# Plerion - Solo Spacefarer

*I cautiously approach the derelict, anchoring my spaceship to the deformed scaffolding with a slight, eerie creaking sound. As I cross the threshold, I sense a feeling of unease, as if time itself has frozen in this place.*

*The corridors are dark and dusty, illuminated only by faint red glows from damaged control panels. Cables hang from the ceiling, and the sound of my breathing is the only audible noise. I move cautiously, examining every detail of the derelict. Every now and then, I hear a distant whisper, a ghostly echo from a long-forgotten past.*

*As I traverse a narrow corridor, I feel an odd tremor coming from the floor. I drop to my knees as the ground beneath me opens into a chasm. I manage to stifle the sudden sensation of vertigo, reaching out and grasping onto a protrusion. Slowly, I pull myself up and continue my exploration with even greater care.*

*Further ahead, I reach a semi-destroyed control room. The screens flicker intermittently, displaying distorted images and incomprehensible codes. I manage to retrieve some encrypted files that might contain valuable information about the ship’s past, but deciphering them will be a challenge.*

*Continuing my journey, I encounter mysterious creatures, blurry shadows that seem to move in the corners. I’m unsure whether they are survivors of the original crew or beings that appeared after the derelict was abandoned. Regardless of their origin, I remain calm and ensure I avoid their sinister gaze.*

*After hours of exploration, I reach the main cargo hold. The atmosphere is thick with tension, as rays of sunlight filter through the cracks in the ceiling. As I scrutinize the debris, I discover an intriguing object: a mysterious luminescent sphere. I approach it cautiously, extending my hand to touch it.*

*As my fingers brush against the sphere, an intense glow envelops me. I suddenly feel as if I’ve been catapulted into another dimension. Visions flash before me rapidly, fragments of past lives and unknown futures.*

*But when the glow fades, I find myself back in the cargo hold, bewildered and perplexed. The luminescent sphere has vanished, leaving behind only a sense of loss and an unsolved enigma. What did that vision mean? What was the derelict hiding?*

*I don’t have time to reflect further, as suddenly the derelict begins to shake violently. Debris detaches from the walls and fills the corridors, and the deafening sound startles me. With a frantic dash, I run toward my spaceship, hoping to reach it before everything collapses.*

# Intro

Welcome to *Solo Starfarer*. This booklet serves as a companion to *Plerion*, the Space Opera Adventure Game based on Cairn. To make use of these additional rules, **you’ll require the Core Book**.

Here, you won’t find information on character creation, combat, or equipment.

Within these pages, you’ll discover suggested approaches and procedures, but consider them as flexible guidelines. All its components are modules that you can “turn on or off” according to your taste. After all, this is your game! Do you wish to chart the vast reaches of interstellar space? Use the Exploration Procedure and the Star System Generation tables. Interested in scavenging a derelict vessel adrift in the cosmos? Employ the Installations Generator and embark on your exploration. Fancy venturing into speculative trading? Why not!

The only limit is your imagination. Here, we offer you a structural framework for those moments when inspiration may be lacking to kickstart your adventure.

## What Is a Solo Role-Playing Game?

A role-playing game (RPG) is a type of game in which players assume the roles of imaginary characters and take actions and make decisions within an imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as rolling dice or using measurable character attributes.

In a solo role-playing game, a single player takes on the roles of one or more characters while simultaneously managing certain elements of the game world. These games typically involve the use of a rules system and game mechanics to determine the outcomes of the actions taken by the player-controlled characters.

Through the interaction between the player, oracle, tools, and prompts, the character’s actions will build an emerging narrative in which almost anything can be attempted, with no predetermined limits.

If you are not familiar with Solo-RPGs, here are some excellent introductory guides you can use to gain some insight:

* *Solo Game Master’s Guide* by Geek Gamers <https://t.ly/djXDK>
* *Solo Roleplaying: A brief introduction* by Alex Yari <https://t.ly/oM_l6>
* *Solo RPG Basics* <https://t.ly/f62eq>

If you want to try something simpler before embarking on a modular, procedural game like this, Zotiquest Games published *Loner*, a very light Solo-RPG written with beginners in mind. It’s free! <https://zeruhur.itch.io/loner-2nd-edition>

## Kickstart Your Adventure

If you’ve never played an RPG or even a solo RPG before, you might be wondering what to do! Here are some guidelines to kickstart your adventure:

1. **Create a Character:** Before beginning the game, create your character following the core rules.
2. **Choose a Path:** will give you a role, additional resources and more background to immerse yourself in the game universe.
3. **Starting Planet:** Start your adventure on a home planet, where you can stock up on supplies and items essential for your journey. The planet can be used as a starting point to explore the starry expanses. It doesn’t need elaborate details; a simple outpost with a spaceport and a store will suffice. Perhaps a small colony with a bar.
4. **Explore the Starry Expanse:** Start venturing among the stars in search of fortune!
5. **Combat:** If you encounter an enemy, prepare for battle. Use your statistics and skills to defeat the foe.
6. **Solving Puzzles and Challenges:** During the game, you might come across puzzles and challenges that need to be solved. Use your cleverness and skills to overcome them and reap rewards.
7. **Acquiring Items and Wealth:** Throughout your adventure, you may find useful items such as weapons, armor, and supplies. Collect anything that might be handy for your journey and keep track of your inventory.
8. **Character Advancement:** As you progress in the game, your character will grow and evolve. This involves not only increasing your stats, but also acquiring new equipment, wealth and reputation.
9. **Choices and Consequences:** Remember that your choices will influence the outcome of your adventure. Be mindful of what you choose and how you act, as it could have significant consequences for your journey.
10. **End of the Adventure:** You can play a single session or a campaign. You decide when to stop. From your actions and how the game world reacts, missions, unexpected goals, and relationships with Non-Player Characters will emerge. There are no predetermined limits: perhaps your character will rise to fame and glory or meet a gruesome end in a haunted derelict. Play to find out!

# Paths

These paths are some roles you could play in your solo game. Each one guarantees starting assets (and also a likely debt to repay). Select or roll for a starting one.

At any time you can change paths, but watch out: debts pile up!

1. **Drifter:** you are a wanderer of the stars, you try to make ends meet as best you can
2. **Freelancer:** you are a bounty hunter, patrolling space looking for outlaws or escorting convoys from pirates
3. **Carrier:** you plow the sidereal depths carrying goods or passengers for profit
4. **Mercenary:** you are simply a gun for hire, ready to risk his skin for a fair payoff
5. **Salvager:** you jump from derelict to derelict, looking for something valuable to scavenge
6. **Pathfinder:** you explore and map stellar regions in exchange for fair remuneration

## Drifter

As a Drifter, your existence is a constant journey through the cosmos. You’ve forsaken stability for freedom, navigating the stars with resourcefulness and adaptability. Each day brings new challenges, from scrounging for supplies on remote planets to evading hostile forces. Your path is unpredictable, but it’s where you thrive, finding beauty in the ever-changing tapestry of the universe.

### Additional Assets

Trusty, old blaster pistol

### Debt

1. Loan from a shadowy creditor.
2. Unpaid spaceport docking fees.
3. Gambling debts from a space casino.
4. A bounty placed on your head.
5. Owed favors to a notorious smuggler.
6. Unresolved legal issues from a past incident.

### Role in the Universe (select or roll one)

1. **Nomadic Wanderer:** You are a lone traveler, drifting through the cosmos without a fixed destination, finding solace in the ever-changing vistas of space.
2. **Cosmic Observer:** Your journeys grant you unique insights into the universe, documenting the diverse cultures and species you encounter.
3. **Starship Vagabond:** You embrace a life of freedom, relying on your resourcefulness to survive as you explore the unknown.
4. **Interstellar Storyteller:** Your experiences become tales, inspiring those you meet to dream beyond their boundaries.
5. **Frontier Explorer:** You are the first to chart uncharted territories, forging paths for those who follow.
6. **Intergalactic Diplomat:** As a neutral observer, you mediate disputes and foster diplomacy, bridging gaps between warring factions and civilizations.

### Challenges (select or roll one)

1. Dodging the authorities when your reputation precedes you.
2. Evading debt collectors from your shady past.
3. Finding safe havens to rest and recover in hostile territories.
4. Navigating through uncharted and dangerous regions of space.
5. Finding a job that allows you to jump to the next planet.
6. Staying one step ahead of rival drifters who see you as competition.

### Rewards and Goals (select or roll one)

1. Earning enough credits for a decent meal and a comfortable bed.
2. Making useful contacts who can provide you with information.
3. Finding a mysterious star map hinting at hidden treasures.
4. Obtaining a rare piece of alien technology.
5. Finding a long-lost friend or family member.
6. Securing a steady job with a reliable income.

## Freelancer

In the vastness of space, you’re the law’s long arm and the galaxy’s silent avenger. As a Freelancer, you hunt down outlaws and protect convoys from pirates. Your skills and determination make you a formidable force against even the most notorious criminals. But the dangers you face are matched only by the rewards you seek.

### Additional Assets

A Fighter ship armed to the teeth or an extensive network of informants and contacts

### Debt

1. Debt to a powerful bounty hunting guild.
2. Unfulfilled contract obligations.
3. Fee owed for damages caused during a mission.
4. Personal debt to a fellow freelancer.
5. Lost wager in a high-stakes poker game.
6. Outstanding fine for a space traffic violation.

### Role in the Universe (select or roll one)

1. **Space Vigilante:** You are a fearless enforcer of justice, hunting down outlaws and keeping space lanes safe.
2. **Cosmic Mercenary:** You sell your skills to the highest bidder, a gun for hire in the lawless expanse.
3. **Interstellar Guardian:** Your missions protect vulnerable cargo and ensure safe passage for those in need.
4. **Rogue Bounty Hunter:** You have a reputation for being relentless, pursuing your quarry across the stars.
5. **Pirate Hunter:** You are the scourge of space pirates, a constant threat to those who terrorize the cosmos.
6. **Interstellar Marshall:** You bring order to the chaotic fringe, upholding the law even in the darkest reaches of space.

### Challenges (select or roll one)

1. Avoiding rival bounty hunters who want to claim your target.
2. Negotiating your fees with clients who may not always pay up.
3. Handling legal complications when your actions draw unwanted attention.
4. Maintaining your ship’s combat readiness and evading pursuit from law enforcement agencies.
5. Eliminating your targets and the consequences it may have on your reputation.
6. Balancing the constant danger and isolation of your work with the desire for personal relationships and a sense of belonging.

### Rewards and Goals (select or roll one)

1. Discovering hidden caches of contraband.
2. Uncovering a sinister criminal organization.
3. Finding clues leading to a legendary outlaw.
4. Obtaining a coveted license for legal enforcement.
5. Fulfilling personal vendettas.
6. Building a network of allies and informants.

## Carrier

As a Carrier, your life revolves around plowing through the sidereal depths, carrying precious cargo and passengers to distant worlds. Profit is your driving force, and the cosmos is your playground. You navigate trade routes, negotiate with clients, and encounter an array of cultures along the way.

### Additional Assets

A well-equipped Trader ship

### Debt

1. Loan for the purchase of your starship.
2. Outstanding cargo damage compensation.
3. Payment due for ship repairs and maintenance.
4. Contractual penalties for late deliveries.
5. Debt to a passenger who pre-paid for travel.
6. Unresolved disputes with a cargo client.

### Role in the Universe (select or roll one)

1. **Cosmic Hauler:** You are the backbone of interstellar trade, ensuring goods and passengers reach their destinations safely.
2. **Stellar Transporter:** Your ships serve as the lifeblood of remote colonies, supplying them with essential resources.
3. **Galactic Conveyor:** You are the bridge between distant worlds, facilitating cultural exchange and commerce.
4. **Space Bus Driver:** You transport passengers to exotic destinations, your ships filled with a diverse array of travelers.
5. **Interstellar Cargo Kingpin:** You have risen to the top, controlling lucrative trade routes and dominating the market.
6. **Cosmic Diplomat:** You use your position to negotiate alliances, turning your cargo holds into chambers of diplomacy and trade.

### Challenges (select or roll one)

1. Navigating through treacherous space routes, dealing with asteroid fields.
2. Negotiating profitable trade deals and ensuring the safety of your cargo from pirates or rival traders.
3. Managing your crew and maintaining ship morale during long and grueling journeys.
4. Competing with other carriers for lucrative contracts and resources.
5. Dealing with diplomatic tensions and interstellar politics when traveling through various star systems.
6. Balancing the pursuit of profit with ethical considerations and deciding whether to take on morally questionable cargo.

### Rewards and Goals (select or roll one)

1. Accumulating substantial wealth and assets through successful trade ventures
2. Expanding your shipping empire and becoming a prominent figure in the interstellar trade community.
3. Establishing trade routes that bring prosperity to entire star systems.
4. Acquiring advanced technology and ship enhancements to stay ahead of the competition or obtaining exclusive trading rights.
5. Building strong diplomatic relationships and alliances with various alien species.
6. Discovering the truth behind a mysterious cargo you transported.

## Mercenary

A gun for hire, you live on the edge of morality, taking on dangerous missions for the highest bidder. Your life is a relentless pursuit of wealth, driven by risk and reward. In the unforgiving void, you’ve learned that survival often depends on your combat skills and quick thinking.

### Additional Assets

A well-maintained arsenal of weapons and combat gear or a network of contacts in the criminal underworld.

### Debt

1. Unpaid advance payment for a contract.
2. Owing money to a fellow mercenary for gear.
3. Fines for collateral damage during missions.
4. Debt to a criminal organization for protection.
5. Outstanding payments for hired crew members.
6. Gambling losses against fellow mercenaries.

### Role in the Universe (select or roll one)

1. **Ruthless Gunslinger:** You’re known for your cold, calculated approach to combat, executing contracts without hesitation.
2. **Elite Soldier:** Your military background makes you a disciplined and effective combatant.
3. **Cosmic Hitman:** Your reputation for eliminating high-value targets makes you a sought-after asset.
4. **Galactic Enforcer:** You enforce the will of powerful factions, quelling uprisings and maintaining order.
5. **Space Merc:** You’ve carved a niche as a versatile mercenary, taking on a wide range of missions and challenges.
6. **Renegade Warrior:** Your ideals lead you to fight for causes you believe in, even if it means going against the grain of established powers.

### Challenges (select or roll one)

1. Engaging in high-risk combat missions against dangerous foes, such as space pirates, hostile alien species, or rogue AI.
2. Navigating the moral ambiguity of your profession and making difficult decisions about the contracts you accept.
3. Handling disputes and betrayals within your mercenary company.
4. Balancing your loyalty to your employer with your own survival and principles or facing conflicts of interest.
5. Staying one step ahead of law enforcement and bounty hunters while evading capture or avoiding becoming a target yourself.
6. Confronting personal demons, trauma, or the consequences of your past actions as a ruthless gun for hire.

### Rewards and Goals (select or roll one)

1. Amassing significant wealth and valuable resources through successful contracts and combat victories.
2. Becoming a legendary figure in the galaxy’s underworld.
3. Acquiring cutting-edge weaponry, cybernetic enhancements, or experimental technology to enhance your combat prowess.
4. Gaining access to secretive organizations and exclusive mercenary contracts, including those involving ancient relics or classified information.
5. Forming alliances with criminal syndicates, rebel groups, or shadowy figures who can provide lucrative contracts and protection.
6. Finding redemption or purpose in using your combat skills to protect the innocent or uncovering hidden conspiracies that threaten the galaxy.

## Salvager

You’re a master of exploration and scavenging, hopping from one derelict spacecraft to another, seeking valuable relics, technology, and secrets hidden within the wreckage. Every abandoned vessel tells a story, and you’re the one to unravel it. Your journey is a treasure hunt in the cold expanse of space.

### Additional Assets

Old Cargo Ship

### Debt

1. Loan for the purchase of salvage equipment.
2. Debt to a rival salvager for disputed salvage rights.
3. Owing fees to a space station salvage yard.
4. Fine for unauthorized scavenging in restricted zones.
5. Unpaid dues to a salvage workers’ union.
6. Debt for the retrieval of a past salvaging expedition.

### Role in the Universe (select or roll one)

1. **Salvage Operative:** You’re a seasoned expert in the art of recovering lost treasures from the wreckage of the cosmos, sought after for your unique skills.
2. **Galactic Historian:** Your work uncovers forgotten chapters of the universe’s history, shedding light on the rise and fall of ancient civilizations.
3. **Rogue Archaeologist:** You boldly venture into dangerous derelicts, driven by the thrill of discovery and the allure of forbidden knowledge.
4. **Salvage Tycoon:** You’ve turned your passion into a profitable empire, managing a fleet of salvaging vessels and controlling lucrative salvage yards.
5. **Galactic Adventurer:** Every expedition you undertake is a daring adventure, as you chase legends and unravel the mysteries of deep space.
6. **Keeper of Secrets:** You guard the secrets and stories found within the debris, trading knowledge as much as physical treasures. Your insights are highly valued by scholars and collectors across the universe.

### Challenges (select or roll one)

1. Navigate Treacherous Space Debris.
2. Decrypt Ancient Ship Logs.
3. Repair Damaged Salvage Equipment.
4. Evade Radiation Hazards.
5. Extract Valuables from High-Gravity Wrecks.
6. Negotiate with Eccentric Collectors.

### Rewards and Goals (select or roll one)

1. Acquire Rare Alien Artifacts.
2. Amass a Fortune in Salvaged Ship Parts.
3. Build a Reputation as a Legendary Salvager.
4. Solve the Puzzle of Vanishing Space Colonies
5. Forge Alliances with Enigmatic Alien Races
6. Master the Art of Interstellar Salvage Archaeology

## Pathfinder

The cosmos is your uncharted canvas, and you’re the artist. As a Pathfinder, your mission is to explore, map, and document stellar regions, uncovering the mysteries of the universe. You venture where no one has gone before, discovering alien worlds and charting the unknown. Your work shapes the future of space exploration and science.

### Additional Assets

Explorer ship and a well-documented collection of star charts and exploration data.

### Debt

1. Debt to a space exploration agency for training.
2. Owing fees for advanced mapping technology.
3. Payment due for a damaged exploration vessel.
4. Fine for unauthorized stellar cartography.
5. Outstanding research grant repayments.
6. Debt to an academic institution for past expeditions.

### Role in the Universe (select or roll one)

1. **Celestial Mapper:** You chart the unknown territories, expanding the boundaries of known space.
2. **Astral Cartographer:** Your maps are invaluable, guiding travelers safely through uncharted cosmic realms.
3. **Cosmic Pioneer:** You blaze trails into the unexplored, planting the flag of discovery in the name of adventure.
4. **Deep Space Surveyor:** You uncover the secrets of the cosmos, studying cosmic phenomena and anomalies.
5. **Stellar Wayfarer:** Your knowledge of safe routes and shortcuts makes you a sought-after guide.
6. **Universal Explorer:** You embrace the thrill of the unknown, daring to venture where no one else has gone before, uncovering the mysteries of the universe.

### Challenges (select or roll one)

1. Surviving in uncharted regions of space, where dangers such as cosmic anomalies, gravitational disturbances, and unknown alien civilizations are prevalent.
2. Balancing the desire for exploration with the need for resources and provisions while charting remote areas of the galaxy.
3. Navigating complex political and diplomatic situations when encountering new species or factions during your explorations.
4. Dealing with isolation and the psychological toll of long-term space travel and exploration.
5. Managing the expectations and morale of your exploration crew or finding new crew members with specialized skills.
6. Unraveling the mysteries of ancient alien artifacts, deciphering alien languages, or interpreting the history of undiscovered worlds.

### Rewards and Goals (select or roll one)

1. Discovering new star systems, planets, or celestial phenomena that expand the knowledge of the galaxy and potentially have valuable resources.
2. Achieving fame and recognition as a trailblazing explorer and becoming a respected figure in scientific and exploration circles.
3. Accumulating a vast collection of valuable data, including rare geological, biological, or cultural information from uncharted regions.
4. Establishing diplomatic relations with previously unknown alien species and fostering peaceful cooperation or trade.
5. Acquiring state-of-the-art exploration technology, starships, or cutting-edge scientific instruments.
6. Uncovering ancient secrets and forgotten civilizations that hold the potential to reshape the galaxy’s future.

