Heavy, Bulk |
| 6 | Medical Supplies | Critical, Time-Sensitive |

#### Step 2: Trade Routes

Determine a destination system using the **Trade Route Table** (roll 1d6).

| **D6** | **Route Condition** | **Tags** |
| --- | --- | --- |
| 1-2 | Well-Traveled | Safe, Moderate Profit |
| 3-4 | Isolated | Risky, High Profit Potential |
| 5 | Faction-Controlled | Taxed, Dangerous |
| 6 | Smuggler’s Run | Illegal, High Reward |

Use the route condition to influence pricing and encounters during travel.

### Economic Simulation for Star Systems

Each star system has an economy based on its **Tags**, which define its wealth, industry, and demand.

#### **System Economic Tags**

| **Category** | **Examples** |
| --- | --- |
| **Wealth** | Rich, Poor, Moderate |
| **Specialization** | Agricultural, Industrial, Technological |
| **Demand** | High, Low, Stable |

Ask the oracle or roll 2d6 to assign tags to a system:

* 2-4: Poor Economy
* 5-9: Moderate Economy
* 10-12: Rich Economy

These tags influence the availability of commodities, pricing, and trading opportunities.

#### **Example System Economies**

* **Rich Technological Hub**: *“Advanced Tech” has low prices but high demand in neighboring systems.*
* **Poor Agricultural World**: *“Food Supplies” are cheap but in high demand elsewhere.*

### Pricing and Market Fluctuation Rules

Prices fluctuate based on the system’s economic tags and current events.

#### Base Pricing

Use the **Commodity Price Table** to establish baseline prices.

| **Commodity** | **Base Price (per unit)** |
| --- | --- |
| Food Supplies | 50 Credits |
| Precious Metals | 500 Credits |
| Advanced Tech | 1,000 Credits |
| Alien Artifacts | 2,000 Credits |
| Industrial Goods | 200 Credits |
| Medical Supplies | 300 Credits |

#### Price Modifiers

Adjust base prices by rolling 1d6 and consulting the **Market Modifier Table**.

| **D6** | **Price Modifier** |
| --- | --- |
| 1 | Halved (Flooded Market) |
| 2-3 | -25% |
| 4-5 | +25% |
| 6 | Doubled (High Demand) |

Modifiers are further influenced by tags:

* *“High Demand”* adds +1 to the roll.
* *“Illegal Commodity”* always starts with a +25% price increase.
* *“Perishable”* may reduce price if delivery is delayed.

### Reputation and Trading Influence

Reputation reflects your character’s standing within the trading community, influencing prices, access, and opportunities.

#### Reputation Tags

Your reputation is described by tags like:

* *“Trusted Merchant”* (discounts at ports)
* *“Notorious Smuggler”* (access to black markets)
* *“Unreliable Dealer”* (reduced customer base)

#### Building Reputation

* Deliver goods on time: Gain a positive tag like *“Dependable.”*
* Smuggle or cheat factions: Gain negative tags like *“Blacklisted by Faction X.”*
* Ask the oracle after major trades to determine how your actions impact reputation.

#### Reputation Effects

* Positive reputation may grant discounts, protection, or exclusive contracts.
* Negative reputation may lead to higher taxes, fewer trade options, or faction hostility.

#### Faction-Specific Influence

Factions track your reputation using a sliding scale from *“Friendly”* to *“Hostile.”* Major trades, betrayals, or aiding their rivals will shift their perception of you.

#### Reputation Tags Table

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Trusted Merchant | Dependable Trader | Faction Ally | Blacklisted Trader | Dubious Contact | Notorious Smuggler |
| 2 | Ethical Broker | Honest Negotiator | Reliable Supplier | Suspicious Character | Greedy Opportunist | Risk-Taking Dealer |
| 3 | Popular Trader | Preferred Partner | Loyal Servant | Unreliable Dealer | Exploitative Merchant | Illegal Goods Expert |
| 4 | Benevolent Trader | Generous Merchant | Renowned Negotiator | Tax Avoider | Questionable Ethics | Known Contrabandist |
| 5 | System Protector | Economic Savior | Respected Trader | Hated by Rivals | Ruthless Competitor | Disreputable Courier |
| 6 | Legendary Broker | Wealthy Benefactor | Famous Entrepreneur | Untrusted Supplier | Dangerous Risk-Taker | Outlawed Trader |

### Trade Events and Opportunities

Add dynamism to trading with random events and opportunities.