# Game Procedures

The following procedures will help you give structure to your solitaire game. You do not neet to follow them. Use them only if they are helpful and adapt them where you feel it is necessary.

## Ground Procedures

Follow this procedure when a PC lands on a new planet. If you do not own a ship skip the first step.

* **Maintenance:** Pay ship costs and crew salaries. If needed, make repairs to the ship (if you can afford it).
* **Take Action**: Each day you stay in a safe haven you can perform *one* of the following actions.
  + **Medical Care:** Treat injuries or pay for medical assistance.
  + **Look for a job:** if you need it, look for a job on the local spaceport assignment lists. Use the Job Generator to find out what’s available.
  + **Listen to rumors:** you might listen to some rumors by eavesdropping among the docks or in the local bar. Use the rumor generator if you need it.
  + **Find a patron:** if you are particularly ambitious or needy, you will need to seek a patron for an actual Mission. You have a 1-in-6 chance per week of crossing paths with such an offer.
  + **Buy/Sell goods or equipment:** if you are a Carrier devoted to speculative trading, now is a good time to do your magic.
* **Roll for Event:**

|  |  |
| --- | --- |
| 2D6 | Event |
| 2-6 | Unfavorable encounter or Disaster (Roll for Spark) |
| 7 | Nothing |
| 8-12 | Favorable Encounter or Fortune (Roll for Spark) |

**Note:** Remember that staying overnight and eating cost money! The more days you stay in a landing without doing anything or failing to get work, the thinner your finances will shrink.

## Exploring Space

Exploring the cosmos can be highly rewarding but very risky. If you undertake a path from Pathfinder, use the following procedure.

* **Roll a Star System:** if you are entering an unkwon region of space, use the Star System Generation (in the core book) to determine the feature of the next system.
* **Take Action:** now you can perform *one* of the following per turn.
  + **Travel:** you can travel everywhere in the reach granted by the fuel reserve of your ship.
  + **Explore:** if you entered a star system, you can explore its celestial body in search for interesting features or sources of income.
  + **Interact:** if the planet is inhabited, you can decide to interact with its population by radio or by landing.
  + **Dock:** you can dock on a planet equipped with a spaceport.
  + **Refuel:** if necessary and you have access to a spaceport you can refuel within your finances.
* **Roll for Event:**

|  |  |
| --- | --- |
| 2D6 | Event |
| 2-3 | Ship malfunction (deactivate one module) |
| 4-6 | Space Anomaly |
| 7 | Encounter (roll on reaction) |
| 8-10 | Distress call |
| 11-12 | Advantage |

|  |  |
| --- | --- |
| 2D6 | Encounter (roll on reaction) |
| 2-3 | Star Kraken |
| 4-6 | Pirates |
| 7 | Patrol |
| 8-10 | Freelancers |
| 11-12 | Star Leviathan |

## Explore Installations

As Salvager you will find yourself exploring derelict ships and other abandoned installations. Even in other paths you may find yourself boarding and navigating installations that are still active. First use the Installation Generator to determine Origin and Current Purpose. Then follow the following procedure.

* **Roll Area or Junction:** Use the relevant table to generate the current environment, its size, number of outputs and features.
* **Roll for Event (see below):** check what happens, pulling on the event table-
* **Take Action:** resolve the undertaken action.
  + If an encounter occurs use the reaction and possibly combat rules.
  + If you encounter a trap, use the Oracle and Saves to determine if you are affected.

|  |  |
| --- | --- |
| 2D6 | Event |
| 2-3 | Exhaustion (need to rest) |
| 4-6 | Trap |
| 7 | Encounter (roll on reaction) |
| 8-10 | Clue regarding next encounter |
| 11-12 | Advantage |

## Build a Planetary Adventure

Sometimes you might want to get out of the spaceport and explore planetary territory. In this case, the following procedure will help you quickly define a map to navigate.

### Choose A Theme

1. Pick a theme for the area. You can roll a *Omen* to get inspired.
2. Come up with an adventure premise (you can roll a *Omen* or use the *Mission Generator*).
3. Decide on a ruling faction, with traits & motive (roll on the *NPC and Faction Generator*).
4. Add some kind of counter balance (another faction, some kind of nefarious enemy, etc).

### Draw A Planetary Map

1. Take a sheet of paper or a virtual canvas.
2. Draw at least four lines of any shape, each from a different color. Each line should cross another at least once. These lines represent roads or paths.
3. Generate at least 3 Points of Interest: take in consideration the theme(s) and factions. Put these wherever the lines cross.
4. Generate regional features for each POI using tables and placing results in those POIs where it makes most sense.
5. Place additional (especially hidden) dangers, encounters or NPC’s in some of the POI.
6. Add some travel/route complications, taking in consideration any POIs along the way.

### Create Encounters

1. Make an encounter table (either 1d6 or 2d6), with at least one result tied to the party or its members.
2. Details on any Artifact (Who wants it? Where is it now? Why wasn’t it ransacked before?). Include maps.
3. Roll area/junction for an installation.

You do not need to do this for ever single POI, only those that interest you.

# Tuning Characters and Combat for Solo play

Plerion’s core rules are designed for a group of characters facing dangers together. By venturing as loners into interstellar space, the risks increase and death is a much bleaker omen.

To make your character more durable, without betraying the Old School style of this game, here are a couple of viable options:

1. **Enhanced Character** (for lone spacers only):
   1. When you generate the character, he is automatically assigned 6 HP, without the need to pull it.
   2. When damage is rolled, a d4 “Enhanced Die” is added.
   3. When a Save is rolled instead, the Enhanced Die is subtracted from the total.
   4. When the character wants to escape, make a DEX Save. On a success, the PC manages to escape from combat.
2. **Use assistants**:
   1. *Instead of the Enhanced Character* option, automatically assign one or two companions (following the creation rules in the core book).
   2. Assistants have a background (drawn randomly on the relevant table) that will be able to guarantee any situational advantages.
   3. This type of assistant has a monthly salary of 1,000 credits each. Take this into account in your finances.
   4. Assistants have no funds or inventory management (assume they have a weapon and items needed for the current mission). You can equip them with a more powerful weapon if you have purchased it and are not using it.
   5. When you ask them to do something risky or potentially lethal, they perform a WIL Save. If they fail, they will refuse to comply and potentially could quit.

# Resolve Uncertainty

In a solo game you will have to manage your character and the game world at the same time. But you’re not writing a novel! Subverting your expectations and being surprised by the unpredictability of the shots is an integral part of this style of play. Here you will find an Oracle and other tools to help you introduce and manage the uncertainty of actions. The Oracle is an aid to generate unpredictability, but it is not a person. You will have to be the one to interpret its responses.

## Taking Actions

Characters can undertake various actions and challenges.

1. Some actions involve no risk or uncertainty and are simply resolved in the emerging narrative.
2. Other actions (such as exploration) have uncertain outcomes and require querying the Oracle for the result.
3. Actions that involve risk (like climbing steep walls or dodging a trap, and of course, combat) require making a Save on the relevant attribute.

## Ask the Oracle

When you need to determine the outcome of actions that aren’t governed by precise rules (as combat) or you need to figure out responses from the game world or non-player characters (NPCs), you can:

1. **Draw a Conclusion**: Decide the answer based on what’s most interesting and obvious.
2. **Ask a Yes/No Question**: Determine the likelihood of a “yes” and roll on the table below to check the answer.
3. **Choose Between Two**: Imagine two options. Consider one as “likely” and roll on the table below to see if it’s true. Otherwise, it’s the other option.
4. **Spark an Idea**: Brainstorm or use a random prompt.

## Oracle

1. Roll a 1d100 to generate a number between 1 and 100.
2. Check your roll on the table. The oracle will reveal its response.
3. Consider the response in the context of your question and the current situation. Does it fit? Does it spark inspiration?
4. If you have your answer, you’re good to go! Play to see what happens. If you want more details, you can roll for Sparks.
5. If you’re stuck, you can roll again, try another Spark, or simply rely on your intuition to decide what happens next.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Probability | No, and | No | No, but | Yes, but | Yes | Yes, and |
| Almost Certain | 1 | 2 - 4 | 5 - 10 | 11 - 25 | 26 - 75 | 76 - 100 |
| Very Likely | 1 - 3 | 4 - 10 | 11 - 20 | 21 - 30 | 31 - 80 | 81 - 100 |
| Likely | 1 - 7 | 8 - 17 | 18 - 32 | 33 - 44 | 45 - 85 | 86 - 100 |
| Unknown | 1 - 10 | 11 - 40 | 41 - 50 | 51 - 60 | 61 - 90 | 91 - 100 |
| Unlikely | 1 - 15 | 16 - 56 | 57 - 66 | 67 - 81 | 82 - 93 | 94 - 100 |
| Very Unlikely | 1 - 20 | 21 - 70 | 71 - 80 | 81 - 90 | 91 - 97 | 98 - 100 |
| Almost Impossible | 1 - 25 | 26 - 75 | 76 - 90 | 91 - 96 | 97 - 99 | 100 |

## Complication

When the Oracle’s response includes a “but,” you can roll on the following table to determine the complication that arises. Use it only if you can’t determine it from the context of the current scene:

|  |  |
| --- | --- |
| d10 | Complication |
| 1 | Improves a minor condition |
| 2 | Worsens a minor condition |
| 3 | Adds a minor condition |
| 4 | Removes a minor condition |
| 5 | Improves a major condition |
| 6 | Worsens a major condition |
| 7 | Adds a major condition |
| 8 | Removes a major condition |
| 9 | Positive Spark |
| 10 | Negative Spark |

## Plot Twist

A double on your dice when rolling on the Oracle table triggers an extreme result or a narrative twist.

|  |  |
| --- | --- |
| d100 | Event |
| 1-5 | It was all a diversion. |
| 6-10 | An obscure secret is revealed. |
| 11-15 | A trap is triggered. |
| 16-20 | An assumption proves false. |
| 21-25 | A secret alliance is unveiled. |
| 26-30 | Your actions benefit an enemy. |
| 31-35 | Someone returns unexpectedly. |
| 36-40 | A more dangerous enemy is revealed. |
| 41-45 | You and an enemy share a common goal. |
| 46-50 | A true identity is exposed. |
| 51-55 | You have been betrayed by someone you trusted. |
| 56-60 | You are too late. |
| 61-65 | The true enemy is revealed. |
| 66-70 | The enemy gains new allies. |
| 71-75 | A new threat emerges. |
| 76-80 | Someone or something disappears. |
| 81-85 | The truth of a relationship is revealed. |
| 86-90 | Two seemingly unrelated situations are shown to be connected. |
| 91-95 | Unexpected powers or abilities are revealed. |
| 96-00 | Roll on this table two more times. Both results occur. If they are the same result, it becomes more dramatic. |

## Spark

Sparks can be invoked in the following cases:

1. When you want to pose an open-ended question to the Oracle.
2. When seeking inspiration.
3. When invoked through a complication.

Sparks are used to inspire a discovery, an event, a character’s goal, or a situation. Combine rolls on both of the following tables (Action + Theme) to provide an action and a subject. Then, interpret the result based on the context of the question and your current situation.

### Actions

|  |  |
| --- | --- |
| D100 | Action |
| 1 | Explore |
| 2 | Navigate |
| 3 | Battle |
| 4 | Negotiate |
| 5 | Infiltrate |
| 6 | Smuggle |
| 7 | Sabotage |
| 8 | Discover |
| 9 | Rescue |
| 10 | Investigate |
| 11 | Duel |
| 12 | Betray |
| 13 | Communicate |
| 14 | Evade |
| 15 | Confront |
| 16 | Trade |
| 17 | Pilot |
| 18 | Defend |
| 19 | Hack |
| 20 | Captivate |
| 21 | Scheme |
| 22 | Colonize |
| 23 | Salvage |
| 24 | Parley |
| 25 | Uncover |
| 26 | Decode |
| 27 | Command |
| 28 | Inherit |
| 29 | Reveal |
| 30 | Persuade |
| 31 | Outwit |
| 32 | Outmaneuver |
| 33 | Steal |
| 34 | Lead |
| 35 | Conquer |
| 36 | Observe |
| 37 | Expose |
| 38 | Flee |
| 39 | Protect |
| 40 | Unite |
| 41 | Surrender |
| 42 | Thrust |
| 43 | Train |
| 44 | Repel |
| 45 | Reforge |
| 46 | Inscribe |
| 47 | Manipulate |
| 48 | Build |
| 49 | Nurture |
| 50 | Clash |
| 51 | Ally |
| 52 | Conspire |
| 53 | Evacuate |
| 54 | Intercept |
| 55 | Launch |
| 56 | Forge |
| 57 | Defy |
| 58 | Encrypt |
| 59 | Rebuild |
| 60 | Conjure |
| 61 | Liberate |
| 62 | Outrun |
| 63 | Deceive |
| 64 | Rally |
| 65 | Pursue |
| 66 | Decontaminate |
| 67 | Decipher |
| 68 | Disrupt |
| 69 | Counter |
| 70 | Redeem |
| 71 | Illuminate |
| 72 | Outsmart |
| 73 | Reclaim |
| 74 | Mediate |
| 75 | Exterminate |
| 76 | Stargaze |
| 77 | Barter |
| 78 | Enlighten |
| 79 | Inoculate |
| 80 | Traverse |
| 81 | Uplift |
| 82 | Compromise |
| 83 | Broadcast |
| 84 | Repair |
| 85 | Challenge |
| 86 | Thrive |
| 87 | Outshine |
| 88 | Outflank |
| 89 | Reconstruct |
| 90 | Ascend |
| 91 | Paralyze |
| 92 | tranquilize |
| 93 | Destabilize |
| 94 | Override |
| 95 | Retaliate |
| 96 | Reinforce |
| 97 | Override |
| 98 | Utilize |
| 99 | Venture |
| 00 | Persevere |

### Themes

Here is the table filled with nouns related to the space opera genre:

|  |  |
| --- | --- |
| D100 | Theme |
| 1 | Galaxy |
| 2 | Starship |
| 3 | Planet |
| 4 | Adventure |
| 5 | War |
| 6 | Rebellion |
| 7 | Exploration |
| 8 | Technology |
| 9 | Artifact |
| 10 | Empire |
| 11 | Hero |
| 12 | Villain |
| 13 | Alien |
| 14 | Heroine |
| 15 | Diplomacy |
| 16 | Treasure |
| 17 | Supernova |
| 18 | Escape |
| 19 | Espionage |
| 20 | Space Station |
| 21 | Mutation |
| 22 | Cyborg |
| 23 | Plague |
| 24 | Pirate |
| 25 | Bounty Hunter |
| 26 | Cosmic Anomaly |
| 27 | Comet |
| 28 | Asteroid |
| 29 | Prophecy |
| 30 | Lost Colony |
| 31 | Invasion |
| 32 | Refugee |
| 33 | AI |
| 34 | Market |
| 35 | Uprising |
| 36 | Resistance |
| 37 | Star Map |
| 38 | Energy Source |
| 39 | Horror |
| 40 | Celestial Being |
| 41 | Starport |
| 42 | Star Chart |
| 43 | Genetic Engineering |
| 44 | Conspiracy |
| 45 | Language |
| 46 | Intergalactic War |
| 47 | Wormhole |
| 48 | World |
| 49 | Religion |
| 50 | Cult |
| 51 | Event |
| 52 | Anomaly |
| 53 | Ruins |
| 54 | Telepathy |
| 55 | Precognition |
| 56 | Distortion |
| 57 | Source |
| 58 | Singularity |
| 59 | Nebula |
| 60 | Spatial Phenomenon |
| 61 | Caste |
| 62 | Faction |
| 63 | Voyage |
| 64 | Intelligence |
| 65 | Debris |
| 66 | Psychic |
| 67 | Oracle |
| 68 | Vision |
| 69 | Revelation |
| 70 | Omen |
| 71 | Myth |
| 72 | Discovery |
| 73 | Artifact |
| 74 | Structure |
| 75 | Colonization |
| 76 | Exodus |
| 77 | Empress |
| 78 | Princess |
| 79 | Council |
| 80 | Senate |
| 81 | Machine |
| 82 | Heroine |
| 83 | Commander |
| 84 | General |
| 85 | Admiral |
| 86 | Ambassador |
| 87 | Trader |
| 88 | Captain |
| 89 | Civilization |
| 90 | Species |
| 91 | Culture |
| 92 | Tribe |
| 93 | Guardian |
| 94 | Colonist |
| 95 | Protector |
| 96 | Hunter |
| 97 | Expanse |
| 98 | Alliance |
| 99 | Journey |
| 00 | Survivor |

# A simpler Star System Generator

The Star System Generator in the Core Rules can be expensive and time-consuming.

A simpler generator is proposed here that is better suited to solitary role-playing. **You don’t necessarily have to pull on all the tables**. Roll only those you find useful. If there are multiple planets in the system, you don’t need to roll all at once. Just determine one main planet and start exploring that one!

The star sector map represents the area in which the player is located.

The map is 8x10 hexes wide. Each hex represents the distance of 1 parsec.

## Stars

### Number of Stars (rolla a d10 per hex)

|  |  |
| --- | --- |
| d10 | Number of Stars |
| 1-5 | No stars |
| 6-9 | A moderate number of stars (roll 1d4) |
| 10 | Single star |

### Stellar Class (d6)

|  |  |
| --- | --- |
| d6 | Stellar Class |
| 1-2 | Red Dwarf |
| 3-4 | Main Sequence |
| 5-6 | Giant/Supergiant |

## Stellar System

Once you have determined the number and class of stars in the star sector, you can generate the details of a specific star system using the following tables.

### Number of Planets (d6)

|  |  |
| --- | --- |
| d6 | Presence of Planets |
| 1-2 | No Planet |
| 3-4 | A planet (roll a d4 to determine the type) |
| 5-6 | More than one planet (roll a d8 to determine the number and consult the planet types table) |

### Extra Features of the System (d6)

|  |  |
| --- | --- |
| d6 | Extra Features |
| 1 | Wormhole Gate |
| 2 | Asteroid Field |
| 3 | Wrecked Alien Megastructure |
| 4 | Spatial anomaly |
| 5 | Black hole |
| 6 | Unknown Energy Flow |

## Planets

### Planet Type

|  |  |
| --- | --- |
| d100 | Type of Planet |
| 1-5 | Rocky |
| 6-10 | Desert |
| 11-15 | Oceanic |
| 16-20 | Frozen |
| 21-25 | Volcanic |
| 26-30 | Jungle |
| 31-35 | Urban/city |
| 36-40 | Agricultural |
| 41-45 | Desert |
| 46-50 | Forest |
| 51-55 | Mountainous |
| 56-60 | Alien |
| 61-65 | Post-apocalyptic |
| 66-70 | Mining/Mining |
| 71-75 | Toxic atmosphere |
| 76-80 | Ancient Structures |
| 81-85 | Alien biosphere |
| 86-90 | Abandoned |
| 91-95 | Human colony |
| 96-100 | Artificial Planet/Megastructure |

### Population

|  |  |
| --- | --- |
| d100 | Population Size |
| 1-5 | Dozens |
| 6-15 | Hundreds |
| 16-35 | Thousands |
| 36-75 | Hundreds of thousands |
| 76-95 | Millions |
| 96-100 | Billions |

### Atmosphere

|  |  |
| --- | --- |
| d100 | Type of Atmosphere |
| 1-5 | Thin |
| 6-10 | Thick |
| 11-15 | Viscose |
| 16-20 | polluted |
| 21-25 | Misty |
| 26-30 | Stormy |
| 31-35 | Acidic |
| 36-40 | Radioactive |
| 41-45 | No Atmosphere |
| 46-50 | Saturated with Gas |
| 51-55 | Dense Steam |
| 56-60 | Frosty |
| 61-65 | Incandescent |
| 66-70 | Charged Ions |
| 71-75 | Malicious |
| 76-80 | Inhospitable |
| 81-85 | Shapeshifter |
| 86-90 | Electromagnetic |
| 91-95 | Transparent |
| 96-100 | Atmospheric Anomaly |

### Society

|  |  |
| --- | --- |
| d100 | Type of Company |
| 1-5 | Tribal |
| 6-10 | Nomad |
| 11-15 | Agricultural |
| 16-20 | feudal |
| 21-25 | Town |
| 26-30 | Merchant |
| 31-35 | Handcrafted |
| 36-40 | Technocratic |
| 41-45 | Militarist |
| 46-50 | Religious |
| 51-55 | Utopian |
| 56-60 | Dystopian |
| 61-65 | Post-apocalyptic |
| 66-70 | Futuristic |
| 71-75 | Scientifically Advanced |
| 76-80 | Cyborgs |
| 81-85 | Alienated |
| 86-90 | Pluralistic |
| 91-95 | Totalitarian |
| 96-100 | Social Anomaly |

### Resources

|  |  |
| --- | --- |
| d100 | Resource Type |
| 1-5 | Minerals |
| 6-10 | Fossil Fuels |
| 11-15 | Drinking Water |
| 16-20 | Food |
| 21-25 | Medicines |
| 26-30 | Advanced Technology |
| 31-35 | Renewable Energy |
| 36-40 | Ancient Artifacts |
| 41-45 | Exotic Materials |
| 46-50 | Exotic Animals |
| 51-55 | Precious Stones |
| 56-60 | Antimatter |
| 61-65 | Psychedelic Substances |
| 66-70 | Oxygen |
| 71-75 | Cryptocurrencies |
| 76-80 | Nanotechnology |
| 81-85 | Biotechnology |
| 86-90 | Abstract Art |
| 91-95 | Genetic Engineering |
| 96-100 | Anomalous Resources |

### Government

|  |  |
| --- | --- |
| d100 | Type of Government |
| 1-5 | Anarchy |
| 6-10 | Theocracy |
| 11-15 | Monarchy |
| 16-20 | Oligarchy |
| 21-25 | Democracy |
| 26-30 | Autocracy |
| 31-35 | Republic |
| 36-40 | Confederation |
| 41-45 | Totalitarianism |
| 46-50 | Socialism |
| 51-55 | Capitalism |
| 56-60 | Federation |
| 61-65 | Plutocracy |
| 66-70 | Meritocracy |
| 71-75 | Gerontocracy |
| 76-80 | Technocracy |
| 81-85 | Militarism |
| 86-90 | Theatrocracy |
| 91-95 | Techno-Feudalism |
| 96-100 | Political Anomaly |

## Technology Level

|  |  |
| --- | --- |
| d100 | Technological Level |
| 1-10 | Primitive |
| 11-20 | Tribal |
| 21-30 | Medieval |
| 31-40 | Agricultural |
| 41-50 | Industrial |
| 51-60 | Space Primitive |
| 61-70 | Advanced Space |
| 71-80 | Post-Apocalyptic |
| 81-90 | Futuristic |
| 91-100 | Technologically Advanced |

### Extra Features

|  |  |
| --- | --- |
| d100 | Extra Feature |
| 1-5 | Ancient Ruins |
| 6-10 | Alien wildlife |
| 11-15 | Alien flora |
| 16-20 | Energy phenomenon |
| 21-25 | Monumental structures |
| 26-30 | Mystical Relics |
| 31-35 | Extreme weather events |
| 36-40 | Relationship with an alien species |
| 41-45 | Underground Structures |
| 46-50 | Gravitational anomalies |
| 51-55 | Presence of a technological relic |
| 56-60 | Presence of an alien threat |
| 61-65 | Presence of a curse |
| 66-70 | Interdimensional Portal |
| 71-75 | Presence of a magical relic |
| 76-80 | Presence of a secret civilization |
| 81-85 | Presence of a maximum security prison |
| 86-90 | Presence of a galactic city |
| 91-95 | Presence of a crashed spaceship |
| 96-100 | Presence of a divinity or celestial entity |

# NPC and Faction Generator

Use the following tables to generate NPCs, Factions or Corporations and their goals and traits.

Use the Reaction tables to determine their predisposition toward the PC.

## NPCs

|  |  |
| --- | --- |
| D20 | NPC |
| 1 | Administrator |
| 2 | Bureaucrat |
| 3 | Dissident |
| 4 | Farmer |
| 5 | Artist |
| 6 | Policeman |
| 7 | Hacker |
| 8 | Cultist |
| 9 | Worker |
| 10 | Clerk |
| 11 | Sailor |
| 12 | Scholar |
| 13 | Mercenary |
| 14 | Scientist |
| 15 | Thug |
| 16 | Smuggler |
| 17 | Speculator |
| 18 | Rogue |
| 19 | Swindler |
| 20 | Anarchist |

## Factions

|  |  |
| --- | --- |
| D20 | Faction |
| 1 | Agrarians |
| 2 | Capitalists |
| 3 | Conflagrators |
| 4 | Assassins |
| 5 | Cyberneticists |
| 6 | Explorers |
| 7 | Hunters |
| 8 | Marines |
| 9 | Opportunists |
| 10 | Syndicalists |
| 11 | Mercenaries |
| 12 | Transhumanists |
| 13 | Smugglers |
| 14 | Nomads |
| 15 | Technocrats |
| 16 | Religious Zealots |
| 17 | Space Pirates |
| 18 | Eco-Warriors |
| 19 | Diplomats |
| 20 | Revolutionary Rebels |

## Corporations

|  |  |
| --- | --- |
| D20 | Corporation |
| 1 | Agriculture |
| 2 | Chemistry |
| 3 | Analytics |
| 4 | Cloning |
| 5 | Design |
| 6 | Commerce |
| 7 | Electronics |
| 8 | AI |
| 9 | Construction |
| 10 | Energy |
| 11 | Cybernetics |
| 12 | Manufacturing |
| 13 | Biotech |
| 14 | Fashion |
| 15 | Robotics |
| 16 | Nanotechnology |
| 17 | Spaceships |
| 18 | Manufacturing |
| 19 | Pharmaceuticals |
| 20 | Weapons |

## Motive

|  |  |
| --- | --- |
| D20 | Motive |
| 1 | Aid conspiracy |
| 2 | Exploration |
| 3 | Collect weapons |
| 4 | Fame |
| 5 | Colonize world |
| 6 | Form faction |
| 7 | Infiltration |
| 8 | Inside info |
| 9 | Equality |
| 10 | Investment |
| 11 | Kill NPC |
| 12 | Enthrall NPC |
| 13 | Piracy |
| 14 | Uncover secret |
| 15 | Local control |
| 16 | Revolution |
| 17 | Vengeance |
| 18 | Philanthropy |
| 19 | Trade deal |
| 20 | Wealth |

## Traits

|  |  |
| --- | --- |
| D20 | Traits |
| 1 | Access to gear |
| 2 | Blackmailer |
| 3 | Ace pilot |
| 4 | Con artist |
| 5 | Always careful |
| 6 | Faction member |
| 7 | Always charming |
| 8 | Gifted mechanic |
| 9 | Always loyal |
| 10 | Data broker |
| 11 | Good with maps |
| 12 | Good with tech |
| 13 | No family ties |
| 14 | Has connections |
| 15 | Owed favors |
| 16 | Very attractive |
| 17 | Very wealthy |
| 18 | Knows secrets |
| 19 | Mild telepathy |
| 20 | Streetwise |

# Space Job Generator

A job is a short and less complex assignment than a mission, for when you are on a budget and need to quickly line your pockets.

## Job Type

|  |  |
| --- | --- |
| D20 | Type |
| 1 | Protect or Deliver |
| 2 | Investigate or Explore |
| 3 | Hunt or Capture |
| 4 | Transport or Escort |
| 5 | Retrieve or Recover |
| 6 | Negotiate or Diplomacy |
| 7 | Heist or Steal |
| 8 | Secure or Defend |
| 9 | Research or Study |
| 10 | Rescue or Evacuate |
| 11 | Race or Competition |
| 12 | Trade or Exchange |
| 13 | Sabotage or Espionage |
| 14 | Colonize or Establish |
| 15 | Repair or Maintain |
| 16 | Assist or Aid |
| 17 | Infiltrate or Spy |
| 18 | Escort or Guard |
| 19 | Deliver or Transfer |
| 20 | Locate or Find |

## Job Focus

|  |  |
| --- | --- |
| D20 | Focus |
| 1 | Space Station |
| 2 | Alien Planet |
| 3 | Derelict Ship |
| 4 | Corporate Megacity |
| 5 | Smuggler’s Outpost |
| 6 | Pirate Stronghold |
| 7 | Interstellar Trade Route |
| 8 | Research Facility |
| 9 | Deep Space Anomaly |
| 10 | Asteroid Mining Colony |
| 11 | Spaceport Hub |
| 12 | Diplomatic Embassy |
| 13 | Rebel Hideout |
| 14 | War-Torn Sector |
| 15 | Luxury Space Cruiser |
| 16 | Ancient Alien Ruin |
| 17 | Black Market Marketplace |
| 18 | Space Pirate Fleet |
| 19 | Secret Laboratory |
| 20 | Mysterious Wormhole |

## Location

|  |  |
| --- | --- |
| D20 | Location |
| 1-8 | In this place |
| 9-13 | A planet/habitat/moon in this system |
| 14-18 | Nearby system |
| 19-20 | Far away system |

## Expected Income

|  |  |
| --- | --- |
| D20 | Income |
| 1-10 | 1.000 Cr |
| 11-13 | 2.000 Cr |
| 14-16 | 5.000 Cr |
| 17-18 | 10.000 Cr |
| 19-20 | 20.000 Cr |

# Rumors Generator

Rumors may or may not be true (ask the Oracle!) but they are in any case an effective hook for generating adventure and fiction

These tables can help you generate intriguing and varied rumors to drive your solo play.

## Rumor Source

|  |  |
| --- | --- |
| D20 | Rumor |
| 1 | Drunken Spacer |
| 2 | Mysterious Stranger |
| 3 | Shady Informant |
| 4 | Gossiping Bar Patrons |
| 5 | Smuggler’s Crew Member |
| 6 | Reclusive Scholar |
| 7 | Holographic News Report |
| 8 | Distress Signal Intercept |
| 9 | Local Spaceport Rumormonger |
| 10 | Alien Ambassador’s Assistant |
| 11 | Ship’s AI Transmission |
| 12 | Bounty Hunter’s Guild Message |
| 13 | Galactic News Network |
| 14 | Pirate Radio Broadcast |
| 15 | Cryptic Message in a Bottle |
| 16 | A Note in a Sealed Envelope |
| 17 | Vengeful Ex-Partner |
| 18 | Rumor Mill on a Space Station |
| 19 | Lost Explorer’s Diary |
| 20 | Insane Hermit’s Ramblings |

## Rumor Content

|  |  |
| --- | --- |
| D20 | Content |
| 1 | A hidden treasure on an uncharted planet. |
| 2 | A legendary, long-lost starship filled with advanced technology. |
| 3 | A secret conspiracy within a powerful corporation. |
| 4 | An imminent alien invasion threat. |
| 5 | A rare and valuable alien artifact for sale. |
| 6 | The location of a dangerous criminal on the run. |
| 7 | A mysterious signal from a derelict spaceship. |
| 8 | A new alien species discovered in a distant sector. |
| 9 | A potential cure for a deadly spaceborne disease. |
| 10 | A wormhole leading to an unknown region of the galaxy. |
| 11 | Evidence of a corrupt government official’s illegal dealings. |
| 12 | A map to a hidden rebel base. |
| 13 | A prophecy foretelling cosmic cataclysm. |
| 14 | Plans for a doomsday weapon in the wrong hands. |
| 15 | An ancient star map revealing forgotten star systems. |
| 16 | Rumors of a cursed planet where ships disappear. |
| 17 | Whispers of a lost colony with advanced technology. |
| 18 | Tales of a rogue AI causing havoc in the galaxy. |
| 19 | The discovery of a sentient alien species. |
| 20 | An opportunity for a high-stakes heist. |

# Mission Generator

Missions are complex and delicate assignments that can generate long arcs of events for your solo game. They always have a Patron who may or may not coincide with the Client (you decide whether to separate them by pulling on their respective tables).

Also in this generator, use only the tables that you find really useful.

## Mission Types

|  |  |
| --- | --- |
| D10 | Mission Type |
| 1 | Exploration |
| 2 | Recovery |
| 3 | Rescue |
| 4 | Infiltration |
| 5 | Smuggling |
| 6 | Protection |
| 7 | Bounty Hunting |
| 8 | Scientific Experiment |
| 9 | Diplomacy |
| 10 | War |

## Objectives

|  |  |
| --- | --- |
| D10 | Objective |
| 1 | Recover a valuable artifact |
| 2 | Explore an unknown planet |
| 3 | Rescue hostages |
| 4 | Infiltrate an enemy base |
| 5 | Smuggle a secret cargo |
| 6 | Protect an important diplomat |
| 7 | Capture a wanted criminal |
| 8 | Conduct a secret experiment |
| 9 | Mediate a conflict between two factions |
| 10 | Destroy an enemy ship |
| 11 | Uncover a conspiracy |
| 12 | Liberate a planet under enemy siege |

## Patrons

|  |  |
| --- | --- |
| D20 | Patron |
| 1 | Aristocrat |
| 2 | Financier |
| 3 | Trader |
| 4 | Celebrity |
| 5 | Colonial supervisor |
| 6 | Corporate employee |
| 7 | Recruiter |
| 8 | Cult leader |
| 9 | Diplomat |
| 10 | Border traveler |
| 11 | Financier |
| 12 | Rebel Leader |
| 13 | Tycoon |
| 14 | High Priest |
| 15 | Secret agent |
| 16 | Manufacturer |
| 17 | Dock guardian |
| 18 | Rebel leader |
| 19 | Explorer Ship Pilot |
| 20 | Mercenary Captain |

## Clients

|  |  |
| --- | --- |
| D10 | Client |
| 1 | Intergalactic Government |
| 2 | Space Corporation |
| 3 | Underworld Syndicate |
| 4 | Secret Organization |
| 5 | Group of Explorers |
| 6 | Wealthy Collector |
| 7 | Alien Representative |
| 8 | Rebel Faction |
| 9 | Advanced Artificial Intelligence |
| 10 | Survivor of a Destroyed Planet |

## Adversaries

|  |  |
| --- | --- |
| D10 | Adversary |
| 1 | Space Pirates |
| 2 | Aggressive Aliens |
| 3 | Unscrupulous Mercenaries |
| 4 | Corrupt Local Government |
| 5 | Armed Rebels |
| 6 | Criminal Clan |
| 7 | Genetically Modified Experiments |
| 8 | Terrorist Organization |
| 9 | Rouge AI |
| 10 | Awakened Ancient Alien Race |

## Rewards

|  |  |
| --- | --- |
| D12 | Reward |
| 1 | Huge sum of money |
| 2 | Advanced technology |
| 3 | Secret information |
| 4 | Access to rare resources |
| 5 | Political favors |
| 6 | Upgrades for the ship or crew |
| 7 | Powerful allies |
| 8 | Maps of secret star routes |
| 9 | Debt or criminal record clearance |
| 10 | Safe passage through enemy territories |
| 11 | Forbidden knowledge |
| 12 | Possession of a secret base |

## Obstacles

|  |  |
| --- | --- |
| D12 | Obstacle |
| 1 | Dangerous asteroid field |
| 2 | Unstable gravitational field |
| 3 | Powerful enemy ship |
| 4 | Advanced technological traps |
| 5 | Impenetrable energy shield |
| 6 | Pirate raid |
| 7 | Complicated political intrigue |
| 8 | Deadly computer virus |
| 9 | Aggressive alien creatures |
| 10 | Loss of communications |
| 11 | Space storm |
| 12 | Traitors within the crew |

## Locations

|  |  |
| --- | --- |
| D20 | Location |
| 1 | Galactic Casino |
| 2 | Smuggler’s Den |
| 3 | Asteroid Mining Colony |
| 4 | Space Pirate Hideout |
| 5 | Interstellar Bazaar |
| 6 | Rebel Outpost |
| 7 | Space Station Hub |
| 8 | Alien Diplomatic Embassy |
| 9 | Forbidden Planet |
| 10 | Space Battle Wreckage |
| 11 | Cybernetic Research Facility |
| 12 | Intergalactic Arena |
| 13 | Celestial Observatory |
| 14 | Wormhole Gate Nexus |
| 15 | Quantum Nebula |
| 16 | Starship Graveyard |
| 17 | Cosmic Anomaly |
| 18 | Rogue AI’s Virtual Realm |
| 19 | Gas Giant Mining Platform |
| 20 | Lost Arkship Sanctuary |

## Technology or Artifacts

|  |  |
| --- | --- |
| D20 | Technology or Artifact |
| 1 | Quantum Phase Drive |
| 2 | Holo-Disguise Matrix |
| 3 | Hyper-Communicator Beacon |
| 4 | Neural Interface Helm |
| 5 | Warp-Resonance Crystal |
| 6 | Anti-Gravity Gauntlets |
| 7 | Plasma Energy Lance |
| 8 | Null-Field Generator |
| 9 | Sentient Data Core |
| 10 | Dimensional Rift Key |
| 11 | Nanite Repair Swarm |
| 12 | Graviton Manipulator |
| 13 | Time-Warp Chronometer |
| 14 | Quantum Entanglement Communicator |
| 15 | Ion-Blade Sword |
| 16 | Dark Matter Detector |
| 17 | Singularity Core Reactor |
| 18 | Psionic Amplifier Crown |
| 19 | Reality Shifter Device |
| 20 | Omni-Tool Multifunction Device |

## Cultural Element

|  |  |
| --- | --- |
| D20 | Cultural Element |
| 1 | Intergalactic Mercenary Guild |
| 2 | Ancient Prophecy of the Chosen One |
| 3 | Hyper-Religious Pilgrimage Sites |
| 4 | Holographic Art Galleries |
| 5 | Galactic Code of Honor |
| 6 | Telepathic Communication Rituals |
| 7 | Android Rights Movement |
| 8 | Bounty Hunter Guilds |
| 9 | Universal Translator Devices |
| 10 | Celestial Festivals of Light |
| 11 | Interstellar Trade Cartels |
| 12 | Martial Arts Academies |
| 13 | Spacefaring Nomadic Tribes |
| 14 | Transdimensional Diplomatic Summits |
| 15 | Clans of Psychic Sensitives |
| 16 | Exotic Alien Cuisine |
| 17 | Cybernetic Enhancement Rituals |
| 18 | Virtual Reality Gaming Tournaments |
| 19 | Space Opera Theater Productions |
| 20 | Mysterious Ancient Monoliths |

## Environmental Hazard

|  |  |
| --- | --- |
| D20 | Environmental Hazards |
| 1 | Solar Flare Radiation |
| 2 | Ion Storm Electromagnetic Pulses |
| 3 | Microscopic Spaceborne Parasites |
| 4 | Gravitational Vortex Anomalies |
| 5 | Quantum Flux Disruptions |
| 6 | Cosmic Dust Meteor Shower |
| 7 | Temporal Rift Zones |
| 8 | Magnetic Field Disturbances |
| 9 | Black Hole Gravitational Pull |
| 10 | Nebulaic Ion Clouds |
| 11 | Radiation Leaks from Space Wrecks |
| 12 | Toxic Atmosphere Planets |
| 13 | Electromagnetic Interference |
| 14 | Rogue Asteroid Collisions |
| 15 | Solar Eclipse Radiation |
| 16 | Magnetic Storms on Gas Giants |
| 17 | Quantum Singularity Instabilities |
| 18 | Stellar Quasar Outbursts |
| 19 | Tidal Forces of Binary Stars |
| 20 | Celestial Radiation Belt Surges |

# Installation Generator

Installations are not necessarily wrecks, but are any kind of artificial structure with a purpose and many environments to explore. This generator is generic and will help you procedurally navigate the exploration of an installation. Refine the results wisely and when in doubt ask questions of the Oracle.