#### **Trade Opportunity Table (2d6)**

| **Roll** | **Event** |
| --- | --- |
| 2 | Rare commodity auction (requires credits) |
| 3 | Faction trade embargo |
| 4 | Supply shortage (prices double temporarily) |
| 5 | Pirate blockade near trade route |
| 6 | Black market dealer offers a high-risk deal |
| 7 | Routine trade |
| 8 | Local festival (prices for luxury goods increase) |
| 9 | Trade permit revoked (temporary) |
| 10 | Major faction offers lucrative contract |
| 11 | Smuggler requests help transporting goods |
| 12 | Discovery of a hidden trade route |

### Goods Table

This table provides a variety of goods categorized by their utility and economic role. Use the **Tags** and **Base Price** to incorporate these items into trading scenarios, factoring in risks and profits.

| **Item** | **Category** | **Tags** | **Base Price (Credits)** |
| --- | --- | --- | --- |
| **Basic Rations** | Food Supplies | Perishable, High Demand | 50 |
| **Luxury Cuisine** | Food Supplies | Perishable, Valuable | 200 |
| **Fresh Produce** | Food Supplies | Perishable, Bulk | 50 |
| **Rare Spices** | Food Supplies | Perishable, Exotic | 150 |
| **Preserved Foods** | Food Supplies | Durable, High Demand | 75 |
| **Nutrient Paste** | Food Supplies | Compact, Bulk | 50 |
| **Gold Ingots** | Precious Metals | Compact, High Value | 500 |
| **Platinum Bars** | Precious Metals | Compact, Extremely Valuable | 800 |
| **Refined Titanium** | Precious Metals | Bulk, High Value | 600 |
| **Silver Ore** | Precious Metals | Heavy, Moderate Value | 300 |
| **Copper Wires** | Precious Metals | Durable, Bulk | 200 |
| **Rare Gems** | Precious Metals | Fragile, Exotic | 1,000 |
| **Advanced AI Chips** | Advanced Tech | Fragile, Restricted | 1,000 |
| **Holo-Crystals** | Advanced Tech | Fragile, High Demand | 1,500 |
| **Energy Cells** | Advanced Tech | Compact, Restricted | 1,000 |
| **Portable Reactors** | Advanced Tech | Heavy, Critical | 2,000 |
| **Fusion Batteries** | Advanced Tech | Compact, Durable | 1,200 |
| **Experimental Devices** | Advanced Tech | Illegal, Mysterious | 3,000 |
| **Alien Relics** | Alien Artifacts | Mysterious, Illegal | 2,000 |
| **Ancient Glyph Tablets** | Alien Artifacts | Fragile, Mysterious | 2,500 |
| **Xeno-Biological Samples** | Alien Artifacts | Critical, Restricted | 2,200 |
| **Unstable Artifacts** | Alien Artifacts | Dangerous, High Value | 3,000 |
| **Alien Weaponry** | Alien Artifacts | Illegal, Restricted | 3,500 |
| **Stasis Relics** | Alien Artifacts | Fragile, Valuable | 2,800 |
| **Steel Beams** | Industrial Goods | Heavy, Bulk | 200 |
| **Factory Components** | Industrial Goods | Bulk, High Demand | 300 |
| **Mining Tools** | Industrial Goods | Durable, Specialized | 500 |
| **Construction Drones** | Industrial Goods | Advanced, Durable | 1,000 |
| **Lubricant Supplies** | Industrial Goods | Bulk, Critical | 150 |
| **Waste Materials** | Industrial Goods | Bulk, Low Value | 50 |
| **Pharmaceutical Kits** | Medical Supplies | Critical, Time-Sensitive | 300 |
| **Antibiotic Serums** | Medical Supplies | Perishable, High Value | 400 |
| **Cryogenic Supplies** | Medical Supplies | Fragile, Restricted | 800 |
| **Portable Medkits** | Medical Supplies | Lightweight, High Demand | 500 |
| **Surgical Equipment** | Medical Supplies | Specialized, Restricted | 1,000 |
| **Bioengineered Vaccines** | Medical Supplies | Perishable, Critical | 1,200 |