## Installation Origin

|  |  |
| --- | --- |
| D10 | Origin |
| 1 | Built by an ancient civilization |
| 2 | Created by an extraterrestrial entity |
| 3 | Abandoned military installation |
| 4 | Scientific research laboratory |
| 5 | Automated factory |
| 6 | Ancient alien temple |
| 7 | Ruined space station |
| 8 | Secret underground complex |
| 9 | Colonization on an unexplored planet |
| 10 | Planetary defense installation |

## Current Purpose of the Installation

|  |  |
| --- | --- |
| D10 | Current Purpose |
| 1 | Base of operations for a secret organization |
| 2 | Nest of alien creatures |
| 3 | Search for ancient technology |
| 4 | Prison for galactic criminals |
| 5 | Testing for genetic experiments |
| 6 | Repository of valuable resources |
| 7 | Space monitoring station |
| 8 | Interstellar communication center |
| 9 | Military training center |
| 10 | Factory for advanced weaponry |

## Unique Features

|  |  |
| --- | --- |
| D10 | Unique Features |
| 1 | Variable gravity |
| 2 | Fully automated environment |
| 3 | Protective force field |
| 4 | Distorted dimensions inside the installation |
| 5 | Presence of a sentient AI |
| 6 | Presence of a deadly disease or contagion |
| 7 | Teleportation technology |
| 8 | Alien ecosystem within the installation |
| 9 | Presence of an eerie energy field |
| 10 | Built on an alien planet |

## Area

Roll on each colum per Area. Roll for Traps and Encounters only if needed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| D10 | Area Size | Exits | Features | Traps | Encounters |
| 1 | Small | 1 | Scientific Laboratory | Security Lasers, Electric Field | Disused Androids, Genetic Experiments |
| 2 | Medium | 2 | Control Room | Security Barricades, Paralyzing Gas | Defense Robots, Scientists |
| 3 | Large | 3 | Robot Factory | Defense Sphere, Robotic Arms | Worker Androids, Surveillance Robots |
| 4 | Long | 4 | Neon-Lit Corridor | Explosive Trap, Teleportation | Tentacled Aliens, Smugglers |
| 5 | Narrow | 5 | Resource Depot | Inverted Gravity Field, Gravitational Force | Cargo Androids, Security Robots |
| 6 | Complex | Various | Military Training Center | Virtual Training Field, Lethal Lasers | Elite Soldiers, Officers |
| 7 | Maze | Random | Complex and Labyrinthine Structures | Invisible Energy Field, False Wall | Mutant Creatures, Space Explorers |
| 8 | Environment | Various | Alien Ecosystem, Artificial Forests or Swamps | Carnivorous Plants, Camouflaged Creatures | Space Explorers, Hunters |
| 9 | Hidden | Camouflaged or Concealed | Secret Rooms, Accessible Only Through Passageways | Invisibility Field, Silent Alarm | Mercenary, Thieves |
| 10 | Malfunctioning | Blocked | Damaged Area, Difficult or Blocked Access | Unstable Explosives, Moving Platforms | Mechanical Creatures, Malfunctioning Robots |

## Junction

Roll on each colum per Area. Roll for Traps and Encounters only if needed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| D10 | Junction Size | Exits | Features | Traps | Encounters |
| 1 | Narrow | 1 | Corridor with metal walls and ceiling | Security Lasers, Electric Field | Surveillance Robots, Security Systems |
| 2 | Wide | 2 | Corridor with illuminated panels along the walls | Toxic Gas, Electronic Locks | Maintenance Androids, Technicians |
| 3 | Long | 3 | Corridor with panoramic windows | Motion Sensors, Force Field | Space Explorers, Secret Agents |
| 4 | Curved | 4 | Corridor with irregular curves and angles | Energy Barriers, Energy Field | Tentacled Aliens, Predators |
| 5 | Branched | 5 | Corridor with bifurcations and secondary paths | Inverted Gravity Field, Teleportation | Smugglers, Mercenaries |
| 6 | Vertical | Stairs or Elevators | Corridor with vertical sections and multiple levels | Gravity Trap, Malfunctioning Elevators | Space Abyss Explorers, Flying Aliens |
| 7 | Technological | Interactive Panels | Corridor with interactive displays or holograms | Laser Barriers, Surveillance Devices | Scientists, Technicians |
| 8 | Dark | Limited Lighting | Corridor with low illumination or in semi-darkness | Sonic Trap, Invisible Presence | Nocturnal Creatures, Shadows |
| 9 | Environment | Various Environments | Corridor traversing different environments (aquatic, icy, volcanic, etc.) | Electric Trap, Corrosive Force Field | Interdimensional Explorers, Elemental Beings |
| 10 | Abandoned | Sealed Entrances | Corridor with signs of abandonment and sealed doors | Explosive Trap, Radioactive Materials | Malfunctioning Androids, Mutant Creatures |

# Settlement Generator

When you land on an outpost or explore planetary expanses it may become necessary to generate information about the settlement you encounter. This generator will help you with the task.

## Settlement Type

|  |  |
| --- | --- |
| D6 | Type of Settlement |
| 1 | Space City |
| 2 | Lunar Colony |
| 3 | Orbital Station |
| 4 | Underground Base |
| 5 | Extraterrestrial Outpost |
| 6 | City Ship |

## Settlement Size

|  |  |
| --- | --- |
| D10 | Settlement Size |
| 1 | Small |
| 2 | Medium |
| 3 | Large |
| 4 | Huge |
| 5 | Metropolis |
| 6 | Ecosphere |
| 7 | Base Ship |
| 8 | Miniature |
| 9 | Ruined City |
| 10 | Floating City |

## Settlement Function

|  |  |
| --- | --- |
| D12 | Settlement Function |
| 1 | Research Center |
| 2 | Commercial Hub |
| 3 | Military Base |
| 4 | Administrative Center |
| 5 | Resort City |
| 6 | Robotics Factory |
| 7 | University Town |
| 8 | Spaceport |
| 9 | City of Arts |
| 10 | Medical Center |
| 11 | Galactic Prison |
| 12 | Cultural Center |

## Landmarks

|  |  |
| --- | --- |
| D20 | Landmark |
| 1 | Control Tower |
| 2 | Galactic Hypermarket |
| 3 | Zero-Gravity Stadium |
| 4 | Floating Gardens |
| 5 | Android Factory |
| 6 | Interstellar Library |
| 7 | Species Museum |
| 8 | Stellar Monument |
| 9 | Technological Cathedral |
| 10 | Secret Laboratory |
| 11 | Space Park |
| 12 | Infinite Energy Well |
| 13 | Combat Arena |
| 14 | Entertainment Center |
| 15 | Extraterrestrial Monument |
| 16 | Government Palace |
| 17 | Research Space Station |
| 18 | Gravitational Pool |
| 19 | Galactic Archive |
| 20 | Antimatter Reactor |

## Distinctive Feature

|  |  |
| --- | --- |
| D8 | Distinctive Feature |
| 1 | Advanced Technology |
| 2 | Multispecies Coexistence |
| 3 | Artificial Atmosphere |
| 4 | Powerful Defense System |
| 5 | Telepathic Communication |
| 6 | Art-based Culture |
| 7 | Technology-based Economy |
| 8 | Utopian Community |

## Problems or Threats

|  |  |
| --- | --- |
| D20 | Problem or Threat |
| 1 | Space Epidemic |
| 2 | Robot Rebellion |
| 3 | Alien Invasion |
| 4 | Rampant Crime |
| 5 | Genetic Mutations |
| 6 | Interstellar War |
| 7 | Resource Depletion |
| 8 | Cyborg Assassins |
| 9 | Cult of the Cosmic God |
| 10 | Unstable Energy |
| 11 | Space Distortion Machine |
| 12 | Deadly Computer Virus |
| 13 | Mutant Creatures |
| 14 | Quarantined Planet |
| 15 | Political Crisis |
| 16 | Presence of Alien Entities |
| 17 | Uncontrolled Technological Advancement |
| 18 | Galactic Dictatorship |
| 19 | Natural Threat |
| 20 | Failed Experiment |

## Rumors

|  |  |
| --- | --- |
| D20 | Rumors |
| 1 | Hidden Alien Technology |
| 2 | Mystery of Ancient Ruins |
| 3 | Hidden Treasure Underground |
| 4 | Legend of a Lost World |
| 5 | Secret Star Route |
| 6 | Existence of an Immortal Race |
| 7 | Interdimensional Portal |
| 8 | Hunting Alien Species |
| 9 | Cursed Guardian Spirit |
| 10 | Well of Infinite Knowledge |
| 11 | Unknown Energy to Harness |
| 12 | Space Gate to Another Universe |
| 13 | History of a Galactic War |
| 14 | Relics of an Ancient Civilization |
| 15 | Secrets of Interstellar Travel |
| 16 | Legend of the Living World |
| 17 | Forbidden Genetic Experiments |
| 18 | Ghosts Haunting the Settlement |
| 19 | Legend of Cosmic Power |
| 20 | Ancient Extraterrestrial Artifact |

## Encounters

|  |  |
| --- | --- |
| 2D6 | Encounters |
| 2 | Difficult Negotiation |
| 3 | Combat with Pirates |
| 4 | Discovery of a Hidden Base |
| 5 | Rescue of a Ship in Distress |
| 6 | Meeting with a Friendly Alien |
| 7 | Political Intrigue |
| 8 | Exploration of an Uncharted Planet |
| 9 | Rescue Mission |
| 10 | Infiltration into a Secret Organization |
| 11 | Investigation of a Mysterious Murder |
| 12 | Confrontation with an Extraterrestrial Creature |

# Creatures

Below are descriptions of the encounters presented in the Installation Generator.

### Cargo Android

6 HP, 2 Armor, 12 STR, 8 DEX, 6 WIL, Cargo Clamp (1d8, Grapple)

* A bulky android designed for cargo handling, equipped with a cargo clamp.
* Its quirk is that it can carry heavy loads effortlessly.
* Cargo Clamp can grapple and crush targets.

### Defense Robot

4 HP, 3 Armor, 14 STR, 10 DEX, 10 WIL, Gatling Gun (1d8, Rapid Fire)

* A sleek, heavily armored robot with multiple weapon attachments.
* Its quirk is that it can activate an energy shield for a limited time.
* Gatling Gun has a high rate of fire, allowing multiple attacks in a single turn.

### Disused Android

4 HP, 1 Armor, 10 STR, 6 DEX, 3 WIL, Blunt Object (1d6)

* A rusted and decrepit humanoid android, covered in dust and cobwebs.
* Its quirk is that it occasionally emits static bursts from its speakers.
* When reduced to 0 HP, it releases a blinding flash of light, temporarily blinding those nearby.

### Elemental Being

12 HP, 2 Armor, 14 STR, 8 DEX, 10 WIL, Elemental Attacks (1d10, Elemental)

* A being composed of elemental energy with the power to manipulate elements.
* Its quirk is that it can control and harness elemental forces.
* Elemental Attacks can have various elemental effects.

### Elite Soldier

6 HP, 3 Armor, 14 STR, 14 DEX, 12 WIL, Assault Rifle (2d6, Burst Fire)

* A highly trained and well-equipped soldier in advanced combat armor.
* The elite soldier’s quirk is that they can issue tactical commands to allies.
* Assault Rifle can fire in burst mode, hitting multiple targets.

### Flying Alien

10 HP, No Armor, 8 STR, 14 DEX, 8 WIL, Sonic Screech (1d8, Sonic)

* A winged alien capable of agile flight and emitting a deafening screech.
* Its quirk is that it can fly effortlessly through various environments.
* Sonic Screech can disorient and stun targets.

### Genetic Experiment

6 HP, 2 Armor, 14 STR, 12 DEX, 6 WIL, Claws (1d8)

* A grotesque, mutated creature with mismatched limbs and sharp claws.
* Its quirk is that it can emit toxic spores when threatened.
* Successful claw attacks have a chance to cause bleeding.

### Hunter

5 HP, 2 Armor, 12 STR, 14 DEX, 10 WIL, Compound Bow (1d10, Accurate)

* A skilled hunter with a compound bow and camouflage gear.
* The hunter’s quirk is that they are excellent trackers.
* Compound Bow is highly accurate.

### Interdimensional Explorer

8 HP, No Armor, 8 STR, 12 DEX, 12 WIL, Dimensional Manipulator (No direct combat abilities)

* An explorer with a device capable of opening dimensional rifts.
* The interdimensional explorer’s quirk is that they can access alternate realities.
* None for direct combat.

### Maintenance Android

3 HP, 1 Armor, 8 STR, 6 DEX, 8 WIL, Repair Tools (No direct combat abilities)

* A maintenance android with tools for repairing and maintaining machinery.
* Its quirk is that it can perform emergency repairs on allies or machinery.
* None for direct combat.

### Malfunctioning Robot/Android

2 HP, 1 Armor, 8 STR, 6 DEX, 8 WIL, Random Weapons (Unpredictable)

* A malfunctioning robot with erratic behavior and unpredictable weaponry.
* Its quirk is that it may suddenly change targets or weapons during combat.
* Random Weapons can have various unpredictable effects.

### Mechanical Creature

8 HP, 2 Armor, 10 STR, 10 DEX, 4 WIL, Buzzsaw Appendage (1d8, Cutting)

* A strange mechanical creature with buzzsaw appendages.
* Its quirk is that it can interface with and control machinery.
* Buzzsaw Appendage can cut through obstacles and cause bleeding.

### Mercenary

6 HP, 3 Armor, 12 STR, 10 DEX, 6 WIL, Assault Rifle (2d6, Burst Fire)

* A battle-hardened mercenary equipped with heavy armor and an assault rifle.
* The mercenary’s quirk is that they have a reputation for completing contracts.
* Assault Rifle can fire in burst mode.

### Mutant Creature

8 HP, 1 Armor, 12 STR, 8 DEX, 6 WIL, Venomous Bite (1d8, Poison)

* A mutated creature with grotesque features and venomous fangs.
* Its quirk is that it can emit a toxic cloud when threatened.
* Venomous Bite inflicts poison damage.

### Nocturnal Creature

4 HP, No Armor, 10 STR, 12 DEX, 6 WIL, Night Vision (Nocturnal Hunter)

* A creature adapted to nocturnal hunting, with enhanced night vision.
* Its quirk is that it can see perfectly in complete darkness.
* None for direct combat.

### Officer

4 HP, 2 Armor, 12 STR, 10 DEX, 14 WIL, Sidearm (1d8, Precise)

* A disciplined officer in a formal uniform, carrying a precision sidearm.
* The officer’s quirk is that they can rally and inspire nearby allies.
* Sidearm is highly accurate.

### Predator

8 HP, 1 Armor, 14 STR, 12 DEX, 8 WIL, Sharp Claws (1d10, Pounce)

* A deadly predator with razor-sharp claws and keen senses.
* Its quirk is that it can stalk and ambush prey from concealment.
* Pounce allows the predator to make a devastating surprise attack.

### Scientist

2 HP, No Armor, 8 STR, 10 DEX, 14 WIL, Research Notes (No direct combat abilities)

* A bespectacled scientist in a lab coat, carrying research notes and tools.
* The scientist’s quirk is that they can provide useful information or items.
* None for direct combat.

### Security Robot

8 HP, 3 Armor, 12 STR, 8 DEX, 6 WIL, Energy Baton (1d8, Shock)

* A menacing security robot with an energy baton.
* Its quirk is that it can activate a stun mode on its baton.
* Energy Baton inflicts shock damage and can stun targets.

### Security System

10 HP, No Armor, 4 STR, 12 DEX, 8 WIL, Automated Turrets (2d6, Automatic)

* An automated security system with surveillance cameras and turrets.
* Its quirk is that it can lock down areas and activate traps.
* Automated Turrets can fire automatically at intruders.

### Shadow

4 HP, No Armor, 3 STR, 14 DEX, 12 WIL, Stealth (Invisibility)

* A shadowy, intangible being that can phase through objects.
* Its quirk is that it can become invisible at will.
* None for direct combat.

### Smuggler

4 HP, 1 Armor, 10 STR, 10 DEX, 12 WIL, Smuggler’s Pistol (1d6, Concealable)

* A shifty-looking character with a concealed pistol and smuggling gear.
* The smuggler’s quirk is that they are skilled at sneaking and evading authorities.
* Smuggler’s Pistol is easy to hide.

### Space Abyss Explorer

8 HP, No Armor, 8 STR, 12 DEX, 12 WIL, Abyssal Probe (1d8, Abyssal Energy)

* A fearless explorer of space abysses, armed with an abyssal probe.
* The space abyss explorer’s quirk is that they can resist the effects of abyssal energy.
* Abyssal Probe channels abyssal energy.

### Space Explorer

3 HP, 2 Armor, 12 STR, 10 DEX, 12 WIL, Laser Cutter (1d8, Cutting)

* A space explorer in an advanced suit with a laser cutter tool.
* The space explorer’s quirk is that they can repair and modify technology.
* Laser Cutter can cut through obstacles and damage machinery.

### Star Leviathan

16 HP, 3 Armor, 18 STR, 6 DEX, 12 WIL, (d12, Starlight Energy Beams, blast)

* A colossal space creature with armored skin and cosmic tentacles. Can generate intense gravity fields and spew beams of starlight energy.
* Its immense cosmic presence and ability to manipulate gravity make it a force to be reckoned with.
* When critically damaged, disrupts the fabric of space, creating an unstable gravitational anomaly that draws in and damages nearby enemies, while also using the gravitational energy to fortify its own resilience.

### Star Kraken

18 HP, 3 Armor, 16 STR, 6 DEX, 10 WIL, (d12 Devastating Cosmic Energy Beams, blast)

* A massive sea creature hailing from space. Possesses giant tentacles and can emit devastating cosmic energy beams.
* Its cosmic origin and immense size make it a formidable and awe-inspiring opponent.
* When critically damaged, unleashes a surge of cosmic energy, creating a localized cosmic storm that damages and disorients nearby enemies, while also using the energy to repair and regenerate its own wounds.

### Surveillance Robot

2 HP, No Armor, 10 STR, 8 DEX, 6 WIL, Surveillance Camera (No direct combat abilities)

* A small, flying robot equipped with surveillance cameras.
* Its quirk is that it can hack into electronic systems.
* None for direct combat.

### Technician

2 HP, No Armor, 8 STR, 10 DEX, 12 WIL, Hacking Kit (No direct combat abilities)

* A skilled technician with a hacking kit and expertise in electronic systems.
* The technician’s quirk is that they can disable security measures.
* None for direct combat.

### Tentacled Alien

6 HP, No Armor, 8 STR, 10 DEX, 6 WIL, Tentacles (1d6, Grapple)

* A bizarre, tentacled alien creature with bioluminescent skin.
* Its quirk is that it can emit a mesmerizing light display.
* Tentacles can grapple and restrain targets.

### Thief

2 HP, No Armor, 8 STR, 14 DEX, 12 WIL, Lockpicks (1d6, Precise)

* A nimble thief skilled in stealth and lockpicking.
* The thief’s quirk is that they can easily slip through tight spaces.
* Lockpicks are precise and can bypass locks quietly.

### Worker Android

2 HP, 1 Armor, 12 STR, 6 DEX, 6 WIL, Welding Torch (1d6, Heat)

* An android designed for manual labor, holding a welding torch.
* Its quirk is that it can perform simple repair tasks.
* Welding Torch inflicts burning damage.

# Credits

* The tables in the NPCs and Factions Generators section is taken from *Any Planet is Earth* CC BY Jim Parkin.
* Some texts and the Complication and Plot Twist tables in the Resolve Uncertainty section are taken from Ironsworn, created by Shawn Tomkin, and licensed for our use under the Creative Commons Attribution 4.0 International License (<https://creativecommons.org/licenses/by/4.0/>).
* The ideas in the *Tuning Characters* section have been circulating in the RPG community for quite some time now. The Enhanced Dice idea comes from the Fray Dice in Scarlet Heroes by Kevin Crawford, although here I use a modified version proposed by Perplexing Ruins and Chaocalypse. The idea of maximizing HP to 6 is from Emerance.
* *Build a Planetary Adventure* section is adapted from Cairn’s website (CC BY-SA Yochai Gal).