## Mission and Adventure Generation

Creating compelling missions and adventures is vital to crafting your emergent narrative. These mechanics provide a structure to generate random missions, create unique storylines, and introduce environmental challenges.

### **Random Mission Generation Tables**

Generate missions dynamically using these tables. Roll a series of dice to define the mission’s **Objective**, **Complication**, **Reward**, and **Setting**.

#### Mission Objective Table (1d6)

| **Roll** | **Objective** |
| --- | --- |
| 1 | Transport Goods |
| 2 | Rescue/Extraction |
| 3 | Espionage/Reconnaissance |
| 4 | Combat/Eliminate Threat |
| 5 | Exploration/Survey |
| 6 | Retrieve Rare Artifact |

#### Mission Complication Table (1d6)

| **Roll** | **Complication** |
| --- | --- |
| 1 | Hostile Faction Involvement |
| 2 | Dangerous Environmental Hazard |
| 3 | Double-Crossed by a Client |
| 4 | Malfunctioning Equipment |
| 5 | Unexpected Rival Interference |
| 6 | Local Law Enforcement Scrutiny |

#### Mission Reward Table (1d6)

| **Roll** | **Reward** |
| --- | --- |
| 1 | Valuable Credits |
| 2 | Advanced Technology |
| 3 | Favor from a Faction |
| 4 | Rare Resource |
| 5 | Hidden Knowledge |
| 6 | New Trade Opportunity |

#### Mission Setting Table (1d6)

| **Roll** | **Setting** |
| --- | --- |
| 1 | Urban Spaceport |
| 2 | Remote Mining Colony |
| 3 | Derelict Space Station |
| 4 | Alien Planet |
| 5 | Asteroid Belt |
| 6 | Deep Space Anomaly |

#### **Quick Example**

* **Objective**: Retrieve Rare Artifact
* **Complication**: Hostile Faction Involvement
* **Reward**: Favor from a Faction
* **Setting**: Derelict Space Station

This mission would involve retrieving an artifact from a derelict station while avoiding or outsmarting a hostile faction, with the added incentive of gaining a valuable favor.

### Narrative Framework for Unique Adventures

The *Loner: Spacer* framework allows you to build complex, engaging narratives using oracle-driven prompts and tag-based storytelling. Follow this structure to develop adventures:

#### Step 1: Start with a Hook

Roll or decide on an initial event to kickstart the adventure. Example hooks:

* A distress signal from a stranded vessel (*“Unknown Origin” tag*).
* A lucrative job offer from a faction (*“Urgent and High-Paying” tag*).
* Discovery of a mysterious star map leading to uncharted space.

#### Step 2: Layer Challenges

Add challenges to create tension. Use the **Environmental Challenge Systems** below or the **Mission Complication Table** to introduce obstacles. Challenges should align with the mission’s tags.

#### Step 3: Develop NPC and Faction Ties

Include NPCs or factions that connect to the mission. Example:

* A rival smuggler complicates the mission (*“Cunning and Ruthless”* tag).
* A faction offers unexpected assistance in exchange for a favor (*“Influential but Demanding”* tag).

#### Step 4: Add Twists

Incorporate twists using the oracle or roll on the **Mission Twist Table** (1d6):

| **Roll** | **Twist** |
| --- | --- |
| 1 | The true goal is not what it seems |
| 2 | An ally betrays you |
| 3 | A new threat emerges mid-mission |
| 4 | The environment becomes unstable |
| 5 | A valuable opportunity arises |
| 6 | The mission changes factions’ perceptions of you |

### Environmental Challenge Systems

Space is hostile and unpredictable. The following systems introduce environmental challenges that add depth and difficulty to your missions.