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# Plerion - Solo Spacefarer

*I cautiously approach the derelict, anchoring my spaceship to the deformed scaffolding with a slight, eerie creaking sound. As I cross the threshold, I sense a feeling of unease, as if time itself has frozen in this place.*

*The corridors are dark and dusty, illuminated only by faint red glows from damaged control panels. Cables hang from the ceiling, and the sound of my breathing is the only audible noise. I move cautiously, examining every detail of the derelict. Every now and then, I hear a distant whisper, a ghostly echo from a long-forgotten past.*

*As I traverse a narrow corridor, I feel an odd tremor coming from the floor. I drop to my knees as the ground beneath me opens into a chasm. I manage to stifle the sudden sensation of vertigo, reaching out and grasping onto a protrusion. Slowly, I pull myself up and continue my exploration with even greater care.*

*Further ahead, I reach a semi-destroyed control room. The screens flicker intermittently, displaying distorted images and incomprehensible codes. I manage to retrieve some encrypted files that might contain valuable information about the ship’s past, but deciphering them will be a challenge.*

*Continuing my journey, I encounter mysterious creatures, blurry shadows that seem to move in the corners. I’m unsure whether they are survivors of the original crew or beings that appeared after the derelict was abandoned. Regardless of their origin, I remain calm and ensure I avoid their sinister gaze.*

*After hours of exploration, I reach the main cargo hold. The atmosphere is thick with tension, as rays of sunlight filter through the cracks in the ceiling. As I scrutinize the debris, I discover an intriguing object: a mysterious luminescent sphere. I approach it cautiously, extending my hand to touch it.*

*As my fingers brush against the sphere, an intense glow envelops me. I suddenly feel as if I’ve been catapulted into another dimension. Visions flash before me rapidly, fragments of past lives and unknown futures.*

*But when the glow fades, I find myself back in the cargo hold, bewildered and perplexed. The luminescent sphere has vanished, leaving behind only a sense of loss and an unsolved enigma. What did that vision mean? What was the derelict hiding?*

*I don’t have time to reflect further, as suddenly the derelict begins to shake violently. Debris detaches from the walls and fills the corridors, and the deafening sound startles me. With a frantic dash, I run toward my spaceship, hoping to reach it before everything collapses.*

# Intro

Welcome to *Solo Starfarer*. This booklet serves as a companion to *Plerion*, the Space Opera Adventure Game based on Cairn. To make use of these additional rules, **you’ll require the Core Book**.

Here, you won’t find information on character creation, combat, or equipment.

Within these pages, you’ll discover suggested approaches and procedures, but consider them as flexible guidelines. All its components are modules that you can “turn on or off” according to your taste. After all, this is your game! Do you wish to chart the vast reaches of interstellar space? Use the Exploration Procedure and the Star System Generation tables. Interested in scavenging a derelict vessel adrift in the cosmos? Employ the Installations Generator and embark on your exploration. Fancy venturing into speculative trading? Why not!

The only limit is your imagination. Here, we offer you a structural framework for those moments when inspiration may be lacking to kickstart your adventure.

## What Is a Solo Role-Playing Game?

A role-playing game (RPG) is a type of game in which players assume the roles of imaginary characters and take actions and make decisions within an imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as rolling dice or using measurable character attributes.

In a solo role-playing game, a single player takes on the roles of one or more characters while simultaneously managing certain elements of the game world. These games typically involve the use of a rules system and game mechanics to determine the outcomes of the actions taken by the player-controlled characters.

Through the interaction between the player, oracle, tools, and prompts, the character’s actions will build an emerging narrative in which almost anything can be attempted, with no predetermined limits.

If you are not familiar with Solo-RPGs, here are some excellent introductory guides you can use to gain some insight:

* *Solo Game Master’s Guide* by Geek Gamers <https://t.ly/djXDK>
* *Solo Roleplaying: A brief introduction* by Alex Yari <https://t.ly/oM_l6>
* *Solo RPG Basics* <https://t.ly/f62eq>

If you want to try something simpler before embarking on a modular, procedural game like this, Zotiquest Games published *Loner*, a very light Solo-RPG written with beginners in mind. It’s free! <https://zeruhur.itch.io/loner-2nd-edition>

## Kickstart Your Adventure

If you’ve never played an RPG or even a solo RPG before, you might be wondering what to do! Here are some guidelines to kickstart your adventure:

1. **Create a Character:** Before beginning the game, create your character following the core rules.
2. **Choose a Path:** will give you a role, additional resources and more background to immerse yourself in the game universe.
3. **Starting Planet:** Start your adventure on a home planet, where you can stock up on supplies and items essential for your journey. The planet can be used as a starting point to explore the starry expanses. It doesn’t need elaborate details; a simple outpost with a spaceport and a store will suffice. Perhaps a small colony with a bar.
4. **Explore the Starry Expanse:** Start venturing among the stars in search of fortune!
5. **Combat:** If you encounter an enemy, prepare for battle. Use your statistics and skills to defeat the foe.
6. **Solving Puzzles and Challenges:** During the game, you might come across puzzles and challenges that need to be solved. Use your cleverness and skills to overcome them and reap rewards.
7. **Acquiring Items and Wealth:** Throughout your adventure, you may find useful items such as weapons, armor, and supplies. Collect anything that might be handy for your journey and keep track of your inventory.
8. **Character Advancement:** As you progress in the game, your character will grow and evolve. This involves not only increasing your stats, but also acquiring new equipment, wealth and reputation.
9. **Choices and Consequences:** Remember that your choices will influence the outcome of your adventure. Be mindful of what you choose and how you act, as it could have significant consequences for your journey.
10. **End of the Adventure:** You can play a single session or a campaign. You decide when to stop. From your actions and how the game world reacts, missions, unexpected goals, and relationships with Non-Player Characters will emerge. There are no predetermined limits: perhaps your character will rise to fame and glory or meet a gruesome end in a haunted derelict. Play to find out!

# Paths

These paths are some roles you could play in your solo game. Each one guarantees starting assets (and also a likely debt to repay). Select or roll for a starting one.

At any time you can change paths, but watch out: debts pile up!

1. **Drifter:** you are a wanderer of the stars, you try to make ends meet as best you can
2. **Freelancer:** you are a bounty hunter, patrolling space looking for outlaws or escorting convoys from pirates
3. **Carrier:** you plow the sidereal depths carrying goods or passengers for profit
4. **Mercenary:** you are simply a gun for hire, ready to risk his skin for a fair payoff
5. **Salvager:** you jump from derelict to derelict, looking for something valuable to scavenge
6. **Pathfinder:** you explore and map stellar regions in exchange for fair remuneration

## Drifter

As a Drifter, your existence is a constant journey through the cosmos. You’ve forsaken stability for freedom, navigating the stars with resourcefulness and adaptability. Each day brings new challenges, from scrounging for supplies on remote planets to evading hostile forces. Your path is unpredictable, but it’s where you thrive, finding beauty in the ever-changing tapestry of the universe.

### Additional Assets

Trusty, old blaster pistol

### Debt

1. Loan from a shadowy creditor.
2. Unpaid spaceport docking fees.
3. Gambling debts from a space casino.
4. A bounty placed on your head.
5. Owed favors to a notorious smuggler.
6. Unresolved legal issues from a past incident.

### Role in the Universe (select or roll one)

1. **Nomadic Wanderer:** You are a lone traveler, drifting through the cosmos without a fixed destination, finding solace in the ever-changing vistas of space.
2. **Cosmic Observer:** Your journeys grant you unique insights into the universe, documenting the diverse cultures and species you encounter.
3. **Starship Vagabond:** You embrace a life of freedom, relying on your resourcefulness to survive as you explore the unknown.
4. **Interstellar Storyteller:** Your experiences become tales, inspiring those you meet to dream beyond their boundaries.
5. **Frontier Explorer:** You are the first to chart uncharted territories, forging paths for those who follow.
6. **Intergalactic Diplomat:** As a neutral observer, you mediate disputes and foster diplomacy, bridging gaps between warring factions and civilizations.

### Challenges (select or roll one)

1. Dodging the authorities when your reputation precedes you.
2. Evading debt collectors from your shady past.
3. Finding safe havens to rest and recover in hostile territories.
4. Navigating through uncharted and dangerous regions of space.
5. Finding a job that allows you to jump to the next planet.
6. Staying one step ahead of rival drifters who see you as competition.

### Rewards and Goals (select or roll one)

1. Earning enough credits for a decent meal and a comfortable bed.
2. Making useful contacts who can provide you with information.
3. Finding a mysterious star map hinting at hidden treasures.
4. Obtaining a rare piece of alien technology.
5. Finding a long-lost friend or family member.
6. Securing a steady job with a reliable income.

## Freelancer

In the vastness of space, you’re the law’s long arm and the galaxy’s silent avenger. As a Freelancer, you hunt down outlaws and protect convoys from pirates. Your skills and determination make you a formidable force against even the most notorious criminals. But the dangers you face are matched only by the rewards you seek.

### Additional Assets

A Fighter ship armed to the teeth or an extensive network of informants and contacts

### Debt

1. Debt to a powerful bounty hunting guild.
2. Unfulfilled contract obligations.
3. Fee owed for damages caused during a mission.
4. Personal debt to a fellow freelancer.
5. Lost wager in a high-stakes poker game.
6. Outstanding fine for a space traffic violation.

### Role in the Universe (select or roll one)

1. **Space Vigilante:** You are a fearless enforcer of justice, hunting down outlaws and keeping space lanes safe.
2. **Cosmic Mercenary:** You sell your skills to the highest bidder, a gun for hire in the lawless expanse.
3. **Interstellar Guardian:** Your missions protect vulnerable cargo and ensure safe passage for those in need.
4. **Rogue Bounty Hunter:** You have a reputation for being relentless, pursuing your quarry across the stars.
5. **Pirate Hunter:** You are the scourge of space pirates, a constant threat to those who terrorize the cosmos.
6. **Interstellar Marshall:** You bring order to the chaotic fringe, upholding the law even in the darkest reaches of space.

### Challenges (select or roll one)

1. Avoiding rival bounty hunters who want to claim your target.
2. Negotiating your fees with clients who may not always pay up.
3. Handling legal complications when your actions draw unwanted attention.
4. Maintaining your ship’s combat readiness and evading pursuit from law enforcement agencies.
5. Eliminating your targets and the consequences it may have on your reputation.
6. Balancing the constant danger and isolation of your work with the desire for personal relationships and a sense of belonging.

### Rewards and Goals (select or roll one)

1. Discovering hidden caches of contraband.
2. Uncovering a sinister criminal organization.
3. Finding clues leading to a legendary outlaw.
4. Obtaining a coveted license for legal enforcement.
5. Fulfilling personal vendettas.
6. Building a network of allies and informants.

## Carrier

As a Carrier, your life revolves around plowing through the sidereal depths, carrying precious cargo and passengers to distant worlds. Profit is your driving force, and the cosmos is your playground. You navigate trade routes, negotiate with clients, and encounter an array of cultures along the way.

### Additional Assets

A well-equipped Trader ship or a thriving business with loyal employees

### Debt

1. Loan for the purchase of your starship.
2. Outstanding cargo damage compensation.
3. Payment due for ship repairs and maintenance.
4. Contractual penalties for late deliveries.
5. Debt to a passenger who pre-paid for travel.
6. Unresolved disputes with a cargo client.

### Role in the Universe (select or roll one)

1. **Cosmic Hauler:** You are the backbone of interstellar trade, ensuring goods and passengers reach their destinations safely.
2. **Stellar Transporter:** Your ships serve as the lifeblood of remote colonies, supplying them with essential resources.
3. **Galactic Conveyor:** You are the bridge between distant worlds, facilitating cultural exchange and commerce.
4. **Space Bus Driver:** You transport passengers to exotic destinations, your ships filled with a diverse array of travelers.
5. **Interstellar Cargo Kingpin:** You have risen to the top, controlling lucrative trade routes and dominating the market.
6. **Cosmic Diplomat:** You use your position to negotiate alliances, turning your cargo holds into chambers of diplomacy and trade.

### Challenges (select or roll one)

1. Navigating through treacherous space routes, dealing with asteroid fields.
2. Negotiating profitable trade deals and ensuring the safety of your cargo from pirates or rival traders.
3. Managing your crew and maintaining ship morale during long and grueling journeys.
4. Competing with other carriers for lucrative contracts and resources.
5. Dealing with diplomatic tensions and interstellar politics when traveling through various star systems.
6. Balancing the pursuit of profit with ethical considerations and deciding whether to take on morally questionable cargo.

### Rewards and Goals (select or roll one)

1. Accumulating substantial wealth and assets through successful trade ventures
2. Expanding your shipping empire and becoming a prominent figure in the interstellar trade community.
3. Establishing trade routes that bring prosperity to entire star systems.
4. Acquiring advanced technology and ship enhancements to stay ahead of the competition or obtaining exclusive trading rights.
5. Building strong diplomatic relationships and alliances with various alien species.
6. Discovering the truth behind a mysterious cargo you transported.

## Mercenary

A gun for hire, you live on the edge of morality, taking on dangerous missions for the highest bidder. Your life is a relentless pursuit of wealth, driven by risk and reward. In the unforgiving void, you’ve learned that survival often depends on your combat skills and quick thinking.

### Additional Assets

A well-maintained arsenal of weapons and combat gear or a network of contacts in the criminal underworld.

### Debt

1. Unpaid advance payment for a contract.
2. Owing money to a fellow mercenary for gear.
3. Fines for collateral damage during missions.
4. Debt to a criminal organization for protection.
5. Outstanding payments for hired crew members.
6. Gambling losses against fellow mercenaries.

### Role in the Universe (select or roll one)

1. **Ruthless Gunslinger:** You’re known for your cold, calculated approach to combat, executing contracts without hesitation.
2. **Elite Soldier:** Your military background makes you a disciplined and effective combatant.
3. **Cosmic Hitman:** Your reputation for eliminating high-value targets makes you a sought-after asset.
4. **Galactic Enforcer:** You enforce the will of powerful factions, quelling uprisings and maintaining order.
5. **Space Merc:** You’ve carved a niche as a versatile mercenary, taking on a wide range of missions and challenges.
6. **Renegade Warrior:** Your ideals lead you to fight for causes you believe in, even if it means going against the grain of established powers.

### Challenges (select or roll one)

1. Engaging in high-risk combat missions against dangerous foes, such as space pirates, hostile alien species, or rogue AI.
2. Navigating the moral ambiguity of your profession and making difficult decisions about the contracts you accept.
3. Handling disputes and betrayals within your mercenary company.
4. Balancing your loyalty to your employer with your own survival and principles or facing conflicts of interest.
5. Staying one step ahead of law enforcement and bounty hunters while evading capture or avoiding becoming a target yourself.
6. Confronting personal demons, trauma, or the consequences of your past actions as a ruthless gun for hire.

### Rewards and Goals (select or roll one)

1. Amassing significant wealth and valuable resources through successful contracts and combat victories.
2. Becoming a legendary figure in the galaxy’s underworld.
3. Acquiring cutting-edge weaponry, cybernetic enhancements, or experimental technology to enhance your combat prowess.
4. Gaining access to secretive organizations and exclusive mercenary contracts, including those involving ancient relics or classified information.
5. Forming alliances with criminal syndicates, rebel groups, or shadowy figures who can provide lucrative contracts and protection.
6. Finding redemption or purpose in using your combat skills to protect the innocent or uncovering hidden conspiracies that threaten the galaxy.

## Salvager

You’re a master of exploration and scavenging, hopping from one derelict spacecraft to another, seeking valuable relics, technology, and secrets hidden within the wreckage. Every abandoned vessel tells a story, and you’re the one to unravel it. Your journey is a treasure hunt in the cold expanse of space.

### Additional Assets

Old Cargo Ship

### Debt

1. Loan for the purchase of salvage equipment.
2. Debt to a rival salvager for disputed salvage rights.
3. Owing fees to a space station salvage yard.
4. Fine for unauthorized scavenging in restricted zones.
5. Unpaid dues to a salvage workers’ union.
6. Debt for the retrieval of a past salvaging expedition.

### Role in the Universe (select or roll one)

1. **Salvage Operative:** You’re a seasoned expert in the art of recovering lost treasures from the wreckage of the cosmos, sought after for your unique skills.
2. **Galactic Historian:** Your work uncovers forgotten chapters of the universe’s history, shedding light on the rise and fall of ancient civilizations.
3. **Rogue Archaeologist:** You boldly venture into dangerous derelicts, driven by the thrill of discovery and the allure of forbidden knowledge.
4. **Salvage Tycoon:** You’ve turned your passion into a profitable empire, managing a fleet of salvaging vessels and controlling lucrative salvage yards.
5. **Galactic Adventurer:** Every expedition you undertake is a daring adventure, as you chase legends and unravel the mysteries of deep space.
6. **Keeper of Secrets:** You guard the secrets and stories found within the debris, trading knowledge as much as physical treasures. Your insights are highly valued by scholars and collectors across the universe.

### Challenges (select or roll one)

1. Navigate Treacherous Space Debris.
2. Decrypt Ancient Ship Logs.
3. Repair Damaged Salvage Equipment.
4. Evade Radiation Hazards.
5. Extract Valuables from High-Gravity Wrecks.
6. Negotiate with Eccentric Collectors.

### Rewards and Goals (select or roll one)

1. Acquire Rare Alien Artifacts.
2. Amass a Fortune in Salvaged Ship Parts.
3. Build a Reputation as a Legendary Salvager.
4. Solve the Puzzle of Vanishing Space Colonies
5. Forge Alliances with Enigmatic Alien Races
6. Master the Art of Interstellar Salvage Archaeology

## Pathfinder

The cosmos is your uncharted canvas, and you’re the artist. As a Pathfinder, your mission is to explore, map, and document stellar regions, uncovering the mysteries of the universe. You venture where no one has gone before, discovering alien worlds and charting the unknown. Your work shapes the future of space exploration and science.

### Additional Assets

Explorer ship and a well-documented collection of star charts and exploration data.

### Debt

1. Debt to a space exploration agency for training.
2. Owing fees for advanced mapping technology.
3. Payment due for a damaged exploration vessel.
4. Fine for unauthorized stellar cartography.
5. Outstanding research grant repayments.
6. Debt to an academic institution for past expeditions.

### Role in the Universe (select or roll one)

1. **Celestial Mapper:** You chart the unknown territories, expanding the boundaries of known space.
2. **Astral Cartographer:** Your maps are invaluable, guiding travelers safely through uncharted cosmic realms.
3. **Cosmic Pioneer:** You blaze trails into the unexplored, planting the flag of discovery in the name of adventure.
4. **Deep Space Surveyor:** You uncover the secrets of the cosmos, studying cosmic phenomena and anomalies.
5. **Stellar Wayfarer:** Your knowledge of safe routes and shortcuts makes you a sought-after guide.
6. **Universal Explorer:** You embrace the thrill of the unknown, daring to venture where no one else has gone before, uncovering the mysteries of the universe.

### Challenges (select or roll one)

1. Surviving in uncharted regions of space, where dangers such as cosmic anomalies, gravitational disturbances, and unknown alien civilizations are prevalent.
2. Balancing the desire for exploration with the need for resources and provisions while charting remote areas of the galaxy.
3. Navigating complex political and diplomatic situations when encountering new species or factions during your explorations.
4. Dealing with isolation and the psychological toll of long-term space travel and exploration.
5. Managing the expectations and morale of your exploration crew or finding new crew members with specialized skills.
6. Unraveling the mysteries of ancient alien artifacts, deciphering alien languages, or interpreting the history of undiscovered worlds.

### Rewards and Goals (select or roll one)

1. Discovering new star systems, planets, or celestial phenomena that expand the knowledge of the galaxy and potentially have valuable resources.
2. Achieving fame and recognition as a trailblazing explorer and becoming a respected figure in scientific and exploration circles.
3. Accumulating a vast collection of valuable data, including rare geological, biological, or cultural information from uncharted regions.
4. Establishing diplomatic relations with previously unknown alien species and fostering peaceful cooperation or trade.
5. Acquiring state-of-the-art exploration technology, starships, or cutting-edge scientific instruments.
6. Uncovering ancient secrets and forgotten civilizations that hold the potential to reshape the galaxy’s future.