#### **Hazard Table (1d6)**

| **Roll** | **Hazard** | **Tags** |
| --- | --- | --- |
| 1 | Solar Storm | Disruptive, Hazardous |
| 2 | Meteor Shower | Chaotic, High Damage Potential |
| 3 | Black Hole Gravitational Pull | Unpredictable, High Risk |
| 4 | Radiation Field | Persistent, Health Threat |
| 5 | Hostile Alien Fauna | Aggressive, Territorial |
| 6 | Unstable Terrain | Fragile, Dangerous |

#### Survival Mechanics

When encountering a hazard:

1. **Assess Tags**: Use relevant ship or character tags (e.g., *“Shielded Hull”* or *“Expert Pilot”*) to determine if you have an **Advantage**.
2. **Consult the Oracle**: Ask whether the hazard can be mitigated or overcome.
3. **Apply Consequences**: If unsuccessful, impose narrative consequences, such as damage to equipment (*“Weakened Hull”*) or increased tension with factions (*“Law Enforcement Suspicious”*).

#### Environmental Interactions

Characters can attempt to modify the environment using equipment:

* **Action**: Use a tool or system, like deploying drones or stabilizing a station.
* **Outcome**: Consult the oracle or apply tags like *“Specialized Tools”* for success.

### Adventure Creation Example

1. **Hook**: You receive an urgent distress call from an abandoned mining colony.
   * Tags: *“Remote,”* *“Rich Resources,”* *“Dangerous.”*
2. **Objective**: Retrieve medical supplies for survivors.
   * Roll: Mission Objective = Rescue/Extraction.
3. **Complication**: The colony is under attack by hostile alien fauna.
   * Roll: Mission Complication = Hostile Faction Involvement (Aliens).
4. **Reward**: A faction offers payment in rare resources for your aid.
   * Roll: Mission Reward = Rare Resource.
5. **Setting**: The mission takes place in a hazardous asteroid belt.
   * Roll: Mission Setting = Asteroid Belt.
6. **Challenge**: Mid-mission, a solar storm destabilizes the colony.
   * Roll: Hazard = Solar Storm.
7. **Twist**: The supplies include a mysterious alien artifact.
   * Roll: Twist = The true goal is not what it seems.

## World-Building Tools

Creating a vibrant galaxy filled with alien civilizations, factions, and diverse cultures is essential to making your solo RPG experience immersive. The following tools provide structured guidelines for designing alien species, political systems, and cultural and technological diversity.

### Alien Civilization Creation Guidelines

Alien civilizations add mystery and depth to the galaxy. Use these steps to define their unique traits.

#### Step 1: Core Traits

Each civilization is described by a combination of **tags** that define their nature.

| **Category** | **Examples** |
| --- | --- |
| **Biology** | Amphibious, Silicon-Based, Photosynthetic |
| **Society** | Communal, Hierarchical, Nomadic |
| **Technology** | Primitive, Advanced, Symbiotic |
| **Temperament** | Hostile, Cooperative, Curious |

Roll or choose one tag from each category to define the civilization’s core.

#### Step 2: Cultural Quirks

Add a distinctive cultural element using the **Alien Culture Table** (1d6):

| **Roll** | **Cultural Trait** | **Tags** |
| --- | --- | --- |
| 1 | Ritualistic | Deep Traditions, Symbolic |
| 2 | Mercantile | Trade-Oriented, Practical |
| 3 | Warrior Society | Honor-Bound, Aggressive |
| 4 | Scientific Focus | Experimental, Curious |
| 5 | Religious Zeal | Devout, Mystical |
| 6 | Isolationist | Xenophobic, Secretive |

#### Step 3: Communication

Determine how the species communicates using the **Communication Style Table** (1d6):

| **Roll** | **Style** |
| --- | --- |
| 1 | Verbal |
| 2 | Telepathic |
| 3 | Bioluminescent Signals |
| 4 | Chemical Pheromones |
| 5 | Visual Symbols/Art |
| 6 | Sound Vibrations |

#### Step 4: Strengths and Weaknesses

Assign one **Strength** and one **Weakness** to balance the civilization’s role in the galaxy.

| **Strengths** | **Weaknesses** |
| --- | --- |
| Advanced Technology | Technologically Stagnant |
| Strategic Diplomacy | Prone to Internal Conflict |
| Resilient Biology | Fragile Ecosystem |
| Expansive Territory | Poor Resource Management |

#### Example Civilization

* **Core Traits**: Amphibious, Communal, Advanced Technology, Cooperative
* **Cultural Quirk**: Ritualistic
* **Communication**: Bioluminescent Signals
* **Strength**: Resilient Biology
* **Weakness**: Poor Resource Management

This results in a species of peaceful amphibians that thrive in their watery worlds but struggle with ecological sustainability.

### Faction and Political Systems

Factions shape the political and economic dynamics of the galaxy. Each faction is described by a set of traits.

#### **Step 1: Faction Traits**

Define the faction with the following tags:

* **Concept**: Summarize the faction’s identity (e.g., *“Galactic Trade Guild”* or *“Pirate Confederacy”*).
* **Skills** (x2): Two general traits that define what they excel at (e.g., *“Efficient Logistics”* or *“Espionage Specialists”*).
* **Frailty**: A notable weakness (e.g., *“Corrupt Leadership”* or *“Overextended Territories”*).
* **Motive**: The faction’s overarching goal (e.g., *“Control Trade Routes”* or *“Destroy Rival Factions”*).

#### **Step 2: Diplomacy**

Determine the faction’s stance toward others. Use the **Faction Relations Matrix** to define relationships as:

* **Allied**: Strong cooperation.
* **Friendly**: Positive interactions.
* **Neutral**: Indifference.
* **Tense**: Suspicious or strained.
* **Hostile**: Open conflict.

| **Faction A** | **Faction B** | **Faction C** |
| --- | --- | --- |
| Galactic Trade Guild | Neutral | Friendly |
| Pirate Confederacy | Hostile | Neutral |
| Planetary Coalition | Friendly | Tense |

#### **Step 3: Power Structures**

Roll on the **Faction Leadership Table** (1d6) to determine the faction’s governance style:

| **Roll** | **Leadership Style** |
| --- | --- |
| 1 | Autocracy (Single Ruler) |
| 2 | Oligarchy (Council) |
| 3 | Democracy |
| 4 | Corporate Board |
| 5 | AI Governance |
| 6 | Anarchy |

#### **Example Faction**

* **Concept**: Planetary Coalition
* **Skills**: Advanced Diplomacy, Strong Military Defense
* **Frailty**: Fragmented Leadership
* **Motive**: Maintain Galactic Peace
* **Relations**: Neutral with Trade Guild, Tense with Pirates
* **Leadership**: Democratic Council

### Cultural and Technological Diversity Frameworks

The galaxy is a tapestry of diverse cultures and technologies. These frameworks help you design civilizations, planets, and factions that feel distinct.

#### Cultural Diversity

Assign cultures to planets or regions using the **Cultural Archetype Table** (1d6):

| **Roll** | **Cultural Archetype** |
| --- | --- |
| 1 | Nomadic Wanderers |
| 2 | Industrial Innovators |
| 3 | Spiritual Mystics |
| 4 | Militant Expansionists |
| 5 | Isolationist Researchers |
| 6 | Cosmopolitan Traders |

#### Technological Diversity

Define technological development using the **Tech Level Table** (1d6):

| **Roll** | **Tech Level** | **Tags** |
| --- | --- | --- |
| 1 | Pre-Industrial | Primitive, Resourceful |
| 2 | Early Industrial | Mechanized, Rigid |
| 3 | Spacefaring | Efficient, Practical |
| 4 | Advanced Spacefaring | Innovative, Modular |
| 5 | Symbiotic/Organic Technology | Integrated, Adaptive |
| 6 | Experimental/Alien | Unstable, Mysterious |