# Game Procedures

The following procedures will help you give structure to your solitaire game. You do not neet to follow them. Use them only if they are helpful and adapt them where you feel it is necessary.

## Ground Procedures

Follow this procedure when a PC lands on a new planet. If you do not own a ship skip the first step.

* **Maintenance:** Pay ship costs and crew salaries. If needed, make repairs to the ship (if you can afford it).
* **Take Action**: Each day you stay in a safe haven you can perform *one* of the following actions.
  + **Medical Care:** Treat injuries or pay for medical assistance.
  + **Look for a job:** if you need it, look for a job on the local spaceport assignment lists. Use the Job Generator to find out what’s available.
  + **Listen to rumors:** you might listen to some rumors by eavesdropping among the docks or in the local bar. Use the rumor generator if you need it.
  + **Find a patron:** if you are particularly ambitious or needy, you will need to seek a patron for an actual Mission. You have a 1-in-6 chance per week of crossing paths with such an offer.
  + **Buy/Sell goods or equipment:** if you are a Carrier devoted to speculative trading, now is a good time to do your magic.
* **Roll for Event:**

|  |  |
| --- | --- |
| 2D6 | Event |
| 2-6 | Unfavorable encounter or Disaster (Roll for Spark) |
| 7 | Nothing |
| 8-12 | Favorable Encounter or Fortune (Roll for Spark) |

**Note:** Remember that staying overnight and eating cost money! The more days you stay in a landing without doing anything or failing to get work, the thinner your finances will shrink.

## Exploring Space

Exploring the cosmos can be highly rewarding but very risky. If you undertake a path from Pathfinder, use the following procedure.

* **Roll a Star System:** if you are entering an unkwon region of space, use the Star System Generation (in the core book) to determine the feature of the next system.
* **Take Action:** now you can perform *one* of the following per turn.
  + **Travel:** you can travel everywhere in the reach granted by the fuel reserve of your ship.
  + **Explore:** if you entered a star system, you can explore its celestial body in search for interesting features or sources of income.
  + **Interact:** if the planet is inhabited, you can decide to interact with its population by radio or by landing.
  + **Dock:** you can dock on a planet equipped with a spaceport.
  + **Refuel:** if necessary and you have access to a spaceport you can refuel within your finances.
* **Roll for Event:**

|  |  |
| --- | --- |
| 2D6 | Event |
| 2-3 | Ship malfunction (deactivate one module) |
| 4-6 | Space Anomaly |
| 7 | Encounter (roll on reaction) |
| 8-10 | Distress call |
| 11-12 | Advantage |

|  |  |
| --- | --- |
| 2D6 | Encounter (roll on reaction) |
| 2-3 | Star Kraken |
| 4-6 | Pirates |
| 7 | Patrol |
| 8-10 | Freelancers |
| 11-12 | Star Leviathan |

## Explore Installations

As Salvager you will find yourself exploring derelict ships and other abandoned installations. Even in other paths you may find yourself boarding and navigating installations that are still active. First use the Installation Generator to determine Origin and Current Purpose. Then follow the following procedure.

* **Roll Area or Junction:** Use the relevant table to generate the current environment, its size, number of outputs and features.
* **Roll for Event (see below):** check what happens, pulling on the event table-
* **Take Action:** resolve the undertaken action.
  + If an encounter occurs use the reaction and possibly combat rules.
  + If you encounter a trap, use the Oracle and Saves to determine if you are affected.

|  |  |
| --- | --- |
| 2D6 | Event |
| 2-3 | Exhaustion (need to rest) |
| 4-6 | Trap |
| 7 | Encounter (roll on reaction) |
| 8-10 | Clue regarding next encounter |
| 11-12 | Advantage |

## Build a Planetary Adventure

Sometimes you might want to get out of the spaceport and explore planetary territory. In this case, the following procedure will help you quickly define a map to navigate.

### Choose A Theme

1. Pick a theme for the area. You can roll a *S* to get inspired.
2. Come up with an adventure premise (you can roll a *Spark* or use the *Mission Generator*).
3. Decide on a ruling faction, with traits & motive (roll on the *NPC and Faction Generator*).
4. Add some kind of counter balance (another faction, some kind of nefarious enemy, etc).

### Draw A Planetary Map

1. Take a sheet of paper or a virtual canvas.
2. Draw at least four lines of any shape, each from a different color. Each line should cross another at least once. These lines represent roads or paths.
3. Generate at least 3 Points of Interest: take in consideration the theme(s) and factions. Put these wherever the lines cross.
4. Generate regional features for each POI using tables and placing results in those POIs where it makes most sense.
5. Place additional (especially hidden) dangers, encounters or NPC’s in some of the POI.
6. Add some travel/route complications, taking in consideration any POIs along the way.

### Create Encounters

1. Make an encounter table (either 1d6 or 2d6), with at least one result tied to the party or its members.
2. Details on any Artifact (Who wants it? Where is it now? Why wasn’t it ransacked before?). Include maps.
3. Roll area/junction for an installation.

You do not need to do this for ever single POI, only those that interest you.

# Tuning Characters and Combat for Solo play

Plerion’s core rules are designed for a group of characters facing dangers together. By venturing as loners into interstellar space, the risks increase and death is a much bleaker omen.

To make your character more durable, without betraying the Old School style of this game, here are a couple of viable options:

1. **Enhanced Character** (for lone spacers only):
   1. When you generate the character, he is automatically assigned 6 HP, without the need to pull it.
   2. When damage is rolled, a d4 “Enhanced Die” is added.
   3. When a Save is rolled instead, the Enhanced Die is subtracted from the total.
   4. When the character wants to escape, make a DEX Save. On a success, the PC manages to escape from combat.
2. **Use assistants**:
   1. *Instead of the Enhanced Character* option, automatically assign one or two companions (following the creation rules in the core book).
   2. Assistants have a background (drawn randomly on the relevant table) that will be able to guarantee any situational advantages.
   3. This type of assistant has a monthly salary of 1,000 credits each. Take this into account in your finances.
   4. Assistants have no funds or inventory management (assume they have a weapon and items needed for the current mission). You can equip them with a more powerful weapon if you have purchased it and are not using it.
   5. When you ask them to do something risky or potentially lethal, they perform a WIL Save. If they fail, they will refuse to comply and potentially could quit.

# Resolve Uncertainty

In a solo game you will have to manage your character and the game world at the same time. But you’re not writing a novel! Subverting your expectations and being surprised by the unpredictability of the shots is an integral part of this style of play. Here you will find an Oracle and other tools to help you introduce and manage the uncertainty of actions. The Oracle is an aid to generate unpredictability, but it is not a person. You will have to be the one to interpret its responses.

## Taking Actions

Characters can undertake various actions and challenges.

1. Some actions involve no risk or uncertainty and are simply resolved in the emerging narrative.
2. Other actions (such as exploration) have uncertain outcomes and require querying the Oracle for the result.
3. Actions that involve risk (like climbing steep walls or dodging a trap, and of course, combat) require making a Save on the relevant attribute.

## Ask the Oracle

When you need to determine the outcome of actions that aren’t governed by precise rules (as combat) or you need to figure out responses from the game world or non-player characters (NPCs), you can:

1. **Draw a Conclusion**: Decide the answer based on what’s most interesting and obvious.
2. **Ask a Yes/No Question**: Determine the likelihood of a “yes” and roll on the table below to check the answer.
3. **Choose Between Two**: Imagine two options. Consider one as “likely” and roll on the table below to see if it’s true. Otherwise, it’s the other option.
4. **Spark an Idea**: Brainstorm or use a random prompt.

## Oracle

1. Roll a 1d100 to generate a number between 1 and 100.
2. Check your roll on the table. The oracle will reveal its response.
3. Consider the response in the context of your question and the current situation. Does it fit? Does it spark inspiration?
4. If you have your answer, you’re good to go! Play to see what happens. If you want more details, you can roll for Omens.
5. If you’re stuck, you can roll again, try another Spark, or simply rely on your intuition to decide what happens next.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Probability | No, and | No | No, but | Yes, but | Yes | Yes, and |
| Almost Certain | 1 | 2 - 4 | 5 - 10 | 11 - 25 | 26 - 75 | 76 - 100 |
| Very Likely | 1 - 3 | 4 - 10 | 11 - 20 | 21 - 30 | 31 - 80 | 81 - 100 |
| Likely | 1 - 7 | 8 - 17 | 18 - 32 | 33 - 44 | 45 - 85 | 86 - 100 |
| Unknown | 1 - 10 | 11 - 40 | 41 - 50 | 51 - 60 | 61 - 90 | 91 - 100 |
| Unlikely | 1 - 15 | 16 - 56 | 57 - 66 | 67 - 81 | 82 - 93 | 94 - 100 |
| Very Unlikely | 1 - 20 | 21 - 70 | 71 - 80 | 81 - 90 | 91 - 97 | 98 - 100 |
| Almost Impossible | 1 - 25 | 26 - 75 | 76 - 90 | 91 - 96 | 97 - 99 | 100 |

## Complication

When the Oracle’s response includes a “but,” you can roll on the following table to determine the complication that arises. Use it only if you can’t determine it from the context of the current scene:

|  |  |
| --- | --- |
| d10 | Complication |
| 1 | Improves a minor condition |
| 2 | Worsens a minor condition |
| 3 | Adds a minor condition |
| 4 | Removes a minor condition |
| 5 | Improves a major condition |
| 6 | Worsens a major condition |
| 7 | Adds a major condition |
| 8 | Removes a major condition |
| 9 | Positive Spark |
| 10 | Negative Spark |

## Plot Twist

A double on your dice when rolling on the Oracle table triggers an extreme result or a narrative twist.

|  |  |
| --- | --- |
| d100 | Event |
| 1-5 | It was all a diversion. |
| 6-10 | An obscure secret is revealed. |
| 11-15 | A trap is triggered. |
| 16-20 | An assumption proves false. |
| 21-25 | A secret alliance is unveiled. |
| 26-30 | Your actions benefit an enemy. |
| 31-35 | Someone returns unexpectedly. |
| 36-40 | A more dangerous enemy is revealed. |
| 41-45 | You and an enemy share a common goal. |
| 46-50 | A true identity is exposed. |
| 51-55 | You have been betrayed by someone you trusted. |
| 56-60 | You are too late. |
| 61-65 | The true enemy is revealed. |
| 66-70 | The enemy gains new allies. |
| 71-75 | A new threat emerges. |
| 76-80 | Someone or something disappears. |
| 81-85 | The truth of a relationship is revealed. |
| 86-90 | Two seemingly unrelated situations are shown to be connected. |
| 91-95 | Unexpected powers or abilities are revealed. |
| 96-00 | Roll on this table two more times. Both results occur. If they are the same result, it becomes more dramatic. |

## Spark

Omens can be invoked in the following cases:

1. When you want to pose an open-ended question to the Oracle.
2. When seeking inspiration.
3. When invoked through a complication.

Omens are used to inspire a discovery, an event, a character’s goal, or a situation. Combine rolls on both of the following tables (Action + Theme) to provide an action and a subject. Then, interpret the result based on the context of the question and your current situation.

### Actions

|  |  |
| --- | --- |
| D100 | Action |
| 1 | Explore |
| 2 | Navigate |
| 3 | Battle |
| 4 | Negotiate |
| 5 | Infiltrate |
| 6 | Smuggle |
| 7 | Sabotage |
| 8 | Discover |
| 9 | Rescue |
| 10 | Investigate |
| 11 | Duel |
| 12 | Betray |
| 13 | Communicate |
| 14 | Evade |
| 15 | Confront |
| 16 | Trade |
| 17 | Pilot |
| 18 | Defend |
| 19 | Hack |
| 20 | Captivate |
| 21 | Scheme |
| 22 | Colonize |
| 23 | Salvage |
| 24 | Parley |
| 25 | Uncover |
| 26 | Decode |
| 27 | Betray |
| 28 | Inherit |
| 29 | Reveal |
| 30 | Persuade |
| 31 | Outwit |
| 32 | Outmaneuver |
| 33 | Colonize |
| 34 | Scheme |
| 35 | Steal |
| 36 | Command |
| 37 | Duel |
| 38 | Lead |
| 39 | Conquer |
| 40 | Observe |
| 41 | Expose |
| 42 | Flee |
| 43 | Protect |
| 44 | Unite |
| 45 | Surrender |
| 46 | Saber |
| 47 | Train |
| 48 | Repel |
| 49 | Reforge |
| 50 | Inscribe |
| 51 | Manipulate |
| 52 | Build |
| 53 | Nurture |
| 54 | Clash |
| 55 | Ally |
| 56 | Conspire |
| 57 | Evacuate |
| 58 | Intercept |
| 59 | Launch |
| 60 | Forge |
| 61 | Defy |
| 62 | Encrypt |
| 63 | Rebuild |
| 64 | Conjure |
| 65 | Liberate |
| 66 | Outrun |
| 67 | Deceive |
| 68 | Inherit |
| 69 | Rally |
| 70 | Pursue |
| 71 | Decontaminate |
| 72 | Decipher |
| 73 | Disrupt |
| 74 | Counter |
| 75 | Redeem |
| 76 | Illuminate |
| 77 | Outsmart |
| 78 | Reclaim |
| 79 | Mediate |
| 80 | Exterminate |
| 81 | Stargaze |
| 82 | Communicate |
| 83 | Barter |
| 84 | Enlighten |
| 85 | Inoculate |
| 86 | Traverse |
| 87 | Uplift |
| 88 | Navigate |
| 89 | Compromise |
| 90 | Broadcast |
| 91 | Repair |
| 92 | Challenge |
| 93 | Thrive |
| 94 | Outshine |
| 95 | Outflank |
| 96 | Reconstruct |
| 97 | Ascend |
| 98 | Negotiate |
| 99 | Paralyze |
| 00 | Tranquilize |

### Themes

|  |  |
| --- | --- |
| D100 | Action |
| 1 | Galaxy |
| 2 | Starship |
| 3 | Planet |
| 4 | Adventure |
| 5 | War |
| 6 | Rebellion |
| 7 | Exploration |
| 8 | Technology |
| 9 | Artifact |
| 10 | Empire |
| 11 | Hero |
| 12 | Villain |
| 13 | Alien |
| 14 | Heroine |
| 15 | Diplomacy |
| 16 | Treasure |
| 17 | Supernova |
| 18 | Escape |
| 19 | Espionage |
| 20 | Time Travel |
| 21 | Mutation |
| 22 | Cyborg |
| 23 | Plague |
| 24 | Pirate |
| 25 | Bounty Hunter |
| 26 | Cosmic Anomaly |
| 27 | Parallel Universe |
| 28 | Sorcery |
| 29 | Prophecy |
| 30 | Lost Colony |
| 31 | Invasion |
| 32 | Mutation |
| 33 | AI |
| 34 | Market |
| 35 | Uprising |
| 36 | Deity |
| 37 | Star Map |
| 38 | Energy Source |
| 39 | Horror |
| 40 | Celestial Being |
| 41 | Starport |
| 42 | Star Chart |
| 43 | Genetic Engineering |
| 44 | Conspiracy |
| 45 | Language |
| 46 | Intergalactic War |
| 47 | Exploration |
| 48 | World |
| 49 | Religion |
| 50 | Religion |
| 51 | Event |
| 52 | Magic |
| 53 | Warp Drive |
| 54 | Telepathy |
| 55 | Artifact |
| 56 | Distortion |
| 57 | Source |
| 58 | Eldritch |
| 59 | Sorcerer |
| 60 | Market |
| 61 | Caste |
| 62 | Distortion |
| 63 | Voyage |
| 64 | Intelligence |
| 65 | Debris |
| 66 | Psychic |
| 67 | Conspiracy |
| 68 | Language |
| 69 | Revelation |
| 70 | Religion |
| 71 | Deity |
| 72 | Discovery |
| 73 | Diplomacy |
| 74 | Invasion |
| 75 | Colonization |
| 76 | Discovery |
| 77 | Empress |
| 78 | Technology |
| 79 | Council |
| 80 | Empire |
| 81 | Machine |
| 82 | Heroine |
| 83 | Artifact |
| 84 | Pirate |
| 85 | Market |
| 86 | Treasure |
| 87 | Religion |
| 88 | Captain |
| 89 | Civilization |
| 90 | Voyage |
| 91 | Event |
| 92 | Market |
| 93 | Guardian |
| 94 | Colonist |
| 95 | Protector |
| 96 | Hunter |
| 97 | Expanse |
| 98 | Alliance |
| 99 | Journey |
| 00 | Survivor |

# A simpler Star System Generator

The Star System Generator in the Core Rules can be expensive and time-consuming.

A simpler generator is proposed here that is better suited to solitary role-playing. **You don’t necessarily have to pull on all the tables**. Roll only those you find useful. If there are multiple planets in the system, you don’t need to roll all at once. Just determine one main planet and start exploring that one!

The star sector map represents the area in which the player is located.

The map is 8x10 hexes wide. Each hex represents the distance of 1 parsec.

## Stars

### Number of Stars (rolla a d10 per hex)

|  |  |
| --- | --- |
| d10 | Number of Stars |
| 1-5 | No stars |
| 6-9 | A moderate number of stars (roll 1d4) |
| 10 | Single star |

### Stellar Class (d6)

|  |  |
| --- | --- |
| d6 | Stellar Class |
| 1-2 | Red Dwarf |
| 3-4 | Main Sequence |
| 5-6 | Giant/Supergiant |

## Stella System

Once you have determined the number and class of stars in the star sector, you can generate the details of a specific star system using the following tables.