#### Planetary Influence

Roll to determine how culture and technology interact on a planet using the **Planetary Influence Table** (1d6):

| **Roll** | **Cultural/Tech Interaction** |
| --- | --- |
| 1 | Culture dominates technology |
| 2 | Technology drives culture |
| 3-4 | Balanced interplay |
| 5 | Technology is suppressed |
| 6 | Culture resists advancement |

### Example World-Building

* **Planet Name**: Zephyris
* **Cultural Archetype**: Industrial Innovators (*“Efficient, Ambitious”*)
* **Tech Level**: Advanced Spacefaring (*“Innovative, Modular”*)
* **Faction Influence**: Controlled by the Galactic Trade Guild (*“Economic Powerhouse”*)
* **Planetary Influence**: Balanced interplay between culture and technology.

## Celestial Object Names

### Stars

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Achenor | Zha’Rii | Kephos | N’Ketra | Velkaris | Xanthel |
| 2 | Esharin | Drayek | Oruloth | Threxil | Ulvora | Krellian |
| 3 | Gorrin | Vaskari | Tzaleth | Rionyx | Haldrun | Myrenax |
| 4 | Yvorka | Quelari | Zondar | Aruvel | Serken | Bhaznur |
| 5 | Valtor | Ilydris | Teshkar | Kryndor | Khaelos | Phyrrion |
| 6 | Elnath | Obareth | Syrak | Iridion | Maleth | Corvalex |

### Planets

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Talexis | Dreva | Myrr | Olkara | Cintar | Fyssun |
| 2 | Braxis | Kelari | Vuneth | Ashara | Jornis | Quivira |
| 3 | Xephon | Turava | Malzor | Entra | Zael | Ghorin |
| 4 | Lethros | Solentha | Nyskar | Belyra | Vecon | Joraxis |
| 5 | Uveth | Daruun | Impara | Skorix | Kryta | Zhonar |
| 6 | Arkanis | Ylvara | Mezeth | Tilion | Exova | Dereth |

### Moons & Asteroid Clusters

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Talvet’s Ring | Cryn Belt | Drifthollow | Irna’s Eye | Mavak Cradle | The Shale Coil |
| 2 | Xharn’s Crown | Koro Verge | Hollow Ember | Yiln Crust | Zaruun Chain | Lintari Coil |
| 3 | Frostpin | Albor Blight | Theta Rocks | Vulcari Rim | Dros Crag | Gelt Shard |
| 4 | Bramble Halo | Vakhan Field | Krelos Rim | Quarric Arc | Xydra Cloud | Emberreach |
| 5 | Rion’s Dust | Lethen Drift | Kassandra’s Halo | Iron Vane | Mirix Maw | Zenth Cluster |
| 6 | Rookfall | Tarn Maw | Voidglass | Nelma’s Ring | Flayer Crest | Galder Ice |

### Stations & Installations Names

|  | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| 1 | Relay K-47 | Velth Prime | Port Cyan | Obrex Nexus | Navspire Gamma | Juno Array |
| 2 | Ardent Bastion | Kerrin’s Reach | Boreal Station | Nova Vane | Respite Anchor | Outpost Yarra |
| 3 | Drixel Hub | Haven Shard | Blackport | Citadel 9 | Glass Halo | Horath Spoke |
| 4 | Echelon V | Kora Point | Tangent Relay | Wraith Base | Voidcall Node | Pax Ascendant |
| 5 | Trinary Helm | Delphi Outpost | K’Tal Foundry | Skell Station | Beacon Arus | Enclave Nox |
| 6 | Zenith Arc | Zeek’s Coil | Omega Refuge | Tristorm Yard | Silent Mooring | Station Myndra |

### Inspiration Tables

#### Verbs

| **Verbs** | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| **1** | Discover | Retrieve | Escape | Negotiate | Confront | Repair |
| **2** | Explore | Decode | Attack | Survey | Sabotage | Protect |
| **3** | Build | Salvage | Trade | Smuggle | Pursue | Investigate |
| **4** | Transport | Analyze | Evacuate | Hide | Capture | Signal |
| **5** | Observe | Hack | Patrol | Defend | Recruit | Forge |
| **6** | Examine | Infiltrate | Hunt | Bypass | Deliver | Recover |