### Number of Planets (d6)

|  |  |
| --- | --- |
| d6 | Presence of Planets |
| 1-2 | No Planet |
| 3-4 | A planet (roll a d4 to determine the type) |
| 5-6 | More than one planet (roll a d8 to determine the number and consult the planet types table) |

### Extra Features of the System (d6)

|  |  |
| --- | --- |
| d6 | Extra Features |
| 1 | Wormhole Gate |
| 2 | Asteroid Field |
| 3 | Wrecked Alien Megastructure |
| 4 | Spatial anomaly |
| 5 | Black hole |
| 6 | Unknown Energy Flow |

## Planets

### Planet Type

|  |  |
| --- | --- |
| d100 | Type of Planet |
| 1-5 | Rocky |
| 6-10 | Desert |
| 11-15 | Oceanic |
| 16-20 | Frozen |
| 21-25 | Volcanic |
| 26-30 | Jungle |
| 31-35 | Urban/city |
| 36-40 | Agricultural |
| 41-45 | Desert |
| 46-50 | Forest |
| 51-55 | Mountainous |
| 56-60 | Alien |
| 61-65 | Post-apocalyptic |
| 66-70 | Mining/Mining |
| 71-75 | Toxic atmosphere |
| 76-80 | Ancient Structures |
| 81-85 | Alien biosphere |
| 86-90 | Abandoned |
| 91-95 | Human colony |
| 96-100 | Artificial Planet/Megastructure |

### Population

|  |  |
| --- | --- |
| d100 | Population Size |
| 1-5 | Dozens |
| 6-15 | Hundreds |
| 16-35 | Thousands |
| 36-75 | Hundreds of thousands |
| 76-95 | Millions |
| 96-100 | Billions |

### Atmosphere

|  |  |
| --- | --- |
| d100 | Type of Atmosphere |
| 1-5 | Thin |
| 6-10 | Thick |
| 11-15 | Viscose |
| 16-20 | polluted |
| 21-25 | Misty |
| 26-30 | Stormy |
| 31-35 | Acidic |
| 36-40 | Radioactive |
| 41-45 | No Atmosphere |
| 46-50 | Saturated with Gas |
| 51-55 | Dense Steam |
| 56-60 | Frosty |
| 61-65 | Incandescent |
| 66-70 | Charged Ions |
| 71-75 | Malicious |
| 76-80 | Inhospitable |
| 81-85 | Shapeshifter |
| 86-90 | Electromagnetic |
| 91-95 | Transparent |
| 96-100 | Atmospheric Anomaly |

### Society

|  |  |
| --- | --- |
| d100 | Type of Company |
| 1-5 | Tribal |
| 6-10 | Nomad |
| 11-15 | Agricultural |
| 16-20 | feudal |
| 21-25 | Town |
| 26-30 | Merchant |
| 31-35 | Handcrafted |
| 36-40 | Technocratic |
| 41-45 | Militarist |
| 46-50 | Religious |
| 51-55 | Utopian |
| 56-60 | Dystopian |
| 61-65 | Post-apocalyptic |
| 66-70 | Futuristic |
| 71-75 | Scientifically Advanced |
| 76-80 | Cyborgs |
| 81-85 | Alienated |
| 86-90 | Pluralistic |
| 91-95 | Totalitarian |
| 96-100 | Social Anomaly |

### Resources

|  |  |
| --- | --- |
| d100 | Resource Type |
| 1-5 | Minerals |
| 6-10 | Fossil Fuels |
| 11-15 | Drinking Water |
| 16-20 | Food |
| 21-25 | Medicines |
| 26-30 | Advanced Technology |
| 31-35 | Renewable Energy |
| 36-40 | Ancient Artifacts |
| 41-45 | Exotic Materials |
| 46-50 | Exotic Animals |
| 51-55 | Precious Stones |
| 56-60 | Antimatter |
| 61-65 | Psychedelic Substances |
| 66-70 | Oxygen |
| 71-75 | Cryptocurrencies |
| 76-80 | Nanotechnology |
| 81-85 | Biotechnology |
| 86-90 | Abstract Art |
| 91-95 | Genetic Engineering |
| 96-100 | Anomalous Resources |

### Government

|  |  |
| --- | --- |
| d100 | Type of Government |
| 1-5 | Anarchy |
| 6-10 | Theocracy |
| 11-15 | Monarchy |
| 16-20 | Oligarchy |
| 21-25 | Democracy |
| 26-30 | Autocracy |
| 31-35 | Republic |
| 36-40 | Confederation |
| 41-45 | Totalitarianism |
| 46-50 | Socialism |
| 51-55 | Capitalism |
| 56-60 | Federation |
| 61-65 | Plutocracy |
| 66-70 | Meritocracy |
| 71-75 | Gerontocracy |
| 76-80 | Technocracy |
| 81-85 | Militarism |
| 86-90 | Theatrocracy |
| 91-95 | Techno-Feudalism |
| 96-100 | Political Anomaly |

## Technology Level

|  |  |
| --- | --- |
| d100 | Technological Level |
| 1-10 | Primitive |
| 11-20 | Tribal |
| 21-30 | Medieval |
| 31-40 | Agricultural |
| 41-50 | Industrial |
| 51-60 | Space Primitive |
| 61-70 | Advanced Space |
| 71-80 | Post-Apocalyptic |
| 81-90 | Futuristic |
| 91-100 | Technologically Advanced |

### Extra Features

|  |  |
| --- | --- |
| d100 | Extra Feature |
| 1-5 | Ancient Ruins |
| 6-10 | Alien wildlife |
| 11-15 | Alien flora |
| 16-20 | Energy phenomenon |
| 21-25 | Monumental structures |
| 26-30 | Mystical Relics |
| 31-35 | Extreme weather events |
| 36-40 | Relationship with an alien species |
| 41-45 | Underground Structures |
| 46-50 | Gravitational anomalies |
| 51-55 | Presence of a technological relic |
| 56-60 | Presence of an alien threat |
| 61-65 | Presence of a curse |
| 66-70 | Interdimensional Portal |
| 71-75 | Presence of a magical relic |
| 76-80 | Presence of a secret civilization |
| 81-85 | Presence of a maximum security prison |
| 86-90 | Presence of a galactic city |
| 91-95 | Presence of a crashed spaceship |
| 96-100 | Presence of a divinity or celestial entity |

# NPC and Faction Generator

Use the following tables to generate NPCs, Factions or Corporations and their goals and traits.

Use the Reaction tables to determine their predisposition toward the PC.

## NPCs

|  |  |
| --- | --- |
| D20 | NPC |
| 1 | Administrator |
| 2 | Bureaucrat |
| 3 | Dissident |
| 4 | Farmer |
| 5 | Artist |
| 6 | Policeman |
| 7 | Hacker |
| 8 | Cultist |
| 9 | Worker |
| 10 | Clerk |
| 11 | Sailor |
| 12 | Scholar |
| 13 | Mercenary |
| 14 | Scientist |
| 15 | Thug |
| 16 | Smuggler |
| 17 | Speculator |
| 18 | Rogue |
| 19 | Swindler |
| 20 | Anarchist |

## Factions

|  |  |
| --- | --- |
| D20 | Faction |
| 1 | Agrarians |
| 2 | Capitalists |
| 3 | Conflagrators |
| 4 | Assassins |
| 5 | Cyberneticists |
| 6 | Explorers |
| 7 | Hunters |
| 8 | Marines |
| 9 | Opportunists |
| 10 | Syndicalists |
| 11 | Mercenaries |
| 12 | Transhumanists |
| 13 | Smugglers |
| 14 | Nomads |
| 15 | Technocrats |
| 16 | Religious Zealots |
| 17 | Space Pirates |
| 18 | Eco-Warriors |
| 19 | Diplomats |
| 20 | Revolutionary Rebels |

## Corporations

|  |  |
| --- | --- |
| D20 | Corporation |
| 1 | Agriculture |
| 2 | Chemistry |
| 3 | Analytics |
| 4 | Cloning |
| 5 | Design |
| 6 | Commerce |
| 7 | Electronics |
| 8 | AI |
| 9 | Construction |
| 10 | Energy |
| 11 | Cybernetics |
| 12 | Manufacturing |
| 13 | Biotech |
| 14 | Fashion |
| 15 | Robotics |
| 16 | Nanotechnology |
| 17 | Spaceships |
| 18 | Manufacturing |
| 19 | Pharmaceuticals |
| 20 | Weapons |

## Motive

|  |  |
| --- | --- |
| D20 | Motive |
| 1 | Aid conspiracy |
| 2 | Exploration |
| 3 | Collect weapons |
| 4 | Fame |
| 5 | Colonize world |
| 6 | Form faction |
| 7 | Infiltration |
| 8 | Inside info |
| 9 | Equality |
| 10 | Investment |
| 11 | Kill NPC |
| 12 | Enthrall NPC |
| 13 | Piracy |
| 14 | Uncover secret |
| 15 | Local control |
| 16 | Revolution |
| 17 | Vengeance |
| 18 | Philanthropy |
| 19 | Trade deal |
| 20 | Wealth |

## Traits

|  |  |
| --- | --- |
| D20 | Traits |
| 1 | Access to gear |
| 2 | Blackmailer |
| 3 | Ace pilot |
| 4 | Con artist |
| 5 | Always careful |
| 6 | Faction member |
| 7 | Always charming |
| 8 | Gifted mechanic |
| 9 | Always loyal |
| 10 | Data broker |
| 11 | Good with maps |
| 12 | Good with tech |
| 13 | No family ties |
| 14 | Has connections |
| 15 | Owed favors |
| 16 | Very attractive |
| 17 | Very wealthy |
| 18 | Knows secrets |
| 19 | Mild telepathy |
| 20 | Streetwise |

# Space Job Generator

A job is a short and less complex assignment than a mission, for when you are on a budget and need to quickly line your pockets.

## Job Type

|  |  |
| --- | --- |
| D20 | Type |
| 1 | Protect or Deliver |
| 2 | Investigate or Explore |
| 3 | Hunt or Capture |
| 4 | Transport or Escort |
| 5 | Retrieve or Recover |
| 6 | Negotiate or Diplomacy |
| 7 | Heist or Steal |
| 8 | Secure or Defend |
| 9 | Research or Study |
| 10 | Rescue or Evacuate |
| 11 | Race or Competition |
| 12 | Trade or Exchange |
| 13 | Sabotage or Espionage |
| 14 | Colonize or Establish |
| 15 | Repair or Maintain |
| 16 | Assist or Aid |
| 17 | Infiltrate or Spy |
| 18 | Escort or Guard |
| 19 | Deliver or Transfer |
| 20 | Locate or Find |

## Job Focus

|  |  |
| --- | --- |
| D20 | Focus |
| 1 | Space Station |
| 2 | Alien Planet |
| 3 | Derelict Ship |
| 4 | Corporate Megacity |
| 5 | Smuggler’s Outpost |
| 6 | Pirate Stronghold |
| 7 | Interstellar Trade Route |
| 8 | Research Facility |
| 9 | Deep Space Anomaly |
| 10 | Asteroid Mining Colony |
| 11 | Spaceport Hub |
| 12 | Diplomatic Embassy |
| 13 | Rebel Hideout |
| 14 | War-Torn Sector |
| 15 | Luxury Space Cruiser |
| 16 | Ancient Alien Ruin |
| 17 | Black Market Marketplace |
| 18 | Space Pirate Fleet |
| 19 | Secret Laboratory |
| 20 | Mysterious Wormhole |

## Location

|  |  |
| --- | --- |
| D20 | Location |
| 1-8 | In this place |
| 9-13 | A planet/habitat/moon in this system |
| 14-18 | Nearby system |
| 19-20 | Far away system |

## Expected Income

|  |  |
| --- | --- |
| D20 | Income |
| 1-10 | 1.000 Cr |
| 11-13 | 2.000 Cr |
| 14-16 | 5.000 Cr |
| 17-18 | 10.000 Cr |
| 19-20 | 20.000 Cr |

# Rumors Generator

Rumors may or may not be true (ask the Oracle!) but they are in any case an effective hook for generating adventure and fiction

These tables can help you generate intriguing and varied rumors to drive your solo play.

## Rumor Source

|  |  |
| --- | --- |
| D20 | Rumor |
| 1 | Drunken Spacer |
| 2 | Mysterious Stranger |
| 3 | Shady Informant |
| 4 | Gossiping Bar Patrons |
| 5 | Smuggler’s Crew Member |
| 6 | Reclusive Scholar |
| 7 | Holographic News Report |
| 8 | Distress Signal Intercept |
| 9 | Local Spaceport Rumormonger |
| 10 | Alien Ambassador’s Assistant |
| 11 | Ship’s AI Transmission |
| 12 | Bounty Hunter’s Guild Message |
| 13 | Galactic News Network |
| 14 | Pirate Radio Broadcast |
| 15 | Cryptic Message in a Bottle |
| 16 | A Note in a Sealed Envelope |
| 17 | Vengeful Ex-Partner |
| 18 | Rumor Mill on a Space Station |
| 19 | Lost Explorer’s Diary |
| 20 | Insane Hermit’s Ramblings |

## Rumor Content

|  |  |
| --- | --- |
| D20 | Content |
| 1 | A hidden treasure on an uncharted planet. |
| 2 | A legendary, long-lost starship filled with advanced technology. |
| 3 | A secret conspiracy within a powerful corporation. |
| 4 | An imminent alien invasion threat. |
| 5 | A rare and valuable alien artifact for sale. |
| 6 | The location of a dangerous criminal on the run. |
| 7 | A mysterious signal from a derelict spaceship. |
| 8 | A new alien species discovered in a distant sector. |
| 9 | A potential cure for a deadly spaceborne disease. |
| 10 | A wormhole leading to an unknown region of the galaxy. |
| 11 | Evidence of a corrupt government official’s illegal dealings. |
| 12 | A map to a hidden rebel base. |
| 13 | A prophecy foretelling cosmic cataclysm. |
| 14 | Plans for a doomsday weapon in the wrong hands. |
| 15 | An ancient star map revealing forgotten star systems. |
| 16 | Rumors of a cursed planet where ships disappear. |
| 17 | Whispers of a lost colony with advanced technology. |
| 18 | Tales of a rogue AI causing havoc in the galaxy. |
| 19 | The discovery of a sentient alien species. |
| 20 | An opportunity for a high-stakes heist. |

# Mission Generator

Missions are complex and delicate assignments that can generate long arcs of events for your solo game. They always have a Patron who may or may not coincide with the Client (you decide whether to separate them by pulling on their respective tables).

Also in this generator, use only the tables that you find really useful.

## Mission Types

|  |  |
| --- | --- |
| D10 | Mission Type |
| 1 | Exploration |
| 2 | Recovery |
| 3 | Rescue |
| 4 | Infiltration |
| 5 | Smuggling |
| 6 | Protection |
| 7 | Bounty Hunting |
| 8 | Scientific Experiment |
| 9 | Diplomacy |
| 10 | War |

## Objectives

|  |  |
| --- | --- |
| D10 | Objective |
| 1 | Recover a valuable artifact |
| 2 | Explore an unknown planet |
| 3 | Rescue hostages |
| 4 | Infiltrate an enemy base |
| 5 | Smuggle a secret cargo |
| 6 | Protect an important diplomat |
| 7 | Capture a wanted criminal |
| 8 | Conduct a secret experiment |
| 9 | Mediate a conflict between two factions |
| 10 | Destroy an enemy ship |
| 11 | Uncover a conspiracy |
| 12 | Liberate a planet under enemy siege |

## Patrons

|  |  |
| --- | --- |
| D20 | Patron |
| 1 | Aristocrat |
| 2 | Financier |
| 3 | Trader |
| 4 | Celebrity |
| 5 | Colonial supervisor |
| 6 | Corporate employee |
| 7 | Recruiter |
| 8 | Cult leader |
| 9 | Diplomat |
| 10 | Border traveler |
| 11 | Financier |
| 12 | Rebel Leader |
| 13 | Tycoon |
| 14 | High Priest |
| 15 | Secret agent |
| 16 | Manufacturer |
| 17 | Dock guardian |
| 18 | Rebel leader |
| 19 | Explorer Ship Pilot |
| 20 | Mercenary Captain |

## Clients

|  |  |
| --- | --- |
| D10 | Client |
| 1 | Intergalactic Government |
| 2 | Space Corporation |
| 3 | Underworld Syndicate |
| 4 | Secret Organization |
| 5 | Group of Explorers |
| 6 | Wealthy Collector |
| 7 | Alien Representative |
| 8 | Rebel Faction |
| 9 | Advanced Artificial Intelligence |
| 10 | Survivor of a Destroyed Planet |

## Adversaries

|  |  |
| --- | --- |
| D10 | Adversary |
| 1 | Space Pirates |
| 2 | Aggressive Aliens |
| 3 | Unscrupulous Mercenaries |
| 4 | Corrupt Local Government |
| 5 | Armed Rebels |
| 6 | Criminal Clan |
| 7 | Genetically Modified Experiments |
| 8 | Terrorist Organization |
| 9 | Rouge AI |
| 10 | Awakened Ancient Alien Race |

## Rewards

|  |  |
| --- | --- |
| D12 | Reward |
| 1 | Huge sum of money |
| 2 | Advanced technology |
| 3 | Secret information |
| 4 | Access to rare resources |
| 5 | Political favors |
| 6 | Upgrades for the ship or crew |
| 7 | Powerful allies |
| 8 | Maps of secret star routes |
| 9 | Debt or criminal record clearance |
| 10 | Safe passage through enemy territories |
| 11 | Forbidden knowledge |
| 12 | Possession of a secret base |

## Obstacles

|  |  |
| --- | --- |
| D12 | Obstacle |
| 1 | Dangerous asteroid field |
| 2 | Unstable gravitational field |
| 3 | Powerful enemy ship |
| 4 | Advanced technological traps |
| 5 | Impenetrable energy shield |
| 6 | Pirate raid |
| 7 | Complicated political intrigue |
| 8 | Deadly computer virus |
| 9 | Aggressive alien creatures |
| 10 | Loss of communications |
| 11 | Space storm |
| 12 | Traitors within the crew |

## Locations

|  |  |
| --- | --- |
| D20 | Location |
| 1 | Galactic Casino |
| 2 | Smuggler’s Den |
| 3 | Asteroid Mining Colony |
| 4 | Space Pirate Hideout |
| 5 | Interstellar Bazaar |
| 6 | Rebel Outpost |
| 7 | Space Station Hub |
| 8 | Alien Diplomatic Embassy |
| 9 | Forbidden Planet |
| 10 | Space Battle Wreckage |
| 11 | Cybernetic Research Facility |
| 12 | Intergalactic Arena |
| 13 | Celestial Observatory |
| 14 | Wormhole Gate Nexus |
| 15 | Quantum Nebula |
| 16 | Starship Graveyard |
| 17 | Cosmic Anomaly |
| 18 | Rogue AI’s Virtual Realm |
| 19 | Gas Giant Mining Platform |
| 20 | Lost Arkship Sanctuary |

## Technology or Artifacts

|  |  |
| --- | --- |
| D20 | Technology or Artifact |
| 1 | Quantum Phase Drive |
| 2 | Holo-Disguise Matrix |
| 3 | Hyper-Communicator Beacon |
| 4 | Neural Interface Helm |
| 5 | Warp-Resonance Crystal |
| 6 | Anti-Gravity Gauntlets |
| 7 | Plasma Energy Lance |
| 8 | Null-Field Generator |
| 9 | Sentient Data Core |
| 10 | Dimensional Rift Key |
| 11 | Nanite Repair Swarm |
| 12 | Graviton Manipulator |
| 13 | Time-Warp Chronometer |
| 14 | Quantum Entanglement Communicator |
| 15 | Ion-Blade Sword |
| 16 | Dark Matter Detector |
| 17 | Singularity Core Reactor |
| 18 | Psionic Amplifier Crown |
| 19 | Reality Shifter Device |
| 20 | Omni-Tool Multifunction Device |

## Cultural Element

|  |  |
| --- | --- |
| D20 | Cultural Element |
| 1 | Intergalactic Mercenary Guild |
| 2 | Ancient Prophecy of the Chosen One |
| 3 | Hyper-Religious Pilgrimage Sites |
| 4 | Holographic Art Galleries |
| 5 | Galactic Code of Honor |
| 6 | Telepathic Communication Rituals |
| 7 | Android Rights Movement |
| 8 | Bounty Hunter Guilds |
| 9 | Universal Translator Devices |
| 10 | Celestial Festivals of Light |
| 11 | Interstellar Trade Cartels |
| 12 | Martial Arts Academies |
| 13 | Spacefaring Nomadic Tribes |
| 14 | Transdimensional Diplomatic Summits |
| 15 | Clans of Psychic Sensitives |
| 16 | Exotic Alien Cuisine |
| 17 | Cybernetic Enhancement Rituals |
| 18 | Virtual Reality Gaming Tournaments |
| 19 | Space Opera Theater Productions |
| 20 | Mysterious Ancient Monoliths |

## Environmental Hazard

|  |  |
| --- | --- |
| D20 | Environmental Hazards |
| 1 | Solar Flare Radiation |
| 2 | Ion Storm Electromagnetic Pulses |
| 3 | Microscopic Spaceborne Parasites |
| 4 | Gravitational Vortex Anomalies |
| 5 | Quantum Flux Disruptions |
| 6 | Cosmic Dust Meteor Shower |
| 7 | Temporal Rift Zones |
| 8 | Magnetic Field Disturbances |
| 9 | Black Hole Gravitational Pull |
| 10 | Nebulaic Ion Clouds |
| 11 | Radiation Leaks from Space Wrecks |
| 12 | Toxic Atmosphere Planets |
| 13 | Electromagnetic Interference |
| 14 | Rogue Asteroid Collisions |
| 15 | Solar Eclipse Radiation |
| 16 | Magnetic Storms on Gas Giants |
| 17 | Quantum Singularity Instabilities |
| 18 | Stellar Quasar Outbursts |
| 19 | Tidal Forces of Binary Stars |
| 20 | Celestial Radiation Belt Surges |

# Installation Generator

Installations are not necessarily wrecks, but are any kind of artificial structure with a purpose and many environments to explore. This generator is generic and will help you procedurally navigate the exploration of an installation. Refine the results wisely and when in doubt ask questions of the Oracle.

## Installation Origin

|  |  |
| --- | --- |
| D10 | Origin |
| 1 | Built by an ancient civilization |
| 2 | Created by an extraterrestrial entity |
| 3 | Abandoned military installation |
| 4 | Scientific research laboratory |
| 5 | Automated factory |
| 6 | Ancient alien temple |
| 7 | Ruined space station |
| 8 | Secret underground complex |
| 9 | Colonization on an unexplored planet |
| 10 | Planetary defense installation |

## Current Purpose of the Installation

|  |  |
| --- | --- |
| D10 | Current Purpose |
| 1 | Base of operations for a secret organization |
| 2 | Nest of alien creatures |
| 3 | Search for ancient technology |
| 4 | Prison for galactic criminals |
| 5 | Testing for genetic experiments |
| 6 | Repository of valuable resources |
| 7 | Space monitoring station |
| 8 | Interstellar communication center |
| 9 | Military training center |
| 10 | Factory for advanced weaponry |

## Unique Features

|  |  |
| --- | --- |
| D10 | Unique Features |
| 1 | Variable gravity |
| 2 | Fully automated environment |
| 3 | Protective force field |
| 4 | Distorted dimensions inside the installation |
| 5 | Presence of a sentient AI |
| 6 | Presence of a deadly disease or contagion |
| 7 | Teleportation technology |
| 8 | Alien ecosystem within the installation |
| 9 | Presence of an eerie energy field |
| 10 | Built on an alien planet |

## Area

Roll on each colum per Area. Roll for Traps and Encounters only if needed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| D10 | Area Size | Exits | Features | Traps | Encounters |
| 1 | Small | 1 | Scientific Laboratory | Security Lasers, Electric Field | Disused Androids, Genetic Experiments |
| 2 | Medium | 2 | Control Room | Security Barricades, Paralyzing Gas | Defense Robots, Scientists |
| 3 | Large | 3 | Robot Factory | Defense Sphere, Robotic Arms | Worker Androids, Surveillance Robots |
| 4 | Long | 4 | Neon-Lit Corridor | Explosive Trap, Teleportation | Tentacled Aliens, Smugglers |
| 5 | Narrow | 5 | Resource Depot | Inverted Gravity Field, Gravitational Force | Cargo Androids, Security Robots |
| 6 | Complex | Various | Military Training Center | Virtual Training Field, Lethal Lasers | Elite Soldiers, Officers |
| 7 | Maze | Random | Complex and Labyrinthine Structures | Invisible Energy Field, False Wall | Mutant Creatures, Space Explorers |
| 8 | Environment | Various | Alien Ecosystem, Artificial Forests or Swamps | Carnivorous Plants, Camouflaged Creatures | Space Explorers, Hunters |
| 9 | Hidden | Camouflaged or Concealed | Secret Rooms, Accessible Only Through Passageways | Invisibility Field, Silent Alarm | Mercenary, Thieves |
| 10 | Malfunctioning | Blocked | Damaged Area, Difficult or Blocked Access | Unstable Explosives, Moving Platforms | Mechanical Creatures, Malfunctioning Robots |

## Junction

Roll on each colum per Area. Roll for Traps and Encounters only if needed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| D10 | Junction Size | Exits | Features | Traps | Encounters |
| 1 | Narrow | 1 | Corridor with metal walls and ceiling | Security Lasers, Electric Field | Surveillance Robots, Security Systems |
| 2 | Wide | 2 | Corridor with illuminated panels along the walls | Toxic Gas, Electronic Locks | Maintenance Androids, Technicians |
| 3 | Long | 3 | Corridor with panoramic windows | Motion Sensors, Force Field | Space Explorers, Secret Agents |
| 4 | Curved | 4 | Corridor with irregular curves and angles | Energy Barriers, Energy Field | Tentacled Aliens, Predators |
| 5 | Branched | 5 | Corridor with bifurcations and secondary paths | Inverted Gravity Field, Teleportation | Smugglers, Mercenaries |
| 6 | Vertical | Stairs or Elevators | Corridor with vertical sections and multiple levels | Gravity Trap, Malfunctioning Elevators | Space Abyss Explorers, Flying Aliens |
| 7 | Technological | Interactive Panels | Corridor with interactive displays or holograms | Laser Barriers, Surveillance Devices | Scientists, Technicians |
| 8 | Dark | Limited Lighting | Corridor with low illumination or in semi-darkness | Sonic Trap, Invisible Presence | Nocturnal Creatures, Shadows |
| 9 | Environment | Various Environments | Corridor traversing different environments (aquatic, icy, volcanic, etc.) | Electric Trap, Corrosive Force Field | Interdimensional Explorers, Elemental Beings |
| 10 | Abandoned | Sealed Entrances | Corridor with signs of abandonment and sealed doors | Explosive Trap, Radioactive Materials | Malfunctioning Androids, Mutant Creatures |

# Settlement Generator

When you land on an outpost or explore planetary expanses it may become necessary to generate information about the settlement you encounter. This generator will help you with the task.

## Settlement Type

|  |  |
| --- | --- |
| D6 | Type of Settlement |
| 1 | Space City |
| 2 | Lunar Colony |
| 3 | Orbital Station |
| 4 | Underground Base |
| 5 | Extraterrestrial Outpost |
| 6 | City Ship |

## Settlement Size

|  |  |
| --- | --- |
| D10 | Settlement Size |
| 1 | Small |
| 2 | Medium |
| 3 | Large |
| 4 | Huge |
| 5 | Metropolis |
| 6 | Ecosphere |
| 7 | Base Ship |
| 8 | Miniature |
| 9 | Ruined City |
| 10 | Floating City |

## Settlement Function

|  |  |
| --- | --- |
| D12 | Settlement Function |
| 1 | Research Center |
| 2 | Commercial Hub |
| 3 | Military Base |
| 4 | Administrative Center |
| 5 | Resort City |
| 6 | Robotics Factory |
| 7 | University Town |
| 8 | Spaceport |
| 9 | City of Arts |
| 10 | Medical Center |
| 11 | Galactic Prison |
| 12 | Cultural Center |

## Landmarks

|  |  |
| --- | --- |
| D20 | Landmark |
| 1 | Control Tower |
| 2 | Galactic Hypermarket |
| 3 | Zero-Gravity Stadium |
| 4 | Floating Gardens |
| 5 | Android Factory |
| 6 | Interstellar Library |
| 7 | Species Museum |
| 8 | Stellar Monument |
| 9 | Technological Cathedral |
| 10 | Secret Laboratory |
| 11 | Space Park |
| 12 | Infinite Energy Well |
| 13 | Combat Arena |
| 14 | Entertainment Center |
| 15 | Extraterrestrial Monument |
| 16 | Government Palace |
| 17 | Research Space Station |
| 18 | Gravitational Pool |
| 19 | Galactic Archive |
| 20 | Antimatter Reactor |

## Distinctive Feature

|  |  |
| --- | --- |
| D8 | Distinctive Feature |
| 1 | Advanced Technology |
| 2 | Multispecies Coexistence |
| 3 | Artificial Atmosphere |
| 4 | Powerful Defense System |
| 5 | Telepathic Communication |
| 6 | Art-based Culture |
| 7 | Technology-based Economy |
| 8 | Utopian Community |

## Problems or Threats

|  |  |
| --- | --- |
| D20 | Problem or Threat |
| 1 | Space Epidemic |
| 2 | Robot Rebellion |
| 3 | Alien Invasion |
| 4 | Rampant Crime |
| 5 | Genetic Mutations |
| 6 | Interstellar War |
| 7 | Resource Depletion |
| 8 | Cyborg Assassins |
| 9 | Cult of the Cosmic God |
| 10 | Unstable Energy |
| 11 | Space Distortion Machine |
| 12 | Deadly Computer Virus |
| 13 | Mutant Creatures |
| 14 | Quarantined Planet |
| 15 | Political Crisis |
| 16 | Presence of Alien Entities |
| 17 | Uncontrolled Technological Advancement |
| 18 | Galactic Dictatorship |
| 19 | Natural Threat |
| 20 | Failed Experiment |

## Rumors

|  |  |
| --- | --- |
| D20 | Rumors |
| 1 | Hidden Alien Technology |
| 2 | Mystery of Ancient Ruins |
| 3 | Hidden Treasure Underground |
| 4 | Legend of a Lost World |
| 5 | Secret Star Route |
| 6 | Existence of an Immortal Race |
| 7 | Interdimensional Portal |
| 8 | Hunting Alien Species |
| 9 | Cursed Guardian Spirit |
| 10 | Well of Infinite Knowledge |
| 11 | Unknown Energy to Harness |
| 12 | Space Gate to Another Universe |
| 13 | History of a Galactic War |
| 14 | Relics of an Ancient Civilization |
| 15 | Secrets of Interstellar Travel |
| 16 | Legend of the Living World |
| 17 | Forbidden Genetic Experiments |
| 18 | Ghosts Haunting the Settlement |
| 19 | Legend of Cosmic Power |
| 20 | Ancient Extraterrestrial Artifact |

## Encounters

|  |  |
| --- | --- |
| 2D6 | Encounters |
| 2 | Difficult Negotiation |
| 3 | Combat with Pirates |
| 4 | Discovery of a Hidden Base |
| 5 | Rescue of a Ship in Distress |
| 6 | Meeting with a Friendly Alien |
| 7 | Political Intrigue |
| 8 | Exploration of an Uncharted Planet |
| 9 | Rescue Mission |
| 10 | Infiltration into a Secret Organization |
| 11 | Investigation of a Mysterious Murder |
| 12 | Confrontation with an Extraterrestrial Creature |

# Creatures

Below are descriptions of the encounters presented in the Installation Generator.

### Cargo Android

6 HP, 2 Armor, 12 STR, 8 DEX, 6 WIL, Cargo Clamp (1d8, Grapple)

* A bulky android designed for cargo handling, equipped with a cargo clamp.
* Its quirk is that it can carry heavy loads effortlessly.
* Special Effect: Cargo Clamp can grapple and crush targets.

### Defense Robot

4 HP, 3 Armor, 14 STR, 10 DEX, 10 WIL, Gatling Gun (1d8, Rapid Fire)

* A sleek, heavily armored robot with multiple weapon attachments.
* Its quirk is that it can activate an energy shield for a limited time.
* Special Effect: Gatling Gun has a high rate of fire, allowing multiple attacks in a single turn.

### Disused Android

4 HP, 1 Armor, 10 STR, 6 DEX, 3 WIL, Blunt Object (1d6)

* A rusted and decrepit humanoid android, covered in dust and cobwebs.
* Its quirk is that it occasionally emits static bursts from its speakers.
* Special Effect: When reduced to 0 HP, it releases a blinding flash of light, temporarily blinding those nearby.

### Elemental Being

12 HP, 2 Armor, 14 STR, 8 DEX, 10 WIL, Elemental Attacks (1d10, Elemental)

* A being composed of elemental energy with the power to manipulate elements.
* Its quirk is that it can control and harness elemental forces.
* Special Effect: Elemental Attacks can have various elemental effects.

### Elite Soldier

6 HP, 3 Armor, 14 STR, 14 DEX, 12 WIL, Assault Rifle (2d6, Burst Fire)

* A highly trained and well-equipped soldier in advanced combat armor.
* The elite soldier’s quirk is that they can issue tactical commands to allies.
* Special Effect: Assault Rifle can fire in burst mode, hitting multiple targets.

### Flying Alien

10 HP, No Armor, 8 STR, 14 DEX, 8 WIL, Sonic Screech (1d8, Sonic)

* A winged alien capable of agile flight and emitting a deafening screech.
* Its quirk is that it can fly effortlessly through various environments.
* Special Effect: Sonic Screech can disorient and stun targets.

### Genetic Experiment

6 HP, 2 Armor, 14 STR, 12 DEX, 6 WIL, Claws (1d8)

* A grotesque, mutated creature with mismatched limbs and sharp claws.
* Its quirk is that it can emit toxic spores when threatened.
* Special Effect: Successful claw attacks have a chance to cause bleeding.

### Hunter

5 HP, 2 Armor, 12 STR, 14 DEX, 10 WIL, Compound Bow (1d10, Accurate)

* A skilled hunter with a compound bow and camouflage gear.
* The hunter’s quirk is that they are excellent trackers.
* Special Effect: Compound Bow is highly accurate.

### Interdimensional Explorer

8 HP, No Armor, 8 STR, 12 DEX, 12 WIL, Dimensional Manipulator (No direct combat abilities)

* An explorer with a device capable of opening dimensional rifts.
* The interdimensional explorer’s quirk is that they can access alternate realities.
* Special Effect: None for direct combat.

### Maintenance Android

3 HP, 1 Armor, 8 STR, 6 DEX, 8 WIL, Repair Tools (No direct combat abilities)

* A maintenance android with tools for repairing and maintaining machinery.
* Its quirk is that it can perform emergency repairs on allies or machinery.
* Special Effect: None for direct combat.

### Malfunctioning Robot/Android

2 HP, 1 Armor, 8 STR, 6 DEX, 8 WIL, Random Weapons (Unpredictable)

* A malfunctioning robot with erratic behavior and unpredictable weaponry.
* Its quirk is that it may suddenly change targets or weapons during combat.
* Special Effect: Random Weapons can have various unpredictable effects.

### Mechanical Creature

8 HP, 2 Armor, 10 STR, 10 DEX, 4 WIL, Buzzsaw Appendage (1d8, Cutting)

* A strange mechanical creature with buzzsaw appendages.
* Its quirk is that it can interface with and control machinery.
* Special Effect: Buzzsaw Appendage can cut through obstacles and cause bleeding.

### Mercenary

6 HP, 3 Armor, 12 STR, 10 DEX, 6 WIL, Assault Rifle (2d6, Burst Fire)

* A battle-hardened mercenary equipped with heavy armor and an assault rifle.
* The mercenary’s quirk is that they have a reputation for completing contracts.
* Special Effect: Assault Rifle can fire in burst mode.

### Mutant Creature

8 HP, 1 Armor, 12 STR, 8 DEX, 6 WIL, Venomous Bite (1d8, Poison)

* A mutated creature with grotesque features and venomous fangs.
* Its quirk is that it can emit a toxic cloud when threatened.
* Special Effect: Venomous Bite inflicts poison damage.

### Nocturnal Creature

4 HP, No Armor, 10 STR, 12 DEX, 6 WIL, Night Vision (Nocturnal Hunter)

* A creature adapted to nocturnal hunting, with enhanced night vision.
* Its quirk is that it can see perfectly in complete darkness.
* Special Effect: None for direct combat.

### Officer

4 HP, 2 Armor, 12 STR, 10 DEX, 14 WIL, Sidearm (1d8, Precise)

* A disciplined officer in a formal uniform, carrying a precision sidearm.
* The officer’s quirk is that they can rally and inspire nearby allies.
* Special Effect: Sidearm is highly accurate.

### Predator

8 HP, 1 Armor, 14 STR, 12 DEX, 8 WIL, Sharp Claws (1d10, Pounce)

* A deadly predator with razor-sharp claws and keen senses.
* Its quirk is that it can stalk and ambush prey from concealment.
* Special Effect: Pounce allows the predator to make a devastating surprise attack.

### Scientist

2 HP, No Armor, 8 STR, 10 DEX, 14 WIL, Research Notes (No direct combat abilities)

* A bespectacled scientist in a lab coat, carrying research notes and tools.
* The scientist’s quirk is that they can provide useful information or items.
* Special Effect: None for direct combat.

### Security Robot

8 HP, 3 Armor, 12 STR, 8 DEX, 6 WIL, Energy Baton (1d8, Shock)

* A menacing security robot with an energy baton.
* Its quirk is that it can activate a stun mode on its baton.
* Special Effect: Energy Baton inflicts shock damage and can stun targets.

### Security System

10 HP, No Armor, 4 STR, 12 DEX, 8 WIL, Automated Turrets (2d6, Automatic)

* An automated security system with surveillance cameras and turrets.
* Its quirk is that it can lock down areas and activate traps.
* Special Effect: Automated Turrets can fire automatically at intruders.

### Shadow

4 HP, No Armor, 3 STR, 14 DEX, 12 WIL, Stealth (Invisibility)

* A shadowy, intangible being that can phase through objects.
* Its quirk is that it can become invisible at will.
* Special Effect: None for direct combat.

### Smuggler

4 HP, 1 Armor, 10 STR, 10 DEX, 12 WIL, Smuggler’s Pistol (1d6, Concealable)

* A shifty-looking character with a concealed pistol and smuggling gear.
* The smuggler’s quirk is that they are skilled at sneaking and evading authorities.
* Special Effect: Smuggler’s Pistol is easy to hide.

### Space Abyss Explorer

8 HP, No Armor, 8 STR, 12 DEX, 12 WIL, Abyssal Probe (1d8, Abyssal Energy)

* A fearless explorer of space abysses, armed with an abyssal probe.
* The space abyss explorer’s quirk is that they can resist the effects of abyssal energy.
* Special Effect: Abyssal Probe channels abyssal energy.

### Space Explorer

3 HP, 2 Armor, 12 STR, 10 DEX, 12 WIL, Laser Cutter (1d8, Cutting)

* A space explorer in an advanced suit with a laser cutter tool.
* The space explorer’s quirk is that they can repair and modify technology.
* Special Effect: Laser Cutter can cut through obstacles and damage machinery.

### Star Leviathan

16 HP, 3 Armor, 18 STR, 6 DEX, 12 WIL, (d12, Starlight Energy Beams, blast)

* A colossal space creature with armored skin and cosmic tentacles. Can generate intense gravity fields and spew beams of starlight energy.
* Its immense cosmic presence and ability to manipulate gravity make it a force to be reckoned with.
* When critically damaged, disrupts the fabric of space, creating an unstable gravitational anomaly that draws in and damages nearby enemies, while also using the gravitational energy to fortify its own resilience.

### Star Kraken

18 HP, 3 Armor, 16 STR, 6 DEX, 10 WIL, (d12 Devastating Cosmic Energy Beams, blast)

* A massive sea creature hailing from space. Possesses giant tentacles and can emit devastating cosmic energy beams.
* Its cosmic origin and immense size make it a formidable and awe-inspiring opponent.
* When critically damaged, unleashes a surge of cosmic energy, creating a localized cosmic storm that damages and disorients nearby enemies, while also using the energy to repair and regenerate its own wounds.

### Surveillance Robot

2 HP, No Armor, 10 STR, 8 DEX, 6 WIL, Surveillance Camera (No direct combat abilities)

* A small, flying robot equipped with surveillance cameras.
* Its quirk is that it can hack into electronic systems.
* Special Effect: None for direct combat.

### Technician

2 HP, No Armor, 8 STR, 10 DEX, 12 WIL, Hacking Kit (No direct combat abilities)

* A skilled technician with a hacking kit and expertise in electronic systems.
* The technician’s quirk is that they can disable security measures.
* Special Effect: None for direct combat.

### Tentacled Alien

6 HP, No Armor, 8 STR, 10 DEX, 6 WIL, Tentacles (1d6, Grapple)

* A bizarre, tentacled alien creature with bioluminescent skin.
* Its quirk is that it can emit a mesmerizing light display.
* Special Effect: Tentacles can grapple and restrain targets.

### Thief

2 HP, No Armor, 8 STR, 14 DEX, 12 WIL, Lockpicks (1d6, Precise)

* A nimble thief skilled in stealth and lockpicking.
* The thief’s quirk is that they can easily slip through tight spaces.
* Special Effect: Lockpicks are precise and can bypass locks quietly.

### Worker Android

2 HP, 1 Armor, 12 STR, 6 DEX, 6 WIL, Welding Torch (1d6, Heat)

* An android designed for manual labor, holding a welding torch.
* Its quirk is that it can perform simple repair tasks.
* Special Effect: Welding Torch inflicts burning damage.

# Credits

* The tables in the NPCs and Factions Generators section is taken from *Any Planet is Earth* CC BY Jim Parkin.
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* The ideas in the *Tuning Characters* section have been circulating in the RPG community for quite some time now. The Enhanced Dice idea comes from the Fray Dice in Scarlet Heroes by Kevin Crawford, although here I use a modified version proposed by Perplexing Ruins and Chaocalypse. The idea of maximizing HP to 6 is from Emerance.
* *Build a Planetary Adventure* section is adapted from Cairn’s website (CC BY-SA Yochai Gal).

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