#### Adjectives

| **Adjectives** | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| **1** | Ancient | Mysterious | Dangerous | Hidden | Massive | Fragile |
| **2** | Advanced | Alien | Critical | Desolate | Restricted | Valuable |
| **3** | Remote | Hostile | Unique | Inaccessible | Unstable | Secretive |
| **4** | Crumbling | Vibrant | Chaotic | Vital | Dense | Faint |
| **5** | Radiant | Uncharted | Inhabited | Shattered | Dormant | Isolated |
| **6** | Shifting | Exotic | Vital | Forbidding | Complex | Eerie |

#### Nouns

| **Nouns** | 1 | 2 | 3 | 4 | 5 | 6 |
| --- | --- | --- | --- | --- | --- | --- |
| **1** | Starship | Artifact | Faction | Outpost | Nebula | Colony |
| **2** | Alien | Engine | Weapon | Station | Crew | Trade Route |
| **3** | Treasure | Beacon | Rival | Asteroid | Civilization | Rift |
| **4** | Planet | Data Core | Smuggler | Cargo | Ruins | Diplomat |
| **5** | Signal | Prisoner | Pirate | Map | Relic | Creature |
| **6** | Spy | Prototype | Rebel | Star | Resource | Portal |

## Appendix: Inspirational Media

The following works served as direct or spiritual inspiration for *Loner: Spacer*. While the game is designed to support emergent storytelling, these sources offer tone, themes, and aesthetic guidance to enrich your solo voyages through the stars.

### **Books**

* *Traveller RPG* (original & Mongoose editions) – For modular worldbuilding and hard sci-fi trading mechanics.
* *The Expanse* series by James S. A. Corey – Realistic space travel, political factions, and station life.
* *Rimworld* (sourcebook) by Greg Stolze – A narrative-first exploration of frontier survival and alien ecosystems.
* *Downbelow Station* by C.J. Cherryh – Station-based drama, trading politics, and survival in interstellar war.
* *Solaris* by Stanisław Lem – Alien incomprehensibility and introspective encounters in space.
* *Neuromancer* by William Gibson – Aesthetic cues and tone for black market tech and high-risk trading.

### **Films**

* *Outland* (1981) – Corporate frontier lawlessness and industrial isolation.
* *Alien* & *Aliens* (1979, 1986) – For gritty ship interiors and hostile space.
* *Interstellar* (2014) – Tense, realistic space travel and relativity.
* *Moon* (2009) – Loneliness, resource extraction, and AI ambiguity.
* *Blade Runner* (1982) – Dystopian cities and noir-infused futurism.
* *The Black Hole* (1979) – Weird science, lost stations, and cosmic madness.

### **TV Series**

* *The Mandalorian* – Lone trader life, episodic missions, and fringe societies.
* *Firefly* – Free traders, faction tension, and frontier survival.
* *The Expanse* – System-wide politics, realistic physics, and multi-faction dynamics.
* *Battlestar Galactica (2004)* – Survival on the run, moral compromise, and deep space uncertainty.

### **Video Games**

* *Elite* series (especially *Elite: Dangerous*) – Core gameplay loop of trading, exploration, and risk.
* *FTL: Faster Than Light* – Procedural travel, decision-making, and survival.
* *No Man’s Sky* – Procedural systems, colorful biomes, and lonely exploration.
* *EVE Online* – Faction economics, open-ended interaction, and market-driven dynamics.
* *Hardspace: Shipbreaker* – Industrial tools, salvage gameplay, and working-class space life.

### **Comics & Visual Media**

* *Prophet* (Brandon Graham) – Alien weirdness and interstellar scavenging.
* *Saga* (Brian K. Vaughan & Fiona Staples) – Emotionally driven space opera.
* *Descender* (Jeff Lemire & Dustin Nguyen) – AI mysteries and exploration aesthetics.

## License

Loner: Spacer

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